

MOSAIC

A Concept for a Multi-Resolution Geo-Strategic Simulation

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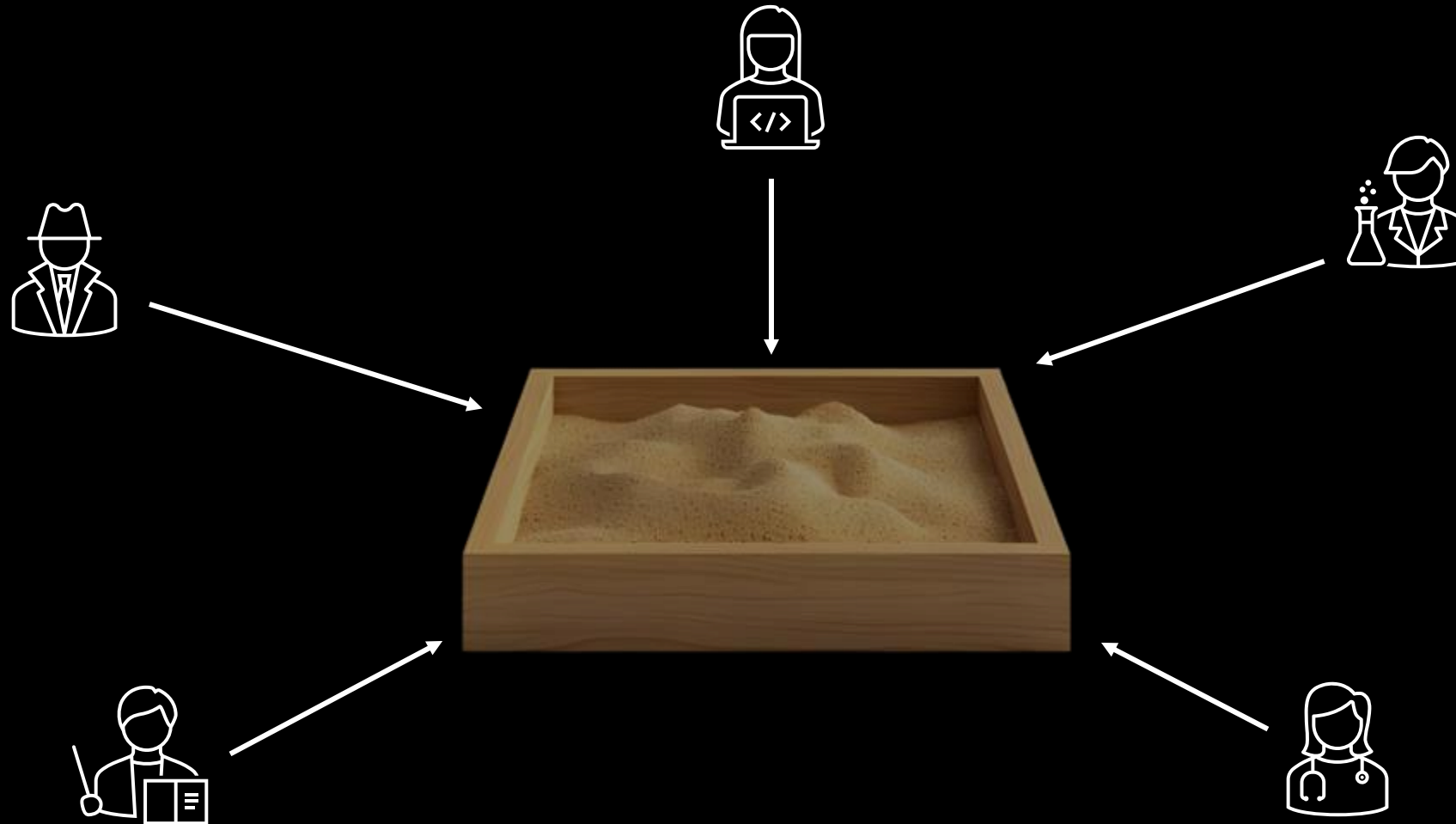
Strategic Simulation



