UK FIGHT CLUB

ALL DOMAINS

ALL THE TIME

"What I'm talking about is a Winning Army…imbued with initiative and daring… an ***inextinguishable will to win***…matched by an entrepreneurial spirit that encourages and rewards an open, collaborative and challenging culture." -CGS

Multinational Corps Southeast

ARMY BE THE BEST

Doctrinal Home

Wargaming as a triumvirate

A war game

is a

simulation of selected aspects of a conflict situation

in accordance with

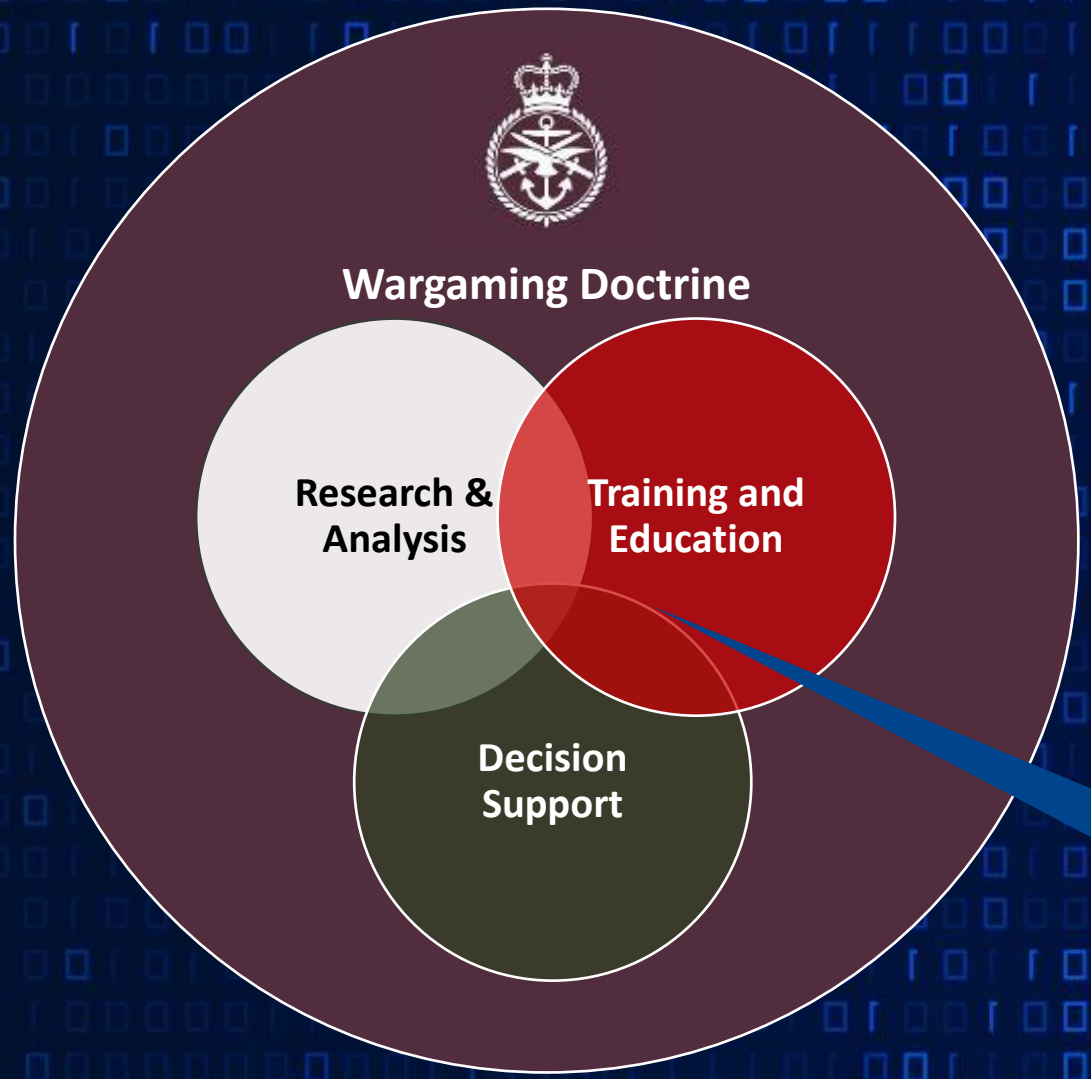
predetermined rules, data, and procedures

