**Defense university college of engineering**

**Military thought Take-Home Exam**

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**Submitted to:**

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**Mid exam**

**Take-Home Exam**

**Questions**

1. Is war an art or a science? Why? (5pnts)

Yes Both b/c

**Quantitative principles are the science of war, whereas qualitative values are the art**. When we consider factors in problem – solving or of a military appreciation (e.g. ground, relative strength, time and space) what we examine are the quantitative principles, the tangibles the mathematics (science) of war.

1. Compare and contrast maneuver warfare and attrition warfare styles. (5pnts)

**In attrition warfare**, the enemy is seen as a collection of targets to be found and destroyed. It exploits maneuver to bring to bear firepower to destroy enemy forces.

Attrition The attrition warfare is the oldest doctrine known. It can be found in the earliest wars in human’s history. It used to be more hostile and bloody than the maneuver warfare’s. This

doctrine could be resumed as:

• Cumulative destruction of enemy through application of superior firepower.

• Enemy strength is the target.

• Requirement for fires efficiency leads to emphasis on procedures and centralized control.

• Body counts and terrain captured are primary battle metrics.

**Maneuver warfare**, on the other hand, exploits firepower and attrition on key elements of opposing forces.

Maneuver warfare seeks to shatter the enemy’s cohesion through a variety of rapid, focused, and unexpected actions (by enemy), which create a turbulent and rapidly deteriorating situation with which the enemy cannot cope. The main ideas are:

• Systemic vs systematic destruction.

• Speed, focus, surprise.

• Firepower is indispensable for localized attrition.

• Emphasize disciplined free action.

1. What are the characteristics of maneuver warfare? (5pnts)

The three basic principles/ characteristics of **maneuver** warfare are: (1) identify and target enemy centers of gravity,

(2) set and maintain favorable terms of battle,

(3) find and exploit “gaps” in enemy strength.

1. Compare speed and focus to characteristics of maneuver warfare. (5pnts)

**Speed** is clearly crucial to **maneuver warfare**, but the relevant measure is not absolute **speed**. Rather, success is based on relative **speed**

Maneuver Warfare is **focused** on the enemy. Intel enables maneuver warfare by: --Locating surfaces and gaps. --Identifying centers of gravity and critical vulnerabilities against which the focus of effort is aimed

1. Based upon what is stated in unit three, what is your understanding of centers of gravity (COG) and critical vulnerabilities (CVs)? (5pnts)

The concept of **centers of gravity** is greatly simplified when one considers for that distinction only candidates/entities that offer moral or physical resistance to a given course of action. Therefore, both the Army armor officer (for the wrong reason) and the SAMS graduate correctly identified Harvey as the gang's center of gravity.Primary sources of moral or physical strength, power and resistanc.

**Critical Vulnerabilities:** Critical requirements or components thereof which are deficient, or vulnerable to neutralization, interdiction or attack (moral/physical harm) in a manner achieving decisive results - the smaller the resources and effort applied and the smaller the risk and cost

1. Do COGs exist at the tactical level? (5pnts)

There is a single COG at the strategic level of war and one at the operational level;

**the tactical level of war has decisive points**. COGs may adapt or change as the environment or conditions change that tactical commanders determine the decisive point, **a point "where the unit will masse the effects of overwhelming combat power to achieve a result with respect to terrain, enemy, and time that will accomplish the unit's purpose**."