

Introduction to Asymmetrical Warfare



This article is part of the [Antistasi Commander's Handbook](#).

Battle Quotes

"The war was one of dervishes against aeroplanes...
Ours should be a war of detachment:
We were to contain the enemy by the silent threat of a vast unknown desert,
not disclosing ourselves till we attacked."

— T. E. Lawrence

1. PURPOSE

To provide a doctrinal foundation for all personnel engaged in operations against a superior conventional adversary. This document establishes the core principles required to prosecute a successful irregular warfare campaign, neutralize enemy advantages, and achieve victory. The concepts herein are not suggestions; they are fundamental to survival and success in this Area of Operations (AO).

2. SITUATION

The operational environment is characterized by a fundamental imbalance of power. Our force is confronted by an enemy that possesses significant advantages in manpower, technology, firepower, and logistical support. Direct, force-on-force engagement is decisively disadvantageous and is to be avoided.

Battle Quotes

"In strategy, the longest way round is often the shortest way home."

— B. H. Liddell Hart

Battle Quotes

All warfare is based on deception. Hence, when we are able to attack, we must seem unable;

when using our forces, we must appear inactive;
when we are near, we must make the enemy believe we are far away.

— Sun Tzu

a. Definitions

(1) Asymmetric Warfare

A state of conflict between belligerents whose relative military power, strategies, and tactics differ significantly. The objective is to leverage one's own strengths against an adversary's specific weaknesses, rather than matching strength against strength.

(2) The Conventional Adversary (Threat)

A technologically advanced, hierarchically structured military force.

(a) Strengths

Superior firepower, air superiority, robust logistical chains, numerical superiority.

(b) Weaknesses

Doctrinal rigidity, predictable patrol patterns, dependence on secure supply lines, low tolerance for casualties, political vulnerability.



(3) The Irregular Force (Friendly)

A flexible, decentralized force operating with limited resources.

(a) Strengths

Superior knowledge of the local terrain, operational flexibility, stealth and concealment, potential for popular support.

(b) Weaknesses

Lack of heavy firepower, fragile logistics, limited manpower, inability to win decisive, conventional engagements.

3. CONCEPT OF OPERATIONS

Our strategy is not the annihilation of the enemy's military, but the erosion of their will to fight. We will achieve this by making their occupation of the AO untenable. We do not seek a single decisive battle; we seek victory through a thousand small cuts. This concept is founded on five pillars.

a. The Five Pillars of Asymmetric Operations

(1) Control the Tempo.

You, not the enemy, will decide the time and place of every engagement. The initiative is your most valuable asset.

(a) VIOLENCE OF ACTION

All offensive actions will be SUDDEN, VIOLENT, and BRIEF. All offensive actions must be prosecuted with overwhelming local superiority, speed, and aggression. The objective is to achieve psychological and physical paralysis of the adversary in the opening moments of an engagement. When contact is initiated, it will be sudden, all-encompassing, and executed without hesitation. The simultaneous application of massed firepower shatters enemy cohesion and overwhelms their ability to mount a coordinated response. Actions must be **SUDDEN, VIOLENT, and BRIEF.**

Battle Quotes

“A good plan violently executed now is better than a perfect plan next week.”

— Gen. George S. Patton

Battle Quotes

“The use of overwhelming force is the only way to avoid a prolonged conflict.”

— General Norman Schwarzkopf Jr.

(b) TACTICAL DISENGAGEMENT

The Withdrawal: Deliberate and Decisive. Strike and exfiltrate before the enemy brings superior firepower to bear. Prolonged combat is to be avoided at all costs, as it allows the adversary to leverage their primary strengths: numerical superiority and heavy fire support (QRF, artillery, air assets). Therefore, every operation must include a planned and rehearsed withdrawal. You will strike the target, accomplish the immediate objective, and exfiltrate before the enemy can effectively counter. Disengagement is not failure; it is a tactical imperative that preserves combat power.

Battle Quotes

“Invincibility lies in the defense; the possibility of victory in the attack.
One defends when his strength is inadequate; he attacks when it is abundant.”

— Sun Tzu

Battle Quotes

“To be practical, an army should be as buoyant as a cork and as agile as a goat.”

— B. H. Liddell Hart

(c) PSYCHOLOGICAL DETERRENCE

The Effect: Induce Exhaustion and Uncertainty. By consistently initiating contact on our terms and then disappearing, we dictate the rhythm of the conflict. This forces the enemy into a constant state of heightened alert, unable to rest or feel secure at any point in the AO. The resulting uncertainty and fatigue degrade enemy morale, slow their operational pace, and induce errors in judgment. We are not merely attacking their patrols; we are attacking their confidence.

Battle Quotes

“The moral is to the physical as three is to one.”

— Napoleon Bonaparte

(2) Exploit Enemy Weakness.

Do not attack enemy strongpoints. Attack their vulnerabilities. Their strength is their

weakness.

