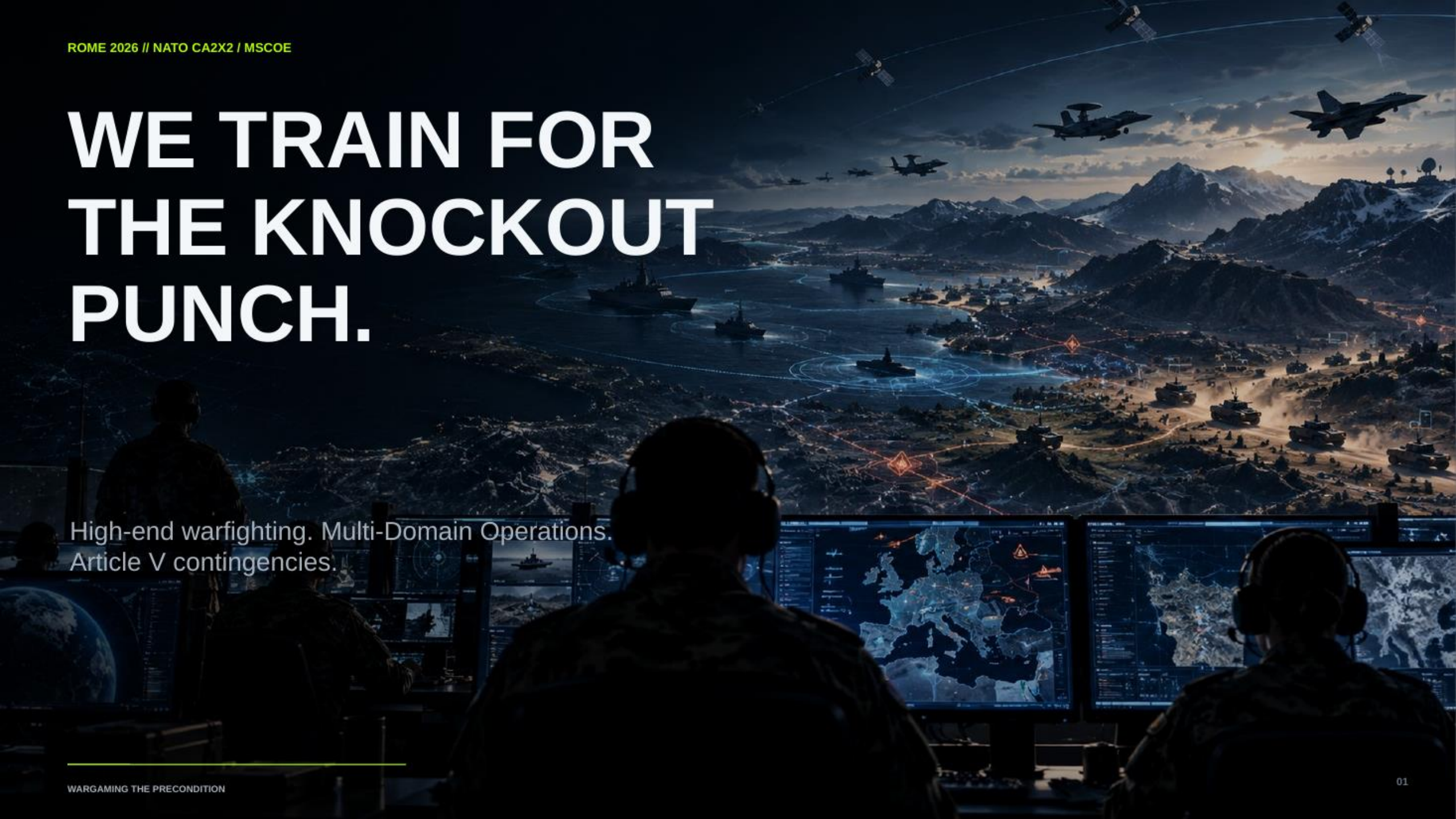
