



CHPM

Centre d'Histoire et de Prospective Militaires



infowargame

Wargaming for Professionals,
Academics & Hobbyists

Projet Wargame UKRAINE



Contenu

- Genèse du projet
- Wargame exploratoire
- Wargame analytique
- Conclusions
- Questions & réponses

Genèse du projet

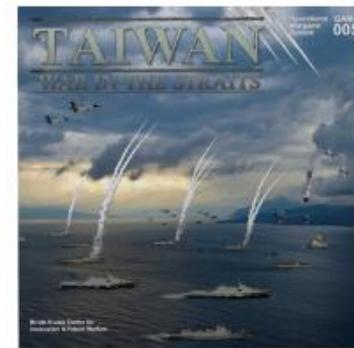
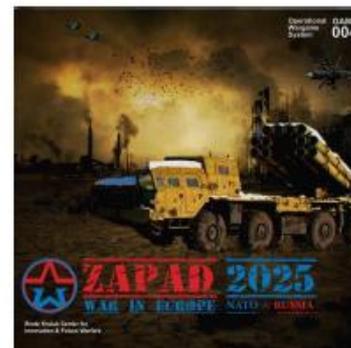
A faded map of Ukraine serves as the background. The word 'UKRAINE' is written across the center in large, bold, capital letters. Several major cities are labeled, including Kyiv, Vinnytytsya, Dnipropetrovsk, Kryvyi Rih, Zaporizhzhya, and Odessa. The map shows the country's borders and major cities, with a light beige color scheme.

Operational Wargame System (OWS)



Modern All Domain Warfare

- Operational Level Combat
- Joint Warfighting
- Explores a future war with China
- Explores the Russo-Ukraine War
- Explores a future Russia-NATO War
- Tabletop Wargame
- Designed to explore questions related to operational level warfighting concepts and service roles & missions





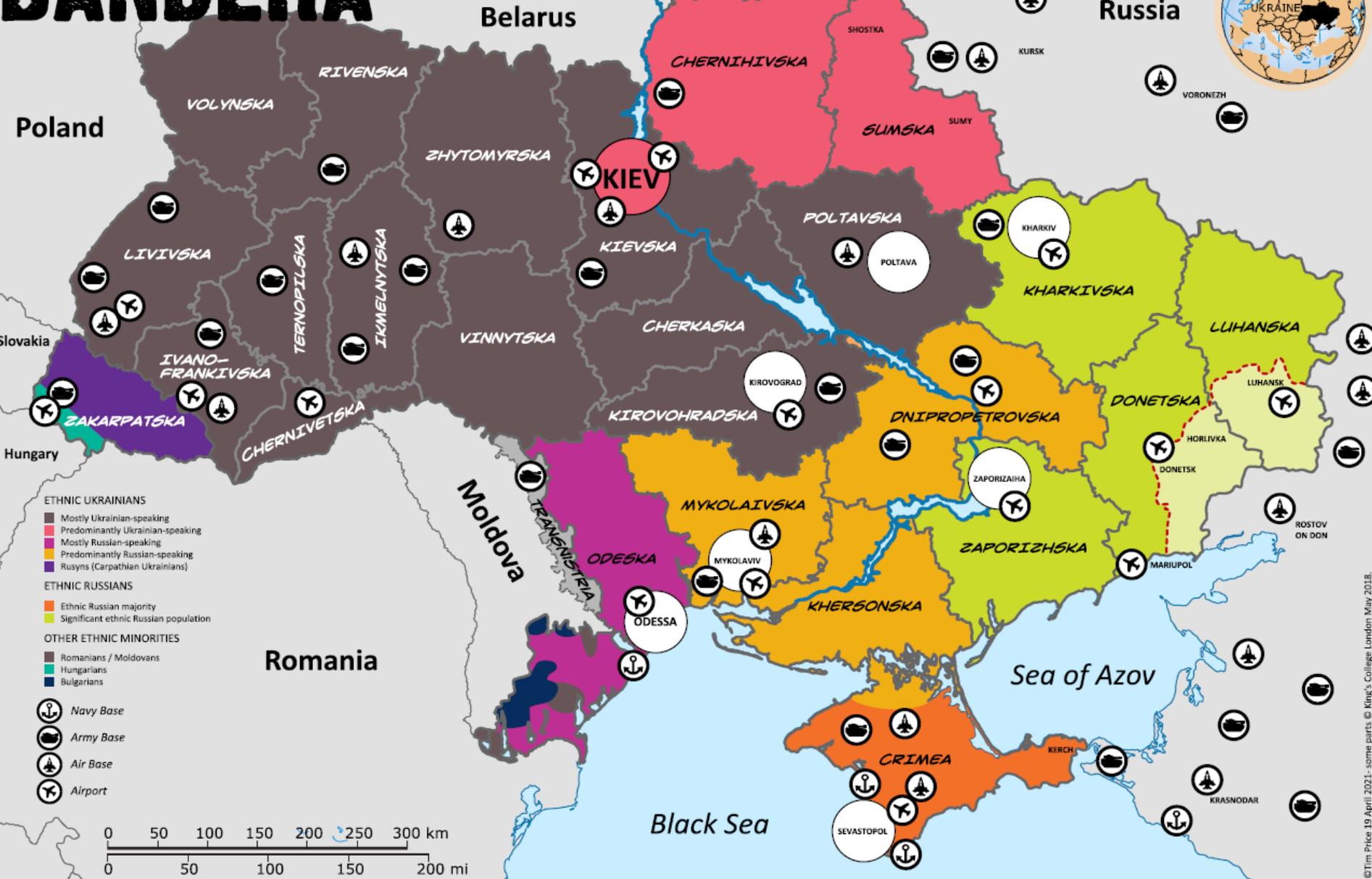
Ukraine War Room



- Location: 2d deck Gray Research Center by Krulak Center spaces
- Game: Operational Wargame System (OWS)
- Map: Developed by MCIA
- Supported Ukraine focused wargame with MCWAR on “Wargaming the Long War”
 - <https://mwi.usma.edu/wargaming-a-long-war-ukraine-fights-on/>
- Situation map updated weekly
- Will keep up to date until other wargame requirement emerges
- Available to enable discussion on insights and warfighting; Schedule with POC
- POC: Tim Barrick, Wargaming Director, MCU
 - Timothy.barrick@usmcu.edu

