

Homeland Resilience

UK Connections 2024

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Resilience “the capacity to withstand or to recover quickly from difficulties; toughness.” - Definition from Oxford Languages

- What is a resilience wargame?
- Homeland Resilience.
- A Rigid Semi-Open Discursive Wargame.



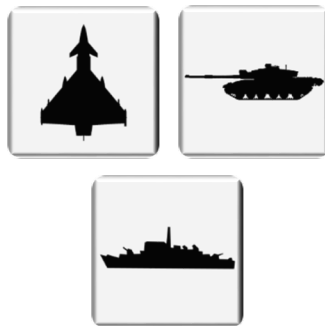
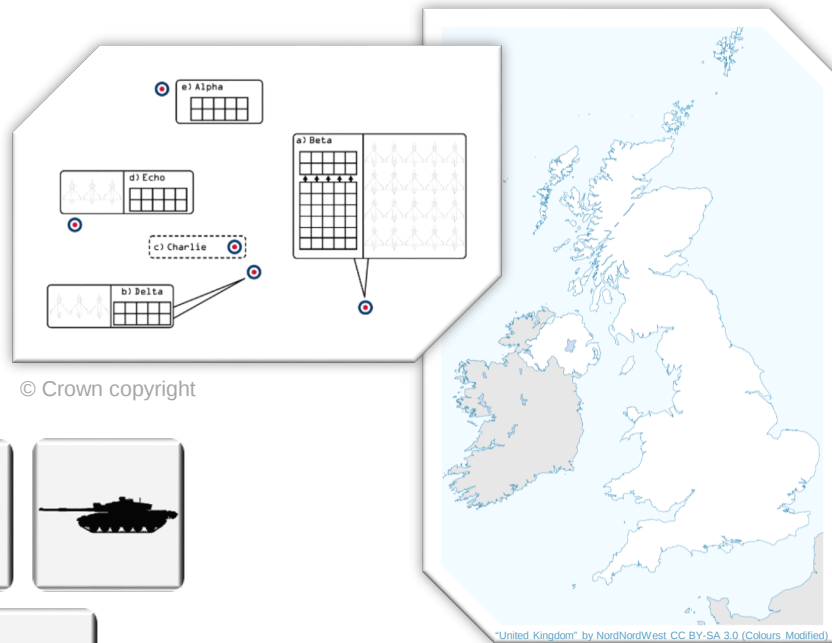
- Establishing a master question.

- Understanding the problem.

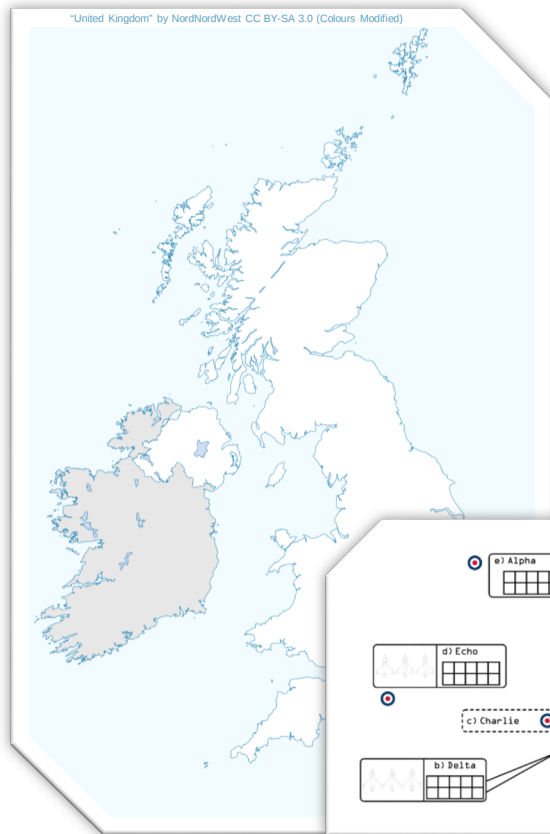
- Data Driven Inputs
- Validated Methods
- Measureable Outputs

- How?

