

Introduction to

KTT's Wargame

A Taiwan-Developed Wargame on Cross-Strait Conflict



Chief Designer



K. Tristan Tang is the chief designer of KTT's Wargame and a co-founder of the Taiwan Defense Studies Initiative (TDSI), where he serves as project lead for wargaming. He is a nonresident fellow at the National Bureau of Asian Research and a Vasey Fellow at the Pacific Forum. He also serves as an associate fellow at the Center for China Studies at National Taiwan University.

His research focuses on the People's Liberation Army and Taiwan's Security. His work has appeared in publications affiliated with the U.S. Air University, the U.S. Naval War College, the U.S. Army War College, the Jamestown Foundation, and The Diplomat, among others. His analyses and wargaming activities have been reported on or cited by the USCC, The New York Times, The Wall Street Journal, CNN, Reuters, The Economist, The Financial Times, among others.

Selected Highlights



Taiwan's Parliament



National Taiwan University



Democratic Progressive Party HQ



Foreign Scholars Based in Taiwan



Delegation from the Elliott School of International Affairs at GW (Taipei)



Mercator Institute for China Studies (Berlin)



KTT's Wargame is a Taiwan-centered kriegsspiel-style simulation system focused on cross-strait contingencies. It is designed to support both educational outreach and scenario testing. During its development, we consulted extensively with retired senior military officers, former government officials, and a broad range of subject-matter experts and scholars.

Since July 2024, the wargame has been introduced across Taiwan, with sessions held at multiple high schools and universities, as well as with broader public participation. To date, KTT's wargame has been conducted in dozens of sessions, both public and closed-door, involving participants from Taiwan and abroad, including scholars, diplomats, retired officials, and students.



Development Overview



Primary Purposes



KTT's Wargame system seeks to replicate, as closely as possible, the real-world functioning of Taiwan's military, administrative, and diplomatic institutions in order to simulate gray-zone contingencies in the Taiwan Strait, as well as scenarios involving Chinese quarantine, blockade, and military invasion of Taiwan.

Its modular design allows participants—with or without prior military expertise—to simulate approximately one week of a cross-strait crisis within a 3–4 hour session.

On this basis, the Wargame serves two primary purposes:

- **Public Education**
- **Scenario Testing**

In terms of public education, the KTT's Wargame allows students and the general public to directly participate in a 3–4 hour session simulating a one week crisis scenario. Through this experience, participants gain a deeper understanding of Taiwan Strait military dynamics, government crisis decision-making logic, and the latest major cross-strait developments. The wargame is also designed to spark participants' curiosity and interest in these issues.

Unlike board games, each wargame session concludes with a 30–60 minute After Action Review. During this review, researchers in relevant fields explain the potential real-world implications of the simulated scenarios and guide participants through interactive discussions.



Public Education



Scenario Testing

The modular design allows each wargame to be tailored to specific objectives and research questions, enabling the configuration of different scenarios and the conduct of multiple, distinct simulation runs.

The current system operates as a strategic-level politico-military wargame. Its primary military units are modeled at the brigade level, with a ground frontage of approximately 40 kilometers per hex and a maritime frontage of roughly 200 kilometers per hex. The system can be customized to meet specific analytical or operational requirements.

Modularity

To adapt to different objectives and evolving real-world developments, all design details of the wargame are modular. Elements can be added, replaced, or adjusted as needed.

Spatiotemporal Simulation

For greater realism, each move is time-limited to simulate crisis decision-making, and the map's terrain and infrastructure are based on actual conditions.

Closed Rules

To ensure efficiency, all actions during the wargame must strictly follow established rules; actions not explicitly defined are not permitted.

Participant-Driven

To preserve the experimental nature of the simulation, aside from pre-designed events, the evolution of the conflict remains open-ended and is determined by participants' decisions.



