

RED TEAM



The Three Aspects of Red Teaming

Digital
Physical
Social

For Red Teams to have an effective impact, they must be a player throughout design and development as a reality check.

Areas of importance for a Red Team on everyday activities:

Planning and operations: improve decision making

Review and analysis: improve problem solving

Intelligence: improve adversarial understanding

In order to play with the 3 aspects of Red Teaming, you have to model the adversary.

The type of adversary that a Red Team models depends on the perceived threat and goals and objectives.

The adversary have different motives and are as variable as their targets.

The adversary is well funded.

The adversary is covert.

The adversary is risk averse.

The adversary has specific goals.

The adversary is creative and very
clever.

Think about variables. Adapt your plan.

Physical Environment

Critical Actors

Demographics of the target

Cultural Atmosphericics

Security Capabilities

Timing

Rule 18:

Target dictates the weapon and
the weapon dictates the
movement.

(Richard "Mack" Machowicz)

Remember:
When in doubt, Red Team it.