



The Changing Character of Manoeuvre

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*The battlefield is a scene of constant chaos.
The winner will be the one who controls
that chaos, both his own and the enemies.*

Napoleon Bonaparte

WHAT: Manoeuvre Warfare



Manoeuvre warfare, is a military strategy that advocates attempting to defeat the enemy by incapacitating their decision-making through shock and disruption. **Wikipedia.org**

Maneuver is a warfighting philosophy that seeks to shatter the enemy's cohesion through a variety of rapid, focused, and unexpected actions which create a turbulent and rapidly deteriorating situation with which the enemy cannot cope. **USMC**

The primary objective of manoeuvre warfare is to defeat the enemy's will to fight. **Australian Land Warfare Doctrine**

WHAT: Manoeuvre Warfare



**Primitive
Physical
Attrition**



**Manoeuvre
Cognitive
Sophisticated
Focused
Tempo**

WHAT: Changes in Manoeuvre Warfare



**Situational
Awareness**

**Manoeuvre
Cognitive
Sophisticated
Focused
Tempo**

**Technology & Network
Enabled**

**Contested EMS & Cyber
Lack of Sanctuary**

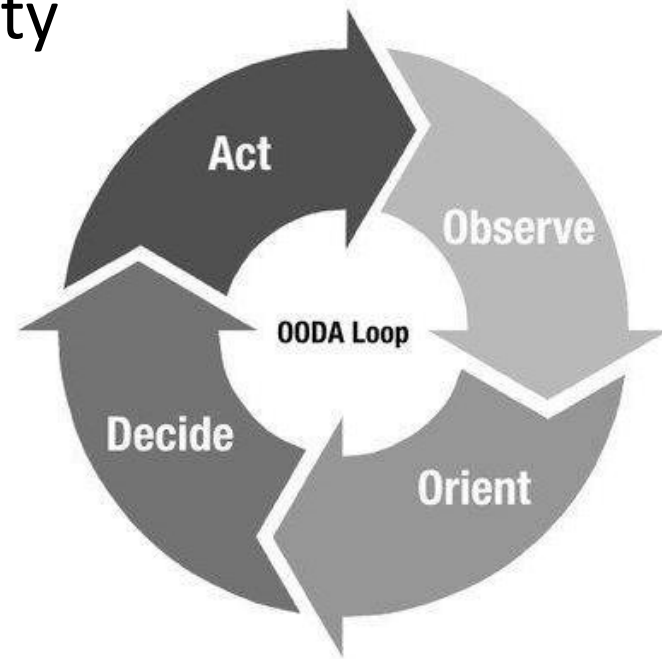
**Primitive
Physical
Attrition**

**Ambiguity
Surprise**

SOWHAT: Changes in our Approach to Warfare



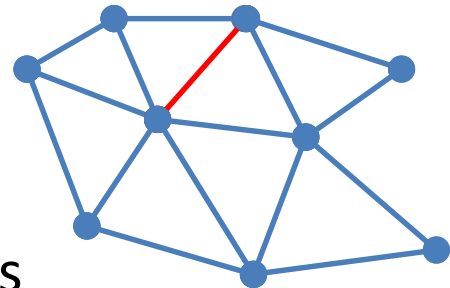
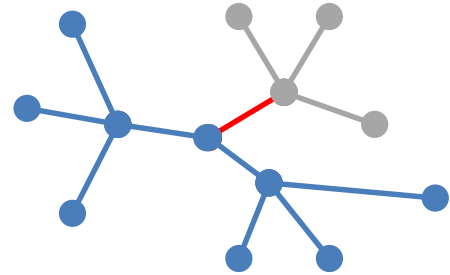
- Strive for defended C4ISR but prepare for surprise
- Value Resilience, Agility and Flexibility
- Ability to fight through ambiguity
- Tempo / Speed of OODA loop
- Multi Domain C2
 - Hierarchical (Centralised) Command
 - Agile (Distributed++) Control
 - Decentralised Execution



NDWWHAT: Organise, Train, Equip & Fight



- Keep working to eliminate hard boundaries
 - Project scope, doctrine, capabilities, roles
- Flexible and Integrated by design
 - Built to work in ways not yet conceived
 - Resilient, self healing, graceful degradation
- Walk the talk of 'Mission Command'
 - Habitually train to fight in degraded modes
 - Develop agile empowered thinking war fighters

