



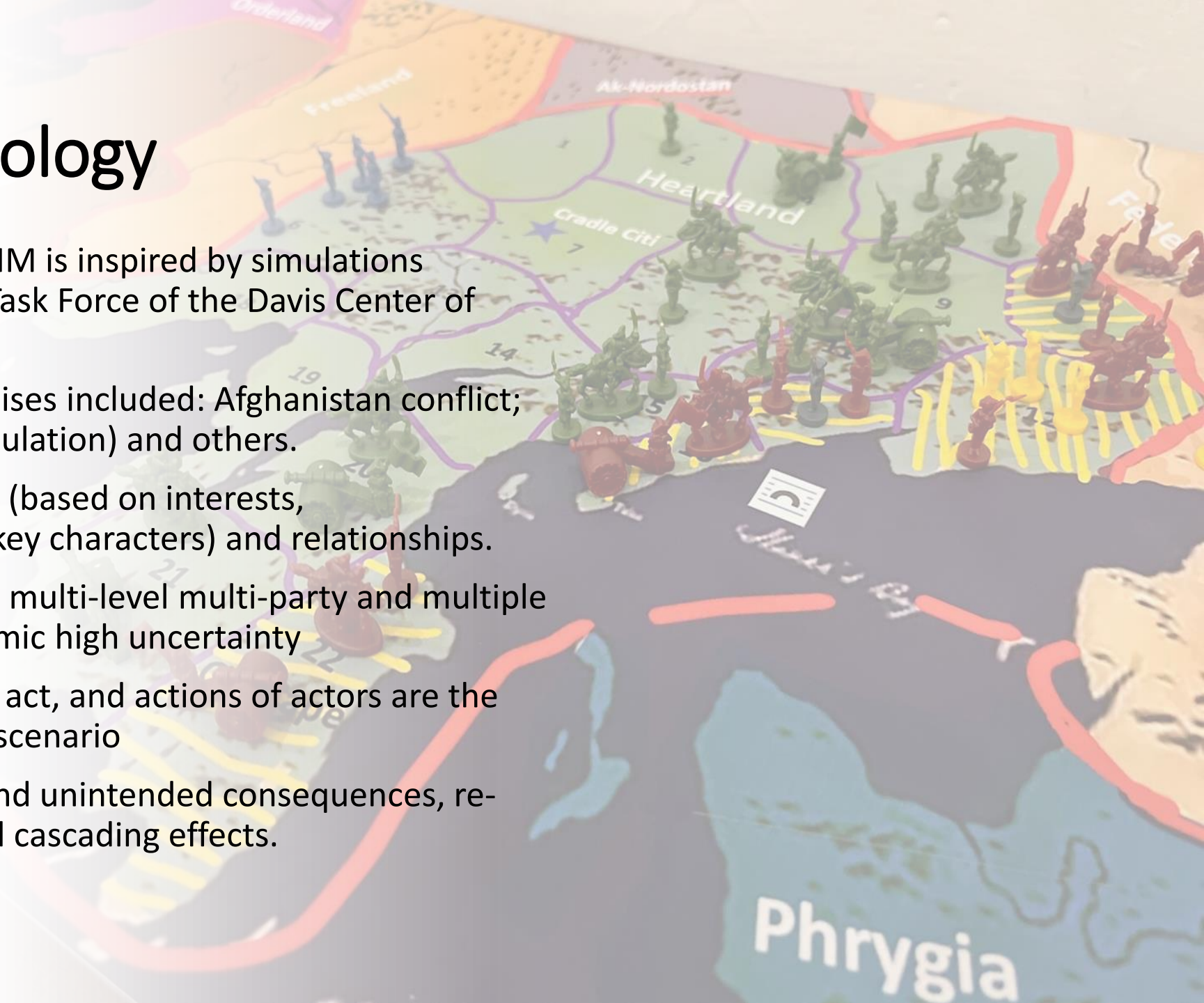
Multi-party conflict SIM

- 16-17 September
- Freie Universität Berlin
- Conflict Modeling Exercise



Idea and Methodology

- The idea and approach of the SIM is inspired by simulations developed by the Negotiation Task Force of the Davis Center of Harvard University.
- NTF's previous simulation exercises included: Afghanistan conflict; Red-Horizon (global conflict emulation) and others.
- Main design elements are roles (based on interests, resources/powers and view of key characters) and relationships.
- This approach allows modelling multi-level multi-party and multiple issue conflicts, recreating systemic high uncertainty
- Each actor has high freedom to act, and actions of actors are the main factor shaping the actual scenario
- Any action produces planned and unintended consequences, recreating realistic dynamism and cascading effects.



Purpose / goals

Explore and understand the dynamics of conflict (primary)

- Discover possible triggers in complex conflicts for peace talks, major escalations, major internal political changes
- Uncover recurrent patterns (we plan to play the SIM several times);

Educational (secondary)

- Participants will have an opportunity to practice and develop their system thinking, negotiation and conflict resolution skills;
- Structured team debrief will follow the SIM;

Not in scope:

- The SIM is not a military simulator, nor a predicting model;
- All characters and countries were changed to fictional names to reduce sensitivity and stress the simplified modelling of reality;



How the SIM works:

- Up to two years of conflict will be played during two full days of SIM. 8 turns, each turn represents one quarter;
- 30+ roles representing main actors of the conflict + independent press + SIM operators behind-the-scene
- Every participant will have his role and general description handout (bio, views, interests, resources)
- Resources are simple but interconnected (e.g. military loss reduces political support) – see next page
- Most actions and decisions have direct & indirect consequences
- Communication & negotiation with minimum regulation



