Future Force Design Plan

LtCol Dan Schmitt
Marine Corps Warfighting Laboratory/
Futures Directorate

We drive the future of the Marine Corps
Roles & Responsibilities

• CG, MCWL / Futures Directorate
  – MCWL/FD identifies future challenges and opportunities, develops warfighting concepts, and comprehensively explores options to inform the combat development process.
  – Supporting roles and responsibilities
    • Experimentation & Technology Steering Group (ETSG)

• Vice Chief of Naval Research
  – Serves as senior Marine Corps leader of the DoN Science & Technology (S&T) program after the Chief of Naval Research (CNR). Participates in top executive level financial and policy decision making with the CNR.
    • S&T Program Execution at ONR
    • USMC equities and alignment (all Codes throughout ONR)

• EA, Marine Corps S&T / S&T Proponent
  – Establishes and coordinates USMC S&T objectives and prioritization
    • Marine Corps Priorities & Alignment
      – Marine Corps S&T Strategic Plan
      – OST&E OAG Chair
      – S&T STAG & ESC
    • E2C Executive IPT Chair
  – Represent DC, CD&I as the S&T Advocate
Marine Corps Operating Concept

• **Purpose:**
  – Broadly describe how we will operate and fight in 2025 and beyond
  – Shape our thoughts and actions as we design and develop the future force

• **Problem:**
  – The Marine Corps is not organized, trained, and equipped to meet the demands of a future operating environment characterized by complex terrain, technology proliferation, information warfare, the need to shield and exploit signatures, and an increasingly contested maritime domain.

• **Critical Tasks:**
  – Integrate the Naval Force to Fight At and From the Sea
  – Evolve the MAGTF
  – Operate with Resilience in a Contested Network Environment
  – Enhance Our Ability to Maneuver
  – Exploit Competence of the Individual Marine
The Futures Process

Naval  Expeditionary

Agile  Lethal

Futures Process

Transition  Collection

Analyze & Assess  Forecast

Experiment  Concepts

Test & Evaluate  Wargame

“Wargaming, Testing and Experimentation”
Future Operating Environment

Dynamic, Dangerous, Dry

Informatization, Miniaturization, Globalization, Urbanization

Connected, Congested, Contested