

WE TRAIN FOR THE KNOCKOUT PUNCH.

High-end warfighting. Multi-Domain Operations.
Article V contingencies.

OUR ADVERSARIES DON'T HAVE TO.

They can attack the state capacity MDO assumes: administration, infrastructure, host-nation support and political will.

DEATH BY A THOUSAND PAPER CUTS.

Hybrid activities do not defeat armies. They exhaust states.

THE REVEAL

MAKE THE INVISIBLE PLAYABLE.

Hybrid Commander: Sisu and OpPlan DEU Cdr make systemic pressure visible, negotiable and debriefable.

HYBRID COMMANDER: SISU

OPPLAN DEU CDR

TWO ATTACK SURFACES. ONE DAMAGE MODEL.

STRATEGIC ATTACKS

TACTICAL ATTACKS

13 DOMAINS

TRAFFIC NETWORK

7 DEMOCRATIC FOUNDATIONS

ONE SHARED SYSTEM STATE

EVERY CUT CHANGES THE NEXT MOVE.

Damage feeds back into cooperation, clearance and movement — changing the next round before it begins.



ATTACK

DAMAGE

VULNERABILITY

COOPERATION

MOVEMENT

THE STATE STOPS THE CORPS.

No bridge has to be blown. No division has to be defeated. Civilian support, clearance and movement simply stop.

THE ATTACKER MAY ALREADY BE IN THE ROOM.

A legitimate representative role creates maximum situational awareness — and then switches sides.

THE REAL GREY ZONE IS ARTICLE II.

Not the space between Article IV and Article V.

II

IV

V

THE ASK

DON'T JUST WARGAME THE WAR.

WARGAME THE PRECONDITION.

SISU → OPPLAN DEU CDR → NATO SCENARIOS

OPPLAN DEU CDR

★ HYBRID COMMANDER: SISU ★

WARGAMING THE PRECONDITION:
HYBRID THREATS TO NATO TRANSIT
AND BORDER REGIONS

EDUCATIONAL
WARGAME

DECISION-MAKER
TRAINING

SYSTEMIC
THINKING

ANALYTICAL
DEBRIEFING



Hybrid activities do not defeat armies – they exhaust states.
OpPlan DEU Cdr makes the systemic interdependencies visible,
negotiable and analytically productive – before the first shot is fired.

1 THE GOAL

- ✓ Secure host-nation support
- ✓ Keep infrastructure passable
- ✓ Maintain democratic foundations
- ✓ Decide: When is the threshold for Article V crossed?



2 TWO ACTIVE LAYERS



MAP LAYER

NATO march columns move along
infrastructure corridors whose
passability is degraded by hybrid
activities.



FOUNDATION LAYER

Seven democratic foundations measure
the systemic health of the state in
each district.

Every hybrid activity hits both layers at the same time.

3 INSIDER COMPROMISE

DUGIN'S SOCIAL NETWORK CENTRIC WARFARE



- Maximum situational awareness – legally obtained.
- Switches sides – no rule broken, no coercion applied.
- Replicates the logic of political infiltration.

*The group's own speaker becomes the
interface the opponent needed.*

4 THE MAP LAYER – SACHSEN EDITION (EXAMPLE)



5 SEVEN DEMOCRATIC FOUNDATIONS (CORE HEALTH TRACKER)

JUSTICE &
EQUAL TREATMENT



10 5 0

CIVIL RIGHTS &
LIBERTIES



10 5 0

POLITICAL
ACCOUNTABILITY



10 5 0

RULE OF
LAW



10 5 0

STABILITY



10 5 0

RELIABILITY OF
PUBLIC SERVICES



10 5 0

FORESIGHT
CAPABILITIES



10 5 0

NATO
ARTICLE V



Not a victory condition –
a political decision point.
A unanimous vote ends the game
and starts a structured debrief on
the political conditions of
collective defence.

6 HYBRID ACTIVITY EXAMPLE



- Yellow = Global Activity
- Blue = Regional Activity
- Six Impact Dice show effects
on the 7 Foundations:
- White (Low)
- Yellow (Medium)
- Red (High)
- Scan QR code for real-world
reference and background.

7 VICTORY / DEFEAT

✓ VICTORY (CONDITIONAL)

Corps reaches the strategic
objective AND at least 5 of 6
districts retain all foundations > 3.

✗ DEFEAT

Any foundation in any district = 0
OR Corps fails to reach objective
OR Article V vote triggered.

8 GAME FLOW (ROUND)

- 1 INITIATIVE & INFORMATION
Draw Initiative Card (Global/Regional)
- 2 HYBRID ACTIVITY (RED TEAM)
Play card – apply effects on map & foundations
- 3 DEFENCE MEASURES (BLUE TEAM)
Allocate resources, countermeasures,
communication
- 4 MOVEMENT (BLUE TEAM)
Move corps along hexes
(pay Movement Costs)
- 5 ARTICLE V DECISION
Unanimous vote if threshold judged crossed
- 6 END OF ROUND
Update trackers – new round

11 TRANSFERABILITY – NARVA / IDA-VIRU EDITION (EXAMPLE)

- 1 SELECT REGION
e.g. Narva/Ida-Viru,
Estonia
- 2 ADAPT MAP
Roads, bridges,
districts
- 3 ADAPT CARDS
Region-specific
hybrid activities
- 4 PLAY & LEARN
Same mechanics –
new context



BUILT ON:
Hybrid Commander: SisU
& Hybrid CoE CORE Framework



PLAYERS
8–20 (recommended)



DURATION
2–4 hours



FORMAT
Seminar / Staff Game / Workshop



OUTCOME
Better decisions before crisis becomes conflict.