

# SQUAD: FOUNDATION OF THE DECISIVE FORCE



June 2015

# SFDF is Dedicated to All Dismounted Elements

## **SFDF Updates**

Maneuver and Fires Integrated Exercise (MFIX): MFIX Phase I is scheduled for Jul 2015 at Fort Sill focused on target location & identification, Command & Control (C2)/data sharing, protection (countering unmanned aerial systems) and weapon & munitions system capabilities. MFIX and other experiment venues including the Army Expeditionary Warrior Experiment and Dismounted Non-Network Enabled Experiment directly inform Squad Foundation of the Decisive Force, the CSA modernization priorities, and investment decisions for Army 2025.

#### **ARTICLES**

- Article: Army scientists test fabric for new warfighter uniforms: The Defense Threat Reduction Agency is leading an effort to design a new warfighter uniform with added protection against chemical warfare agents encountered in the field. (View Article)
- Article: Communications-Electronics Command cyber training range launches: The U.S. Army Communications-Electronics Command, or CECOM, is standing up a new training range to help Soldiers validate their cyber security skills. (View Article)
- Article: Major U.S. Army Network Modernization Program moves to full-rate production:
   The Army has received approval to proceed to full-rate production, or FRP, and fielding of its mobile tactical communications network backbone, Warfighter Information Network-Tactical, or WIN-T, Increment 2. (View Article)
- Article: Soldiers make 'better, faster decisions' due to Army modernization:
   Teams, dedicated to fielding the Army's most advanced technologies, spend up to three quarters of their time traveling throughout the country. The mission at hand for system of Systems Engineering and Integration, Capability Package Directorate, is to create the architecture and design integration of capability sets, provide support to program managers and field sets to brigade combat teams. (View Article)

- Article: Fast: Outmaneuver enemies physically, cognitively: Maneuver Soldiers, leaders, and formations that are "fast," have the ability to outmaneuver their enemies physically and cognitively. (View Article)
- Article: Picatinny 'levels up,' turns gaming into serious business: When America's Army, a first-person shooter video game, was published by the U.S. Army in 2002, gamers praised it. In recent years persuading military personnel that gaming remains a viable training application for Soldiers hasn't been as easy. (View Article)

### **SFDF WAY AHEAD**

**SFDF Goal**. To improve the combat effectiveness of maneuver formations from Squad through Brigade Combat Teams.

**SFDF Portal** 

#### SFDF Team

SFDF Project Officer: (Vacant)

SAIC – Program Integrator: Mr. David Dice, 706-545-0479

Maneuver Center of Excellence, Fort Benning, GA