

4: Logistical / C2



Deny the enemy a target worth hitting.

False Logistics Nodes & Routes – Create obvious, high-signature fake supply points and convoy routes to absorb enemy ISR attention and fires.

End state: Draws enemy surveillance and fires onto expendable targets, depleting precision munitions while real supplies move undetected.

Staggered Resupply Timing – Vary the timing, route, vehicle type, and convoy size of every logistics run to deny the enemy a predictable pattern. Break up real runs with decoy convoys.

End state: Forces the enemy to monitor and potentially engage every convoy movement, increasing their cost while protecting your actual resupply window.

False Command Post – Maintain a decoy CP, utilize radio emissions, vehicle activity, and periodic personnel movement at a location away from the real one.

End state: Draws enemy long-range fires and SIGINT targeting onto an expendable position while the real CP operates undetected.

Key Takeaways

This tool aims to provide tactical leaders with a guide to military deception, giving them the knowledge to apply tactical deception on the battlefield.

This tool will explain and offer TTPs for:

1. The Human Decision-Making Model (The OODA Loop)
2. Offensive Deception
3. Defensive Deception
4. Deception in Logistics / Command and Control

Why Deception Matters

Deception has been a key element of warfare through all ages of history. It is used as a means of force protection and to gain an advantage on the battlefield.

Persistent contact is the defining characteristic of the modern battlefield. The widespread proliferation of sensing equipment means that every soldier on the battlefield is always in at least one form of contact.

Though it is not a comprehensive list, this product offers a few TTPs on how deception can be employed at the tactical level and should serve as a launch-point to get tactical leaders thinking about deception. Leaders should think creatively about deceiving the enemy and employ input from their soldiers on how their resources can be leveraged for deception.

MILITARY DECEPTION

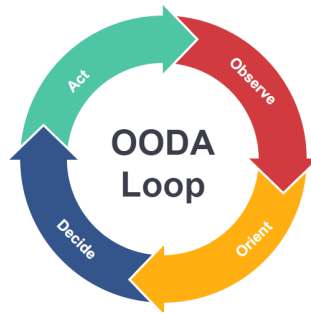
A TOOL FOR TACTICAL LEADERS IN COMBAT



For inquiries about references please contact kenji.yee@westpoint.edu or (510) 205-0741.



1: The OODA Loop



Each step of the OODA Loop reflects a step in the human decision-making process.

Understanding the OODA Loop will allow you to understand how the enemy operates and makes decisions, which will allow you to employ deception more effectively.

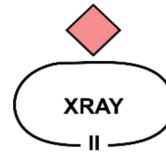
The OODA Loop has four distinct steps:

- **Observe:** perceive the situation of the battlefield
- **Orient:** interpret your observations based on your prior knowledge
- **Decide:** develop a course of action
- **Act:** execute your course of action

Deception can be used to target each step of the OODA Loop.

When employing deception, target one or more of the four steps of the OODA Loop and identify how it will affect the enemy's decision-making process.

2: Defensive



Give the enemy something to destroy that isn't you.

Decoy Proliferation – Flood your sector with physical replicas of key assets — fighting positions, vehicles, crew-served weapons, etc. The greater the fidelity, or believability, across multiple spectrums (visual, acoustic, thermal, EM), the more likely the enemy is to engage the decoy.

End state: Decreases the enemy's kill probability by increasing the ratio of perceived targets to actual targets.

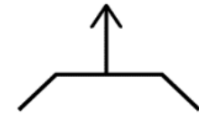
False Heat Signatures – Use fire, heat, and smoke to simulate real personnel and equipment.

End state: Decreases the enemy's confidence in their thermal imaging and their ability to target based on thermal signature.

False Withdrawal – Execute a controlled, deliberate retrograde to withdraw into a prepared engagement area while the enemy pursues.

End state: Lure the enemy into a hasty pursuit into a fortified defensive position, achieving decisive engagement on your own terms.

3: Offensive



Force the enemy to defend everywhere so that you can dominate somewhere of your choosing.

Feint – Conduct a visible build-up, then attack on a secondary axis.

End state: Forces the enemy to fix in place and draw reserves away from your true axis of advance.

Deceptive Breach Marking – When breaching an obstacle, mark multiple lanes in addition to the real breach.

End state: Draws enemy fires towards false lanes and preserves the combat power of the main breach.

Decoy-Integrated Drone Swarms – Augment armed or reconnaissance UAS formations with low-cost decoy drones designed to mimic the signatures of more capable systems.

End state: Saturates and exhausts counter-UAS and interceptor capacity on expendable decoys, overwhelming the enemy's decision cycle and creating openings for attack.