Mosaic Warfare's 'Kill Web'

In conventional warfare, the kill chain is defined by the "OODA" loop – that is, the steps necessary to observe, orient, decide, and act on a target. But in a mosaic operational construct, the point-to-point chain is replaced by a web of sensor nodes that all collect, prioritize, process, and share data, then fuse it into a continuously updated common operating picture. Instead of tightly integrating all those functions into a single, expensive platform, as in the F-35, in mosaic warfare, these functions are disaggregated and spread among a multitude of manned and unmanned aircraft that share data and processing functions across a perpetually changing network.

Orientation Manned/A.I.
Decision / Action

- **Observation Node**
- **Orientation Node**
- **Decision Node**
- **Action Node**
- **Find, Fix, Track, Target, Engage, Assess**
- ▲ **Hostile Target**

Orientation Manned/A.I.
Decision / Action

Graphic: Zaur Eylanbekov/staff