

CLF Hunt™

Commander Logistics Western Pacific (COMLOGWESTPAC) / Commander Task Force SEVENTY-THREE (CTF-73) desired increased awareness of counter-intelligence, surveillance, reconnaissance, and targeting (C-ISRT) for his staff, while also being able to repeat such training with the civil service mariners (CIVMARs) of the combat logistics force (CLF). Hence CTF-73 asked CNA to use its design for *EAB Hunt™* and translate it into a game for the CLF.

An information warfare training game for CLF

CLF Hunt™ provides Navy information warfare training to the CLF, which lacks some of the many C-ISRT tools available to multi-mission warships. The ongoing invasion of Ukraine by Russia has raised the importance of logistics ships remaining hidden, while also increasing the salience of attacking logistics ships. **All crewmembers of USNS vessels have a role in keeping their ships hidden, ensuring their survivability, and providing supplies to the Fleet and Joint Force.** *CLF Hunt™* is one means by which to increase this knowledge for Sailors and CIVMARs.

CLF Hunt™ helps Sailors and CIVMARs learn how their actions—in the material world—cast shadows into the information environment, yielding potential consequences in a lethal, peer-adversary version of hide-and-seek.



Translating actions into the information environment



CLF Hunt™ allows players to explore the shadows cast by their actions in the information environment by stylizing the information environment into seven subdomains—human intelligence (HUMINT), open source, imagery, signals, commercial communications, “hearts & minds,” and other. Each subdomain is further divided into *detectable*, *locatable*, and *targetable*. These seven subdomains set the stage on which players can track intelligence, surveillance, and reconnaissance (ISR) threats through game cards like the one to the left (#17) depicting an insider threat.

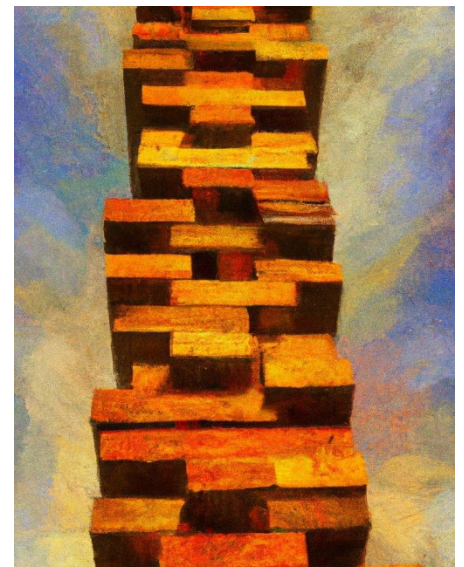
Blue players work to move these ISR threats away from their CLF ships, while Red players work to move these ISR threats toward the CLF ships. At the end of each turn, the collective ISR threats for each CLF unit are assessed and emissions cards—representing the emitting CLF ship(s)—are added to Red’s common operational picture (COP). Red uses these emissions cards to target the CLF ships and win, demonstrating to **Blue players that they are a track in Red’s COP and that their emissions enable Red to engage against them.**

Accounting for risk

CLF Hunt™ does not use dice; instead, risk is accounted for through the use of a Jenga® tower. **The Jenga tower embodies cumulative risk, like that of risk to mission and or risk to force.** At the start of the game, the Jenga tower is short and stable: risk to mission/force is in the green. As the game progresses, the tower grows and becomes less stable: risk to mission/force moves rightward into yellow. As the tower begins to grow taller still, wobbling frequently, risk to mission/force enters the red.

