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HEADQUARTERS

STRATEGIC EXERCISE DIRECTIVE

TITLE: OPERATION BACKROOM BOYS I

DATE: AUGUST 1, 1953

TO: ALL ASSIGNED PERSONNEL

FROM: LT. COL. J. J. BOYCE, STRATEGIC PLANNING DIVISION

I. OBJECTIVE:

Alliances shape the future of warfare. To effectively counter adversaries, nations must build mutual defense pacts, ensuring that in an all-out conflict, no force stands alone. Your directive is to form a new faction within OpenRA's SDK, designing a functional alliance that can compete within the existing balance of power. This faction must be operational, identifiable, and classified correctly under the appropriate bloc (NATO or Warsaw Pact).

Through this exercise, we will evaluate how the East and West might engage in total war, assessing how diplomacy, technology, and resource coordination influence military strategy.

II. BACKGROUND:

Since the end of World War II, military alliances have played a defining role in shaping global conflict and deterrence strategies. The Warsaw Pact and NATO stand as competing security frameworks, but their internal diplomacy and operational structures differ significantly.

Warsaw Pact Diplomacy (Soviet Bloc)

- The Soviet Union dominates decision-making, leaving little room for independent policy among member states.
- The alliance relies on strict military coordination with centrally dictated doctrine.
- Economic and military support is coerced rather than freely given, with uprisings (e.g., Hungary 1956) met with force.
- Soviet arms-sharing ensures standardization across its client states, but at the cost of limited innovation.

NATO Diplomacy (Western Bloc)

- NATO operates on a consensus-based system, where all members influence strategic direction.
- Military integration is coordinated, but national autonomy is preserved, allowing independent weapons development.
- Economic partnerships, such as the Marshall Plan, incentivize cooperation beyond military objectives.
- Interoperability between different national forces creates a more adaptable, albeit complex, command structure.

Legal and Strategic Considerations for Alliances

Mutual Defense Agreements: Article 5 of NATO's charter binds members to collective defense, whereas the Warsaw Pact enforces unity through Soviet military control.

Arms Sharing & Standardization: Common weapons and logistical compatibility improve wartime effectiveness but require strong treaties to prevent defections or unauthorized arms proliferation.

Economic and Military Aid Dependencies: The Warsaw Pact relies on Soviet subsidies, while NATO members receive U.S. financial and arms support.

III. MISSION OBJECTIVES

Phase 1: Faction Development (90 minutes)

- Design a new faction using OpenRA's SDK, ensuring it integrates into the game engine properly.
- Choose to align with either NATO (Allies) or the Warsaw Pact (Soviet Bloc).
- Develop a flag and national identity that fits within Cold War history.
- Configure core military units, command structures, and research trees.

Phase 2: Testing & Alliance Assessment (30 minutes)

- Deploy your faction within a controlled multiplayer simulation.
- Assess how well your units integrate with either NATO or Warsaw Pact allies.
- Ensure your faction can produce and sustain military operations effectively.

Phase 3: Full-Scale War Simulation (Until Victory Condition)

- NATO-aligned factions must work together to repel Warsaw Pact forces.
- Warsaw Pact factions must launch an offensive operation into NATO territory.

- Performance will be judged based on strategic effectiveness, unit balance, and faction cohesion.

III. TASKS AND PARAMETERS:

To create a fully functional faction, teams must follow the OpenRA faction creation process while ensuring historical accuracy and logical integration into Cold War doctrine.

1. Faction Configuration

- Establish a faction name, flag, and backstory aligned with Cold War alliances.
- Assign the faction to either Allies or Soviet (Warsaw Pact) in OpenRA.

2. Unit and Economy Balancing

- Design at least five primary military units, ensuring they fit within the chosen alliance's strategic doctrine.
- Set up resource structures and tech trees, allowing for logical economic development.

3. Integration into OpenRA Engine

- Implement correct YAML coding to define faction traits, unit behaviors, and build lists.
- Assign faction traits that reflect real-world advantages and disadvantages.
- Ensure faction units are playable, balanced, and functional within the game environment.

4. Alliance Mechanics

- NATO factions must prioritize interoperability and multi-role units.
- Warsaw Pact factions must emphasize mass-production strategies and centralized command.

IV. DELIVERABLES

Each participant is required to:

- Fully integrated faction playable in OpenRA.
- Faction flag and military identity reflective of Cold War diplomacy.
- Operational tech tree, units, and economy aligned with chosen alliance.

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- After Action Reports (AARs) assessing faction performance in simulated engagements.

VI. EVALUATION CRITERIA

1. Faction Completeness & Functionality

- Does the faction integrate properly into OpenRA?
- Does it have an operational flag, identity, and unit composition?

2. Strategic Balance & Playability

- Is the faction balanced for combat within its assigned alliance?
- Are units distinct, viable, and aligned with real-world Cold War tactics?

3. Alliance Cohesion & Interoperability

- How well does the faction integrate with existing NATO or Warsaw Pact forces?
- Does it support historical military strategies?

4. Engagement & Combat Effectiveness

- Does the faction perform well in full-scale engagements?
- Are military assets logically utilized based on their design and

VIII. SECURITY CLASSIFICATION:

OPERATION SPHERES FOR FEARS is a classified initiative at the level of THIS NEVER HAPPENED//OFF THE RECORD REL DONT TELL MOM aimed at refining strategic understanding through simulated battlefield engagement. Your ability to replicate strategic and mutual defensive alliances and agreements will contribute to future strategic wargaming exercises.

AUTHORIZED BY:

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