

# ARMY WAR COLLEGE, MHOW AUGUST 2009:

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Presentation

By

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Alexander

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The British

The Portuguese

The French



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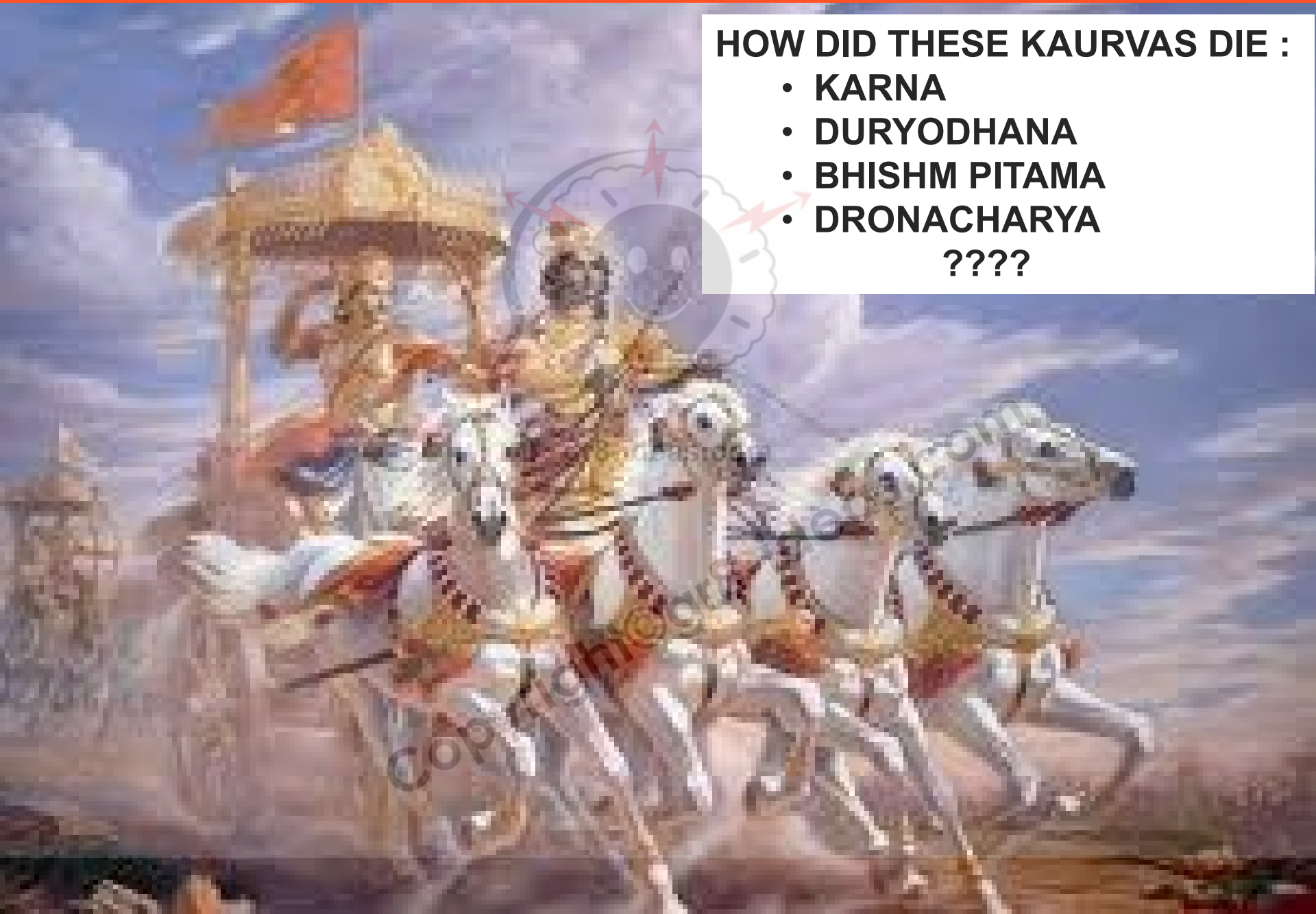
Mahmud Ghaznavi

WE LEARN FROM DHARAM YUDH VS KOOT NITI THEORY THAT ..... 'WE DO NOT FROM HISTORY'

