# DESTINATION UNKNOWN



## DESTINATION UNKNOWN

Volume 2, Fall 2020

#### DISCLAIMER

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All stories were written before the current COVID-19 outbreak. Any similarities to the pandemic are coincidence.













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August Cole and Mark Sable Writing and Storytelling Gabriel Pons Illustration and Design

**AWARDS** 

#### RECOGNITION

In 2019 and 2020, several organizations within the Department of Defense recognized the *Destination Unknown* team and Marine Corps University for offering innovation in education, writing, and thinking. We believe these awards are more than a recognition of past and current work, but what may lie ahead if we continue to pursue this intellectual path . . .

#### CITATION

"[Innovative Marines] assembled a writing and illustration team, with support from Marine Corps University's Brute Krulak Center for Innovation and Creativity, to develop and publish a graphic novel series—Destination Unknown—that explores future moral, tactical, and leadership challenges in warfare. Unlike other military graphic novels, which are primarily developed by industry professionals, Destination Unknown relied solely on the talent of individual Marines, where officers and enlisted paired together into creative teams while civilian mentors provided professional guidance. This graphic novel is crafted by the warfighter for the warfighter; and its grassroots approach is purposefully designed to generate broad interest across all military ranks and defense professionals. The overall goal is to improve the creative thinking of warfighters and generate discussion on important military topics."



Assistant Secretary of the Navy for Research, Development, and Acquisition—

Naval X Agility & Accountability Award in the Agile Authorship Category (October 2019)





Department of the Navy - A+ Awards Program



Department of Defense - Gears of Government Award

#### FIELD MESSAGE

#### U.S. MARINE CORPS FIELD MESSAGE

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TIME THESE SPACES FOR SIGNAL OPERATORS ONLY

From General Alfred M. Gray (Ret)

At Marine Corps University, Quantico, VA

Date 03 Nov 2020 Hour 0800 No.

To All Hands

Warfighting, Fleet Marine Force Manual 1, stated, "War is both timeless and ever changing." Because the character of war changes, we must be willing to evolve our warfighting philosophies and the character of our professional education as well. I am proud of Marine Corps University and the types of warrior-thinkers we have become. Projects such as Destination Unknown keep us thinking outside the box, enabling the Marine Corps to gain new perspectives and to keep our ideas fresh. I urge all Marines and their partners to continue exploring new frontiers and challenging your assumptions. In a world that is ever changing, remember, our source of stability will come from our leadership principles and warrior ethos. Also, never forget that sometimes when studying the future, it helps to study the past by reading an old book. Work together, inspire each other, and stay in the attack.

General Al Gray (Ret)
29th Commandant of the Marine Corps

<sup>&</sup>lt;sup>1</sup> Warfighting, Fleet Marine Force Manual 1 (Washington, DC: Headquarters Marine Corps, 1989), 13.

#### **FOREWORD**

In his recent book, General James N. Mattis writes that "there's no substitute for constant study to master one's craft." From his earliest days, he understood the importance of honing the body and the mind of himself and his Marines. Among other things, this means that we must develop professional, thoughtful, and committed leaders. It means we need to develop cohorts of leaders that create an environment in their units and formations where even our most junior people are encouraged to be creative, to think about new ways of doing things, and then nurture those new ideas for the betterment of the institution.

This was an approach that General Al Gray took when he created an environment where old ideas of methodical battle could be challenged, and new ideas such as maneuver warfare could be examined from all angles, tested, pulled apart, and reconstructed before it entered into the formal doctrine of the United States Marine Corps. This commitment to new thinking and innovative ideas is not new to the Corps. It has a very proud history of developing novel ideas and approaches that have led to better combat outcomes and more effective Marines. Our generation of leaders shares this obligation and this profound commitment to thinking about the future of our military institution and how it might improve and better serve our nation.

I would expect that every reader has some appreciation of the massive changes in geopolitics and technology that are swirling around us. And while humans are a race that is endlessly inventive and always changing things, something about the current era is different. That is the pace of change. Back in 2003, Ray Kurzweil wrote that we are living in an era of acceleration.<sup>2</sup> Perhaps few of us where thinking about this pace of change then; we certainly are now!

This has many implications for military institutions and for our people. We need to train and educate our people to a higher level than we have before, and we must retrain our people on new technologies more often. We need to reexamine our institutions to ascertain whether they remain fit for an environment where the balance of violence and influence in our profession is constantly changing. We are locked in a competition of ideas—from the highest of geopolitics to those relevant to us as members of the profession of arms.

But underpinning all this, and the ongoing development of an exceptional military institution that is the servant of our people and our nation, is the capacity to have a clear-eyed look into the future. In other words, we should look down many different pathways and examine many potential futures, asking questions about who we are and what we do, fleshing out the essential idea of ourselves as the twenty-first century progresses.

Destination Unknown should spark in Marines—and in all military professionals—the questions that must be asked and the desire of leaders at every level to pursue the essential truth in all

<sup>&</sup>lt;sup>1</sup> James N. Mattis, Call Sign Chaos: Learning to Lead (New York: Random House, 2019), 237.

<sup>&</sup>lt;sup>2</sup> Ray Kurzweil, "Perspectives on Business Innovation," KurzweilAl.net, 1 May 2003.

the issues associated with building a world-class future military institution. It has been a great honor to be part of this effort. And it has been a collaboration between allies—an exemplar of cooperation and the sharing of ideas between two nations that have fought together in the past and will do so in the future.

The editorial team, advisors, writers, and illustrators have produced a magnificent publication. I trust that their efforts in this second volume of *Destination Unknown* will pique the curiosity of Marines, generate innovative ideas, and help leaders at all levels lead the way in embracing and investing new ways of thinking about the future.

Major General Mick Ryan, AM

Commander, Australian Defence College

#### **PREFACE**

In the twenty-first century, militaries are grappling with how to leverage new kinds of intelligence, from classic intelligence such as open source intelligence to the emerging landscape of artificial intelligence (AI). Increasingly, they are turning to "FICINT" (fiction + intelligence), which uses creative writing to imagine future scenarios grounded in reality. As writers focused on the future, we have had the honor to speak throughout the U.S. and allied defense communities about how reading and creating speculative fiction can help envision an increasingly uncertain future. The stories in this graphic novel explore such topics as Marine-manned satellites, laser communication, and artificial intelligence (AI) selecting potential recruits and assisting Marine Corps Special Operations Command (MARSOC) operations in real time. By doing so in fictional comic book form, the results are far more accessible, inventive, and engaging than any white paper could be.

Always an innovator, the Marine Corps is doing this its own way, which you are viewing now. This year will mark the second volume in two years of *Destination Unknown*, a crowd-sourced graphic novel about the Corps' future operating environment. A product of the Brute Krulak Center for Innovation and Creativity at Marine Corps University, *Destination Unknown* is written and drawn by Marines and their creative allies. The stories within this volume go right at the operational and strategic questions the Service is wrestling with.

From drones helping to contain a pandemic in Asia to Marines transitioning from amphibious to space-based assaults, the stories in *Destination Unknown* illustrate today's Marines preparing imaginative solutions to tomorrow's problems. By doing so with visually and viscerally compelling graphic narratives, these stories will engage an audience in a way a white paper may not be able to.

Typically, our role as writers is to encourage military personnel to experiment with fiction. In this case, we were brought in to consult on a project that was already Oscar Mike (on the move). Even more notable, *Destination Unknown* represents a ground-up movement, envisioned and executed by Marines on their own initiative.

Yet, this book has plenty of top cover. Continuing a disruptive line of thinking that began with the prior Commandant, General Robert B. Neller, the most recent *Commandant's Planning Guidance* puts a heavy emphasis on innovation. This innovation will not be cloistered away, but emerges as a product of Marines who will be on the front lines of future conflicts. It is these wars of tomorrow—depicted in this very volume—that compel creativity at all levels in the Corps. "We cannot afford to continue to admire problems or fail to take the necessary decisive actions; our strategic guidance is clear, and so is mine. The time for action is now," wrote Commandant David H. Berger in his latest *Commandant's Planning Guidance*.<sup>1</sup>

<sup>&</sup>lt;sup>1</sup> Gen David H. Berger, *Commandant's Planning Guidance: 38th Commandant of the Marine Corps* (Washington, DC: Headquarters Marine Corps, 2019), 23.

The 29th Commandant, General Alfred M. Gray Jr., once stated, "Every Marine is, first and foremost, a rifleman." *Destination Unknown* proves that many Marines are writers, artists, and futurists as well. Our hope is that every Marine will be a reader of *Destination Unknown*, finding inspiration from their comrades' imaginations. We certainly have.

August Cole

Author of Burn In: A Novel of the Real Robotic Revolution and MCU Krulak Scholar

Mark Sable

Graphic Novelist and Futurist

#### LETTER FROM THE EDITORS

By the warfighter for the warfighter. What started as a passion project and an innovative take on professional military education has exceeded expectations and started conversations concerning future military challenges and the integration of new technologies. It has been one year since volume 1, and the destination is still unknown. The initial volume allowed our authors and artists to stretch their creative boundaries, challenge thinking and assumptions, and create a safe space for novel perspectives. The project succeeded in spades, and with this new volume we continue to push the boundaries of traditional thought.

In July 2019, the Commandant, General David H. Berger, published his planning guidance in which he slayed many sacred cows. He also laid down the gauntlet and challenged Marines to provide critical feedback and ideas. Then, in February 2020, the Marine Corps published *Learning*, Marine Corps Doctrinal Publication (MCDP) 7, which established guidelines for a more holistic and robust professional military education culture. The *Destination Unknown* project seeks to answer the Commandant's challenge and provide new pathways to achieve the intent established in *Learning*. The graphic novel format provides an engaging and captivating subject that also drives toward critical thought and contribution to professional military education. We use both fiction intelligence (FICINT) and science fiction to set our sights deeper into the future, unshackle our minds, and abolish the idea that something cannot be done.

Destination Unknown has unleashed the imaginations of the military servicemembers, both officer and enlisted. The first volume was designed, written, and illustrated by Marines. In volume 2, we have expanded to a truly joint and combined approach. U.S. Navy, Air Force, and Marine writers and illustrators have all joined forces. We also have a first-time international contribution from our Australian allies, Major General Mick Ryan, commander of the Australian Defence College, and his talented team. These professionals have entered the arena and have pushed both their imaginations and skills to bring the reader stories of possible military scenarios and moral and ethical dilemmas.

This project would not have been possible without hard work and dedication by a large number of people who all hold day jobs. We could not have done it without the talents and courage of our contributing authors and illustrators; we are humbled to work with such excellent professionals. We also want to express our appreciation for the continued support, mentorship, and involvement of August Cole, Mark Sable, Gabriel Pons, the Brute Krulak Center for Innovation and Creativity, Marine Corps University Foundation, Marine Corps University Press, Marine Corps Information Operations Command, Naval X, the Naval Postgraduate School, and many others.

We hope readers enjoy this offering toward advancing the discussion of the future of warfare. We hope it expands imagination and invokes lively discussions, and it lights a path as we all move forward toward a Destination Unknown.



