



Ministry  
of Defence

The Provision of  
Interim Actors, Audiences, Adversaries, Enemies and Specialists (A3ES)  
- Project NUMIDIAN

ROLE PLAYER INFORMATION

Ser	Role Player	Type	Competence	Additional Information
1	SIM Local National (LN) RPs	<p>1. List as follows, but not limited to:</p> <ul style="list-style-type: none"> <li>a. Male</li> <li>b. Female</li> <li>c. Driver (car)</li> <li>d. Driver (motorcycle)</li> <li>e. Professional/tradesman/stallholder/local employed civilians</li> <li>f. Ministry representative</li> <li>g. Community Council Representative</li> <li>h. Tribal Elder</li> <li>i. Mullah/Priest</li> <li>j. District Governor/Member of Parliament</li> <li>k. Provincial Governor/Junior Minister</li> <li>l. Senior Minister/Prime Minister/President.</li> </ul>	<p>1. SIM LN RPs shall:</p> <ul style="list-style-type: none"> <li>a. Provide cultural understanding of the depicted scenario.</li> <li>b. Have the ability to learn basic background character information.</li> <li>c. Accurately represent characters as briefed and respond in character and language when interfacing with troops under training as required.</li> <li>d. Replicate scenario LN behaviours.</li> <li>e. Understand cultural lifestyle and issues depicted by the demand order scenario.</li> <li>f. Understand the aims and construct of the training event.</li> <li>g. Respond to direction from relevant trainer in support of the exercise.</li> <li>h. Speak the depicted language at all times, when in the bounds of the scenario.</li> <li>i. Provide drivers if the scenario requires it.</li> <li>j. Be capable of deploying and operating on a physically demanding exercise at an austere location in all weathers, day and night.</li> <li>k. Be clothed appropriately for the role, scenario and environment.</li> <li>l. Understand local level issues depicted by the scenario stated in the demand order or equivalent (Political, Military, Economic, Social, Infrastructure and Information (PMESII) and security).</li> </ul>	<p>1. RPs shall be represented through realistic representation of culture, language, appearance and dress, bearing and behaviour. Simulation shall represent the populace (including key leaders and politicians) through to NGOs and IOs. All RPs shall be fully briefed on the exercise scenario and their role within it, in order to provide realistic and natural responses to the training audience (e.g. not reading from a script).</p> <p>2. Training events are dynamic and require support delivery to provide a reactive capability that has sufficient flexibility in terms and conditions to allow for short-notice adaptive tasking.</p> <p>3. During events an accountable permanent management mechanism shall be in place (sustainment/support function acting as POC for all administrative and sustainable issues); liaise with Training Staff (TS) to receive direction and resolve issues, organise staffing and deployment and enforce standards that include personal behaviour, adherence to Character Role Play and exercise training requirements, ability to react and change as required.</p> <p>4. It should be noted that SIM LN personnel may also include partner force RPs such as (but not limited to) Middle East and North Africa (MENA), Sub-Saharan Africa (SSA), Eastern Europe (EE), Rest of World (ROW).</p> <p>5. Professional characters include Teachers and Doctors.</p> <p>6. The SP shall ensure that sufficient English-speaking personnel are on the ground at all times during activities to ensure that safety is not compromised.</p> <p>7. [REDACTED].</p> <p>8. All RPs shall be capable of operating in all weather and ground conditions.</p>
2	SIM Non-Government Organisations (NGOs) RPs (e.g. Red Cross, Oxfam, MSF, UN & WHO)	<p>1. List as follows, but not limited to:</p> <ul style="list-style-type: none"> <li>a. Senior Officials/Representatives/ International Media</li> <li>b. Officials/Representatives/ National Media</li> <li>c. Local Officials/ Representatives/ Media</li> <li>d. Allied Population (White Cell)</li> </ul>	<p>1. SIM NGOs etc shall:</p> <ul style="list-style-type: none"> <li>a. Provide a deep cultural native understanding of the scenario depicted.</li> <li>b. Have the ability to learn detailed background information including aims, constraints and objectives of the organisation they are representing and expand on it when required to enable Training Objectives (TOs).</li> <li>c. Have the ability to learn detailed background character information and expand on it when required to enable TOs.</li> <li>d. Understand local level issues depicted by the scenario stated in the demand order (PMESII) and security.</li> <li>e. When required by the role demonstrate competence to be a credible role player using professional media equipment.</li> </ul>	<p>1. These RPs shall be represented through realistic representation of culture, language, appearance and dress, bearing and behaviour. Simulation shall represent the populace (including key leaders and politicians) through to NGOs &amp; IOs. All RPs shall be fully briefed on the exercise scenario and their role within it in order to provide realistic and natural responses to the training audience (e.g. not reading from a script).</p> <p>2. Training events are dynamic and require support delivery to provide a reactive capability that has sufficient flexibility in terms and conditions to allow for short-notice adaptive tasking.</p> <p>3. During events an accountable permanent management mechanism shall be in place (sustainment/support function acting as POC for all administrative and sustainable issues); liaise with TS to receive direction and resolve issues, organise staffing and deployment and enforce standards that include personal behaviour, adherence to Character Role Play and exercise training requirements, ability to react and change as required.</p> <p>4. These RPs represent both national and international individuals to portray the complexity of the “relief and media “community in any chosen environment. There will be a requirement for the press to be both friendly and hostile dependant on the situation being portrayed.</p>