PMESII-ASCOPE Matrix

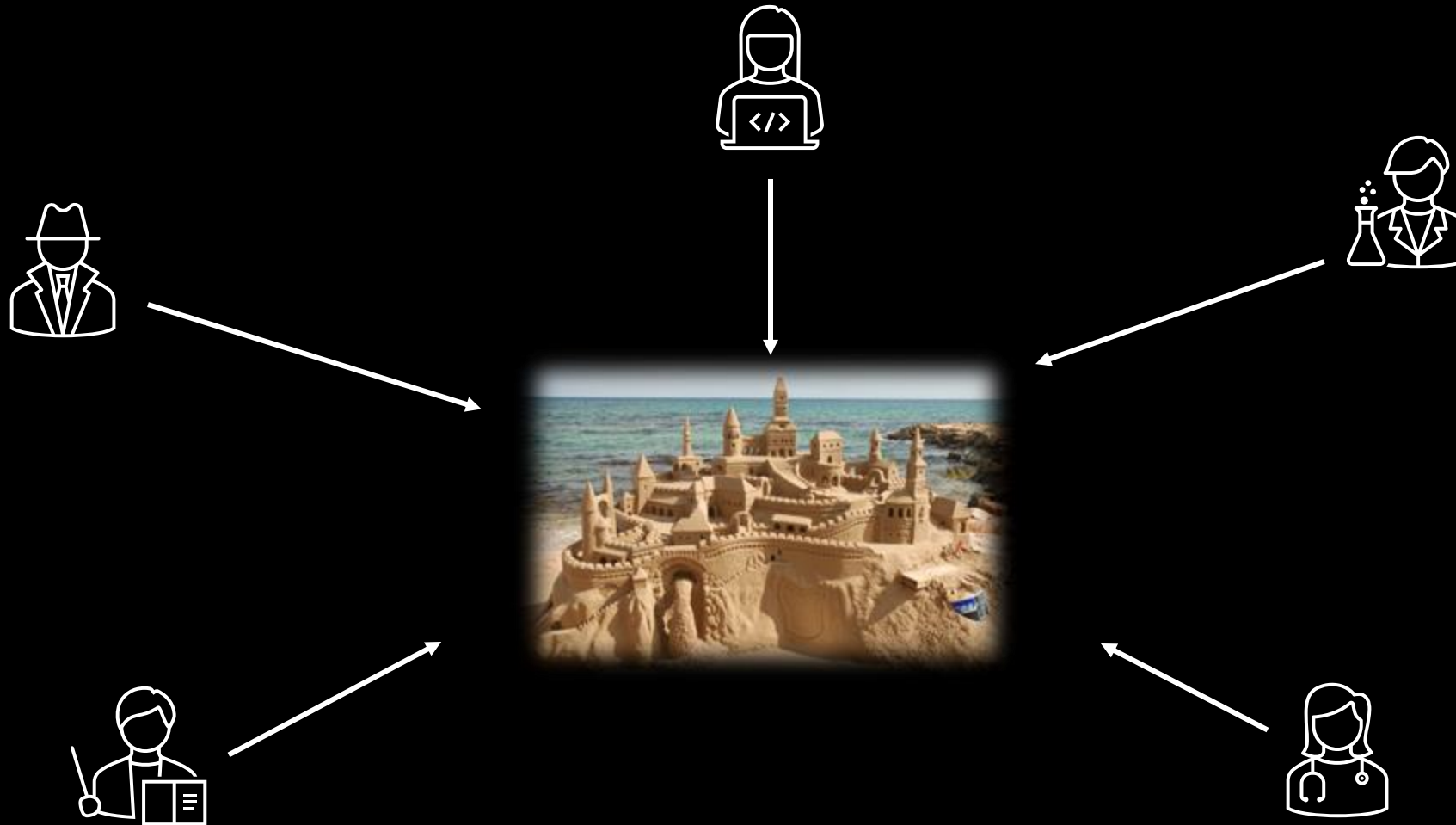
	P olitical	M ilitary	E conomic	S ocial	I nfrastructure	I nformation
A reas	District Boundaries	LN bases	Markets	Parks	Irrigation networks	Radio
S tructures	Town halls	Military HHQ	Banks	Churches	Roads	TV towers
C apabilities	Insurgent capabilities	Strengths and weaknesses	Access to banks	Strength of national ties	Build roads	Literacy rate
O rganizations	Political parties	Units of military	Banks	Youth groups	Infrastructure Operators	News groups
P eople	Governors	Leaders from coalition	Bankers	Religious leaders	Builders	Media owners
E vents	Elections	Kinetic events	Drought	Holidays	Road construction	IO campaign