Design Concept



Basic Wargame Design and Scenario Settings

**Public
Education**

Defense-in-Depth
Behind-the-Lines Sabotage
Wartime Civil Governance

**Public Education
on Taiwan Strait
Conflict**

**Government Crisis
Decision-Making
Scenarios**

Strategic Planning
Interagency Coordination
Real-Time Response

**Recent Major-
Issue Simulations**

Military Blockade
Urban operations
U.S. Intervention

**Scenario
Testing**

Wargame Objectives



These are the three main objectives; specific sessions may emphasize other goals as needed.

Scenario Elements



Starting Phase

e.g., gray-zone or wartime scenario

End Conditions

e.g., will to fight or negotiated settlement

Information Visibility

(Fog of War)

e.g., anti-submarine operations, PLA ground force deployments

Preemptive Strikes

e.g., prohibition on preemptive strikes or freedom to strike upon target acquisition

Force Disparity

e.g., identical combat strength for comparable units on both sides, or specific disparities in combat power

Foreign Intervention

e.g., the number of foreign nations, their level of involvement and forces, and whether they are participant-controlled.

These represent the main scenario elements, with other detailed elements available as well.

Participants take on the roles of officials within different branches of Taiwan's government, each responsible for distinct tasks:

- **President and National Security Council:** resource allocation, bureaucratic coordination
- **Ministry of National Defense / General Staff Headquarters:** strategic deployment, joint operations
- **Ministry of Foreign Affairs:** securing external support, mobilizing resources
- **Executive Yuan:** maintaining social stability, countering the Fifth Column
- **Intelligence Bureau:** behind-the-lines infiltration, cognitive operations



Bureaucratic System and Officials

This is the basic setup, which can be modified with additional systems or officials as needed.



Procedure & Settings



Turn Settings

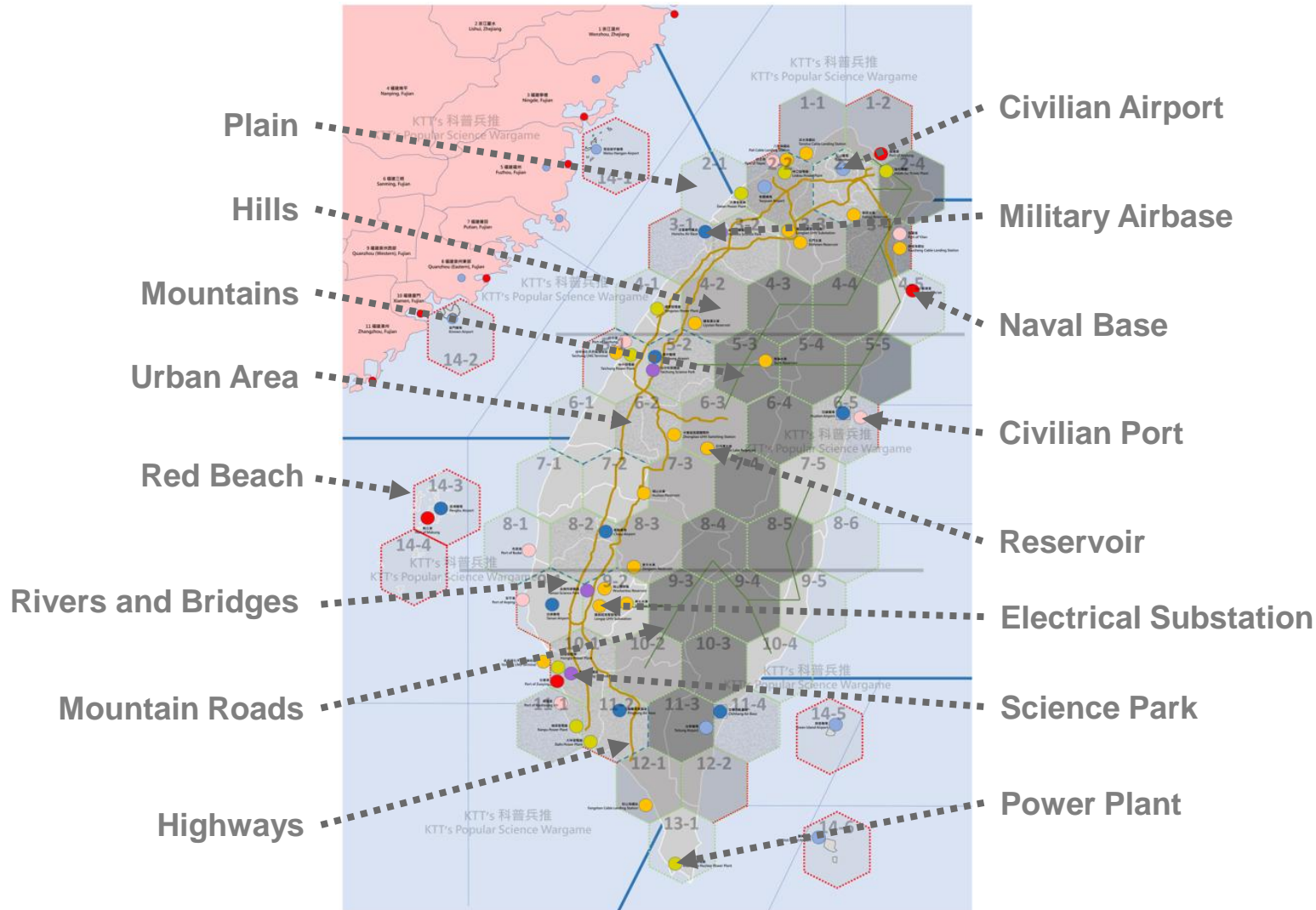
- **Pace:** 2-4 turns per hour.
- **Time scale:** 1 turn = 1 day, divided into three phases:
 - **Phase 1 — Previous-turn Brief & Status Check:** summarize the last turn's situation and verify the status/effects of ongoing events.
 - **Phase 2 — Taiwan Side:** Taiwan-side participants carry out deployments and attacks according to the rules. Once time expires, no further actions are permitted.
 - **Phase 3 — China Side:** China-side participants carry out deployments and attacks according to the rules. Once time expires, no further actions are permitted.