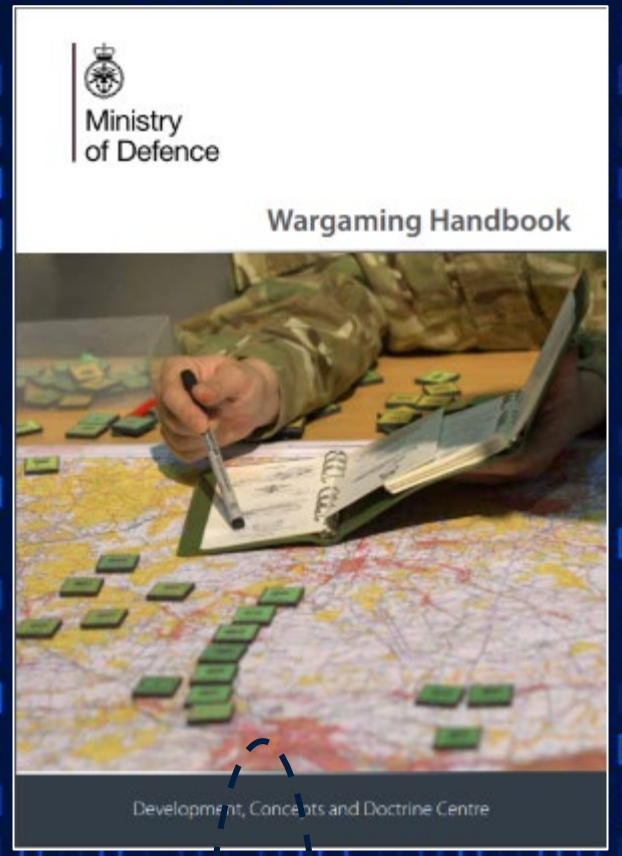
to provide decision-making experience

to provide decision-making information

that is applicable to

real-world situations





Our Pitch

Values and Mission

WHO WE ARE

This is a **bottom-up initiative**, an **experiment**, to create a community of practitioners that will play a variety of games to test hypotheses on modern warfare.

We seek to **improve our thinking** and **decision-making** abilities through experiences that are realistic and challenging.

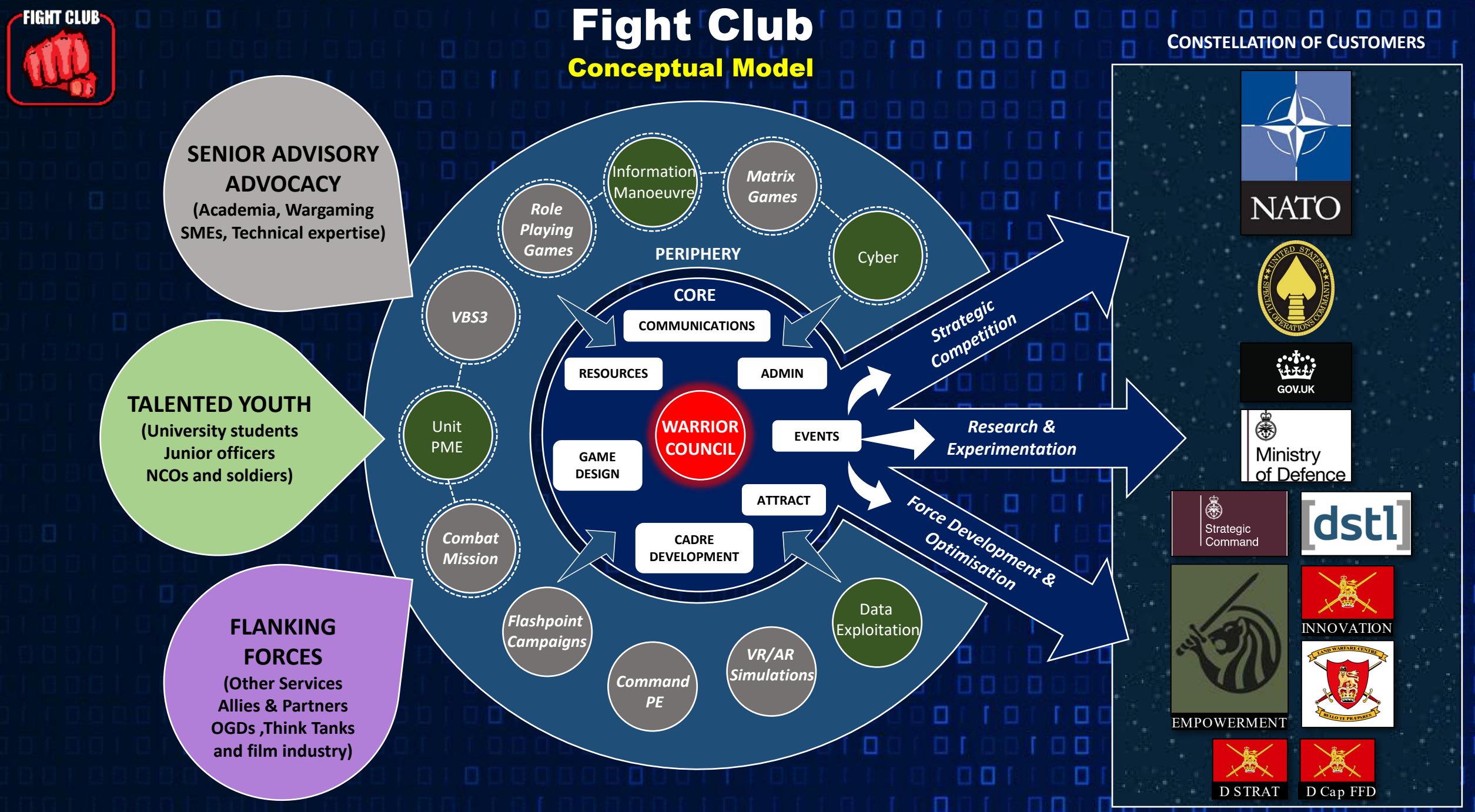
MISSION

1. **Grow a cadre of adaptive thinkers** who can use these tools to *think differently* about **complex problems**

2. Establish a new process of **rapid learning** and **knowledge discovery**, leveraging AI/ML technology to cull stratagems, tactics and insights from gaming experiences and data.

