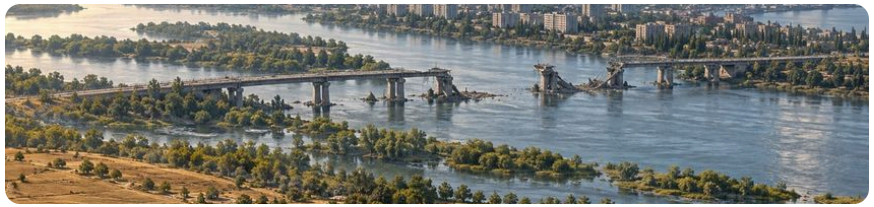
PROJECTOR SLIDE

The Kherson Counteroffensive

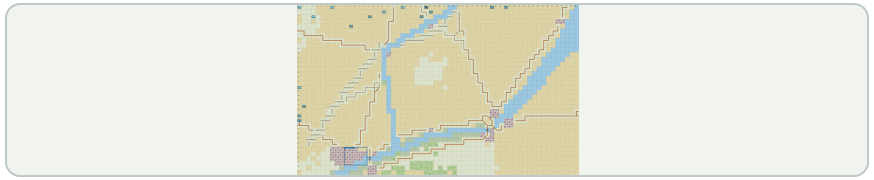
Kherson, Snihurivka, Davydiv Brid and Beryslav, Kherson and Mykolaiv oblasts, Ukraine · 29 August to 11 November 2022

Learning objectives

- Compare source accounts of crossing disruption with the authored supply-counter losses. The run's cutoff mechanism depends on supply counters; it does not simulate ferry or pontoon carrying capacity or demonstrate the historical effect of each bridge strike.
- Compare otherwise matching runs with and without the player's drones, using losses, elapsed time and objective progress in each authored stage. The option leaves enemy drone activity in place and does not remove all observation from the battlefield.
- Compare the effects of the authored Orlan-10, Lancet and Shahed arrivals on observed contacts and losses. Artillery movement and firing are automatic; discuss proposed battery relocation separately from the run's available launch and standing-order controls.



Scenario illustration · AI generated



Student map · own side only · Simulation situation map · reconstructed terrain and estimated deployments; not verified historical positions.

Run and debrief

7 minutes 20 seconds at 1×. Take Kherson by the end of the operation. Use your guns and drone spotters to break the Russian line at the Inhulets bridgehead, Snihurivka and Kyselivka, push down the Dnieper toward Beryslav, and clear every Russian combat unit from the city zone. More brigades arrive in October and November.

Which result differed from history, and what evidence or model assumption explains it?

Atrocity notice · 2023-03-16 · UN Commission of Inquiry: war crimes in Ukraine

These reports describe the wider conflict. They do not establish that every crime occurred in this modeled battle.

Study is not endorsement. Never target civilians, hospitals, schools or places of worship. Report civilian harm. Terrorist forces and Wagner: computer controlled. Gaza events and civilian massacres: excluded.