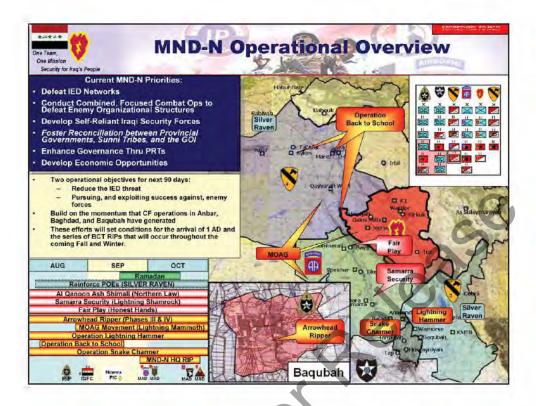
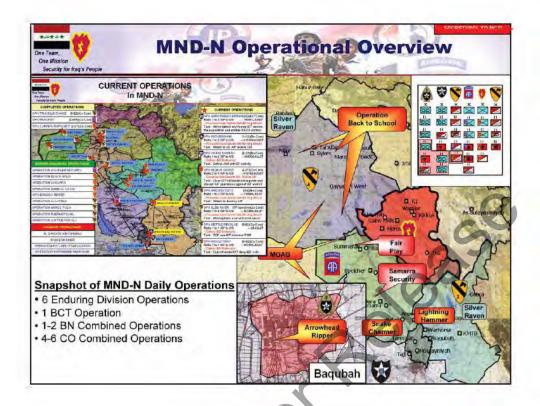


There are 4 Phantom Strike Backbrief Requirements

- Identify Planned Operations in support of Phantom Strike (Unit and Location of Operation)
- MND Plan for prioritizing Internal Enablers to effect a surge in emphasis against AQI and IED Networks from 15 AUG – 15 SEP
- 3. Anticipated Requirements for Corps level Enablers
- 4. Any Additional Corps Support Required



- •Working down the left hand side of the slide, the MND-N Operational Priorities, Operational Objectives, and enduring MND-N missions
- •Our objective for the next 90 days is to reduce the IED threat and to pursue, and exploit success against, enemy forces These objectives directly support Operation Phantom Strike
- •Enduring Missions, Emerging Missions, and RIP will challenge the MND ability to fully resource operations with internal assets



Enduring Operations

Al Qanoon Ash Shimali (Northern Law)

Snake Skinner

Operation Focused Stabilization

Operation Partnered Response

Fair Play (Honest Hands)

Samarra Security (Lightning Shamrock)

BCT Operations

Arrowhead Ripper Phase IV

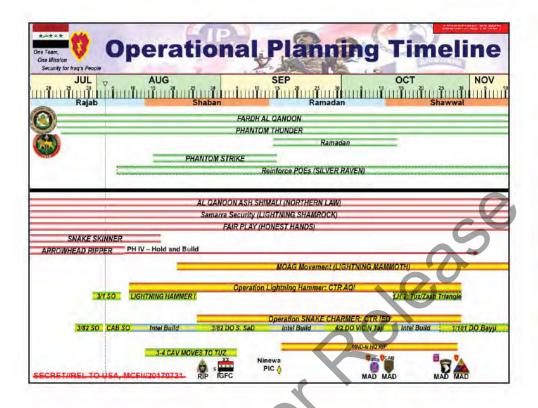
Emerging Operations

MOAG Movement (Lightning Mammoth)

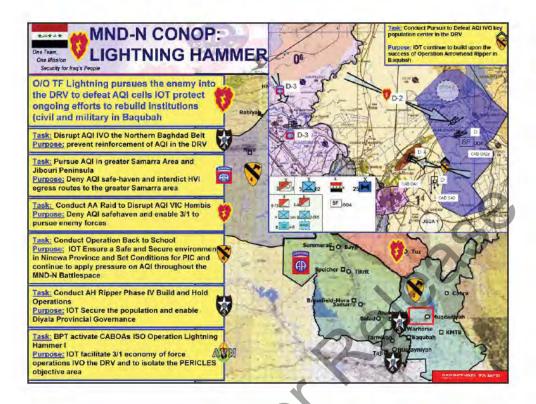
Operation Lightning Hammer

Operation Snake Charmer

TF Lightning RIP/TOA with TF Iron



- •Operation's Lightning Hammer and Snake Charmer are two MND-N Named Operations that achieve your intent for Operation Phantom Strike
- Shaping Operations for Lightning Hammer and Snake Charmer
 - •1-3 AUG Operation Wickersham (1-12 IN SW of Baqubah ISO Lightning Hammer)
 - •4-6 AUG Operation Hoplite (5-73 in the DRV ISO Lightning Hammer)
 - •4-8 AUG Operation Mechanics (3/2 in Baqubah ISO Arrowhead Ripper)
 - •5-8 AUG Highwayman (25 CAB SO along MSR Tampa ISO Snake Charmer)
 - •5-8 AUG Operation William Wallace (5-73 in the DRV ISO Lightning Hammer)
 - •10 AUG 10 SEP Operation Back to School (4/1 SO ISO Lightning Hammer)
 - •D-3 (11 AUG) 3/82 ABN AA S of Samarra
 - •D-2 (12 AUG) 3/25 ID AA IVO Hembis and Sinsel
 - •14-25 AUG INTEL Build ISO Snake Charmer
 - •11 AUG O/A 7 SEP Movement of 3-4 CAV from Sykes to Tuz



