

HYBRID THREAT RISING

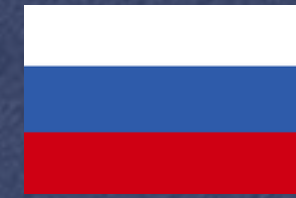
TABLETOP WARGAME CASE STUDY

E. Ada SAYIN - University of Strasbourg

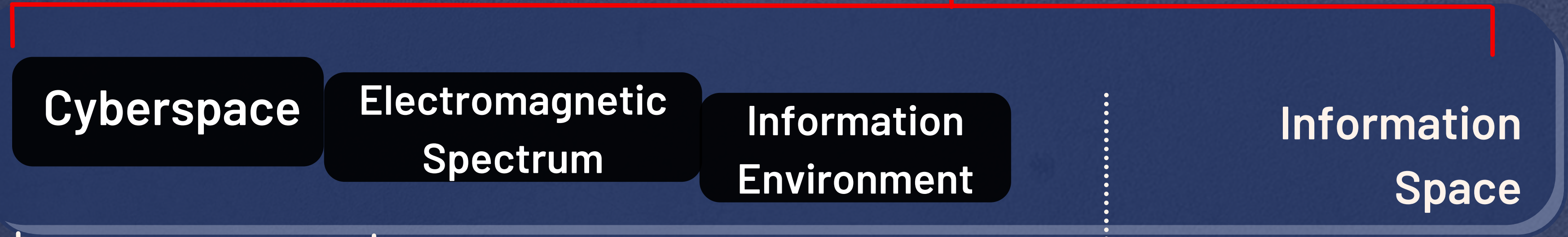
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"THE" 5TH DOMAIN?



"informasionnoye prostranstvo"
"Strategic domain"
"not limited to wartime"



"domain of operations"

+



CID = "as military domain ascertainable"

HYBRID THREATS

Hybrid Threats, or 4th Generation Warfare, uses the full spectrum of civilian, military, intelligence, cognitive and technological tools. It is a concept that targets not only military elements, but also civilian elements, including the support and trust of both internal and external public.

This threat aims to create an "ambiguous situation" in which the knowledge that war is taking place, the parties and the causes of the war are uncertain.

SAS-129 GAME DEVELOPMENT METHOD

		Inception		Elaboration		Construction			Transition
		1	2	3	4	5	6	7	8
Requirements & Analysis	Need for Training Analysis	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Training Needs Analysis	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Operational Requirements Analysis	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Limitations and Assumptions	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Maintenance and Support Concepts Determined	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Detailed System Review			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Design	Functional Requirements	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Functional Requirements prioritized and planned	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Implementation	Agile development	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Test	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

- **SAS-129 Final Outputs:**

- Is it an accurate training and accurate training method?
- By considering the needs of future officers; gathering the most common problems and lessons in one resource for the game developers,

- **Preparation of methodology and serious game guide to guide practitioners and trainers. Demonstrating the guideline and applying the methodology through prototypes.**

- "General" game for 2-3 hours: Risking, brain storming and developing an argument.
- A "Game" with high graphic value or tabletop
- A war game supported with a classic software

THE HYBRID THREAT RISING GAME

The Women in Command: Hybrid Threat Rising game creates an armed conflict scenario in a realistic way with real-life events and consequences to be played through a 3h period. It is designed both for beginners and wargamers with experience.

The game demonstrates various aspects of hybrid war such as;

- ISR
- Multi-Domain Operations
- Cyber Attacks
- Media Influence,
- International Organizations
- Kinetic war, etc.

HOW DID WE DO IT?



Research and Analysis



Game development for 3 months



Digitalizing



Annexes: auxiliary elements, instruction annexe and story booklet.



Regularly Testing and Reformation of the Game: Playtest


CYBER ATTACK SCENARIOS

7

E-MAIL LEAK

Before a Vecranian election, more than 20,000 emails belonging to the campaign of a popular anti-Astraidor (Vecranian) politician were dumped on a file-sharing website. Word of the leak spread through the Internet, facilitated by bots and spam accounts.

7-8: Low effect: Vecranian Player loses 2 influence on any battleground region.
8-10: Mid effect: Vecranian Player loses 3 influence on any non-battleground region. (Astraidor chooses)
11-12: High effect: Decrease the total war meter by 1




3

CYBER INTELLIGENCE

Vecranian Cyber Forces receive reliable intel from an Ally Country that Astraidor hacker group STRADIOR is planning a huge cyber attack. As a consequence, with help from their allies, massive precautions are taken.