Philosophy

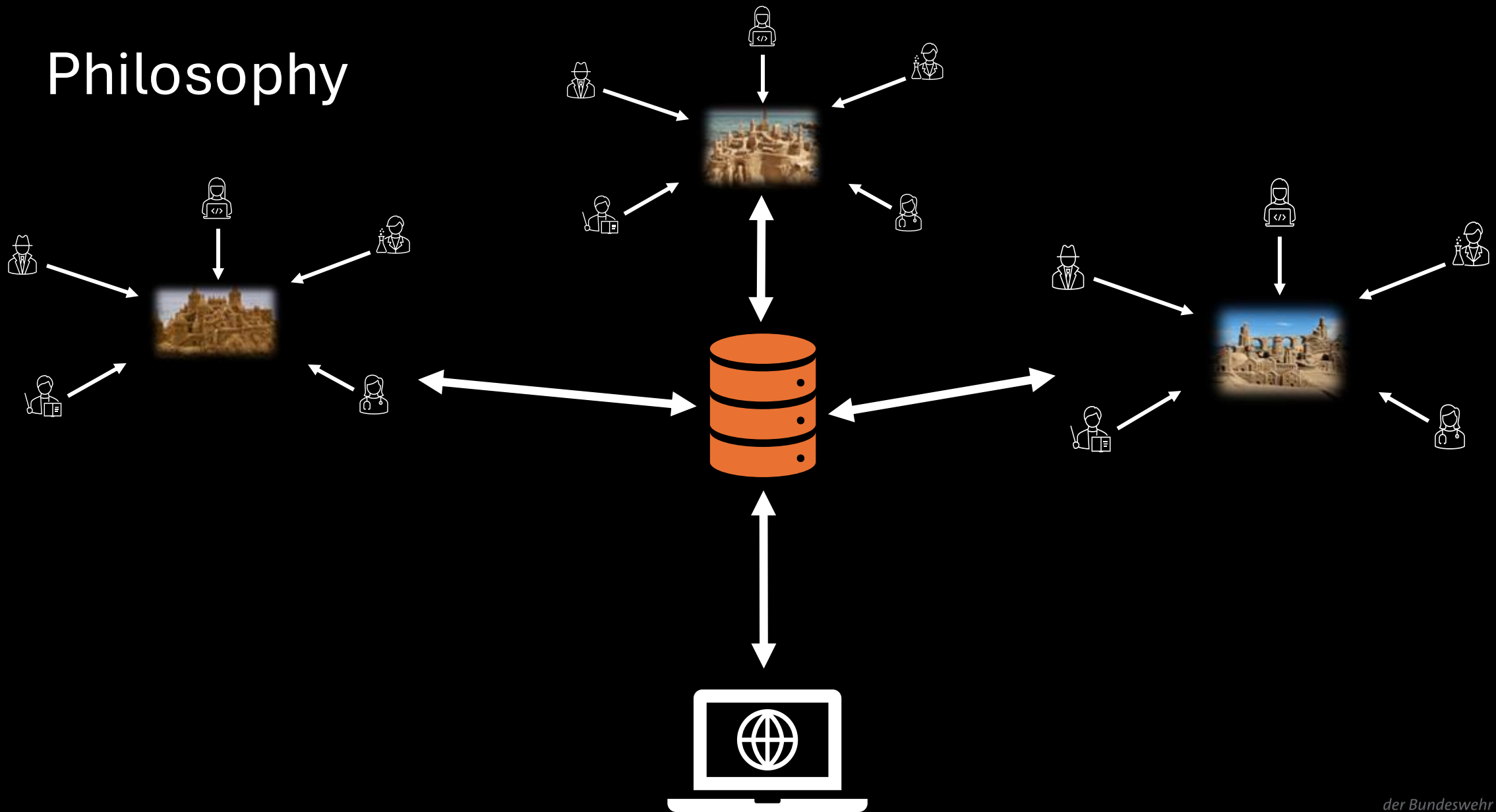


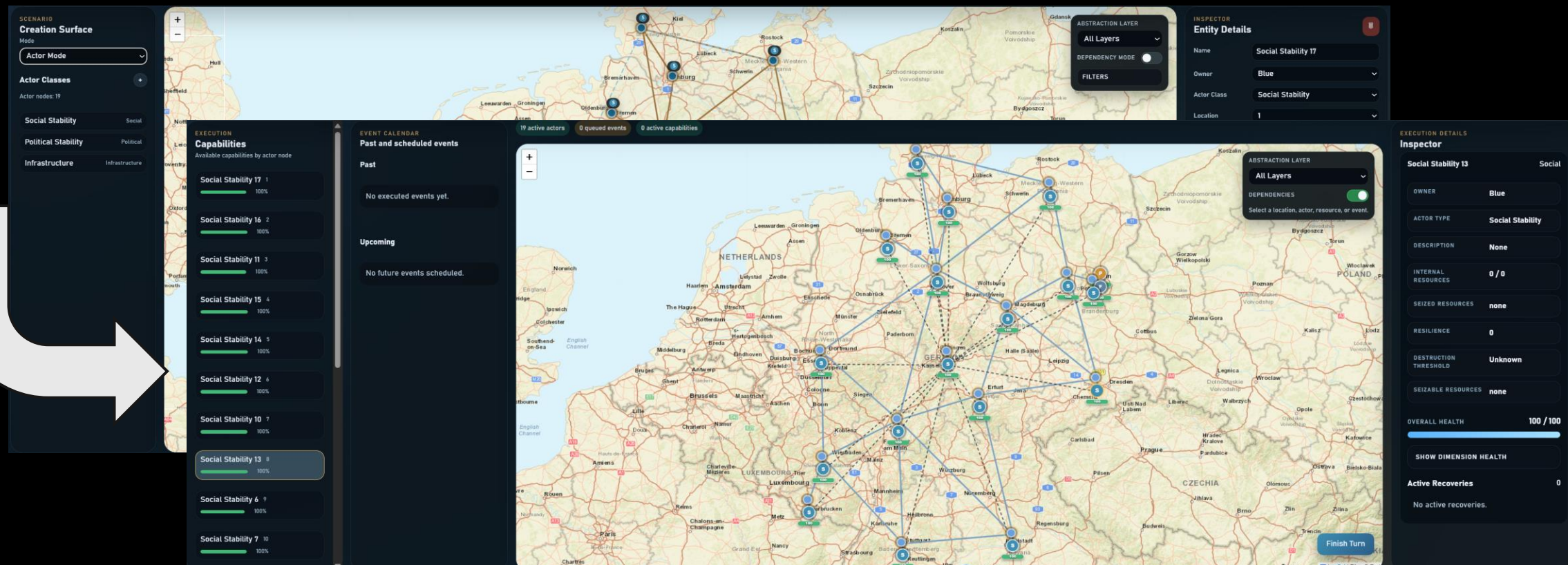
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Philosophy