<u>Purpose:</u> In order for TF Lightning to continue to build upon the success of Operation Arrowhead Ripper in Baqubah, TF Lightning will conduct the first in a series of Lightning Hammer operations in the Diyala River Valley (DRV). The first iteration of Lightning Hammer will focus on the defeat of the enemy vicinity key population centers in the DRV. **Decisive to this operation is continuing the success in Baqubah while simultaneously defeating the enemy in the key population centers of the DRV.** Shaping operations will include disrupting enemy forces VIC Hembis, Sinsil, Muqdadiyah, Kanan and Balad Ruz.

Key Tasks:

- •Defeat the enemy in the DRV, specifically Abu Kharma, Mukisha, and Qubah (Decisive)
- Destroy enemy C2 and logistical nodes
- •Interdict AQI lines of communication into and out of the DRV
- Disrupt enemy activity North of the Diyala River VIC Hembes and Sinsel
- •Disrupt enemy activity South of the DRV VIC Kanan and Balad Ruz
- Disrupt the enemy in CABOAs 1, 2 and 2 A
- •Leverage IO and non-kinetic enablers IOT increase momentum generated during Operation Arrowhead Ripper and achieve our operational goals

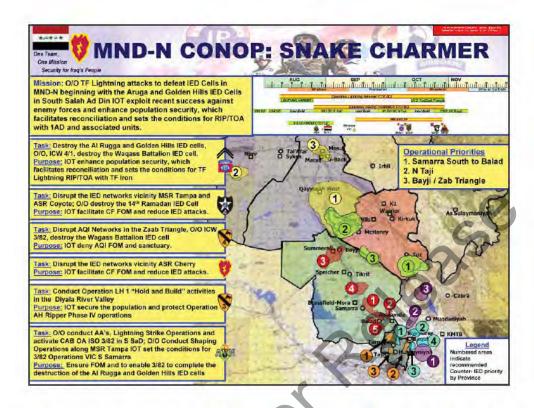
End State:

Friendly: Conditions are set for IA and IP to retain gains during Operation Lightning Hammer with minimal CF oversight. CF are postured to conduct follow-on Lightning Hammer operations IOT continue the pursuit of the enemy in Diyala.

Enemy: The enemy is defeated in the Diyala River Valley and can not effectively disrupt recent TF Lightning successes in Baqubah. The enemy's external influence on Baqubah and throughout Diyala is disrupted.

Terrain: The local population's perception of the IA and IP is positive. The government of Diyala continues to establish itself as the governing body of the Province. The DOC is fully functional and operating.





<u>Purpose:</u> Operation SNAKE CHARMER is an offensive operation designed to defeat AQI and IED networks and facilitate reconciliation in AO lightning by creating effects at the Operational level. Additionally, SNAKE CHARMER is a shaping operation for Operation PHANTOM STRIKE which enables MNC-I to disrupt AQI's ops in advance of Ramadan and the September assessment.

We will achieve Operational level effects by isolating specific IED cells and attacking them in depth, with simultaneous operations to eliminate sanctuary, dominate lines of communication, capture or kill HVI's, and target the network's supporting infrastructure to include robust programs to mitigate the environmental factors that enable network control. I will assume risk, where necessary, in order to weight the ME.

Key Tasks:

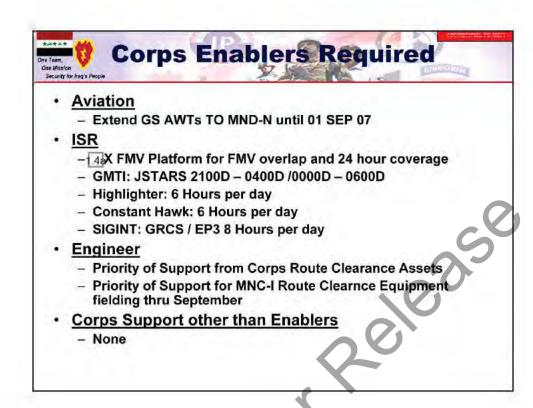
- •Disrupt AQI FOM within the population through programs to Foster reconciliation, encourage use of Tip Lines and IO to publicize the small/micro rewards program
- •Sequentially, Defeat IED networks in Southern SaD, Tuz, and the Bayji/Zaab Triangle region
- Dominate key portions of MSRs/ASRs IOT ensure CF FOM
- •Maintain the initiative with an accelerated and unpredictable OPTEMPO; conduct high potential operations even when forces to hold and build are not available
- Incorporate ISF into operations at every echelon

Endstate:

Friendly: 25th ID forces have freedom of movement in sector and are postured to receive 1st AD and it's associated units.

