



# **Logistics on the Battlefield**

**MAJ Chris Stolz  
TF Logistics**



# Purpose

To provide Army logisticians an update on sustainment concepts for the modular force



# Agenda

- Background
- Sustainment Designs
- Sustainment Brigade
- Theater Sustainment Command



# TF Logistics Directive & Intent

## Directive

The Army must provide combatant commanders a campaign quality force with a joint and expeditionary capability. Critical to that endeavor are interdependent joint logistics structures that support the full range of military operations at all levels (strategic, operational and tactical) consistent with the JOpsC. This includes a responsive logistics infrastructure with simultaneous Deployment, Employment and Sustainment (DES) capabilities at the strategic and operational levels complemented by a single integrated and responsive end-to-end distribution system. The structures must be capable of integrating interagency and multinational capabilities. Develop a joint logistics concept and implementation strategy.

## Intent

Focus Area Logistics reviews and redesigns how a Land Component Commander is sustained. Scope of this review extends from CONUS support to support of deployed forces; includes support to the Army, how the Army provides support to sister components once deployed and, how the Army will contribute to a joint logistics capability.



# Essential Tasks

## Essential Tasks:

- ❑ Develop an Army logistics structure that is responsive to the needs of a Joint and Expeditionary campaign quality Army.
- ❑ Eliminate redundancy and streamline support by reducing unnecessary layers.
- ❑ Design a logistics capability that leverages emerging technologies, links support to supported organizations and the Army to Joint organizations...from CONUS to AORs and within AORs.
- ❑ Develop a concept to create a joint logistics capability that coordinates and synchronizes logistical support of Joint forces. Include an interdependent and responsive logistics structure that supports joint and coalition worldwide operations, at all levels, with simultaneous JDES.
- ❑ The capability must enhance end to end joint distribution systems which include emerging logistical concepts at the theater level and incorporates today's best business practices.
- ❑ Develop and recommend a strategic plan for implementation to the Army and Joint Staffs.
- ❑ Review how the Army contributes to joint logistical interdependencies.

**Endstate:** An integrated logistics capability that is singularly responsible, responsive, and adaptive for end to end sustainment to a joint force commander across the spectrum of conflict.

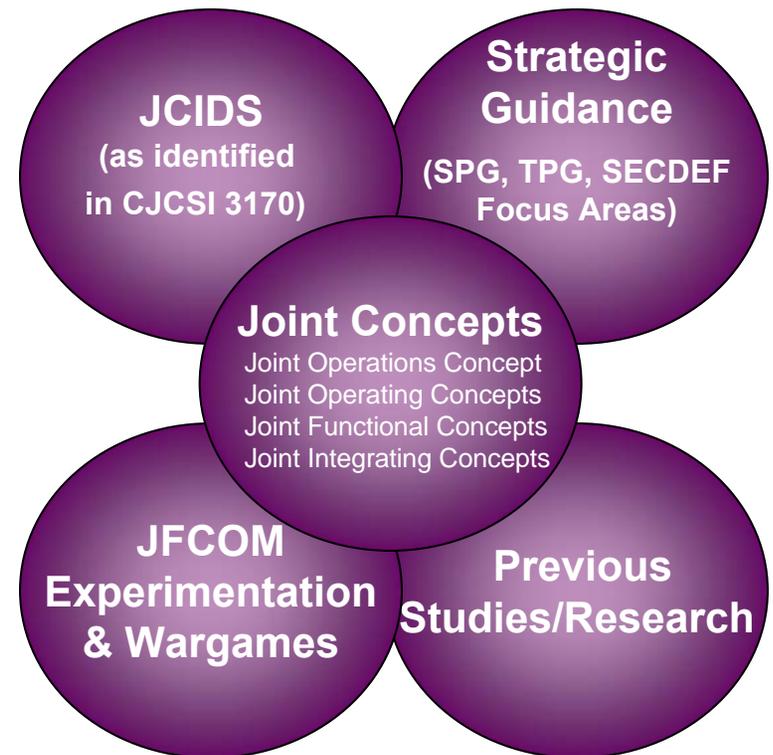


# Assessing the Future Environment

## *The Future Battlespace:*

- ❑ Non-linear, continuous, distributed, non-contiguous operations
- ❑ Increasing emphasis in simultaneity
- ❑ Full spectrum operations within same theater
- ❑ Integration of Services, Defense Agency, Commercial, Inter-Agency, and Multi-National log operations
- ❑ Entire logistic pipeline will be a target for attack
- ❑ Logistic capabilities will enable increased “operational reach” of Joint forces

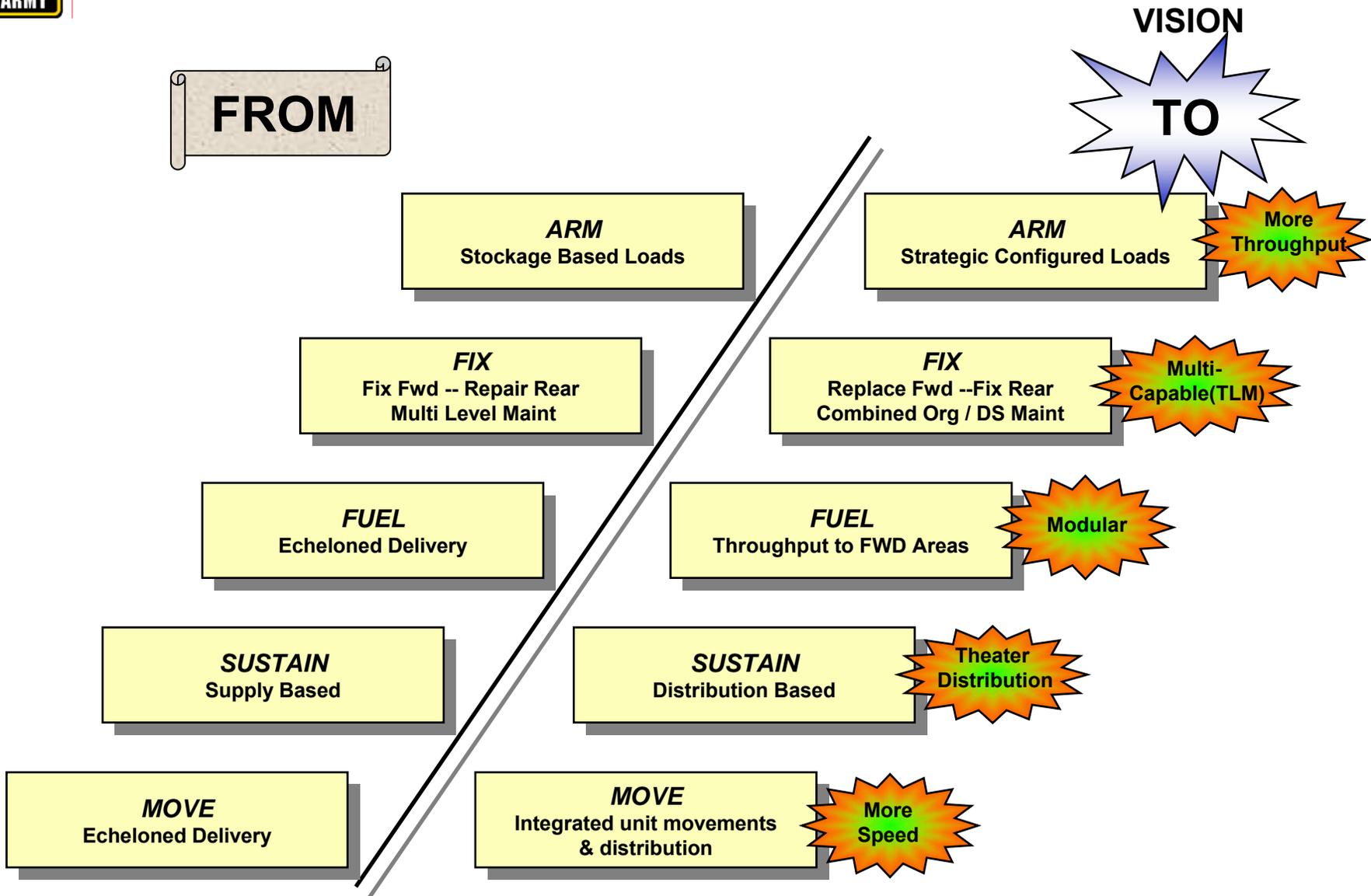
## *Influences*



- JCIDS - Joint Capabilities Integration and Development System
- CJCSI - Chairman of the Joint Chiefs of Staff Instruction
- SPG - Strategic Planning Guidance
- TPG - Transformation Planning Guidance

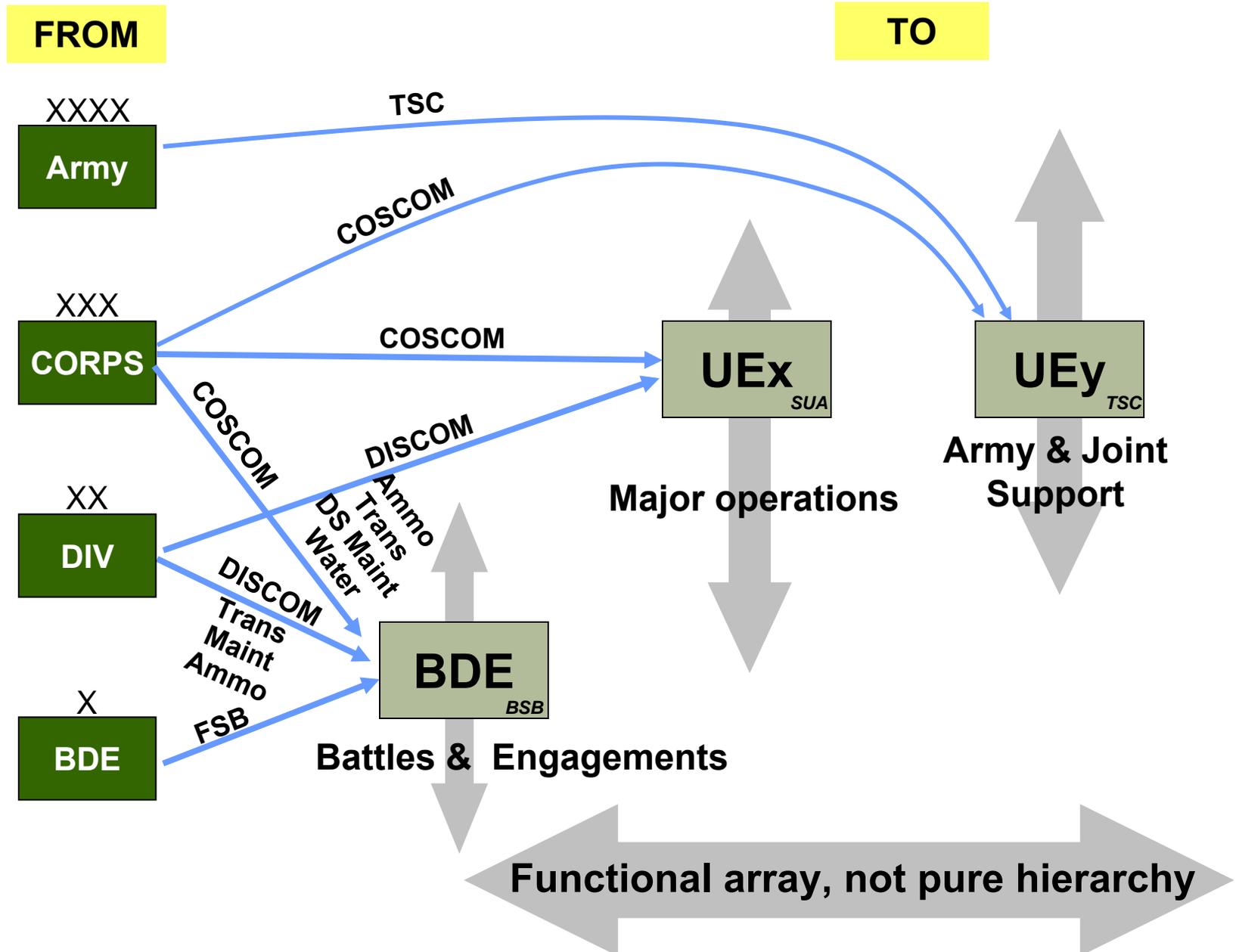


# Battlefield Logistics Functions





# UEy and UEx





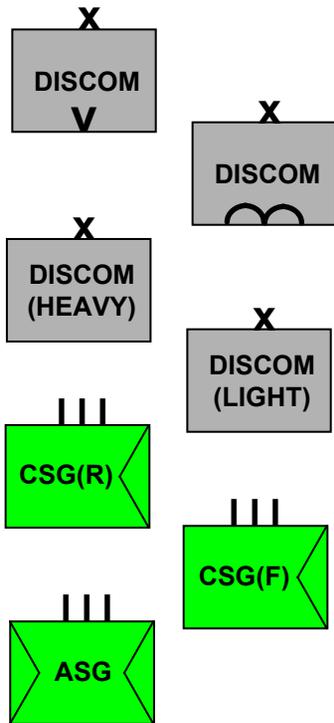
# Sustainment Designs



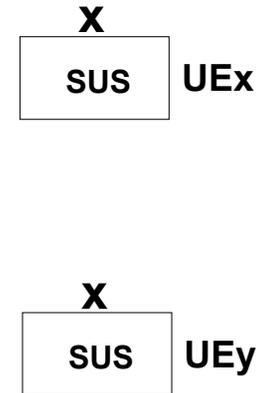
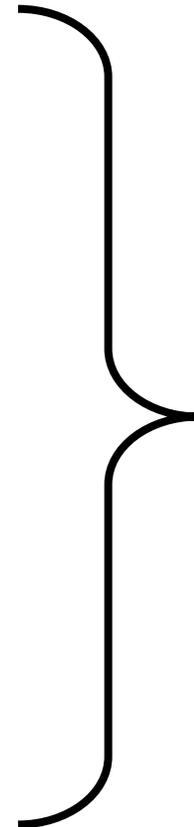
# Standardizing Support

Current Units designed to provide a specific capability.