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				<p>5. The SP shall ensure sufficient English-speaking personnel are on the ground at all times during activities, so that all non-English speakers understand safety instructions and are accurately communicated to, and understood by, all contractor staff and adherence to site safety rules are not compromised.</p> <p>6. All RPs shall be capable of operating in all weather and ground conditions.</p>
3	SIM Insurgent (INS) RPs	<p>1. List as follows, but not limited to:</p> <ul style="list-style-type: none"> <li>a. Insurgent</li> <li>b. Driver (car)</li> <li>c. Driver (motorcycle)</li> <li>d. Team Leader (local)</li> <li>e. Team Leader (Specialist)</li> <li>f. Specialist</li> <li>g. Area Military Commander</li> <li>h. Village Shadow Government</li> </ul>	<p>1. SIM INS RPs shall:</p> <ul style="list-style-type: none"> <li>a. Provide personnel with the behaviour and competency level to adapt both collectively and as individuals to the depicted scenario.</li> <li>b. Provide a credible SIM INS replication based on an enduring detailed and up to date institutional knowledge of the INS.</li> <li>c. Work closely with Military Training Staff.</li> <li>d. Ideally not have English as their first language but the scenario language (albeit supervisors/managers).</li> <li>e. Be qualified to the appropriate Military Annual Training Test (MATT) for weapon handling.</li> <li>f. Understand INS Tactics Techniques &amp; Procedures (TTP).</li> <li>g. Represent INS behaviour (including reaction to questioning), appearance and equipment.</li> <li>h. Understand the Exercise Scenario.</li> <li>i. Be competent in use of training aids (as briefed by Training Staff (TS)).</li> <li>j. Be competent in basic military skills (weapon handling, field-craft and communications).</li> <li>k. Accurately represent characters as briefed and respond in character and language when interfacing with troops under training as required. This may include a period of detention and questioning (supervised by TS).</li> <li>l. Be capable of operating tactically on a physically demanding exercise in the field in all weathers, day and night.</li> <li>m. Provide drivers if the scenario requires it.</li> <li>n. Respond to direction from relevant trainer in support of the exercise.</li> <li>o. Speak the depicted language at all times when in the bounds of the scenario.</li> <li>p. Be clothed appropriately for the role, scenario and environment</li> </ul> <p>2. The SIM INS RPs shall also provide specific competence:</p> <ul style="list-style-type: none"> <li>a. Team Leaders will be capable of leading a SIM INS Team, working with minimal supervision.</li> </ul>	<p>1. RPs shall be represented through realistic representation of culture, language, appearance and dress, bearing and behaviour. Simulation shall represent the populace (including key leaders and politicians) through to NGOs &amp; IOs. All RPs shall be fully briefed on the exercise scenario and their role within it in order to provide realistic and natural responses to the training audience (e.g. not reading from a script).</p> <p>2. Training events are dynamic and require support delivery to provide a reactive capability that has sufficient flexibility in terms and conditions to allow for short-notice adaptive tasking.</p> <p>3. During events an accountable permanent management mechanism shall be in place (sustainment/support function acting as POC for all administrative and sustainable issues); liaise with TS to receive direction and resolve issues, organise staffing and deployment and enforce standards that include personal behaviour, adherence to Character Role Play and exercise training requirements, ability to react and change as required.</p> <p>4. SIM INS shall provide realistic operating structures, Tactics, Techniques and Procedures (TTP), equipment, proficiency levels and behaviour as specified by the authority including the ability to simulate Improvised Explosive Devices (IEDs) and suicide bombers etc.</p> <p>5. [REDACTED].</p> <p>6. SIM INS is to include Irregular Forces.</p> <p>7. The SP shall ensure that sufficient English-speaking personnel are on the ground at all times during activities to ensure that safety is not compromised.</p> <p>8. Doctrine SOPs and TTPs are available through the Army Knowledge Exchange (AKX); that which is not available shall be provided through Land Warfare Centre.</p> <p>9. Driver RPs need to be appropriately trained and comply with the FMT 600 or MYDRIVE account requirements.</p> <p>10. All RPs shall be capable of operating in all weather and ground conditions.</p>

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			<p>b. Specialists will represent Out of Area Specialism's ([REDACTED]).</p> <p>c. Area military commanders and shadow government RPs will be able to learn detailed background character information and respond appropriately in character.</p>	
