Appendix D: Draft user Manual

Emerging-State Actor Model (E-SAM)

Iteration 1.0 2/28/2018

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# Emerging State Actor Simulator Overview

The Emerging-State Actor (ESA) Simulator is designed to be used by both human and computer operational planners to evaluate the dynamics and potential progress of unconventional conflict, test different policies, and evaluate courses of action to select paths forward.

## Local Actors

The Simulator models the development of conflict between two actors: Green and Red. Green represents the status-quo government, ostensibly allied with the United States. Red is the local competing actor – be it a guerilla group, insurgency or emerging-state actor. However, Green is simply the designation of the state actor, and Red the non-state actor – in a scenario.

Nearly any form of less-than-full-spectrum conflict can be modeled using the simulator. The Red Actor may represent terrorist networks operating clandestinely with little or no support of the population. To guerilla movements or insurgencies that have conventional military forces, but aren’t able to control the territory sovereignly or seek to govern openly. To emerging-state actors who openly seize, and govern as a sovereign, territory. Although these can be influenced by the Theatre Strategy settings (see below) in some cases the Red Actor may endogenously move through these different states. Likewise the Green actor responses can wildly vary from a counter-terrorism centric approach, population centric, political (address ethnographic grievances) to conventional warfare against the Red Actor.

## Ethnographies

The model can depict any number of different Ethnographies that the Green and Red actor are influencing, and being influenced by. These ethnographic populations drive a number of important dynamics as they select which side, Green or Red, they will support and to what extent. An ethnographic population may be split between three states of support with any Actor, and their support may cross different actors:

* Governed is a state where the population views the Actor as the legitimate government.
* Calculated is a state where the population views the Actor as the “best-choice” government for now, but is open to switching.
* Coerced is a state where that population would switch sides or leave the government, but is prevented by force of arms from doing so.
* Unaligned is a state where the population supports no Actor currently, and evaluates the two Actors on where they appear to be heading in terms of support for the Ethnography.

Additionally, under certain conditions members of an Ethnographic population will rise up as local-opposition fighters within the Actor. They may not formally be aligned with Green or Red, but represent additional indigenous sources of conflict.

## Foreign Actors

External state-sponsored support to the Green or Red actor is depicted by Blue or Purple actors. Blue actors support through intervention with accompanying training, equipment provision, combat training etc. the Green actor, while Purple supports the Red actor.

# Running the Simulation

Every simulation is played by one or more “planners”, which may be human participant or a machine learning algorithms. These planners then compete against one another, or against the simulation itself. Note that the simulation in this context is ***not*** a learning environment, it creates dynamic conditions upon which a machine learning algorithm can learn.

The progress of simulation activities in each game is the same, regardless of who is portraying a planner.

## Selecting Theater Strategies:

First, each planner reviews available Theater Strategies and picks one for their side. A Theater Strategy represents parameter values for numerous starting conditions for either Actor, the Ethnographies, the Territories they are conflicting over or the limitations of external help from Blue or Purple.

Technically, the selection of each Theater Strategy identifies a Scenario file in the database to pull and merge into one unified “scenario” which is then loaded. This unified scenario determines the boundaries of the model, geospatial data of troops, resources, ethnographic population and perceptions and other simulation data. If deterministic strategies are needed, for example what path the Red Actor will seek to conquer cities, this is loaded in as well.

For both actors the Theater Strategies represent decision making by leaders dictating the constraints within which they can create a campaign plan. For the Red Actor this might be fatwa’s, the beliefs or grand strategies of key leaders or tribal realities. For the Blue Actor this represents national security objectives, policy constraints, SOFA agreements etc. Once selected each Theater Strategy is fixed for the length of the game. This means there is a bit of game-theory between each planner when picking a Theater Strategy to determine what the other side is picking. However, picking the ‘wrong’ Theater Strategy versus an opponent selection doesn’t guarantee a loss, it just makes the operational campaign much harder.

## Operational Orders:

The bulk of the game is played within the simulation as each planner issues operation orders (OPORDs) at regular intervals within the game. These are issued every six months. Because the perspective is operational, the focus is on orders at the campaign plan level and not the tactical. These are choices of allocations of available resources to various tasks. For example the Red Actor may allocate 20% of the their personnel to Recruiting and 5% to Propaganda, but there is no tactical decision making in how recruiting and propaganda are conducted. Constants can be set to mimic general effectiveness of the known tactics of the Actor, but this is part of Theatre Strategy selection and not something the player will be able to modify.