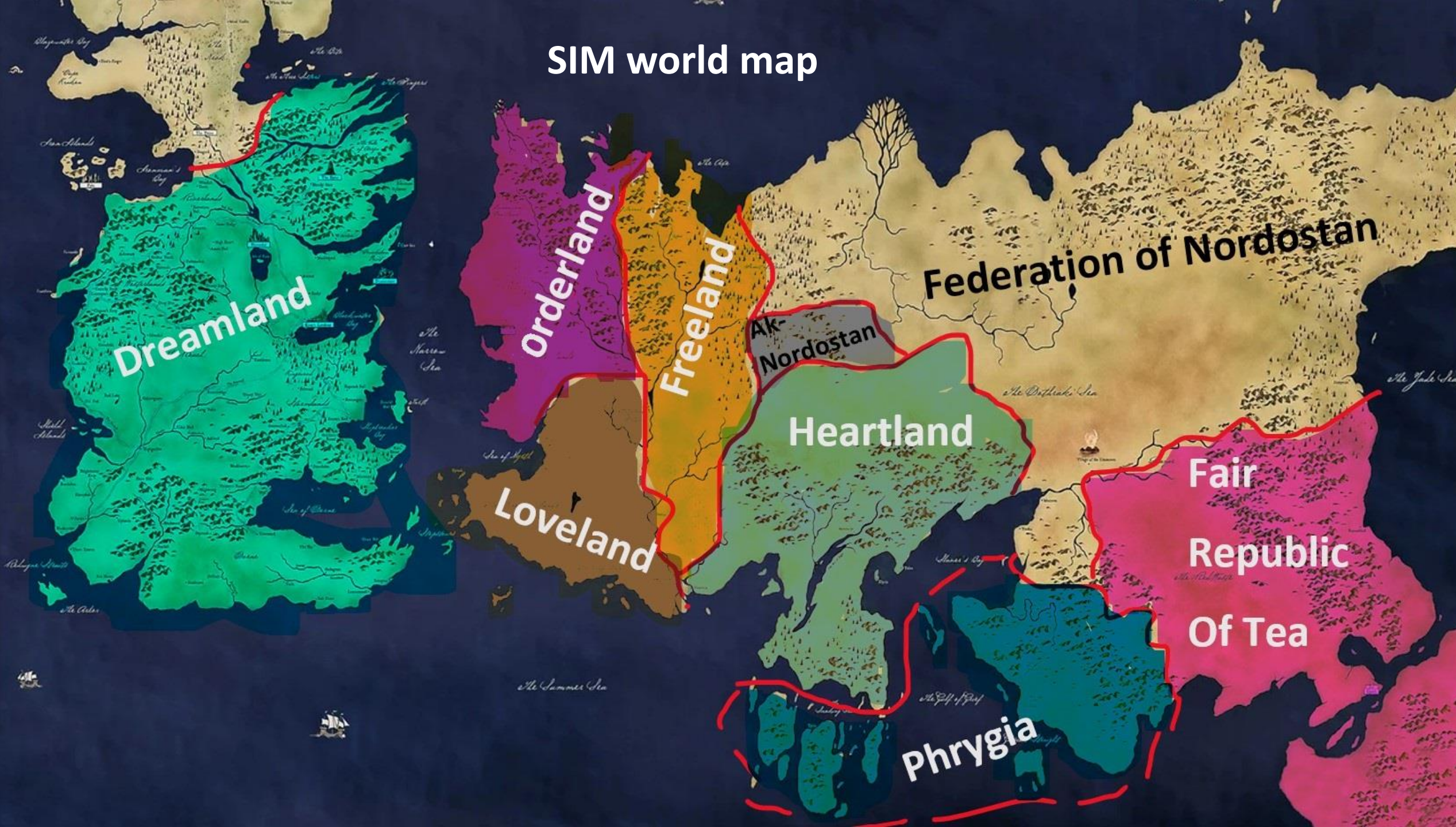


resources
&
actions

- 3 main resources:
 1. social-political score
 2. economic coins
 3. military units

- 3 action domains:
 1. negotiations and political actions
 2. economic decisions
 3. military actions

SIM world map



Sample materials

- 36 roles
- 9 countries
- 3 international organizations

#2 Mr. Ghost

Context & BIO

1. **Position:** Secretary of the Security Council of Nordostan Federation
2. **Age:** 71
3. **Main forming experiences:** FNU Security Service (from 1975, almost 50 years in service), including over 10 years as a head of the service in 2000-s.
4. **Beliefs:** the best model for Nordostan – is a stronger, smarter version of FNU. The dominance of the West must be stopped. Multipolar world is a fair concept for the world, with Dreamland, Nordostan and FRT as key strategic forces. Nordostan's nuclear arsenal is the largest in the world. This is not a joke; other countries must understand and respect this fact.
5. **Key relations:** hates the West, works with Mr. Pathfinder since 1998, loyal to him personally, does not respect corrupt Nordostan elites. Good relations with: Mr. Orsa Minor.

Interests

1. **Undermining the West's global dominance.** Revival of Nordostan as a great power, with a fair, strong, and non-corrupt national leadership.
2. **Winning the war:** gaining maximum territorial control; optimal result - regime change in Heartland, split of Heartland into two parts; as a minimum - a viable armistice or peace deal (Nordostan keeping Old Cape and at least some of the eastern regions, at least partial lift of sanction, specially – unfreezing CB assets). The armistice would win time to consolidate further resources to continue the battle with the West.
As a professional security officer, you understand that maximum military resources should be consolidated for this task, so you are in favor of maximum military and economic mobilization. You also know that around 20-25 military units shall stay in the mainland to keep security.
3. **Cleaning of Nordostan elites** (crashing oligarchs, criminals, nationalistic warlords).
4. **Support Pathfinder in power.** Also, remaining relevant and powerful under his rule. Helping him to achieve strategic goals above.
5. **Successful transit of power beyond Pathfinder.** Ideal scenario – acceptable successor, with personal ties and leverage, with 'collective' governance of few responsible leaders, like you.