Philosophy



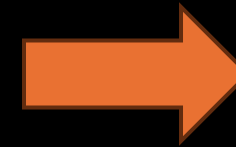


PMESII-ASCOPE Matrix

	Political	Military	Economic	Social	Infrastructure	Information
Areas	Actor / Location Nodes					
Structures	Actor Nodes					
Capabilities	Actor Capabilities					
Organizations	Actor Nodes <i>Abstraction Layer 1</i>					
People	Actor Nodes <i>Abstraction Layer 0</i>					
Events	Pre-Defined Events & Capability Events					

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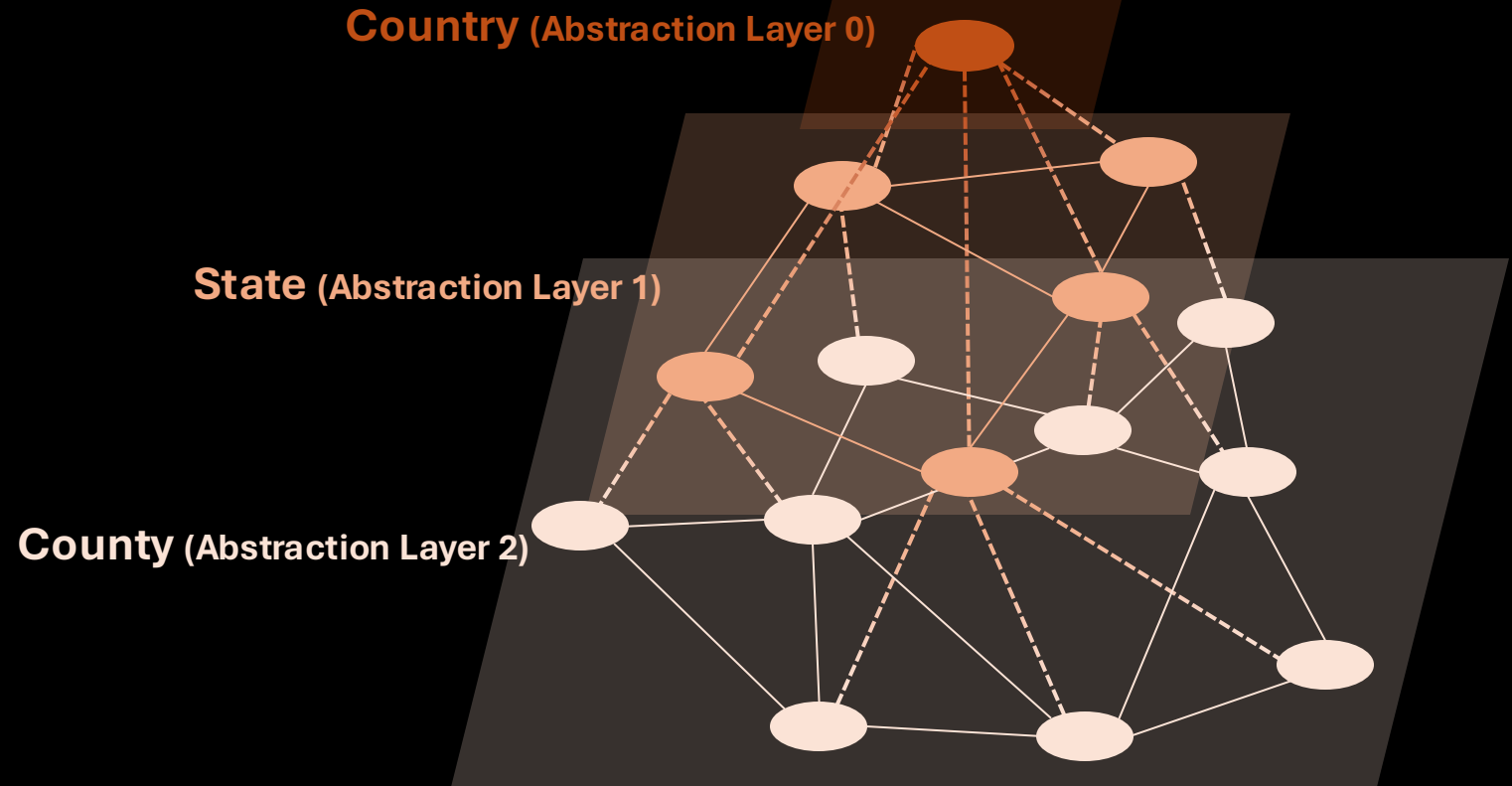
Dimension Agnostic

