

INFORMATION PAPER

ATFC-EE
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1. Purpose: To provide an overview of the Unified Challenge 16.1 Game-Based Experiment

2. Facts:

a. Background. The Concept Development and Learning Directorate (CDLD) leads the FY2016 Unified Challenge (UC) series of experiments for the Centers of Excellence (CoE) to qualitatively and quantitatively assess Army Warfighting Challenge (AWFC) learning demands and measure force effectiveness of Force 2025 and Beyond (F2025B) Operational and Organizational (O&O) Concepts. UC informs the development of O&O Concepts through the AWFC framework and provides DOTMLPF recommendations in support of F2025B.

b. Description: The Mission Command Center of Excellence (MCCoE) leads the UC 16.1 game-based experiment (GAMEXp), 14-25 MAR 16, at Fort Leavenworth, KS in order to experiment with O&O Concepts within the framework for Theater Army, Corps and Division formations established by the Unified Quest Future Force Design Seminars I & II. This experiment focuses on Brigade Concept Teams (BCT), functional brigades, multi-functional brigades, and other formations directly influenced by the Theater Army (TA), Corps and Divisions and will provide the initial assessment of the baseline concepts for formations required in F2025B.

c. Method: UC16.1 is a turn-based, multi-sided, fully adjudicated game-based experiment integrating O&O Concept developer participation in four, 2 1/2 day turns addressing a base case and an advanced case for each of two vignettes.

d. Manning: 139 personnel were requested for support from European Command (EUCOM), Central Command (CENTCOM), U.S. Army Central (ARCENT), U.S. Army Europe (USAEUR), DA G-8, Forces Command (FORSCOM), U.S. Army Cyber Command (ARCYBER), Army National Guard (ARNG), Army Material Command (AMC), and U.S. Army Special Operations Command (USASOC), including: 1x Corps Commander and Staff, 1x Division Commander and Staff, 4x BCT Commanders and Staffs. Additionally, the manning request includes a total of 45 subject matter experts from CENTCOM, EUCOM, USAEUR, ARCENT, USASOC, ARCYBER, DA G-8, USARNG, Surface Deployment and Distribution Command and AMC. MCCoE will use the approved REL FVEY Scenario 6 (2030 excursion) and plans to include FVEY partners (as observers) in UC 16.1.

e. UC 16.1 Experiment Objectives:

(1) Refine/update capabilities needed to be organic or task organized to the Theater Army, Corps and Division.

(2) Assess current formations for modification and identify new formations required 2025 and beyond.

(3) Refine/update what F2025M formations needed to be organic or task-organized to the Theater Army, Corps and Division.

f. UC16.1 provides an assessment of the updated O&O Concepts to support further development and refinement of F2025B Brigade formations, which will be the focus for UC16.2 experimentation. Results, including refined force effectiveness issues and metrics, inputs into Capabilities Needs Analysis (CNA), AWFCs, and the Initial O&O Concepts, feed future venues within ARCIC's Campaign of Learning (CoL).

g. Scenario updates. UC 16.1 uses Scenario 6 (2030 excursion), which is releasable as FVEY to allow Multi-National participation. MCBL adjusted vignettes per Director, ARCIC guidance to include a force mix appropriate to the situation, including Phase 2 and Phase 3 operations.

3. Way Ahead: JAED and MCBL will execute the Unified Challenge GAMEX 14-25 MAR. Following the experiment 28 March – 1 April, JAED and MCBL will conduct analysis of the experiment at Fort Lee, Virginia.

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