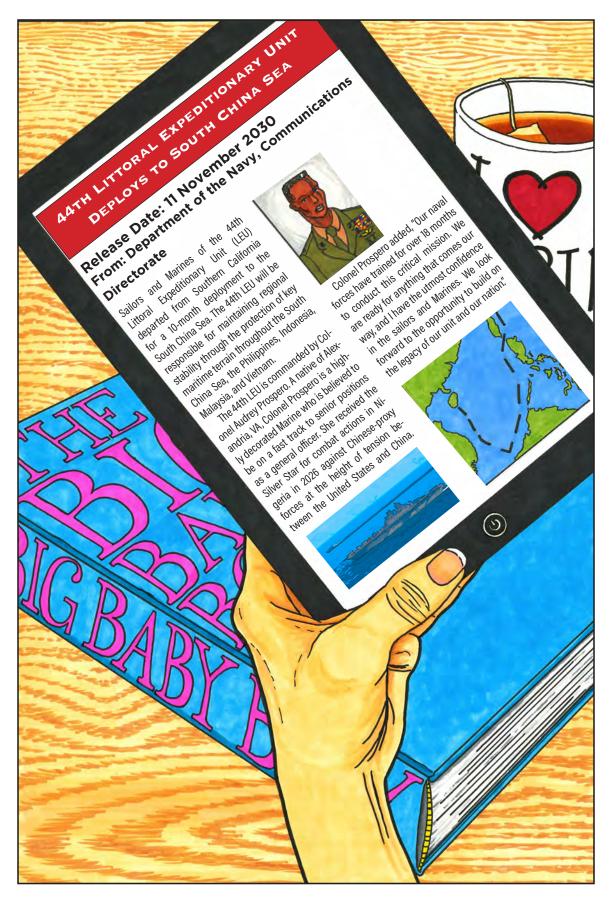


### **China's Engineered Emergency**

Story by Major Austin Duncan, USMC

Illustrations by Staff Sergeant Shannon Winslow, USMC

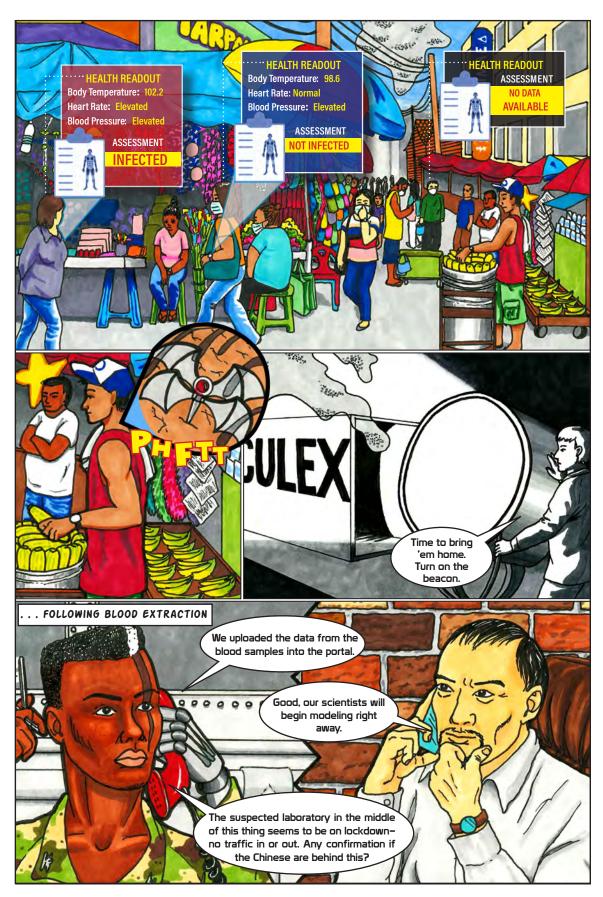
Written in November 2019

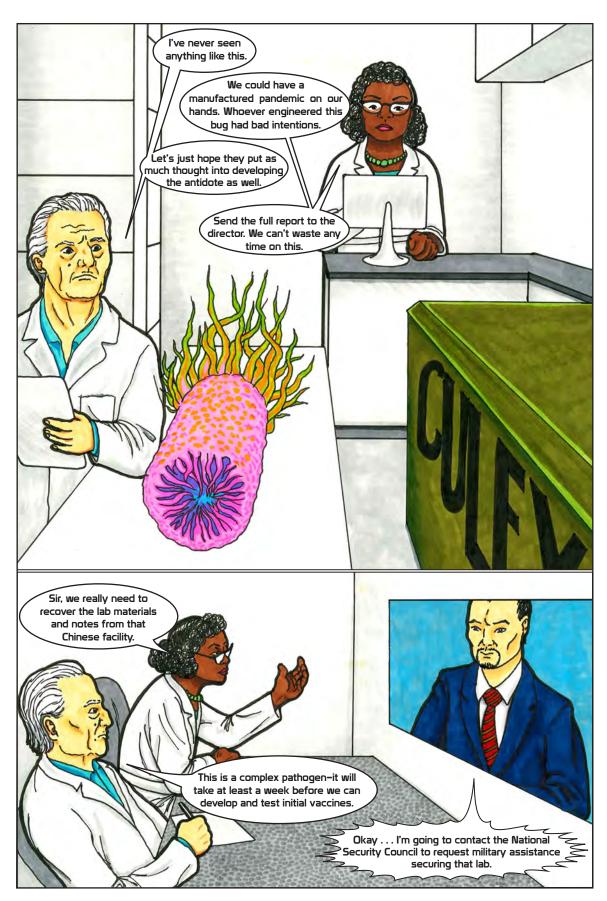






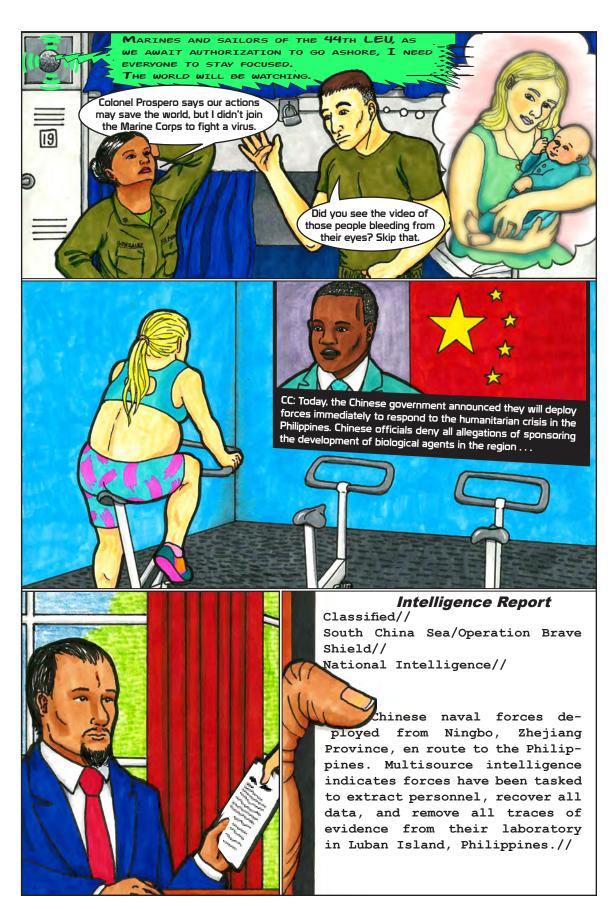


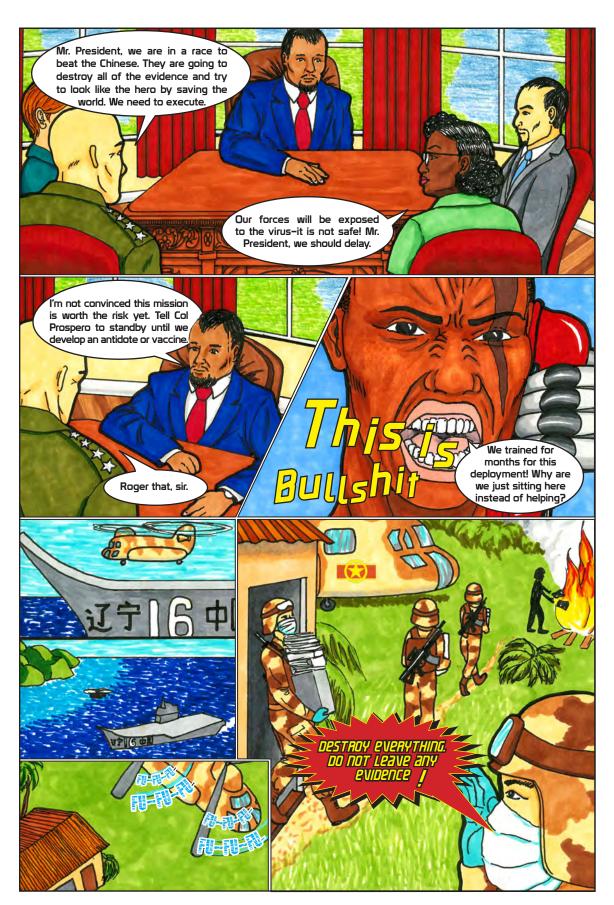














#### **China's Engineered Emergency**

#### **Discussion Questions:**

- 1. How can we use emerging technologies to monitor, predict, and isolate future potential pandemics? Are there privacy concerns collecting intelligence from wearable technologies, or do people inherently consent by wearing these technologies and linking them to other data systems?
- 2. Put yourself in Colonel Prospero's shoes and identify the problem and intent. What are the main risk factors? How do you mitigate those risks?
- 3. Should the president have authorized the mission even though U.S. forces were at risk of being infected? Did the risk calculus change when it was apparent that Chinese forces were attempting to cover up an illegal biohazard operation and gain credit for rendering humanitarian aid?
- 4. What are the implications for perceiving and using the military as a fix-all or the primary tool to resolve problems that require expertise that resides outside the military? How can we build informal and formal structures to allow for more collaboration and cohesive implementation across the whole of government?
- 5. What makes a good Marine? Should they have specific personality traits and characteristics? Based on this situation, was the colonel's response appropriate? Were they providing good leadership? If not, what could they have done differently?





## Urquhart Redux: A Story from the AugoStrat Corps Saga

Story by Major General Mick Ryan, AUS, and Therese Keane, PhD

Illustrations by

Midshipman Alvin Do, AUS, and Officer Cadet Natasha Silver, AUS

#### I COGLINH INITIATED I

In the second half of 1944, the Allies prepared for their next great operation. They would mount an air and ground thrust into Holland to seize a route that would take them directly into the heart of Germany.

Called Operation Market Garden, it featured an armored thrust along a single route into Holland, and airdrops by three allied parachute divisions deep behind enemy lines to seize bridges across rivers along the route.

Before the operation was launched, aerial intelligence indicated that German strength in at least one of the drop zones was stronger than originally estimated, including the presence of armored forces.

Major Brian Urquhart, an experienced planner and the 1st Airborne Corps intelligence officer, brought this change in situation to the attention of Allied planners.

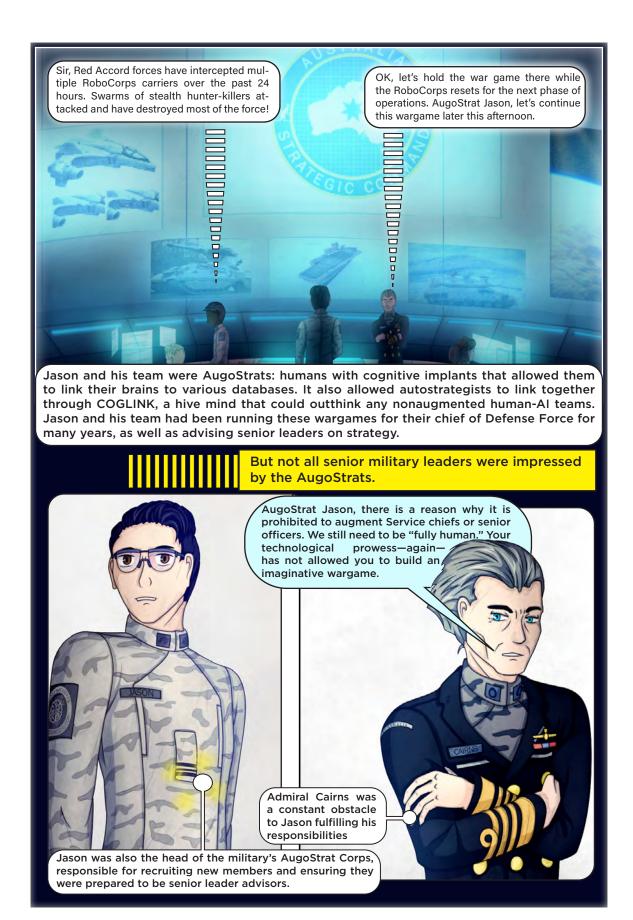
Planning was well advanced, and Urquhart was unable to mount a case to modify or call off the operation.

It was not the first time that insights of one person, missed by everyone else, have failed to prevent catastrophe.

It won't be the last...history does not repeat, but it does rhyme . . .