No cyber roll for that turn. This card must be revealed immediately. If not revealed : -5VP for the player.




The Cyber Attack Scenarios of NATO gathered from Cyber Security Exercise and International Lock Shields Cyber Exercise and International Lock Shields Cyber Exercise.

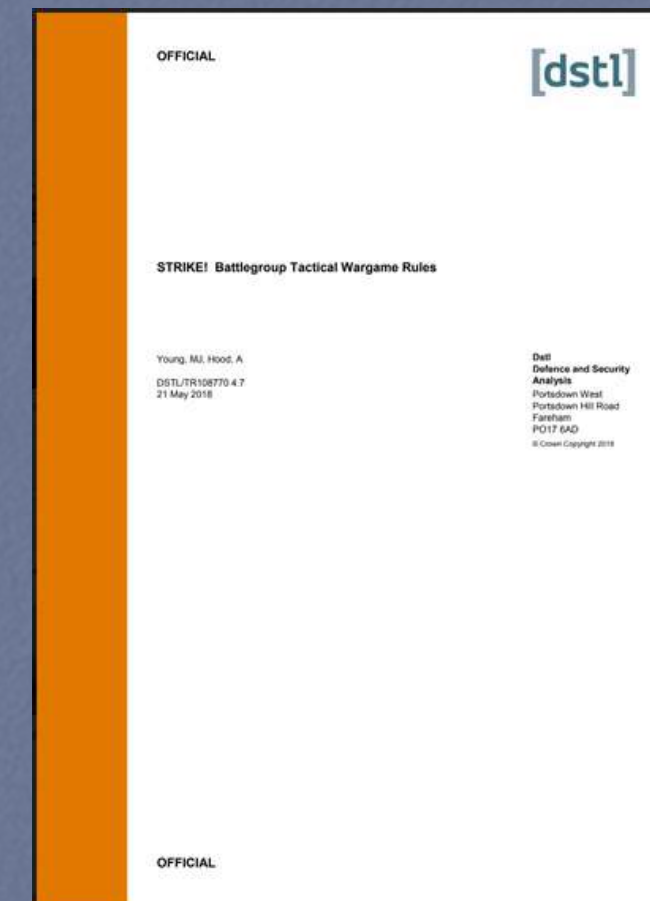
ORBAT

The Army Lineup and ORBAT which is modelled from Institute for the Study of War Resources.

SIMULATION TABLES

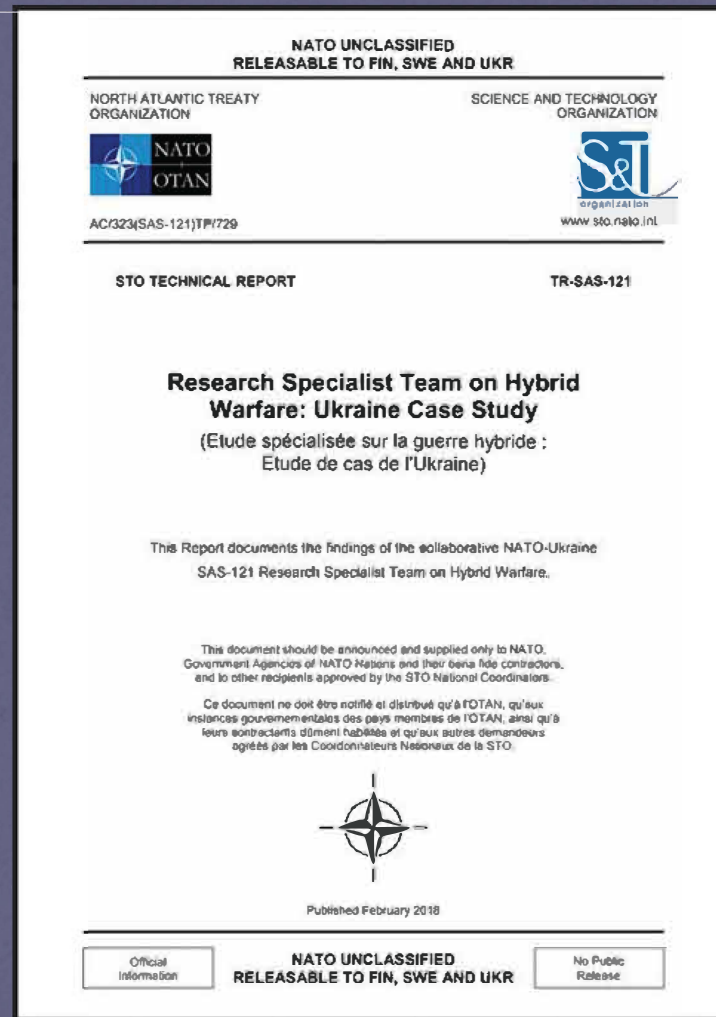
Combat Dice Roll Results Table (♣ : ♠)