New support units will be broad spectrum.

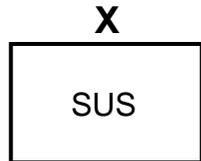


- ❖ Division Support Command (Heavy)
- ❖ Division Support Command (Light)
- ❖ Division Support Command (AA)
- ❖ Division Support Command (ABN)
- ❖ Corps Support Group (Forward)
- ❖ Corps Support Group (Rear)
- ❖ Area Support Group



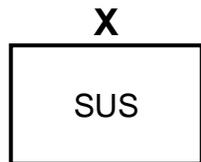


# Types of Sustainment Organizations



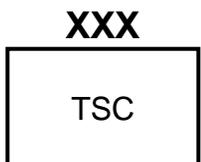
UEx

- Plans, executes and synchronizes CSS for the UEx or Joint Force Commander
- Provides battle command of multifunctional CSS organizations that provide support to forces operating in the UEx AO including: Supply, Maintenance, Transportation, Medical, Personnel and Finance support
- Capable of providing battle command for initial theater opening
- Scalable, tailorable and networked CSS BDE providing full spectrum CSS support to UEx
- Capable of receiving CS and CSS modules such as : Theater Opening, Theater Distribution and Civil Engineer and POL.



UEy

- Same headquarters design as the UEx Sustainment BDE
- Provides battle command of multifunctional CSS organizations that provide support to forces operating in the UEy AO including: Supply, Maintenance, Transportation, Medical, Personnel and Finance support
- Plans, controls and synchronizes CSS for units operating in or transitioning through UEy AO
- Capable of receiving CSS modules to include: Theater Opening and Theater Distribution; provides regional sustainment.



- Plan, control, synchronize CSS for the UEy or Joint Force Commander
- Multi-functional and functional headquarters
- Capable of receiving CS and CSS modules to include: theater opening, theater distribution, medical (MEDEVAC, Level III, CL VIII), supply and service augmentation, personnel and finance, procurement, engineer, and contracting support to UAs
- Capable of planning, coordinating and supervising support to Joint, Interagency and Multinational forces

All organizations capable of operating in a JIM environment



# Types of Sustainment Organizations (Specialized)

X

Theater  
Opening

- Provides battle command for theater opening elements to include: Port Opening and Operations, Airfield Opening and Operations, Theater Distribution, Civil Engineering and Medical
- Can deploy modules for initial theater entry operations
- Capable of battle command of theater opening in a mature theater
- Capable of organizing two deployable command posts to support early entry operations

X

Theater  
Distro

- Provides battle command of Transportation, Supply and Services organizations in support of the Theater Distribution System
- Operates distribution HUB(s) in support of multiple UEx's
- Provides distribution management

All organizations capable of operating in a JIM environment

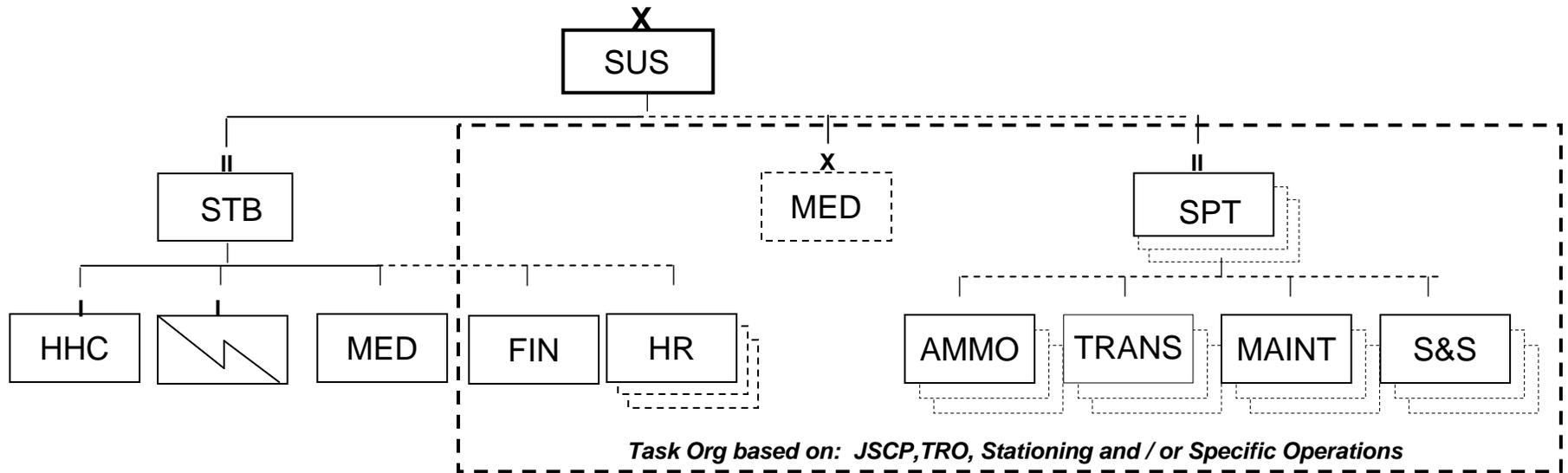


# Sustainment Brigade



# Sustainment Brigade

Mission: Plan, prepare, execute and assess CSS operations within assigned AO



- ❑ Scalable tailorable CSS standing HQ and command
- ❑ Configures for, distributes to, and retrogrades to and from maneuver UAs, other Support UAs, and to joint, interagency and multinational elements as directed
- ❑ Supports Early Entry Ops, mission staging operations, and host nation support
- ❑ Provides postal, replacement operations, strength management, casualty operations and essential personnel services
- ❑ Provides financial management, procurement, and contracting support to UAs as directed by the UEx
- ❑ UEy force pool provides Level III medical care / CL VIII resupply on area basis.

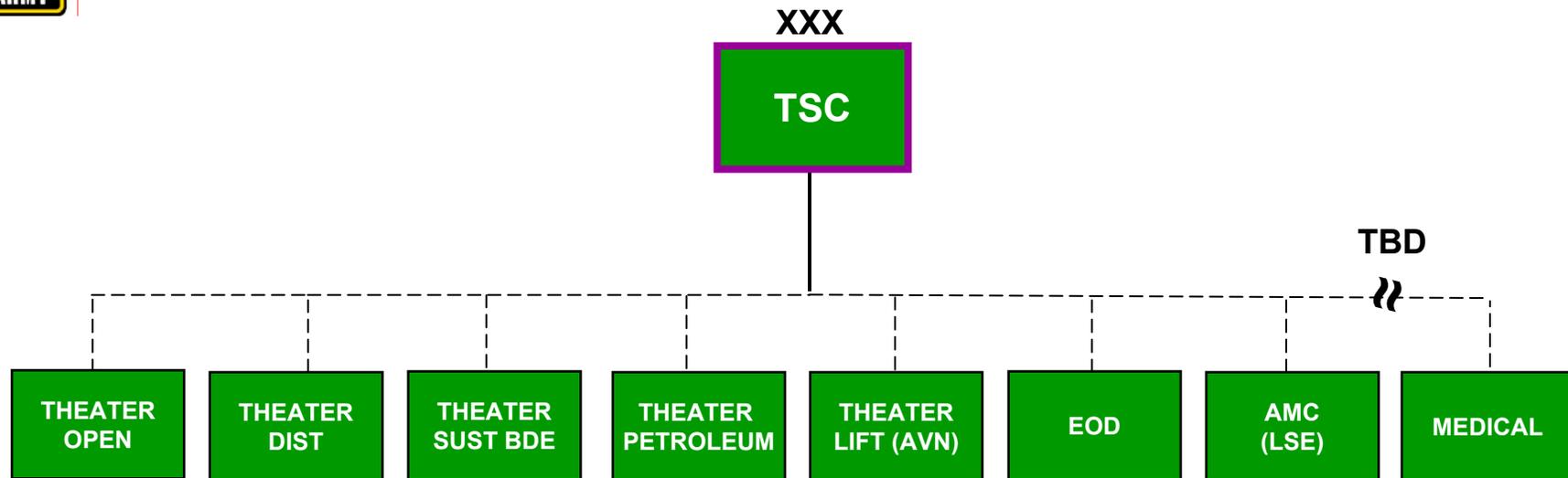


# Theater Sustainment Command



U.S. ARMY

# Notional Theater Sustainment Command



 = Represents capabilities based on METT-TC; Routinely assigned in a deployed theater.

**Mission:** Plans, prepares, and executes sustainment support to the land component commanders within assigned AOR or JOA.

## Capabilities:

- Plan, control, synchronize CSS for the UEy or Joint Force Commander
- Multi-functional and functional headquarters
- Capable of receiving CS and CSS modules to include: theater opening, theater distribution, medical (MEDEVAC, Level III, CL VIII), supply and service augmentation, personnel and finance, procurement, engineer, and contracting support to UAs
- Capable of planning, coordinating and supervising support to Joint, Interagency and Multinational forces



# Logistics on the Battlefield

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# Backup Slides



# Sustainment Brigade

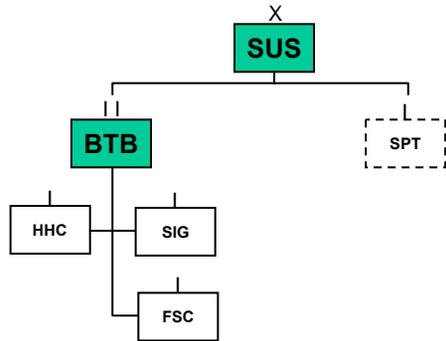
## Capabilities

- ❑ PROVIDES COMMAND, CONTROL, STAFF PLANNING AND SUPERVISION OF ASSIGNED OR ATTACHED CSS BATTALIONS AND COMPANIES
- ❑ PLAN, CONTROL, SYNCHRONIZE CSS FOR THE UEx OR JOINT FORCE COMMANDER
- ❑ EXERCISES TECHNICAL SUPERVISION OVER MISSION OPERATIONS OF SUBORDINATE UNITS
- ❑ PLANS, DIRECTS, AND SUPERVISES LOGISTICS AND COMBAT HEALTH SERVICE SUPPORT FOR UNITS ASSIGNED AND/OR ATTACHED TO THE AOR.
- ❑ CAPABLE OF OPERATING AS PART OF A JOINT AND COMBINED FORCE
- ❑ CAPABLE OF RECEIVING CS AND CSS MODULES TO INCLUDE: THEATER OPENING, THEATER DISTRIBUTION, MEDICAL (MEDEVAC, LEVEL III, CL VIII), SUPPLY AND SERVICE AUGMENTATION, PERSONNEL AND FINANCE, PROCUREMENT AND CONTRACTING SUPPORT TO UAs.
- ❑ PERFORMS FIELD MAINTENANCE ON ORGANIC EQUIPMENT AND SELECTED SUSTAINMENT MAINTENANCE
- ❑ PROVIDES FOOD SERVICE, FIELD MAINTENANCE AND RECOVERY FOR THE SUPPORTING REAR AREA OPERATIONS CENTER, WHEN ATTACHED
- ❑ PLANS AND CONTROLS THE USE OF AIR AND SURFACE TRANSPORT ASSETS SPECIFICALLY ALLOCATED OR ATTACHED FOR LOGISTICS AND ADMINISTRATIVE MISSIONS.
- ❑ PROVIDES COMBAT SERVICE SUPPORT MANAGEMENT INFORMATION AND ADVICE TO THE COMMANDER AND HIS STAFF.
- ❑ PROVIDES LOGISTICS SYSTEM MANAGEMENT AND SOFTWARE SUPPORT FOR AUTOMATED LOGISTICS FUNCTIONS/SYSTEMS.
- ❑ PLANS AND CONDUCTS BASE AND BASE CLUSTER SELF-DEFENSE.