Location Graph



Screenshot from Scenario Creation UI

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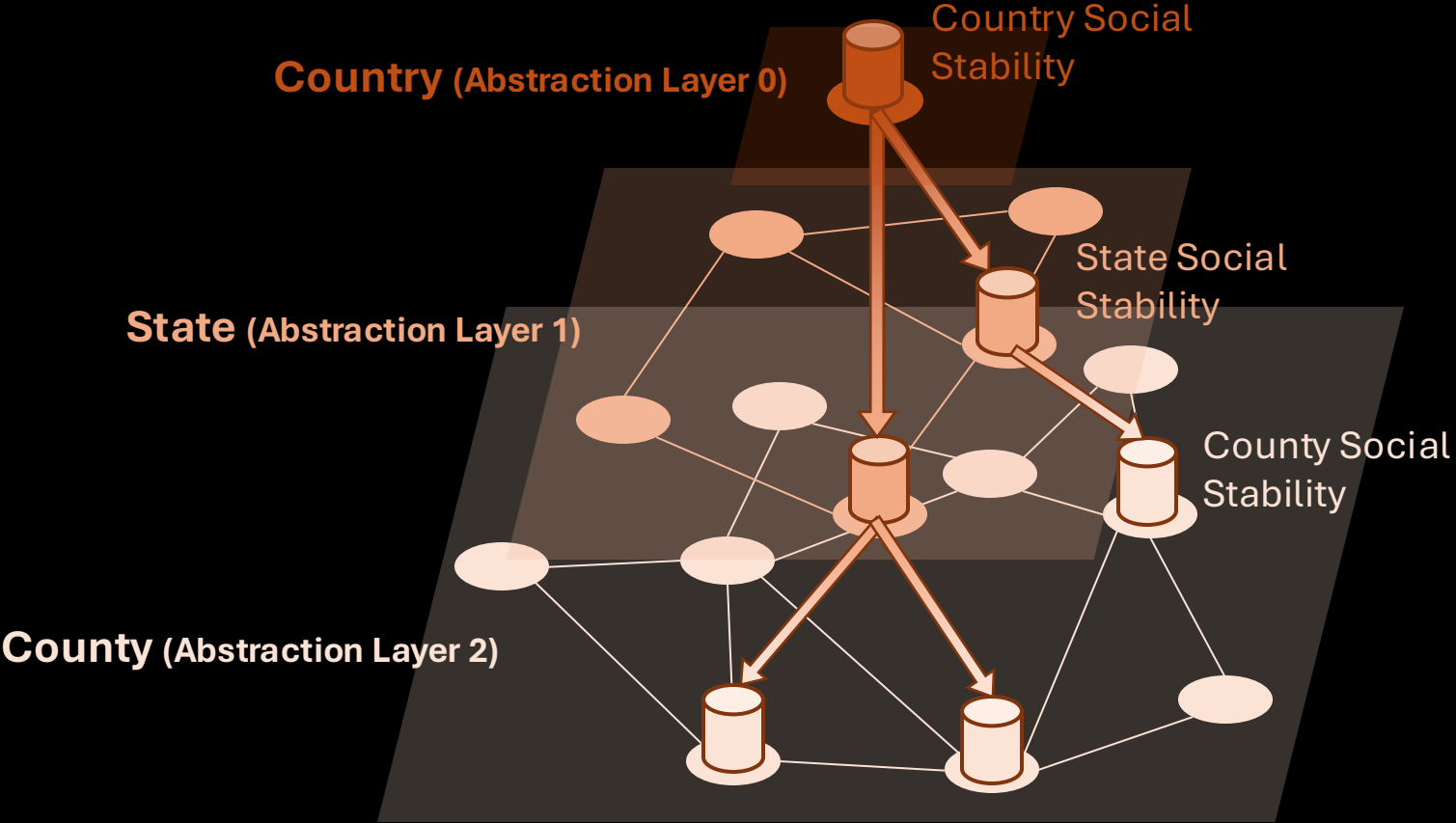
Actors



