



U.S. Army Pacific Multidomain (USARPAC) Task Force Wargame (MDTF) #2
4-6 June, 2018
Executive Summary

1. **Purpose.** The objective of the event was to explore MDTF concept of employment and implications to prevent escalation by contesting competitor freedom of action in Phases 0/1 (Competition Phase). The game looked at systems of competition: information operations (IO) intelligence surveillance and reconnaissance (ISR), cyber-electromagnetic forces (CEMA) and conventional force deployment. The team attempted to address six study questions:
 - a. Identify minimum engagement package(s) for employment (consider steady state formation and potential flexible deterrent options).
 - b. Identify capability and authority gaps in the MDTF.
 - c. How to integrate and/or enable parallel SOF operations?
 - d. How does the MDTF execute an IO campaign in competition below armed conflict?
 - e. Determine the best deployment array for MDTF assets and mission command elements.
 - f. Identify which MDTF employment techniques achieve deterrence objectives and/or have an escalatory effect.
2. **Background.** GEN Mark Milley, the Army Chief of Staff, announced the creation of an experimental Multidomain Task Force (MDTF) in 2017. This new unit's 1,500+ troops and capabilities to create effects in space, cyber, maritime, air, and ground warfare—the assemblage of which is not found in any other Brigade-sized element—are the key to contesting adversaries' anti-access/area denial (A2/AD) systems. This wargame centered on a 2024 scenario where a competitor nation announces an intent to enforce an ADIZ/MEZ across a large disputed zone. The event was supported by experts from the Fires Center of Excellence, I Corps, the 500th MI BDE, the 525th MI BDE, the 94th AAMDC, and the USARPAC staff.
3. **Study methods.** The exercise was designed to drive seminar participation through a hybrid open/closed game system. Each of 5 vignettes focused on the MDTF as an enabler in a campaign of competition (phases 0/1) below armed conflict, where the objective was to defeat adversary aims below the threshold of war, strengthen alliances and partners, deter armed conflict, and get postured to fight immediately and win when required. Though the event revolved around a board game, the positioning, turns, and rules only determined the setting; the most important part of the game was the seminar discussion provided by the players. Their problem solving and open discussion made the event a resounding success.
4. **Study findings/recommendations.** The game's full findings are classified but included a need for additional mission command systems, added IO resources to compete for permissive access, as well as a need for improved Army human domain enabling of joint targeting, with and through the MDTF. Areas for further study included Host Nation integration, Phase 0 authorities, integration with U.S. Marine Corps concepts, and unmanned systems role in deterrence signaling.

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