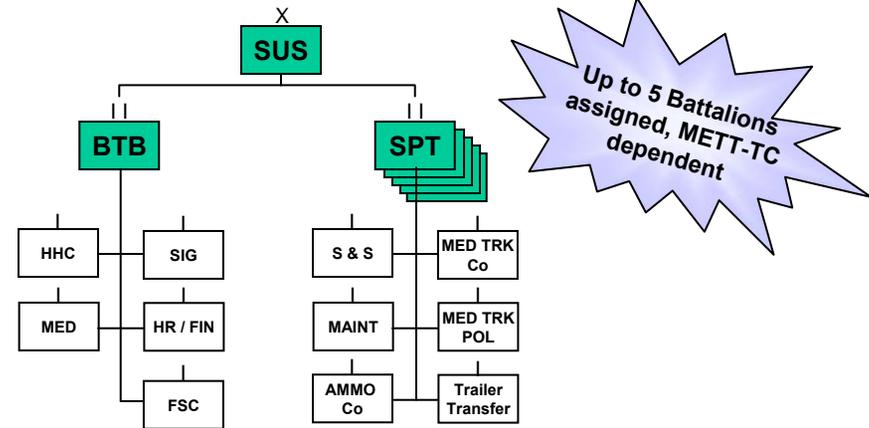


# Examples of Notional Force Tailored SUAs

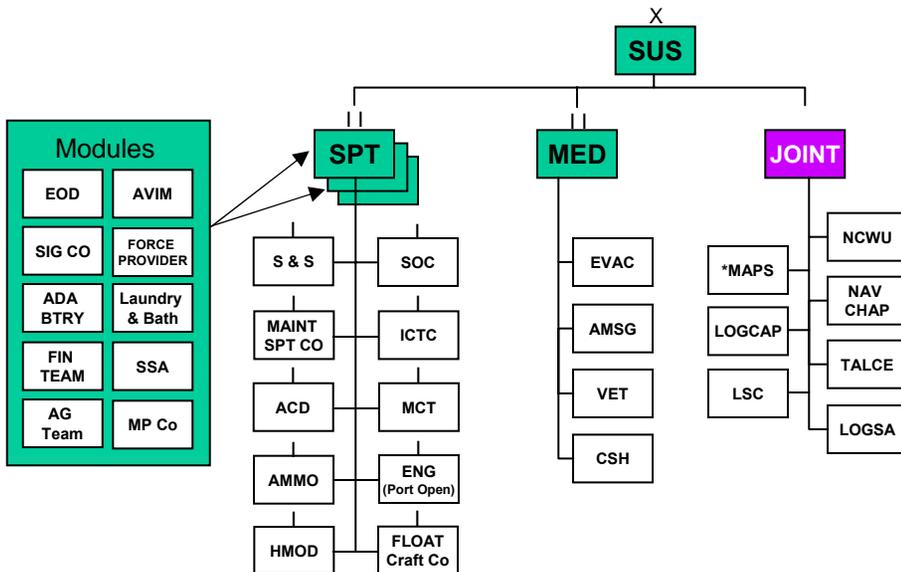
Sustainment UA



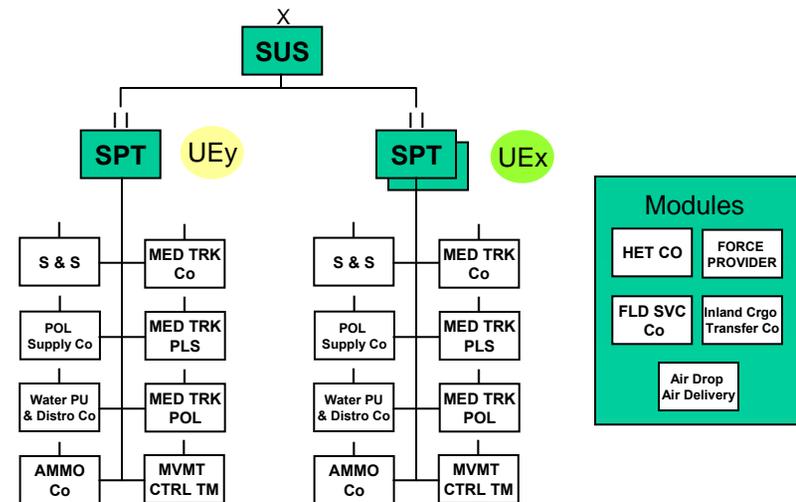
Task Organized for Heavy UEx SUA



Task Organized for Theater Opening Ops



Task Organized for Theater Distribution Ops

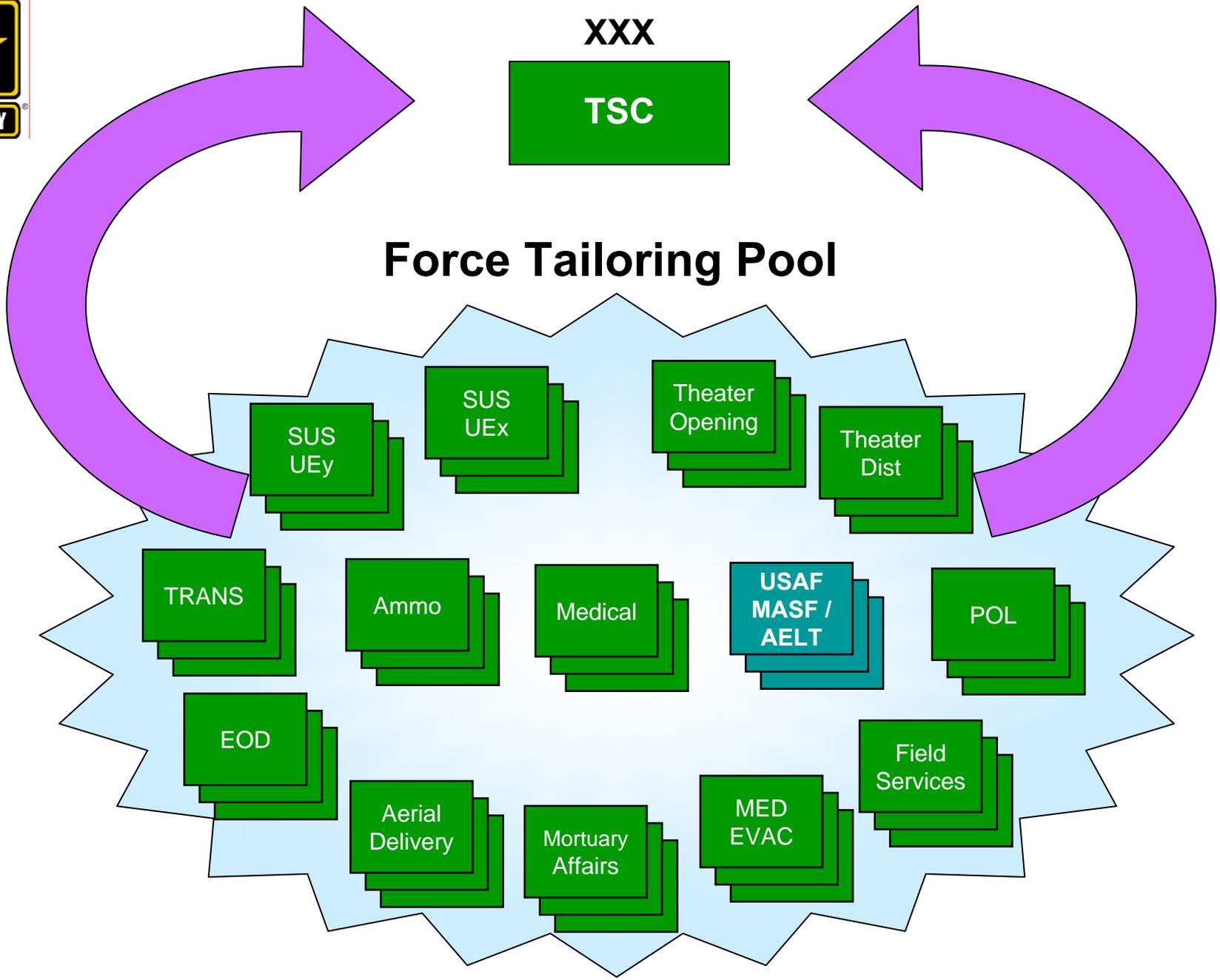




XXX

TSC

# Force Tailoring Pool

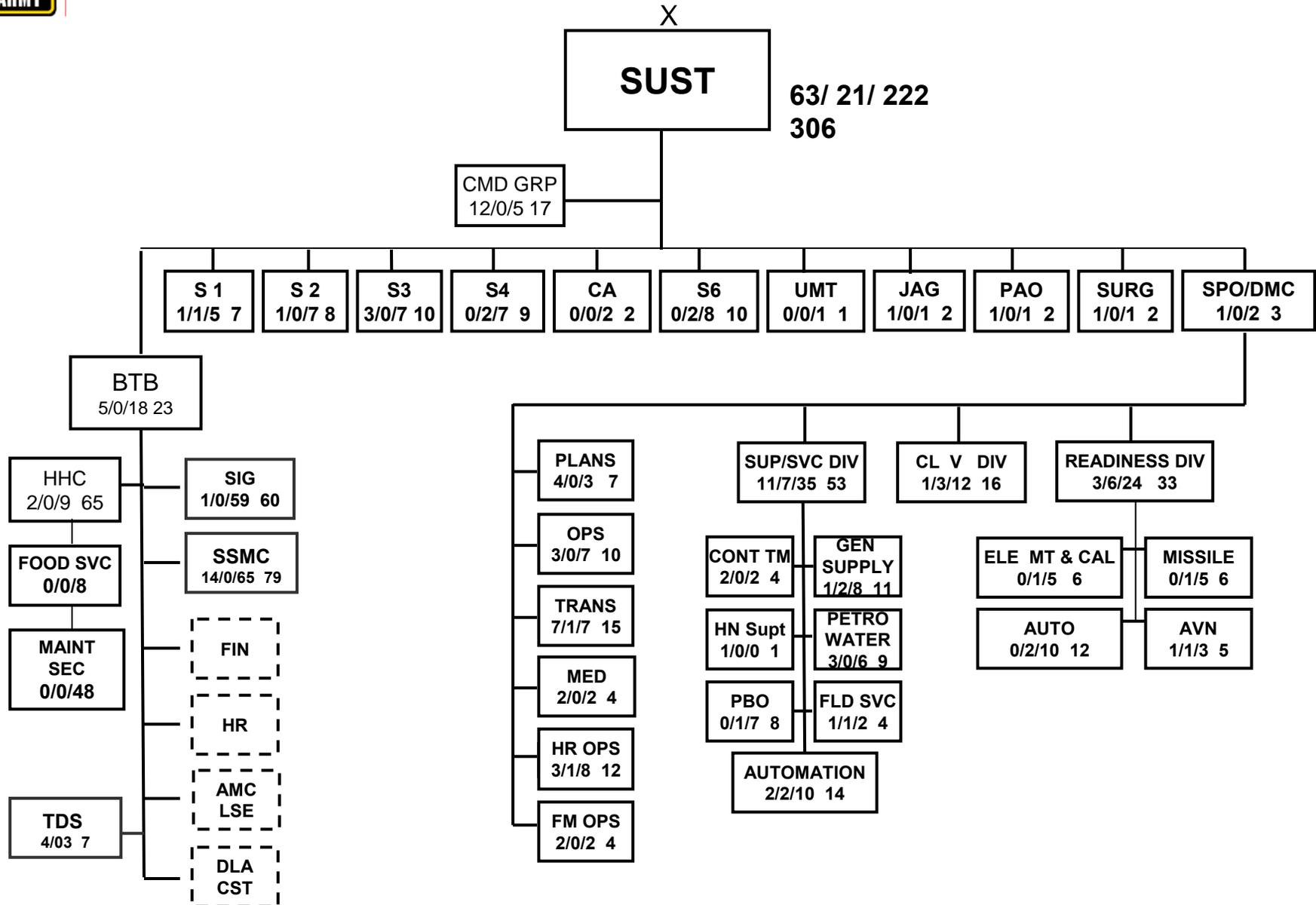




# **Overarching Concept of Support**



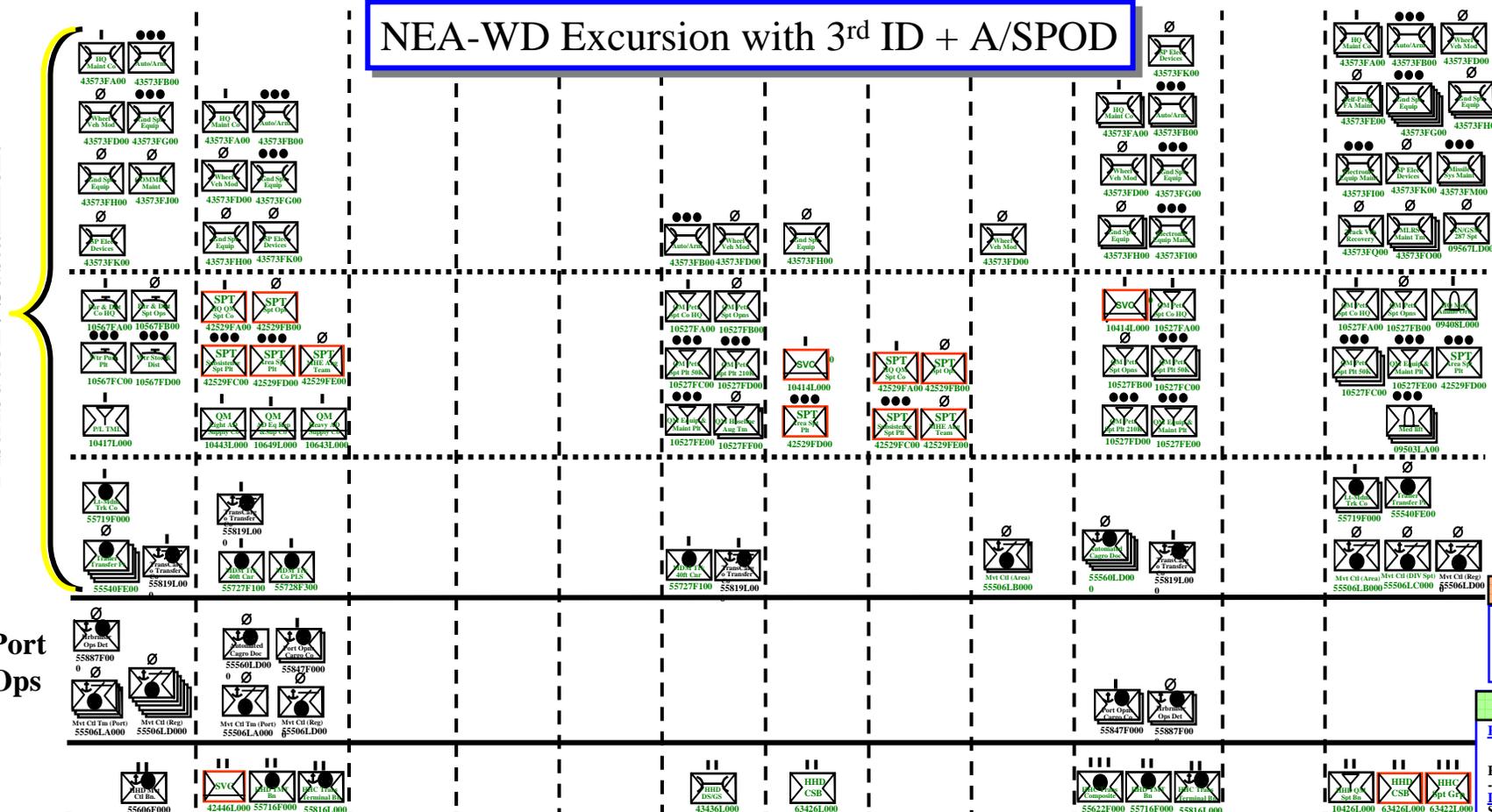
# Sustainment Brigade Design



# NEA-WD Excursion with 3<sup>rd</sup> ID + A/SPOD

Distribution / Sustainment

Port Ops



**Total Force**  
 3<sup>rd</sup> ID = 15,965  
 CS = 14,678  
 CSS = 13,936

**Total Capability**  
 Fuel Store - 9M gal  
 Rec/Issue - 18K  
 Dist - 720K/90 mi  
 Est/Maintain/Operate - 15 miles hose/line  
**Dry Cargo**  
 Store/Rec/Issue  
 CL I - 187.2 ST  
 CL III P - 8.16 ST  
 CL IX - 15.84 ST  
**Ammo**  
 Rec/Store/Issue  
 4,563 ST  
**DS/GS Maint**  
 Air Drop Equip - 9 ST  
**DS Maint**  
 Auto/Arm - 3,332 mhr  
 SP FA - 192 mhr  
 GSE - 3,217 mhr  
 Elect Equip - 572 mhr  
 COMMEL - 36 mhr  
 SP Elec - 144 mhr  
 MLRS - 322 mhr  
**Water**  
 Produce - 300K  
 Store - 160K  
 Dist - 33K  
**Field Service**  
 Shower/Laundry  
 Support for 42K trps  
**TMDE**  
 Support for 5,000 items

X	Theater Opening	Day 1 (TP3)	Day 2 (TP4)	Day 3 (TP5)	Day 4 (TP6)	Day 5 (TP7)	Day 6 (TP8)	Day 7 (TP9)	Day 8 (TP10)	Day 9 (TP11)	Day 10 (TP12)	Day 11 (TP13)
	3 <sup>rd</sup> ID Build-up	2,978	2,017	350	979	949	1,761	2,180	1,944	2,060	388	359

05 - Eng 710 06 - FA (LNO) 2 08 - Med 610 12 - Pers/Post 69 14 - Finance 21 19 - MP 1,805 CSS 1,210 <b>Total Spt 4,343</b>	06 - FA (LNO) 2 08 - Med 1,230 12 - Pers/Post 69 14 - Finance 21 19 - MP 627 27 - Legal 13 CSS 1,792 <b>Total Spt 3,754</b>	12 - Pers/Post 69 14 - Finance 21 27 - Legal 18 <b>Total Spt 108</b>	05 - Eng 14 CSS 819 <b>Total Spt 853</b>	08 - Med 13 12 - Pers/Post 161 14 - Finance 42 27 - Legal 30 CSS 333 <b>Total Spt 579</b>	19 - MP 67 CSS 102 <b>Total Spt 169</b>	19 - MP 253 27 - Legal 5 CSS 148 <b>Total Spt 406</b>	08 - Med 91 12 - Pers/Post 143 14 - Finance 72 19 - MP 202 27 - Legal 46 CSS 6,818 <b>Total Spt 7,372</b>	01 - Aviation 60 03 - Chem 864 05 - Eng 3,483 06 - FA 2,310 08 - Med 880 11 - Signal 29 12 - Pers/Post 92 14 - Finance 21 16 - Chaplin 4 19 - MP 409 20 - Mil Hist 3 27 - Legal 18 33 - Psyop 57 40 - Space 6 41 - CA 146 CSS 2,714 <b>Total Spt 11,096</b>
