

Unified Quest-04

STAFFEX I

Trip Report



Introduction. *Unified Quest* is a co-sponsored Army/Joint Forces Command (JFCOM) Service, or Title X, war game event. STAFFEX I was conducted from 8-12 December 2003 at the U.S. Army War College, Carlisle, Pennsylvania.

Purpose. The purpose of UQ-04 STAFFEX I:

- Familiarize game players with the UQ-04 2015 scenario and campaign plans.
- Refine the UQ-04 base plan for Decisive Operations and develop a detailed plan for Transition and Stability & Support Operations.
- Educate the game players on the Joint Operations Concepts.

Discussion.

- The majority of the first day was dedicated to Joint Concept Briefs by the JFCOM (J-9) staff. The briefs focused on the overarching Joint Operating Concepts, the MCO Joint Concept, and the Stability Operations Joint Concept. A UQ-04 overall scenario orientation brief was also provided, however this brief failed to clearly articulate a clear start point for either the Nair & Sumesia scenarios with much detail.

- The UQ-04 scenario is a continuation of the global scenario utilized for UQ-03. The Sumesia scenario deals with an insurgency group threatening control of the local government in a fictitious country in the western Pacific. The Nair theatre scenario involves a major combat operation in a fictitious country in southwest Asia. The Nair tactical scenario involves future Army Unit of Action (UA) and Unit of Employment (UE) structure involving a major combat operation. A Marine planner was assigned to each of the three blue planning cells and in two of the red planning cells.

- The planning cells developed proposed campaign plans to take into refinement at STAFFEX II and ultimately UQ-04. The problem with developing a "Campaign" is that "Ground Truth" for the planning process was never realized due to the fact that the Red and Blue data base supporting UQ-03 were neither properly configured nor maintained. Power Point presentations presented at the end of UQ-03, which were being used to adjudicate ground truth, did not support UQ-04 STARTEX conditions because the game was

actually starting at a time prior to UQ-03 FINEX. Neither the Operational Net Assessment (ONA) nor intelligence scenario was supported by the database. Army TRADOC is working to rectify the discrepancy prior to STAFFEX II.

Observations.

- Some of the USN personnel had an inaccurate vision of future USMC force componency. Specifically, they inferred, from the constraints of previous exercises, that USMC future doctrine suggests that USMC forces, operating from a sea base, will never chop to the JFLCC. This had implications, in the context of the UQ game (Peace Keeping Operations, sustainment for non USN/MC services subordinate to USN/MC forces) that constrained the USMC role in the wargame. Future USMC command and control relationships should be provided the flexibility necessary to focus on USMC game objectives.

- The Sea services naturally have a possessive view of the sea base. Consequently there was natural inclination to make planning assumptions about the sea base that was not inclusive of the needs of the joint force in the scenario. It was very interesting to note that Army and Air Force planners made planning assumptions regarding this joint resource that made it an increasingly scarce resource. Every service was competing for the sea base, which created minor sustainment issues for the notional MEB in the theatre. This is as an issue for the concept thinkers to mull over as sea basing shifts from concept to program (apparently OSD is establishing Joint Requirements Office which will begin the process of defining the capability that resources will be applied against. Marines need to be involved in this effort), particularly on the heels of the Defense Science Board Study that defined the sea base as being this is a national competence, one that is beyond the capabilities of "just the sea services".

- Army success or failure in the wargame is largely dependent on strategic lift. The Army assumed away the deficiency through the application of a future aircraft termed the MV-44 (quad tilt-rotor C-130). Moreover, they linked this capability to the seabase. Regardless of whether the assumption for 2015 timeframe is feasible, it becomes apparent that seabasing is more than a temporal force projection / sustainment asset. Seabasing, in programmatic terms, is both the projection / sustainment capability and the aggregate

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total strategic lift required to make this capability a reality. That said, seabasing could benefit those programs of record that now underpin our operational concepts (MV-22, EFV, LCS, MPF(F), HSV etc) while also creating additional opportunities for new programs that will address identified capability deficiencies to our concepts (e.g. medium - heavy lift).

- Staffing for the game has been scaled back considerably from UQ-03. While the Marine planners were actively engaged in the Blue and Red Sumesia and Nair Theater cells, the Marine planner in the Nair Tactical cell had no Marine forces to maneuver. The Blue Nair Theater cell assigned the MARFOR as one Joint Task Force Commanders. This will necessitate more Marine participation in this cell. There were only three Navy participants on hand for STAFFEX I. Discussion with CAPT Felmy from NWDC revealed that Navy staffing will be identified to support future UQ-04 events.

- USMC Player projections for future UQ-04 pathway events:

GAME CELL	USMC PLAYERS
BLUE NAIR THEATRE	3
RED NAIR THEATRE	1
BLUE SUMESIA	1
RED SUMESIA	1
ASSESSORS	2
WHITE CELL (Game Week Only)	1

Recommendations.

- Wargaming draft Marine player staffing requirements message for release by CG MCCDC in January 2003.
- Review and refine USMC Objectives depending on final game construct.
- Coordinate integrated Navy/USMC engagement in future UQ-04 pathway events.

UQ 04 Pathway Schedule

Initial Planning Conference 26-27 Aug 03
National Security Seminar 12-13 Nov 03

STAFFEX I 8-12 Dec 03
STAFFEX II 2-6 Feb 04
Final Planning Conference 9-11 Mar 04
Operational Workshop 19-23 Apr 04
UQ 04 2-7 May 04
Senior Leader Seminar 14 May 04

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