# **SRI KRISHNA : THE EARLIEST PROponent OF MYRE W**

**HOW DID THESE KAURVAS DIE :**

- **KARNA**
  - **DURYODHANA**
  - **BHISHM PITAMA**
  - **DRONACHARYA**
- ????**





# MVRE WARFARE

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**“WHOEVER WISHES TO MASTER  
THE ART OF MERE W,  
MUST STUDY IT CONTINUOUSLY.  
I AM OF THE OPINION THAT  
ONE LIFETIME IS NOT ENOUGH  
TO ATTAIN THIS GOAL.”**

**Frederick II**

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**SESSION 1 :**  
**DEVELOPING A BASIC**  
**UNDERSTANDING OF MVRE W**

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# THE THREE LEVELS OF WARFARE

- TACTICAL

- OPERATIONAL

- STRATEGIC



**MVREW**

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IF MVRE WARFARE DWELLS PRINCIPALLY IN THE **'OPERATIONAL'** DOMAIN, WHY ARE WE STUDYING IT AT THIS (**TACTICAL**) LEVEL ?

- THE MOST IMP THING THAT A STUDENT OF TACTICS MUST LEARN IS HOW **BATTLE OR ENGAGEMENT** FITS IN TO **THE GREATER PLAN**.
- IT HELPS HIM SEE **'BEYOND THE FIGHT'**.
- IT PUTS EVERYTHING IN **PERSPECTIVE**.
- "HOW CAN WE TEACH WHAT WE OURSELVES DON'T UNDERSTAND TOO WELL" IS NOT AN ACCEPTABLE EXCUSE.
- GENERALS ARE, AFTER ALL, FORMER LIEUTENANTS.





**THE FIVE  
BASIC PRINCIPLES OF  
MVRE W**

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**“To win one hundred victories through one hundred battles is **not** the acme of skill. To subdue the enemy without fighting is the supreme skill”.**

**Sun Tzu**

# AVOIDING COMB / DENYING BATTLE

- We are constantly taught how to ‘give’ battle. Just pause and think, “Have we ever been taught when, and how, to ‘deny’ battle ?”
- Should we not have a choice between when to fight and when **not** to ?
- Mvre Warfare suggests :
  - Accept battle only when necessary
  - If you have to fight, avoid the en’s strength and attack his weakness.



**THEREFORE 'THE SUPREME MVRE'  
IS TO WIN A WAR  
WITHOUT FIGHTING.**

**e.g. DISINTEGRATION OF THE SOVIET UNION**

- **Therefore :--**

- An op cdr must first decide whether to **accept battle** or **decline** it through **manoeuvre**.
- If he chooses to fight, there better be a **good reason** for it
- That reason must be **directly related to the **campaign plan**** because fighting a battle, even winning it, constitutes a failure if it does not **directly contribute** to the op cdr's campaign plan.
- Conversely, a battle even if lost, can still be used to further the campaign plan.
- **Let us not stumble in to battle**
- **Be lured in to battle when, and where, we do not want to fight it**
- **Repeatedly reinforce operational / campaign failure in the name of tactical success.**

LET US GET OUR TERMINOLOGY RIGHT

**WAR**

**CAMPAIGN**

**OPERATION**

**BATTLE**


**ENGAGEMENT**

WINNING THE  
**WAR / CAMPAIGN**  
IS THE  
**SOLE AIM**  
OF FIGHTING.  
THE AIM IS  
NOT  
TO ATTACK THE EN,  
TO CAPTURE GRND  
OR DESTROY HIM.

**MVRE IS NOT**  
**A WAY OF MOVING**  
**BUT**  
**A WAY OF THINKING**

MVRE WARFARE LIES PRINCIPALLY IN THE **PSYCHOLOGICAL** PLANE  
WHEREAS  
MOVEMENT AND MOBILITY LIE IN THE **PHYSICAL** PLANE