4	SIM Host Nation Security Forces (SIM HNSF)		<p>1. SIM HN SF shall:</p> <p>a. Represent as accurately as possible a realistic interface between UK forces and HNSF that is representative of real-life scenarios.</p> <p>b. Provide competent personnel to replicate and operate as a fully deployed representative force which includes command and control and sustainment capabilities.</p> <p>c. Provide simulated National Army (NA) RPs based on a generic Light Infantry Battalion role.</p> <p>d. Provide competent personnel to represent a variety of characters specified by TS throughout the training event.</p> <p>e. Provide [REDACTED].</p> <p>f. Provide representative personnel both collectively and individually who can be adaptable in order to achieve specific TOs (for example, to represent stages of Transition or in response to cultural attitudes and advice).</p> <p>g. Replicate scenarios based on enduring detail and up to date institutional knowledge of the depicted HNSF.</p> <p>h. Respond to direction from relevant trainer in support of the exercise.</p> <p>i. Speak the depicted language at all times when in the bounds of the scenario.</p> <p>j. Be clothed appropriately for the role, scenario and environment.</p>	<p>1. RPs shall be represented through realistic representation of culture, language, appearance and dress, bearing and behaviour. Simulation shall represent the populace (including key leaders and politicians) through to NGOs &amp; IOs. All RPs will be fully briefed on the exercise scenario and their role within it in order to provide realistic and natural responses to the training audience (e.g. not reading from a script).</p> <p>2. Training events are dynamic and require support delivery to provide a reactive capability that has sufficient flexibility in terms and conditions to allow for short-notice adaptive tasking.</p> <p>3. During events an accountable permanent management mechanism shall be in place (sustainment/support function acting as POC for all administrative and sustainable issues); liaise with TS to receive direction and resolve issues, organise staffing and deployment and enforce standards that include personal behaviour, adherence to Character Role Play and exercise training requirements, ability to react and change as required.</p> <p>4. SIM HNSF simulates indigenous security forces through realistic structures, tactics techniques and procedures, equipment, proficiency levels and behaviour.</p> <p>5. Military representation will be accurate and depict HQs, Brigade, Battalion, Company, National and Local Police, Paramilitary and other security and intelligence elements as required.</p> <p>6. A proportion of SIM HNSF will be required to handle In Service and Non-Service Pattern firearms with blank ammunition consequently HNSF role-players, depicted by the demand order, must be qualified and current on the weapons they will be required to use.</p> <p>7. [REDACTED].</p> <p>8. Ideally when fulfilling the role play positions for HNSF Brigade commanders and staff officers, the SP will find individuals who have held those appointments, or who have the knowledge and experience to carry out these roles.</p> <p>9. The SP shall ensure that sufficient English-speaking personnel are on the ground at all times during activities to ensure that safety is not compromised.</p> <p>10. All RPs shall be capable of operating in all weather and ground conditions.</p>
5	SIM Host Nation Security Force National Army (SIM HNSF NA)	<p>1. List as follows, but not limited to:</p> <p>a. Soldier</p> <p>b. Driver</p> <p>c. NCO</p> <p>d. Signaller</p> <p>e. Military Intelligence NCO</p>	<p>1. SIM HN SF NA shall:</p> <p>a. Possess the appropriate level of military competence at trained infantry soldier level (to include field craft, comms, weapon handling) depicted in the scenario.</p> <p>b. Possess the appropriate level of Military competence related to the role being undertaken (to include military planning, leadership and command and control, intelligence and operations) depicted in the scenario.</p>	<p>1. SIM HNSF shall be represented through realistic representation of culture, language, appearance and dress, bearing and behaviour. Simulation shall represent the populace (including key leaders and politicians) through to NGOs &amp; IOs. All RPs shall be fully briefed on the exercise scenario and their role within it in order to provide realistic and natural responses to the training audience (e.g. not reading from a script).</p> <p>2. Training events are dynamic and require support delivery to provide a reactive capability that has sufficient flexibility in terms and conditions to allow for short-notice adaptive tasking.</p>

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		<ul style="list-style-type: none"> <li>f. Coy Commander</li> <li>g. Coy Second in Command</li> <li>h. Platoon Commander</li> <li>i. Battalion Commander</li> <li>j. Battalion Staff Officer</li> <li>k. Brigade Commander</li> <li>l. Brigade Staff Officer</li> <li>m. Senior Military Officer 2* Up</li> <li>n. Liaison Officer/party.</li> </ul>	<ul style="list-style-type: none"> <li>c. Possess the ability to conduct a planning cycle with UK forces.</li> <li>d. Possess the ability to represent the character traits and presence within the Command environment.</li> <li>e. Understand HNSF NA doctrine and TTPs.</li> <li>f. Understand realities of HNSF NA capabilities and limitations at Brigade level.</li> <li>g. Understand current frictions of working with UK Forces.</li> <li>h. Understand the aims and construct of the training event.</li> <li>i. Be able to respond appropriately to direction from relevant Trainers in support of the exercise.