- Scenarios
- Player Roles
- Threat Character



Homeland Resilience Wargame



Air Base Charlie		Physical Security Rating 3	
Physical Security Modifiers	+1	Deployed FP	-1 <i>Protestor Disruption</i>
Air Crew		Additional Effects	
Support Staff		External Staff	
Platforms			

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- Blue = 10 Air Crew
- Brown = 100 Support Staff
- Red = 100 External Staff
- Dark Blue = 10 Force Protection

a) Alpha

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b) Beta

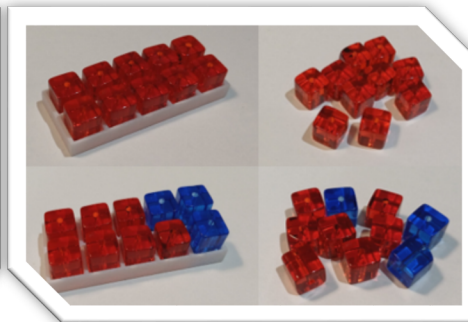
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c) Charlie

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d) Echo

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Red Threat Card			
ID:		Escalation Level:	1 / 2 / 3
Turn no:		Phase:	1 / 2
		Target base(s):	
Mitigation Description:			
Wargame Effects:			
Success:			

Blue Mitigation Card			
Inject ID:		Escalation Level:	1 / 2 / 3
Turn no:		Phase:	1 / 2
Duration:		Selected Base(s)	
Mitigation Description:			
Wargame Effects:			
Success:			

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1. Red Injects

- Red threats are pre-adjudicated, but not scripted.

2. Blue Team Splits in to one Group per inject

- Blue Team splits based on Subject Matter Expert (SME) to the threat and location.

3. Group Mitigation Discussion and Intended Actions

- Groups discuss in detail ways to mitigate the threats and prepare pre-adjudicated actions.

4. Blue Team Negotiates Actions and Allocates Resources

- All groups negotiate for resource priority and confirm actions.

5. Action Adjudication

- Actions are adjudicated on to the map.

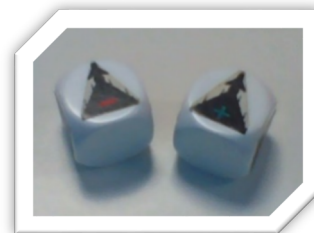
6. End of Turn Effects

- Additional end of turn adjudications are resolved.

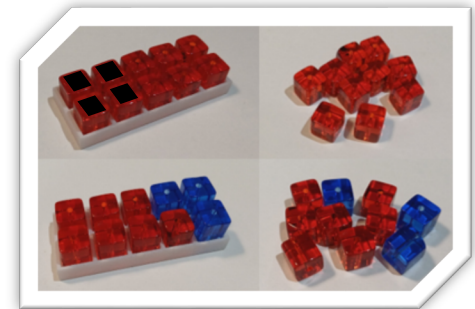
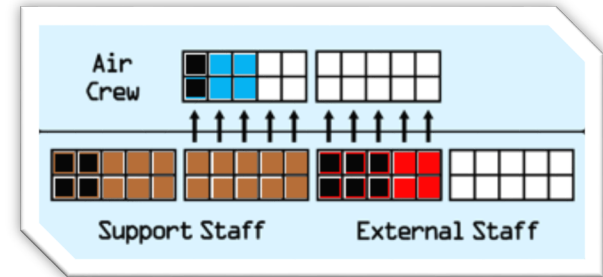
1. Red Injects

ID:	ABC	Name:	Enemy Recce of Friendly Base during a Protest	
Resource Cost:		Escalation:	Attack Value:	Preparation (Turns):
2		1+	2	1
Domain :		Attrib. (%):	Attack Type:	Duration (Turns):
Land		15%	Physical	2
Description:				
Enemies are attempting to recce in detail a friendly base by infiltrating the perimeter and using photographic equipment during a protest. The intelligence gathered may let the enemy identify weak spots and enhance the effectiveness of future attacks on key targets.				
Intelligence:				
Known enemy agents interacting with activists groups on social media.				
Attack Resolution:				
In RED's Favour – Success				
+1 Strain on FP Cube - Enemy inject cards requiring key targets can now be played on subsequent turns.				
In BLUE's Favour – Minimal Impact				
Perpetrators are captured and charged before the effort had an effect. +1 Strain on FP Cube				
Prerequisites				
None				

- Pre-adjudicated outcomes.
- Injects require preparation, have a duration and resource cost.
- Limited by the escalation level.
 - Three levels used
- Threat pre-described, Red provide narrative.
- Injects adjudicated.