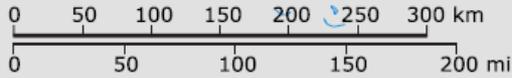


BANDERA

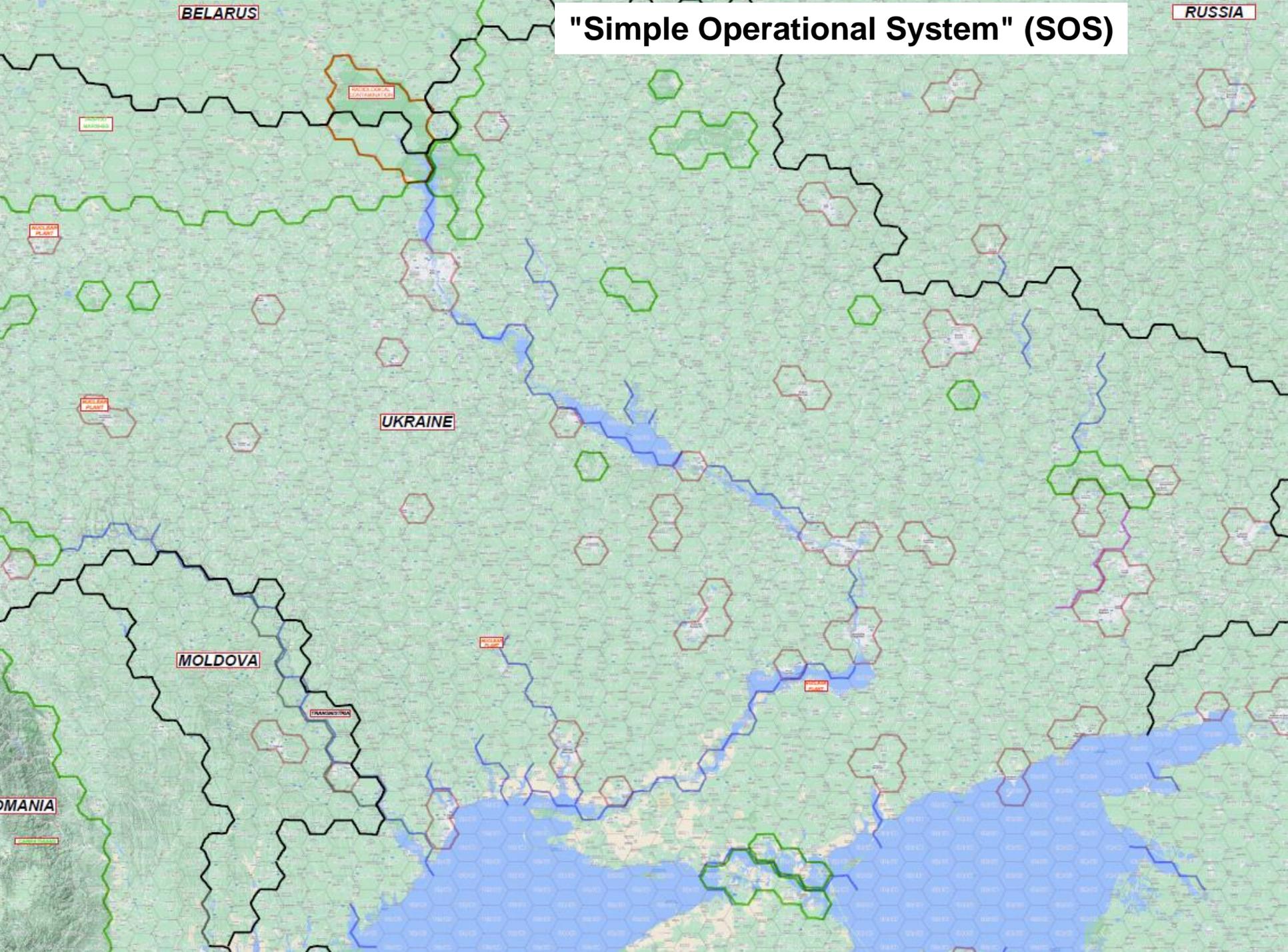


- ETHNIC UKRAINIANS**
- Mostly Ukrainian-speaking
 - Predominantly Ukrainian-speaking
 - Mostly Russian-speaking
 - Predominantly Russian-speaking
 - Rusyns (Carpathian Ukrainians)
- ETHNIC RUSSIANS**
- Ethnic Russian majority
 - Significant ethnic Russian population
- OTHER ETHNIC MINORITIES**
- Romanians / Moldovans
 - Hungarians
 - Bulgarians

- Navy Base
- Army Base
- Air Base
- Airport



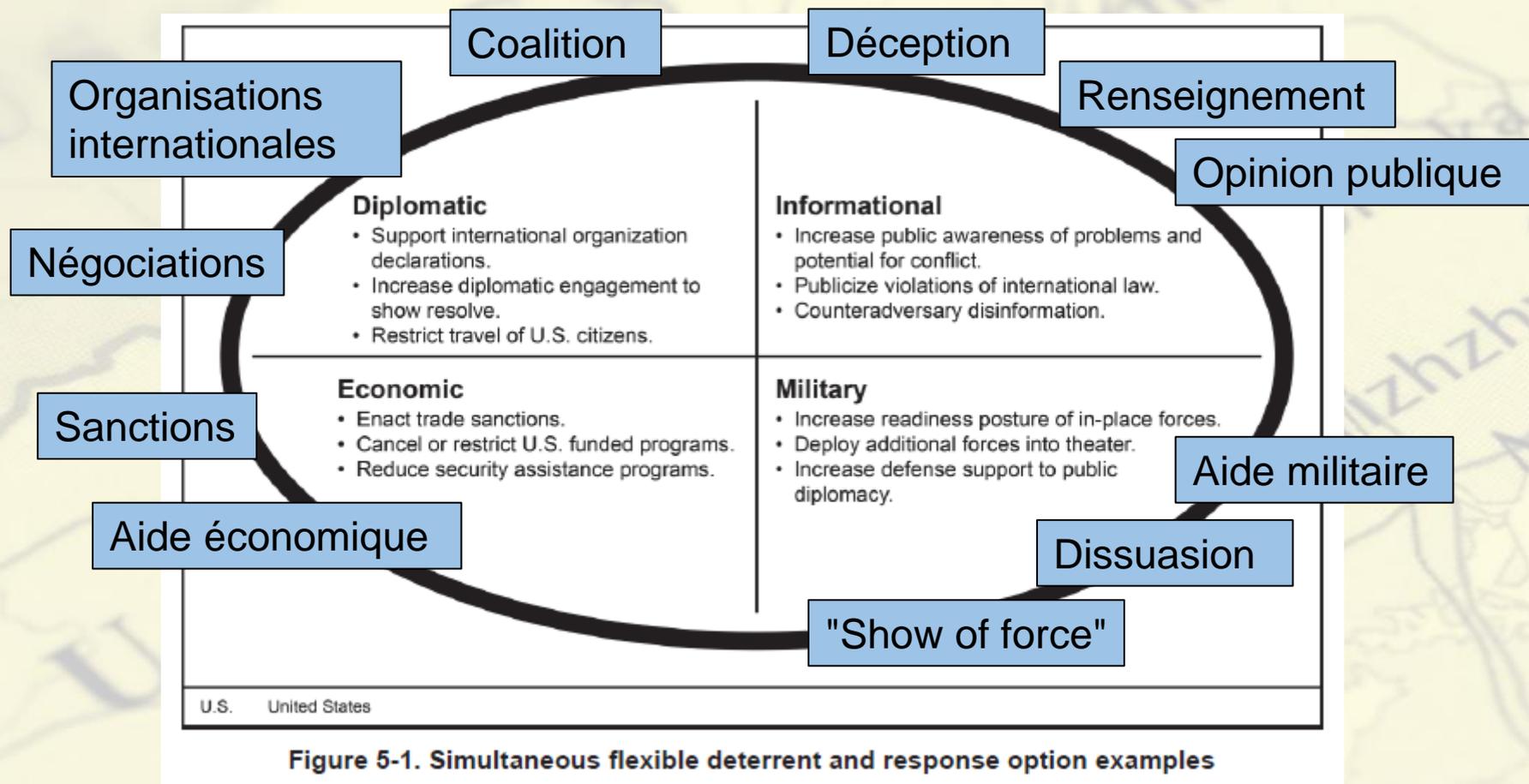
"Simple Operational System" (SOS)





Wargame exploratoire

Niveau stratégique: Acteurs

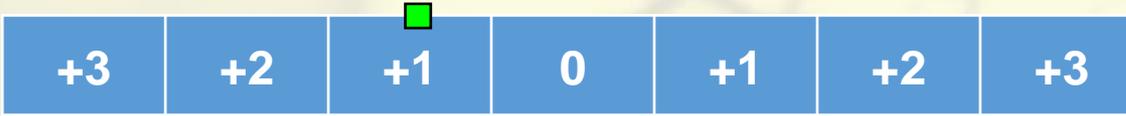




DIME – Moral (25.02.2023)



Diplomacy



Information



Military



Economy



International Tension Track



Support Track	Unrest Track	Effectiveness Track
Rampant Nationalism +3	Active Support +3	Elite +3
Strong Support +2	Mild Support +2	Efficient & Effective +2
Mild Support +1	Couldn't Care Less. +1	Well Trained +1
Couldn't Care Less. 0	0	0
Lack of Trust -1	Protests -1	Inefficient -1
Support Opposition -2	Riots -2	Ineffective -2
Welcome Opposition -3	Armed Conflict -3	Mass Desertion -3

NUCLEAR WAR

Séquence de jeu (25.02.2023)

Planification des 3 premiers tours – début jeu

1. Biden (gouvernement USA) - **Guy, Christian**
2. Xi Jinping (gouvernement CHN) - **Alexandre S., François**
3. Zelensky (gouvernement UKR) - **Martin**
4. Raisi (gouvernement IRN) - **Adrien**
5. Duda (gouvernement POL) - **Marc B., Mathieu**
6. Erdogan (gouvernement TUR) - **André**
7. Prigojine (Wagner & Co.) - **Paul, Cyril**
8. Poutine (gouvernement RUS) - **Romain**