Die Roll	1:5	1:4	1:3	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1
2	-3	-3	-2	-1	-1	R	R	R	r	r	r
3	-2	-2	-1	-	-	-	-	-	-	-	1
4	-1	-1	-	-	-	-	-	-	-	1	2
5	-1	-	-	-	-	-	-	1	1	1	2
6	-	-	-	-	-	-	-	1	1	2	3
7	-	-	-	-	-	-	1	1	2	2	3
8	-	-	-	-	1	1	1	2	2	2	4
9	-	-	-	1	1	2	2	2	3	3	4
10	-	-	-	1	1	2	2	2	3	3	5
11	-	1	1	2	2	2	3	3	4	4	5
12	-	1	1	2	2	3	3	3	4	4	5



War Simulation Graphics made by over modelling of the game named Strike! created by DSTL and Ministry of Defense of England

EVENT SCENARIOS



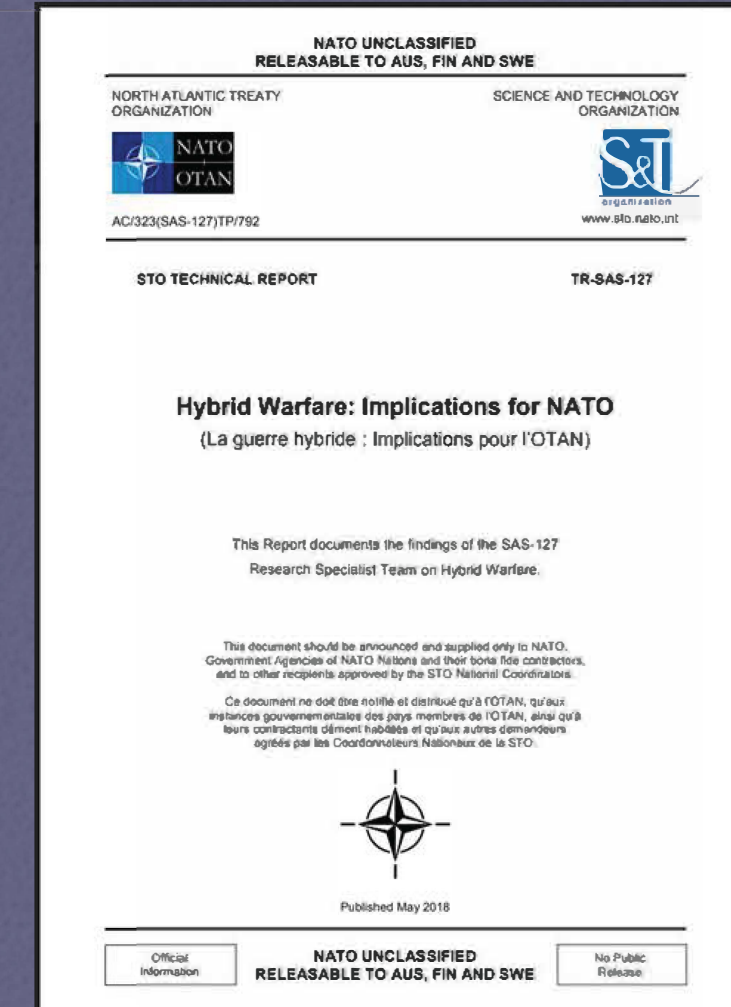
Research Specialist Team on Hybrid Warfare of NATO STO : The Event Scenarios Modelled from Ukranian Case Study Reports

STRATCOM SCENARIOS



The Strategic Communication (STRATCOM) Scenarios adapted from NATO Strategic Communication Center of Excellence Database

HYBRID WAR MODEL



Hybrid Warfare of NATO STO: The General Game Scenarios modelled from SAS-127 Report named Implications for NATO

THE MAP

ISR

VICTORY POINTS

20	19	18	17	16	15	14	13	
4	5	6	7	8	9	10	11	12
3	2	1	0	1	2	3		
12	11	10	9	8	7	6	5	4
13	14	15	16	17	18	19	20	

ACTIVE CARDS
(remove at the end of card effect)