The Operational Orders available to Green and Red Actor are:



Operational Orders available to external actors Blue and Purple are:



## Scoring & Victory Conditions

Scoring for both sides is based on the allocation of ethnographic populations within the three possible perceptions to an Actor:

1. That the population supports them only when coercively forced to do so.
2. That a population supports them from the standpoint of calculated-legitimacy.
3. Or the population supports them as fully legitimate.

Each “person” in one of these perceptions is a weighted score for the Actor. And the total score determines victory based on the victory conditions of the Theater Strategy. This allows complex victory conditions such as a “victory” for the Red Actor, even if they are defeated militarily, if their Theater Strategy was to create a Failed State in the operational area.

## Primary Measures of Effectiveness

In addition to scoring and victory conditions the following primary measures of effectiveness can be tracked.



## Secondary Measures of Effectiveness

Depending on the Theatre Strategy selected virtually any parameter in the model might become a secondary measure of effectiveness. For example if a counter-terrorism strategy is envisioned, then the number of terrorist attacks attempted, completed, thwarted and the deaths/refugees specifically from terrorism may be important as a secondary measure of effectiveness.

# Green/Red Operation Orders

### Operation orders allocate Green/Red personnel who are not otherwise assigned to garrison/policy duty to undertake a variety of different types of military actions.

## AFV/IFV Purchases

This is manually set to represent how many Armored or Improvised Fighting vehicles an Actor acquires every Period.

## Artillery Purchases

This is manually set to represent how many Artillery Pieces an Actor acquires every Period.

## Armed Civil Affairs

Armed Civil Affairs is the use of military units to support or bolster governing capacity. Each military action of Armed Civil Affairs will add to the credible governing capacity across all Ethnographies. This can either bolster a weak governing system, or help jump-start governing capacity for Red Actor with no previous experience in governing.

## Garrison

Garrison is a special type of operational order that occurs by default. The model automatically calculates how many troops are needed to garrison the population under control based on their disposition between Coerced, Calculated and Governed. The *Total Garrison* is then compared to a maximum garrison amount as a percentage of all forces based on the size of any current Uprising. The model will use the lesser of the two values (*Total Garrison* and  *Max Garrison Allocation)* to determine the *Actual Garrison.*  This prevents newly established insurgencies from allocating 100% of their troops to garrison the population, even if there isn’t any uprising against their actions yet. In many situations *Total Garrison* and *Max Garrison Allocation* will be the same number. Often when this occurs it represents a natural limit to growth. The Actor has as much population as it can handle and 100% of Combatants are being allocated to garrison and police duty. The Actor must either shift more population to Governed, recruit more troops, or reduce through combat the opposition number before they can territorially expand again.

This Garrison calculation is carried out prior to allocating combatants between squads for other military actions. Thus if 100% of the combatants are in a Garrison mode, then none will be available for any other OpOrder.

## Conventional Warfare

This action seeks to use the military force represented by the squads in this OpOrder to attack the other combatant and seize territory, or take it back. Conventional Warfare leverages the Situational Force Scoring (SFS) combat simulator to determine who wins in conflict, and how much territory exchanges hands.

## Indirect Attacks

Description: Indirect Attack OpOrders are how Actors can use IED, VBIED, and SVIED for military purposes. This can shape the battlefield by denying access or maneuver, or directly harming the enemy. The mechanical effect of this in the simulation is that squads assigned to Indirect Attacks add to the Indirect Attack pool in the combat simulator as if they were a poor-man’s artillery. The actual suicide bombers who might die in such attacks are not accounted for – assuming to be recruited, trained and deployed as part of the squads actions.

***Intended Use***: Traditional artillery is inaccessible to the Red Actor through most simulations. Using Indirect Attacks via IED is a way to access at least part of the military benefits of this kind of equipment, which are quiet effective in urban areas, that they might not otherwise have.

## Local Recruiting

***Description:*** Local Recruiting Actions are the basic building block of Actor forces. Squads assigned to this OpOrder will seek to recruit more combatants from the fighting-age men of each ethnographic group. Recruiting only can be accomplished from populations within Calculated Legitimacy or Governed. Each Actor has a target recruiting number per action, by ethnographic group, for the two types of population. Total recruiting is limited by the adequacy of fighting age men, which is set demographically as a percentage of the whole by ethnographic group in the scenario. Higher levels of militant experience will increase the pool of fighting-age men from which to draw from, thereby increasing recruiting even under difficult conditions and could represent recruiting child-soldiers, women, those who might not normally fight etc.

