



UNIFIED QUEST 2016 (UQ16)

WARGAME SUMMARY REPORT



Overview

The Army Capabilities Integration Center's Future Warfare Division hosted the Unified Quest 2016 Deep Future Wargame on 9-11 May 2016 at the U.S. Army War College, Carlisle, PA. Unified Quest is one of the principal venues for the Army Chief of Staff to investigate the character of future warfare. This important work requires the Army to search for different perspectives to address future uncertainty. In doing so, recommendations to senior leaders can be made on how the future force *could* fight in complex environments against diverse, interdependent, and connected adversaries who adapt and learn.

Background

Building the future force demands a sound conceptual foundation for the Army to *think* about warfighting concepts and required capabilities; to *learn* about challenges and gaps by conducting experiments and wargames; to *analyze* risks and trades in required capabilities; and finally, to *implement* doctrine, organization, training, materiel, leadership and education, personnel, facilities and policy solutions.

Four key events preceded the Evolutionary Wargame (an element of the Deep Future Wargame): Future Force Design I and II, How the Army Fights, and Unified Challenge 16.1. Each of these focused on informing operational and organizational concept documents. This line of investigation continued into UQ16 and the Evolutionary Wargame, and became the concluding step in the FY16 Future Study Plan. It also provided conditions for the Army Centers of Excellence to exploit the Deep Future Wargame learning to inform their respective operational and organizational concept documents, which was a primary objective of the UQ16 Evolutionary Wargame.

Description

The Unified Quest 2016 Deep Future Wargame included a *classified* 2030 Evolutionary Wargame and an *unclassified* 2050 Innovative Wargame. The Evolutionary Wargame comprised four regional workgroups and scenarios, three wargame moves, 28 Operational and Organizational (O&O) concept documents, 37 Science and Technology enablers, 23 research questions, and 241 participants. It also incorporated six integrated process teams: operational energy; O&O concepts; global force management; U.S. Army Africa; reconnaissance and security; and, science and technology. The Innovative Wargame comprised three scenarios, three workgroups, three wargame moves, eight research questions, and 60 participants.

Insights

The Deep Future Wargame analytic team comprised analysts from Training and Doctrine Command's Analysis Center, Joint Army and Experimentation Division, and Future Warfare Division; RAND Arroyo Center; U.S. Army Space and Missile Defense Command; and, The Staff Judge Advocate Learning Center and School. This team gathered observations and data from the wargame and conducted in-stride analysis to inform the progress of the wargame.

A Senior Leader Discussion conducted on 12 May reviewed emerging insights from the Deep Future Wargame. This summary presents general, unclassified insights from the Evolutionary Wargame, and for brevity only included results from the operational energy and operational and organizational integrated process teams. A separate report will include the Innovative Wargame insights.

Europe Workgroup

- To fight and win in 2030 against a near-peer adversary, the Army, as part of a joint and combined force, must operate and integrate across all domains.
- The Army will become a significant contributor to gaining and maintaining operational access through the use of cross domain fires.
- Interoperability with partners in a joint and combined force is an Army requirement, relying on joint input and with implications for foreign military sales.

Middle East Workgroup

- Joint-capable operational headquarters must be engaged forward to enable rapid expeditionary deployment of CONUS-based forces.
- Cross-domain fires achieve local windows of overmatch to enable joint forcible entry operations.
- The reconnaissance and security Brigade Combat Team (BCT) and Combined Arms Maneuver Battle Group enabled decisive action to achieve objectives.

Asia Pacific Workgroup

- Attempting deterrence without meaningful capability only creates vulnerability.
- Effects are created at the intersection of capability and authority.
- Operational flexibility is enhanced by continual regional engagement, sea-based logistics with high speed connectors/vessels, and distributed mission command nodes.

Homeland Workgroup

- The homeland is a theater of operations (and not a sanctuary) with adversary anti-access area denial strategies extending to the continental United States; expeditionary maneuver begins at home station.
- Homeland operations involve numerous non-DoD partners requiring unity of effort (vice unity of command) among DoD, federal, state, local, and tribal agencies.
- Achieving this unity of effort entails developing a whole-of-community mission-partner environment with appropriate connectivity and a common operational picture.
- Considerations for future force development include Army and National Guard interoperability.
- Homeland defense must consider a cooperative defense of North America with Mexico and Canada.

Operational Energy

The Deep Future Wargame employed the following on-going materiel acquisition programs and technology improvements and reaffirmed their potential to reduce operational force energy consumption:

Improved turbine engine program (ITEP)	Future advanced turban engine (FATE)
Lightweight reconnaissance vehicle (LRV)	Mobile integrated command post (MiCP)
Sustainability and logistics basing	Alt sources for water and additive manufacturing

Operational and Organizational Concept Documents

The Deep Future Wargame reconfirmed seven insights from Unified Challenge 16.1, and identified nine new O&O shortfalls, and four new O&O opportunities. The new opportunities included:

- The Army can use the Military Police Brigade as a deployable retention facility, humanitarian and civil assistance force, and host nation law enforcement support force.
- The Maneuver Enhancement Brigade can manage the Division support area, conduct port operations, and secure initial and intermediate staging bases.
- The Theater Engineering Command can manage and conduct theater opening and sustainment operations in support of a Theater Army (ASCC).

Way Ahead

The Army Capabilities Integration Center's Future Warfare Division will publish a Deep Future Wargame report in August 2016. The remainder of the Unified Quest 2016 study includes two events: How the Army Fights II on 25 August and a Senior Leader Seminar hosted by the Army Chief of Staff in August.

How the Army Fights II continues the effort to develop a vision of future conflict in 2030-2050 connecting operational environments with strategy to set priorities and make decisions for future concepts and capabilities. TRADOC Pamphlet 525-5-300, *Vision of Future Conflict*, will include an analysis of operational environments and sources of military power; military art; human and organizational behavior, and science and technology enablers. The August Senior Leader Seminar provides the Army Chief of Staff a forum to discuss the learning from UQ16 and confirm the intent and objectives for UQ17.