**IN MVRE W THE  
PRIMARY OBJ IS THE  
EN'S MIND,  
NOT HIS BODY**

MYRE W HAS LITTLE TO DO  
WITH **ETHICS**  
BUT EVERYTHING TO DO WIN  
**WINNING THE WAR**

MVRE W IS, TO PUT IT SIMPLY, A KICK IN THE GROIN, A POKE IN THE EYE, A STAB IN THE BACK. IT IS QUICK, VIOLENT AND **UNFAIR**. IT IS DECISIVE, EVEN PRE-EMPTIVE, AT THE EXPENSE OF PROTOCOL AND POSTURING. IT PUTS A PREMIUM ON **BEING SNEAKY** RATHER THAN COURAGEOUS. IT IS NOT AT ALL GLORIOUS, BECAUSE IT TYPICALLY **FLEES FROM THE EN'S STRENGTH**. IT TAKES ITS NAME FROM ITS MOST COMMON PRACTICAL APPLICATION : **OUT-MANOEUVRING THE OPPONENT.**

# MANOEUVRE : 2 DEFNS

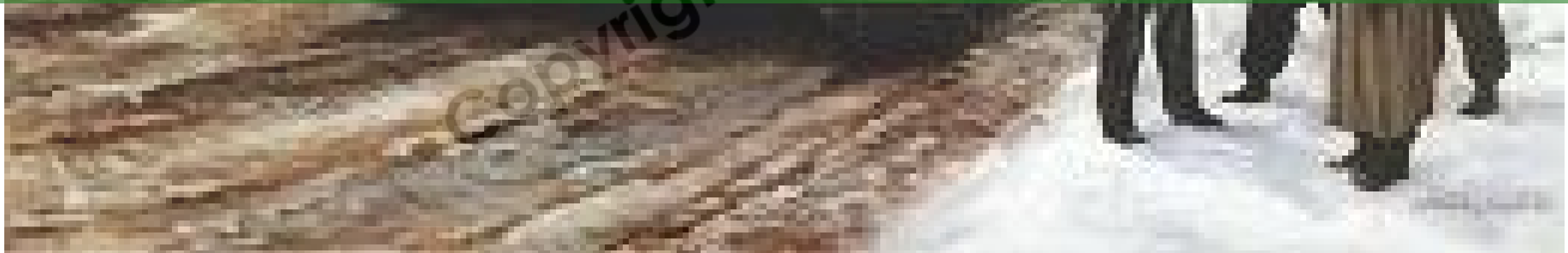
- a move made to gain a tactical end
- **Synonyms - 1:** move, measure, steer, canalise, drive, deploy, navigate

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THE  
PHYSICAL  
ASPECT

# MVRE (PHYSICAL / TACTICAL)

“MVRE IS AN ORG MOV OF TPS (FORCES) DURING COMB OPS TO A NEW AXIS (LINE) AND AREA FOR THE PURPOSE OF TAKING AN ADVANTAGEOUS POSN RELATIVE TO THE EN IN ORDER TO DELIVER A DECISIVE STRIKE”.



# MVRE (Physical / Tactical)

“Emp of forces on the battlefd through mov in combination with fire potential, to achieve a posn of adv in respect to the en in order to accomplish a msn”.

# MANOEUVRE : 2 DEFNS

- a move made to gain a tactical end
- **Synonyms - 1:** move, measure, steer, ca drive, navigate, deploy
- **Synonyms - 2:** artifice, scheme, plot, plan, device, feint, twist, gambit, gimmick, intrigue, ploy, trick, ruse, fix, subterfuge, wangle, contrive, engineer, stratagem, orchestrate, machinate.

THE  
PHYSICAL  
ASPECT

THE  
PSYCHOLOGICAL  
ASPECT

HINDI : CHAL, KAPAT, KOOT NITI, ---

# MVRE (psychological)

- MVRE IS A STATE OF MIND THAT HAS APPLICATION AT ALL LEVELS OF WARFARE.
- GOES BEYOND MOB AND MOV.
- MOB APPLIED TO PARALYSE EN'S MIND.
- AIM OF MVRE IS TO GAIN A PSY ADVANTAGE OVER THE EN.
- APPLICATION OF MVRE AT A FASTER PACE THAN EN TO PARALYSE HIS MIND LED TO THE THEORY OF MVRE WARFARE.