Administration du tour

Niveau opératif: Multidomaines

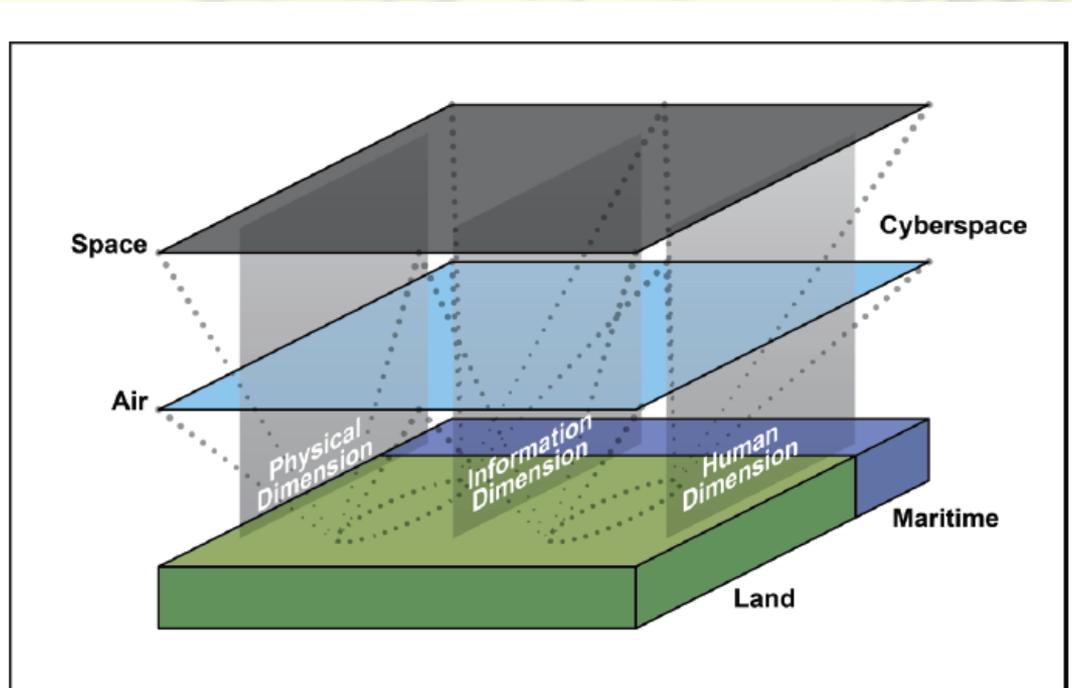
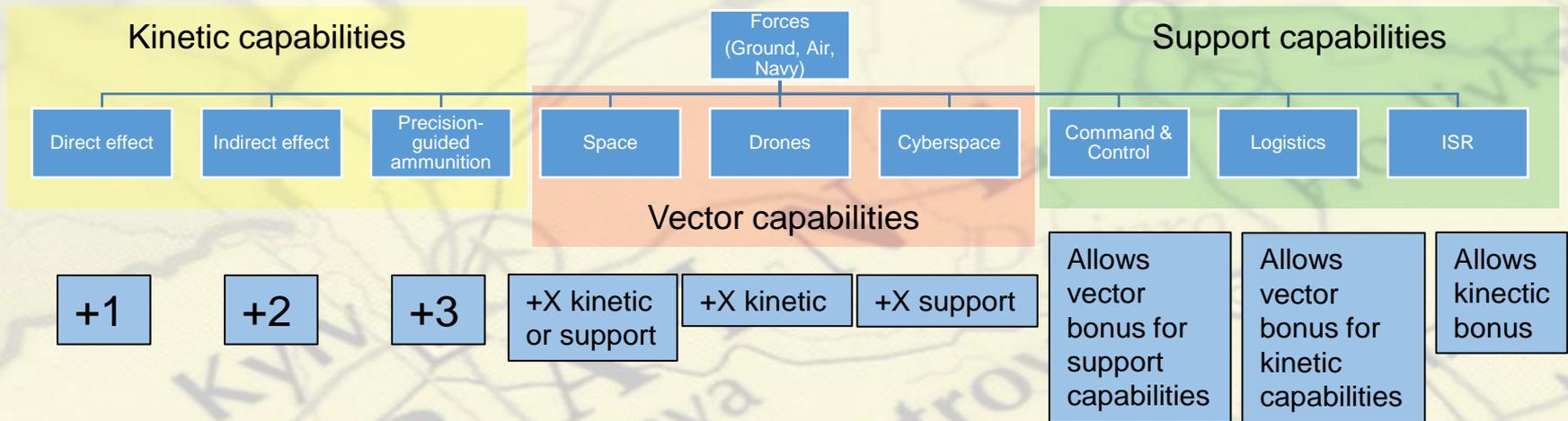


Figure 1-4. Domains and dimensions of an operational environment

Note. Joint doctrine describes the components of an operational environment as the physical areas of the land, maritime, air, and space domains; the information environment (which includes cyberspace); the electromagnetic spectrum; and other factors. (See JP 2-0 and JP 5-0 for more information on describing and analyzing an operational environment from a joint perspective.)

Représenter l'approche capacitaire (28.01.2023)

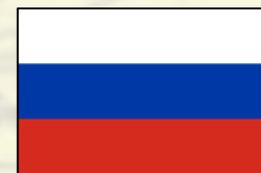


For ONE battle per round, if you control any capabilities over the three dimensions and win the battle (attacker total capabilities > defender total capabilities), you can have a free argument.

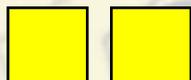
Example

- Precision-guided ammunition+Space+C2 = additional argument long-range precision fires
- Indirect effect+drones+logistics = additional argument special operation
- Direct effect+cyberspace+ISR = additional secret argument covert ops

Types de forces



Réguliers/professionnels



Miliciens/mercenaires



Réservistes/conscrits



Simple Operational System V1.2

Sequence of Play

1. Bidding for initiative (as many resource points as necessary).
2. First player can spend resource points to conduct actions.
3. First player checks for logistics and applies eventual penalties.
4. Second player can spend resource points to conduct actions.
5. Second player checks for logistics and applies eventual penalties.
6. Administrative Turn / check objectives and fill in the player log.

Combat

1. Each player reveals his troops:
2. Play a combat card (not mandatory).
3. Artillery unit fire – support artillery hits on 5 or 6.
4. Mechanized unit fire.
5. Infantry / Contact troops' unit fire.
6. Roll for attrition if necessary.
7. Each side rolls dice equal to the operational strength of its Task Force – all 6's are saves.

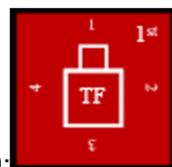


Types de forces

Forces



Ukrainian Task Force Marker (40x)



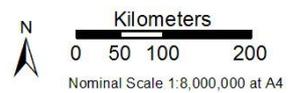
Russian Task Force Marker (40x)

+		Contacts Troops	60 points — to distribute as wanted	30 points — to distribute as wanted
		Mechanized	8x	16x
		Elite Mechanized	2x	4x
		Tactical Artillery	5x	10x



UKRAINE

Railway Network



- National Capital
- Major Town
- Intermediate Town
- Small Town
- Village
- Railway
- International boundary
- Undetermined boundary
- Surface Waterbody
- River

Date Created: 16 - JUN - 2014
 Map Num: UKR_LCA_RailwayNetwork_A4L
 Coord System/Datum: Projected/WGS84 Web Mercator
 Data Sources: WFP, UNGI/WG, GAUL, GLCSC, ESRI, GeoNames

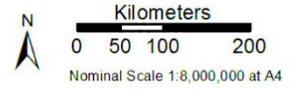
The boundaries and names and the designations used on this map do not imply official endorsement or acceptance by the United Nations.

Email: maps@logcluster.org, Website: www.logcluster.org
 Global Logistics Cluster Support Cell, Rome/Italy



UKRAINE

Road Network



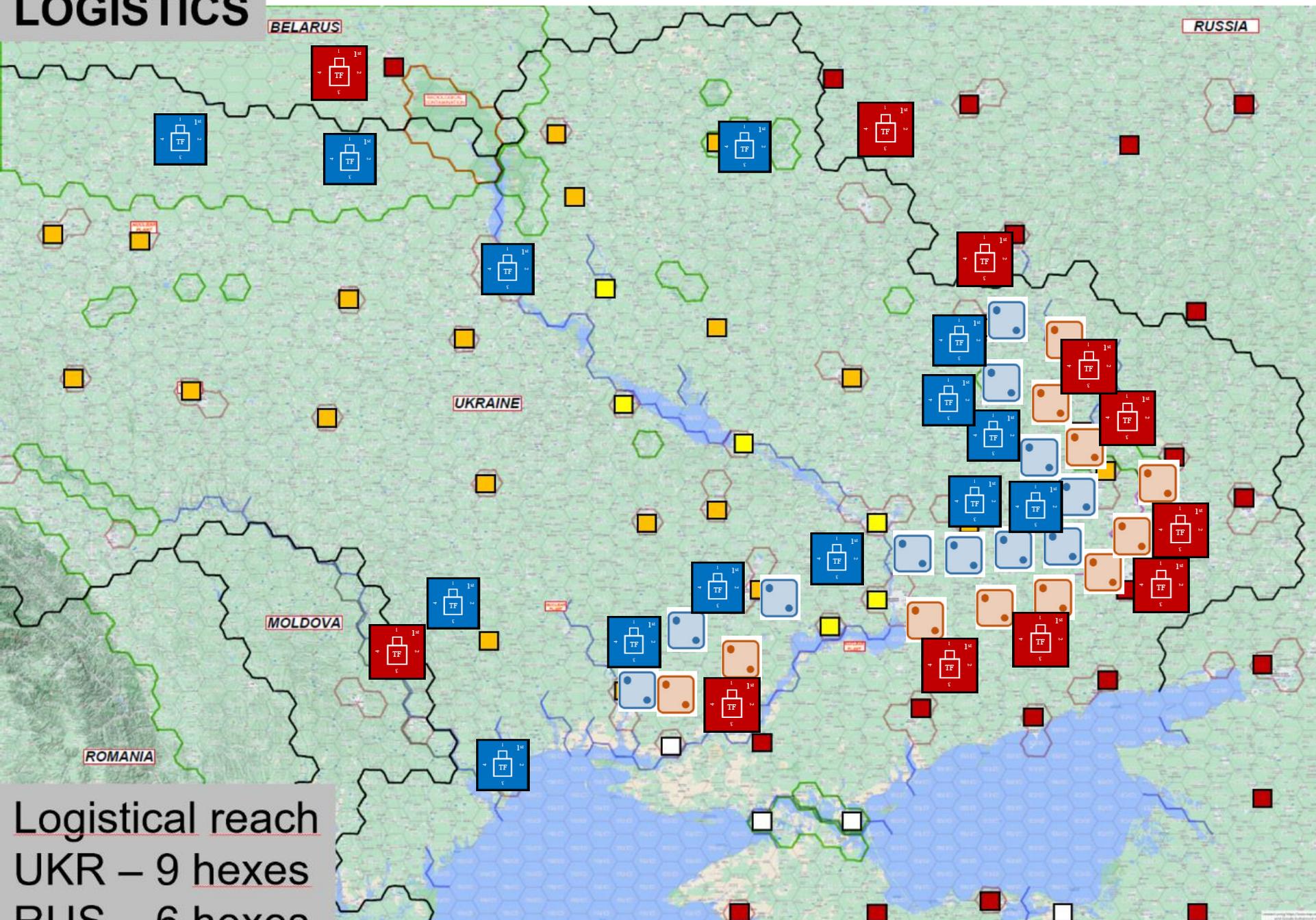
- National Capital
- Major Town
- Intermediate Town
- Small Town
- Village
- Primary Road
- Secondary Road
- Tertiary Road
- Track/Trail
- International boundary
- Undetermined boundary
- Surface Waterbody
- River

Date Created: 16-JUN-2014
 Map Num: UKR_LCA_RoadNetwork_A4L
 Coord System/Datum: Projected/WGS84 Web Mercator
 Data Sources: WFP, UNGWV, GAUL, GLCSC, ESRI, GeoNames

The boundaries and names and the designations used on this map do not imply official endorsement or acceptance by the United Nations.

