

INFORMATION PAPER

ATFC-EE
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1. Purpose. To provide an overview of Unified Challenge 16.2

2. Background. The Joint and Army Experimentation Division (JAED) and the Mission Command Battle Lab lead the Unified Challenge (UC) 16.2 Game-Based (GAMEXp) experiment for Army Capabilities Integration Center (ARCIC) and Centers of Excellence (CoE) to qualitatively and quantitatively assess Army Warfighting Challenge (AWFC) learning demands and measure force effectiveness of Force 2025 Maneuvers (F2025M) Operational and Organizational (O&O) Concepts. UC 16.2 informs the development of O&O Concepts through the AWFC framework and provides Doctrine, Training, Materiel, Leadership and Education, Personnel, Facilities and Policy (DOTMLPF-P) recommendations in support of F2025M.

3. Description.

a. Think. UC 16.2 assesses initial F2025 O&O formations for Theater Army (TA), Corps and Division to include employment of initial Brigades and innovative technologies that will improve how the Army operates in the future (2025-2030 timeframe) to: Refine/update the F2025M capabilities needed by the TA, Corps and Division; Assess current formations for modification and identify new formations required in 2025 and beyond; Refine/update what F2025M formations need to be organic or task-organized to the TA, Corps and Division. These solutions will inform O&O development and feed into future Unified Quest events. Additionally, Unified Challenge 16.2 provides opportunities for the operational force to influence future force development while training commanders and their staffs.

b. Learn.

(1) UC16.2 is a GAMEXp, led by the Mission Command Battle Lab with participation by members of the Army Experimentation community, at Ft. Leavenworth from 1-12 AUG 2016, to inform Entry Forces initial O&O concepts focused on Echelons Below Division, and continue development of Follow-on Forces and Support Forces Mid O&O concepts. The experiment will provide an Army-level platform for all warfighting functions to execute Army core competencies to adapt the current force to complete Force 2020, and explore innovative approaches for the Force 2025 and Beyond. During UC 16.2 GAMEXp, participants form into assessment groups to study and assess O&O's with their associated Science and Technology enablers at the Corps, Division and Brigade echelons. The Maneuver Center of Excellence will introduce the newly proposed Army Functional Concept for Movement and Maneuver (AFC-MM). These groups are led by facilitators through discussion answering specific questions on the overall effectiveness of the O&O's, and their ability to support the AFC-MM. The assessment groups will develop back briefs assessing O&Os and functional concepts against the F2025B Design Principles. Design principles establish criteria for future force development to ensure the Army maintains its comparative

advantages. The scenario utilizes two vignettes to help shape the discussion for each back brief, Phase II (entry operations) and Phase III (major combat operations). An opposing force team (TRADOC TEFOR) will listen to the back briefs, conduct their planning, and present their reactions. A Top Secret Enclave will convene to integrate TS effects into UC 16.2, assess impacts of Navigational Warfare on future formations and inform CoE concept developers and O&O development.

(2) UC16.2 will use Defense Planning System (DPS) compliant - TRADOC Scenario 6 (2030 Excursion). Army Forces as part of the joint force will face an advanced hybrid threat to create realistic starting conditions reflecting new capabilities with a new way to fight, including joint and interorganizational participation. The scenario and all associated products will be classified SECRET//REL FVEY to allow for allied participation.

c. Analyze. UC 16.2 Game-Based experiment will conclude with a week-long “Analytical Scrum” where analysts and concept writers will analyze results and incorporate findings into revised O&O Concepts. Army Experimentation will use CNA task completion and gap assessment to measure force effectiveness; and multiple maneuvers to assess formations, based on critical gaps, AWFC LDs and other issues nominated by O&O concept developers. Each experiment will produce a F2025 Maneuver Event Report with key insights, findings, and recommendations. F2025M Event Report will be submitted to the battle lab’s proponent organization, Joint and Army Experimentation Division (JAED), and ARCIC F2025B Directorate. JAED, in collaboration with the Council of Colonels (CoC), will ensure approved recommendations are staffed to inform AWFC running estimates. Event report will be posted on the F2025M Collaborative Environment, Master Library (<https://cadie.tradoc.army.mil/F2025M/Bi-weekly%20Sync/SitePages/Home.aspx>).

d. Implement. The report will recommended findings either “For Continued Learning” or “For Implementation”. “For Continued Learning” findings should recommend new learning demands for inclusion in the AWFC Learning Demands section of the AWFC Running Estimates. “For Implementation” findings will be focused on informing initial O&O development and will recommend Doctrine, Organization, Training, Materiel, Leadership & Education, Personnel, and Facilities (DOTMLPF) solution strategies for inclusion in the Near, Mid, and Far Term Solution Strategies section of the AWFC Running Estimates.

4. Summary. JAED and MCBL will execute the Unified Challenge 16.2 GAMEXp 1-12 AUG 16 to qualitatively and quantitatively assess Army Warfighting Challenge (AWFC) learning demands and possible improvements to force effectiveness while providing training and collaboration opportunities for the operational force.

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