REGION ACTIVATION

LEGEND

CYBER DECK

MULTI-DOMAIN CARDS

ROUND

TURN

CRISIS METER

CARDS

3 WOMEN'S MARCH!

6 CIVILIAN COVER

4 CONVOY SECURITY

E-MAIL LEAK

EVENT CARDS

3 SPECIAL OPERATIONS

5 ANTI-TERROR OPERATION

1 MILITARY EXERCISE

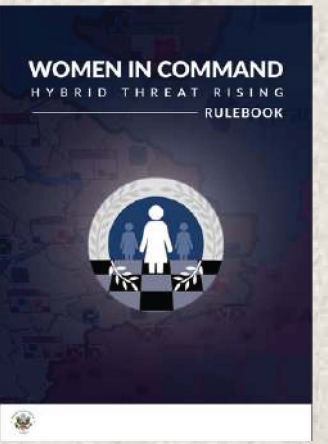
MILITARY DECK

CYBER ATTACK CARDS

7 ANTI-SATELLITE WEAPON

MULTI-DOMAIN CARDS

RULEBOOK



ROAD TO CRISIS



TOKENS

BLUE UNITS

RED UNITS

INFLUENCE AND CONTROL TOKENS

RESOURCE POINTS

TRACKERS

STO-MP-SAS-OCS-ORA-2022

PLAYER AIDS

CITY COMBAT PLAYER AID

ASTRAIDOR PLAYER AID

TUTORIAL

CRISIS RESPONSE

VICTORY CONDITION

PSYOP

MILITARY EXERCISE

MATRIX GAME

4 MATRIX CARD

Action:

Result/Desired Effect:

Pros (argued by the card owner):

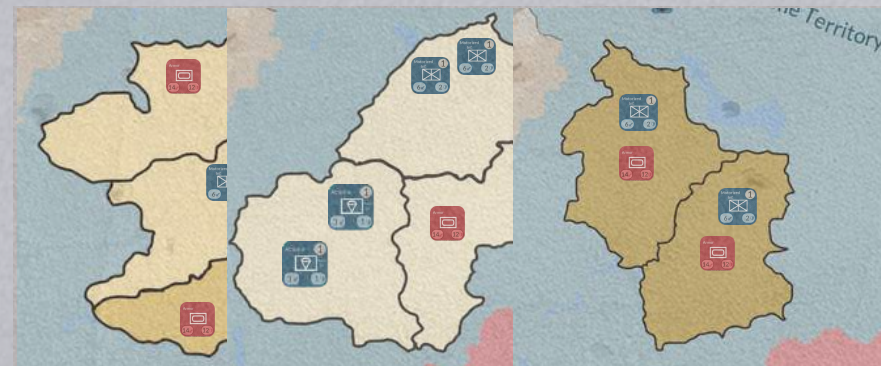
Cons (argued by the other player):

DIGITAL VERSION

WG-01P-9

ADDITIONS TO THE GAME

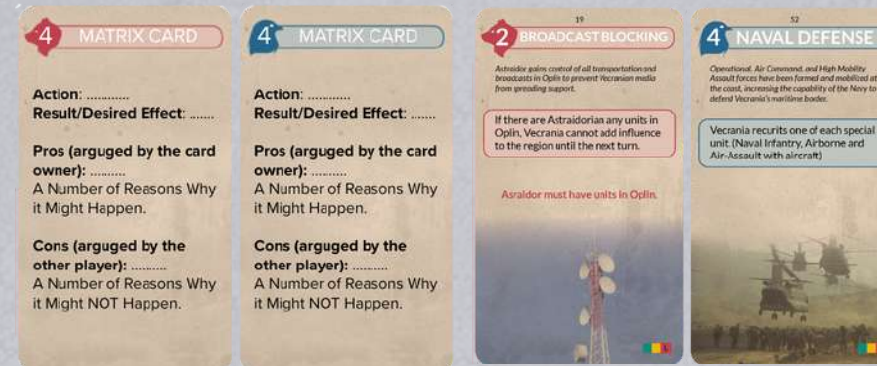
THE MEGA GAME



With the Mega version the players get to practice different concepts such as:

- military reporting
- order&command structure.

THE MATRIX GAME



Matrix Game was developed to ensure the developed game can be adapted to future scenarios.

Event cards which included scenario narratives and effects were changed with the Matrix Game argument cards

The exercise showed that the current game can be successfully used as a Matrix Game as well as a critical analysis tool.