#### THE ANOMALY AND THE GREAT REALIGNMENT

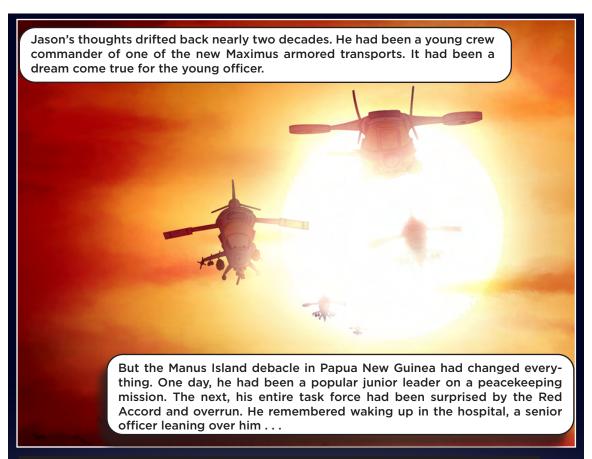
As we saw in chapter 1, the early decades of the twenty-first century were a period of great societal, technological, and geopolitical tumult. The world order reacquainted itself to a new era of major power competition, something that it had not been accustomed to for more than a generation. The rise of an old power in the East, in retrospect, was the catalyst for much of the change in the first half of the twenty-first century. A dynamic new power, which grew rich at a historically unprecedented speed, resulted in a decadeslong competition. Late last century, this competition acquired the term the Great Pacific Competition. This competition had many sides. There were competing ideological views, which at least from the historical perspective, appear to have been very difficult to reconcile and a natural source of tension. There was a technological competition, with the world fragmenting into two technological camps, and the eventual fracture of the global information net into two spheres. There was commercial competition. Trade and intellectual property disputes were perhaps the inevitable outcome of the rise of the new Eastern power. But this struggle became generational, debilitating both sides. And, the pressure of climate change was ever present. The Great Fire of California in the 2040s, and the Great Deluge of Guangzhou, China, and London not long after, finally forced world governments to act. This placed greater pressure on societies, national budgets, and military forces globally. But perhaps no event of the twenty-first century had the impact of the August Anomaly. This was a catastrophe that still remains under investigation for its source, and it magnified the tensions of the Great Pacific Competition. Not since the asteroid struck near the Yucatan Peninsula 65 million years ago has a single event had such an impact globally. Not only did it cause widespread disruption and destruction, it led to the fall of governments, the realignment of alliances and relationships, and the rise of a New World Order. Two key blocs rose to prominence. First came the West Dragon Federation, which included the nations of the West, North America, and the Indo-Oceanic Coalition. The second bloc was the Red Accord, an aggressive techno-dictatorship, and an opponent of Western, democratic governance and ideals.



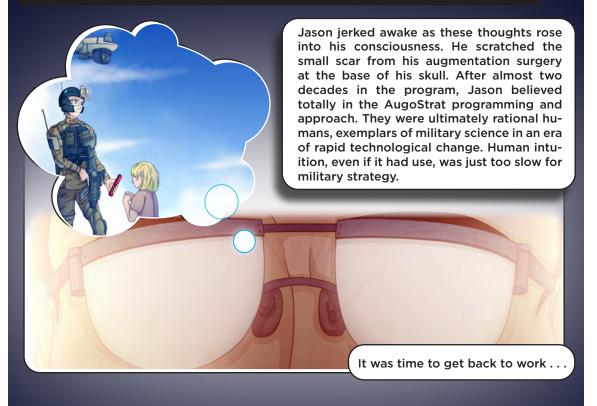
#### THE ANOMALY AND THE GREAT REALIGNMENT

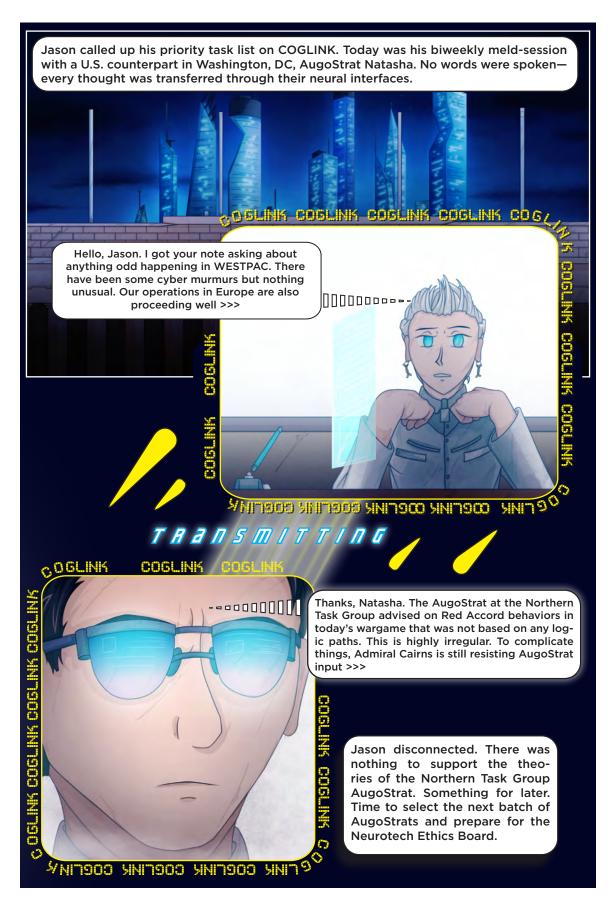
Before the development of augmentation, finding first-rate strategists was a hit-and-miss process. The convergence of breakthroughs in neurotechnology, artificial intelligence, miniaturization of high-performance computing and techno-ethics had made the development of augmented strategists—AugoStrats—possible. They were all volunteers. Next, they were subject to intensive cognitive and behavioral screening to identify those with the propensity for strategic thought. Normally single, with limited family ties, they also forfeited their own family to assume the role of AugoStrats. Initial experiments with this approach had been promising but had still seen a high failure rate, with many candidates withdrawing their consent due to social isolation even within the close family that is the military. Early in the program, there had also been concerns in academia and the clergy about the ethics of augmenting humans. Safety and the potential for medical complications was one area of worry. Perhaps more concerning had been issues about the humanity of augmented people. Were they still humans or robots? And of course, there was the question of whether this procedure was reversible—and would reversing it in the future be moral? But the August Anomaly and the accompanying disaster of 2039 had seen the government pass the new Technical Augmentation and Addition of Human Persons' Cognitive Functions laws that had overridden these concerns. Sensing the first mover advantage in this area, other nations had quickly implemented similar legislation in the following years. It took a year to identify candidates from across society, recruit them, provide the implants, and condition newly augmented personnel to using their enhanced cognitive skills. They would then have them travel the world to gain experience by speaking to some of the greatest academics and strategists as well as senior military leaders across the alliance. And there were still some in the military opposed to augmented humans providing advice to strategic leaders. Some did not believe that it was possible to build a strategic adviser from such young and inexperienced personnel. Others did not believe the cost of investing in this program had a good return on investment for military forces and strategic decision making.

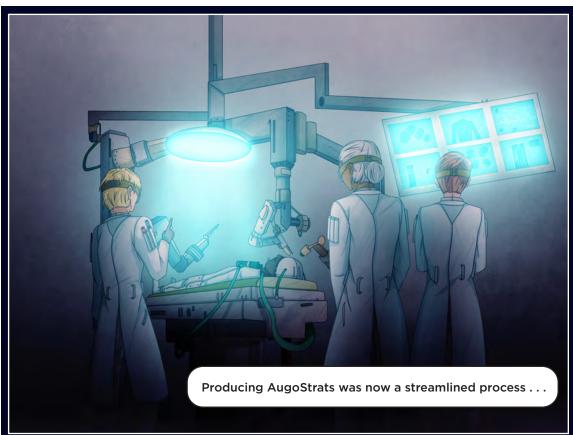
Excerpt from Tina Van Riper's A Short History of the Twenty-first Century: Accelerations, Anomaly, and New World Order (New London, CT: Oxford-Cambridge University Press, 2106).

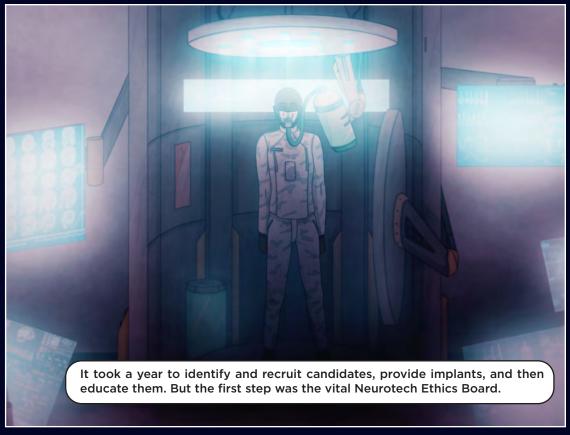


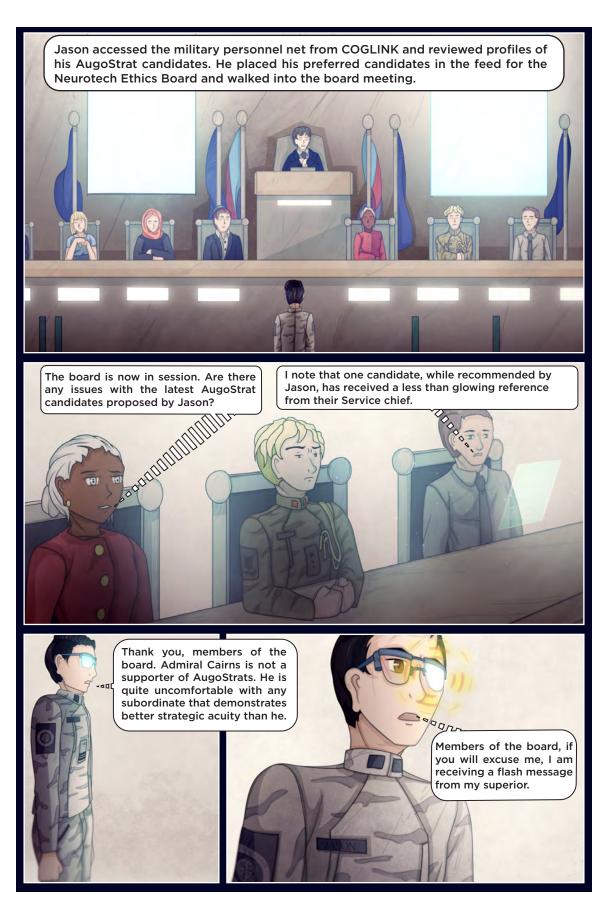
#### NEURO-PROSTHETICS AND TRAUMA SUPPRESSION ALGORITHM INITIATING . . .





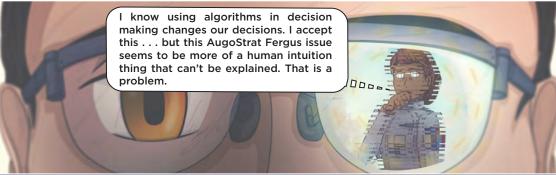


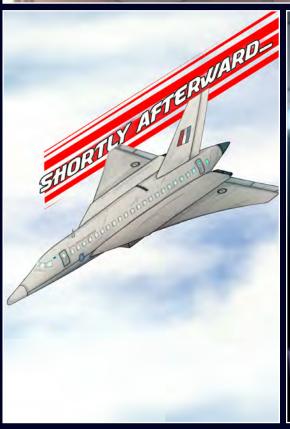






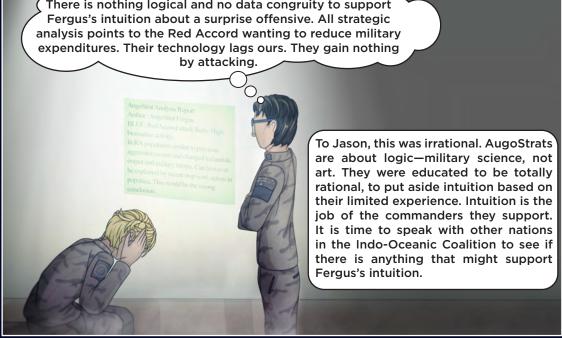








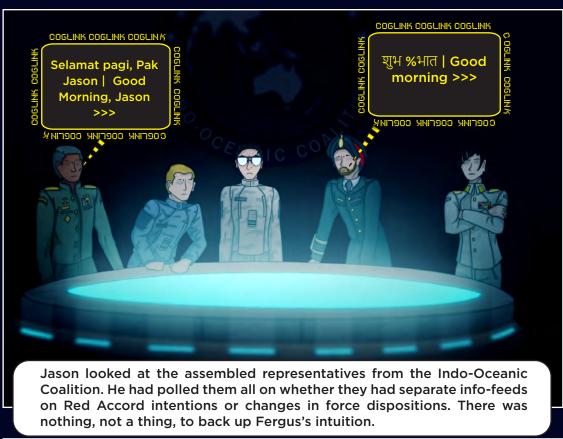


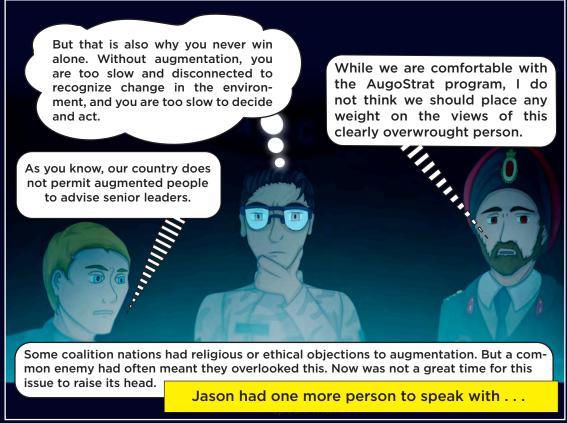


#### THE ANOMALY AND THE GREAT REALIGNMENT

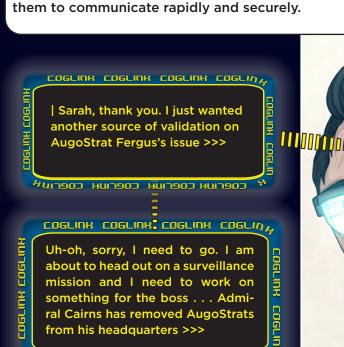
... and will now explore one of the principal conflicts in AugoStrat programming—the battle between rational and intuitive decision making. Military science overwhelmed the age-old conduct of the military art. As we explored in the preceding pages, the AugoStrat Corps gradually developed a unified approach to how it prepared its members to serve as strategic advisors to senior military leaders. The internecine battles over rational versus a more human and intuitive approach were resolved by more selective pairing of the high-rationality AugoStrats with commanders who had high level intuitive decision-making capabilities. So the AugoStrats would be the exemplar for totally rational decision making. This blind faith in their education, programing, and marriage with technology should have been a warning sign. After 200 years of studying the ideas of Clausewitz, Sun Tzu, and Jomini, ignoring some of the most human aspects of conflict—the interplay of opposing actors, fog of war, and friction—seems in retrospect now, at a minimum, foolish and even negligent. Unfortunately, the AugoStrats by now had acquired such a reputation, even mystique, that few would challenge their observations or advice. This very human failure to question (except by a very few senior leaders like the discredited Admiral Cairns), would lead to a very human battlefield failure. There would be a failure by the Indo-Oceanic Coalition to adapt as the security environment changed. It was ultimately a failure of the coalition to learn from history. This arrogance and almost blind faith in the advice and strategic decision support of the AugoStrat Corps would have devastating consequences.