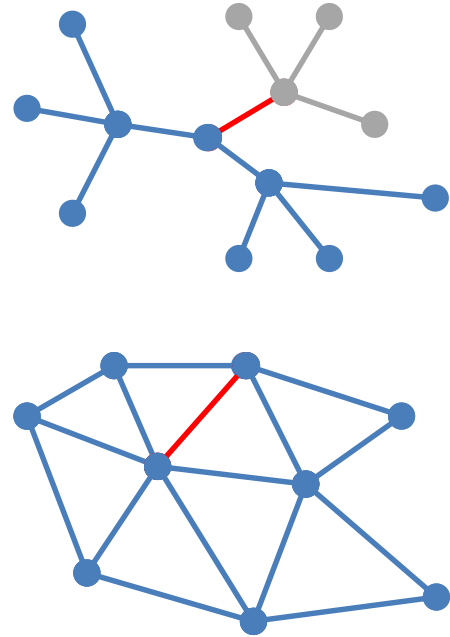


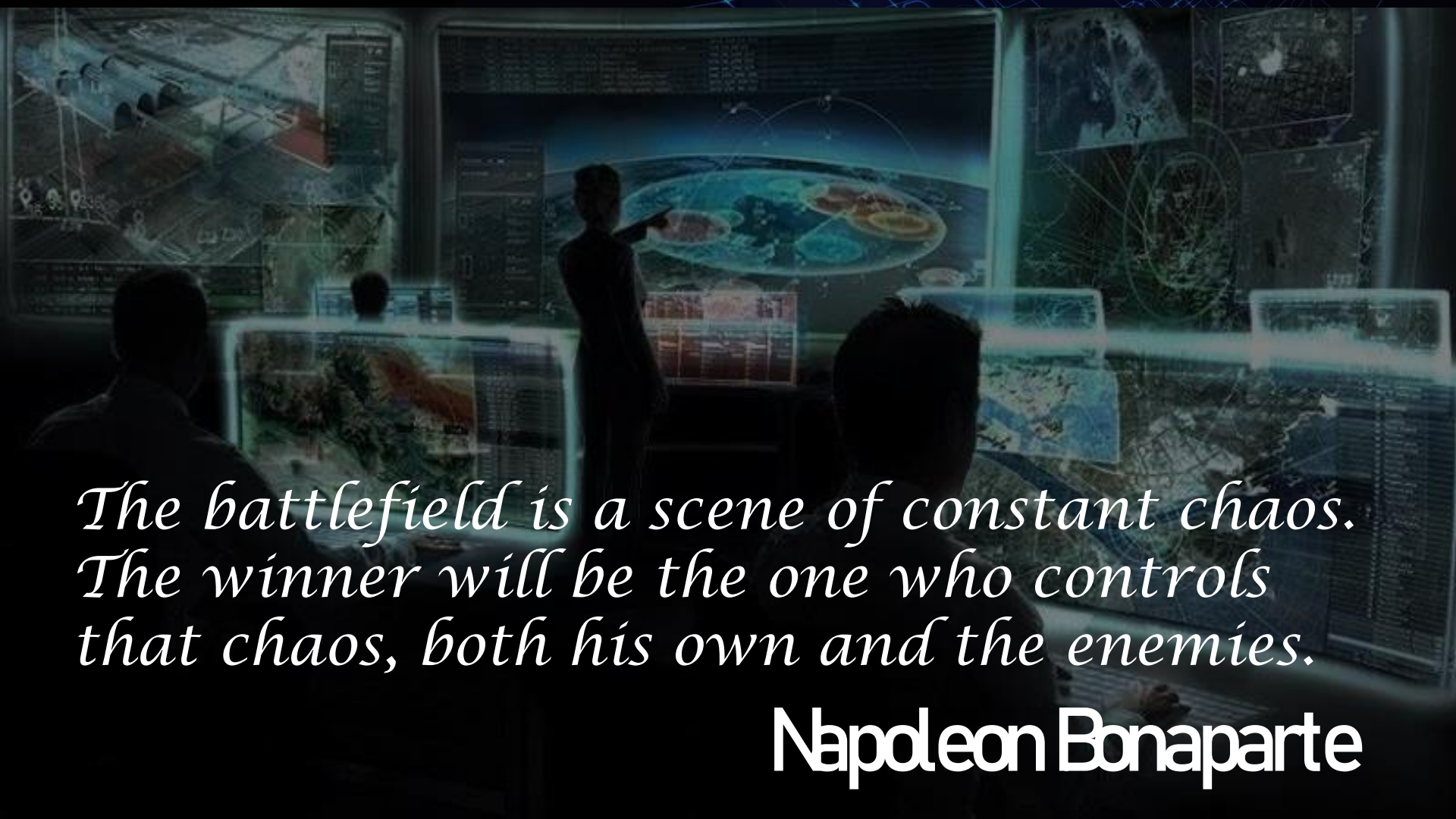
WHAT: 5th Gen Manoeuvre



- The ability of our forces to dynamically adapt and respond in a contested environment to achieve the desired effect through multiple redundant paths. Remove one vector of attack and we rapidly manoeuvre to bring other capabilities to bear through agile control.

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