

TACWAR # 212
1971

MILITARY ELEMENTS AND MILITARY FUNCTIONS

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MILITARY ELEMENTS

An element is defined as an object which performs one or more functions of military importance and which cannot be subdivided without qualitative denial of its primary function(s).

Examples: A Rifleman, a Tank, a Truck, a Radar Set, a Bridge, a Ship, an Airplane, a Fortification, a Factory producing war materiel. A truck with its driver is one element which performs the function of transport; a collection of trucks is a collection of elements since any one of them can perform the function of transport, though at reduced capacity. Expendable supplies are not treated as elements or constituents of elements.

Elements can be classified as friendly, hostile, or neutral. The last class includes personnel and materiel of no utility to the military effort and cultural (man-made) features of the terrain.

Note that hostile or neutral elements may be treated as elemental targets, which can be engaged individually, can be aggregated into composite targets, or can be the content of surface area targets.

Elements are so defined that each performs one or more primary functions, though it may have capability for reverting to other functions. For instance, a rifleman performs primary functions of fire, maneuver, and reconnaissance; he could conceivably be used for transport, psychological operations, etc.

Elements are aggregated into units of various sizes; this process adds either qualitatively or quantitatively to the function performed. Collecting trucks into a platoon merely increases the capability for transport and a truck platoon is therefore a simple unit. Collecting various skilled

personnel together with communications facilities give a capability for command and control not possessed by the individual elements, therefore the headquarters is a complex unit.

MILITARY FUNCTIONS

Military functions are divided into six basic categories:

- 1) Maneuver - the placing of friendly elements in advantageous positions relative to hostile elements, terrain, and objectives.
- 2) Fire - the delivery of energy which can adversely affect the functioning of hostile or neutral elements.
- 3) Intelligence - the gathering and processing of information regarding hostile or neutral elements and the environment.
- 4) Command, Control, Communications - the overall direction of friendly elements. Note that communication is a supporting function for all classes of function.
- 5) Service Support - all functions, other than those listed in 1) to 4) and 6) contributing to the effectiveness of friendly elements.
- 6) Procurement - of men (and training), materiel, and military supplies.

A partial subdivision of these basic functions follow:

1. Maneuver
 - 1.1 Position - the establishment or change of position of friendly elements.
 - 1.2 Use of cover
 - 1.3 Use of concealment
 - 1.4 Use of barriers and obstacles

- 1.5 Mobility (Movement)
 - 1.5.1 Land
 - 1.5.2 Inland Waterway
 - 1.5.3 Sea
 - 1.5.4 Land-Sea (amphibious)
 - 1.5.5 Air
 - 1.5.6 Land-Air
 - 1.5.7 Air-Sea

2. Fire
 - 2.1 Fire against land-surface targets
 - 2.1.1 Combat Fire - direct engagement by combat elements of hostile or neutral elements. Combat elements are those which combine primary functions of Fire and Maneuver
 - 2.1.2 Support Fire
 - 2.1.3 Interdiction Fire
 - 2.1.4 Strategic Fire
 - 2.2 Fire against sea surface targets
 - 2.3 Fire against aerial or space targets
 - 2.4 Fire against cultural features
 - 2.5 Fire to influence environment
 - 2.6 Electronic counter-measures
 - 2.7 Psychological operations
 - 2.8 CBR Fire (Chemical, Biological, Radiation)

3. Intelligence
 - 3.1 Sensor Operation (reconnaissance)
 - 3.1.1 Visual (may be aided by optical instruments)
 - 3.1.2 Photographic

- 3.1.3 Radar
- 3.1.4 Communication Intercept & DF
- 3.1.5 Infra-red
- 3.1.6 Sound (including SONAR)
- 3.1.7 Interrogation
- 3.1.8 Seismic
- 3.1.9 Magnetic
- 3.2 Sensor Direction
- 3.3 IFF (Identification Friend or Foe)
- 3.4 Information editing and display
- 3.5 Intelligence Synthesis
 - 3.5.1 Order of Battle generation
 - 3.5.2 Enemy situation generation
 - 3.5.3 Target identification and composition
- 3.6 Weather Observation and Prediction
- 3.7 Topography and Terrain Analysis
- 3.8 Warning
- 3.9 Counter-intelligence
- 4. Command, Control, Communications
 - 4.1 Leadership - influence of friendly element behavior
 - 4.2 Maneuver Direction
 - 4.3 Fire Direction
 - 4.4 Organization and Resource Allocation
 - 4.5 Staff Estimates and Status Reporting
 - 4.6 Planning
 - 4.7 Coordination and Liaison

- 4.8 Navigation, Location, Status Reporting to higher command
- 4.9 Communication
 - 4.9.1 Verbal
 - 4.9.2 Visual (Tactile)
 - 4.9.3 Electronic
 - 4.9.4 Sound
- 4.10 Counter - C³ (Command, Control, Communications)

- 5. Combat Service Support
 - 5.1 Service Support Management
 - 5.2 Supply Storage and Handling
 - 5.3 Transport (Route Maintenance)
 - 5.4 Personnel Services
 - 5.5 Medical
 - 5.6 Engineering (Construction)
 - 5.7 Civil Affairs
 - 5.8 Discipline - Military Police (Traffic Control)
 - 5.9 Rear Area Defense/Damage Control
 - 5.10 Maintenance

- 6. Procurement
(not yet detailed)

