

Adversarial Restore Test Design Checklist

Structuring staged sabotage, blast-radius containment, and cadence when moving a DR program from cooperative to adversarial restore testing.

01 — KILL SWITCH INDEPENDENCE

- ☐ Kill switch sits outside the systems being deliberately degraded
- ☐ Kill switch tested and confirmed functional before the first live drill
- ☐ Kill switch authority assigned to a named role — not "whoever's available"

02 — CADENCE & SCOPE

- ☐ One failure mode targeted per drill, not all failure modes at once
- ☐ Quarterly cadence minimum for adversarial drills
- ☐ Scope bounded explicitly to the restore path — not the full production estate
- ☐ Written scope boundary reviewed and signed off before each drill runs

03 — FAILURE MODES TO COVER

- | | |
|--|---|
| ☐ Credential revocation mid-restore | ☐ Control plane degraded under load |
| ☐ DNS unavailable during failover | ☐ Repository under active denial |
| ☐ Identity provider unavailable | ☐ Key operator unavailable / partial context |

04 — BEFORE CALLING THE PROGRAM COMPLETE

- ☐ Every row above has been run adversarially at least once — not just planned
- ☐ Findings from each drill fed back into the recovery runbook, not just a report
- ☐ Recovery Readiness Analyzer re-run against updated assumptions post-drill