</li> <li>j. Competent to learn basic background character information and respond in character and language when interfacing with troops under training as required.</li> <li>k. Provide drivers if the scenario requires it.</li> <li>l. Require Basic English language comprehension at SLP level 2+ as a minimum and SLP level 3 communication skills in the scenario language(s).</li> <li>m. Require English Language comprehension at Commander Level of SLP level 3 as a minimum and SLP level 3 communication skills in the scenario language(s).</li> <li>n. Be able to operate tactically on a physically demanding exercise in the field in all weathers, day and night.</li> <li>o. Be qualified to operate weapons systems stated in the demand order or equivalent as required.</li> <li>p. Ideally have held an appointment as a senior HNSF NA Commander.</li> <li>q. Respond realistically to interaction with Senior British Commanders and their staff.</li> <li>r. Respond to direction from relevant trainer in support of the exercise.</li> <li>s. Speak the depicted language at all times when in the bounds of the scenario.</li> <li>t. Be clothed appropriately for the role, scenario and environment.</li> </ul>	<ul style="list-style-type: none"> <li>3. During events an accountable permanent management mechanism shall be in place (sustainment/support function acting as POC for all administrative and sustainable issues); liaise with TS to receive direction and resolve issues, organise staffing and deployment and enforce standards that include personal behaviour, adherence to Character Role Play and exercise training requirements, ability to react and change as required.</li> <li>4. SIM HNSF simulates indigenous security forces through realistic structures, tactics techniques and procedures, equipment, proficiency levels and behaviour.</li> <li>5. Military representation will be accurate and depict HQs, Brigade, Battalion, Company, National and Local Police, Paramilitary and other security and intelligence elements as required.</li> <li>6. A proportion of SIM HNSF will be required to handle In Service and Non-Service Pattern firearms with blank ammunition consequently HNSF role-players, depicted by the demand order, must be qualified and current on the weapons they will be required to use.</li> <li>7. [REDACTED].</li> <li>8. Ideally when fulfilling the role play positions for HNSF Brigade commanders and staff officers the SP will find individuals who have held those appointments.</li> <li>9. Doctrine SOPs and TTPs are available through the AKX, that which is not available will be provided through Land Warfare Centre.</li> <li>10. The SP shall ensure that sufficient English-speaking personnel are on the ground at all times during activities to ensure that safety is not compromised.</li> <li>11. There shall be occasions where a higher level of language proficiency is required as depicted by the demand order.</li> <li>12. All RPs shall be capable of operating in all weather and ground conditions.</li> </ul>
6	SIM Uniformed Police /Local Police (SIM UP/LP) RPs	<ul style="list-style-type: none"> <li>1. List as follows, but not limited to:                             <ul style="list-style-type: none"> <li>a. UP Patrolman</li> <li>b. UP Driver</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>1. The SIM UP/LP RPs shall:                             <ul style="list-style-type: none"> <li>a. Provide simulated Uniformed Police (UP) and Local Police (LP) that is representative of the depicted region within the demand order.</li> <li>b. Possess the ability to present the Police competence level related</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>1. All RPs shall be represented through realistic representation of culture, language, appearance and dress, bearing and behaviour. Simulation shall represent the populace (including key leaders and politicians) through to NGOs &amp; IOs. All RPs shall be fully briefed on the exercise scenario and their role within it in order to provide realistic and natural responses to the training audience (e.g. not reading from a script).</li> </ul>

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		<ul style="list-style-type: none"> <li>c. UP NCO (Army JNCO equivalent)</li> <li>d. UP Chief of Police (Precinct) (Coy Commander equivalent)</li> <li>e. UP Police Check Point Commander (Army SNCO equivalent)</li> <li>f. UP Chief of Police (District)</li> <li>g. UP Chief of Police (Provincial) (Army Brigade Commander equivalent)</li> <li>h. LP Patrolman</li> <li>i. LP Driver</li> <li>j. LP Check Point Commander</li> <li>k. LP Area Commander</li> </ul>	<p>to the role undertaken (to include an understanding of local law, policing skills, leadership and command and control).</p> <ul style="list-style-type: none"> <li>c. Understand UP/LP purpose and TTPs.</li> <li>d. Understand realities of UP/LP capabilities.</li> <li>e. Understand current frictions of working with UK forces.</li> <li>f. Understand the aims and construct of the training event.</li> <li>g. Respond realistically to interaction with Training Audience (as directed by Training Staff).</li> <li>h. Respond to direction from relevant Trainer(s) in support of the exercise.</li> <li>i. Possess the ability to competently learn basic background character information and respond in character when interfacing with troops under training as required.</li> <li>j. Hold a current UK driving licence for the category of vehicle depicted within the demand order and FMT 600 or MYDRIVE account when detailed for driving.