## *Networking for Rapid/Precise Fires*

In future conflicts we will operate against adversaries with effective ISR and the ability to place long-ranged fires both with precision and for massed effects. In such environments we must have the ability to sense, make sense, and act first to detect and target whether conducting rapid counter-battery and defensive fires or engaging in quick-response offensive fires missions. To do this we must:

- Shorten the kill chain at the tactical edge by linking distributed forces to sensors and fires with the agility to rapidly provide precision and massed effects.
- Develop the appropriate combination of precision and saturation fires to counter threats operating within and outside complex terrain, including urban areas.
- Employ rapidly mobile fires systems that engage immediately while networked.
- Develop layers of persistent, armed, multi-spectral, and beyond line of sight (BLOS) UAS above our units to produce responsive intelligence and targeting information, extend our C2 across a shifting battlespace, and deliver non-kinetic and kinetic fires in support of MAGTF operations.
- Develop sea-based fires alternatives including from conventional guns with extended-range guided munitions, rail guns, missiles, and HIMARS or similar rocket launching system afloat.
- Develop and employ persistent sensors above, on the flanks, and, at times, below our forces – perhaps even at the individual level – to provide early warning and targeting information.
- Develop expeditionary counter-fire systems to achieve fires advantage.
- Employ both passive and active defense against enemy long-range precise fires.