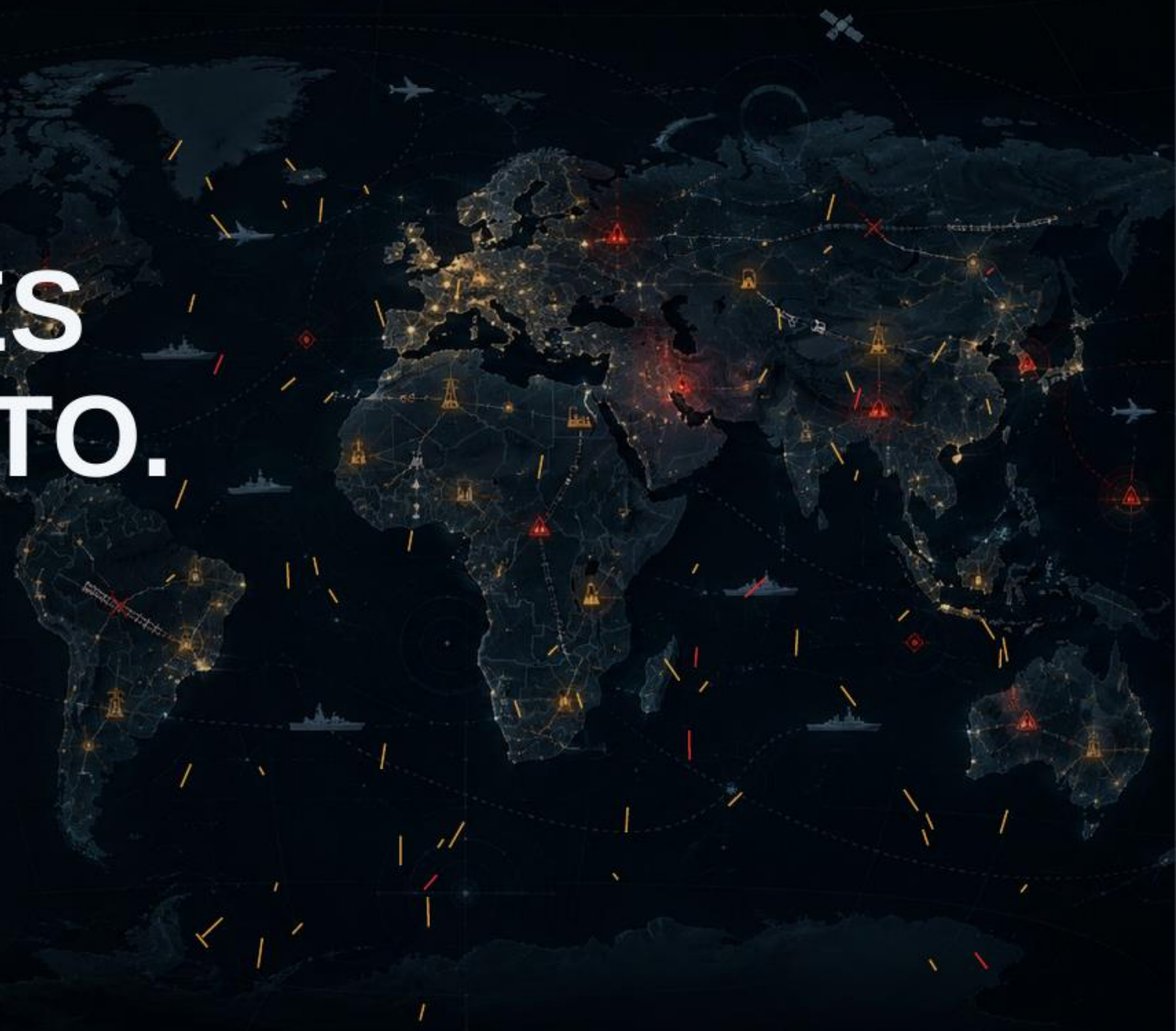
WE TRAIN FOR THE KNOCKOUT PUNCH.



