Red Teaming and Course of Action Wargaming

Tom Longland

Red Teaming is about alternative perspectives

Wargaming is about alternative outcomes

Red Teaming is a matter of perspective

UK Definition of Red Teaming

The application of independent, structured, and critical thinking in order to assist the end-user make a better informed decision or produce a more robust product.

Uses of Red Teaming

- **Challenge assertions and assumptions, identify faulty logic or flawed analysis**
- **Assess the strength of the evidence base or the quality of the information**
- **Test a system, plan or perspective through the eyes of an adversary, outsider or competitor**
- **Understand options available to adversaries and other actors and understand partners, locals and other influential actors**
- **Gauge the potential for surprise and strategic shock**

Red Team v. Red Cell

- The role of the Red Team is to ‘challenge the perceived norms and assumptions of the Commander and his staff in order to improve the validity and quality of the final plan’.

- The Red Cell is a J2-led entity which focuses on the activities of potential adversaries and threats.

WARGAMING

A war game is a staff tool **to enable the Comd and his staff to visualise an operation or campaign by validating chosen courses of action (COA) against an intelligent opposing force.**

WARGAMING

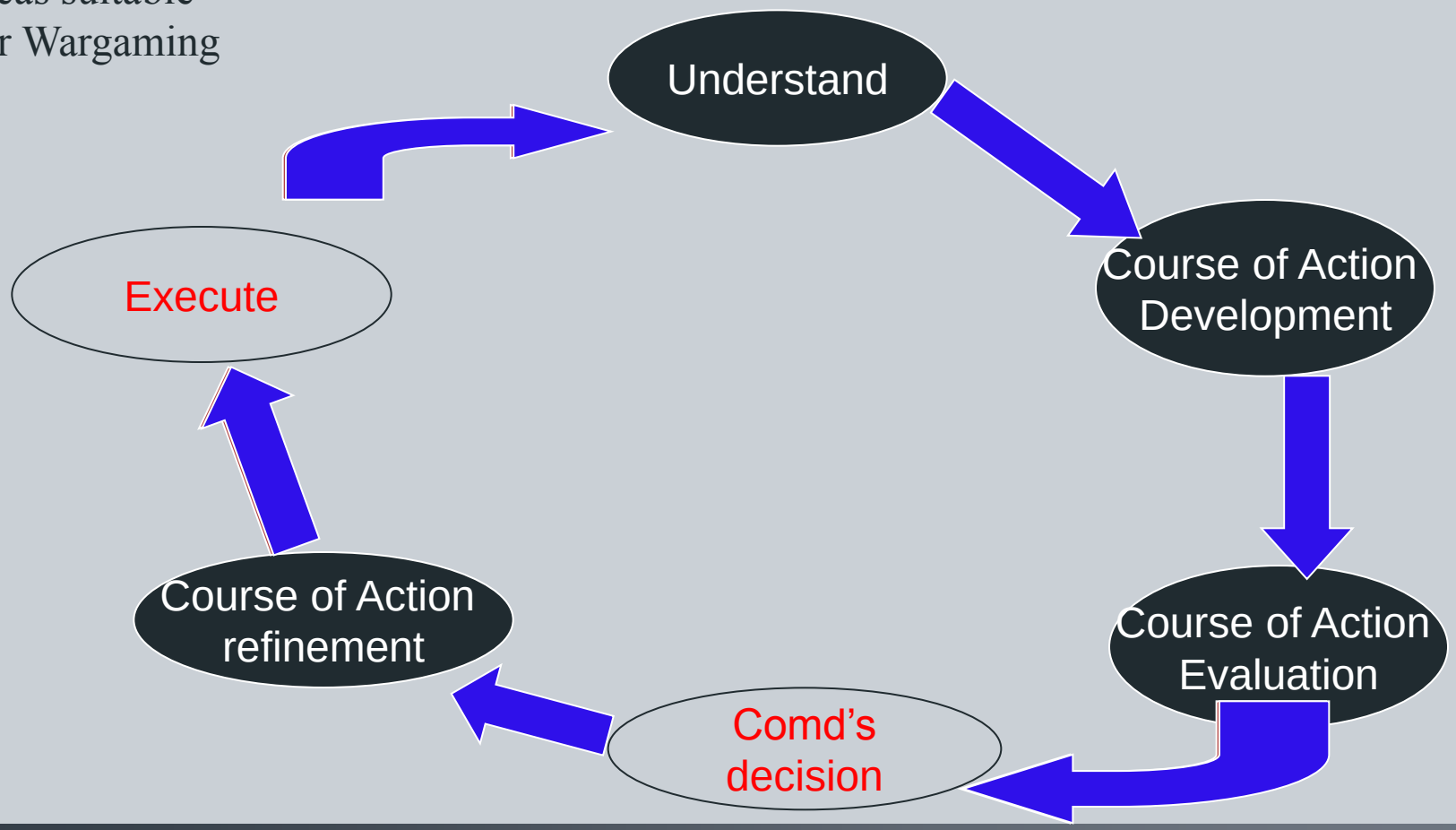
Specifically, it allows the Comd and his Staff to :