THE TUTORIAL GAME



The Tutorial is to be played at the beginning to help players get initiated step by step. It lets players go through every aspect and learn through their own decision-making.

LEADING UP TO THE GAME



**NATO ACT Urbanization Project, UK
Defence Academy**



Ankara Informatics Congress



German Command and Staff College



**Strategic Reconnaissance
Command, Germany**



**Turkish General Staff Partnership
for Peace Training Center**



Land Warfare Center, Netherlands



**Turkish General Staff Partnership
for Peace Training Center**



**Cyber Wargame R&D Workshop,
German Command and Staff College**

VALIDATION OF THE GAME



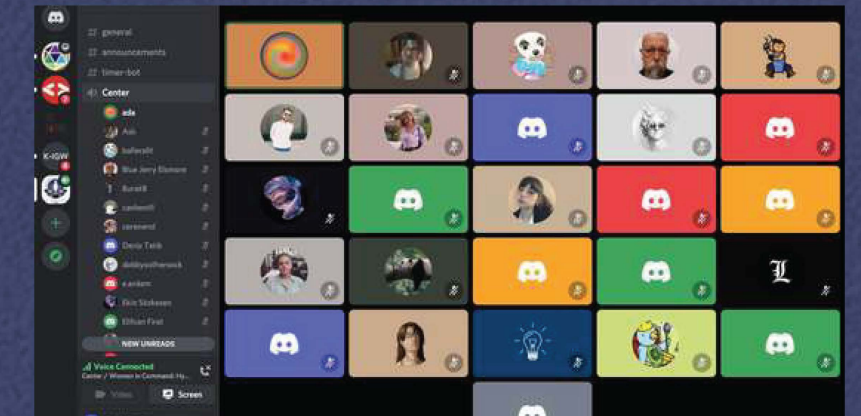
NATO ORA Conference, Wargame Workshop, Canada



Air Force Command, Cyber Defence Section, Ankara



Land Force Command, TRADOC, Ankara



Connections UK Wargaming Conference



Cyber Command of Netherlands



**+90 3rd and 4th year cadets
Land Warfare Academy of Netherlands**



ConnectionsOz Wargaming Conference

VALIDATION PROCESS



Women in IT Webinar by the US Embassy Ankara



Hybrid Threats and National Defense Symposium of Turkish Land Warfare Academy



UK Fight Club's - Women's Day Webinar on Successful Game Design as panel speaker.



NATO STO's Tide Sprint Spring Conference in Sopot, Poland as game presenter



Georgetown University Wargaming Society



Central Michigan University



UK Civil Service



DSTL, UK

THE PROJECT IN NUMBERS

IN ONE YEAR,



350+ players.



500+ playtests



73% of players found the game fun.



81% of players said they would play the game again.



92% of players found the game educational.

When the players were asked to rate the game,

EASE OF LEARNING - **8/10**

GRAPHICS - **9/10**

MECHANICS - **9/10**

AWARDS



**Military Simulation &
Training Awards Finalist
of 2022**



**International Serious
Play Awards Gold Medal
Winner of 2022**

WHAT'S NEXT?

SAS-172 RESEARCH TASK GROUP: MULTI-DOMAIN WARFARE

Produce a working wargame and development toolkit for Multi-Domain Operations.

The wargame will help to determine the capabilities needed to achieve the goals of three likely missions in 2035:

- response to mass migration,
- natural disaster,
- inner-city turmoil.

Developing the wargame from prototype level to a product level and conduct workshops in key organizations to help disseminate the wargame.

WOMEN IN COMMAND: HUMANITY IN CRISIS

As an addition to the Women in Command: Hybrid Threat Rising game, we are developing an humanitarian expansion which can be applied to any and every wargame. It is to be applied to every levels, from tactical to strategic.

The expansion aims to:

- simulate NGO interventions in armed conflicts,
- depict and internally displaced person's struggles
- Incite the usual RED and BLUE players to consider humanitarian consequences at all times.

HOW CAN YOU HELP?

We need to playtest.

*Help by connecting us with locations and institutions
for playtests & demonstrations.*

Reach us at: ada@kizbasina.com

| berke@314radius.com

| altan.ozkil@atilim.edu.tr

KIZ BİŞİNA

RADIUS



WE ARE LOOKING FOR SIGNALS OF INTEREST

for our new Research Task Group:

SAS-ET-FH (ET) - Inclusion of Generation Z+ to Defence Organizations aims to work on new methods to make defense and military career appeal to Gen Z+.

Reach us at: ada@kizbasina.com

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THANK YOU FOR LISTENING.