Decision- making Settings

- The decision-making mechanism and policy process may be participant-determined or predefined.
- Participants may simultaneously hold multiple roles, or multiple participants may jointly fill one or more roles.
- **Example:** Three participants jointly act as the Chief of the General Staff and theater/command commanders; they collaboratively discuss and decide unit movements and whether to engage the enemy.

These are the main simulation settings and can be expanded or reduced as needed.

- Each land region is approximately 40 kilometers wide.
- Solid blue lines indicate maritime chart area boundaries; dashed blue lines indicate subsector boundaries.
- The effects of terrain types, landforms, and infrastructure are configurable.



Ground Operations Map

This is the main map, accompanied by additional supplementary maps and tables.



Maritime Operations Map

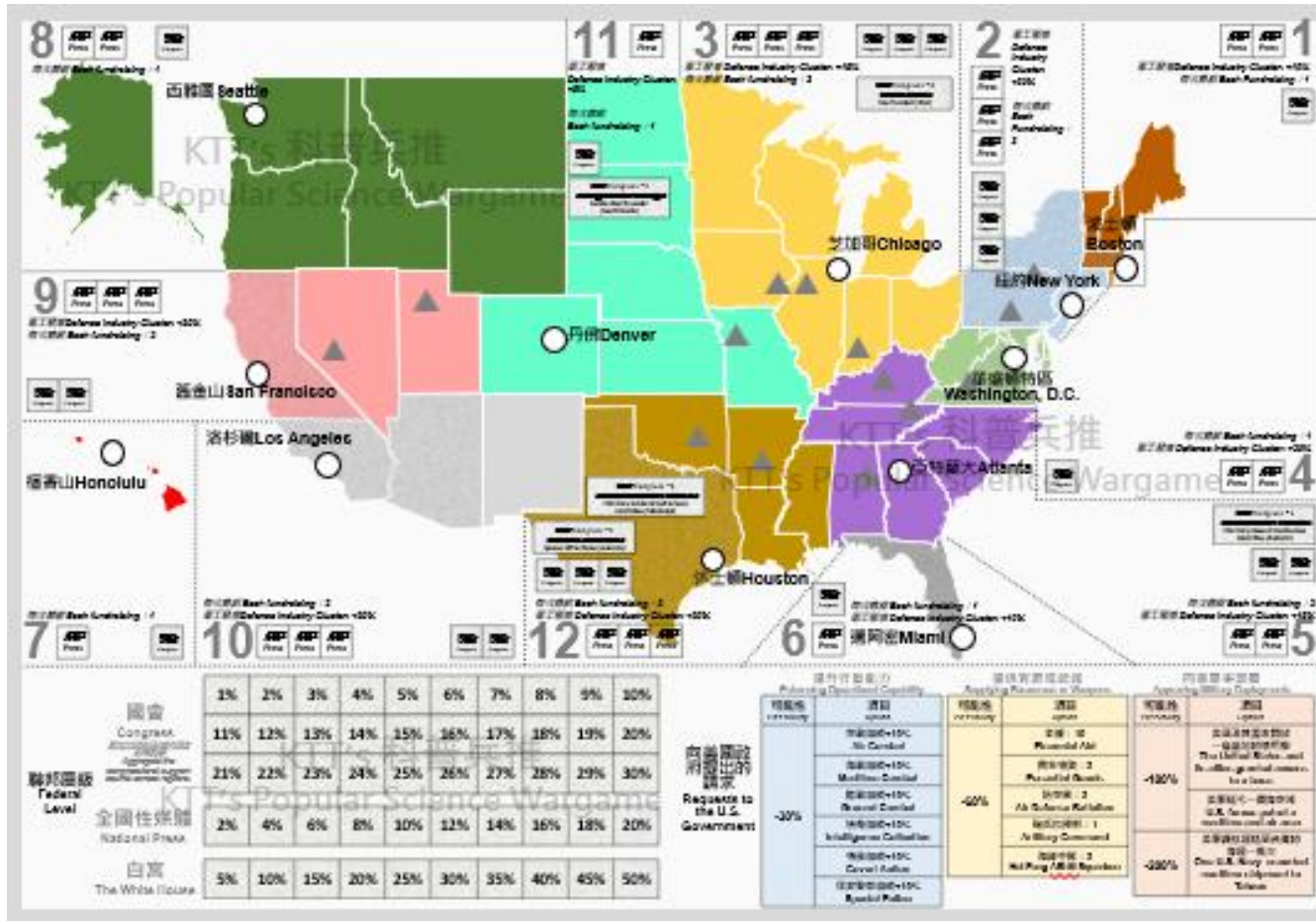


Each maritime region is approximately 200 kilometers wide.



This is the primary map; additional supplementary maps and tables are also available.

Divided into federal- and state-level diplomatic actions, this map includes engagement with the media, Congress, civil society, and the White House. Players may request operational assistance, military supplies, or fundraising support from the United States.



Diplomatic Map

This is the U.S. diplomatic map; additional maps for other countries are also available.




Blue counters represent Taiwan, red counters represent China, and green counters represent other countries.

