



“If...”

Terror Attacks on schools “If...”

NAME “If..”

AIM PURPOSE

- To Beef up Red -EXTREME RED TEAM – Educational aid for the red teams to provide valuable red challenge to Civil Defence exercises - How to commit a really effective atrocity.

TGT AUDIENCE

- Red cells ON THE GOOD GUYS side in Civil Defence Organisations
 - Or if it doesn't sell Bright Young terrorists
- Also generates campaign scenario for operational Blue exercise

GAME TYPE

- Telescoping tactical One school one atrocity to Campaign – more than one attack against schools
- Planning game Consider Risk of discovery and Extent of news coverage
- Cards for deck building and maps
- Resources – Hard (SEMTEX) to Easy Band Q - Actors
- Communications
- Blue play to pick – game controlled Sy forces

DATA

- News organisations timings to be seen
- Psychological profiles of school terrorists

TERROR Attacks on schools “If...2”

- NAME CRISIS (If ...2 the extended cut)
 - In Local Government no one can hear you scream
- AIM PURPOSE To educate the decision makers affected what to do with the rest of the community in case of a terror attack
- TGT AUDIENCE
 - Actual role holders - Direct training for Town, District/Borough County councillors - staff
 - Local Government agencies and communities Police Fire
 - To develop decision frameworks for emergencies
 - Blue operations training exercises : Outputs are also White cells in a blue ant terrorist cell.
- GAME TYPE
 - Control hold the scenario like a Dungeons and Dragons for real roles in Local community
 - Augmented Reality Injects Text messages – photo as you would taped phone calls
- Electric TEWT - actual ground optional