Fight Club

Conceptual Model



Our Mantra

More than just words

THINK

Cognitive advantage
'Checkmate moment'

FIGHT

Theory into Practice
Adversarial & Unforgiving

REPEAT

Sets and Reps
Internalise Knowledge

LEARN

Not about Success/Failure
Out-thought or Out-fought?

Network
Team of Teams Approach

"#1 Barrier to Innovation is Tribalism"
— SOFWERX Director

Quantifiable and Qualifiable Benefits to Force Development

HUMAN | PROCEDURAL | TECHNICAL

Senior Leader Advocacy & Guidance
- StratCom
- Services
- Army Hq

OGDs & Multinational Partners
- USMC
- NATO
- Head Office
- Police

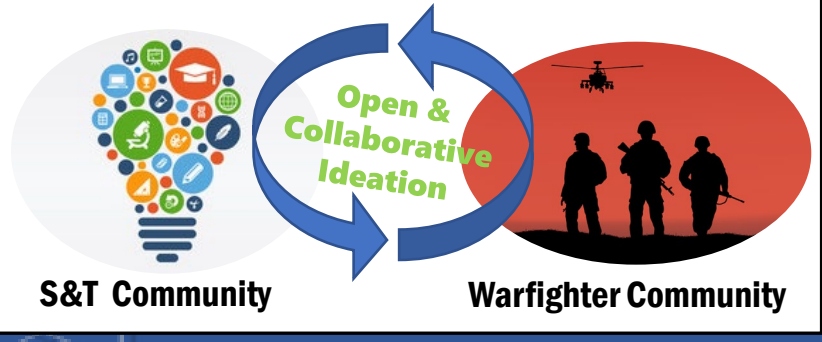
FIGHT CLUB NETWORK

Future Soldiers
- OTC
- ACF
- University Students

Think Tanks & Academia
- Research
- Conferences
- Analysis

Industry
- Movie Industry
- Tech Startups
- Defence Contractors
- Gaming Companies