</li> <li>k. Require Basic English language comprehension at SLP level 2+ as a minimum and SLP level 3 communication skills in the scenario language(s).</li> <li>l. Require English Language comprehension at Commander Level of SLP level 3 as a minimum and SLP level 3 communication skills in the scenario language(s).</li> <li>m. Require at check point level a LP competence that includes basic low level policing skills.</li> <li>n. Have the ability to competently learn detailed background character information and respond in character when interfacing with troops under training as required.</li> <li>o. Understand local tribal dynamics within the area of responsibility when in the LP Area Commander Role.</li> <li>p. Present a credible presence within the tribal make-up of the area when in the LP Area Commander Role.</li> <li>q. Have the ability to operate tactically on a physically demanding exercise in the field in all weathers, day and night.</li> <li>r. Be qualified to operate weapons systems stated in the demand order as required.</li> <li>s. Speak the depicted language at all times when in the bounds of the scenario.</li> <li>t. Be clothed appropriately for the role, scenario and environment.</li> </ul>	<ul style="list-style-type: none"> <li>2. Training events are dynamic and require support delivery to provide a reactive capability that has sufficient flexibility in terms and conditions to allow for short-notice adaptive tasking.</li> <li>3. During events an accountable permanent management mechanism shall be in place (sustainment/support function acting as POC for all administrative and sustainable issues); liaise with TS to receive direction and resolve issues, organise staffing and deployment and enforce standards that include personal behaviour, adherence to Character Role Play and exercise training requirements, ability to react and change as required.</li> <li>4. The SP shall ensure that sufficient English-speaking personnel are on the ground at all times during activities to ensure that safety is not compromised.</li> <li>5. There shall be occasions where a higher level of language proficiency is required as depicted by the demand order.</li> <li>6. All RPs shall be capable of operating in all weather and ground conditions.</li> </ul>

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7	SIM National Security/ Intelligence Services (SIM NS/IS) RPs	1. List as follows, but not limited to: <ul style="list-style-type: none"> <li>a. Security detail</li> <li>b. Intelligence agent</li> </ul>	1. The Simulated National Security/Intelligence Services RPs shall: <ul style="list-style-type: none"> <li>a. Possess Basic Military skills.</li> <li>b. Understand realities of National Security/Intelligence Services capabilities.</li> <li>c. Understand National Security/Intelligence Services doctrine and TTPs.</li> <li>d. Understand current frictions of working with UK forces.</li> <li>e. Understand the aims and construct of the training event.</li> <li>f. Respond realistically to interaction with the training audience (as directed by TS).</li> <li>g. Respond to direction from relevant Trainer in support of the exercise.</li> <li>h. Competent to learn detailed background character information and respond in character when interfacing with troops under training as required.</li> <li>i. Require English Language comprehension for the security detail of SLP level 2+ as a minimum and SLP level 3 communication skills in the scenario language(s).</li> <li>j. Require English Language comprehension for the intelligence agent of SLP level 3 as a minimum and SLP level 3 communication skills in the scenario language(s).</li> <li>k. Have the ability to confidently brief information in detail to a training audience when in the Intelligence Agent role.</li> <li>l. Have the ability to operate tactically on a physically demanding exercise in the field in all weathers, day and night.</li> <li>m. Be qualified to operate weapons systems stated in the demand order or equivalent as required.</li> <li>n. Speak the depicted language at all times when in the bounds of the scenario.</li> <li>o. Be clothed appropriately for the role, scenario and environment</li> </ul>	1. Doctrine SOPs and TTPs are available through the Army Knowledge Exchange (AKX), that which is not available will be provided through Land Warfare Centre. 2. [REDACTED]. 3. RPs shall be represented through realistic representation of culture, language, appearance and dress, bearing and behaviour. Simulation shall represent the populace (including key leaders and politicians) through to NGOs & IOs. All RPs shall be fully briefed on the exercise scenario and their role within it in order to provide realistic and natural responses to the training audience (e.g. not reading from a script). 4. Training events are dynamic and require support delivery to provide a reactive capability that has sufficient flexibility in terms and conditions to allow for short-notice adaptive tasking. 5. During events an accountable permanent management mechanism shall be in place (sustainment/support function acting as POC for all administrative and sustainable issues); liaise with TS to receive direction and resolve issues, organise staffing and deployment and enforce standards that include personal behaviour, adherence to Character Role Play and exercise training requirements, ability to react and change as required. 6. The SP shall ensure that sufficient English-speaking personnel are on the ground at all times during activities to ensure that safety is not compromised. 7. All RPs shall be capable of operating in all weather and ground conditions.