***Intended Use:*** Recruiting Actions are the only way to grow the size of a militant force or replace losses. Since all Op Orders require combatants who can be formed into squads, recruiting is an essential function of both actors to manage.

## Terrorist Attacks

***Description:*** Suicide bombings, VBIED, IED’s, vehicular ramming – all attacks conducted with an aim of inflicting mass causalities at a target ethnographic group residing under the control of an opposing Actor.

***Intended Use:*** Terrorism produces civilian deaths and refugees within the population controlled by an opposing Actor. This hurts the ethnographic perception of the controlling actor as being unable to protect the population. In this way for example the Red Actor could target Terrorist attacks on the Green Actor’s Suuni population, driving them into the arms of the Red Actor. Also because Terrorism adds to the overall rate of violence, they will have an effect of increasing the need for garrisoning troops, leading to destabilization if garrison needs cannot be met. Terrorism also serves as the most powerful propaganda tool for Red to recruit foreign fighters. It will cause negative perceptions to form within the Ethnographic group to the Red Actor. If a Theater Strategy is to destabilize a country with a large flow of IDP’s, or a neighboring countries capacity to manage that many, then increasing the number of Terrorist acts is one way to accomplish that. At the operational level Terrorist acts are assumed to “succeed” unless opposed by Counter-terrorism OpOrders carried out by the other actor.

## Combatting Terrorism

***Description:*** An order covering the full spectrum of operations necessary to disrupt terrorist and other clandestine activities. This includes antiterrorism defensive protection of high value targets, ethnographic populations and facilities; as well as counterterrorism efforts to gather intelligence, identify and attack the network of terrorists and their supporters.

***Intended Use:*** This OpOrder assigns Actor Squads to CT duties. Their effectiveness depends on their experience, and any benefit derived from Blue/Purple Training operations. The higher effectiveness, the greater percentage of acts that will be stopped from commission and “thwarted.” CT Effectiveness is a multiplier that determines how many Terrorist Attempts are Thwarted, and how many Prison Duty Squads are successful in stopping Prison Breaks. However it is impossible to stop all acts, as some small percent will always get through. Effectiveness degrades over time, at a rate that declines the more experienced the Actor is. This means an Actor with career professionals will experience far less, even zero, degredation of effectiveness than one that relies mainly on untrained conscripts.

## Propaganda

***Description:*** An Actor can manipulate Ethnographic support for themselves and an opposing actor by assigning OpOrders for Propoganda. The effect impacts negatively the short term Ethnographic Perception of opposing Actors, and positively impacts the perception of the Actor conducting the act.

***Intended Use:*** Propaganda allows an Actor to reduce ethnographic support without necessarily killing the targets, such as in Terrorist or War Crime OpOrders. For example the Red Actor might use Armed Propoganda on Suuni Arabs within the Green Actor’s control, lowering the perception to encourage more Suuni’s to defect to Red Actor’s control.

## Armed Civil Affairs

Description: These OpOrders assign Squads to conduct civil affairs, building credible institutional procedures within the target Ethnography.

***Intended Use:*** An Actor’s Institutional Procedures requires population to begin being built, and is limited by finances. Assigning militant squads to Armed Civil Affairs allows the creation of governmental structure without having to have a controlled population first. This will benefit the Actor when they do gain control of population by already having an infrastructure in place.

## Prison Breaks

***Description:*** Prison Breaks are OpOrders for squads to seek out opposing actor detention facilities and free militant detainees. Based on the scenario, a certain percentage of the militant detainees will return to the Actor which freed them.

The number of Squads assigned to this OpOrder is compared with the number of prisons holding detainees. The ratio between the two determines how many detainees will be freed from detention. This means that all Prison Break actions are assumed to be successful unless the opposing Actor assigns squads to Prison Duty. (Its assumed militant squads will overcome local or municipal jail guards.)

***Intended Use:***  The Green Actor captures Red Actor and detainees them. This represents a reserve pool of combatants to ‘reobtain’ without having to recruit. Also militant detainees have the highest starting value of experience, at 10 years, reflecting how many prisons serve as insurgent graduate school providing training and networking with other captured insurgents. Under most scenarios the Red Actor does not hold Green combatants as detainees, killing them on the battlefield. This can be changed by scenario and then the Blue Actor Prison Breaks represent efforts to free these captured combatants and return them to Blue Actor control.