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.

MAKE THE INVISIBLE PLAYABLE.

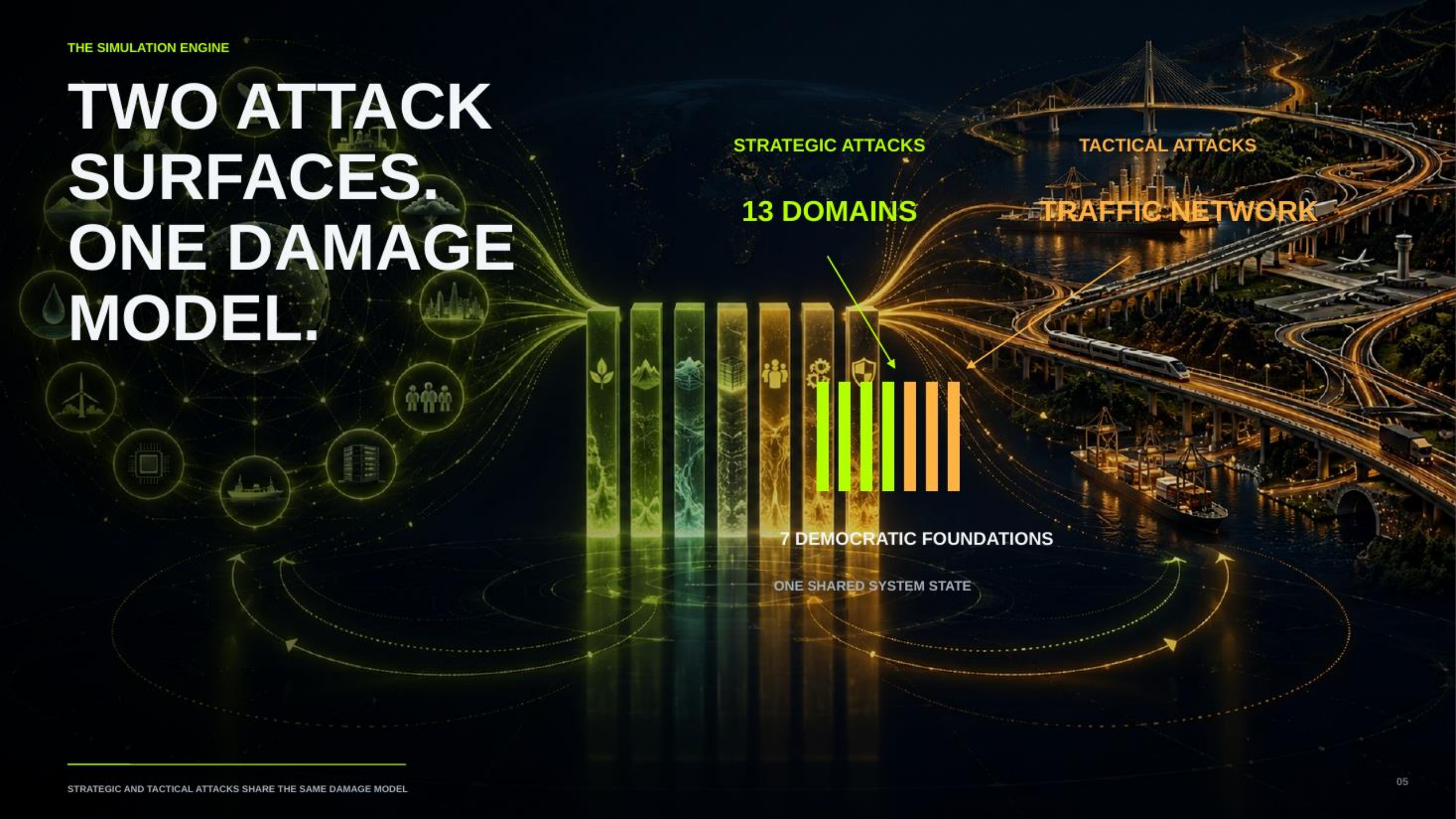
Hybrid Commander: Sisu and OpPlan DEU Cdr make systemic pressure visible, negotiable and debriefable.



HYBRID COMMANDER: SISU

OPPLAN DEU CDR

TWO ATTACK SURFACES. ONE DAMAGE MODEL.