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**LEGEND**

- Meets UJTL, Strategic National Tasks, Measures, and Criteria (SN)
- Meets UJTL, Strategic Theater Tasks, Measures, and Criteria (ST)
- Meets UJTL, Strategic Operational Theater Tasks, Measures, and Criteria (OP)
- Meets **Both** Strategic and Operational Theater Tasks, Measures, and Criteria

**Capability**  
 Fuel  
 Store - 2M gal  
 Dist - 720K/90 mi  
 Water  
 Produce - 180K (fresh source)  
 120K (salt source)  
 Store - 160K  
 Dist - 33K  
**Maint**  
 Auto/Arm - 490 mhr  
 GSE - 369 mhr  
 COMMEL - 36 mhr  
 SP Elec - 36 mhr

**Capability**  
**Dry Cargo**  
 Store/Rec/Issue  
 CL I - 93.6 ST  
 CL III P - 2.04 ST  
 CL IX - 3.96 ST  
**DS Maint**  
 Auto/Arm - 490 mhr  
 GSE - 369 mhr  
 SP Elec - 36 mhr  
**DS/GS Maint**  
 Air Drop Equip - 9 ST

**Capability**  
 Fuel  
 Store - 2.3M gal  
 Rec/Issue - 500K  
 Establish/Maintain/Operate - 15 mi hose/line  
**DS Maint**  
 Auto/Arm - 490 mhr

**Capability**  
**Dry Cargo**  
 Store/Rec/Issue  
 CL I - 93.6 ST  
 CL III P - 2.04 ST  
 CL IX - 3.96 ST  
**Field Service**  
 Shower/Laundry  
 Support 21K  
**DS Maint**  
 GSE - 369 mhr

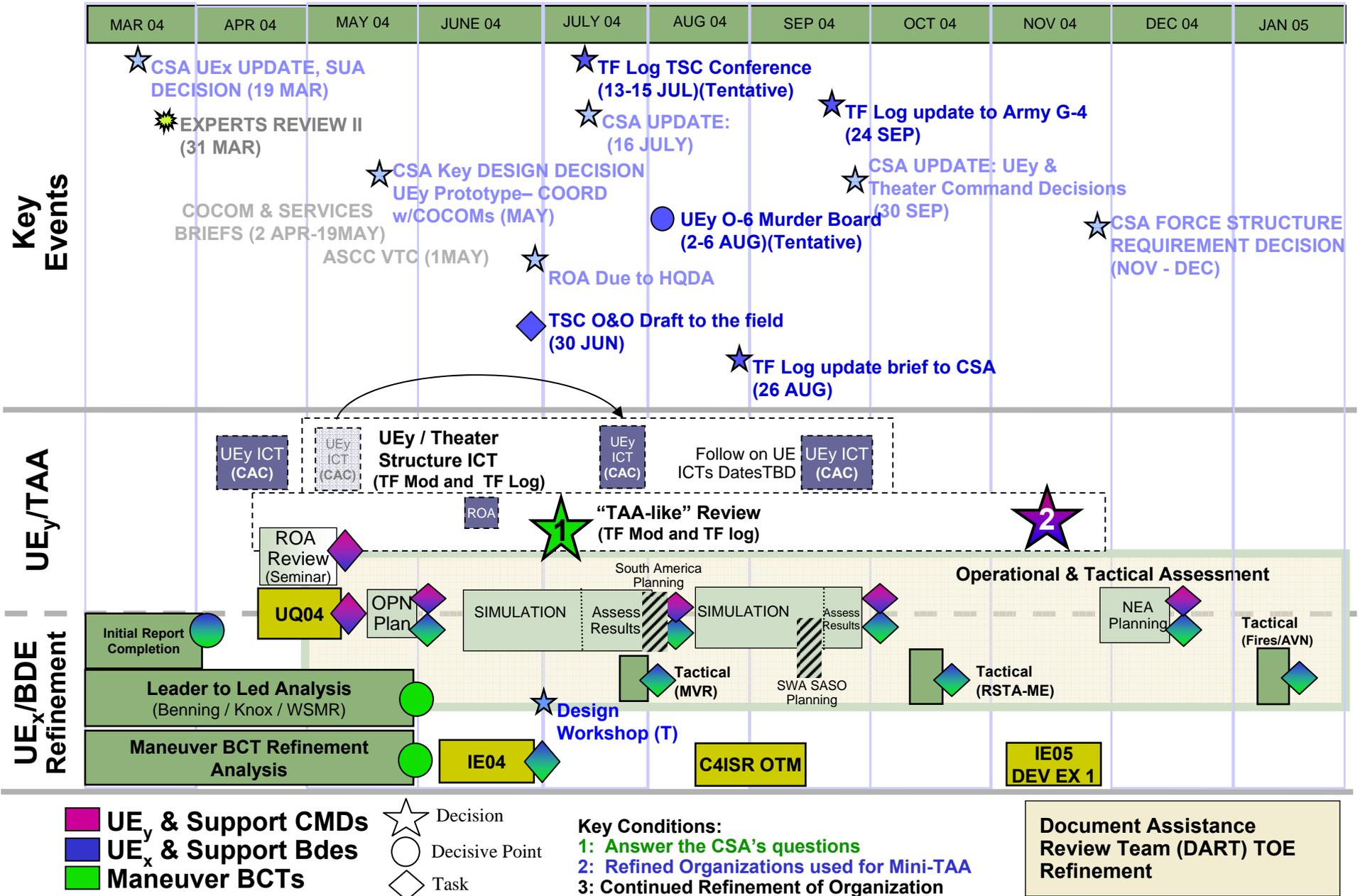
**Capability**  
**Dry Cargo**  
 Store/Rec/Issue  
 CL III P - 2.04 ST  
 CL IX - 3.96 ST  
**DS Maint**  
 Auto/Arm 96 mhr

**Capability**  
**DS Maint**  
 Auto/Arm 96 mhr

**Capability**  
 Fuel  
 Store - 2.9M gal  
 Rec/Issue - 700K  
**Field Service**  
 Shower/Laundry  
 Support for 21K troops  
**DS Maint**  
 Auto/Arm - 883 mhr  
 GSE - 476 mhr  
 Elect Equip - 286 mhr  
 SP Elec - 36 mhr

**Capability**  
 Fuel  
 Store - 1.8M gal  
 Rec/Issue - 600K  
**Dry Cargo**  
 Store/Rec/Issue  
 CL III P - 2.04 ST  
 CL IX - 3.96 ST  
**Ammo**  
 Rec - 1,521 ST  
 Store - 1,521 ST  
**DS Maint**  
 Auto/Arm - 883 mhr  
 SP FA - 192 mhr  
 GSE - 1,634 mhr  
 Elect Equip - 286 mhr  
 SP Elec - 36 mhr  
 MLRS - 322 mhr  
**TMDE**  
 Support for 5,000 items