An Incubator for Innovation



Grassroots Initiative

Cognitive Diversity is Welcomed & Embraced

There is No Rank in Fight Club

Tools

Testing and Exploring Opportunities and Outcomes

COMBAT MISSION: SHOCK FORCE 2

VIRTUAL BATTLE SPACE 3

CLOUD IN A BOX

Polystream

any cloud, any scale, anywhere

ONLINE ROLE PLAYING

DATA ANALYTICS

FLASHPOINT CAMPAIGNS

HUMAN DOMAIN MATRIX VR/AR

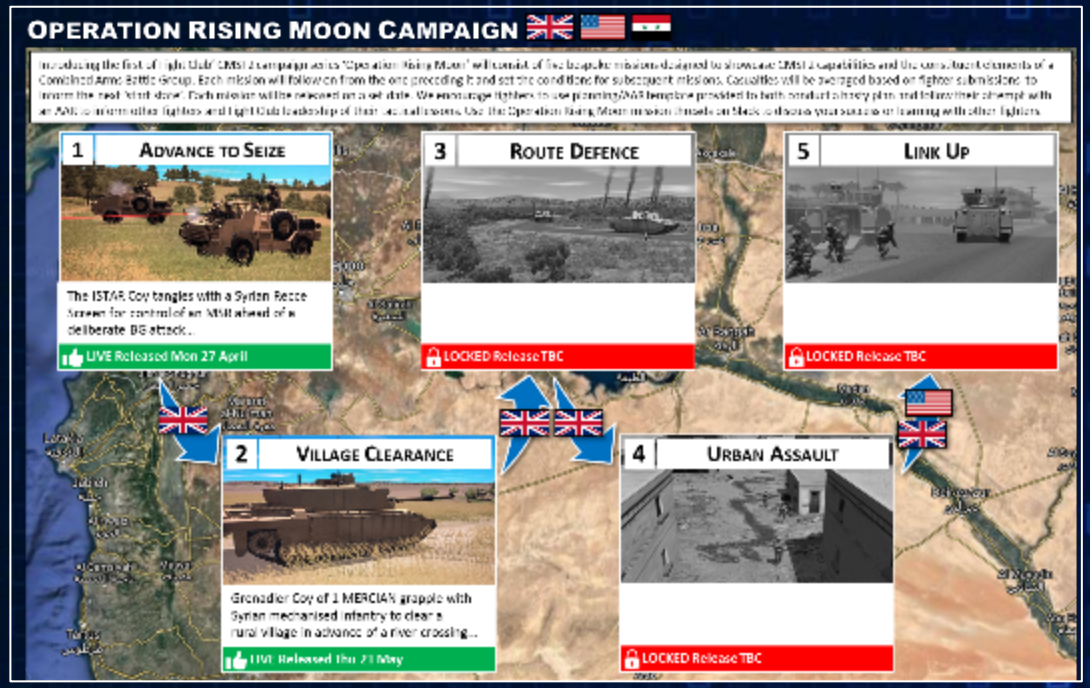
COMMAND: PROFESSIONAL EDITION

WARGAME RED DRAGON

GREY ZONE SOCEUR

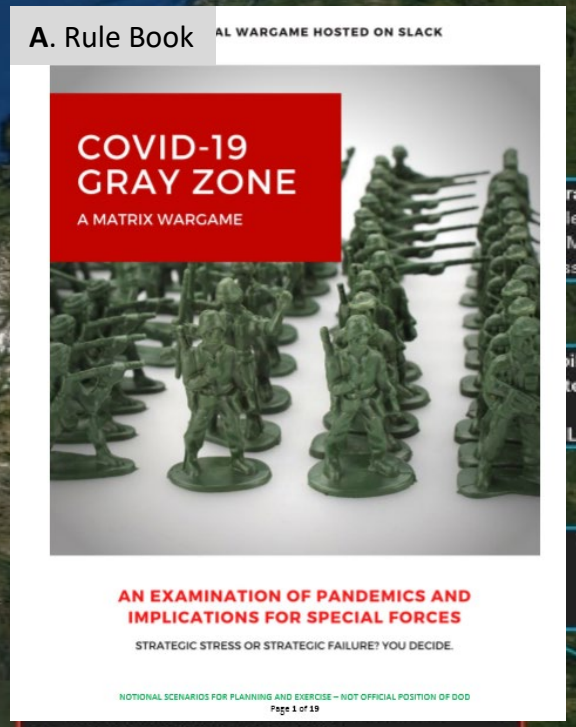
Immersing and Introducing Simulation

Combat Mission Shock Force 2

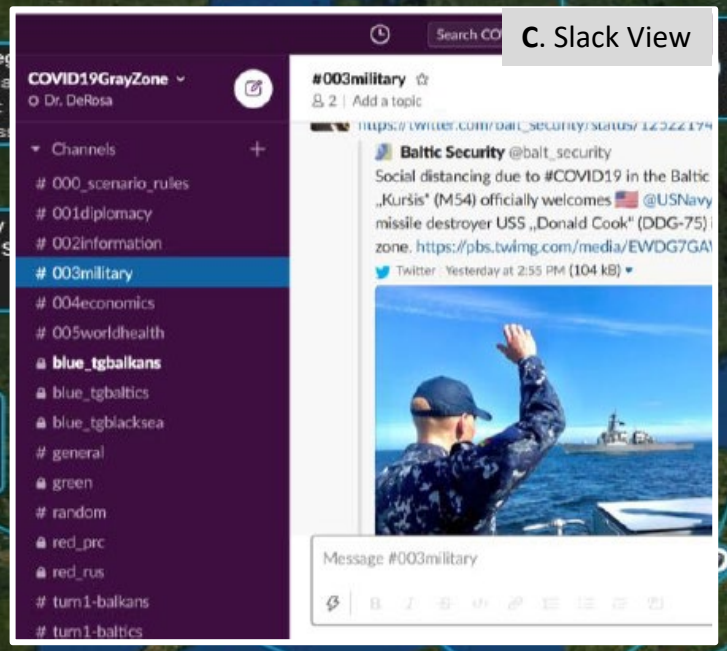


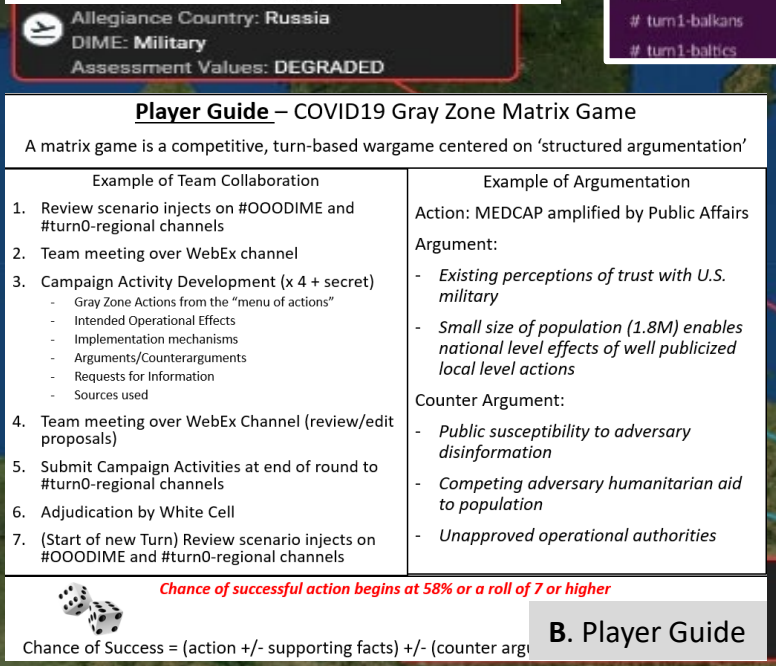
SOCEUR COVID 19 Grey Zone Wargame 29-30 Apr 20