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LOGISTICS



Logistical reach
UKR – 9 hexes
RUS – 6 hexes

Impressions



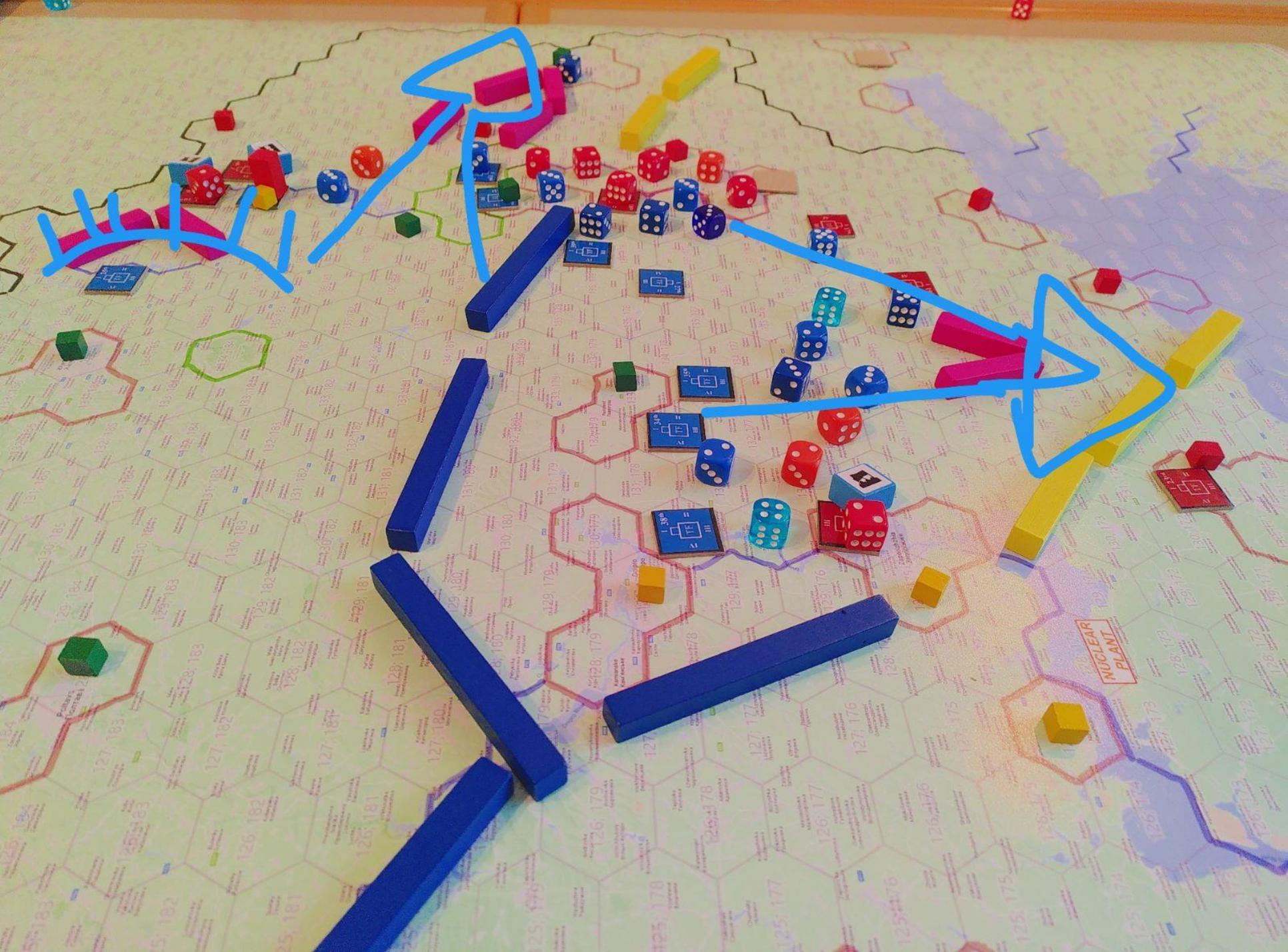
BANDERA



UKRAINIANS
Ukrainian-speaking majority
Primarily Ukrainian-speaking
Russian-speaking minority
Primarily Russian-speaking
Moldovan-speaking minority
Primarily Moldovan-speaking

Turn Order
8

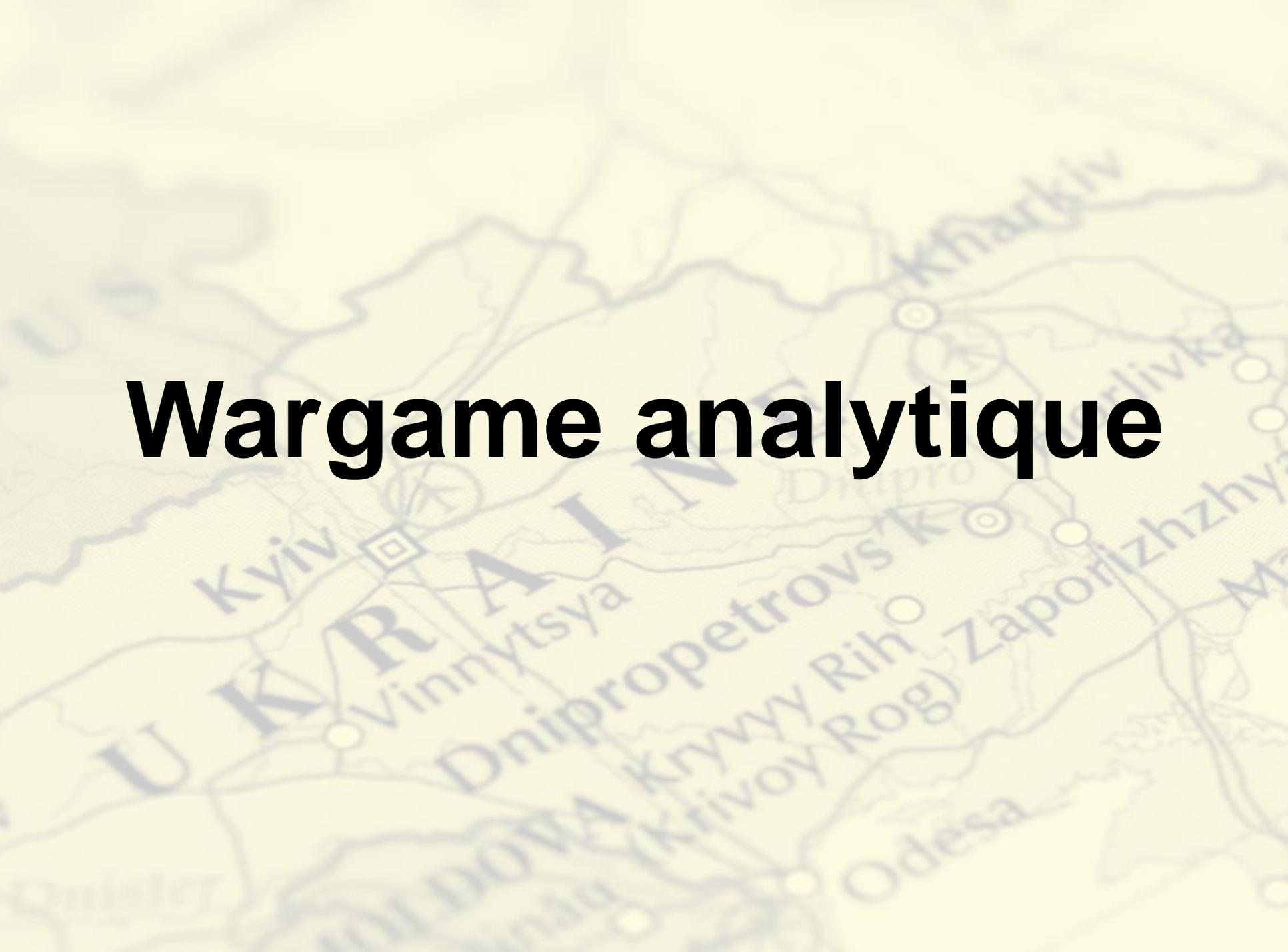




Observations principales

- **Statu quo stratégique** : « allers-retours » : Les forces des deux camps ont tendance à pousser en avant, à s'arrêter en raison des pertes élevées puis à se soumettre à leur tour au danger d'une contre-attaque adverse.
- **À quoi ressemblerait une victoire stratégique ?** Le wargame a démontré à plusieurs reprises que des gains tactiques, même s'ils permettaient de détruire une partie des forces adverses et de gagner du terrain, ne suffisent pas à atteindre une victoire stratégique.
- **Dissensions internes ?** Les volontés politiques et celles des commandements opérationnels sont parfois en porte à faux et induisent un surcroît de pertes.