- An abstract representation of the system breaking down under pressure and the degradation of effectiveness.
- Strain is represented with a black mark on personnel cubes.
- Strained cubes cannot be applied in mitigation of future injects.
- Strained Supporting and External Staff will proportionally strain Air Crew.
- The build up of strain visibly highlights areas of stress within the network.
- Successful mitigation actions can remove strain.



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2. and 3. Group Mitigation Discussion and Intended Actions

- Blue Team splits per Red Inject.
- Groups discuss each Inject, its effect and the ways it could be mitigated.
- Select actions from a pre-adjudicated list.
- Scribe assigned per group.
 - Key data capture opportunity.

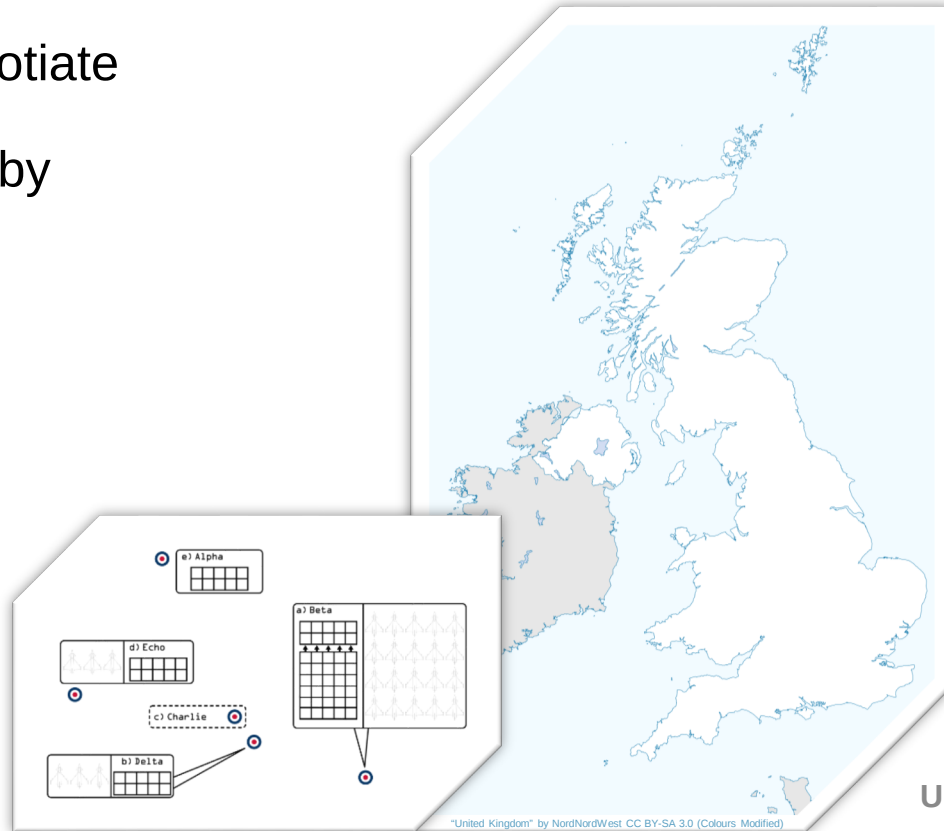
RP	Description	Effects	Duration
1	Move support staff	Move 3 brown cubes from any location to any other location	N/A
3	Add blast protection	Add 1 defence value against physical attacks on platforms at any 1 base	Until destroyed
9	Relocate platforms	Move 12 platforms from any location to any other appropriate location	Until relocated

Red Threat Card
Blue Mitigation Card

Inject ID:		Escalation Level:	1 / 2 / 3
Turn no:		Phase:	1 / 2
Duration:		Selected Base(s)	
Mitigation Description:			
Wargame Effects:			
Success:			