Excerpt from Dr. Jane Sagan's *Technology and Change in the 21st Century* (New Princeton, NJ: New Princeton University Press, 2108).





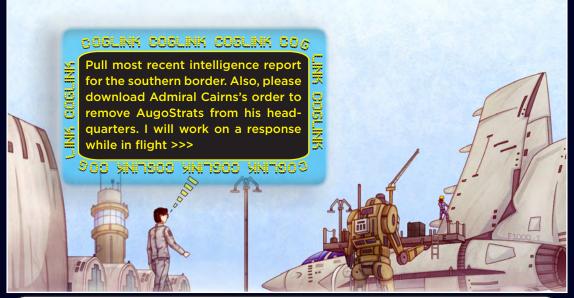




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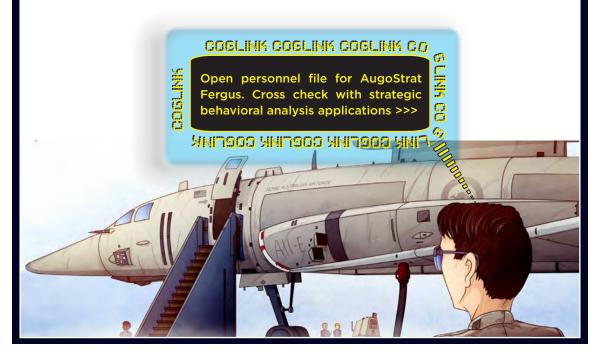


Jason had organized to accompany a routine surveillance mission along the southern border of the exclusion zone. He was going to get eyes on the adversary and see for himself the dispositions of their Red Accord adversary. While he did not support gut feelings, something was going on for AugoStrat Fergus to act this way.



It was likely to be six hours of boredom. He would be able to do some COGLINK neural link ups while he was airborne and of course work on countering this latest bureaucratic hurdle erected by Admiral Cairns.

He could also ponder the problem of AugoStrat Fergus displaying intuition and minimal logic about a surprise attack in the absence of rational evidence.







### COGLINK COGLINK COGLINK

Flash message to chief of defense >>>

Massive kinetic and nonkinetic strikes detected in Northern Task Force area of responsibility. EMP also detected. Source—assess Red Accord forces in proximity to southern boundary of exclusion zone >>> Assess that AugoStrat Fergus's intuition was accurate. Regret my incapacity to see beyond machine learning

algorithmic decision support. We need to review our training of AugoStrats—our overemphasis of science over art has failed us >>>

Have been shot down just south of exclusion zone border. Will attempt escape and evasion, but in the interim I recommend you appoint AugoStrat Sarah as your strategic advisor >>>

Will contact when recovered. Am now . . . >>>

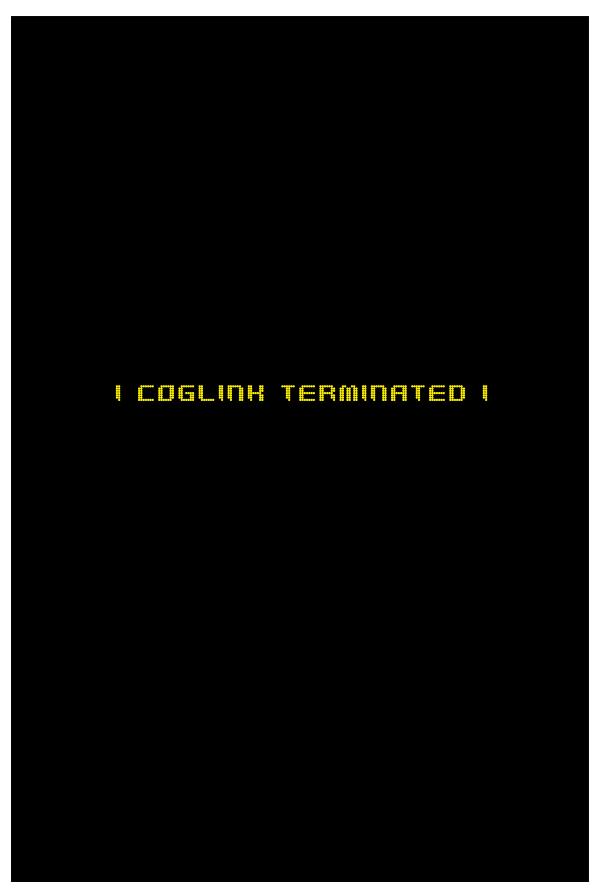
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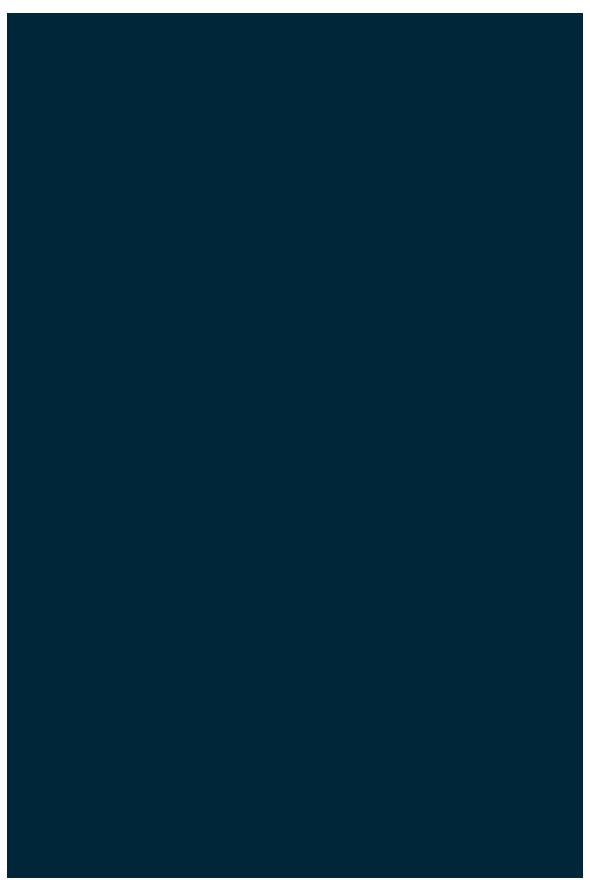
.... I COGLINK INTERRUPTED I

### Urquhart Redux: A Story from the AugoStrat Corps Saga

### **Discussion Questions:**

- 1. How does advanced technology, and our interaction with it, change human decision making?
- 2. Logical versus intuitive decision making: How do you get the balance right in the art and science of war?
- 3. The ethics of human augmentation: How much, who, and why?
- 4. How might military forces build effective and cohesive units that comprise a mix of augmented and nonaugmented personnel?
- 5. How much should humans rely on technology for situational awareness and good decision making?
- 6. How do you build cohesive coalition forces and overcome differences in culture, values, and approaches to the use of technology?
- 7. Dealing with uncertainty: Does technology improve or worsen our capacity to understand the security environment in the future?
- 8. How might we better anticipate, and cope with, surprise and shock as an enduring feature of war?
- 9. How do we recognize and professionally develop those who think strategically?







## Rock the Boat, Sink the Ship

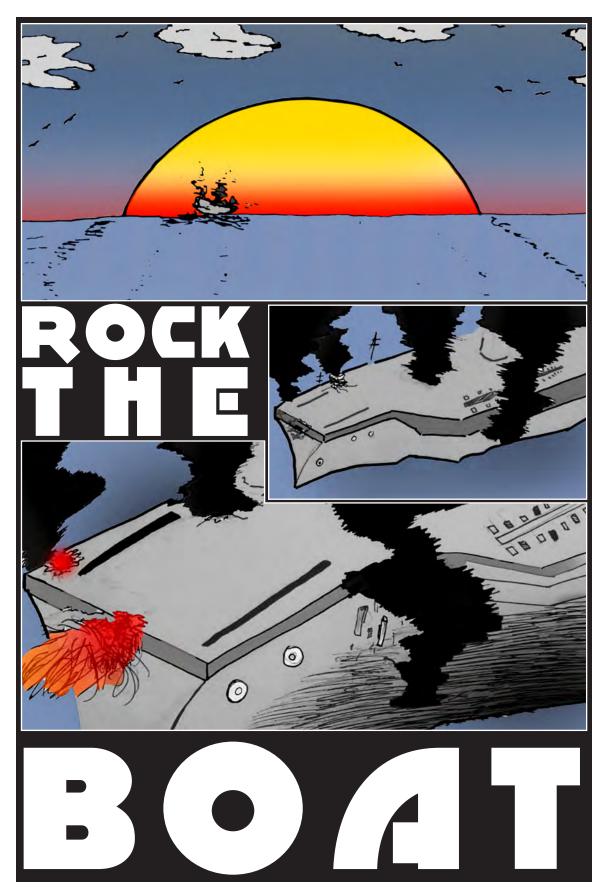
Story by Richard Walsh, USN

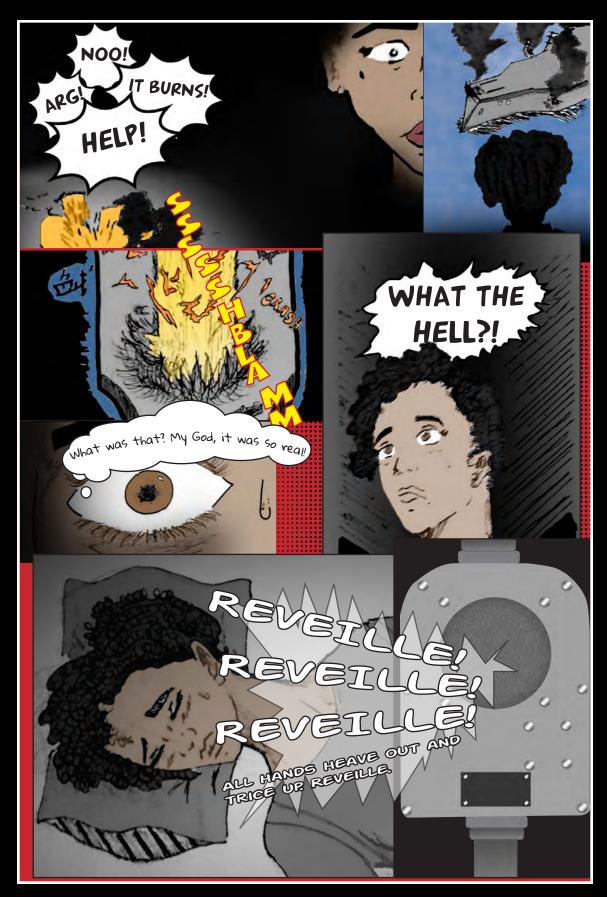
Aviation Electronics Technician First Class Richard Walsh, USN