- **Conduct an assessment and a comparison of friendly COAs against an opposing force.**
- **Conduct a time and space prediction for the operation or campaign.**
- **Synchronise the activities of all components and elements of the joint force.**
- **Identify the requirement for CONPLANS.**
- **Refine and develop the chosen COA.**
- **Refine missions and tasks.**

All of which aid the Comd to make the best decision on time taking into account : Time, Space, Force and Resource.

The Planning Cycle

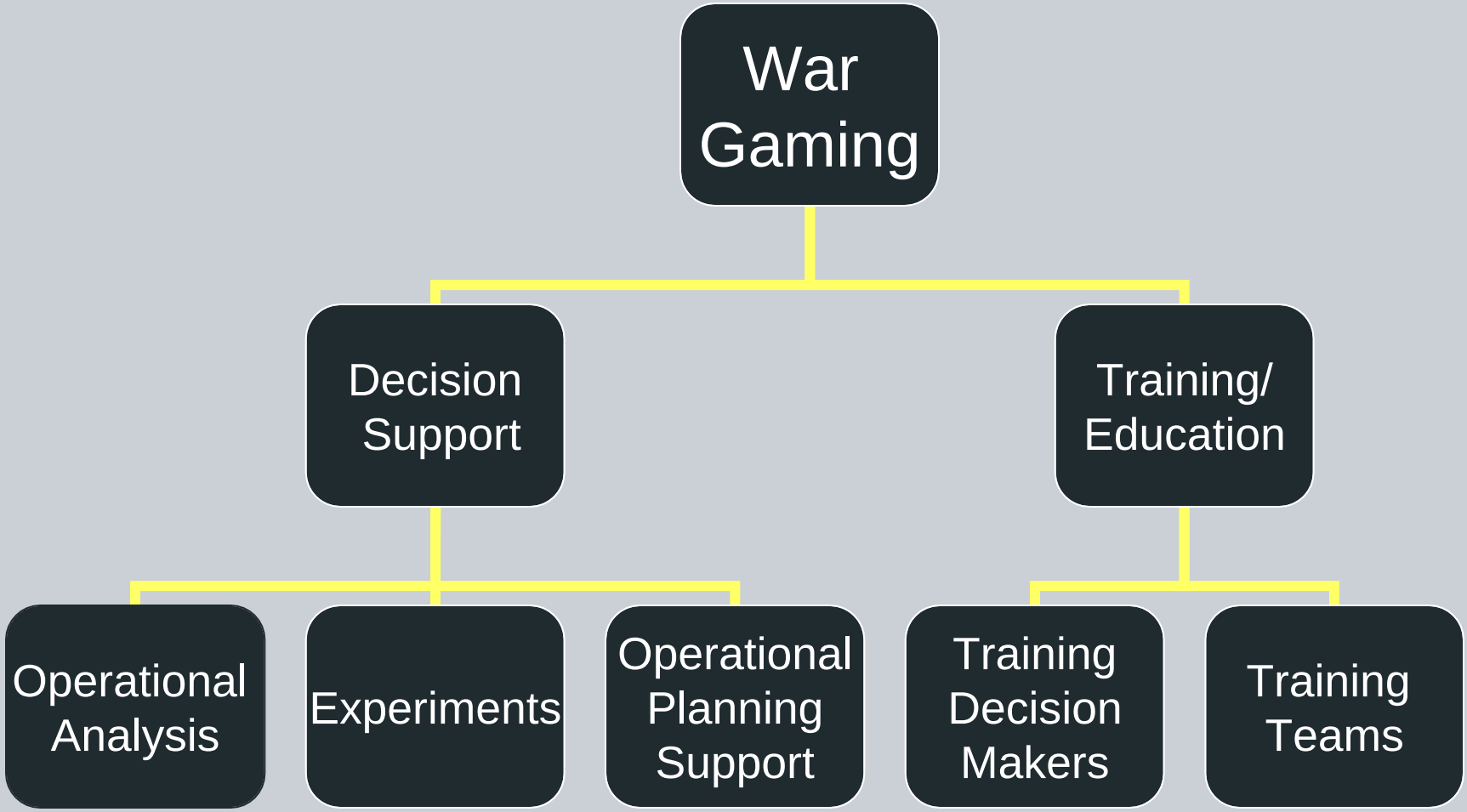
Black indicates areas suitable for Wargaming