STRATEGIC AND TACTICAL ATTACKS SHARE THE SAME DAMAGE MODEL

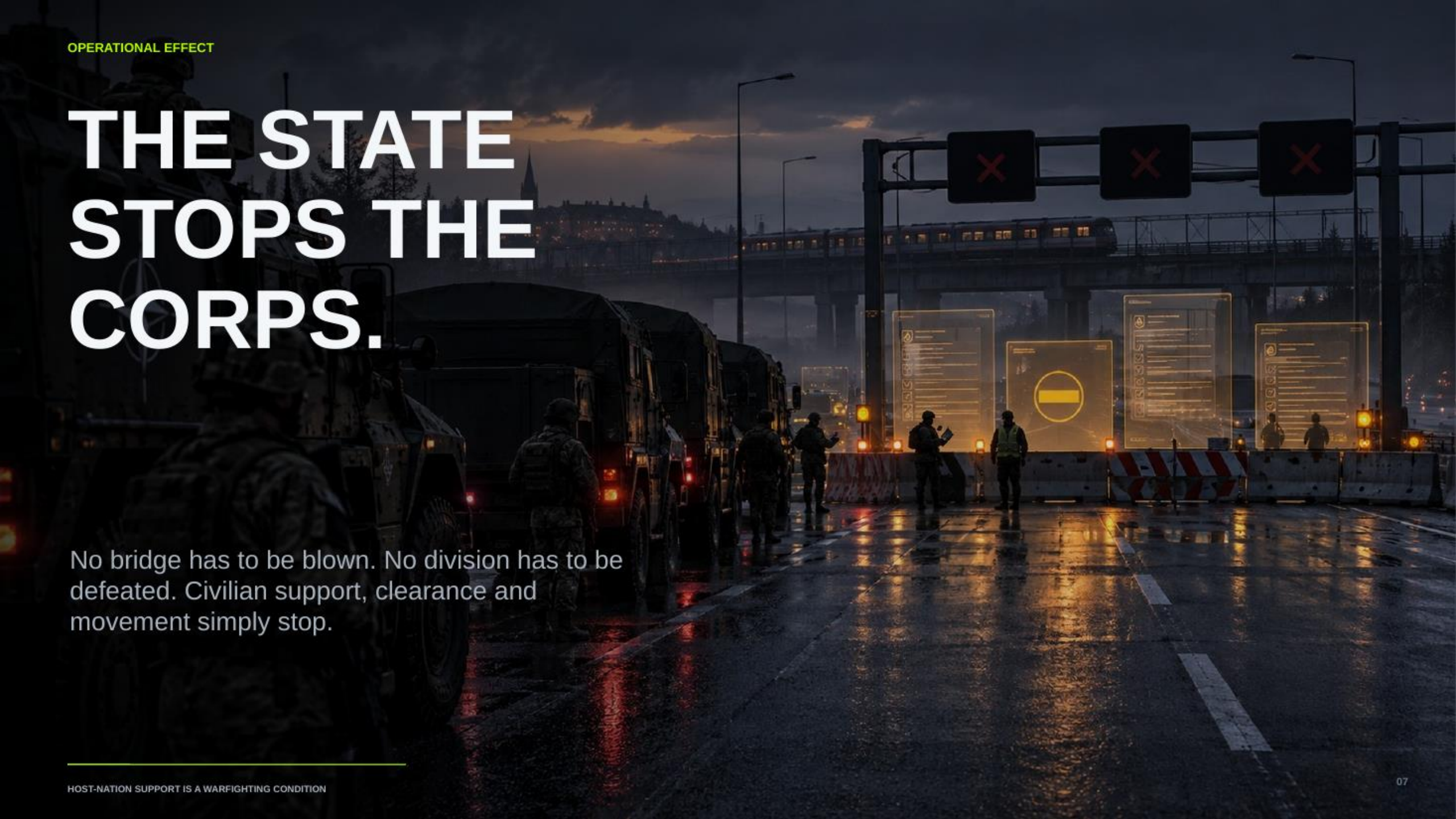
EVERY CUT CHANGES THE NEXT MOVE.



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

DAMAGE FEEDS BACK INTO COOPERATION AND 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.