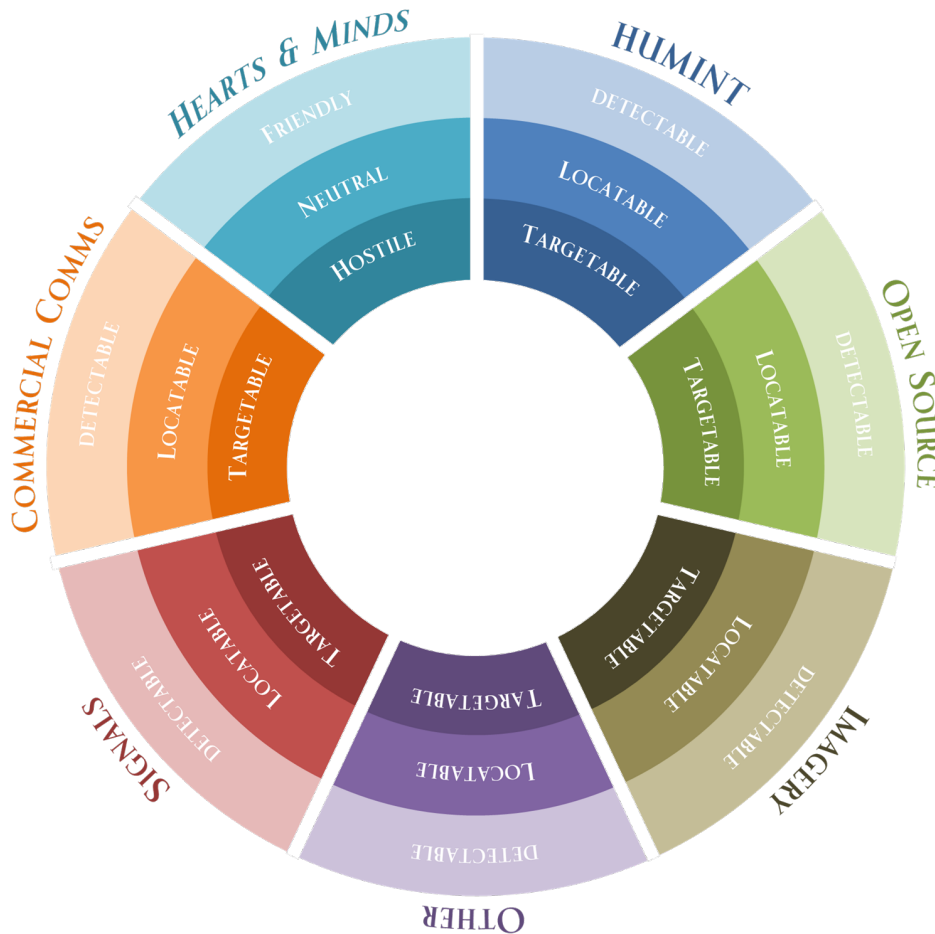
Once the Jenga tower inevitably falls, the game is not lost, but there is a consequence that players must overcome on their path toward victory.

The larger learning point with the Jenga tower is **how players respond to the physical embodiment of risk and their own visceral reaction to it.**



The information environment

CLF Hunt™ is played without a typical map. Instead, the “map” is of the information environment. In *CLF Hunt™*, players are given command of three (types of) CLFs. Discs representing each are placed in the center of one of the information environment’s concentric circles (shown below). Cards representing ISR threats are placed and moved in the three rings surrounding each CLF.



Gameplay

CLF Hunt™ is played by two sides, with a neutral facilitator present. The accompanying *Handbook* is designed to instruct anyone on how to run *CLF Hunt™*. While the *Handbook* provides a basic means to adjudicate players’ moves, the facilitator adds narrative, reinforcing learning objectives. The facilitator is also able to account for more advanced moves, taking play to a deeper level.

Four scenarios, each lasting about two hours, are included in the *Handbook*, but through alternating the starting CLFs and ISR threats, these four scenarios provide many more options for exploring how actions in the material world cast shadows into the information environment. **Because everyone’s role is keeping the CLF hidden, CLF Hunt is a game anyone should play.**

For more information about this study, please contact

Nolan Noble, Ph.D. | Senior Research Scientist
703-824-2384 ■ noblen@cna.org

Charles Cartier, Ph.D. | Research Scientist
703-824-2292 ■ cartierc@cna.org

This document contains the best opinion of CNA at the time of issue. The views, opinions, and findings contained in this report should not be construed as representing the official position of the Department of the Navy.

This summary is based on the facilitator-led CNA-developed training wargame, *EAB Hunt™ Handbook*, DIM-2023-U-036433-Final.

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