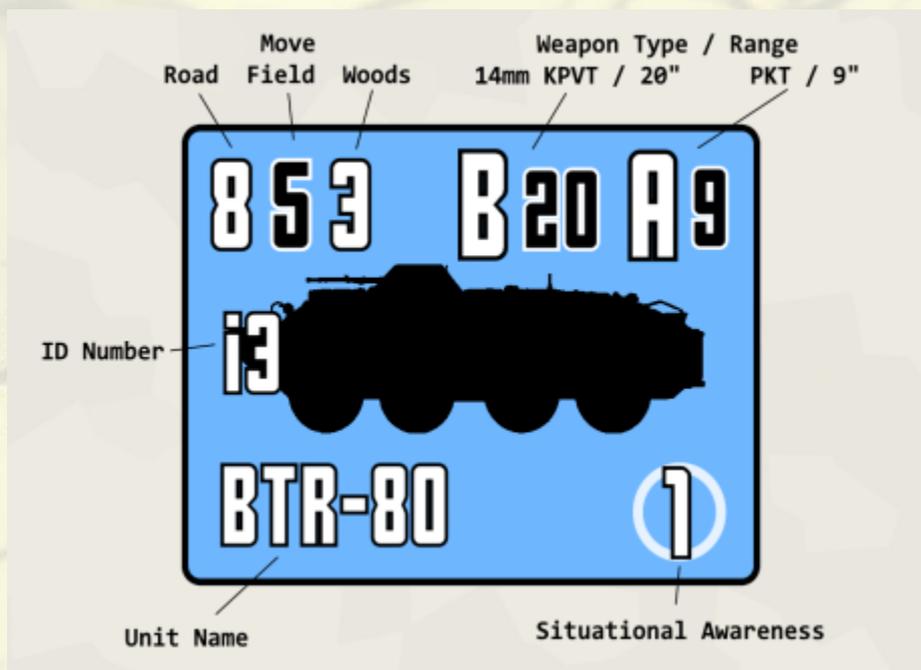
Wargame analytique

The background of the slide is a faded, light-colored map of Ukraine. The map shows the country's outline and major cities marked with small circles. The word 'UKRAINE' is written across the center of the map in a large, bold, sans-serif font. Other visible city names include Kyiv, Vinnytsya, Dnipropetrovsk, and Odessa. The map is rendered in a light beige or cream color, providing a subtle geographical context for the title.



