

Vision for the Future Squad

SQUAD: FOUNDATION OF THE DECISIVE FORCE

- Built upon the Soldier as a system.
- NETT Warrior.

TRAINING AND LEADER DEVELOPMENT

- A thoroughly networked squad empowered under mission command.
- Home Station training that realistically replicates the complexities of the operating environment.
- 21st Century blended training model (live/virtual/constructive/gaming) using multiple complex environments and live opposing forces (OPFOR).

NETWORKED CONNECTIVITY

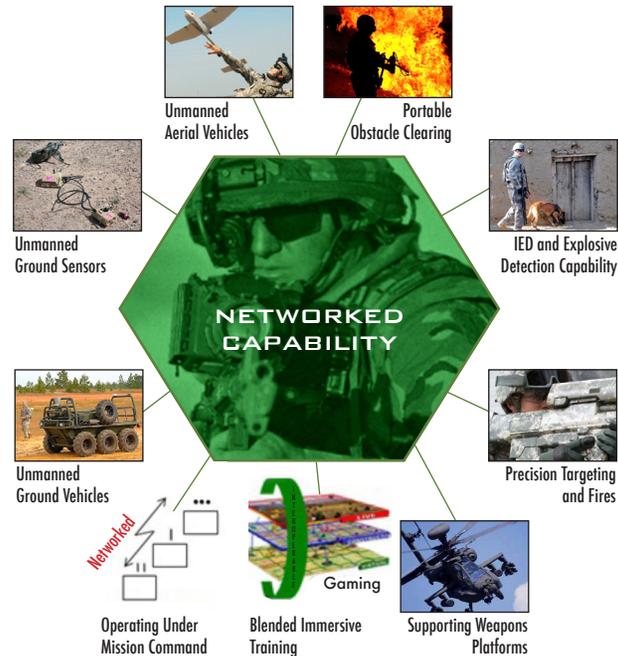
- Situational awareness and understanding.
- Part of the common operating picture.
- Linked into the existing network.



THE SQUAD IS:

- Highly trained;
- Networked to maximize capabilities;
- Readily sustainable;
- Highly mobile;
- Enhanced as a sensor; with
- Increased protection and lethality.

COLLECTIVE SQUAD CAPABILITIES



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FORT BENNING



Dominant in the conduct of Wide Area Security and Combined Arms Maneuver; Organized, equipped, trained and enabled as a formation; Sets the conditions for Overmatch at the decisive point ...

Overmatch at the Tip of the Spear.



SQUAD: Foundation of the Decisive Force

The squad's nine Soldiers are and will remain the tip of the spear in all combat operations. However, the complexities of the contemporary and future operating environments have elevated the squad's impact. The dismounted squad is the foundation of the decisive force. Its nine-man team is the centerpiece of the tactical fight despite the fact the squad is the only level where there is no appreciable overmatch capability to the current threat. Although we have experienced many technological advancements to individual Soldier weapons and equipment, dismounted squads are still unable to be networked horizontally and vertically like their mounted counterparts, which keeps them from gaining situational awareness.

WHY THE SQUAD ...

- The current operating environment forces us to fight as dismounted squads.
- The squad is the centerpiece of the tactical fight and will remain so in the future.
- Squads operate under mission command but decentralized from higher headquarters.

REQUIRED CAPABILITIES ...

- Overmatch will be achieved through improvements to:
- Connection to the existing network,
 - Lethality,
 - Survivability,
 - Power and Energy,
 - Mobility, and
 - 21st Century Training and Leader Development.

TAKING A NEW APPROACH ...

- Complete a bottom-up review with current Maneuver squad leaders.
- Measures of Effectiveness based on the squad as a formation, not the individual Soldier.



We are taking a new approach to the squad modernization effort. Measures of effectiveness will be used across the collective squad formation to evaluate DOTMLPF imperatives—doctrinal, organizational, training, materiel, leader development, personnel and facilities. Our dismounted squads are experiencing capability gaps in networking, mobility, force protection, power and energy, lethality, and training and leader development. Situational awareness, sharing a common operating picture, and the ability to link into the Army network of information will provide the same decisive advantage to our dismounted squads that their mounted counterparts already have.

Overmatch will be achieved as we build the Army of 2020 by focusing on the Squad: Foundation of the Decisive Force. Our efforts will shape and influence future defining moments in Army history and ensure our squad formations have the overmatch needed to achieve mission success.

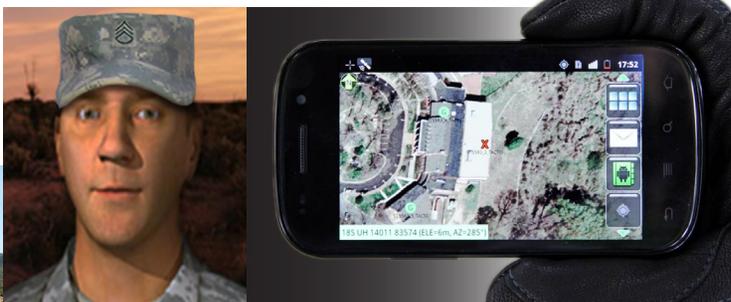
FUTURE SQUAD CAPABILITIES:

- Dominates at a given time and place.
- Establishes favorable conditions for overmatch.
- Connected to the existing network.
- Physically fit, agile and culturally aware.
- Organized, equipped, trained and enabled as a squad.
- Maintains offensive initiative.
- Knowledgeable of their environment.



LINKING LIVE AND VIRTUAL ...

- Future Training and Leader Development programs must include immersive Home Station Live, Virtual, Constructive and Gaming simulations (LVC/G).
- The Soldier Avatar will become an important component of each Soldier's individual and collective skills training regimen. Individual training capabilities will be programmed into virtual and constructive simulations training and will provide continuous awareness of personal strengths and weaknesses.
- Affordability of LVC/G simulation domains will enable easy transition to the actual battlefield environment to prevent disruption due to gaps in training.
- Virtual and Constructive simulations at Home Station will allow commanders to provide small unit leaders access to Joint Intergovernmental Interagency Multinational resources across the threat environment that would not be available or affordable in the live domain.



Every Soldier has an Avatar.

Created and issued in IMT (or possibly during accessions).
It reflects the Soldiers' characteristics such as face and rank.
It performs based on the Soldiers' abilities.

- Physical performance is based on the APFT; Weapons skills are based on qualifications; Other skills are based on training and qualifications.
- The Avatar stays with the Soldier throughout his or her career (tied to DTMS and Army Career Tracker).
- It's updated regularly and linked to goals and performance.

It portrays the Soldier in simulations.

Links Soldiers "live" abilities with "virtual" training.

- Simulated performance based on APFT and weapons qualifications scores; Replicates leadership style based on 360-degree assessments.

Supports Training in Simulations

- Bite-Sized Leader Trainer;
- Dismounted Soldiers System in CCT - Squad Immersive Trainer;
- Virtual Battle Simulation 2; and
- Other Gaming solutions.