4. Blue Team Negotiates Actions and Allocates Resources

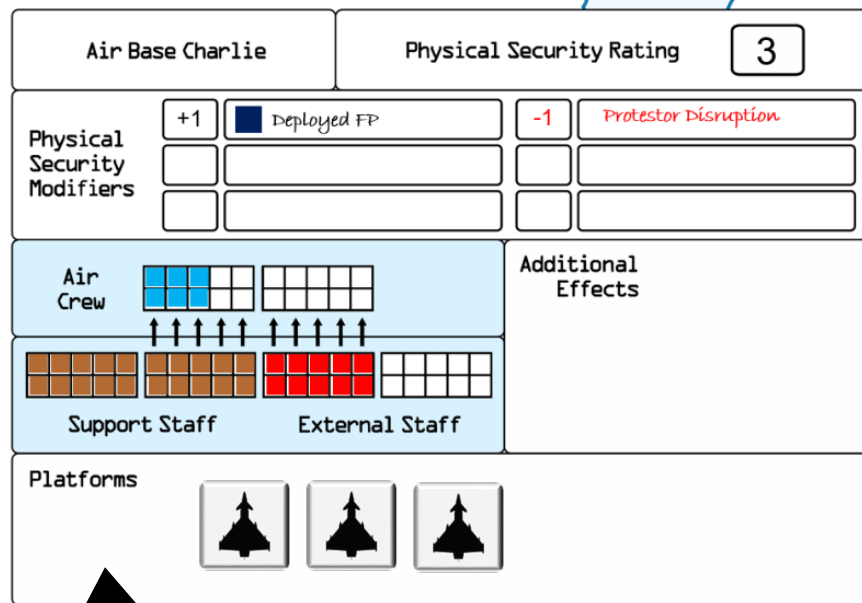
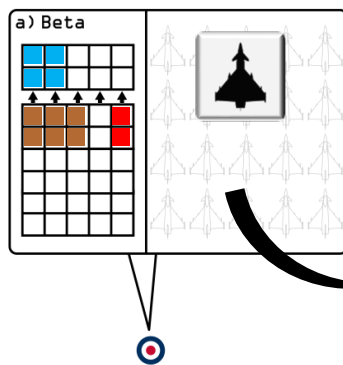
- Groups reconvene and negotiate the spend of resources.
- Available resources limited by Escalation level.
- Resource Assessments.
 - Labour
 - Capability
 - Time
 - Cost
 - Political Will
 - Strain
- Final actions assigned.



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5. Action Adjudication

- Chosen Blue actions are adjudicated on the main map.
- The map provides an overview of the network state.
 - Personnel strain
 - Available platforms
 - Stressed capabilities
- Allows Blue to build a narrative of events and prioritise mitigations.



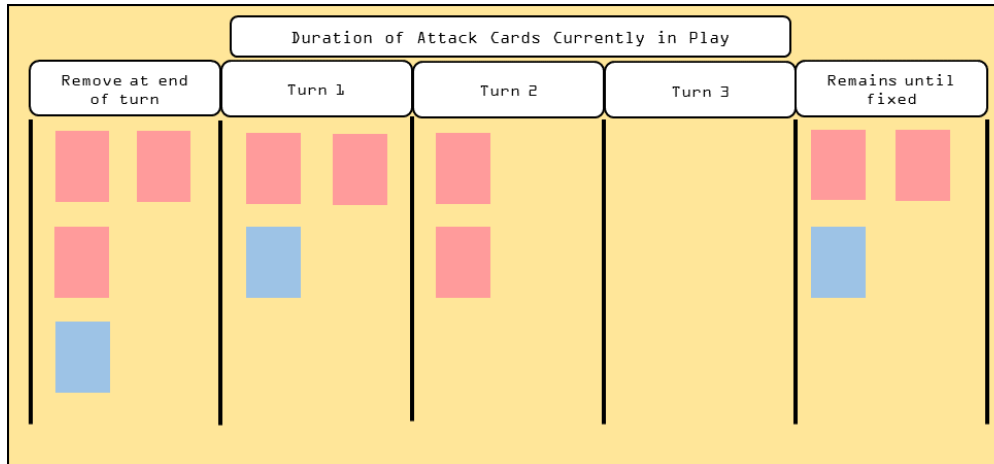
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6. End Turn Effects

- Injects and Mitigations with durations are resolved.
- Strain effects are applied.
- Red Cells are updated on the board state.



- What are the advantages of this approach?
 - Visually represent strain on a network.
 - To create both internal and external frictions.
 - Pre-Adjudication allows representation of a complex system without ad-hoc decisions.
 - Rapid testing of different courses of action.
 - The structure focuses on enabling discussion between participants.
 - Highlights capability gaps, weakness and strengths.

- Limitations:
 - Outputs are only as good as the experience you have in the room.
 - Front loading of adjudications supported by data and SMEs.



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