A. Rule Book



C. Slack View





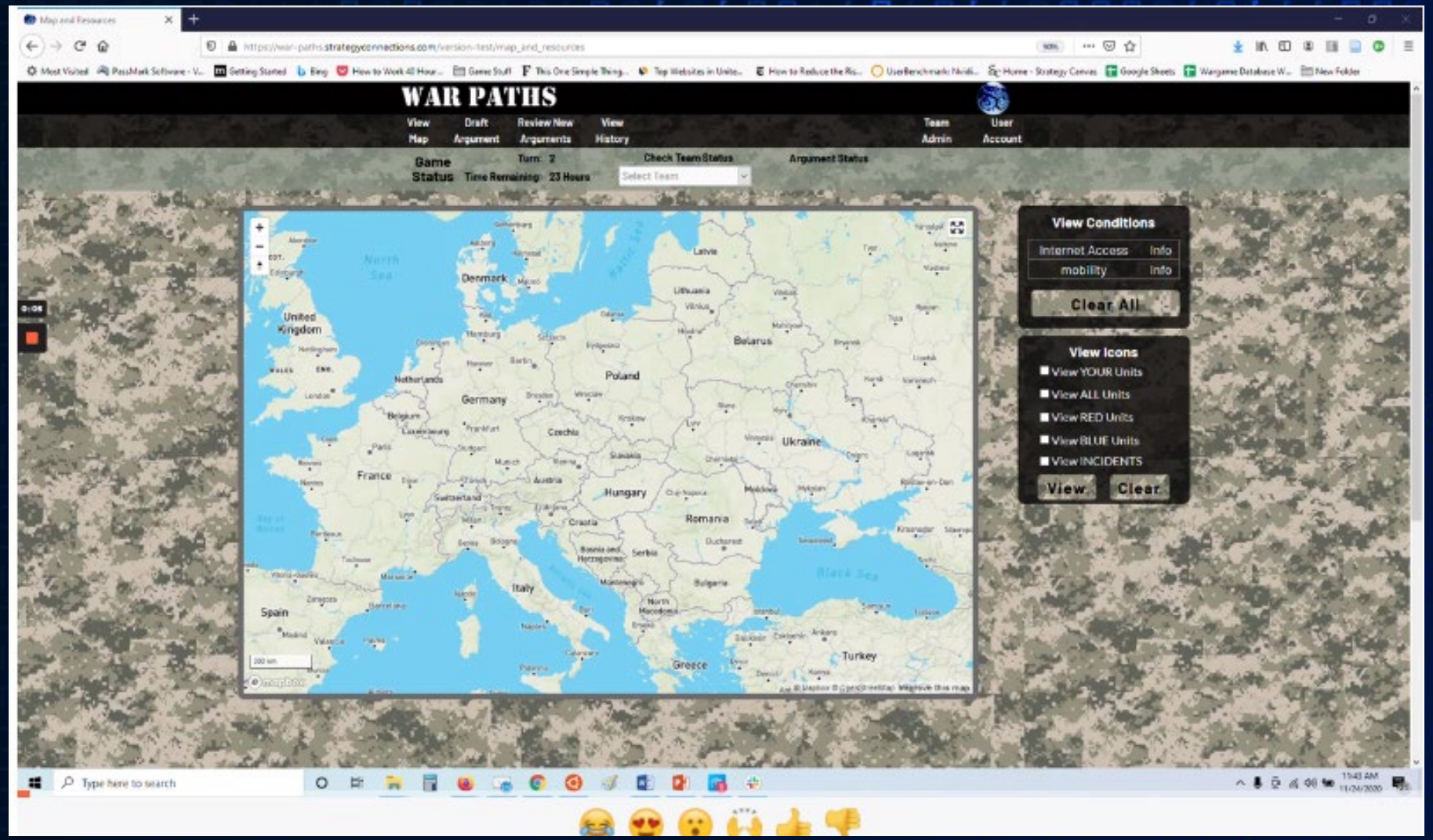
B. Player Guide

SOCEUR COVID 19 Grey Zone Wargame 29-30 Apr 20

- Special Operations Command Europe (SOCEUR) ran a Grey Zone Matrix TTX [**A**] on a distributed commercial platform to examine the implications of Special Operations Forces (SOF) in a European strategic environment under pandemic coronavirus conditions. The scenarios designed in the game explored two alternative futures of COVID19 impacts on the European regions of the Black Sea, Balkans, and Baltics:
  - Alternative Future 1: "Strategic Stress
  - Alternative Future 2: "Strategic Failure
- **AIM**: The aim of the game was to stress test SOCEUR Strategic Concept
- Players were:
  - BLUE: US JSOTF with 3 x TG and NATO NSHQ inc US Dept of State
  - RED: Russia Hybrid War Team
  - PURPLE: China Hybrid war team
  - WHITE: Games enablers from SOCEUR
- BLUE were played by SOCEUR and NATO Force elements with RED and PURPLE by a diverse challenge group.
- Stabilisation Team of WF Br led the Russia Red Team and included a Russia specialist from USMC and members of British Army 'Fight Club'. This was a useful test of the work done by the Stabilisation Team on the MCDC Countering Hybrid Warfare project.
- Game was based on 3 turns with each turn covering 6 month period[**B**].
- Game was a Matrix competitive turn based wargame based on structured argumentation hosted using Slack[**C**], WEBEX, Zoom and One Note to allow distributed working.
- Game was observed by UK elements for consideration of methodology.
- The format worked well despite some initial problems which were expected and rapidly resolved.
- The format is relatively easy to replicate for a number of scenarios and situations.
- Russia Team achieved most of its objectives.