# Critical Events





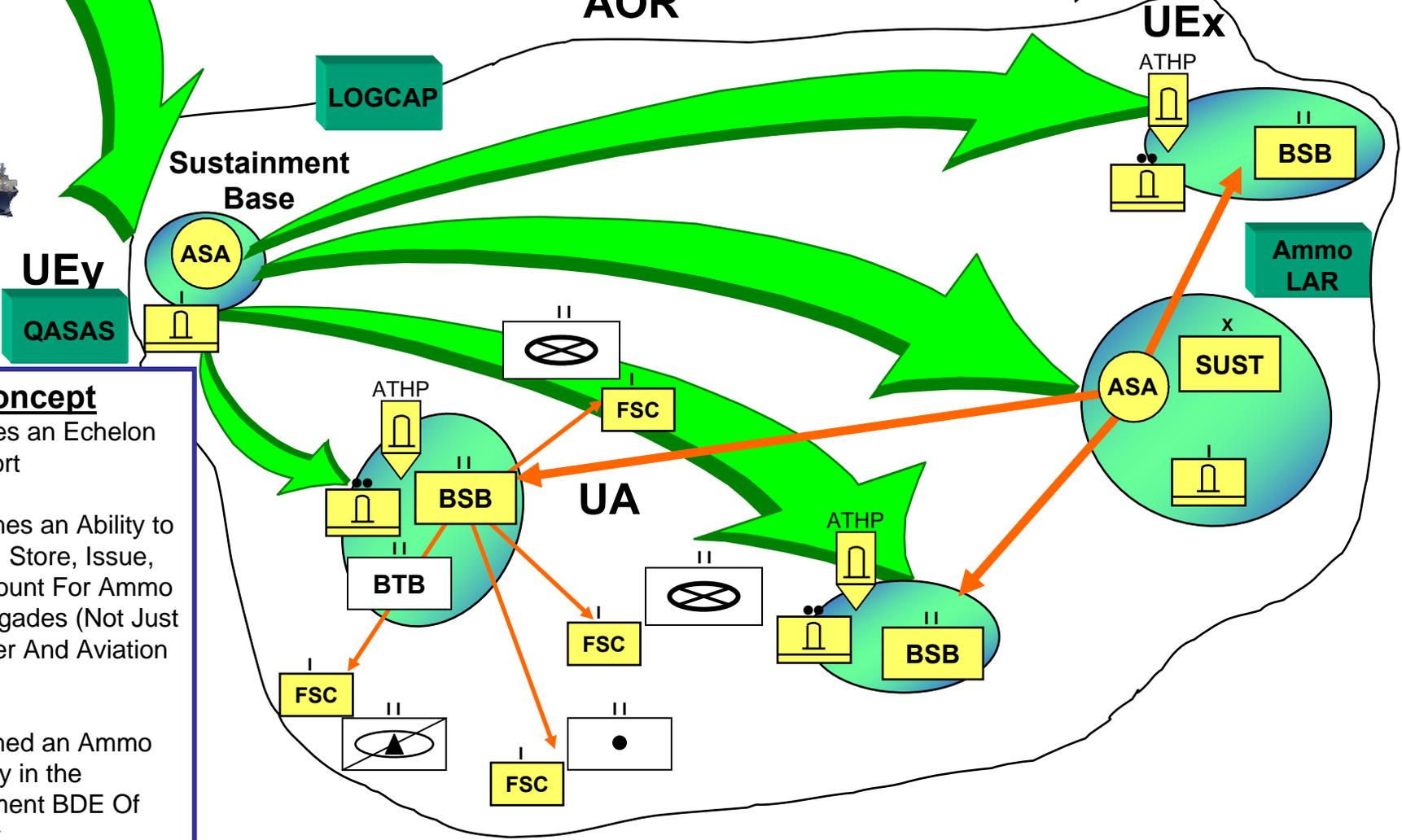
# *Task Force Logistics*



# ARM

## AOR

**Pushed  
AMMO CO Fwd  
Created ATHPs**



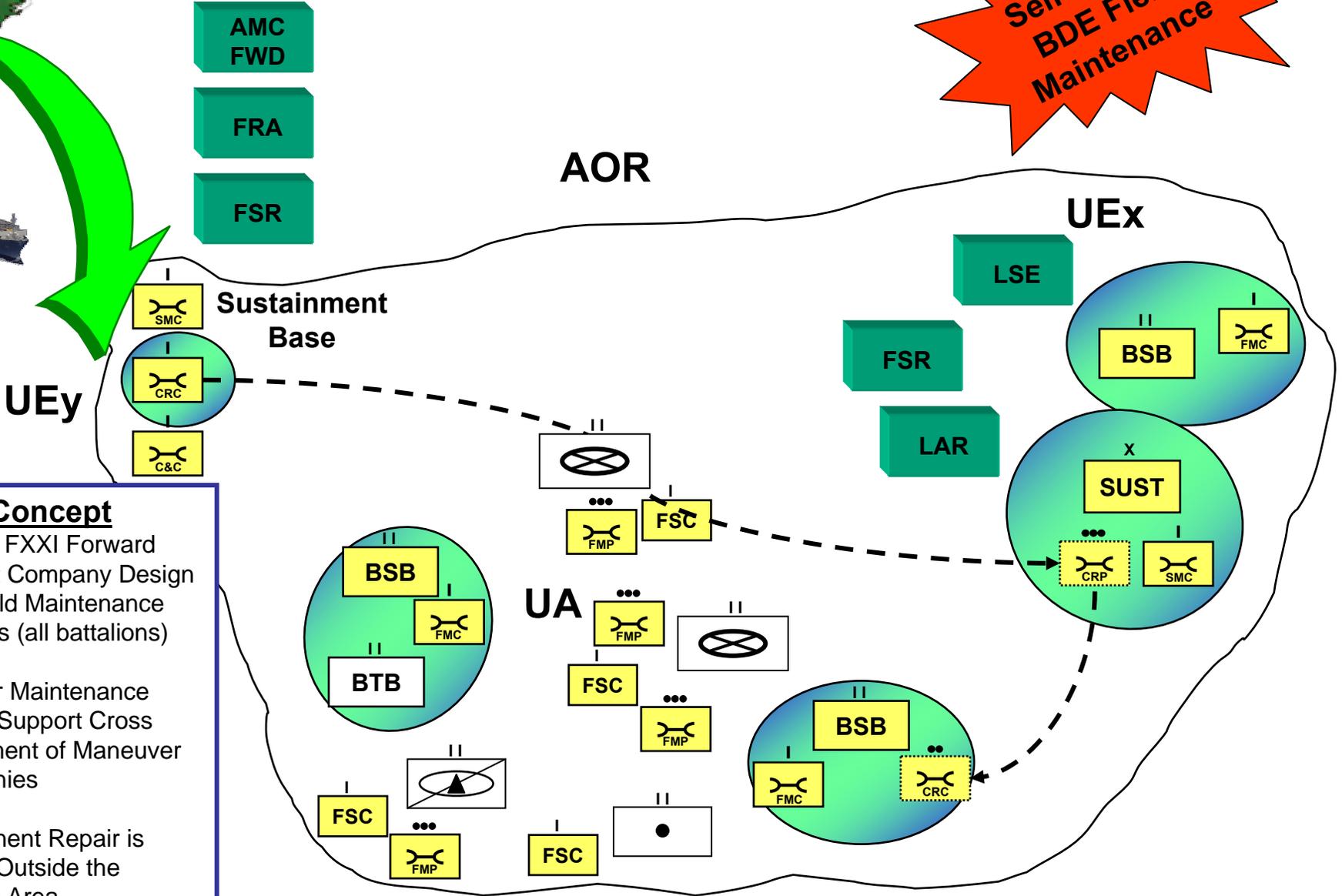
### Concept

- Eliminates an Echelon of Support
- Establishes an Ability to Receive, Store, Issue, and Account For Ammo In All Brigades (Not Just Maneuver And Aviation BDEs)
- Established an Ammo Company in the Sustainment BDE Of The UEx

# FIX

## AOR

**CREATED  
Self-Reliant  
BDE Field  
Maintenance**



### Concept

- Retains FXXI Forward Support Company Design with Field Maintenance Platoons (all battalions)
- Modular Maintenance Teams Support Cross Attachment of Maneuver Companies
- Component Repair is Moved Outside the Division Area



## *Discussion Points* *Fix*

- Logistics Support Elements role in coordinating weapons system contractor support**
  
- Positioning Component Repair Capability**
  
- Scheduled Services**



UEy



APS



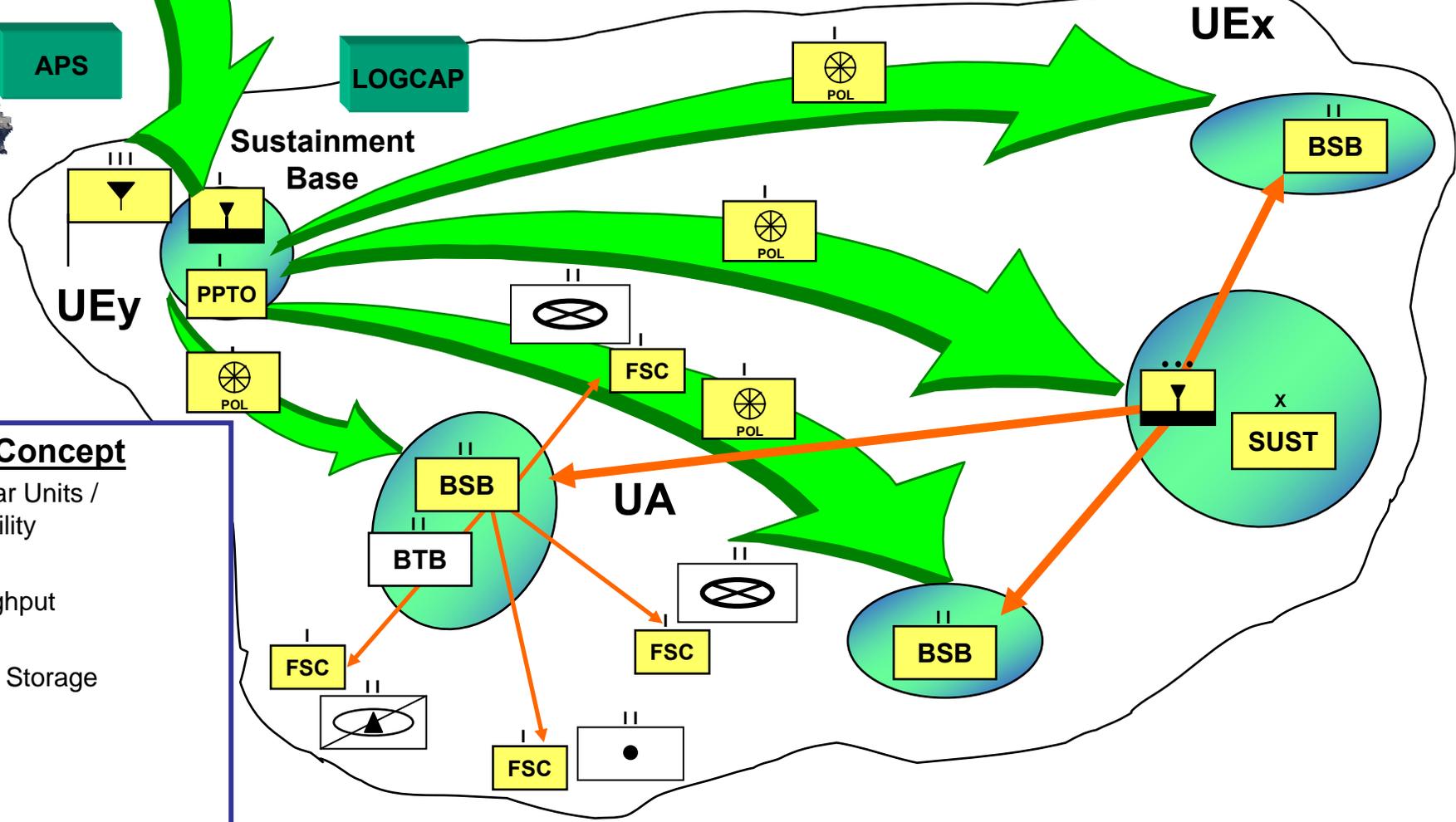
# FUEL

AOR



CREATED  
Greater Bde  
Self-Reliance

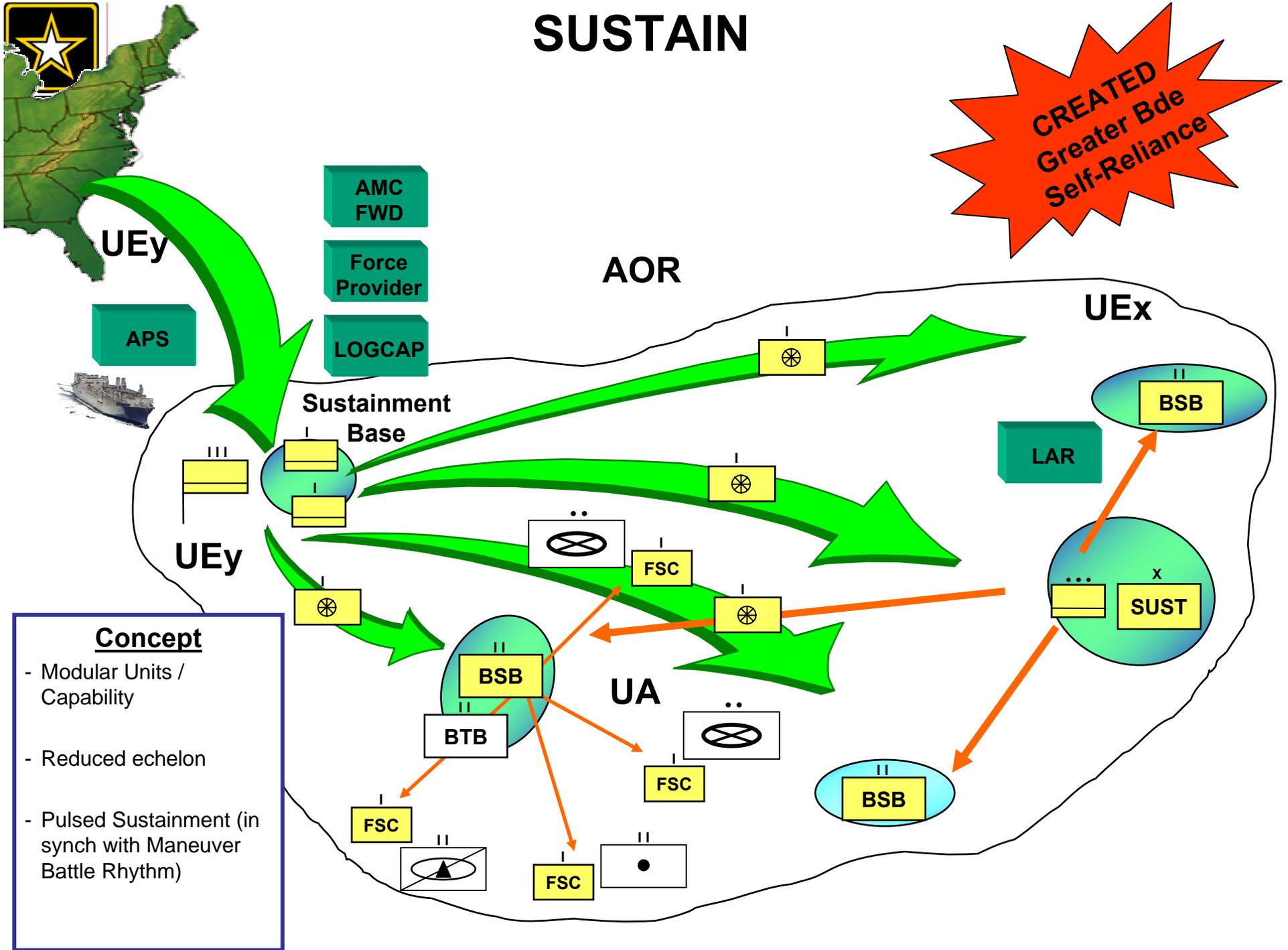
UEx



## Concept

- Modular Units / Capability
- Throughput
- Mobile Storage

# SUSTAIN



## Concept

- Modular Units / Capability
- Reduced echelon
- Pulsed Sustainment (in synchrony with Maneuver Battle Rhythm)