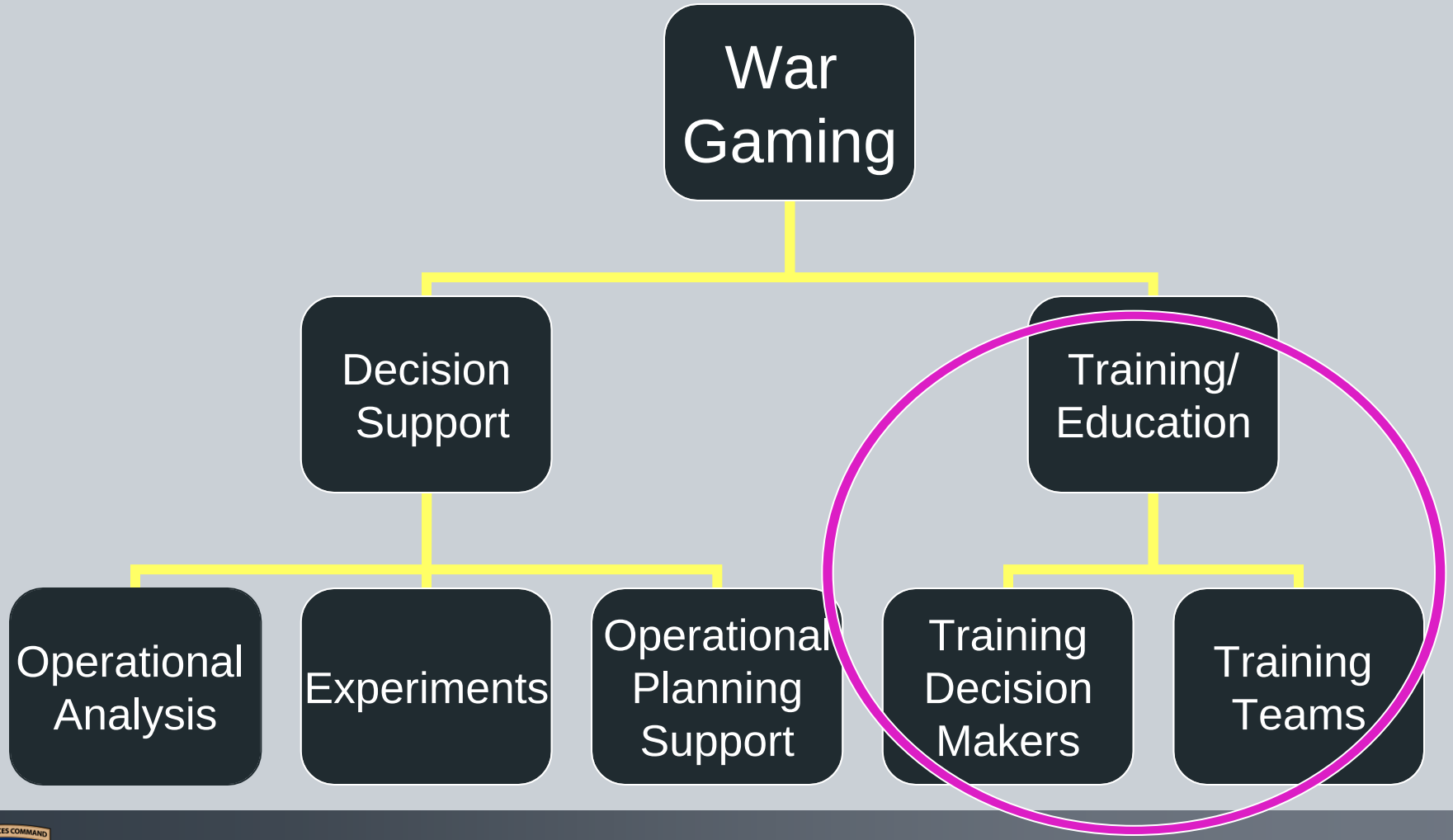
Why does the MOD Wargame?