8	Weapon Handling (WH) RPs	1. List as follows, but not limited to: <ul style="list-style-type: none"> <li>a. Soldier</li> <li>b. NCO</li> <li>c. SNCO</li> <li>d. Officer.</li> </ul>	1. The WH RPs shall be qualified to the appropriate Military Annual Training Test (MATT) for weapon handling. 2. The WH RPs shall also, but not limited to: <ul style="list-style-type: none"> <li>a. Be attired to meet the scenario conditions wearing the appropriate military clothing (including [REDACTED] clothing and equipment if appropriate to the requirement) carrying the correct equipment, weapons and blank ammunition.</li> <li>b. Have the ability to operate tactically on a physically demanding exercise in the field in all weathers, day and night.</li> </ul>	1. WH RPs shall be represented through realistic representation of culture, language, appearance and dress, bearing and behaviour. Simulation shall represent the populace (including key leaders and politicians) through to NGOs & IOs. All RPs shall be fully briefed on the exercise scenario and their role within it in order to provide realistic and natural responses to the training audience (e.g. not reading from a script). 2. Training events are dynamic and require support delivery to provide a reactive capability that has sufficient flexibility in terms and conditions to allow for short-notice adaptive tasking. 3. During events, an accountable permanent management mechanism shall be in

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			<p>c. Be familiar with British Army TTPs at Company level and below.</p> <p>d. Provide demonstration and enemy troops for lessons, exercises and assistance to instructors (e.g. operating effects weapons etc.) and administrative and security tasks to enable training.</p> <p>e. Have the ability to learn new TTPs from Military Training Staff as required.</p> <p>f. Have the ability to deploy as independent 'Platoons' or 'Sections' in support of specific events.</p> <p>g. Ensure that current tactics and drills are used, as directed by the exercising Authority.</p> <p>h. Portray a uniformly high standard of behaviour and dress as expected of a professional military organisation.</p> <p>i. Have the ability to operate tactically on a physically demanding exercise in the field in all weathers, day and night.</p> <p>j. Require appropriate Security Governance to be taught up to date mission specific TTPs of a sensitive nature.</p> <p>k. Play the part of OPFOR to portray an enemy force for service personnel to exercise against.</p> <p>l. Play the part of DEMFOR to assist Military Instructors in communicating Tactics, Techniques &amp; Procedures (TTP) and training objectives by providing demonstrations to variable sized audiences of Service personnel compliant with a given training scenario.</p> <p>m. Respond to direction from relevant trainer in support of the exercise.</p> <p>3. Assuming ethnicity is not a specific requirement, WH RPs can also fulfil roles including:</p> <p>a. Supporting Artiste, Speaking Roles and Critical Roles; (see Ser 3.12 in the SOR).</p> <p>b. CASSIM Make-Up Artists (to include all consumables).</p> <p>c. CASSIM RPs.</p> <p>d. RPs/Supervisors from a multi-ethnic background to provide Supporting Artiste, Speaking Role and Critical Role Support and to supervise any call-off RPs.</p>	<p>place (sustainment/support function acting as POC for all administrative and sustainable issues); liaise with TS to receive direction and resolve issues, organise staffing and deployment and enforce standards that include personal behaviour, adherence to Character Role Play and exercise training requirements, ability to react and change as required.</p> <p>4. The SP shall provide WH RPs to assist the Military Training Instructors in delivering the training objectives.</p> <p>5. The SP shall provide OPFOR RPs to act as both regular (National Armed Forces Troops) and irregular (insurgent) forces. The demand order or equivalent may fulfil these roles through the WH RPs. Personnel fulfilling the DEMFOR roles ideally shall be qualified and trained to the following criteria:</p> <p>a. Officer, RMAS or equivalent.</p> <p>b. SNCO, PSBC or equivalent.</p> <p>c. NCO, SCBC or equivalent.</p> <p>d. Soldier, combat Infantryman's course, RM or RAF Regt.</p> <p>6. The OPFOR troops will be given direction by the Authority's trainers during the activity/event but must have the ability to work to specified objectives and scenarios and be able to work in free role scenarios (free play against the exercising troops).</p> <p>7. Any requirement for CBRN shall be fully equipped and completed in accordance with the appropriate MATT standard. The end user shall provide the necessary relevant training and rehearsals prior to any serials taking place.</p> <p>8. Personnel shall be capable of handling both UK and non-UK Service firearms with blank ammunition, Marker Round Tracer System (MRTS), pyrotechnics (and possibly live rounds) and other UK specialist equipment such as night viewing devices (provided by the Authority).</p> <p>9. The SP shall ensure that appropriate Security Governance is applied to mission specific TTPs deemed by the Authority to be of a sensitive nature.</p> <p>10. WH RPs are expected to have experience in, but not limited to:</p> <p>a. As a minimum, be ex-military/police, and/or current Reservist personnel who hold appropriate qualifications. It is desirable that WH LOs or Supervisors have previous infantry (including RM or RAF Regt) employment, to support infantry training.</p> <p>b. WH RPs at Infantry Battle School (IBS) will be required to work at platoon level frequently, i.e. three tactical sections employed simultaneously by a mobile HQ element.</p> <p>c. WH RPs and LOs should as a minimum be able to move quickly over arduous terrain in inclement weather, with small loads (up to 15kg on some occasions), over average distances of 5km. Physical and mental fitness is important for better quality performance.</p> <p>d. The level of WH RP shall be specified in the demand order or equivalent for</p>