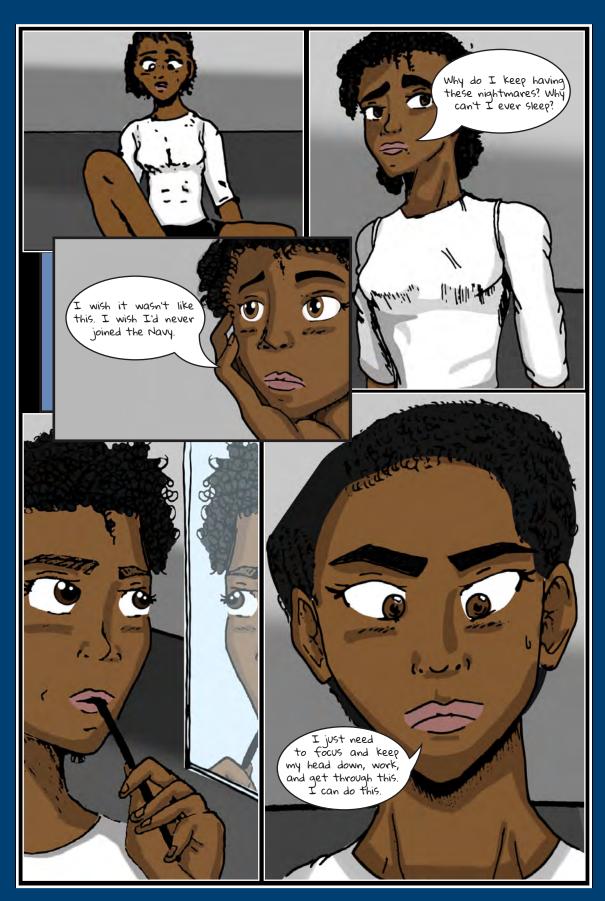
Illustrations by

Corporal Jerrod Moore, USMC, Gunnery Sergeant Daniel K. Brown, USMC, Sergeant Trentin Dunn, USMC, and Corporal Garret Jones, USMC











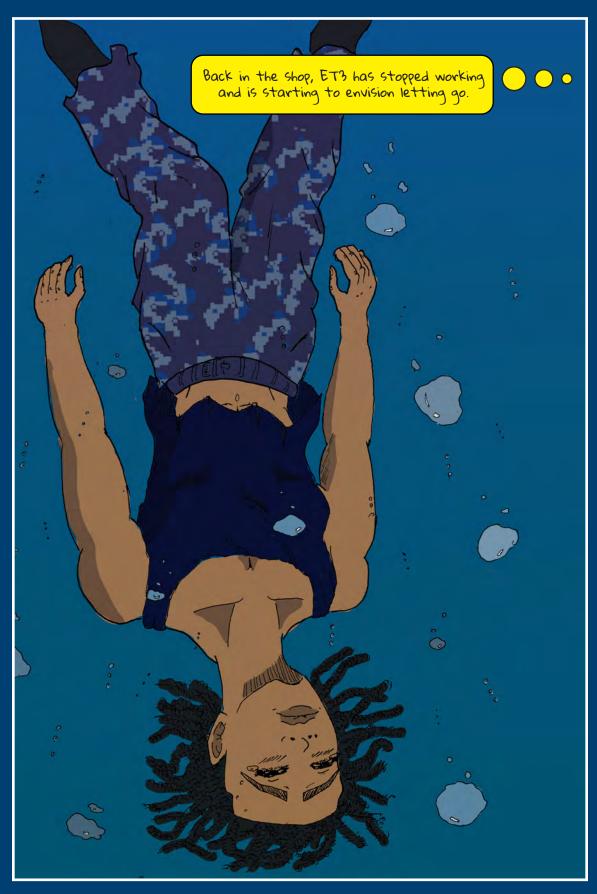




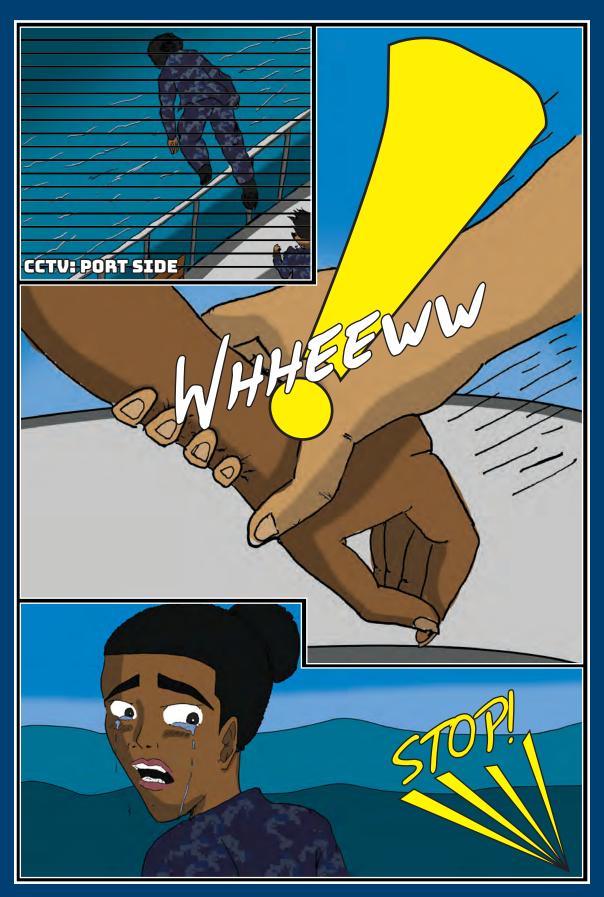




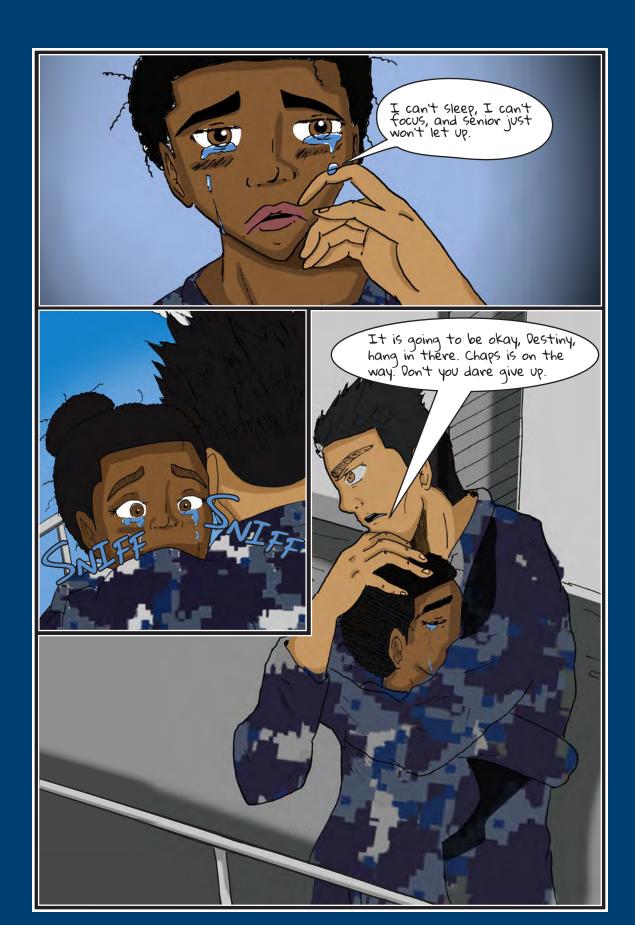
















As ET3 gets the help she needs, as ETCS tries to explain his actions, and as the ship tries to unpack what just happened . . . without warning, the true purpose of that chip becomes clear.



### **Rock the Boat, Sink the Ship**

#### **Discussion Questions:**

- 1. As military technology becomes more complex and requires individuals with greater skill, how does this circumstance affect leaders and their ability to lead?
- 2. How does compassionate leadership improve cohesion and mission accomplishment? What does empathetic leadership look like?
- 3. How do toxic work environments increase risk to mission and risk to troops?
- 4. Do we know if a fellow servicemember feels isolated? What should leaders do?
- 5. How should military organizations empower junior leaders? What can your Service do better in this regard?



very single day across the Department of Defense, parts of this story play out—on watch floors, in work centers, in barracks. In 2018, 325 active duty servicemembers, 81 Reserve members, and 135 National Guard members took their lives. These soldiers, airmen, Marines, and sailors are not just statistics; they left behind families, friends, and children. We are in this together. Every single servicemember is critical and valuable. Only by working together and treating one another with respect will we be able to overcome the challenges ahead. The world is an incredibly dangerous place and the threats are ever evolving. Every time we lose a member of our team, we lose the unique contributions they bring. Without all hands on deck, we are vulnerable and only together will we be able to defend our nation.

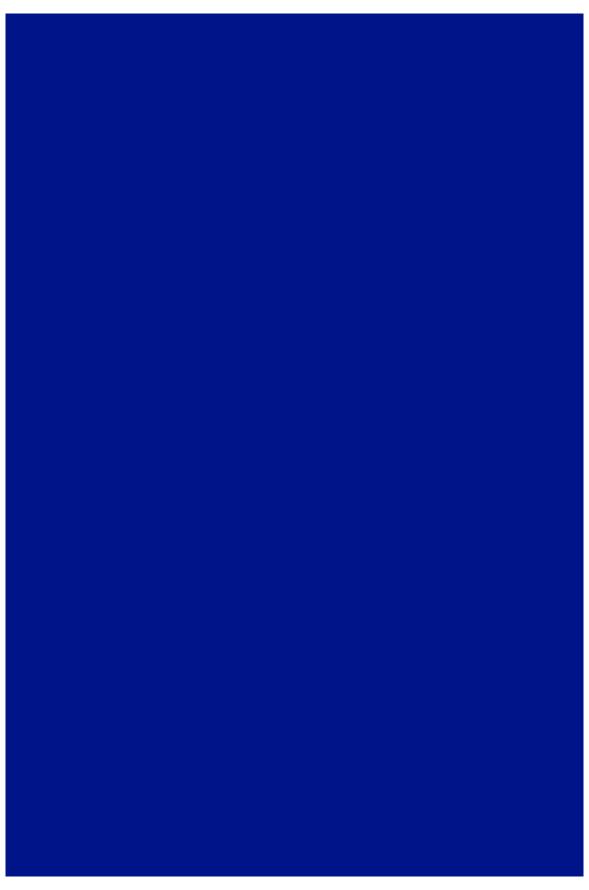
Dedicated to my cousin and all those we have lost.

SN Richard Christopher Knutson 22 November 1990 USS *Ranger* 

Servicemembers who are experiencing suicidal thoughts are urged to call the confidential Military Crisis Line at 1-800-273-8255, press 1. There are also text and chat options at www.militarycrisisline.net or text 838255.



# TAPS TAPS LIGHTS OUT



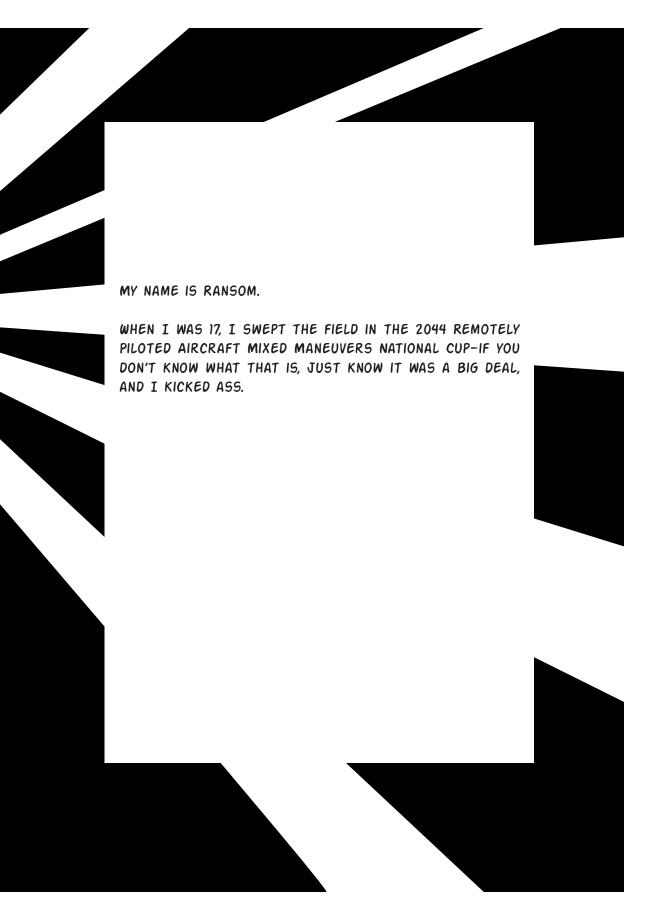


# Ransom

Story by Technical Sergeant Daniel Hulter, USAF

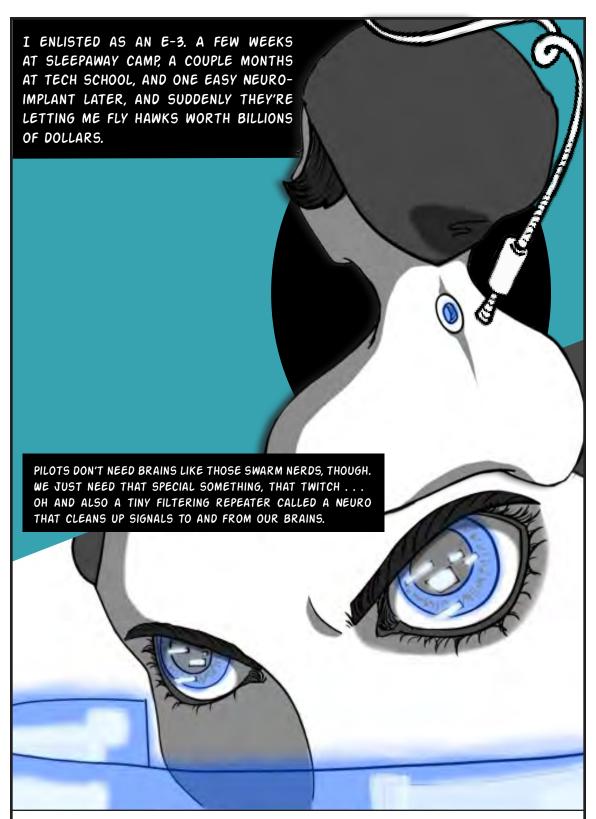
Illustrations by Staff Sergeant Macey Valentine, USAF