Powers

1. Responsible for Nordostan Security Council meetings, meeting, protocols; advice the President on SC membership. Security council must be consulted on all strategic military matters.
2. Shall watch, act to prevent and report to the President any coup attempts or other misbehavior of Nordostan officials. Can interfere in any process, collect information and conduct relevant investigations in order to achieve this task.
3. Must confirm any nuclear strike, ordered by the President. **Action cards nuclear strike.**
4. Have regular meetings with the President.
5. Can arrest anyone in Nordostan's territory, apart from President and Kara-Ool. The President can later overrun such decisions. **Action card arrest.**
6. Can execute President orders or act unilaterally to organize assassination of an actor in Nordostan or internationally (**Action cards assassination abroad, assassination domestic**).
7. Can initiate a coup (**Action card coup**).

Nordostan Country Brief

Internal politics.

The Federation of Nordostan was a key member of the Fair Nordic Union for almost the entire 20-th century. FNU has united most territories of the Nordostan Empire, after this latter collapsed because of wars and revolutions. The Federation sees itself as a heir of these earlier political entities.

FNU collapsed after half a century long competition with Dreamland for world economic and ideological dominance. After the collapse of FNU the newly emerged Federation of Nordostan experienced severe economic and political crises. But overall, the collapse of a huge empire went relatively peaceful.

The current president of Nordostan came to power almost a quarter century ago, and his leadership marked a dramatic change in the country's destiny and self-perception. During these years he was gradually consolidating its internal political power, pacifying a rebellious province, smashing opposition, independent media, oligarchs. During all his years in power he enjoyed high popular support, and convincingly won all elections.

Under Mr. Pathfinder the president's power became almost absolute, political system turned into a rather disciplined administrative pyramid.

Geologically he managed to forge an eclectic mix of the Empire, FNU and the new Federation.

Initial social score: 7

Next president's election is expected in Q5.

Economy.

During the first decade in power Mr. Pathfinder executed liberal economic reforms. The country enjoyed economic growth, due in part to high commodity prices. The country became relatively wealthy, especially comparing to the ugly times after the collapse of the FNU. Though, growth slowed down and almost absent since 2008. No major reforms were initiated, and the economy became more and more monopolized, with increasing state dominance.

Reformation of Nordostan starts with:

Yearly budget income: 77 coins/Q (impact of sanctions reduces this number approximately to 70).
Reserves: for status of economic sanctions see appendixes 2 and 2b.

Reserves: 200 coins.

Reserves: 200 coins. See appendix 2 for details.

Social expenses: 50 coins/quarter (normal social budget, that keeps people satisfied).

General description, rules, action cards

General rules.

Timeline.

For a strict timeline always check the **SIM GENERAL SCHEDULE**.

The SIM will be played in rounds, each round representing one real-life quarter. The SIM begins in Q3 2023. A maximum of 8 rounds will be played, or two years of real-life events. A typical round will last 60 minutes of uninterrupted interactions of all SIM actors, followed by 15 mins for submitting decisions to one of the **SIM Officers** and actions and 15 mins for producing and reporting round outcomes, providing inputs for the following round.

The SIM will start sharp at 12pm on Saturday and finish at 4pm on Sunday.

The action. Communications, official meetings, negotiations.

The main action in the SIM is communication. Actors are free to choose means of communication (phone, mail, in-person meetings) and formats of meetings (official negotiations, informal or even secret consultations). Though, official outcomes would need formal support of authorized leaders or bodies (President of Nordostan and President of Heartland are expected to sign any peace or armistice deal, there is an option to put the deal on referendum or submit for parliament's approval).

Indication, that you have 'good relations' with a specific actor means you have contact (you can ask for actual contacts of these people from any **SIM officer**), and you can send him messages or make calls. To communicate with the other people, not located in the same area, you will have to find ways to establish contact or meet them in person.

There are few official meetings (Security Council of Nordostan, National Security Council of Heartland, West Treaty Alliance, West Hansa, League of Nations Assembly general and Security Council, general elections in Heartland), with a pre-determined membership and formal procedures.