# MOVE



APS



**CREATED  
Greater Bde  
Self-Reliance**

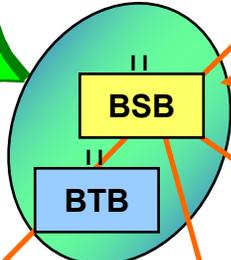
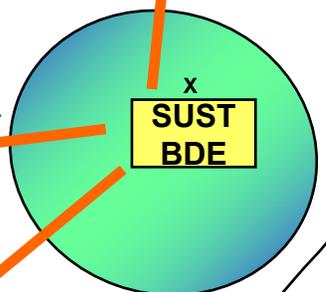
AOR

UEx

UEy

Sustainment  
Base

LOGCAP



FSC

FSC

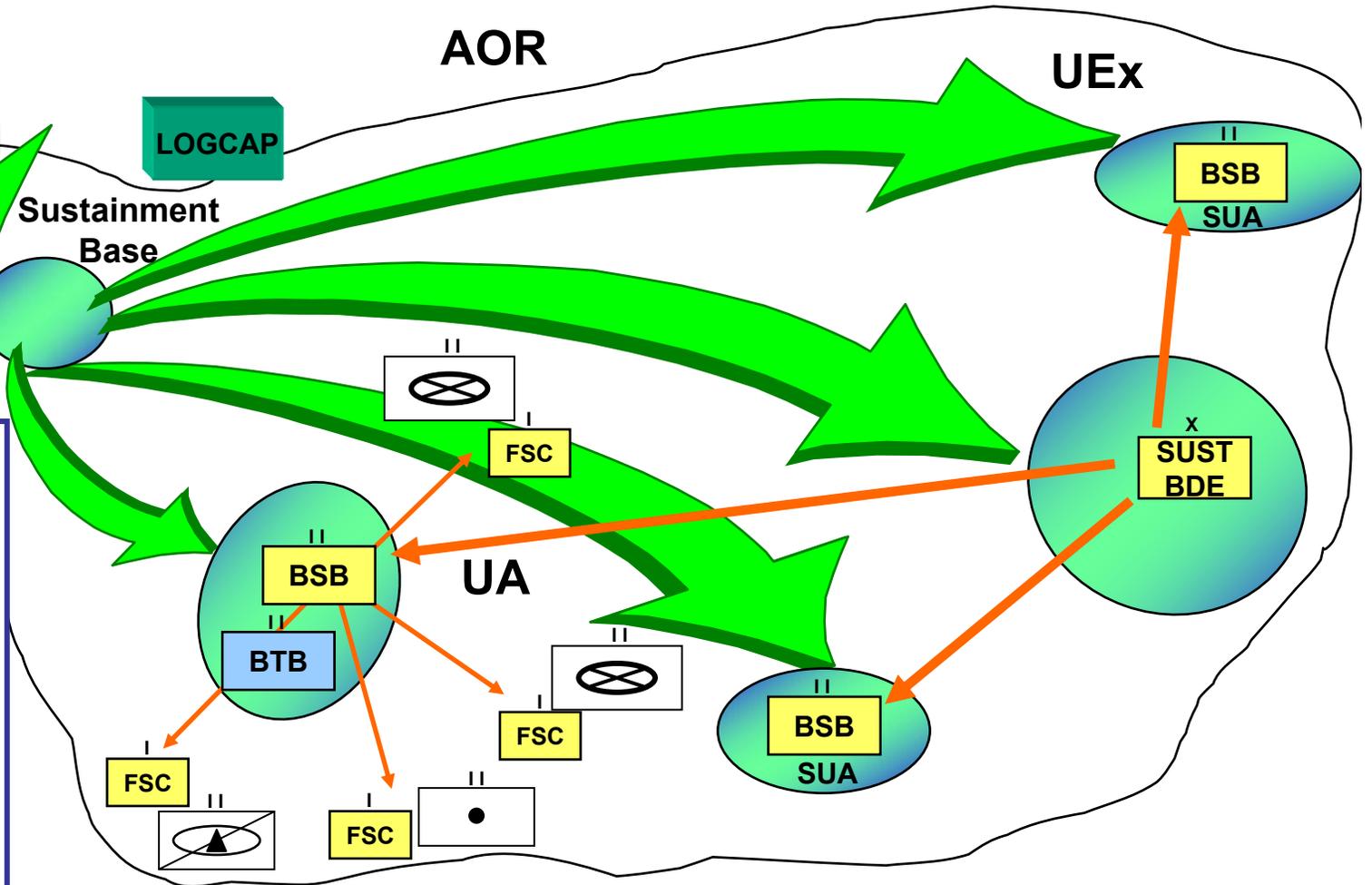
FSC

UA

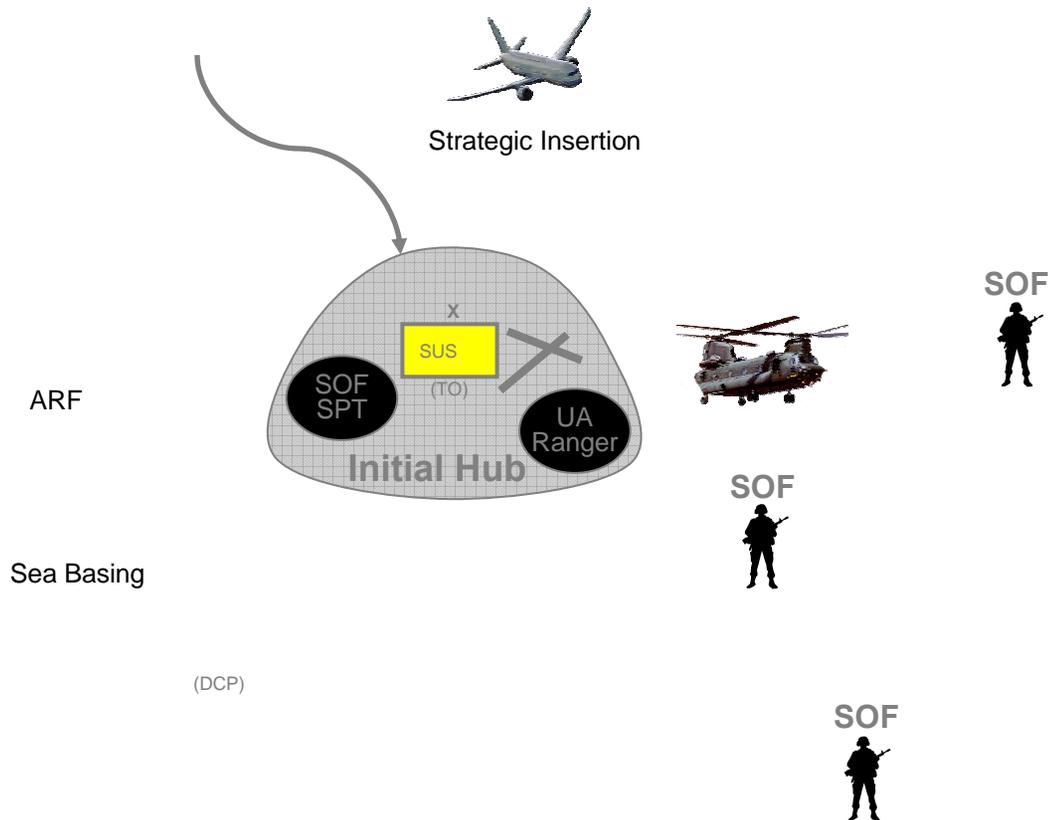
FSC

## Concept

- Sustainment is theater-wide distribution based
- Transportation enablers at all echelons provide speed supporting integrated unit movements & distribution
- Maximized throughput to forward areas



# Deter / Engage



TO – Theater Opening  
DCP- Deployable Command Post

## Operational Considerations

- Expeditionary Ops
- Perform pre-conflict operations
- Set terms & conditions for operations
- Interagency teaming

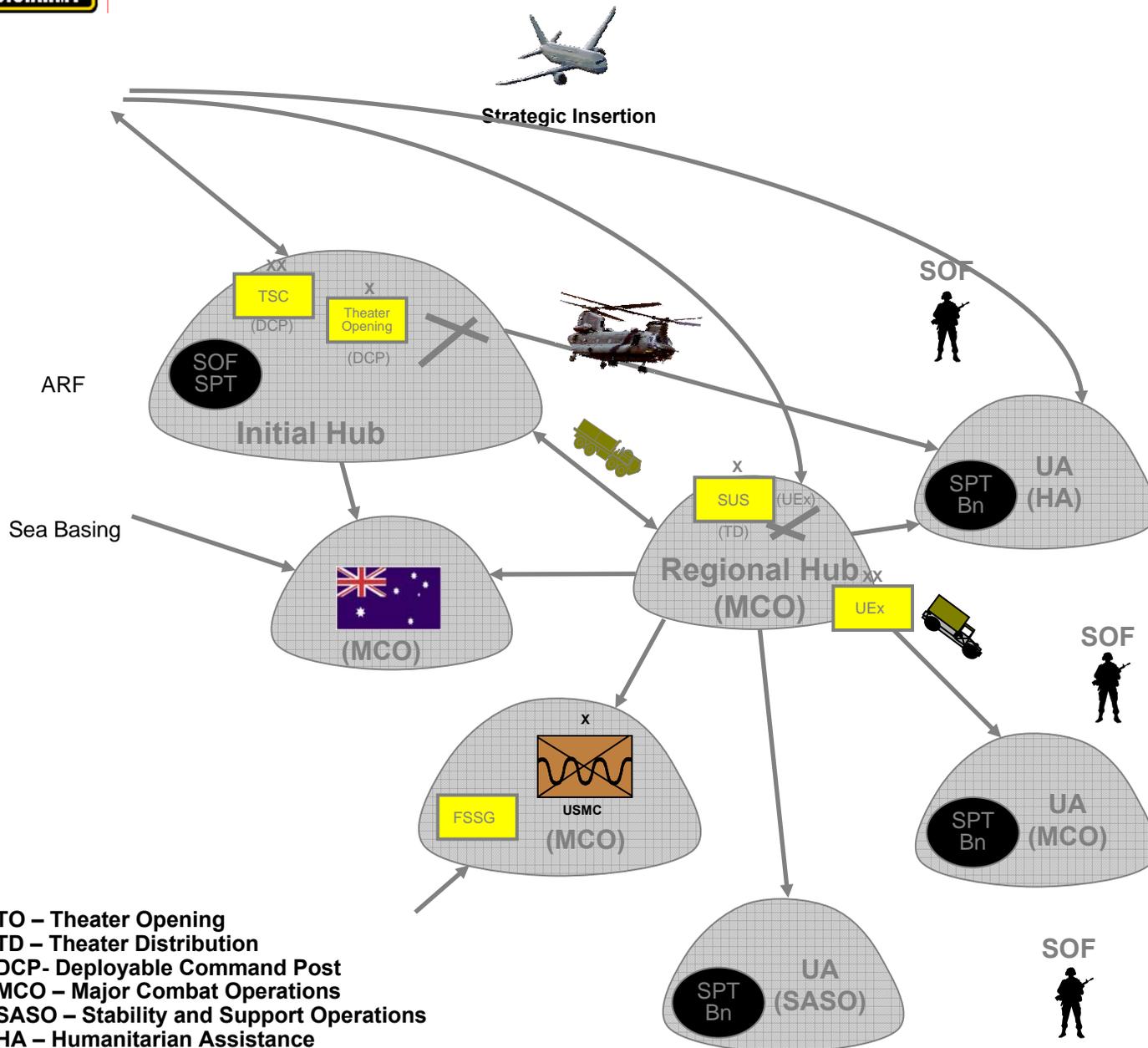
## Assumptions

- JSOTF-centric
- Prepo available & authorized
- Sea Basing available
- Strategic insertion
- Preconfigured loads from strategic base
- Host Nation Support available

## CSS Tasks

- Establish single theater logistics battle command under Sust Bde
- Conduct logistics ONA & planning
- Establish theater opening capability
- Relocate ARF stocks
- Force protection
- Sustain deployed forces
- Leverage TAV to build combat power
- Communicate requirements to strategic base, reconfigure sustainment stocks, distribute to teams, force protection.