Grey Zone Competition

Strategic Level Matrix Game to Compete Below the Threshold of Large Scale Conflict



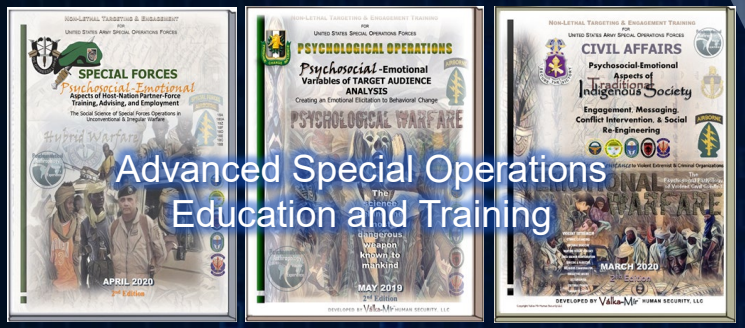
- UK Policy (Whitehall)
- USSF
- UKSF
- Blue Force (NATO)
- Red SF
- Red Force

Human Domain Matrix™ Simulation

Advanced US SOF Education and Hollywood Film VR/CGI Technology

BLUF: Frontline military, diplomatic and humanitarian personnel are operating overseas in complex human terrain where they are overmatched by a wide-range of malign actors who possess a superior understanding of the local populace. We need to accelerate understanding

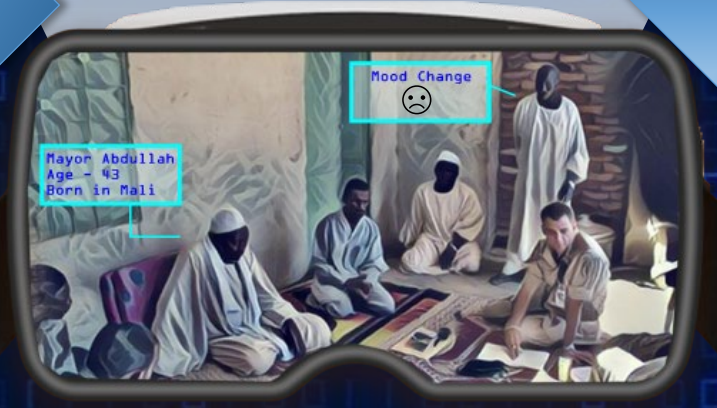
New Innovation



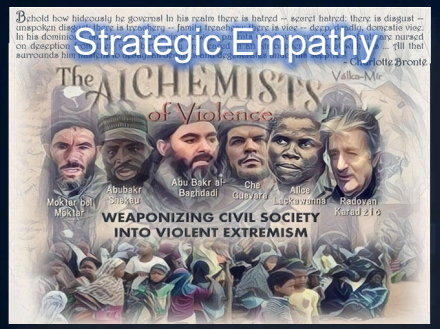
Advanced Special Operations Education and Training

Understanding Wars Amongst People

Psycho-Social Sciences



Cutting-Edge Technology



Strategic Empathy

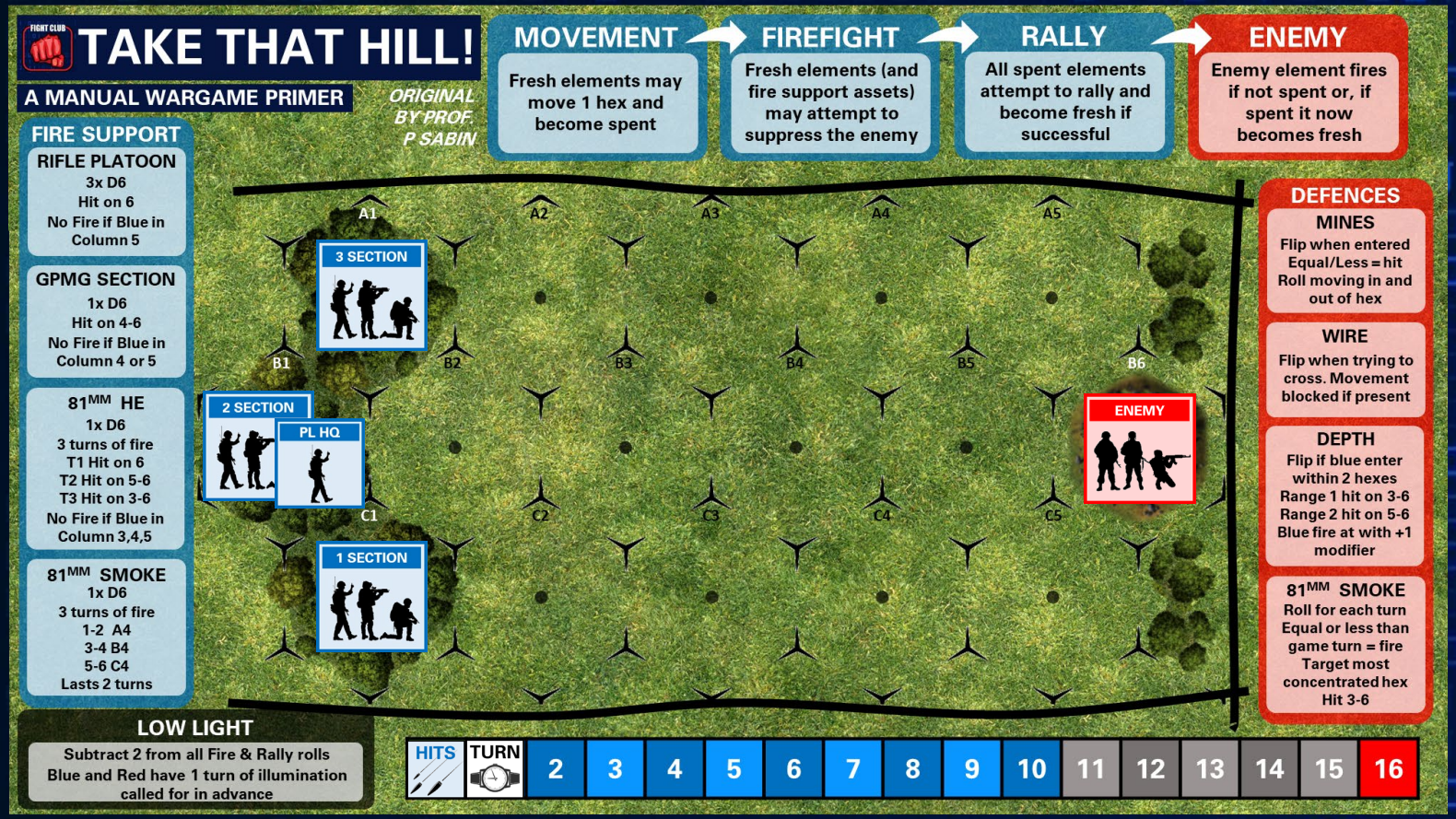
Going beyond training the cognitive…. It's about emotion
This innovation is intended to improve the efficacy of human engagement in cooperative, conflict and competitive contexts.