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				<p>each training event in the UK and overseas. Requirements for each of the example roles are specified in individual requirements.</p> <p>e. All WH RPs will be individuals who are not part of any permanent management team.</p>
9	General Training Personnel (GTP)		<p>1. The GTP resource shall:</p> <p>a. Have the ability to operate in physically demanding terrains in the field in all weather, day and night.</p> <p>b. Hold a current UK driving licence for the category of vehicle depicted within the demand order and FMT 600 or MYDRIVE account, when detailed for driving.</p> <p>c. Reach to the achievement of the tasks as directed by the customer.</p>	<p>1. GTP may be called upon to offer support to a wide spectrum of activities including, but not limited to:</p> <p>a. Erecting exercise tents.</p> <p>b. Dismantling exercise areas ('Teardown Party').</p> <p>c. Act as a security force for constructed exercise areas pre- and post-event.</p> <p>d. Act as courier or driver to transport personnel around the training estate.</p> <p>e. Act as Equipment Guard.</p> <p>f. Act as Navigation Marker.</p> <p>g. Provide Marker Round Training System (MRTS) Interaction.</p> <p>h. Act as Watchkeeper.</p> <p>i. Act as Range Sentry.</p> <p>j. Providing G4 Stores.</p> <p>2. GTP shall be capable of operating in all weather and ground conditions.</p>
10	White Cell	1. The SP shall provide a White Cell capability in the Constructive and Virtual environments.	<p>1. The White Cell must be able to deliver non-lethal effects, in accordance with the Exercise Director's direction, across the levers of integrated action to replicate complexity and cognitive friction on the commanders and staff, for all training exercises in scope.</p> <p>2. The White Cell allows the Exercise Director the tools to adjust the cognitive friction placed on commanders and staff.</p> <p>3. White Cell injects shall be planned and stimulated in the OSW, be agile to the tactical action and exploit opportunities to deliver complexity on the training audience.</p> <p>4. The White Cell shall be able to role play (but not limited to): Ambassadors, Host Nation Officials, NGOs, Criminal leaders, FCDO, Host Nation Military and Police with sufficient credibility and confidence to ensure the training audience commanders are exposed to cognitive frictions, complexity and uncertainty.</p> <p>5. Respond to direction from relevant trainer in support of the exercise.</p> <p>6. Speak the depicted language at all times when in the bounds of the scenario.</p> <p>7. Be clothed appropriately for the role, scenario and environment.</p>	<p>1. The requirement is for high level RPs (not actors) with the credibility and competency to represent the roles and deliver the desired complexity.</p> <p>2. The larger and more complex exercises may require more resource.</p> <p>3. Knowledge of role is more important than replicating cultural behaviours.</p> <p>4. The White Cell delivers the cognitive friction and second and third order effects of integrated actions (the full range of lethal and non-lethal capabilities which change and maintain the understanding and behaviour of audiences).</p> <p>5. The Exercise Director shall adjust the levels of complexity by tasking the White Cell in support of all Exercises.</p> <p>6. All RPs shall be capable of operating in all weather and ground conditions.</p>
11	HICON RPs	1. HICON RPs shall be capable of undertaking the following roles: a. Brigade (Bde) Commander	1. HICON RPs shall: a. Be able to represent other elements of the wider tactical wrap e.g. Air.	1. HICON represents the immediate HQ of the exercising force elements. It should replicate the staff capacity of the HQ on operations, managing reports and returns, generating OSW and providing tactical command and control. It is normally located adjacent to EXCON.

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		<ul style="list-style-type: none"> <li>b. Bde Commander Driver</li> <li>c. Chief of Staff (COS)</li> <li>d. Deputy Chief of Staff (DCOS)</li> <li>e. SO2s G5 / G4 / G3 / G2 personnel</li> <li>f. SO3s G6 / G5 / G4 / G3 / G2 / Engr / Arty personnel</li> <li>g. Bde ASM</li> <li>h. Specialist roles eg Brigade Ordnance Warrant Officer (BOWO), Information Activities and Outreach (IA&amp;O), Joint Terminal Attack Controller (JTAC) etc</li> <li>i. Bde J6</li> <li>j. Watchkeepers</li> <li>k. Troop Commanders</li> <li>l. WOs / SNCOs / JNCOs</li> <li>m. GEO NCOs</li> <li>n. Joint Fires personnel</li> <li>o. Signals personnel</li> <li>p. Medical personnel</li> </ul>	<ul style="list-style-type: none"> <li>b. Provide Application Specifications and Signaller support to HICON and EXCON.</li> <li>c. Provide HICON Battle Rhythm.</li> <li>d. Also be responsible for flank play in the absence of SIDECONs.</li> </ul> <p>2. The SP shall manage RPs and have 24hr manning.</p> <p>3. The Type of role list is not exhaustive and there may be other types specified in the Demand Order.</p> <p>See Appendix J Sch2 Annex A (Glossary) for explanation of the Staff branches ie G6 etc.</p>	<p>2. The SP shall ensure that sufficient English-speaking personnel are on the ground at all times during activities to ensure that safety is not compromised.</p> <p>3. There shall be occasions where a higher level of language proficiency is required as depicted by the demand order.</p> <p>4. Contract support personnel must possess the minimum military qualification (i.e. Captain's Warfare Course / Joint Fires qualification) to conduct the respective role.</p> <p>5. All RPs shall be capable of operating in all weather and ground conditions.</p>