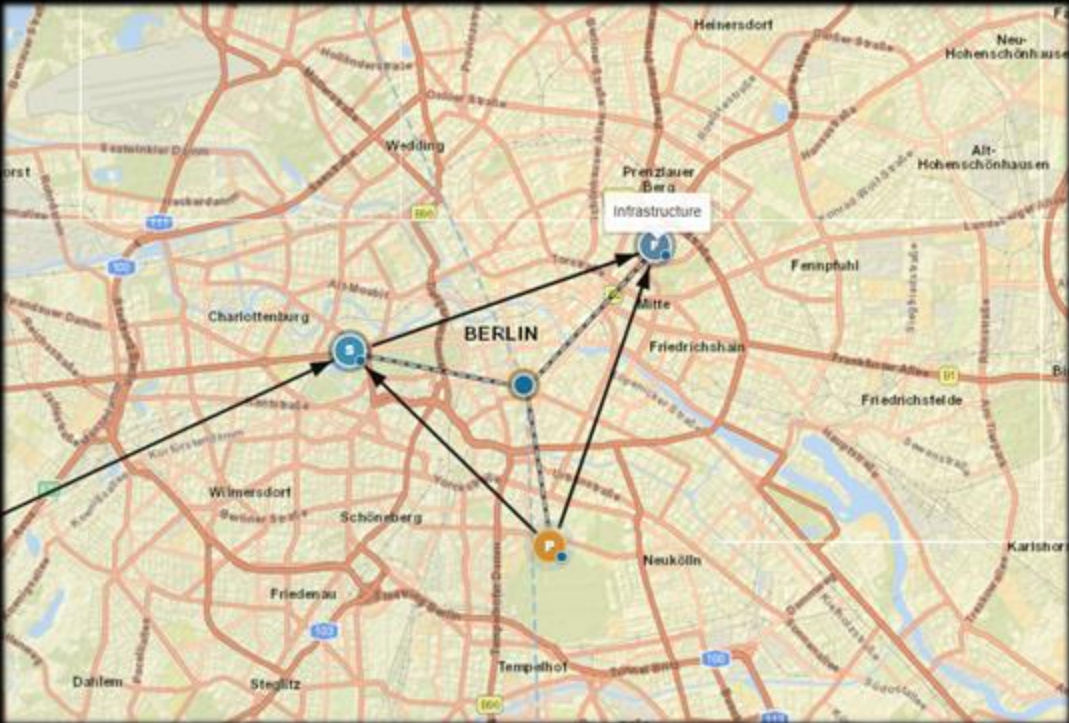
Screenshot from Scenario Creation UI

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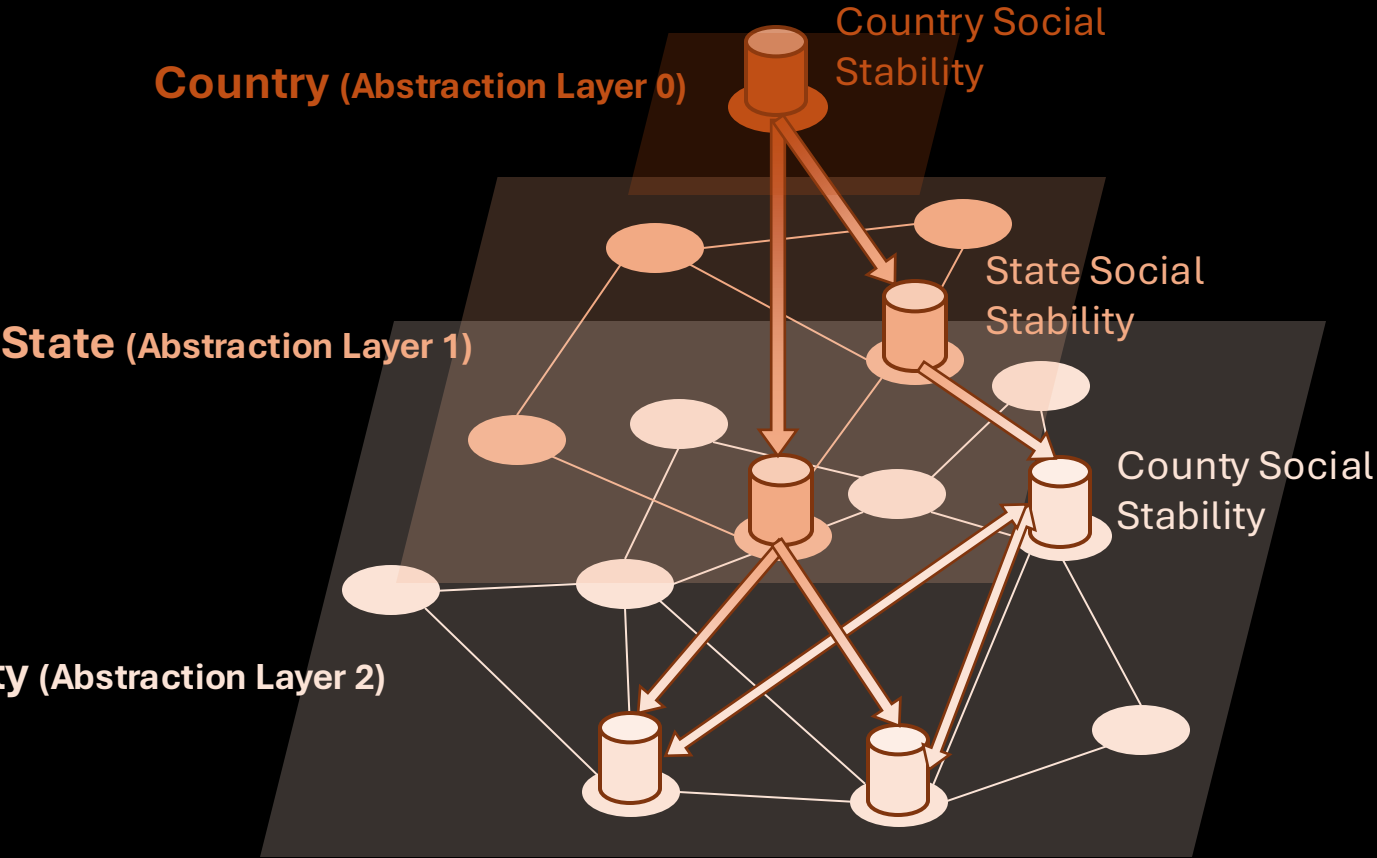
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Actors