## Prison Duty

***Description:*** This allocates Squads of the Actor to protect its prison camps, prisons and municipal jails. Prison Duty Squads reduce the effective number of Prison Break actions, reducing the ratio at which detainees will be freed, possibly to zero. These actions are wasted if the Opposing Actor is not allocating squads to prison breaks.

## War Crimes

***Description:*** War crimes include the intentional targeting of civilians, ethnic cleansing, crimes against humanity and other mass casualty attack by conventional or unconventional forces against a target ethnographic group. These are distinguished from terrorism however within the model. War Crimes can be either an act of deliberate policy, or reflect the inexperience of troops or provocation by opposing Actors. Ethnic Cleansings cause fatalities in the targeted ethnographic population controlled by Actor who commits the War Crime. This means Green Actor atrocities will impact Green Actor populations. Unlike Terrorism the ethnographic perception penalty applies to the Actor committing the War Crime. Actors take a significant ethnographic penalty for committing War Atrocities, and because they add to the overall rate of violence, they will have an effect of increasing the need for garrisoning troops, leading to destabilization. War Atrocities also create refugees fleeing the violence. These refugees begin as IDP and then leave the country – potentially depopulating it.

***Intended Use:*** War Atrocities are a way for an actor to “cleanse” its controlled population of undesired ethnographic groups. Because War Atrocities are only targeted against a population the Actor physically controls – the deaths and refugees have the effect of ‘clearing out’ the target population. The simulation effect of this is that an Actor can reduce its Garrison requirements over time by committing War Atrocities against an Ethnographic group that already views it poorly, thus reducing the number of Coerced Population that need to be Garrison. Even though this will cause an Ethnographic hit, if there are less people of that ethnography within the Actor’s control it won’t matter as much. Also if a Theater Strategy is to destabilize a country with a large flow of IDP’s, or a neighboring countries capacity to manage that many, then increasing the number of War Atrocities is one way to accomplish that, though at a cost of increasing the difficulty of governing the targeted population at anything other than Coercive levels.

# Blue/Purple Operation Orders

## Blue/Purple Armed Civil Affairs

Same as Green/Red Armed Civil Affairs, but executed by Blue/Purple personnel.

## Blue/Purple Information Operations

Same as Green/Red Propaganda, but executed by Blue/Purple personnel.

## Blue/Purple Training Actor Security Forces

Description: Conduct activities similar to those described under “Framework of Development: Train” to include developing training standards, training HNF soldiers, officers, civilians and friendly networks.[[1]](#footnote-1) Assumes the Required Assessment & Organize activities are complete.[[2]](#footnote-2) In the *Ideal Case* these shaping activities take neglibile time. In the *Operationally Constrained Case* these activities represent the ramp-up time before Training formulations take effect.

Includes all efforts – from personnel training, physical infrastructure and technology improvements and direct support in CT operations to improve the Actor Security Forces ability to thwart terrorism and other clandestine acts such as prison breaks.

Intended Use: This training is provided by Blue/Purple personnel to Green/Red personnel conducting Combatting Terrorism OpOrders. The number of Green/Red personnel assigned to CT is compared to Blue/Purple. Unlike Combat Training or Advanced Equipment Provision, there is no multiplier training effect. This is based on the assumption that the ongoing mentorship of Counter Terrorism is more intensive than one-off training for a new piece of equipment or tactic. The percentage of Blue/Purple training forces to Green/Red CT forces is the additional % that will be added every Period to the Current Security Effectiveness. This makes CT training either very personnel intensive or time intensive, or both, to make a difference.

## Blue/Purple Airpower

Description: Fixed wing, rotary, drones and all forms of aviation are covered under this OpOrder. Airpower is designated by an overall rate, which determines the number of aircraft and sorties per day available, and then a secondary allocation is made to determine the targeting priorities of those aircraft: ground support, attacking an Actor’s resource production or attacking an Actor’s governing capabilities.

Intended Use: Assigned personnel represent the maintenance, sustainment and piloting requirements to field a certain amount of aircraft. In other words the number of aircraft, or sorties per day, are not determined arbitrarily, but as a function of how many personnel are assigned. It currently is set at 27 Squads necessary to support a Squadron of Aircraft, each of which consists of 12 planes, each of which can on average support 2 Sorties per day.

