Future Operational Environment

The Operational Environment Enterprise
DCS, G-2 TRADOC

Distribution A: Publicly Releasable
The Future Operational Environment
...the changing character of warfare

An Era of Accelerated Human Progress (through 2035).....

Lethal, Contested, Complex Terrain...Degraded Operations

Adversaries, including super empowered individuals with access to WME, cyber, space & NBC

Operations among populations in complex terrain...including dense urban areas

Trans regional, hybrid strategies ... regular, irregular, criminal, terrorists ...attacking our weakness, mitigating our advantage; Systems Warfare, Preclusion, Sanctuary, Isolation and Reflexive Control.

Contested in all domains, increased lethality, enabled by autonomy, robotics and Artificial Intelligence ... the potential for overmatch

Increased speed of human interaction, events and action ...rapid proliferation of capabilities, constantly co evolving

...An Era of Contested Equality (Beyond 2035)

The start point for building Future Readiness!
Fundamental Questions Affecting Army Modernization

**Does this capability anticipate the convergence of quantum, nano, bio, info, & neuro?**

**How will this system operate when degraded or disconnected from the network?**

**How does this capability help us win in competition short of conflict?**

**What signature does this system present to an adversary?**

**How does this system operate in dense urban environments?**

**How does this system take advantage of open and modular architectures?**

**Future Readiness dependent on OE-informed Modernization Decisions**
Russian New Generation Warfare

**Threat Considerations**
- Electronic Warfare
- Integrated Air Defense
- Counter Space & PNT
- Cyber & Social Media
- Recon-Info-Strike Complex
- Extensive use of UAVs
- Massed Artillery & Forces
- Protection
- Proxies
- Deception & Ambiguity
- CBRNE/WMD

**Potential for Conventional Overmatch**
- Electronic Warfare
- Cyber & Space
- Fighting Vehicles
- Air Defense
- MRLS & Rockets
- Artillery

**OE Characteristics**
- Populations & complex terrain
- Proliferation of WMD
- Potential for overmatch
- Speed of human interaction
- Contested in all domains

**Fundamental Changes**
- Laser Weapons
- Synthetic Bio
- RF Weapons
- Internet of Things
- Energetics
- Power
- EDKEW(Rail Guns)

Victory Starts Here!