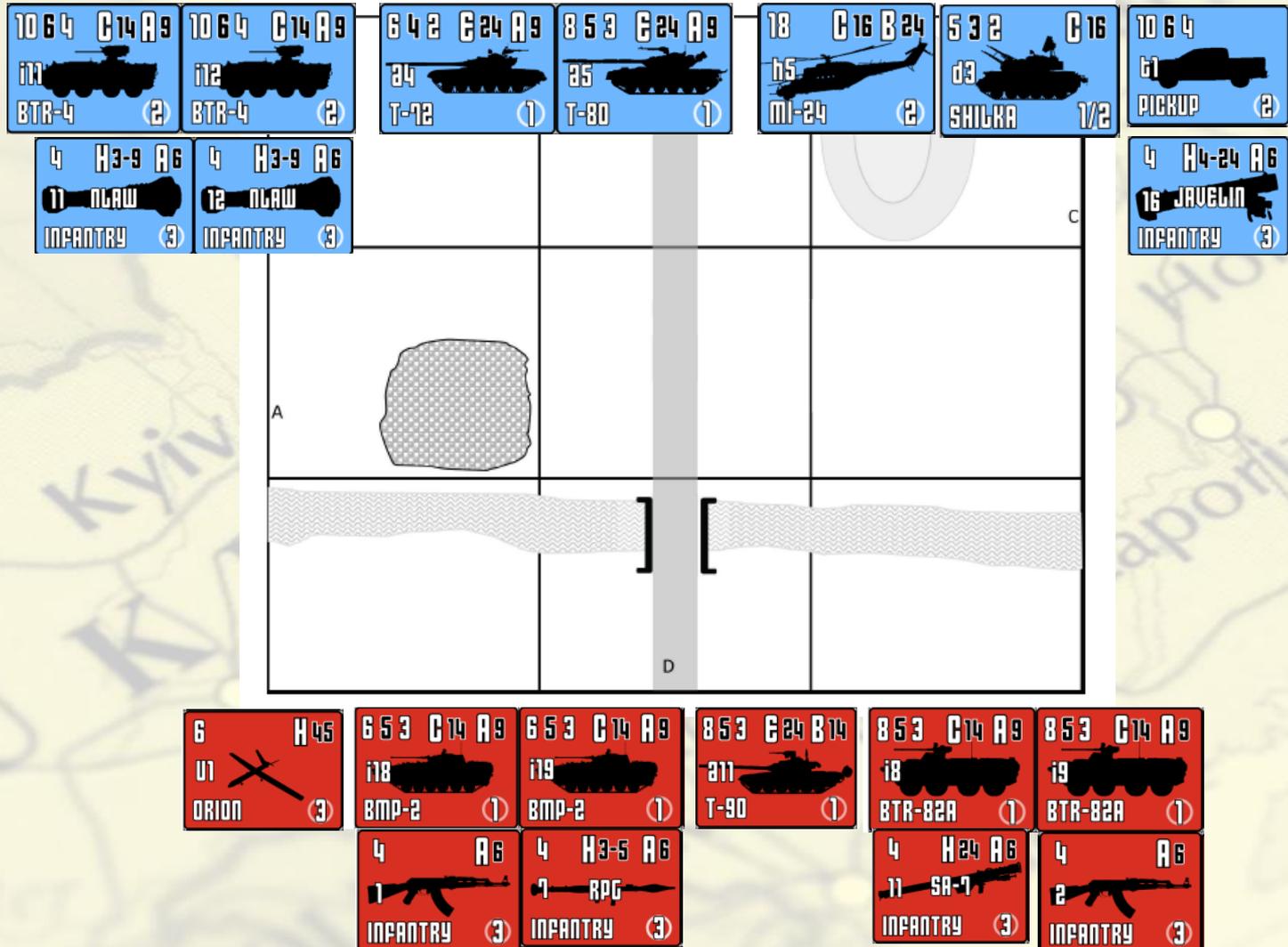
UKRAINE 2022

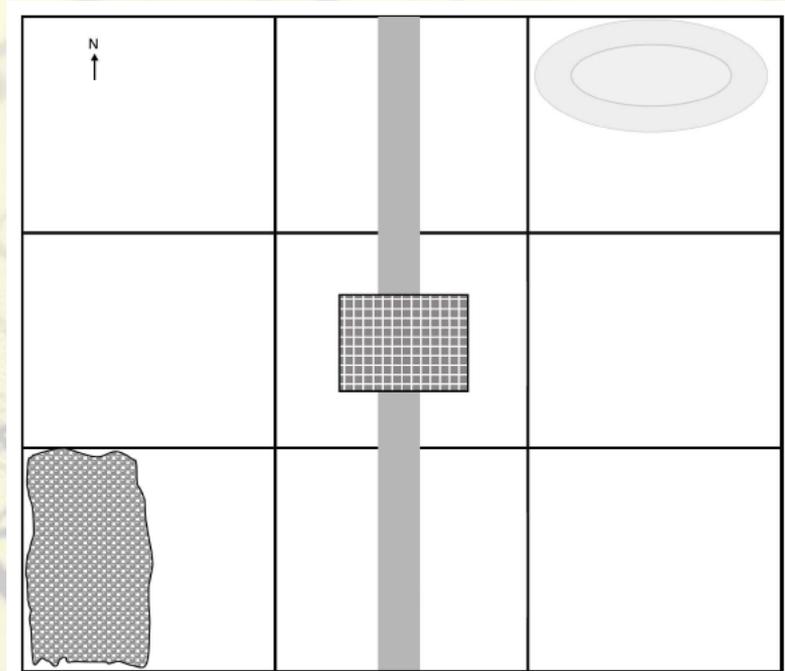
Unités

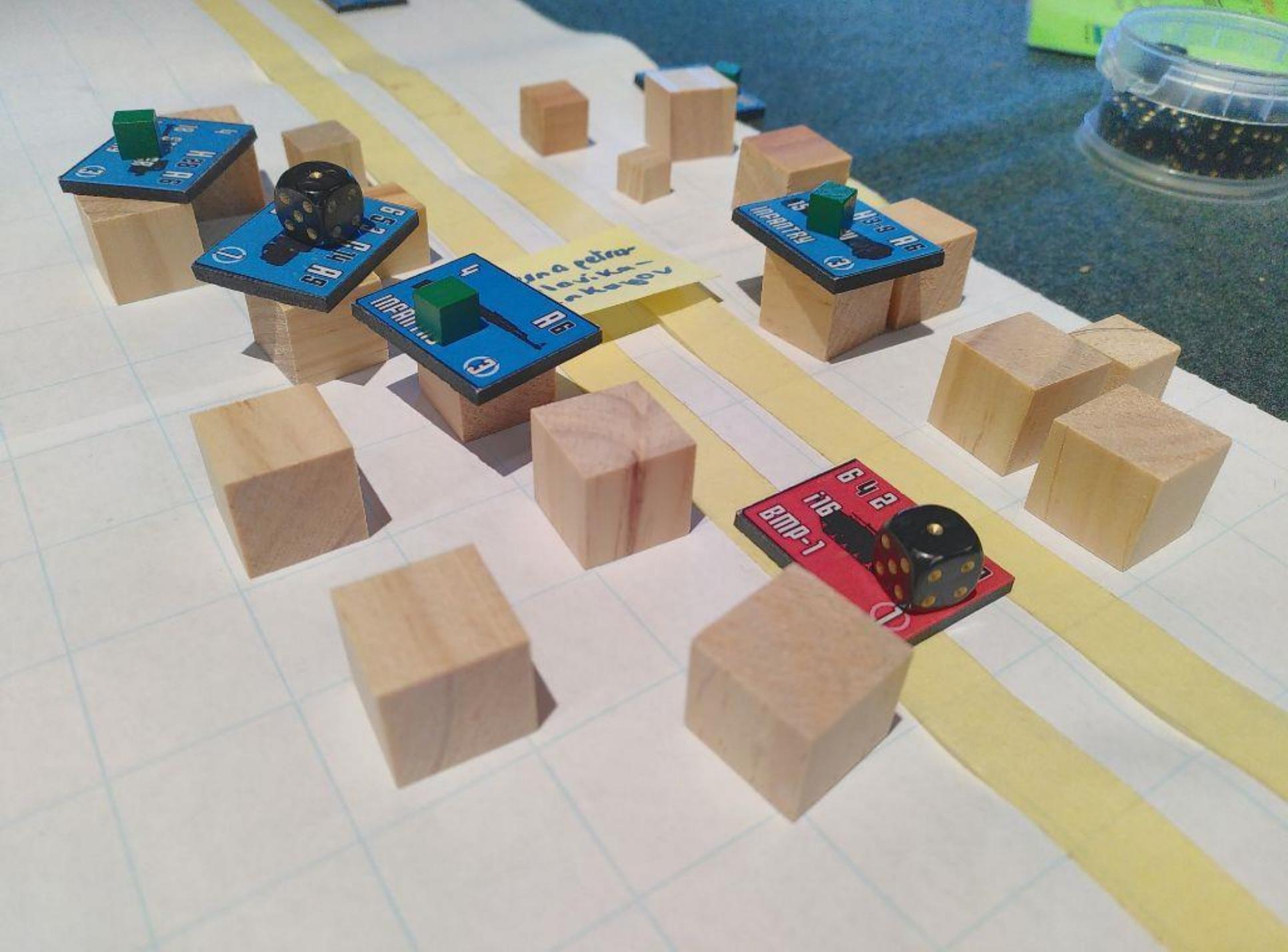


Caliber or Weapon Type	Type
<11mm	A
12 - 19mm	B
20 - 49mm	C
50 - 79mm	D
80 - 150mm	E
Anti Tank Missiles / MANPADS	H
Heavy SAM Missiles	S

Scénarios génériques







Blue card with a green cube on top. The card has "BMP-1" and "BMP-2" printed on it. A black die is on top of the card.

Blue card with a black die on top. The card has "BMP-1" and "BMP-2" printed on it.

Blue card with a green cube on top. The card has "BMP-1" and "BMP-2" printed on it.

Blue card with a green cube on top. The card has "BMP-1" and "BMP-2" printed on it.

Red card with a black die on top. The card has "BMP-1" and "BMP-2" printed on it.