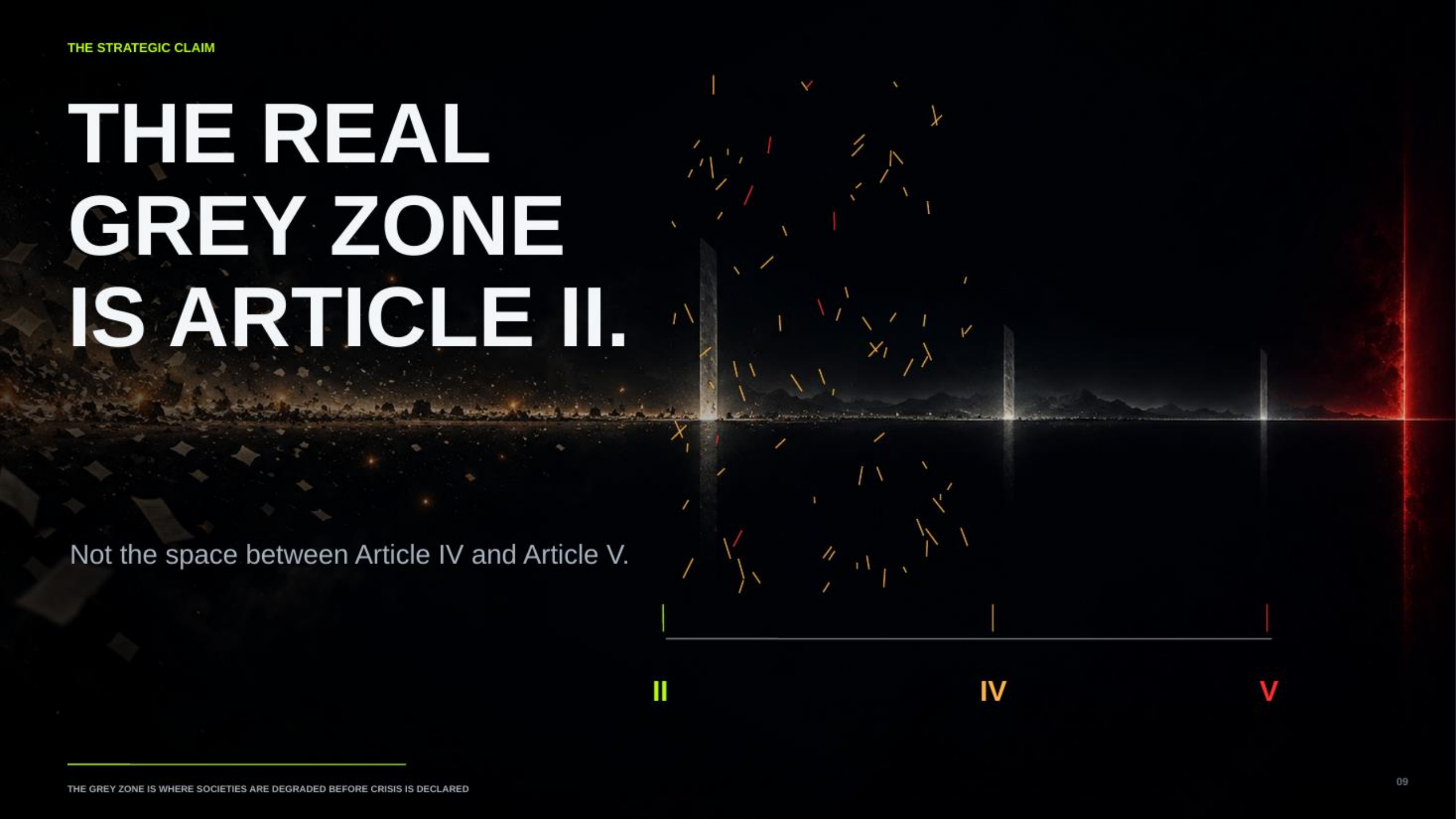
THE ATTACKER MAY ALREADY BE IN THE ROOM.



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.



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

DEFENDER (Blue Team) · SWITCH · ATTACKER (Red Team)

- 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	CIVIL RIGHTS & LIBERTIES	POLITICAL ACCOUNTABILITY	RULE OF LAW	STABILITY	RELIABILITY OF PUBLIC SERVICES	FORESIGHT CAPABILITIES
10 5 0	10 5 0	10 5 0	10 5 0	10 5 0	10 5 0	10 5 0

FULL STRENGTH = 10 · ANY FOUNDATION AT 0 = DEFENDER LOSES

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.