There are certain actors who are not easily accessible and have special protocols (e.g. Nordostan's President will be located most of the time in a separate room, and to get his audience one would need to get into his schedule, controlled by the Head of President's administration).

#5: Coup attempt.

Type: Political

Country: Nordostan

Who can use it: any actor of Nordostan (apart from opposition leaders).

Description: Nordostan elites can try to stage a coup to overthrow its President.

Costs: no cost

Process: anyone in Nordostan's elites can submit the 'coup' action card any time to the SIM officer. Within the next 5 minutes anyone who supports the coup must submit their 'coup' cards. If more than 5 cards are submitted, and at least 2 of the security/military leaders supported the coup - the coup has a chance to succeed.

Then chances of success of a coup depend on social score. When a social score is above 7 (normal social political context) the chances of success are 1:6. When the social score is between 5 and 7 - the chances of success are 1:2. When social score is below 5 - any coup, that gets enough support, becomes successful.

The president and his security officers may arrest anyone in Nordostan at any moment and stop the coup attempt before it reaches the support needed. If a person is arrested before the 5 minutes deadline, his card is not counted in the coup calculation.

Consequences: successful coup leads to a dismissal of the current president. The 'winning' coalition must self-identify and decide (process to be agreed by the winning coalition) whom to appoint a new acting President, and then appoint a new government (it is possible to invite opposition leaders to coalition at this stage, which would help restore relations with the west and/or improve social score). This must happen within 20 minutes of the successful coup.

Inability to do find compromise will put the country in disorder. Military units become less effective (-2). No new attack or military moves would be possible. Economy will go down -50%. No new military production. Next quarter elites could make another attempt to appoint a President. No specific rules for this process.

Information about a failed coup becomes public, but names of the coup participants won't be known (apart from the actor, who submitted the first card).

The conflict. General information.

Pre-conflict history.

June 2023. Almost 80 years after the end of the Great Global War¹ and over 30 years after a sudden and relatively peaceful collapse of the Fair Nordic Union (FNU) a major war is raging again in the Old Continent. In spring 2022 The Federation of Nordostan suddenly attacked its neighbor - Heartland.

Both countries once were part of the FNU. After the collapse of the FNU Heartland political leadership was swinging between western and eastern political vectors. Relations between Nordostan and Heartland were deteriorating since the first peaceful revolution in Heartland 20 years ago brought to power the pro-western government, declaring its ambition to join the West Hansa union. The second revolution in Heartland 9 years ago dismissed the pro-Nordostan president. Nordostan troops suddenly seized control of the Old Cape² and annexed it after a referendum. It has also provided direct but unofficial military support to pro-Nordostan forces in the east of Heartland.

Peace accords were reached later next year by the leaders of Nordostan, Heartland, Orderland and Loveland (*The accords of Four*). As a result, the conflict was frozen, two unrecognized rebel regions emerged as separate political entities with close ties to Nordostan. Relations between Nordostan and Heartland, Nordostan and the Western countries, remained extremely tense. The sides accused each other of not following *The accords of Four*. Dreamland and West Hansa imposed economic sanctions on Nordostan for annexation of the Old Cape and military intervention in Heartland's east.

Military development.

In February 2022, Nordostan suddenly attacked Heartland after a year of military maneuvers and ultimatums. Nordostan claimed it conducts a 'special military operation', not declaring war. Sudden attack allowed Nordostan forces to advance deep inside Heartland's territory, and even to come close to its capital Cradle Citi. However, within weeks Heartland managed to restore control across the huge frontline. This sudden resilience of Heartland's military came as a big surprise to Nordostan, which intended a quick and easy win, and even to Heartland's western allies.

The invasion resulted in hundreds of thousands of deaths on both sides and forced millions of Heartland's citizens to flee to West Hansa countries as refugees.