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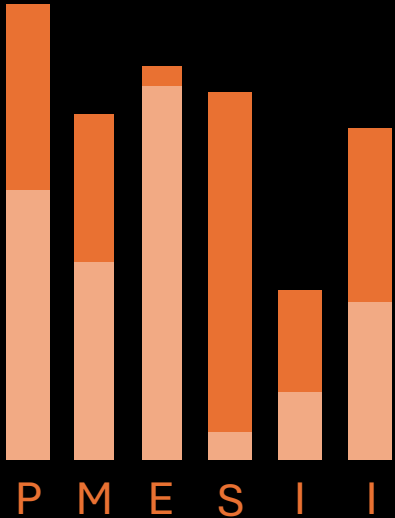
Actor Health



Screenshot from Scenario Creation UI

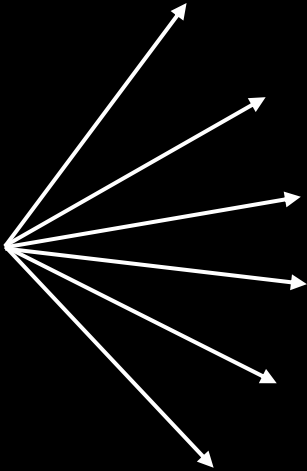
Own Health

Dependencies



Weighted Avg.

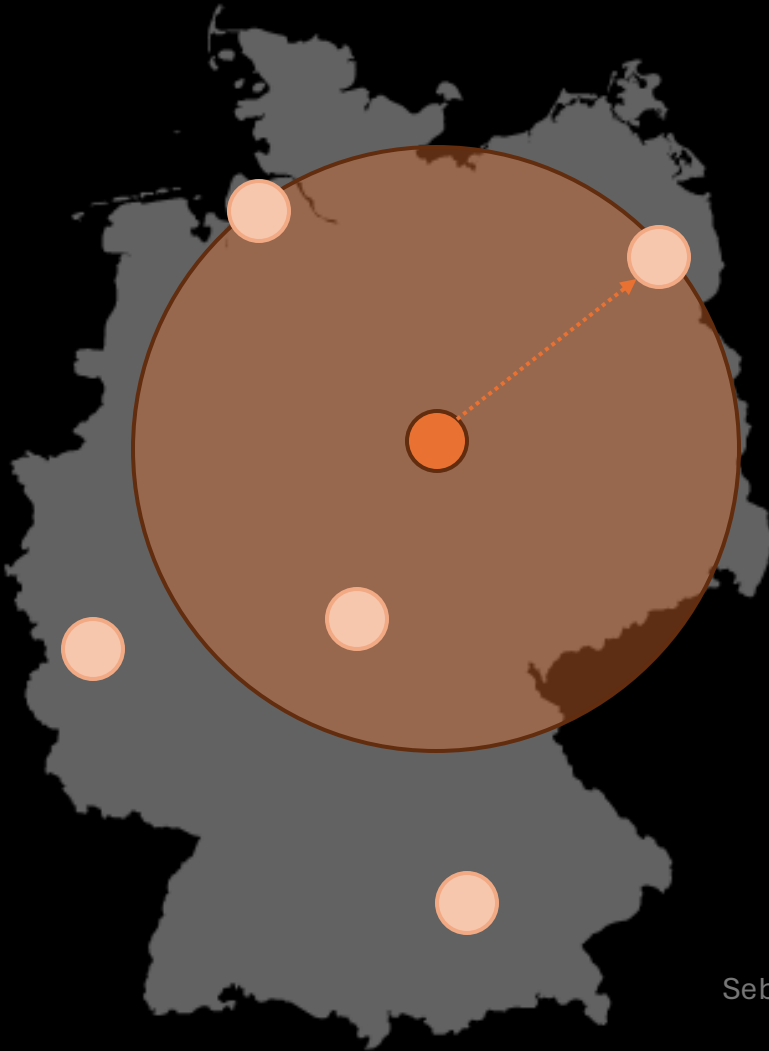
Health



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Capabilities & Events

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Effect Types:

- Health Change:** Deal / Heal Damage
- Recovery:** Boost Recovery Process
- Movement:** Change Location
- Production:** Produce Actor or Resource Node
- Counter:** Prevent advisory capability

Capability Example

	Political	Military	Economic	Social	Infrastructure	Information
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Military Offensive