Army Lead from the Land Warfare Centre: Lt Col Dave Allen and Maj Don Oldcorn

Manual Wargaming Renaissance

Delivering a Wargame Primer into the Field Army

The British Army lacks a suite of manual wargames that are accessible to the typical audience within a unit/subunit



An introductory wargame that exposes 'non-wargamers' to basic concepts and mechanics, using a basic platoon attack context.

- Plays in less than 30 mins
- Can play solitaire or 1 vs 1
- Simple ruleset with option for additional rules to add complexity
- Quick to learn / high replay ability
- Low number of pieces

Available via:

- Downloadable Print and Play
- Hard Copy (professional edition)
- Online multiplayer
- Browser Application

Long term aspiration to modify a successful COTS manual wargame to create the basis of an Army Tactical Wargame for SU level constructive training

FTX Conceptual Preparation & Mission Rehearsal

6th Battalion the Royal Regiment of Scotland

Ambition

Events and Aspirations

Events

"PME never stops, it's a lifelong journey"

Concentrations

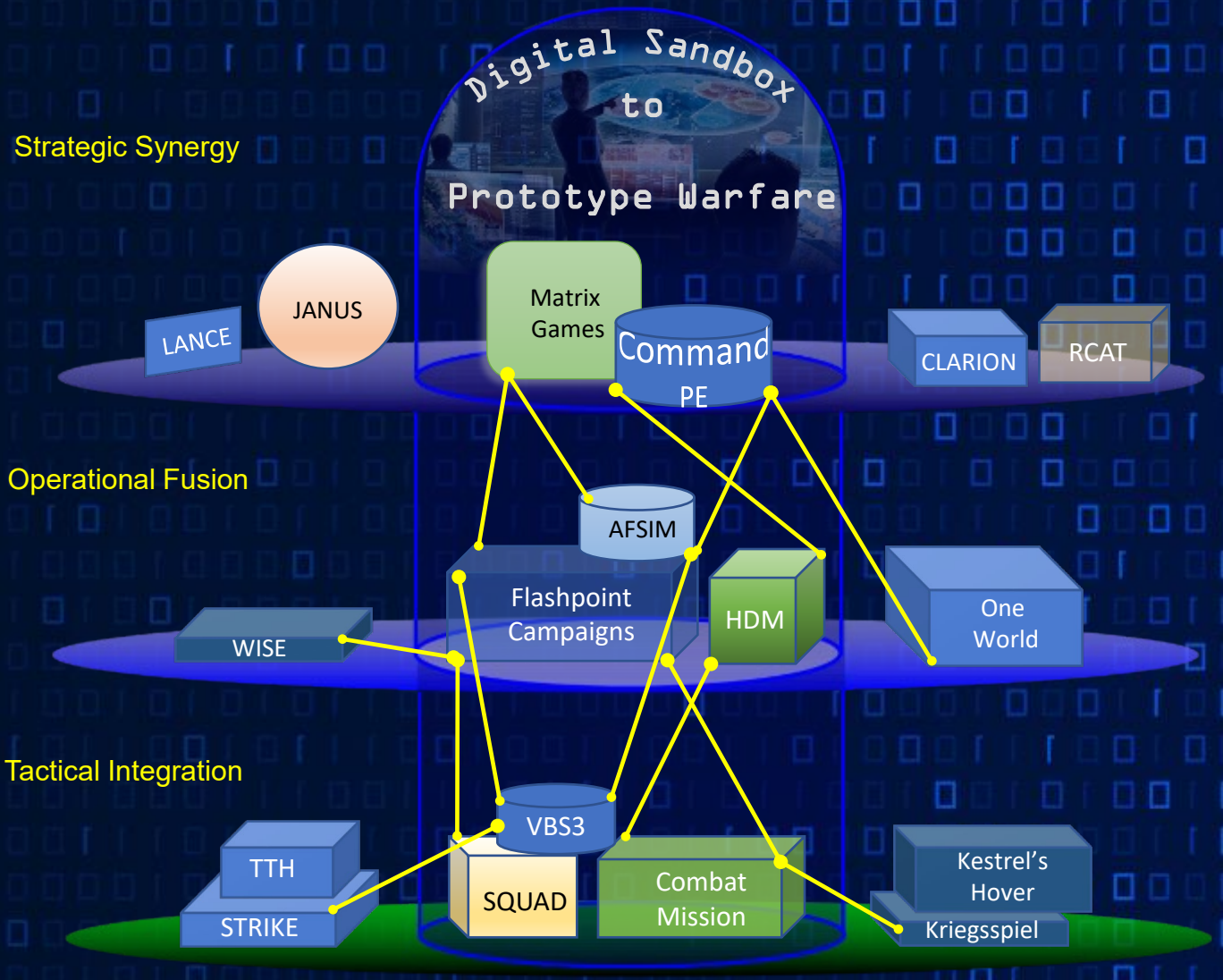
- Guest Speakers
- Webinars
- Studio/Lab Visits