# DEFNS : MANOEUVRE

## THE PSYCHOLOGICAL ASPECT

1. a contrived, complicated, and possibly **deceptive** plan or action
2. to **scheme**; intrigue
3. an adroit move, characterized by **craftiness**
4. a movement or action requiring **deception**
5. to contrive or accomplish with **deception**
6. to **manipulate** situations **in order to gain some end**

**Maneuver is a manipulation of a situation in order to gain some advantage.**

## PHYSICAL ASPECT

7. a tactical movement of one or a number of military or naval units
8. a planned movement of an aircraft in flight / ship
9. to perform a mvre or mvres / procedures / drills
10. to move or **deploy or be moved or deployed**, as military units, etc
11. maneuvers, a series of tactical exercises usually carried out in the field by large bodies of troops in simulating the conditions of war.



**“IT IS POSSIBLE FOR THE WEAKER SIDE  
TO DEFEAT THE STRONGER ONE ”**



**“DAVID CAN DEFEAT GOLIATH”**



ACHILLES HEEL

**“ --- BY APPLYING STR ON WEAKNESS ”**



**MVRE WARFARE :  
SOME DEFINITIONS**

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# MVRE WARFARE : DEFINITION

A term used by mil theorists for  
a concept of warfare  
that advocates  
attempting to defeat an adversary by  
incapacitating his decision-making  
through  
shock and disruption  
brought about by  
movement.

# **MYRE WARFARE**

**DEFEAT**

BREAK EN WILL TO FIGHT

CAUSE PSYCHOLOGICAL  
PARALYSIS

**INCAPACITATING ENEMY'S  
DECISION MAKING**

CREATING SITS FASTER THAN  
EN OODA LOOPS / DECISIONS

**SHOCK & DISRUPTION**

FAST, SUDDEN, UNEXPECTED,  
GEN IN THE EN DEPTH

**MOVEMENT**

## Decision Making

- an outcome of mental processes leading to the selection of a course of action among several alternatives.
- every decision making process produces a final choice. This output can be an action or an opinion of choice.

## Shock & Disruption

- the practice of defeating the en by attacking his COG / his chief vulnerability.
- aim is to avoid having to physically destroy the entire en force by direct attack but to render it inert by attacking its Achilles' Heel
- it must paralyze the en forces or the en cdr's mind

## Movement

- movement by forces to gain advantageous position relative to the en, especially in the en's rear.
- the idea of using rapid movement to keep an en off-bal is as old as war itself.
- changing technology (devp of cavalry and mech vehs) led to increased interest in mvre warfare.



# MVRE W: DEFN

“MVRE WARFARE IS A WAR FIGHTING PHILOSOPHY THAT SEEKS TO SHATTER THE EN's PHYSICAL AND PSY COHESION THROUGH A SERIES OF RAPID AND UNEXPECTED ACTIONS WHICH CREATE A TURBULENT AND RAPIDLY DETERIORATING SIT WITH WHICH HE CANNOT COPE”.

# MVRE WARFARE: GLOSSARY OF MIL TERMS

**“MVRE WARFARE EXPL MOB AND SPEED OF ACTION TO BREAK EN’S ORGANISATIONAL COHESION AND MORALE. IT AIMS AT THE APPLICATION OF OWN STR AGAINST SELECTED EN WEAKNESS. IT REQUIRES DECENTRALISED CONT AND EXPECTS A CDR TO BE AUDACIOUS WHILE OP IN A SIT HAVING A DEG OF UNCERTAINTY”.**



**LET US NOW SEE THIS**  
**THEORY IN ACTION**

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**FACE-OFF BETWEEN 'EL BANDITO'**



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He is thinking : --

- I am unarmed and he has a knife
- What should I do so that he doesn't kill / injure me ?
- Let me try the mvre theory :
  - ❑ Can I win by not fighting ? No.
  - ❑ Which is his No 1 vulnerability ? I must attack that in a flash, before he decides to take a jab at me.
  - ❑ I must use surprise and deception to shock and disrupt him. At the same time I must avoid his strength, the knife.