на петле
на входе



6 4 2
d5 S 48 G 16
Tunguska
1/2

BTR-80

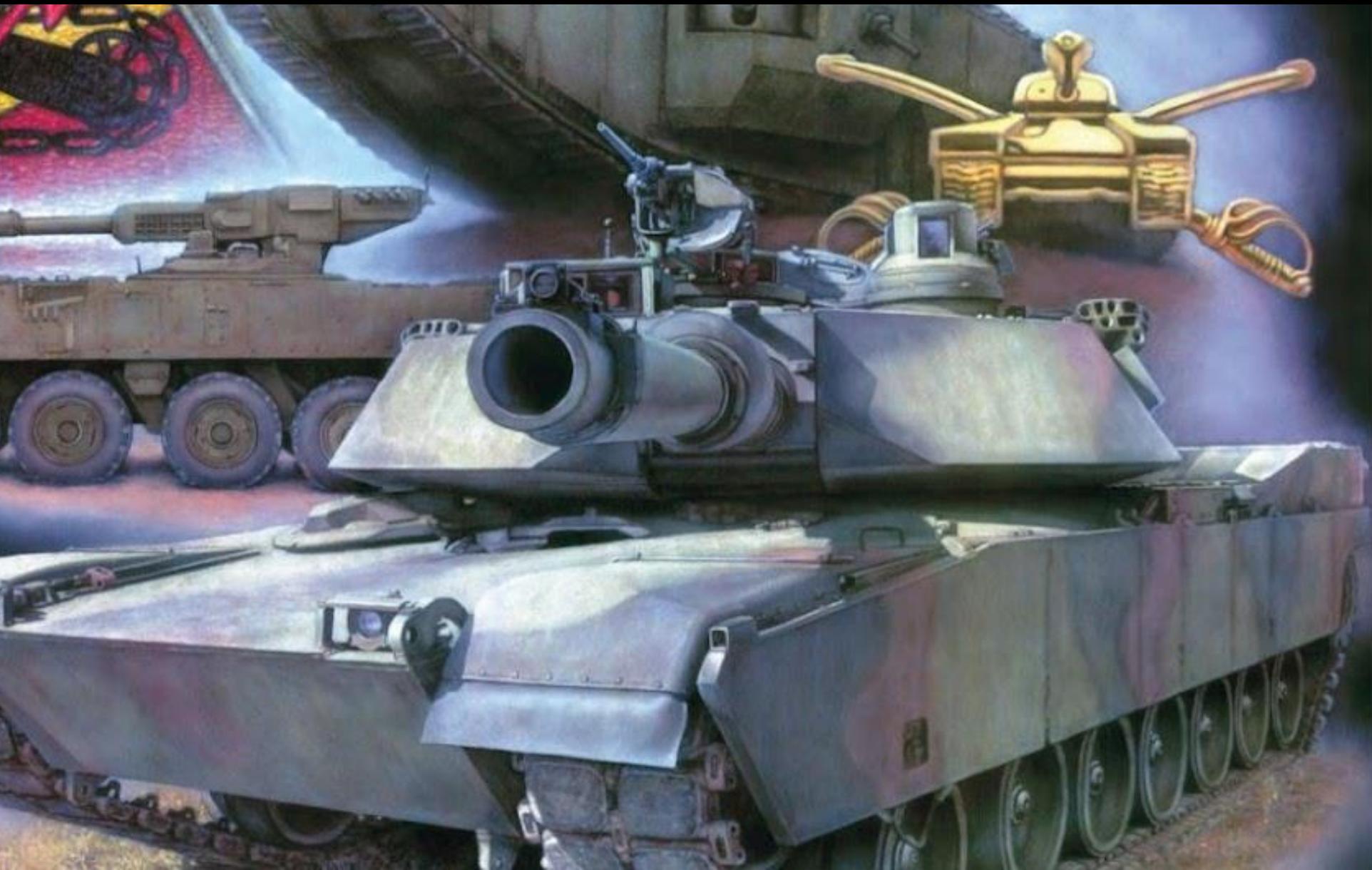
BMP
DETECTED

BMP

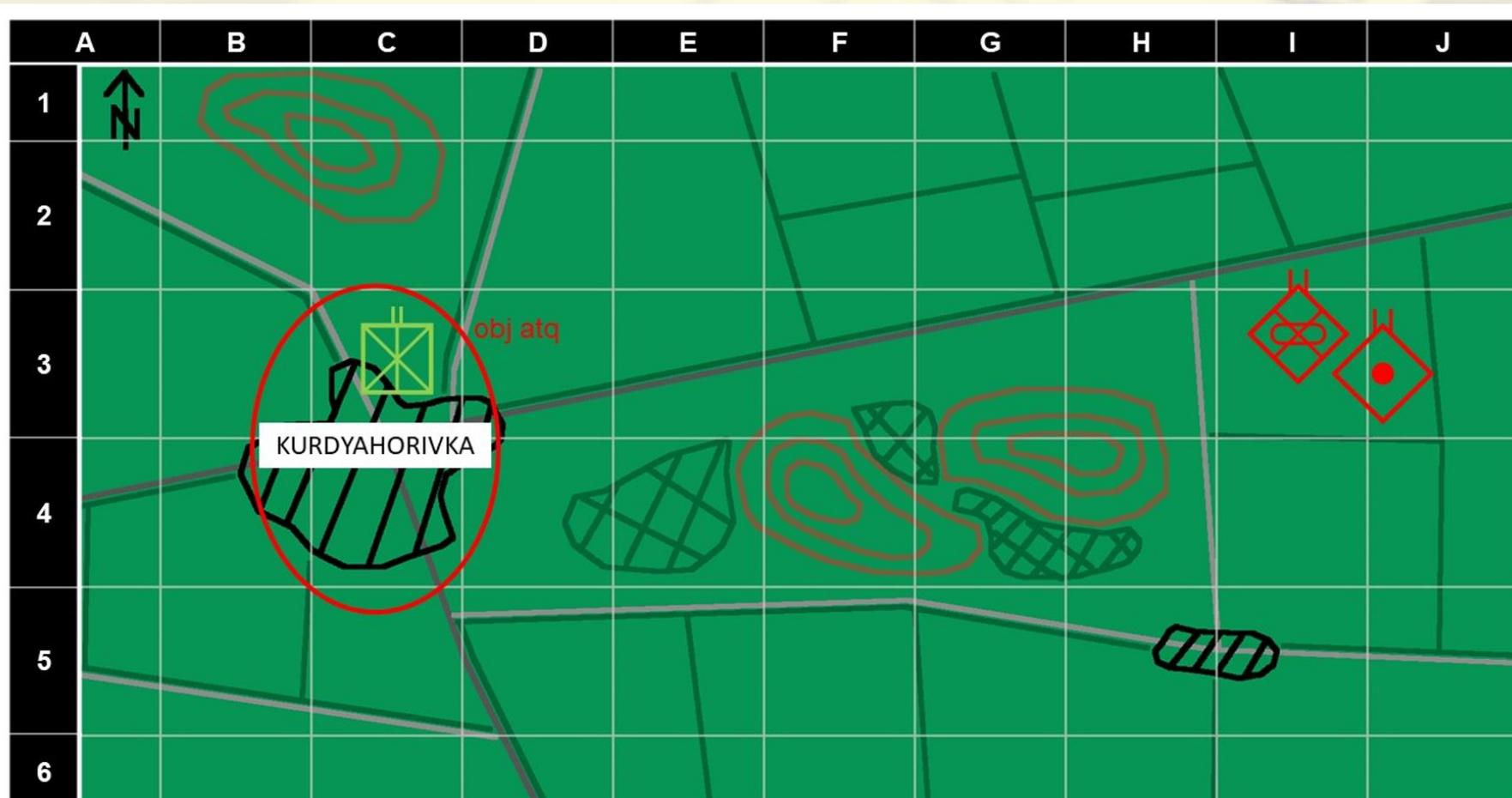
BMP

BTR-80

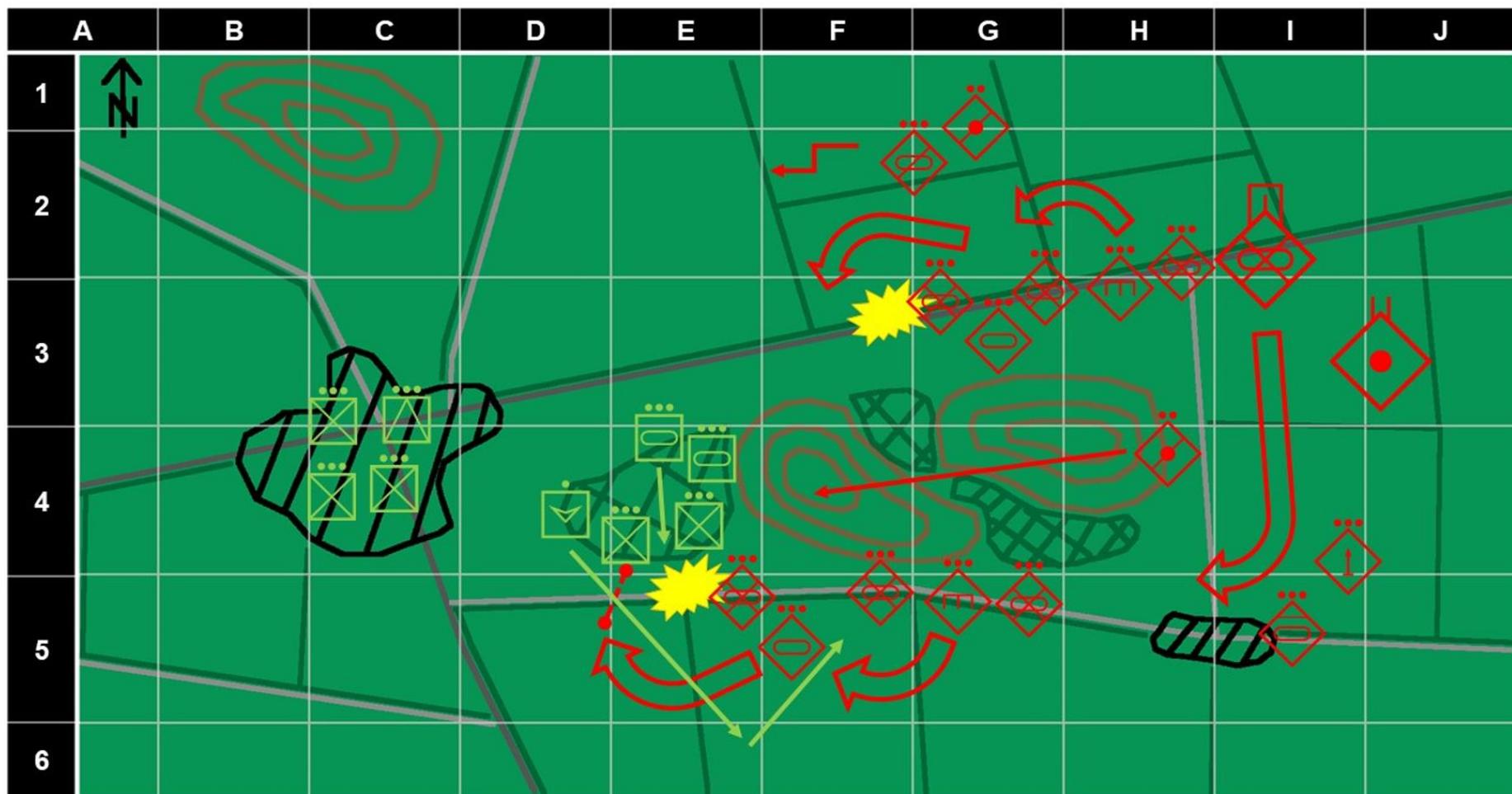
A Fistful of TOWs 3



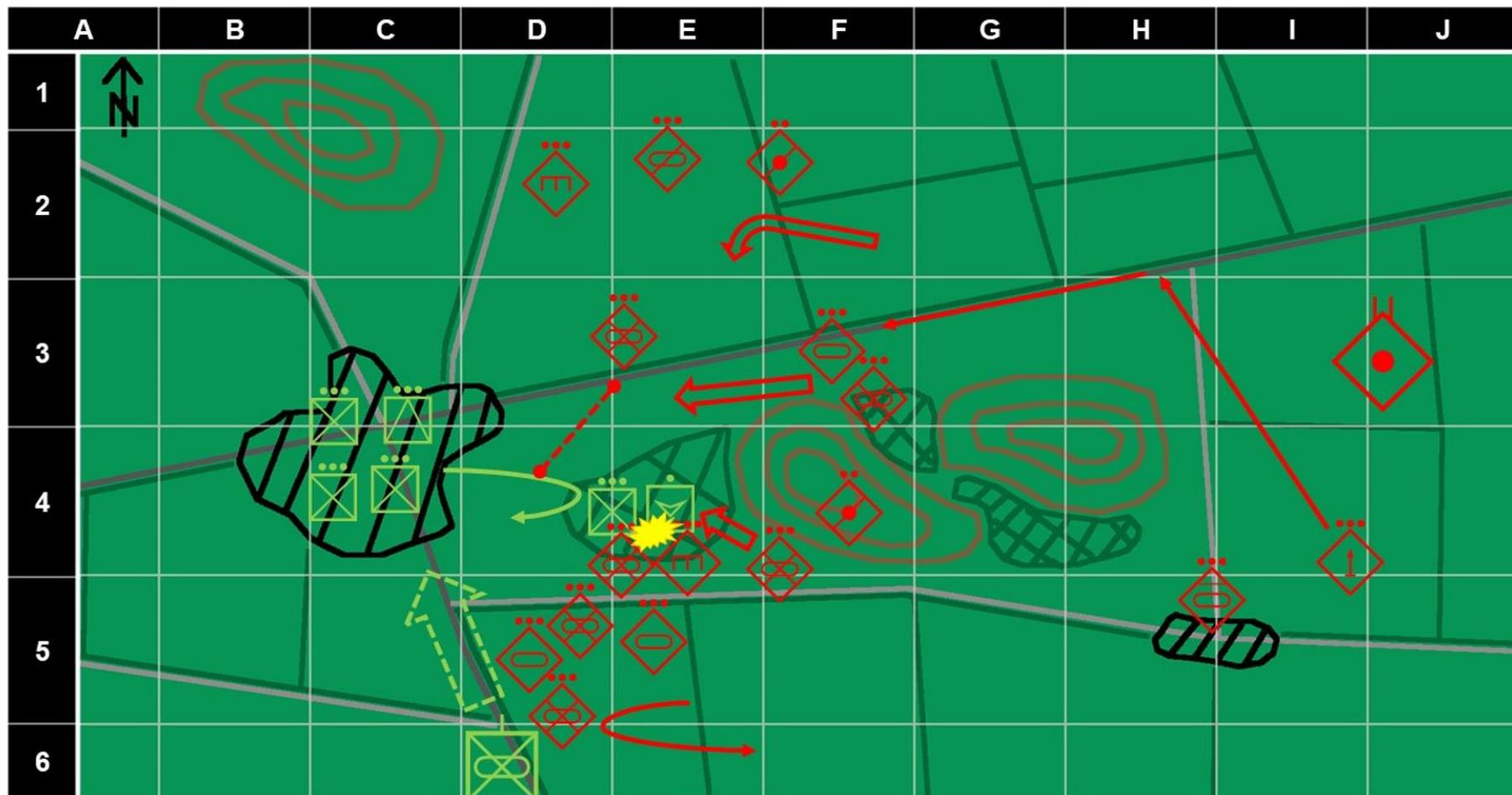
Bataille de KURDYAHORIVKA



Légende 1 : Heure H – L'axe Est-Ouest et ses deux routes sont visibles, il apparaît que les deux belligérants doivent couvrir le secteur Nord, ainsi que le secteur Sud, tout en utilisant le centre à leur avantage.