# Seize Initiative

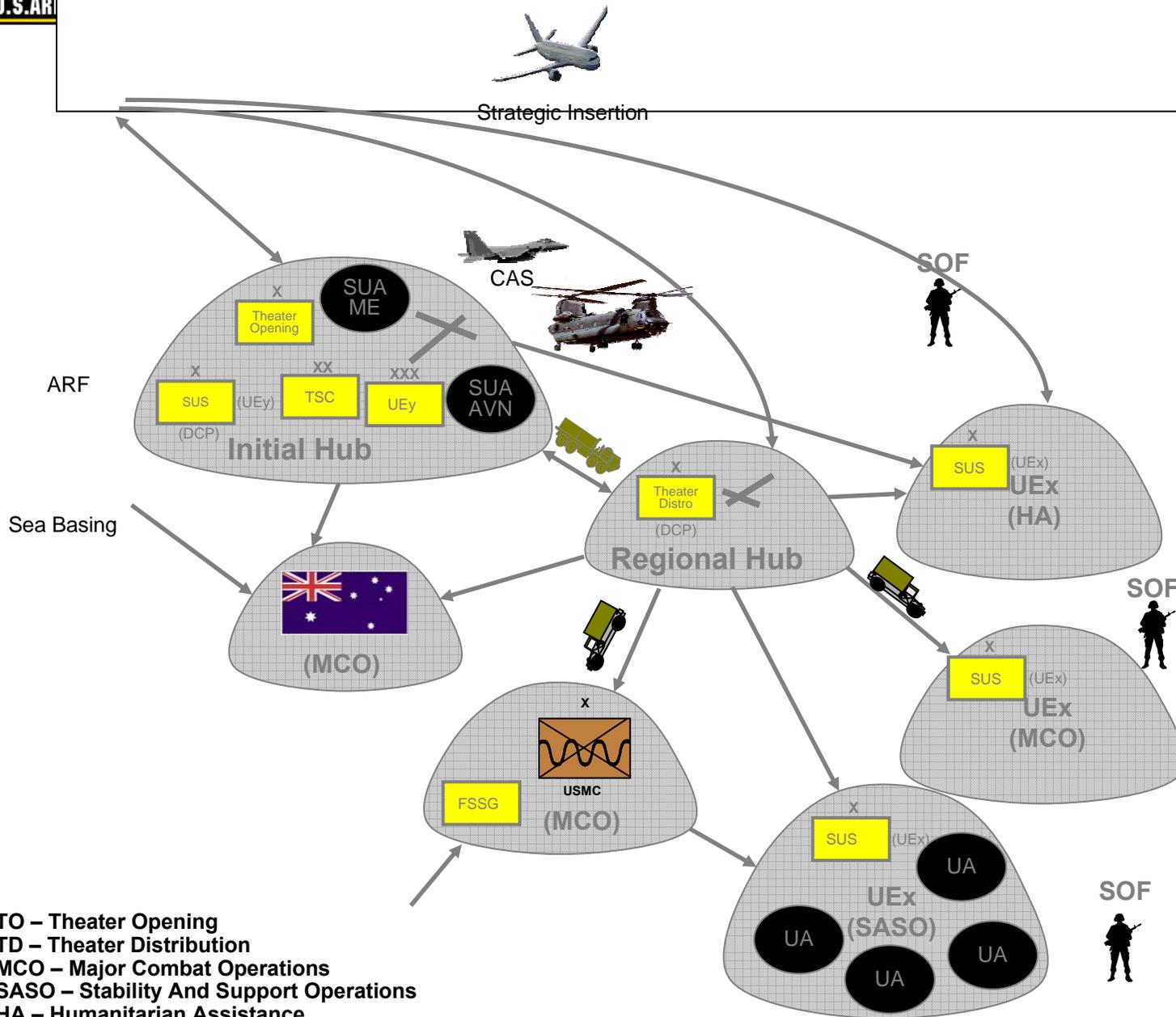


TO – Theater Opening  
 TD – Theater Distribution  
 DCP- Deployable Command Post  
 MCO – Major Combat Operations  
 SASO – Stability and Support Operations  
 HA – Humanitarian Assistance

- Operational Tasks**
- Campaign quality
  - Conduct Joint early entry operations
  - Assure friendly freedom of action
  - Access theater infrastructure
  - Employ conventional forces
  - UEx provides battle command over UAs
- Assumptions**
- HNS is available
  - No LOGCAP & other contracting support available
  - Real time situational awareness
  - Sea Basing operational
- CSS Tasks**
- Single theater logistical battle command
  - Conduct port opening
  - Support employed forces from a sea base
  - Provide theater distribution within the JOA
  - Establish regional hubs based upon the time and distance between nodes
  - Redirect in-transit shipments and cross level on-hand assets
  - Conduct RSO activities
  - Establish integrated logistics network
  - UEx G4 plans, coordinates and assesses UEx CSS Ops

# Decisive Operations

U.S. AR



TO – Theater Opening  
 TD – Theater Distribution  
 MCO – Major Combat Operations  
 SASO – Stability And Support Operations  
 HA – Humanitarian Assistance

## Operational Tasks

- Full spectrum Joint Force capability employment
- UEy executes battle command over multiple UEx's
- Strategic logistics assets positioned forward
- Set conditions for early, favorable conclusion

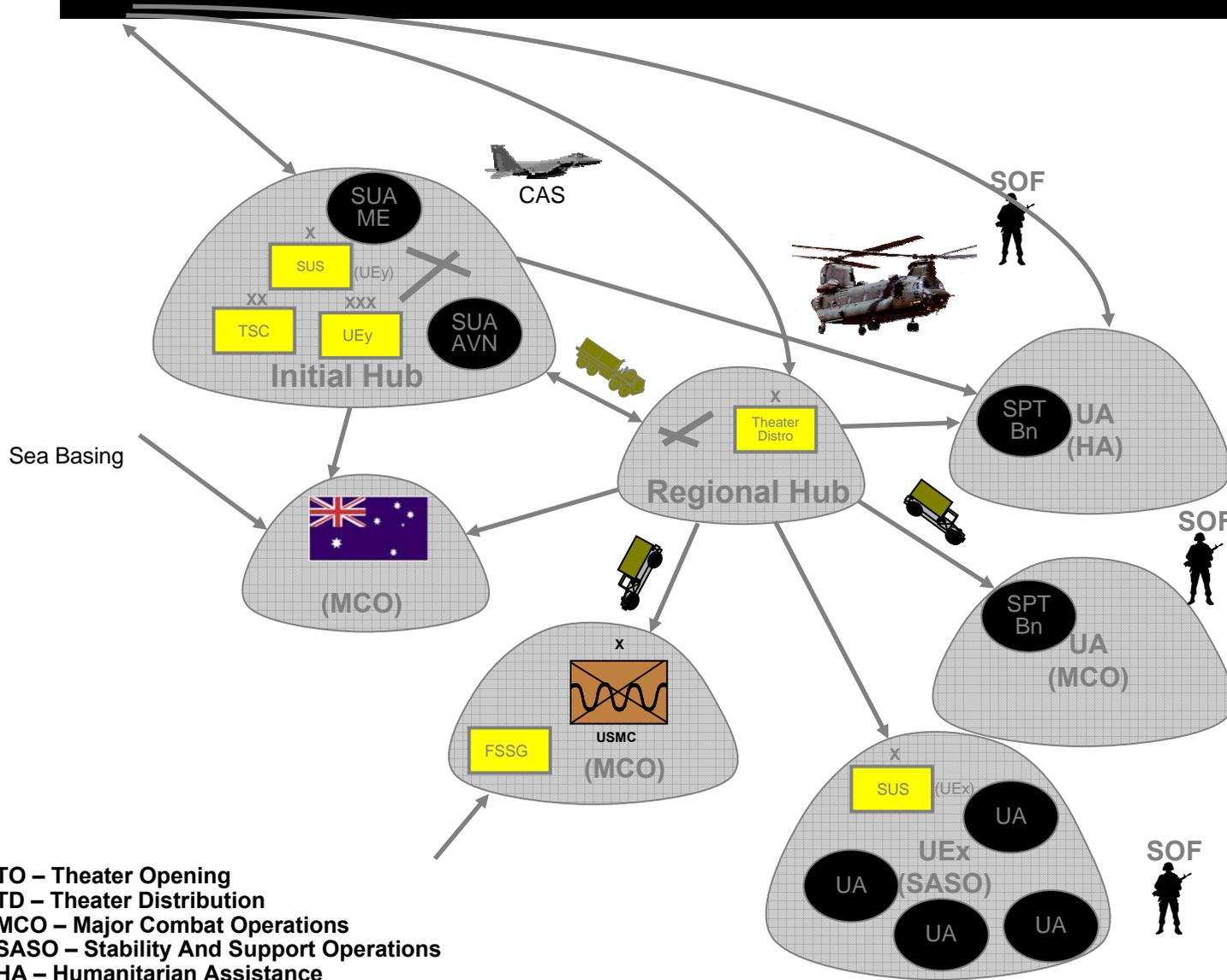
## Assumptions

- Force Projection continues during Decisive Operations
- RC Mobilization / Employment
- Coalition participation
- Sustainment activities ongoing

## CSS Tasks

- Single theater logistics battle command
- Conduct sustainment Ops
- Conduct Intra-theater movements
- Support CA and HA
- Provide flexible, expandable support
- Perform theater distribution
- TSC plans, coordinates and assesses Theater-wide CSS Ops.

# Transition Operations



TO – Theater Opening  
 TD – Theater Distribution  
 MCO – Major Combat Operations  
 SASO – Stability And Support Operations  
 HA – Humanitarian Assistance

## Operational Tasks

- Joint Ops ISO HN
- UEy executes battle command over multiple UEx
- Conduct HA / CA Ops
- Redeploy forces

## Assumptions

- Strategic logistics assets positioned forward
- RC Employment
- Coalition Participation
- Joint combat operations successfully concluded
- Contractor support

## CSS Tasks

- Maintain single log battle command
- Conduct Sustainment Operations
- Fwd Component Repair
- Conduct Intra-theater movements
- Support CA and HA activities
- Operate multiple Distribution nodes
- Conduct theater distro operations
- Provide Force Health Support
- Support to NGOs
- Conduct internment / resettlement activities



# Rules of Allocation

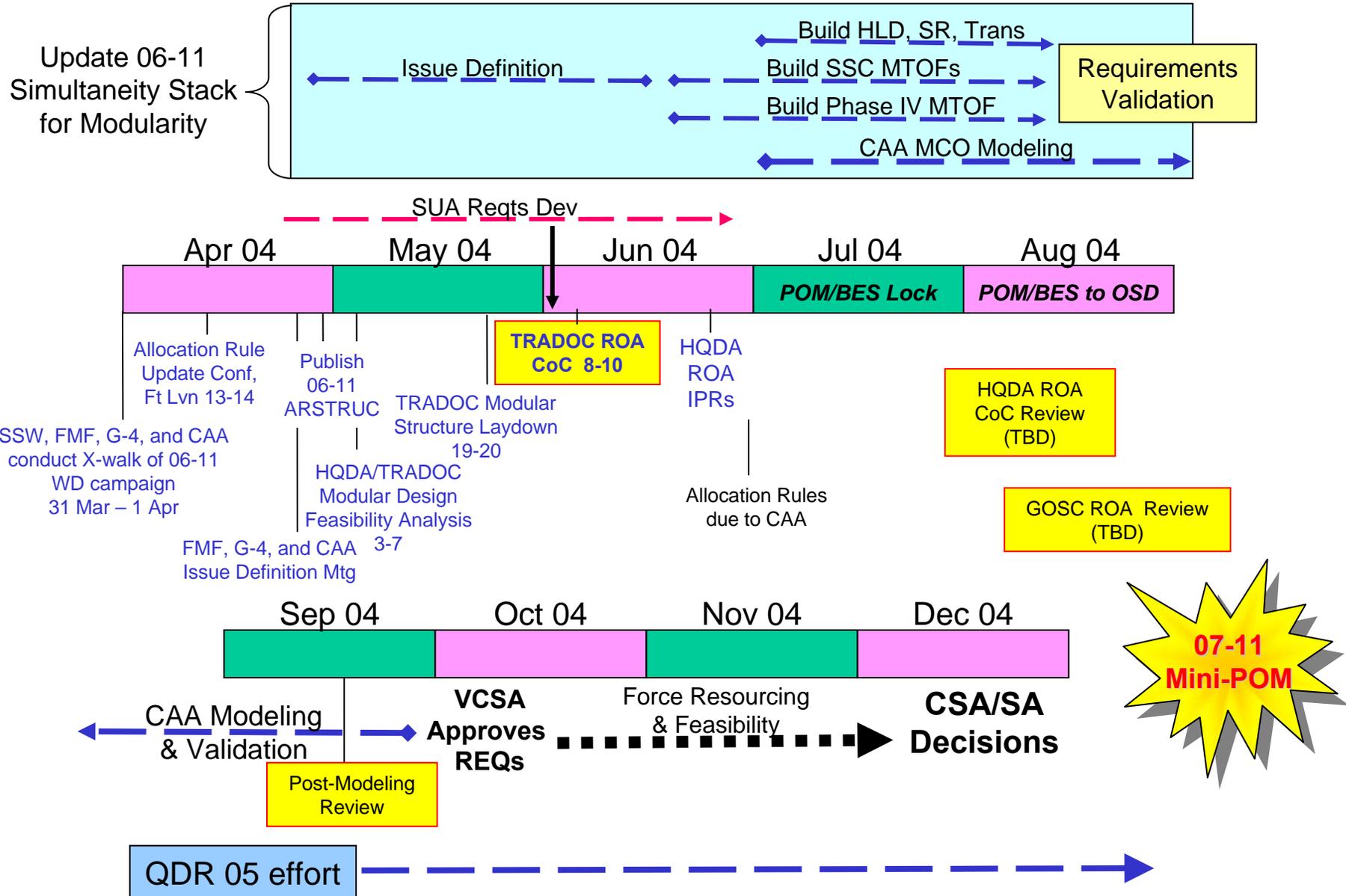


# Modularity Force Structure Review Base Line

- ❑ TAA 11 April 30 ARSTRUC is Current Resourced Base Line
- ❑ Baseline for the MCO portion of the Simultaneity Stack:
  - ➔ TAA 11 NEA WD as the MCO Base Case
  - ➔ CASPIAN SDTE
- ❑ Approved Modular UA/UE force (Objective TOEs) SRCs will be modeled
- ❑ UEy designs are still working—Will have to model placeholder/surrogate units
- ❑ 80-85% Solution for Rules of Allocation to structure modular organizations and current units against required sustainment capabilities