### Airpower Target Combatants

All close ground-support and stand-off attacks are covered under this. A percentage benefit is provided within the SFS Combat Simulator to represent proper air-support. This increases the exchange ratio which helps cause losses to the other side. However airpower targeting combatants does not eliminate Actor forces outside of battle itself.

### Airpower Target Resource Production

Drone strikes, cruise missiles and traditional airpower strikes are covered under this OpOrder. These strikes target the Resource Production of the Actor, and each strike eliminates a certain number of producing units, thus degrading the ability of the Actor to obtain resources. Note that in the ESA Simulator, Resource Production refers to a specific valuable resource that it takes control of the land to access and exploit: e.g. oil, opium, cocaine etc. Airpower strikes target this particular resource, and are not targeting more general or broad economic activity.

### Airpower Target Government Capability

Includes attacked against fixed or mobile infrastructure, command and control, communication or other instruments of state power. Airpower strikes against government capability reduce by block-amounts the ‘credible institutional procedures’ an Actor is able to provide, across all ethnographies. This has a second-order effect of reducing Ethnographic support for that actor. These strikes will either have a limited effect, or must be continued for a long duration, to degrade an largely legitimate government. However a failed-state or emerging-state actor governance, strikes such as this can make the difference between Coercion and Calculated Legitimacy perceptions of the government, or make it more difficult for the Actor to function as a state.

## Blue/Purple Providing Advanced Equipment

Description: The provision of advanced weaponary, communications or other materiel equipment including the necessary training to be able to use the equipment effectively.

Intended Use: Advanced Equipment provides a % increase in overall combat effectiveness in the SFS Simulator. The amount of that benefit actually obtained is based on the ratio between Blue/Purple squads assigned to provisioning and the conventional forces of the Actor. There is a multiplier effect, one Squad of trainers can train 10 Squads of Trainees per military action. Like CT Effectiveness, the ability to use advanced weapons degrades over time – mitigated by the Actors overall experience level. (e.g. a highly experienced military will not lose the training benefit, while a less experienced on will lose it rapidly.)

## Blue/Purple Combat Advising

Description: Covers all the aspects of military training including embedding in combat troops, establishing training regimes, academies etc.

Intended Use: These Blue/Purple squads assigned to embed as combat advisors join the Actor’s conventional forces, providing benefits to Morale and a faster increase in Experience. They also count to the Actor’s Infantry, adding additional direct combat capability. However, as they are directly engaged in combat, they suffer losses at a percentage rate equal to their overall percentage within the force they are advising.

## Intervention Size

This OpOrder sets the in-country level of military personnel a Blue or Purple actor is willing to commit. It takes time for troops to deploy and reach effective operating status – so if an Intervention Size is increased dramatically in one period, not all of those troops will be available that, or even the next period. Additionally, the Tooth-to-Tail ratio for Blue and/or Purple determines what % of the intervention size is available for actual military actions. The remainder are considered to be allocated to logistics, administration and other functions that don’t add capability directly – but are necessary for the ongoing maintenance of the force.

## War Crimes

This is a special action that doesn’t represent an intentional operational order for Blue/Purple military actions. Instead a set percentage of all Blue/Purple airpower sorties and Embedded Combat Advising will instead be diverted and result in War Crimes, similar to a war crime by a Green/Red Actor. This percentage is usually very low, 1/10th of 1%. But represents inadvertent missile strikes, fog-of-war and actual intentional war crimes by rogue troops.

# Theater Strategy Territory Starting Conditions

Explained in more detail in the Appendix, these are the various parameters that can be adjusted to reflect Territory Starting Conditions.



# Ethnography Starting Conditions



# Actor Starting Conditions



# Actor Attributes

These are inherent attributes of an Actor that may be individually modified to reflect more realistic conditions. Currently they are set to what is generally known about the Syrian/Iraq theater and actors.





# Glossary

*measure of effectiveness* — An indicator used to measure a current system state, with change indicated by comparing multiple observations over time. Also called MOE.

See also combat assessment; mission. (JP 5-0)

*advise* - Advisors are the most prominent group of U.S. personnel that serve with HN units. Advisors live, work, and (when authorized) fight with their HN units. Segregation is kept at an absolute minimum. The relationship between advisors and HN forces is vital. U.S. commanders must remember that advisors are not liaison officers, nor do they command HN units.[[3]](#footnote-3)

*friendly networks* — Friendly networks are networks that are sympathetic to or assisting

directly or indirectly with our mission. They include the military and civil components and non-governmental organizations associated with allied coalition forces and host nation forces. They are characterized as green or blue.[[4]](#footnote-4)

*green networks* — Green networks are military and government civilian host-nation forces.[[5]](#footnote-5)

*operation order* — A directive issued by a commander to subordinate commanders for the purpose of effecting the coordinated execution of an operation. Also called OPORD.