12	Casualty Simulation RPs	<p>1. List as follows, but not limited to:</p> <ul style="list-style-type: none"> <li>a. Amputees</li> <li>b. Make-up artists.</li> </ul>	<p>1. The SP shall be responsible for providing:</p> <ul style="list-style-type: none"> <li>a. Representative realistic injuries and illnesses including traumatic amputation this may be up to and including any number of amputations.</li> <li>b. Accurate representative characters who as briefed, will respond in character when interfacing with troops under training as required.</li> <li>c. Explanation of the clinical scenario and the role of the casualty in enabling the troops to achieve their training objectives.</li> <li>d. Personnel who can operate on a physically demanding exercise in the field in all weathers, day and night.</li> <li>e. Liaison and an interface with the Military training staff.</li> <li>f. A planning capacity prior to training delivery.</li> <li>g. Be prepared to deliver sensitive scenarios i.e. sexual assault serial or FGM.</li> </ul>	<p>1. A patient may receive care in the Pre-Hospital Care and Deployed Hospital settings prior to being Strategically Evacuated and requires makeup and adjuncts which must be robust and resilient for approximately 72hrs.</p> <p>2. CASSIM will enable exercising personnel to:</p> <ul style="list-style-type: none"> <li>a. Experience exposure to simulated polytraumas injuries that may be experienced on the battlefield.</li> <li>b. Enable the implementation of medical treatment TOs in a safe environment.</li> </ul> <p>3. Replication of clinical signs and symptoms of disease, non-battle injuries and battle injuries in line with the Main Events List (MEL) and Clinical Story Boards will allow the gathering of objective evidence of individual, team and departmental clinical skills and dynamics. Utilise a comprehensive range of clinical adjuncts in order to improve immersive simulation.</p> <p>4. All RPs shall be capable of operating in all weather and ground conditions.</p>

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			<p>h. Scenarios that require and will elicit an ethical dilemma response.</p> <p>i. The make-up artists who will be responsible for replicating realistic injuries and illnesses on the SP's casualty RPs and on occasions the Authority's personnel as directed by the TS.</p> <p>2. At times the Authority's Make Up Artists (MUA) shall be used to apply high fidelity CASSIM make up on to RPs.</p>	
13	Walking Wounded (WW) RPs		<p>1. The WW shall simulate:</p> <p>a. Persons that are conscious, breathing, capable of walking, and with minor injuries that are not a priority to first responders and medical teams.</p> <p>b. Under the principle of limited or no moulage being required (as is the case for the other types of injury and illness proposed).</p>	<p>1. RPs in the category of 'Walking Wounded' that could be demanded under either the 'Supporting' and/or 'Speaking Role Player' cost groups.</p> <p>2. Types of injuries that shall be simulated by WW could include, but not be limited to:</p> <p>a. Shock:                      (1) Role Player displays symptoms of shock resulting from involvement in a major casualty event, RTI or witnessing a traumatic event.                      (2) Minimum moulage required to display sweaty skin or pale pallor. Role Player displays symptoms of shock including dizziness, fainting or weakness.</p> <p>b. Minor Injury:                      (1) Role Player displays minor injuries such as superficial cuts with no foreign material embedded in the wound, abrasions, bruising, minor musculoskeletal injury such as a sprain wrist or ankle, closed break to arm, hand or wrist.                      (2) Little or no moulage required to represent these injuries which could have been treated with first field dressing, sling, walking aid, etc.                      (3) Shock and Minor Injury:                      (i) A combination of the above;                      (4) Contaminated Casualty:                      (i) Role Player displays signs and symptoms of contact with a gaseous or liquid contaminant this might include coughing, localised and limited blistering of skin, redness around the eyes, vomiting;                      (ii) Limited moulage required to represent contact with contaminant.</p> <p>c. Concussion:                      (1) Role Player displays signs and symptoms of concussion that include headache, confusion, dizziness, vomiting;                      (2) Limited or no moulage required to represent symptoms of concussion.</p> <p>d. First Degree Burns:                      (1) Role Player displays signs of first degree burn i.e. superficial burn to outer layer of skin with reddening to the affected area;                      (2) Limited moulage applied to show reddening to affected area.</p> <p>e. Disease Non-Battle Injuries (DNBI)                      (1) Role player displays tick bites, dog bite, blister, rash.</p> <p>f. Medical Presentations                      (1) Role player displays chest pain, asthma, hay fever, pregnancy.</p> <p>3. All RPs shall be capable of operating in all weather and ground conditions.</p>