Ok, so here we go -----



DECEIVE /  
SURPRISE HIM

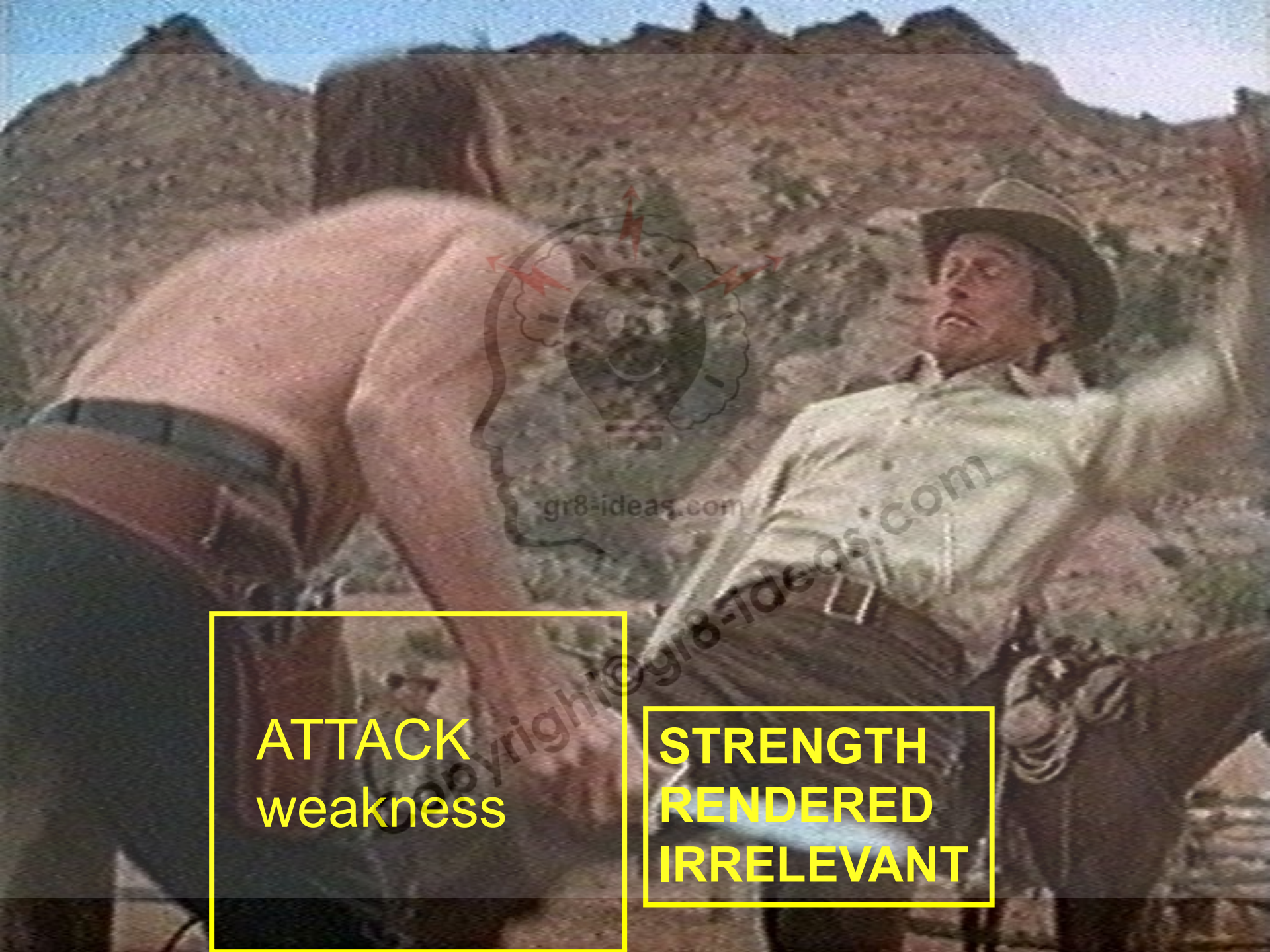


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AVOID HIS  
STRENGTH

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**ATTACK**  
weakness

**STRENGTH**  
**RENDERED**  
**IRRELEVANT**

**PAUL WON BECAUSE HE KEPT IN MIND THE 5  
BASIC PRINCIPLES OF MVRE W. YOU WOULD DO  
WELL TO REMEMBER THEM TOO.**

**OTHERWISE, you may well be the one saying .....**

**OUCH !!!**

### **WHY PAUL WON**

- min attrition
- fast movement
- hit at COG
- use of shock tac
- shattered  
opponent's will
- made opponent's  
superiority in comb  
power redundant