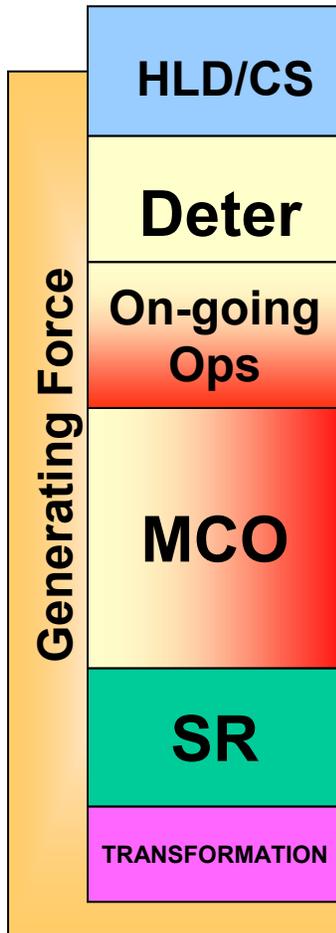


# Methodology





# TAA11 Simultaneity Stack



## *Establishes Force Baseline for:*

- Homeland Defense/Civil Support IAW NORTHCOM
- Posture of Engagement (SSCs)
- Combatant Commanders' Day-to-Day Requirements (as supporting CC)
- Rotational forces req give the Army strateg and endurance
- Defeat the Efforts (3 warfight analysis)
- Win Decisively (2 warfights analysis/ 1003V Implications)
- AC Div as part of Strategic Reserve
- Army Transformation (First UE and UAs)

**Allocation rules directly impact force structure requirements within MCO portion of simultaneity stack. Help inform METT-TC decisions in HLD/CS, Deter, On-going Ops and SR**



# Overall ROA Major Changes for Modularity

- ❑ Assessed and realigned CSS multifunctional and functional battle command Headquarters
- ❑ Realigned CSS units based upon the updated FASTALS battlefield logic region laydown for modularity.
- ❑ Identified units no longer required under the modularity construct
- ❑ Identified units requiring further redesign for modularity.

## **Logistics Headquarters:**

- ❑ No longer modeling DISCOMs, COSCOMs, CMMCs, CSGs, and ASGs
- ❑ The Theater Sustainment Command will be modeled with the Theater Support Command and TSC MMC as a surrogate. Additionally, the Transportation Command Element will be modeled as a placeholder, but will eventually become part of the Theater Opening and Distribution staff element of the Theater Sustainment Command.
- ❑ At the UEy, various multifunctional Sustainment Brigades will be modeled as follows:
  - ➔ The Theater Opening BDE, providing battle command for theater opening elements, is modeled with Ammunition and multifunctional battalions.
  - ➔ The Theater Distribution BDE performing the theater distribution mission is modeled with multifunctional battalions.
  - ➔ A Sustainment Brigade performing the regional sustainment mission is modeled with multifunctional battalions surrogated by the Corps Support Battalion until the Combat Sustainment Support Battalion (CSSB) is designed and implemented.
- ❑ At the UEx, the Sustainment Brigade is modeled with multifunctional Corps Support Battalions until CSSBs are designed and implemented.



# Transportation

## (ROA Major Changes)

- No longer modeling Transportation Command. TAA-11 modeled both TRANSCOM and the smaller/focused Trans Command Element.
- Modeling only 1 TC Group per MCO to support Port Opening function. Modeling Multifunctional Groups for remaining battle command requirements.
- Modeling Motor Transport Battalions for HET battle command and limited Port Opening expertise. Modeling Multifunctional Battalions for remaining battle command requirements.
- No longer modeling Corps Movement Control Battalions. Placed a small staff within the Sustainment Brigade (UEx) HQ to support the Movement Control function.
- Modeling new design Movement Control Team to replace 5 separate designs that had specialized missions. The single team provides a flexible capability to execute a mixture of the 5 missions.
- Not modeling bulk water transport from purification site to supply point due to absence of arid environment scenario.



# Quartermaster

## (ROA Major Changes)

- Augmentation water structure (approximately 29 units & 2100 spaces) at risk due to no arid scenario.
- Assumed higher throughput (from port to BCT) distribution resulting in minimal handling in UEx Sustainment Bde.
- Changed ROA to ensure a RTCH MHE capability is available at the UEx Sustainment SSA.
- Packaged water will be modeled.
- Added ROA for retrograde handling.
- Multifunctional Bns will replace Water Supply and S&S BNs and will not be modeled.



# Ordnance

## (ROA Major Changes)

- ❑ No longer modeling Ammo Groups and Corps Ammo Battalion
- ❑ Two Level Maintenance
  - ➔ Units in the BCTs, ME Bde, Fires Bde, RSTA Bde, and Avn Bde are built to Two Level Maintenance
    - They will not contribute to the maintenance workload that is used to generate the “Non-divisional” Support Maintenance Company and its modules
    - Result will be fewer Support Maintenance Companies generated
  - ➔ No longer modeling the following teams because of Two Level Maintenance
    - Self-Propelled Artillery Maintenance Team
    - Towed Artillery Maintenance Team
    - MLRS Maintenance Team
    - HIMARS Maintenance Team
    - ADA Maintenance Team



# Adjutant General

## (ROA Major Changes)

- No longer modeling Theater PERSCOM, Hqs, Postal Company; Replacement Company; Hqs, Personnel Services Battalion, Personnel Detachment and Personnel Management Center – Corps
- Major redesign pending and will be included in Modularity FDU. 75% of approved unit designs from FDU 03-2 will not be implemented. These are: Hqs, Personnel Company (Division); Hqs, Personnel Company (Corps/Theater); HHD, Personnel battalion (Corps/Theater)
- New designs will be: Human Resource Sustainment Center; Hqs, Human Resource Company; Postal Operations Platoon; R5 Platoon (Reception, Replacement, Returns-to-Duty, R&R, Redeployment)



# Finance

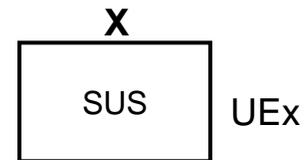
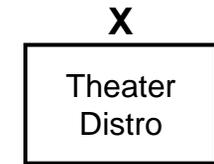
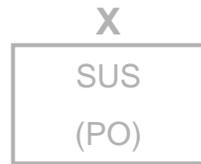
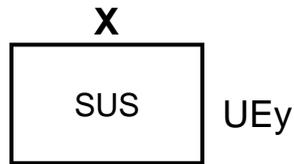
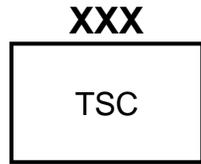
## (ROA Major Changes)

- ❑ No longer modeling Command, Group, and Battalion level organizations.
- ❑ Major redesign pending and will be included in Modularity FDU Junior. The unit designs approved in FDU 03-1 will not be implemented with the exception of the Financial Management Detachment. The designs not to be implemented are: FMCOM, FMCOM Comptroller Team, HHD FM BN, Division Comptroller Team.
- ❑ Currently constructing the following designs and preparing an FDU Junior:
  - ➔ Financial Management Center (FMC). Serves as the principal advisor to UEy G8 on all aspects of finance operations. Provides finance technical oversight for all finance operations in Theater. Sustains Army, joint, and combined operations by providing timely contractual and procurement payments, and Theater disbursing capability. Enforces policies and guidelines established by the National Financial Management (FM) providers.
  - ➔ Financial Management Company (FM CO). Provides battle command of the Financial Management Detachments. Coordinates and executes financial management support on an area basis. Provides critical information to the Commander on the best allocation of fiscal resources. Analyzes the supported Commander's tasks and priorities to identify the financial resource requirements that will enable mission accomplishment.
- ❑ The Finance Command and Finance Battalion will be modeled as placeholders for the FMC and the FM CO if the FDU Junior is not approved prior to modeling .

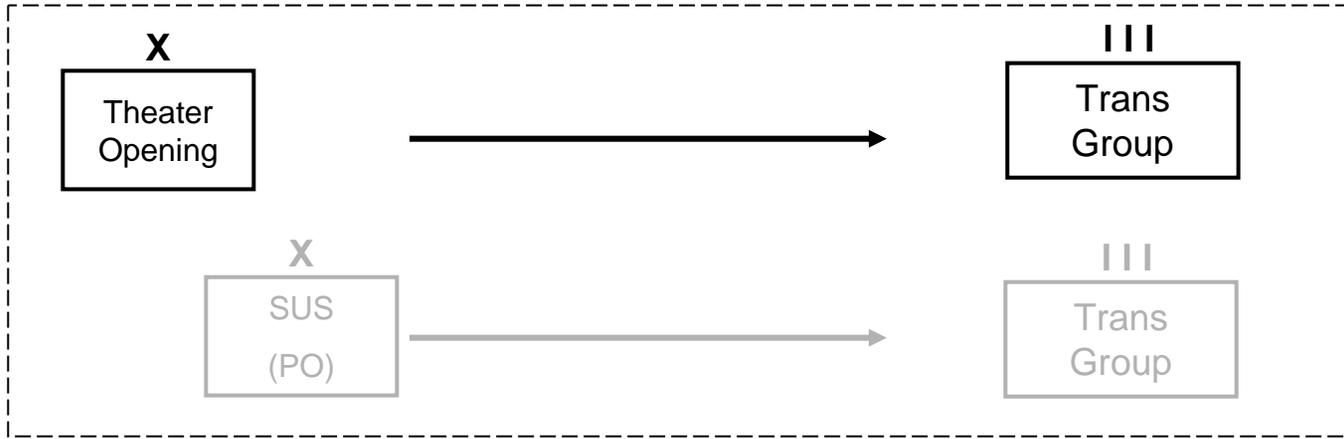
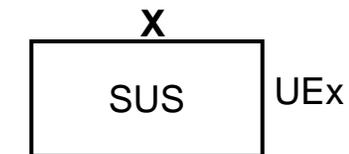
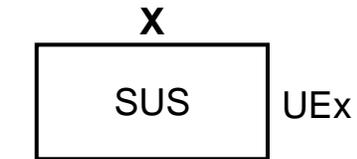
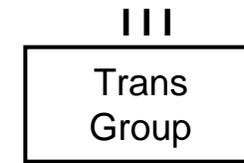
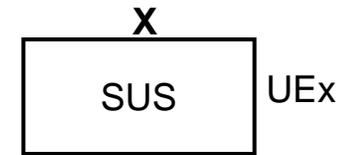
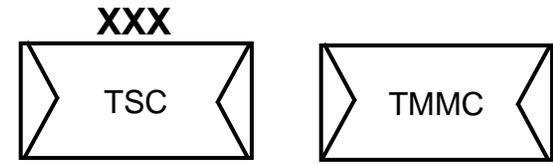


# Allocation Rules

## Modular Design



## Use/ Surrogate





## Design Principles – UEx and UAs

- ❑ UEx as a battle command HQ and not a base; Modular down to the lowest level (Co/Plt)
- ❑ Design to enhance deployability and flexibility
- ❑ Battle command to enable independent operations
- ❑ Move non-essential elements out of Div/Bde to force pool
- ❑ Capable of full spectrum operations; ready to go anywhere
- ❑ Sustainment pulsed (MSO/RSO)
- ❑ CSS Tailored to the Brigade with replenishment pushed forward to FSC and BSB to achieve greater self-sustainability; All UA's will have organic CSS (III/V/M/M)



# Design Assumptions

- Sustainment UA subordinate mix is adjusted based on METT-TC.
- Maneuver and Support UAs receive resupply through unit distribution (Ground/Air)
- Each Maneuver UA unit will deploy with, and habitually carry aboard organic vehicles three combat loads based on unit design/capabilities.
- The Sustainment UA will configure 80% of the loads in the UEy (to include the retrograde of material) coming into and out of the UEx.
- Sustainment UA subordinates will have LOGbattle command modernization to gain and maintain contact with supported brigades.
- Medical Brigade will come as a UEy plug to the Sustainment UA operating at the UEx level.
- All UAs designed with organic CSS scaleable and tailorable to accommodate re-task organization. [mobile in one lift!]



# UEy and UEx