Enemy: The AI Rugga and Golden Hills IED cells defeated in Southern SaD. AQI influence with the local populace is diminished enabling progress towards reconciliation.

Terrain: The local populace enjoys an increased sense of security. IA and IPS are dominant security forces, operating under Provincial/Local C2, who support and uphold the rule of law; setting the environmental conditions required for the initial stages of reconciliation and PIC.



Aviation

- 1.4X AWTs currently GS to MND-N due to return to MNC-I control on 15 AUG.
- •Require extension to 1 SEP IOT support Decisive Operations for Operation Lightning Hammer and Operation Snake Charmer

ISR

	ISR On-Hand BCT:	17 – 20 Hours
	IBCT:	17 – 20 Hours
1.4a	BCT:	20 - 24 Hours
	IBCT:	17 - 20 Hours
	BCT:	20 - 24 Hours
1.4a	(CAB)	24 Hours
		4.5.11
		4.5 Hours
1.4	a	4.5 Hours
X		4.5 Hours

Engineer Assets:

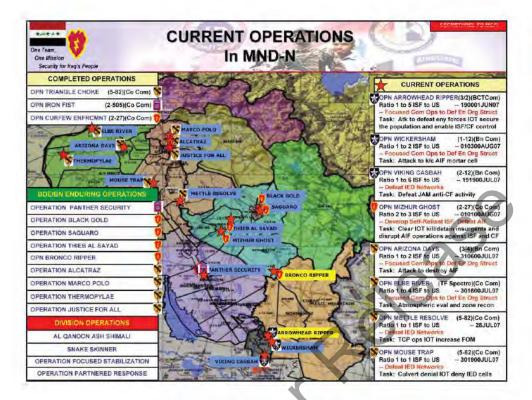
- •Require 2 X Additional RCTs in Diyala IOT support Operation Lightning Hammer.
- •Require 875th TAI coverage on Southern Tampa IVO TAI Massachusets in support of Snake Charmer from 25 AUG to O/A 4 NOV
- •Request priority of Support for MNC-I RTE Clearance Team Equipment Fielding thru September

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Projected ISR On-Hand 17 – 20 17 – 20 20 – 24 17 – 20 20 – 24 24 Hours 4.5 Hours



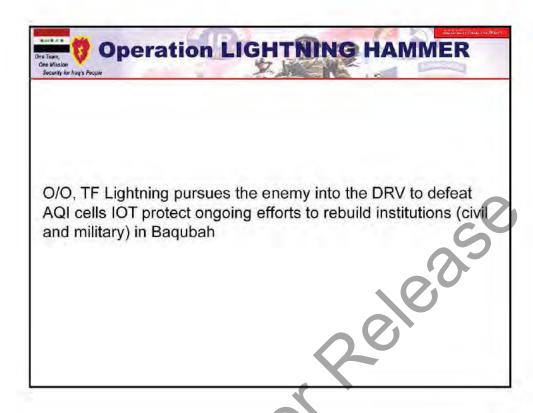
Operation Snake Skinner, day 61 - Arrowhead Ripper, day 43

During the last 12 hours, there were 2 x company level and above operations completed and 1 x OCF-I mission executed. Completed operations are Bandit Quest in AO Greywolf and Fox Run in AO Panther.

There are currently 7 x non-enduring, on-going company level and above operations which are Arrowhead Ripper in AO Arrowhead, Viking Casbah in AO Raider, Arizona Days, Elbe River, Mettle Resolve, Triangle Choke and Mouse Trap in AO Long Knife.

During the next 12 hours, there are 4 x company level and above operations scheduled to begin and no OCF-I missions planned. New operations are Wickersham in AO Raider, Simms Iron Fist in AO Panther, Curfew Enforcement and Mizhur Ghost in AO Bronco.

I'll be followed by the Arrowhead LNO.





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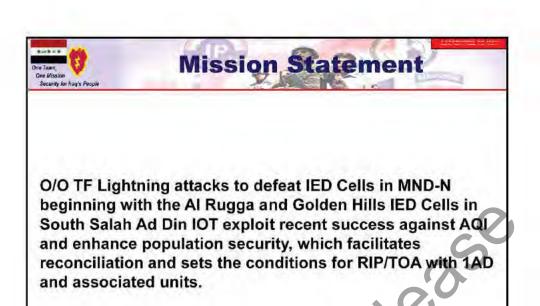


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USCENTCOM Chief of Staff
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