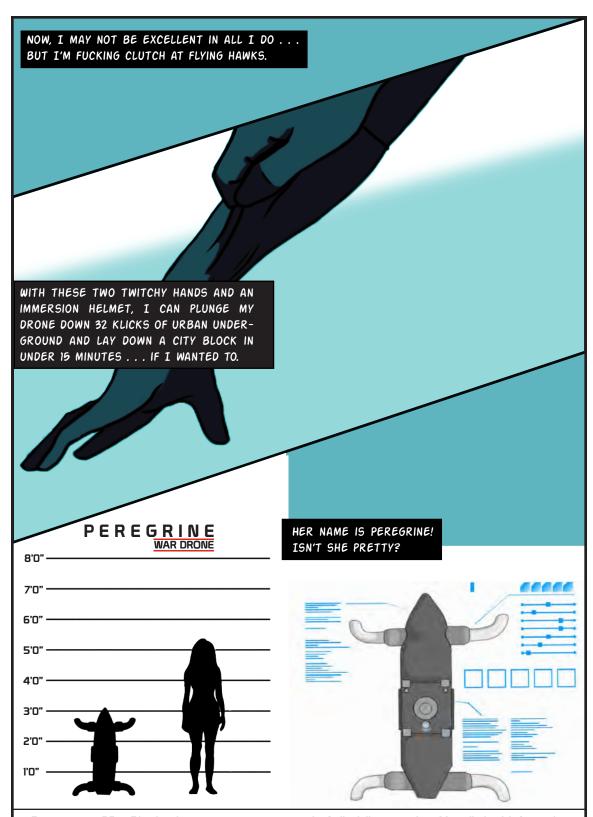




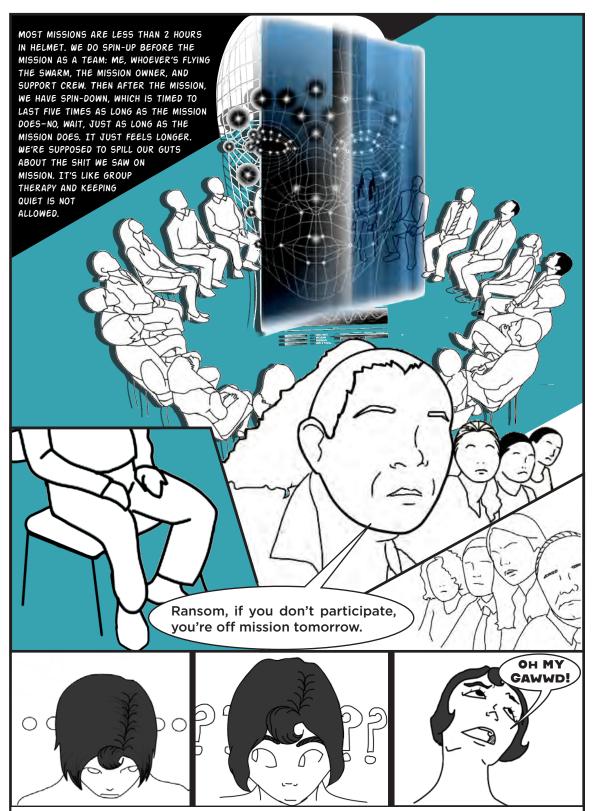
forces while piloting a U.S. Air Force Peregrine remote aircraft during the course of conducting a coordinated strike against a non-state, cyber mercenary organization in Caracas, Venezuela.



Report text: SSgt Rhodes is a highly decorated remote aircraft pilot in the U.S. Air Force who has flown more than 34 missions in support of United States and combined operations in South America, Africa, and the East Asian theater, and who has also flown to defend the EUCOM orbital exclusion zone.

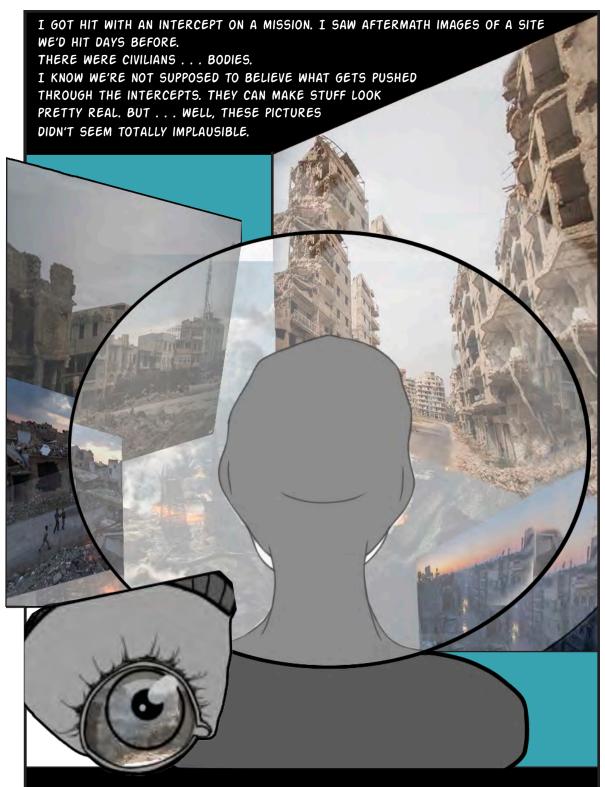


Report text: SSgt Rhodes has no permanent record of disciplinary action. Very limited information about interpersonal or performance issues was revealed in interviews with those who worked with her. She wasn't promoting at the rate expected of a pilot of her caliber, largely due to a less-than-ideal psychological profile.



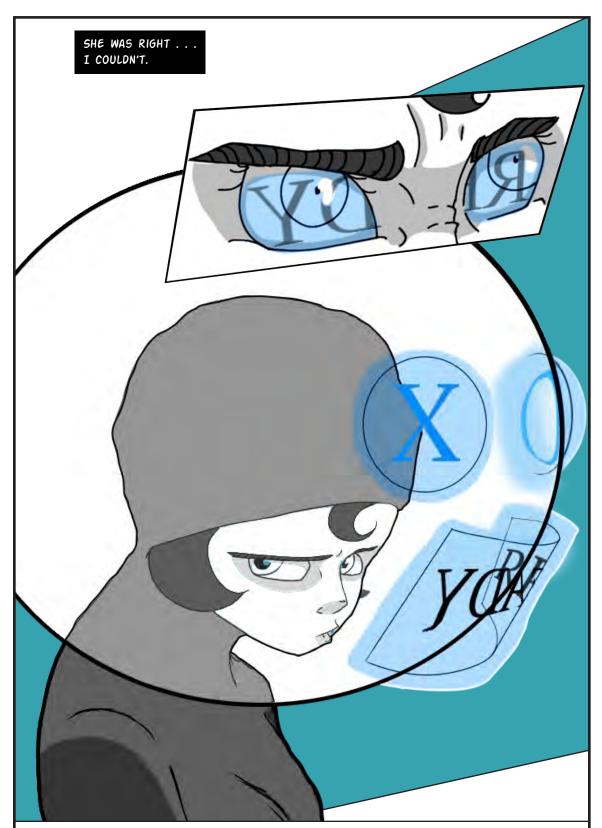
Report text: Active analysis of SSgt Rhodes behavioral patterns revealed a trend of gradual social withdrawal and increased isolation. SSgt Rhodes's active neural implant (ANI) showed neurochemical changes, which raised limited concerns about her psychological state. Her shift schedule was relaxed and stressreducing drugs were administered.





I LIED ABOUT IT AT SPIN-DOWN. THERE WAS NO WAY I WAS GETTING DOSED AGAIN . . . BUT WHEN I GOT HOME, I TALKED TO LAUREN. WE BARELY EVEN PLAYED GAMES ANYMORE . . . WE MOSTLY JUST TALKED. I NEEDED SOMEONE TO TALK TO WHO WASN'T PAID TO BE THERE, AND LAUREN REALLY UNDERSTOOD ME.

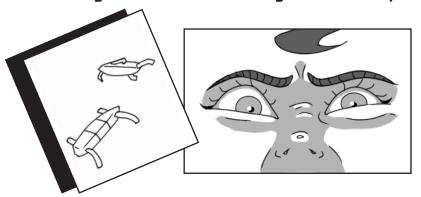




Report text: SSgt Rhodes was very effectively put into a highly agitated emotional state wherein she had no time to think rationally, had reason to believe civilians were at risk, and felt unable to be honest with her mission team about the threat she was perceiving.



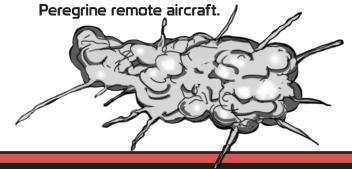
SSgt Rhodes acted decisively in the face of highly confusing circumstances, launching her drone early . . .



... incapacitating the cargo drone carrying a friendly unlaunched swarm ...



. . . and destroying all materiel with the detonation of her



Report text: In this time of extreme information warfare, it is department policy that individual actions be judged only within the context of what is knowable by the actors, making coherence to and alignment with objective facts the responsibility of our teams and organizations—not individuals.

SSgt Rhodes acted honorably, in a decisive manner, to prevent the deaths of innocent civilians, in accordance with the mission and values of the United States Air Force.



Report text: S5gt Ransom Rhodes is hereby honorably discharged from the United States Air Force.

### Ransom

### **Discussion Questions:**

- 1. As technology continues to become a more important part of all aspects of warfighting, how do the Services protect against manipulation and misinformation? What can small units do at their level to inoculate their people?
- 2. Is it the responsibility of the Service or the individual to address social isolation regarding Ransom's situation? Should her superiors and colleagues have been more aware of what was happening to her?
- 3. The COVID-19 pandemic has forced a shift to exponential teleworking, but it has been said during these times that you cannot telework to combat. Do you think this is true, and if not, why? What are the possible emotional and social risks to telework combat?
- 4. What guidance should the Services give to their members concerning the safety of virtual games and interacting with unknown individuals on those platforms?
- 5. How will games evolve human interaction beyond the immediate training opportunities?

# DISCHARGED





# Still First to Fight

Story by Major Adam Yang, USMC

Illustrations by Staff Sergeant William Bradley, USMC

## Still First to Fight

For many in Congress and the Pentagon, March 2035 marked the beginning of the end for the U.S. Marine Corps. The Marine-led Combined Task Force-Shiva (CTF-S) was supposed to liberate Sri Lanka and quickly destroy the New Liberation Tigers. As far as small wars go, this mission began as an operational fantasy but ended like a nightmare for the Marine Corps. It was Grenada all over again, but worse.

In a scene that would play out four more times in the next decade, low-tech enemies with high-tech toys complicated Marine amphibious assaults with mines, subsurface and aerial drones, and coastal defense lasers. In turn, the U.S. Army saw an opening and flexed its massive budget to do what the Marines could not—develop a platform to get forces ashore quickly and safely. Simultaneously, while the Marines were searching for its operational soul in its personal "decade of shame" (2035–45), the U.S. Navy would lose four amphibious ships supporting other littoral engagements and nearly 4,000 sailors.

