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ODT-CDA



What ADP 3-13 Changes (in one breath)

Architecture Reference

HEADQUARTERS
UNITED STATES ARMY EUROPE AND AFRICA
(USAREUR-AF)
Wiesbaden, Germany

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20 MARCH 2026

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sidebar_position: 4 title: "Information Activities"

Awesome ask. Here's a **practical field guide** to **ADP 3-13: Information (Nov 2023)** — distilled for architects, planners, and builders — with doctrinal anchors so your team can execute confidently.

WHAT ADP 3-13 CHANGES (IN ONE BREATH)

Information is treated as part of the operational environment and combat power, not a side specialty. Every commander, staff section, and Soldier has a role in creating, protecting, exploiting, and attacking information to gain **information advantage** across MDO. (rdl.train.army.mil)

CORE IDEAS YOU SHOULD ADOPT

Information Advantage (IA)

Aim: Out-understand, out-decide, and out-pace the threat by integrating information into everything we do. **Reality:** IA is **relative and temporary**—you must pursue it, defend it, and exploit it continuously.

(armyupress.army.mil)

Five Information Activities

Use these as your universal verbs to plan and assess:

1. **Enable** (C2, sensing, data flow)
2. **Protect** (OPSEC, hardening, emission control)
3. **Inform** (facts to friendly/neutral audiences)
4. **Influence** (change perceptions/behaviors)
5. **Attack** (deny, degrade, deceive adversary info functions) ([DefenseScoop](#))

Three OE Dimensions (your integration scaffold)

- **Physical** (reach/survive/sustain)
 - **Information** (know/decide/deny/deceive)
 - **Human** (will/legitimacy/cohesion) These interact continuously in the **information environment**.
([bits.de](#))
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PLANNING & EXECUTION PLAYBOOK

1) Commander's Intent (add an "IA paragraph")

- **Desired IA effects:** what must be enabled, protected, informed, influenced, attacked.
- **Priority audiences/systems:** friendly C2 & partners; threat decision-makers, sensors, and C2.
- **Tempo & risk:** IA windows you must create/protect (before, during, after decisive action). (rdl.train.army.mil)

2) Information Environment Analysis (IEA)

Fold this into IPB/MDMP products:

- **Key nodes & pathways:** data sources, networks, spectrum, platforms, social channels.
- **Cognitive map:** priority audiences, beliefs, decision cycles, influence leaders.
- **Adversary info kill chain:** sense → understand → decide → act (where to disrupt).
- **Blue emissions & signatures:** what your ops "say" unintentionally. (rdl.train.army.mil)

3) Course of Action (COA) Design with the Five Activities

For each COA, explicitly script **Enable/Protect/Inform/Influence/Attack** tasks by phase:

- **Enable:** data feeds, C2 pathways, cross-domain movement of required info.
- **Protect:** OPSEC measures, spectrum discipline, hardening, deception cover.
- **Inform:** time-phased truth to friendly/partner civil/military audiences (PAO alignment).
- **Influence:** target behaviors (support, compliance, non-interference); means & measures.
- **Attack:** targeting of adversary info functions (legal/authorities coordinated). (rdl.train.army.mil)

4) Targeting & Synchronization

- Put IA effects on the **running estimate**, **TSS/MAAP** equivalents, and **fires** timelines; many fires produce **protect/influence/attack** info effects—treat them deliberately. (armyupress.army.mil)

5) Assessment (continuous)

- **MoEs:** audience understanding, decision latency deltas, behavior change, adversary ISR/C2 disruption.

- **MoPs:** message delivery, node hardening status, latency/jitter, emission compliance, deception discipline.
 - **Re-task** activities as windows open/close. IA is perishable. (rdl.train.army.mil)
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ROLES & INTEGRATION (WHO DOES WHAT)

- **Commander:** owns IA; sets priority audiences/nodes; accepts risk. (rdl.train.army.mil)
 - **G-3/7 (or G-39/IO) cell:** integrates the five activities into operations; battle rhythm & targeting. (rdl.train.army.mil)
 - **G-2:** IEA inside IPB; adversary info kill chain; audience analysis. (rdl.train.army.mil)
 - **G-6/CEMA:** networks, spectrum, cyber hardening; enable/protect; offensive support to "attack." (rdl.train.army.mil)
 - **PAO / MISO / CA / MILDEC / OPSEC / Space / EW:** capabilities mapped to the five activities—plan as **combined arms for information**. ([The Lightning Press SMARTbooks](#))
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BUILDER'S CHECKLIST (FOR DATA & TOOLING TEAMS)