- Understand
  - Test a Course of Action
  - Test a hypothesis
  - Explore an unknown
- Develop
  - Improve tactical expertise
  - Rehearse
  - Demonstrate

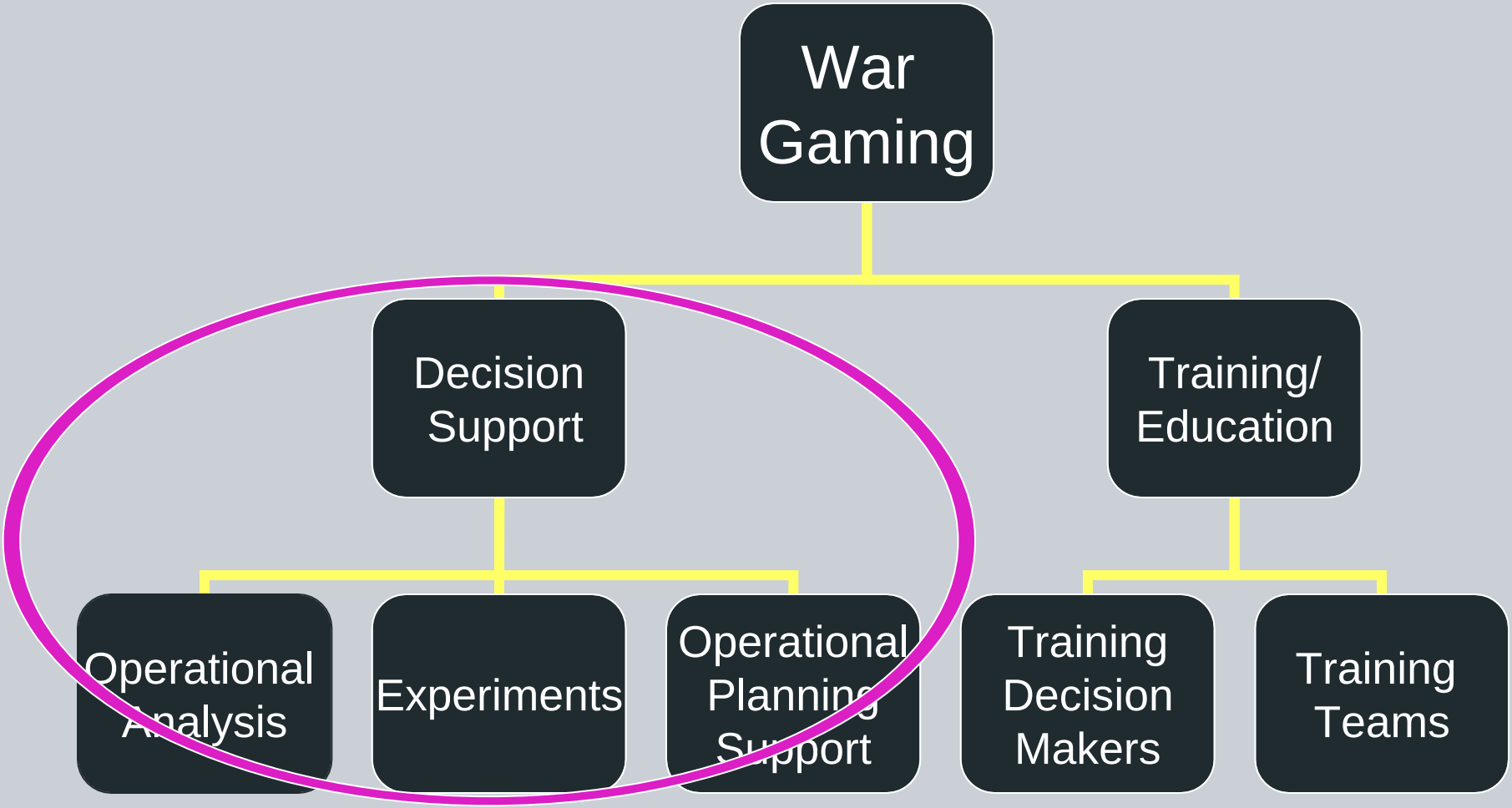
Wargaming - The Family Tree



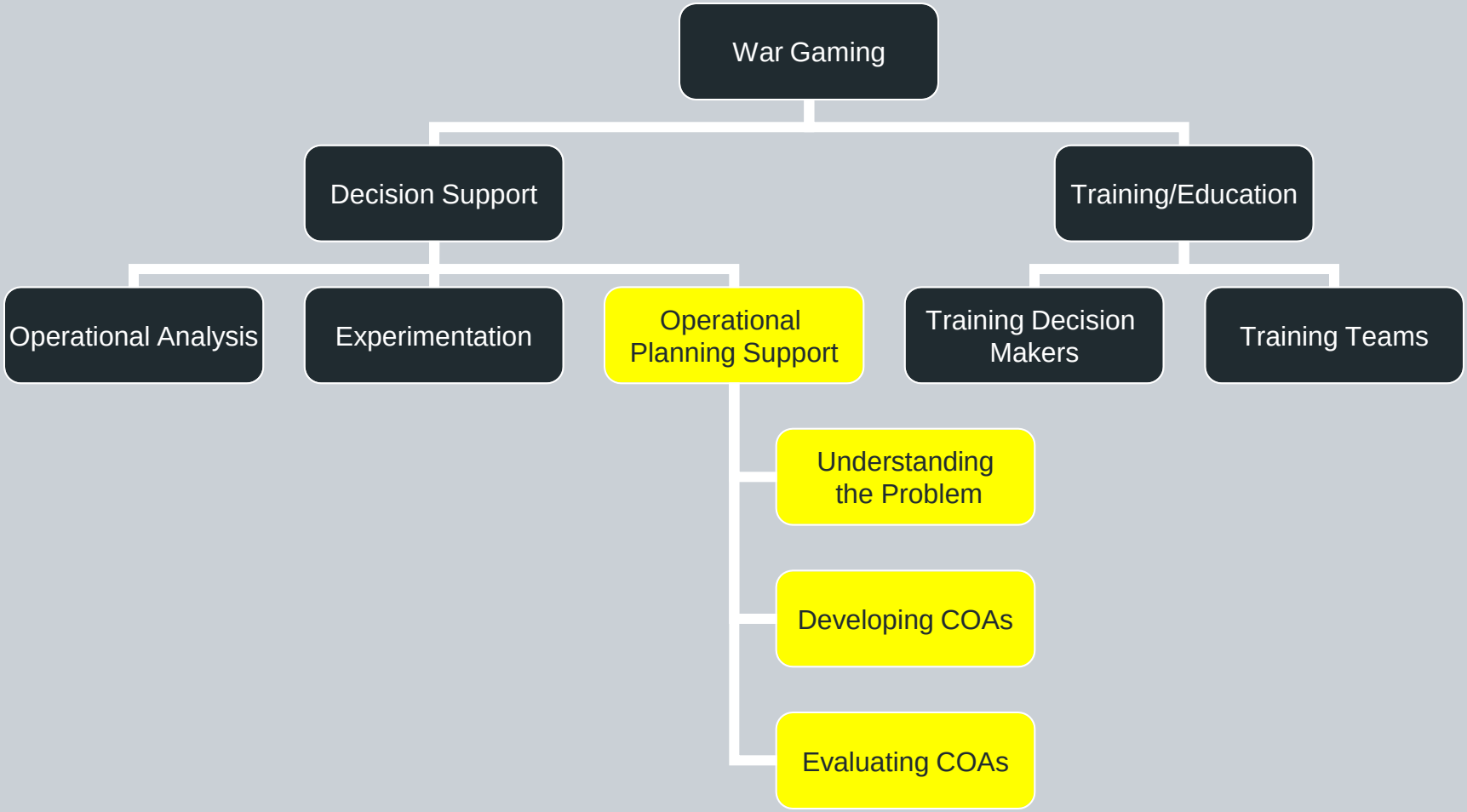
Wargaming - The Family Tree



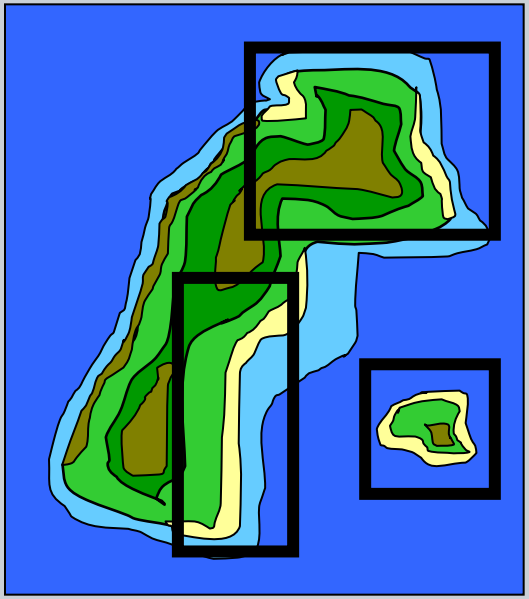
Wargaming - The Family Tree



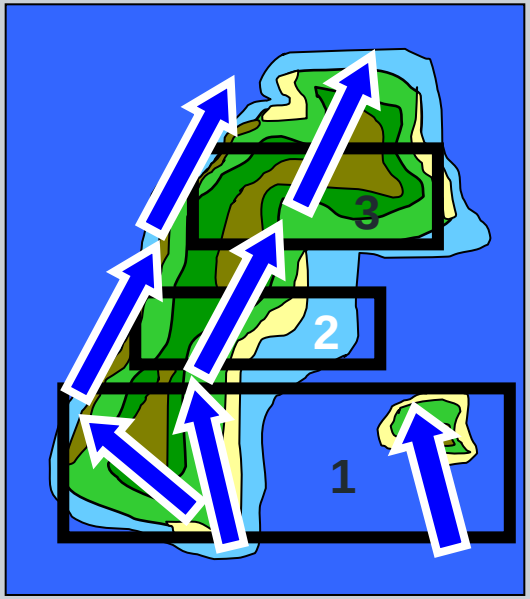
Areas Within the Planning Process



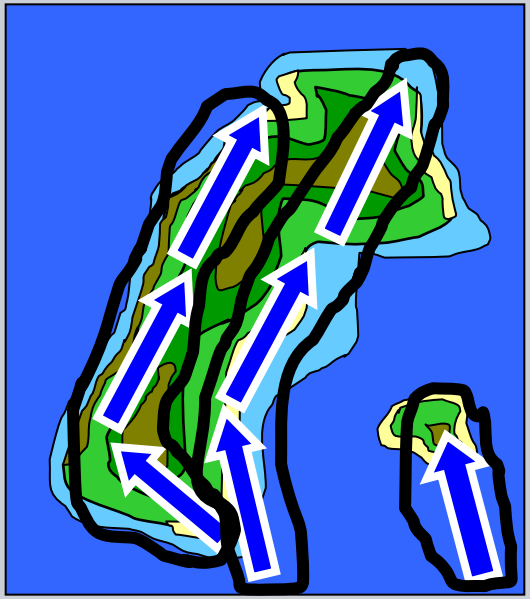
COA WARGAMING METHODS



BOX



BELT



AVENUE

WARGAMING PARTICIPATION

MJP
COS – Chairman
Ch J5 – Ch Recorder
J5 Staff – Recorders
J3 Staff – Synchronisation Matrix

SME
Maritime CC (or Rep)
Land CC (or Rep)
Air CC (or Rep)
Log CC(or Rep)
SF CC (or Rep)
Other specialists :
Engr, NBC etc.

RED CELL

