

## **The Differential Theory of US Armed Forces (Snake Model)**

The Differential Theory of US Armed Forces (Snake Model) upon encountering a snake in the Area of Operations or A Diversified Approach to Military Operations:

**Infantry:** Snake smells them, leaves area.

**Airborne:** Lands on and kills the snake.

**Armor:** Runs over snake, laughs, and looks for more snakes.

**Aviation:** Has Global Positioning Satellite coordinates to snake. Can't find snake. Returns to base for refuel, crew rest and manicures.

**Ranger:** Plays with snake, then eats it.

**Field Artillery:** Kills snake with massive Time On Target barrage with three Forward Artillery Brigades in support. Kills several hundred civilians as unavoidable collateral damage. Mission is considered a success and all participants (i.e. cooks, mechanics and clerks) are awarded Silver Stars.

**Special Forces:** Makes contact with snake, ignores all State Department directives and Theater Commander Rules of Engagement by building rapport with snake and winning its heart and mind. Trains it to kill other snakes. Files enormous travel voucher upon return.

**Combat Engineer:** Studies snake. Prepares in-depth doctrinal thesis in obscure 5-series Field Manual about how to defeat snake using countermobility assets. Complains that maneuver forces don't understand how to properly conduct doctrinal counter-snake ops.

**Navy SEAL:** Expend all ammunition and calls for naval gunfire support in failed attempt to kill snake. Snake bites SEAL and retreats to safety. Hollywood makes fantasy film in which SEALs kill Muslim extremist snakes.

**Navy:** Fires off 50 cruise missiles from various types of ships, kills snake and makes presentation to Senate Appropriations Committee on how Naval forces are the most cost-effective means of anti-snake force projection.

**Marine:** Kills snake by accident while looking for souvenirs. Local civilians demand removal of all US forces from Area of Operations.

**Marine Recon:** Follows snake, gets lost.

**Combat Controllers:** Guides snake elsewhere.

**Para-Rescue Jumper:** Wounds snake in initial encounter, then works feverishly to save snake's life.

**Supply:** (NOTICE: Your anti-snake equipment is on backorder.)