After a series of successful counterattacks of Heartland's forces, allowing it to regain control over substantial part of originally occupied territory, the front line has stabilized. A large strip of Heartland's land remained occupied by Nordostan (see *Military map*). Nordostan conducted new referendums in

major global conflict between the aggressive Orderland and its allies and the military union of Dreamland, Fair Nordic Union and Loveland. Orderland was defeated, Dreamland emerged as a leading global power and a cold war began between Dreamland and Fair Nordic Union. The cold war lasted over 50 years and ended in sudden collapse and dissolution of the FNU into several independent states. Dreamland created a Western Treaty (WT) to join FNU. The military union of WT comprised Dreamland, Loveland, Orderland and Phrygia.

Historically old cape was part of the Phrygian empire and was then conquered over two centuries ago by the Nordostan Empire - predecessor of the FNU. The Federation of Nordostan claimed after the annexation that the Old Cape was illegally transferred from Nordostan to Heartland during the times of FNU. The population of the Old Cape was mostly speaking Nordic language, and somewhat leaning to Nordostan, though large Phrygian minority remained in the Old Cape.

Feedback quotes from the previous two SIMs

- “I was fully involved, never lost interest. Had dreams about related to the simulation”
- “For me it was not as much about negotiations, but about developing management skills in stressful situations. Coordination, decision making in uncertainty”
- “Overflow of information.”
- “I realized that I should try to solve more complicated problems than the usual ones.”
- “It was really great. Got to overlay life patterns on the game and analyze most of my conscious and unconscious actions.”
- “Everything was useful, I liked the serious approach to all sides - social score, the effect of sanctions, the approach to military action - it's straight wow:) I think if there was an opportunity to play all roles, we would get a unique overview of the situation from all sides.”
- “As promised, the game was hectic and very intense.”

What participants liked (summary)

- Dynamism, pace, unpredictability, regular new turns and challenges
- High complexity and in-depth design of the simulation
- Insights on diversity of views and perceptions, challenges of negotiations
- Getting to know intellectually curious people with close values
- Opportunity to improve skills, experience different roles, invent and test strategies

Organizing team



Marat Atnashev

2022- Chairman of NARXOZ, Kazakhstan
2022- Associate, Davis Center for
Eurasian Studies, Harvard University

2016 -2022, Dean, Professor
Skolkovo Business School
2015-2016 Harvard Kennedy School, MPA

2020-2022 Management Consulting in
Investments and Corporate Governance
2011-2015 VP, Evraz group
1999-2011 TNK-BP

1999-2003 Candidate of science,
State University of Management
2001-2002 INSEAD MBA



Timur Atnashev

2023 - Research Fellow,
Universite de Toulouse
2019- Editor of the Intellectual History
series in NLO

2016- associate professor at Shaninka
(MHSSE)
2006-2023 Senior researcher and associate
professor at RANEPa
2010 – PhD, European University Institute
(Florence)
2004- Co-founder and partner in a
communication agency Zoran Design
2000 – DEA de Pensee politique Sciences Po
de Paris



Practical details

- Saturday and Sunday, September 16 -17;
- Campus of Freie Universität Berlin (further details will be provided to participants after registration);
- Two full days from 10:00am till 6pm; Commitment important for two days;
- Participation is free of charge;
- Main language – English;



How to take part

- If you are:
 - Genuinely interested in understanding the dynamics of a major geopolitical conflict
 - Feel comfortable with conflict-related role-play, its stresses and high emotions
 - Keen to work on your negotiation skills and expand your community
 - Can firmly commit the week-end of **September 16/17** from 10am till 6pm

We have a limited number of places, so we welcome the early birds – based on your filled forms we will come back to confirm your place and explain further steps.

- **To participate in SIM please, fill the google form**

https://docs.google.com/forms/d/e/1FAIpQLSdkUuLJK9RIGm2KzP7vI8bVCZgs6UtoFDkTKWGqZm7T9HCIXA/viewform?usp=sf_link