Enable

- Mission-data catalog (sources, freshness, trust); **latency SLOs** for critical feeds.
- Common schema + lineage; red/blue/partner data access plans. (rdl.train.army.mil)

Protect

- Emission control playbook; telemetry minimization; OPSEC scanning for dashboards & exports.
- Cyber hardening on data paths; deception covers for signatures. (rdl.train.army.mil)

Inform

- Fact pipelines to commanders/partners (dashboards, briefs); measure reach & comprehension. (rdl.train.army.mil)

Influence

- Audience segmentation in the data model; behavior-based KPIs; counter-narrative triggers. (rdl.train.army.mil)

Attack

- Target system model: ISR sensors, comms, C2 nodes; "break the loop" points; cross-domain effects. (armyupress.army.mil)
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MEASURES YOU CAN STEAL (RIGHT NOW)

Speed: median time from sensor → commander's decision (by vignette/phase). **Coherence:** % of products aligned to commander's narrative/IA priorities. **Signature:** change in friendly detectable emissions vs. baseline during critical windows. **Friction to Threat:** increase in adversary decision latency or targeting error rate. **Behavior:** observable audience/action change mapped to intended effect.

(rdl.train.army.mil)

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DOCTRINE CROSS-WALK (FOR CITATIONS & TRAINING SLIDES)

- **ADP 3-13, *Information* (Nov 2023)** – keystone for IA; defines five activities; "information is central... integrated in combined arms." (Use this as your primary reference.) (rdl.train.army.mil)
 - **Military Review (May–Jun 2024): "Information Advantage: A Combined Arms Approach."** Great explainer tying warfighting functions to the five activities and targeting. (armyupress.army.mil)
 - **JP 3-0 / Joint doctrine** – frames the **information environment** and its **physical, informational, cognitive** dimensions; helpful for joint/coalition alignment. (jcs.mil)
 - **AUSA Landpower Essay on IA** – synthesizes ADP 3-13 takeaways for organizing & equipping. (Use for staff discussions.) ([AUSA](https://ausa.army.mil))
 - (Optional) Lightning Press digest—handy overview for quick team familiarization. ([The Lightning Press SMARTbooks](https://the-lightning-press-smartbooks.army.mil))
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"DO/DON'T" FOR COMMANDERS & STAFF

Do

- Write an **IA paragraph** in CDR's intent and task to purpose.
- Put **five activities** into every COA, by phase, with owners and measures.
- Treat **fires, movements, and sustainment** as informational acts—plan second-order effects. (armyupress.army.mil)

Don't

- Silo "information" to a single shop.
 - Flood the force with data—optimize for **decision speed** and **narrative coherence**.
 - Ignore your own signatures: friendly info is an **outcome to manage**. (rdl.train.army.mil)
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READY-TO-USE TASK VERBS (DROP INTO ORDERS)

- **Enable:** establish, federate, fuse, disseminate, assure, accelerate
 - **Protect:** conceal, reduce, harden, obfuscate, sanitize, compartmentalize
 - **Inform:** publish, brief, display, alert, report, expose
 - **Influence:** prime, frame, reassure, deter, compel, delegitimize
 - **Attack:** deny, degrade, deceive, corrupt, isolate, overload (rdl.train.army.mil)
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WHAT TO TRAIN THIS MONTH

1. **IEA drill:** draw your adversary info kill chain; pick two break points; war-game counters.
 2. **Signature control lab:** run your own dashboards through OPSEC/sig checks; fix leaks.
 3. **Narrative rehearsal:** 3-slide "truth to force/partners" product, aligned to CDR's IA effects.
 4. **Assessment reps:** pick two MoEs + three MoPs; update weekly in the running estimate.
(rdl.train.army.mil)
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WANT A ONE-PAGER OR SLIDES?

I can spit out a **1-page CDR cheat-sheet** and a **5-slide staff deck** with the exact citations above, plus a **Foundry ontology stub** for OE dimensions, information activities, nodes, audiences, and measures—ready to wire into your COP.

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