Airstrike

Attack

Infrastructure Damage

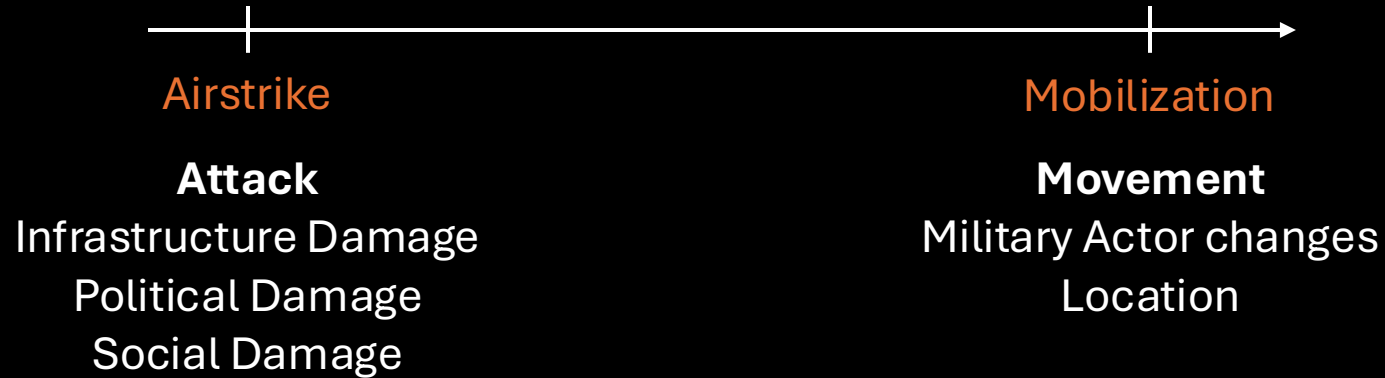
Political Damage

Social Damage

Capability Example

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Military Offensive



Capability Example

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Military Offensive



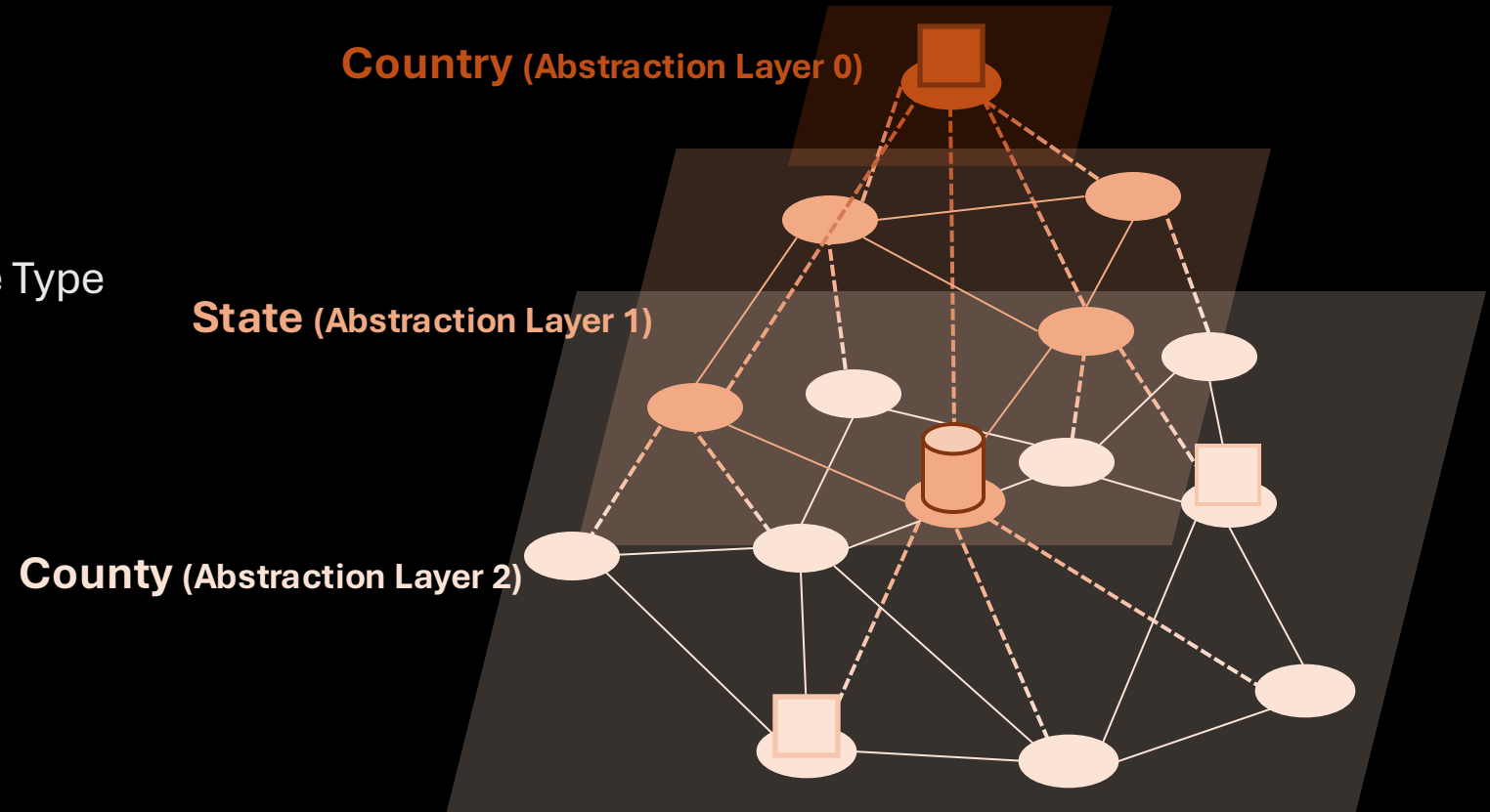
Capabilities & Events

Resource Cost

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Resource Nodes:

- Define the base unit of the Resource Type
- Can have movement capabilities
- Can be claimed by actors



Research Directions