Unit Roster

 步兵旅 Infantry Brigade 陸G O/D 2/2/0	 陸航旅 Army Aviation Brigade 陸G O/D 5/8/0	 兩棲合成旅 Amphibious Combined Arms Brigade 陸G O/D 5/4/0	 陸航旅 Army Aviation Brigade 陸G O/D 5/8/0	 醫療營 Medical Battalion 陸G O/D 0/4/0	 情蒐組 Intelligence Collection Team 民C O/D ?/2/0	 兩棲登陸艦編隊 Amphibious Task Group 海M O/D 0/2/0
 聯兵旅 Combined Arms Brigade 陸G O/D 5/4/0	 砲兵指揮部 Artillery Command 陸G O/D 8/4/7	 合成旅 Combined Arms Brigade 陸G O/D 5/4/0	 遠程火箭砲兵旅 Rocket Artillery Brigade 陸G O/D 8/4/7	 信息支援部隊 Information Support Force 陸G O/D 0/3/2	 特務組 Covert Action Team 民C O/D ?/2/0	 滾裝貨輪編隊 Ro-Ro Ship Convoy 海M O/D 0/1/0
 機動阻絕隊 Mobile Interdiction Team 陸G O/D 0/4/0	 工兵群 Engineering Group 陸G O/D 0/3/0	 工程兵旅 Engineer Brigade 陸G O/D 0/3/0	 聯勤保障部隊 Joint Logistics Support Force 陸G O/D 0/3/1	 特種駁船 Landing Barge 海M O/D 0/1/0	 認知作戰組 Cognitive Operations Team 民C O/D ?/2/0	 布雷艇中隊 Mine-laying Squadron 空A O/D 0/1/0
 海軍陸戰旅 Marine Brigade 陸G O/D 6/5/0	 驅逐艦 Destroyer 海M 空A O/D 5/2/1	 驅逐艦 Destroyer 海M 空A O/D 5/2/1	 護衛艦 Frigate 海M 空A O/D 2/2/1	 兩棲攻擊艦 Amphibious Assault Ship 海M O/D 0/2/0	 保安警察 Special Police Corps 民C O/D 1/2/0	 獵雷艦 Minehunter 空A O/D 0/1/0
 巡防艦 Frigate 海M 空A O/D 2/2/1	 巡邏艦 Corvette 空A O/D 2/2/1	 柴油潛艦 Diesel Submarine 海M O/D 5/1/0 空A O/D 2/1/0	 核動力潛艦 Nuclear Submarine 海M O/D 5/1/0 空A O/D 4/1/1	 航空母艦 Aircraft Carrier 海M O/D 0/2/0	 醫療救護隊 Medical Assistance Team 民C O/D 0/2/0	 獵雷艦 Minehunter 空A O/D 0/1/0
 柴油潛艦 Diesel Submarine 海M O/D 5/1/0 空A O/D 2/1/0	 海鋒中隊 Hai Feng ASHM Squadron 海M O/D 2/4/1	 海軍陸戰旅 Marine Brigade 陸G O/D 3/5/0	 核動力潛艦 Nuclear Submarine 海M O/D 5/1/0 空A O/D 4/1/1	 航空母艦 Aircraft Carrier 海M O/D 0/2/0	 基建搶修隊 Infrastructure Rapid Repair Team 民C O/D 0/2/0	 特種機團 Special Mission Regiment 海M O/D 0/6/1
 柴油潛艦 Diesel Submarine 海M O/D 5/1/0 空A O/D 2/1/0	 戰機隊 Tactical Fighter Group 空A O/D 5/7/2	 戰機隊 Tactical Fighter Group 空A O/D 5/7/2	 戰機隊 Tactical Fighter Group 空A O/D 5/7/2	 驅逐艦 Destroyer 海M 空A O/D 5/2/1	 民生必需品配售站 Essential Goods Ration Station 民C O/D 0/2/0	 特種機團 Special Mission Regiment 空A O/D 0/7/5
 防空營 Air Defense Battalion 空A O/D 5/7/3 陸G O/D 1/4/3	 飛彈旅 Missile Brigade 空A O/D 15/7/1 陸G O/D 7/4/10	 飛彈旅 Missile Brigade 空A O/D 15/7/1 陸G O/D 7/4/10	 空降兵旅 Airborne Brigade 陸G O/D 3/5/0	 防空營 Air Defense Battalion 空A O/D 5/7/3 陸G O/D 1/4/3	 第五縱隊 Fifth Column 民C O/D 0.5/1/0	 無人機旅 UAV Brigade 空A O/D 3/7/2

These are the basic units; additional units may be added or removed depending on the needs of the wargame.





KTT's 兵推系統
Wargame

Contact for Collaboration:
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Latest Updates: IG



More Info: Website

Collaboration Options

Chinese–English
Bilingual

Adaptable
Scenarios

Adjustable
Systems & Units

Handbook &
Briefing Materials