BIRD TABLE

BLUE TEAM

OBSERVERS
(Including Comd)

WARGAMING MEASUREMENT CRITERIA

THE NATO TEST
Suitability
Feasibility
Acceptability
Exclusivity
Completeness

WARGAMING METHODOLOGY

VALUES

5 – The best possible situation with no significant disadvantages.
4 – A very good situation with minor time critical/organisational or logistic caveats.
3 – A good workable situation but with some major time critical/organisational
or logistic caveats.
2 – A difficult situation with significant time critical/organisational or logistic caveats.
1 – Showstopper.

WARGAMING METHODOLOGY

THE NATO TEST	SCORE (Max 25)	REMARKS
Suitability	**5**	**Suits the capabilities of our Forces perfectly**
Feasibility	**3**	**Possible, but some logistic issues to be resolved which are resource/time critical.**
Acceptability	**4**	**Has the majority approval of our Allies**
Exclusivity	**5**	**It is an original plan and exclusively ours**
Completeness	**3**	**Again, some time critical issues to resolve if the plan is to be complete in time.**
TOTAL	**20**	

COA WARGAMING PRODUCTS

- Validation of the Decisive Points (DPs)
- Synchronisation Matrix (timelines)
- Confirmed Missions
- Confirmation of Troops to task
- Identify and deconflict the allocation of resources
- Additional planning requirements

Good Gaming

- Do not confuse wargaming with a Mission Rehearsal
- Red plays to win, is aggressive and uses deception
- If possible incorporate OA into the game
- Do not allow the plan author to play Blue
- Do not try to resolve all the issues as they arise
- Strict time management is essential