Unsurprisingly, the Navy began to turn away from amphibious operations and focus more dollars into their capital fleet. Meanwhile, the Army developed surface-launched hypersonic pods that could rapidly catapult soldiers anywhere within a 160-kilometer radius with pinpoint accuracy. Their recruiting posters prematurely boasted, "Now the entire Army is an Airborne Army." Though the delivery systems were fast and accurate, it devastated the soldiers' bodies over time. The Army now claimed the mantle as being "first to fight" and reinvigorated debate that never seems to go away: Why do we still need a Marine Corps today?

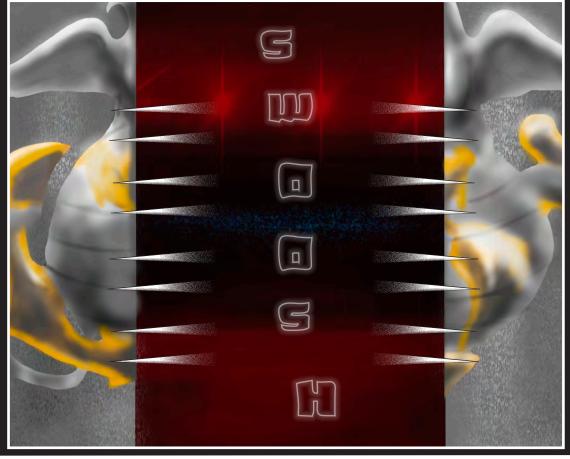
The Army was now first to fight on paper, and the Marine Corps fell into crisis . . .

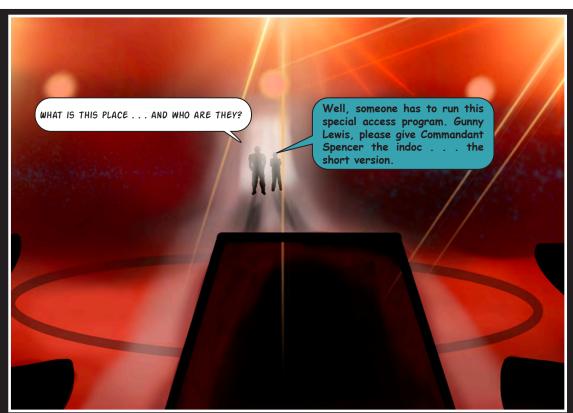
The 48th Commandant of the Marine Corps, General Terry Spencer, is being escorted by the now retired 47th Commandant of the Marine Corps, Jessica Harris. They are somewhere deep below the Pentagon . . .

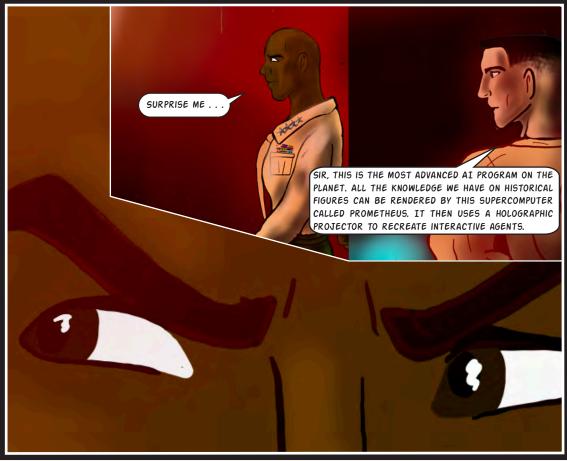


The painting depicts a maritime rescue of the Marine Corps' first orbital deployment pod after it crashed off the coast of Florida on 10 August 2037. This Marine infantry platoon was part of an experimental space operations-capable battalion. They were on day 73 out of their 180 day orbital deployment before their pod malfunctioned and had to make an emergency reentry.



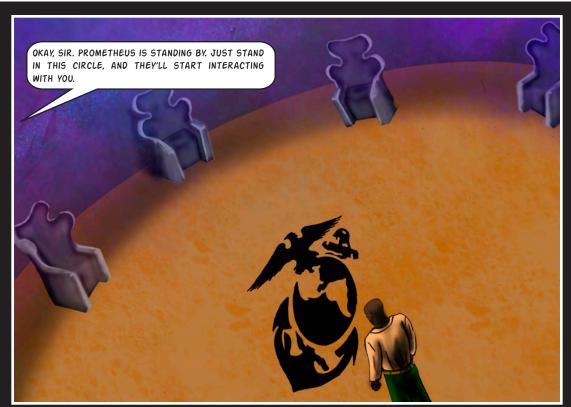






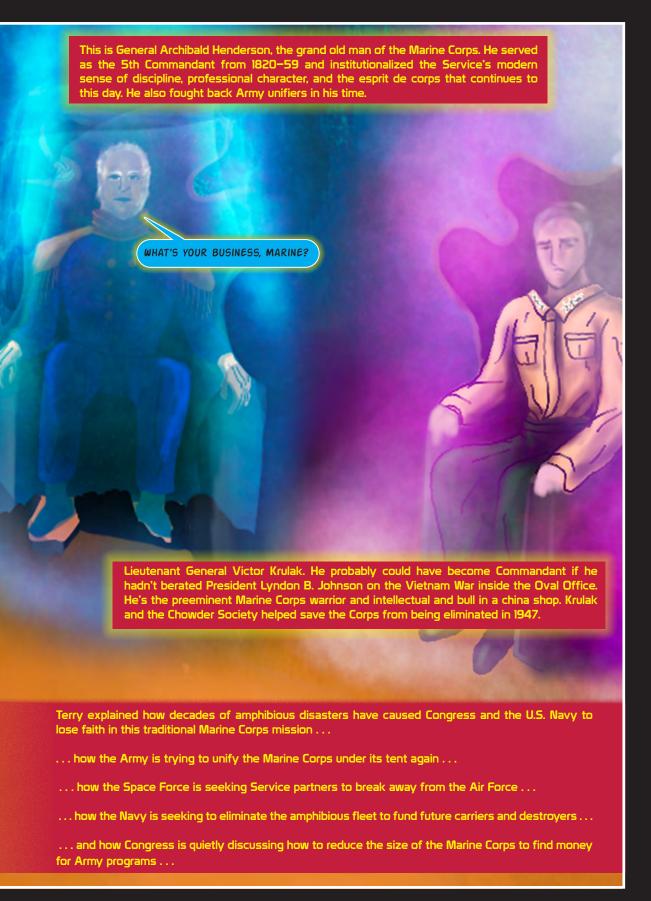




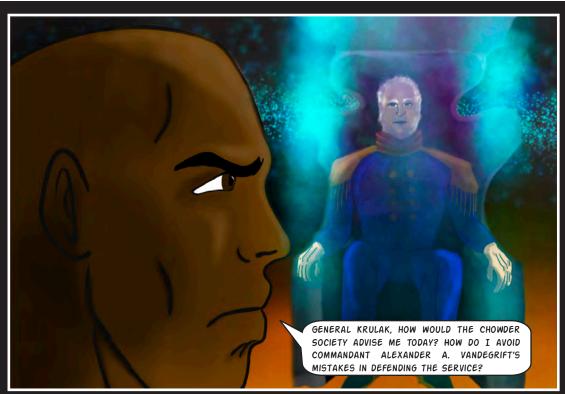


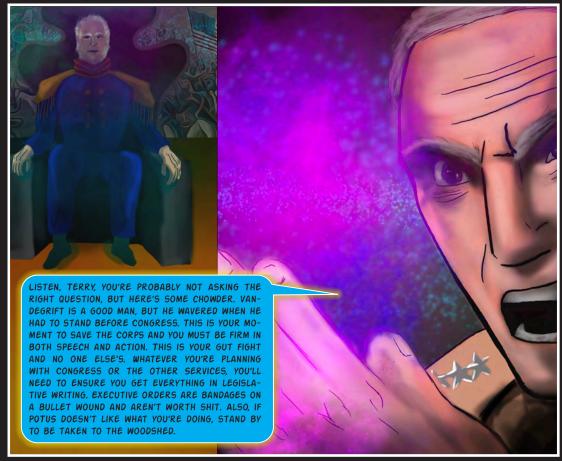




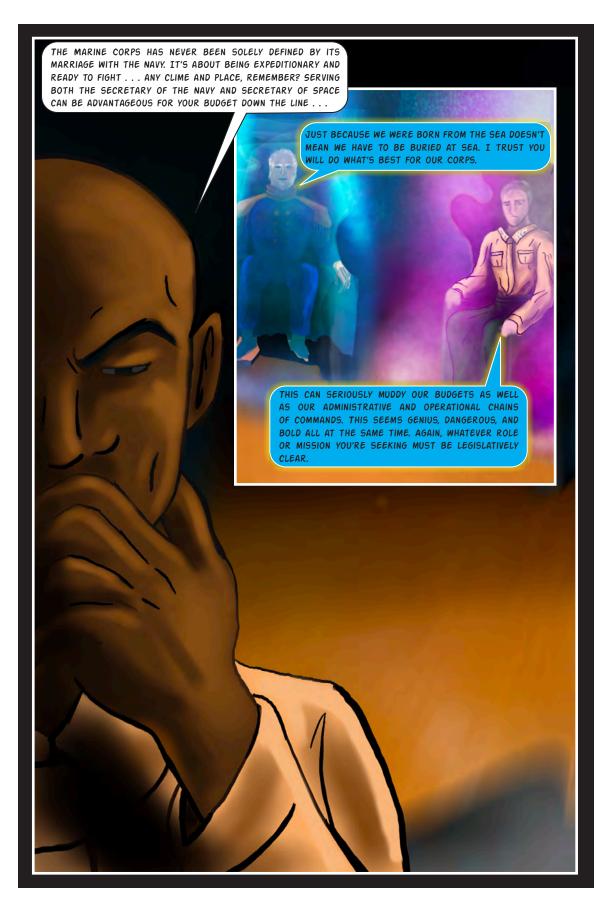
















The Navy got what it wanted. It drastically reduced its expeditionary fleet and put all that money into autonomous ships and submersibles. It also convinced the Marine Corps to take responsibility for all riverine operations and other "shit jobs." It was an amicable separation.



The Defense Reorganization Act of 2060 included a Title 10 modification for the United States Marine Corps . . .

(d) The Marine Corps shall develop, in coordination with the Space Force, those phases of space operations that pertain to the tactics, techniques, and equipment used by space landing forces on terrestrial or celestial areas of interest.

(e) The Marine Corps is responsible, in accordance with integrated joint space plans, for the expansion of peacetime components of the Marine Corps to meet the needs of expeditionary space operations.







## Still First to Fight

## **Discussion Questions:**

- 1. What are some examples of how low-tech enemies can use open-source technologies to challenge conventional U.S. forces? How should U.S. forces respond?
- 2. The new Commandant, General Terry Spencer, is contemplating a break from the Navy. How would the character and mission of the Marine Corps change if it realigned with the Space Force? Put yourself in his shoes. What would you do?
- 3. How would the Navy's mission change if it no longer had a Marine Corps? What are the implications for an organizational shift like that?
- 4. What qualities make the Marine Corps unique from the Army and a value to the nation? Is it just the idea of being "first to fight"?
- 5. The AI in this story is impressive and allows the characters to interact with dead historical figures. What are possible risks in relying on this technology too much? Should there be any limitations for such usage?



Meet the Team

"China's Engineered Emergency"

Author: Major Austin Duncan, USMC

Major Duncan was a driving force behind the award-winning Destination Unknown, volume 1, as a visionary and editor but is contributing as an author for volume 2. He is a Marine intelligence

officer and an information operations planner currently serving at the 11th Marine Expeditionary

Unit. He is inspired by the continued pursuit of education and an innovative spirit. He cofounded

Ender's Galley as a grassroots innovation platform rooted in the professional military education

ecosystem.

Illustrator: Staff Sergeant Shannon Winslow, USMC

Staff Sergeant Winslow is a returning illustrator from the award-winning Destination Unknown,

volume 1. She grew up in New Jersey, where she and her friends enjoyed many adventures of col-

laborative storytelling. She attended Wisconsin Lutheran College in Milwaukee, where she double

majored in art and European history and began her love affair with martial arts. During her time

in college, she also became a scholar in the Chicago Swordplay Guild. She then joined the Marine

Corps, where she had real adventures, some terrible and some awesome, including meeting her

husband on the rifle range. She now lives in California with her husband and two cats and enjoys

doing Brazilian jiujitsu in the evenings and sword fighting on the weekends.

"Urquhart Redux: A Story from the AugoStrat Corps Saga"

Authors: Major General Mick Ryan and Therese Keane, PhD

Major General Ryan is an Australian Army officer. A graduate of Johns Hopkins University in Bal-

timore, Maryland, and the Marine Corps University's Command and Staff College and School of

Advanced Warfare, he is a passionate advocate of professional education and lifelong learning.