Conferences

- Connections UK
- Defence & Industry
- Academic

Competitions

- Fight Nights
- Virtual & Physical
- Fight-a-Thon



Aspirations

"Experts are not taught, they train themselves"

Adaptive Thinkers

- Problem Solvers
- New KSBs
- Cadre of Gamers

AI-Driven Database

- Rapid Learning
- Shared Insights
- At Point of Need

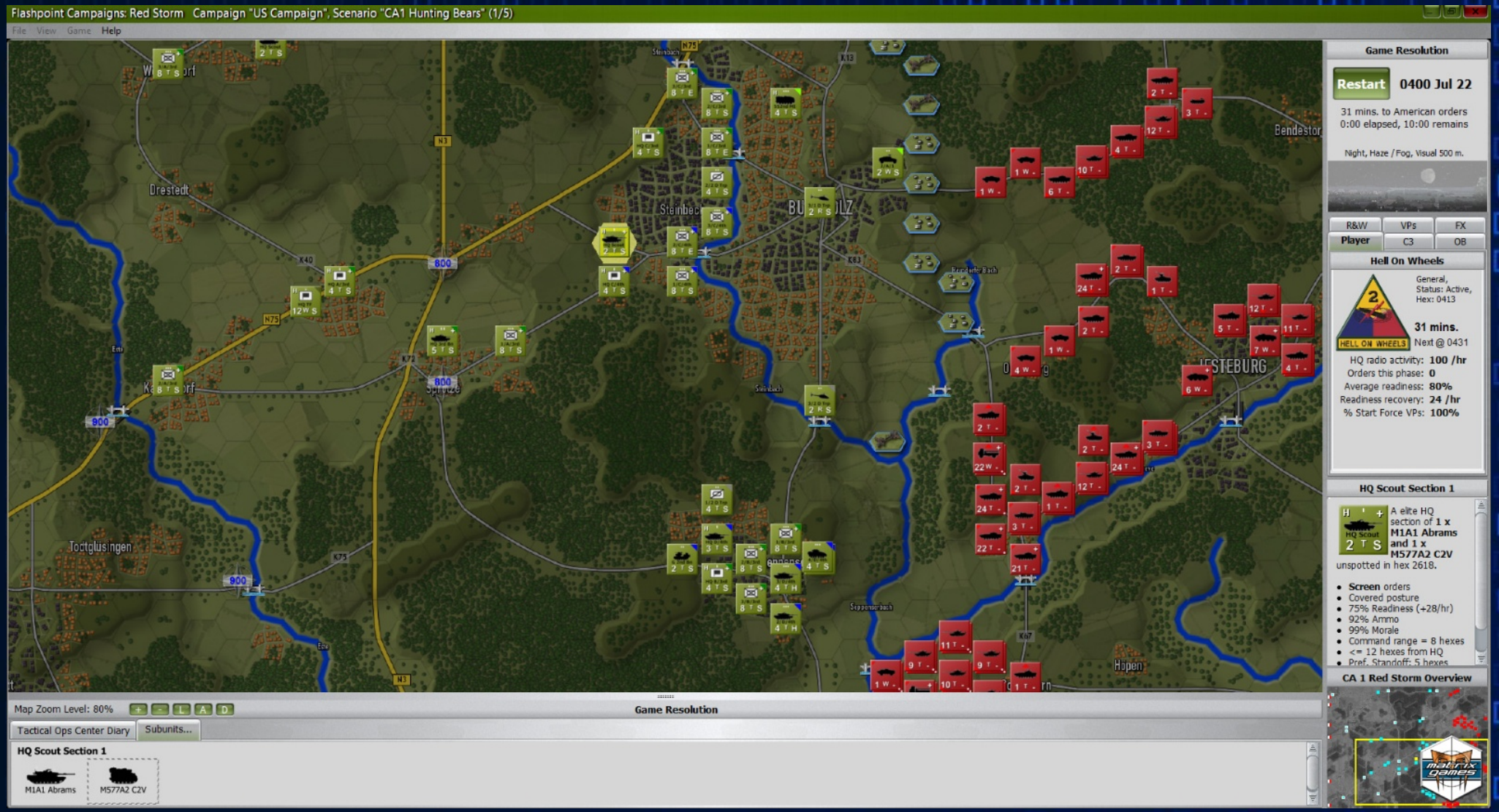
World Class Games

- Fun Experiences
- Highly Integrated
- Creative

A Revolution in the Way We Think, Operate and Fight

Flashpoint Campaigns

Wargaming Battle Group to Division Level



Questions

THE CONVERGENCE

AN ARMY MAD SCIENTIST PODCAST

WAVELL ROOM

CONTEMPORARY BRITISH MILITARY THOUGHT

SOLDIER

MAGAZINE OF THE BRITISH ARMY

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