(JP 5-0)[[6]](#footnote-6)

*campaign plan* — A joint operation plan for a series of related major operations aimed at

achieving strategic or operational objectives within a given time and space. See also

campaign. (JP 5-0)[[7]](#footnote-7)

*counterterrorism* — Activities and operations taken to neutralize terrorists and their

organizations and networks in order to render them incapable of using violence to instill

fear and coerce governments or societies to achieve their goals. Also called CT. See

also antiterrorism; combating terrorism; terrorism. (JP 3-26)[[8]](#footnote-8)

*combating terrorism* — Actions, including antiterrorism and counterterrorism, taken to

oppose terrorism throughout the entire threat spectrum. Also called CbT. See also

antiterrorism; counterterrorism. (JP 3-26)[[9]](#footnote-9)

*antiterrorism* — Defensive measures used to reduce the vulnerability of individuals and

property to terrorist acts, to include rapid containment by local military and civilian

forces. Also called AT. See also counterterrorism; terrorism. (JP 3-07.2)[[10]](#footnote-10)

*theater strategy* - An overarching construct outlining a combatant commander’s vision for integrating and synchronizing military activities and operations with the other

instruments of national power in order to achieve national strategic objectives. See also

national military strategy; national security strategy; strategy. (JP 3-0)[[11]](#footnote-11)

*counterinsurgency* — Comprehensive civilian and military efforts designed to

simultaneously defeat and contain insurgency and address its root causes. Also called

COIN. (JP 3-24)[[12]](#footnote-12)

*occupied territory* — Territory under the authority and effective control of a belligerent armed force and not being administered pursuant to peace terms, treaty, or other agreement, express or implied, with the civil authority of the territory. (JP 4-02)[[13]](#footnote-13)

*white network* - Neutral networks are networks that are not hostile to, or in any way

supportive of any one of the forces in a hostile environment. Sometimes characterized as

White networks.[[14]](#footnote-14)

*blue network* — Blue networks are military and government civilian US, allied and coalition forces.[[15]](#footnote-15)

*black network* — Black networks are formal and /or informal grouping of criminals that are not necessarily adversarial to the friendly networks, but thwart attempts to create stability so that they can further the aims of their criminal enterprises.[[16]](#footnote-16)

*red networks* — Red networks are formal and/or informal grouping of adversarial actors that are in opposition to the friendly networks. Red networks are the adversary network(s)

identified in the commander’s intent.[[17]](#footnote-17)

*T3R –* TBD

*Purple Network*  - TBD (see if other but this is a state-actor sponsor of a Red Actor, similar of how Blue supports Green, Purple supports Red)

1. David Howell Petraeus and James F Amos, *Counterinsurgency: FM 3-24 (2006)* (Boulder, Colo.; Newbury: Paladin ; Casemate [distributor, 2009). 6-12 thru 6-16. [↑](#footnote-ref-1)
2. Ibid. 6-6 thru 6-12 [↑](#footnote-ref-2)
3. Ibid., 6–17. [↑](#footnote-ref-3)
4. *Attack the Network Commanders Guide* (Suffolk, VA: Joint Warfighting Center, Joint Doctrine Division, 2011), GL-19. [↑](#footnote-ref-4)
5. *Attack the Network Commanders Guide*. GL-19 [↑](#footnote-ref-5)
6. “Joint Publication 1-02: Dictionary of Military and Associated Terms” (United States Department of Defense, n.d.), 176. [↑](#footnote-ref-6)
7. Ibid., 31. [↑](#footnote-ref-7)
8. Ibid., 57. [↑](#footnote-ref-8)
9. Ibid., 42. [↑](#footnote-ref-9)
10. Ibid., 18. [↑](#footnote-ref-10)
11. Ibid., 236. [↑](#footnote-ref-11)
12. Ibid., 56. [↑](#footnote-ref-12)
13. Ibid., 172. [↑](#footnote-ref-13)
14. *Attack the Network Commanders Guide*, 172. [↑](#footnote-ref-14)
15. Ibid., 159. [↑](#footnote-ref-15)
16. Ibid. [↑](#footnote-ref-16)
17. Ibid., 174. [↑](#footnote-ref-17)