Therese Keane, PhD, is a scientist with the Defence Science and Technology Group in Canberra,

Australia. With an original background in mathematics, she is now undertaking additional post-

graduate studies at the John Curtin School of Medical Research at Australian National University

in Canberra in virology/immunology. She is passionate about science, exploration, and discovery.

Illustrators: Midshipman Alvin Do and Officer Cadet Natasha Silver

Midshipman Alvin Do is a Royal Australian Navy Officer, currently studying for a BA in politics

and history at the Australian Defence Force Academy in Canberra. He is passionate about military

history and digital art.

Officer Cadet Natasha Silver is a Royal Australian Air Force trainee in her second year at the Aus-

tralian Defence Force Academy. While completing a bachelor of business, she engages in oppor-

tunities to express creativity and innovation.

"Rock the Boat, Sink the Ship"

Author: Aviation Electronics Technician First Class Richard Walsh, USN

Walsh is a new author for Destination Unknown. He is a native of Columbia Falls, Montana, and he

loves backpacking and skiing. While his rating is avionics technician, he is a blackbelt in Lean Six

Sigma and is heavily involved in the innovation space within the Department of Defense (DOD).

He was cocreator of the Illuminate Thinkshop course as well as winner of the Naval Aviation En-

terprise Innovator of the Year Award. He was the first enlisted member in the Navy to be in the

Naval Innovation Advisory Council as well as the first enlisted member in DOD to be selected for

the Joint Artificial Intelligence Center. He is also a Johnny Mac Fellow.

Illustrator: Corporal Jerrod K. Moore, USMC

Corporal Moore is a returning illustrator from *Destination Unknown*, volume 1. He is originally from

Vero Beach, Florida, and his infatuation with anime and manga inspired him to tell stories and

draw since childhood. He is a combat photographer in the Marine Corps and intends to further his

education in English literature, with a chemistry minor, at Florida State University in Tallahassee.

As a photographer, he is drawn to the idea of capturing moments in time and works to leverage

his photography skills into a greater knowledge of art.

Illustrator: Gunnery Sergeant Daniel K. Brown, USMC

Gunnery Sergeant Brown is an illustrator and colorist for the story "Rock the Boat, Sink the Ship."

His love for drawings and photographs led him to this profession. As an avid comic book collec-

tor, this was a great opportunity to tap into his combat illustrator roots and to give back to the

community. This is the first time he worked on the Destination Unknown project. He is currently

stationed at Marine Corps Information Operations Center, Quantico, Virginia, as a communication

strategy and operations chief.

Colorist: Sergeant Trentin Dunn, USMC

Sergeant Dunn is a colorist for the story "Rock the Boat, Sink the Ship" and serves as a combat

graphics specialist for the Marine Corps Information Operations Center. He is originally from Fay-

etteville, North Carolina, and enlisted in the Marine Corps in January 2020. This is his first time

participating in the creation of a graphic novel.

Colorist: Corporal Garrett Jones, USMC

Corporal Jones is a colorist for the story "Rock the Boat, Sink the Ship" and serves as a com-

bat graphics specialist for the Marine Corps Information Operations Center. He is originally

from Warner Robins, Georgia, and enlisted in the Marine Corps at 17 years of age. He is cur-

rently going to college for computer science and software development and hopes to in-

tegrate both school knowledge and his work experience to form an ideal career path.

"Ransom"

Author: Technical Sergeant Daniel Hulter, USAF

Technical Sergeant Hulter is an active duty Air Force noncommissioned officer with extensive

personal and professional involvement in Air Force and defense innovation. He recently began

work as a unit technical director after serving as noncommissioned officer in charge of the 70th

Intelligence, Surveillance, and Reconnaissance Wing's Innovation Office. He also serves as the

Hawaii lead for the nonprofit Defense Entrepreneurs Forum. Hulter has written several articles on

the subject of innovation with published works in the Strategy Bridge and the Air Force profes-

sional journal Over the Horizon. He primarily writes on LinkedIn, Medium, and his occasional blog,

Sounding Slightly Off.

Illustrator: Staff Sergeant Macey Valentine, USAF

Staff Sergeant Valentine is a full-time mom, art student, and airman. Being a military brat all

her life, she does not call any one location "home," but currently resides in Silver Spring, Mary-

land. Her interests span a wide variety of things, including crocheting, painting, drawing, playing

video games, and gardening; but her true passion lies in animation. She is currently enrolled in

the Academy of Art University based in San Francisco, California, and hopes to one day work

as an animator for Walt Disney Animation Studios. Currently, she is a signals analyst and lead

for the Division of Signals Analysis Collection Management team at Fort Meade, Maryland.

"Still First to Fight"

Author: Major Adam Yang, USMC

Major Yang is a returning author and original creator of Destination Unknown. He is a native of

Brooklyn, New York, and his interest in science fiction and fantasy has extended from his child-

hood to the present. With a background in communications and information operations, he cur-

rently serves as a doctoral fellow for the Commandant of the Marine Corps' Doctor of Philosophy

Strategist Program in the School of International Service at American University in Washington,

DC. As an advocate for grassroots innovation within the Service, he cofounded the #Ender's Galley

innovation community at Marine Corps University.

Illustrator: Staff Sergeant William Bradley, USMC

Staff Sergeant Bradley is a returning illustrator and author from the award-winning Destination

Unknown, volume 1. He is one of three brothers from Alanson, Michigan, who have joined the Ma-

rine Corps, all of whom are or were grunts. He was fascinated by superheroes and Marines as a

child and had murals on his bedroom walls to prove it. Bradley is currently the training chief for

I Marine Expeditionary Force Support Battalion at Camp Pendleton, California. Due to previous

work done for the Marine Corps, he was directly referred by Master Sergeant Jonathan Harris of

the Staff Noncommissioned Officer Academy in Quantico, Virginia, to participate in the Destina-

tion Unknown project.

Destination Unknown Staff

Editor: Major Ian Brown, USMC

Major Brown is a Sikorsky CH-53E Super Stallion helicopter pilot by trade and a lifelong sci-fi geek

by choice. Born and raised in Toronto, Canada, he is an adoptive New Englander #gopats. He is

old enough to remember M.A.S.K. (an acronym for Mobile Armored Strike Kommand) on televi-

sion and that Han Solo shot first. He currently serves as the operations officer for the Brute Krulak

Center for Innovation and Creativity.

Editor: Major Sara Wood, USMC

Major Wood returns as an editor, having conquered as an author in the award-winning Destination

Unknown, volume 1. She hails from Galesburg, Illinois. Her favorite comic book series is The Sand-

man by Neil Gaiman and her favorite science fiction television show is *Battlestar Galactica*. She is an intelligence officer and information officer in the Marine Corps Reserves and is currently serving as a signature management analyst at the Marine Corps Information Operations Center. She is a graduate of the Marine Corps Expeditionary Warfare School and Command and Staff College and previously was the academics officer at the Brute Krulak Center for Innovation and Creativity, Marine Corps University.

### Editor: Major Tyler Quinn, USMC

Major Quinn is a returning editor on the staff of *Destination Unknown*, volume 1. He claims North Carolina as home, but he was born, raised, and trapped, adventuring all over the world as a military kid. He is the eldest of three in a Marine family. He has always had an interest in comics, movies, and graphic novels. As a self-proclaimed "elder millennial," he grew up on Saturday cartoons such as *Teenage Mutant Ninja Turtles* and *G.I. Joe: A Real American Hero*, Marvel trading cards, and *Calvin and Hobbes* comic strips. Quinn is a space-trained military police officer and currently serves in III Marine Expeditionary Force on Okinawa, Japan. He is a cofounder of Ender's Galley, a community of interest focused on the information environment.

#### Editor: Dr. Anthony Pollman, USMC (Ret)

Dr. Pollman joined the *Destination Unknown* editorial team for volume 2. He is a native of Oconee, Illinois. Growing up deep in the cornfield, he didn't have much access to comics. But he did enjoy reading his older brother's *MAD Magazine* and the Sunday funnies (particularly, *The Far Side*), as well as watching Saturday morning cartoons. He recently read Maximilian Uriarte's graphic novels *White Donkey* and *Battle Born* and was both inspired and intrigued by the fusion of art with deep tactical and operational themes. Dr. Pollman is an assistant professor in the Systems Engineering Department at the Naval Postgraduate School, where he teaches courses in combat systems, weapons, and mathematical modeling. He primarily does research in the energy systems domain, but he has wide-ranging, interdisciplinary research interests and maintains meaningful relationships with the Marine Corps. Dr. Pollman is a retired Marine and a veteran of the conflicts in Iraq and Afghanistan.

### Writing Mentor: Mark Sable

Sable is a writer for comics, film, and television, best known for such creator-owned comics as Image Comics' *Graveyard of Empires* and Boom! Studios' *Unthinkable*. Sable is also a writing pro-

fessor. After teaching for five years at the Writers Boot Camp in Santa Monica, California, in 2013, he became one of the founding faculty members of the School of Visual Arts master's in visual narrative program, where he currently teaches Creative Script and Digital Storytelling (the latter with comics artist Jim Rugg). Two new graphic novels, *The Dark* and *Dracula: Son of the Dragons* are due to be published by ComiXology Originals in the fall of 2019, and his series *Godkillers* is scheduled for an early 2020 release from AfterShock Comics.

### Writing Mentor: August Cole

Cole is an author exploring the future of conflict through fiction and other forms of FICINT story-telling. His talks, short stories, and workshops have taken him from speaking at the Nobel Institute in Oslo, Norway, to presenting at SXSW Interactive in Austin, Texas, to tackling the "Dirty Name" obstacle at Fort Benning, Georgia. With Peter W. Singer, he is the coauthor of the best seller *Ghost Fleet: A Novel of the Next World War* (2015) and *Burn In: A Novel of the Real Robotic Revolution* (2020). He also works on creative foresight at SparkCognition, an Al company, and is a nonresident senior fellow at the Brent Scowcroft Center for Strategy and Security at the Atlantic Council.

#### Illustration Mentor: Gabriel Pons

Pons returns as an illustration mentor from *Destination Unknown*, volume 1. Pons loves art, design, comics, and skateboarding and since the age of 13 has been pushing his abilities in each of those fields. He and his wife, Scarlett, own PONSHOP Studio and Gallery—a multifaceted storefront in Fredericksburg, Virginia. They operate their business with the belief that creativity fosters a stronger community, and share their passion by teaching art classes ranging from skateboard and graphic novel design to street art and graffiti. Pons works with clients in a range of mediums, from custom paintings to site-specific murals and installations.

#### Operations: Major Jared Cooper, USMC

Major Cooper is an 0802 artillery officer with a love of the outdoors, powerlifting, and anything sci-fi and fantasy. He joined the *Destination Unknown* team this year and is currently serving as the outreach coordination officer at the Brute Krulak Center for Innovation and Creativity, Marine Corps University. He is a longtime fan of the *Witcher* novels and videogames and is excited to support a grassroots movement to further hone the Marine Corps' competitive and cognitive edge.

## **Glossary**

ANI—Active neural implant
AO—Area of operations
AugoStrats—Humans with cognitive implants that allowed them to wirelessly link their brains to various databases and other AugoStrats
CO—Commanding officer
<b>COGLINK</b> —A hive mind or cognitive link that connects AugoStrats and databases that allows them to outthink any nonaugmented human-Al teams
Culex—Several species of mosquitoes that may transmit diseases between animals and humans
DIVO—Division officer
EM-Electromagnetic
EMP—Electromagnetic pulse
E-3—Enlisted level 3
ET1—Electronics technician 1, Navy enlisted rating (E-6)
ET2—Electronics technician 2, Navy enlisted rating (E-5)
ET3—Electronics technician 3, Navy enlisted rating (E-4)
ETCS—Electronics technician senior chief, Navy enlisted rating (E-8)
Gen up—Slang for "to generate"
Great Deluge—A great flood, usually told in the form of myths
Indoc—Slang for "to indoctrinate"
Intercept—A target on a radar or sonar screen
Neuro—Something to the human nervous system

**Neuroimplant**—An artificial implant connected to an individual's brain or nervous system

**Shipwreck**—Slang for a suboptimal member of the naval service

**WESTPAC**—Western Pacific

**XO**—Executive officer

# China's Engineered Emergency **notes**

# Urquhart Redux: A Story from the AugoStrat Corps Saga **notes**



# Rock the Boat, Sink the Ship ${f notes}$

### Ransom **notes**

### Still First to Fight **notes**

### WOULD YOU LIKE TO KNOW MORE?

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