Légende 3 : H + 45min – Deux sections de T-64BV UKR mettent hors de combat la section de BMP-2 de tête au Nord et une section d'infanterie débarquée réussit à mettre hors de combat la section de BMP-2 de tête au Sud grâce à ses RPG.



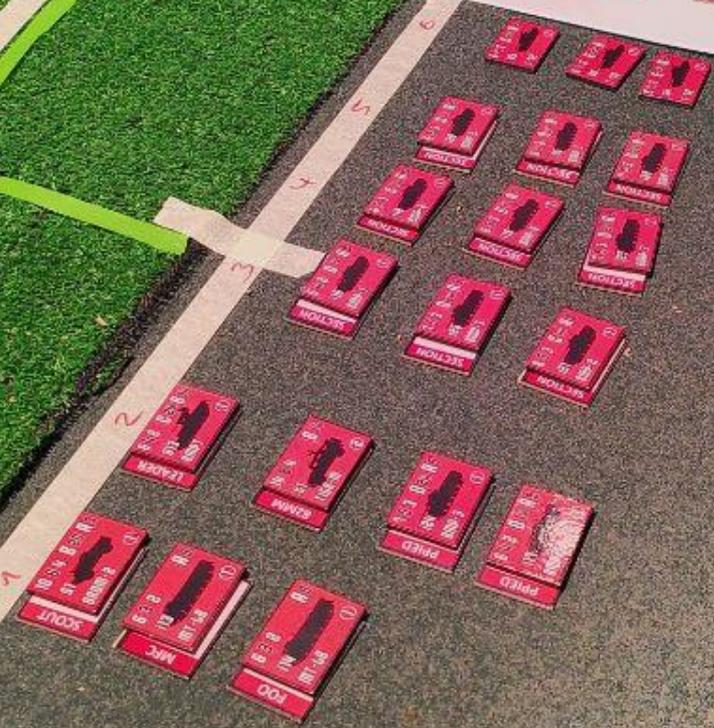
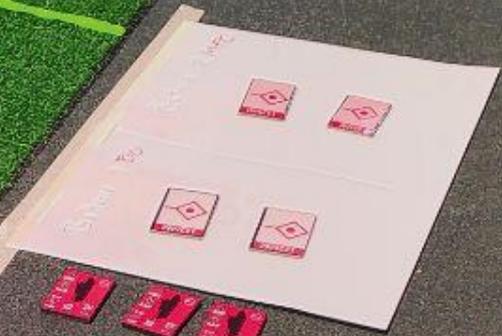
Légende 6 : H + 135min – L'arrivée de renforts UKR rebat les cartes et provoque une pause de combat.

Impressions





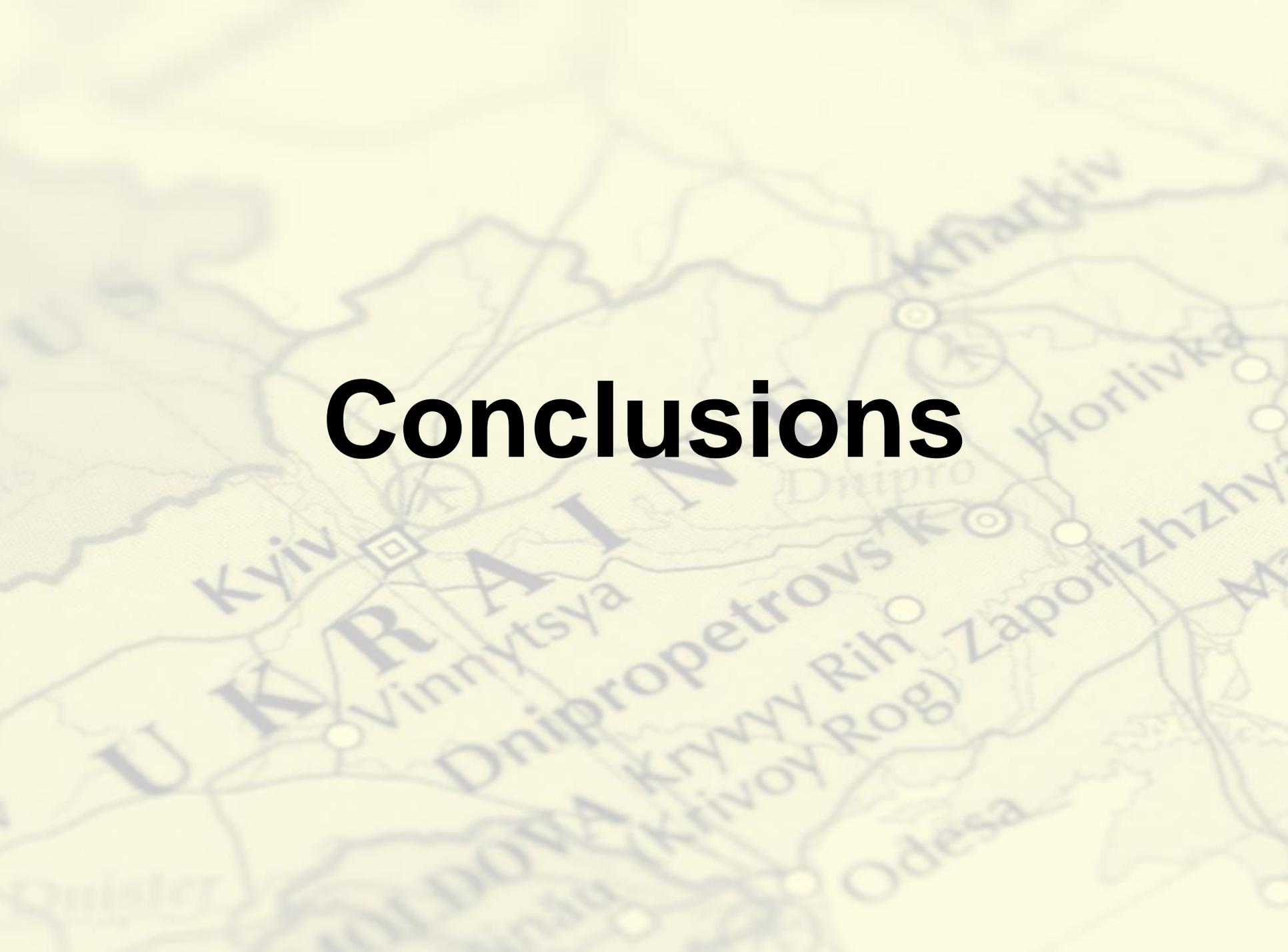
Objekt



Observations centrales

- **Usage massif de l'artillerie** : L'artillerie a joué un rôle central dans le plan VSRF. Les adaptations nécessaires, notamment lorsque la prise du village est apparue comme irréaliste, impliquaient un usage intense d'artillerie pour réduire le point fort ZSU, puis raser le village.
- **Le BTG et l'assaut** : Bien que le manque d'infanterie organique puisse être pointé du doigt, il y a aussi lieu de questionner le type de mission reçue, soit de mener des offensives sur un adversaire en terrain complexe, mission en inadéquation avec le principe de guerre mécanisée du BTG.
- **Composition des forces et tactiques** : Les joueurs des forces armées ukrainiennes (ZSU) ont souvent utilisé une forte infanterie en terrain complexe pour limiter l'efficacité du feu russe. Les joueurs des forces armées russes (VSRF) ont quant à eux souvent employés les terrains ouverts pour faire valoir leur puissance de feu mécanisée.

Conclusions



Conclusions

- Le Matrix Game se prête bien à l'exploration de scénarios au niveau stratégique – le narratif est au centre (son point fort et son point faible).
- Un wargame analytique doit pouvoir recourir à l'utilisation de données actuelles – FoTW3 est bien adapté pour représenter le niveau bataillonnaire.
- L'approche «bac à sable» permet de s'immerger davantage dans la tactique et la manœuvre (mouvement libre).

Tom Mouat speaks

INSIGHTS

- It doesn't have to be **PERFECT**.
- It **MUST** be **OPPOSITIONAL**.
- It doesn't have to be **FAIR**.
- It should involve **SURPRISE**.
- It must involve **FAILURE**.
- It shouldn't be **REPETITIVE**.
- It isn't about the **GAME**, it is about **PEOPLE** and **DECISIONS**



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Informations

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