1. Their **Logistics** are their lifeline. Ambushes on supply convoys, capturing and raiding factories and resources, and disruption of their Lines of Communication (LOC) via destruction or capture of radio towers are primary objectives. Every captured weapon and round of ammunition is a victory.
2. Their **Predictability** is a vulnerability. Observe enemy patterns—patrol routes, shift changes, reaction times—and exploit them without mercy.
3. Their **Command Structure** is centralized. Identify and eliminate enemy leaders and command posts to sow chaos and paralyze their response.

graph TD
 subgraph Enemy_Vulnerabilities_A ["**Strength:**
Superior Firepower & Tech"]
 A --> B ["**Weakness:**
Doctrinal Rigidity"]
 end
 subgraph Enemy_Vulnerabilities_C ["**Strength:**
Robust Logistics"]
 C --> D ["**Weakness:**
Vulnerable Supply Lines (LOCs)"]
 end
 subgraph Enemy_Vulnerabilities_E ["**Strength:**
Centralized Command"]
 E --> F ["**Weakness:**
Paralysis if Leaders are Eliminated"]
 end
 end

(3) Weaponize the Environment.

Your primary weapon is not your rifle; it is your intimate knowledge of the Area of Operations.

1. Use terrain to conceal movement, channelize enemy forces into kill zones, and provide covered routes for infiltration and exfiltration.
2. Time is a weapon. Attack during periods of low visibility—night, fog, inclement weather—to negate the enemy's technological advantages.
3. The local populace is part of the operational environment. Their perception of you dictates the intelligence and support you will receive.

Battle Quotes

"The natural formation of the country is the soldier's best ally."

— Sun Tzu

(4) Achieve Popular Support.

The population is the sea in which we swim. Without their support, we are isolated and will be destroyed.

1. Every action must be weighed against its effect on the civilian population. Every civilian casualty is a self-inflicted wound: It creates enemies where there were none, provides the adversary with intelligence, and erodes the very foundation of our support.
2. Provide security and aid to the local populace where possible. One's legitimacy is built one

positive action at a time.

3. The populace is a primary source of intelligence. Earn their trust and one gains a thousand eyes and ears across the AO.

Battle Quotes

“The guerrilla must move amongst the people as a fish swims in the sea.”

— Mao Zedong



Insurgent Commander's Note The best way to win the “hearts and minds” of the Antistasi citizenry is by doing resupplies for their towns, eliminating town gendarmerie and nearby garrisons, and wiping out or capturing radio towers. Towers spread influence, which slowly turn surrounding towns to the side which controls them.

(5) Attack the Enemy's Will.

Our strategic objective is psychological, not physical.

1. Every successful ambush, every destroyed vehicle, every dead enemy leader sends a message: this occupation is too costly.
2. Create a persistent, high-threat environment. The enemy must feel unsafe everywhere, at all times. Constant pressure erodes morale.
3. The goal is to make the political cost of the occupation unacceptable to the enemy's leadership, forcing a withdrawal.

Battle Quotes

“The profoundest truth of war is that the issue of battle is usually decided in the minds of the opposing commanders, not in the bodies of their men.”

— B. H. Liddell Hart



Insurgent Commander's Note The irregular fighter's mindset is one of patience and opportunism. You are the hunter, not the hunted. If the conditions are not in your favor, you do not engage. You fade away and create favorable conditions elsewhere.

4. TACTICAL APPLICATION

a. Offensive Actions

Your primary tactical tasks are the raid, the ambush, and sabotage.

(1) A Raid

An operation to temporarily seize an objective for a specific purpose (e.g., capture supplies, destroy equipment, assassinate a leader) followed by a planned withdrawal.

1. **Use When:** A need exists for an item(s) the enemy currently possess (e.g. a weapon, intel, supplies).

(2) An Ambush

A surprise attack from a concealed position on a moving or temporarily halted target.

1. **Use When:** Use against predictable enemy movement to inflict maximum casualties and attrition with minimal risk (e.g. patrols, convoys).

(3) Sabotage

Involves the destruction of enemy infrastructure, equipment, and supply points with minimal direct contact.

1. **Use When:** Use when you want to disrupt the enemy's operational capability without direct engagement (e.g. destroying radio towers, IEDs on key roads).

b. Defensive Actions

Static defense of a fixed position is a luxury scarcely afforded early game (War levels 1-4). This is for good reason, as income is low, manpower is scarce and the assets available for purchase are severely limited. Garrisons are for later game, when men can be spared and statics are cheap.

(1) Our defense

is active and mobile. If attacked by a superior force, you will delay, disrupt, and disengage on your own terms.

(2) Fortified positions

are only to be held when they offer an overwhelming tactical advantage. They are tools, not homes.

Battle Quotes

“I am a fox. I am not a lion. I do not have a den.”

— Omar Mukhtar

5. SUMMARY

You are not a conventional soldier. You will not fight on the enemy's terms. You will leverage stealth, discipline, and superior knowledge of the environment to strike at the enemy's weakest points. You will be patient, you will be precise, and you will be lethal. Your survival depends on your adherence to these principles. Victory depends on their flawless execution.

Battle Quotes

“Guerrilla warfare is a war of the masses, a war of the people. By organizing and mobilizing the people, we can create a vast sea of humanity and drown any enemy in it.”

— Võ Nguyên Giáp

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