



Glimpses of Future Battles: Ukraine and the End of Traditional Warfare

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The conflict in Ukraine is not just a chronicle of resistance, but the "point of no return" for modern military doctrine. As analyzed by **Enrico Della Gatta** in "*Defending the Future*", we are facing a paradigm shift: the advantage no longer comes from possessing individual sophisticated systems, but from their integration into **adaptive and resilient networks**. It is the end of the "single platform" era and the beginning of warfare dominated by code.

The Delta System: The Cloud Brain of the Front

The **Delta System** is Ukraine's digital keystone, a *situational awareness* platform that has transformed the way information is gathered and turned into action.

- **The Origins:** Born in 2014 from the desperate need to modernize a Soviet-style army after the annexation of Crimea, Delta was developed by the innovation unit **Aerorozvidka**. It is inspired by the *Network-Centric Warfare* theorized in the USA in the '90s, but it realizes it with contemporary civilian technologies.

- **Total Integration:** Delta aggregates in real-time data from heterogeneous sources: satellite images, drone feeds, electronic interceptions, radar data, and OSINT reports.
- **Warfare Crowdsourcing:** One of its most disruptive features is the integration of data from civilians. Through chatbots like *e-Enemy*, every citizen with a smartphone becomes a sensor, reporting enemy movements that the system validates and instantly distributes to platoon commanders.

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Software-Defined Warfare: When Code Triumphs Over Steel

If Delta is the brain, the **Software-Defined Warfare (SDW)** is the nervous system. This concept, borrowed from Silicon Valley computing, marks the shift from hardware-based to software-based warfare.

- **Hardware as Shell:** In this paradigm, the "piece of iron" (drone, radio, or cannon) is just an economical container. The true value lies in the software that governs it.
- **Real-Time Adaptability:** In future battles, update cycles do not last years, but hours. If the enemy introduces a new jamming system, Ukrainian programmers rewrite the drone's code overnight and send the update "over-the-air" directly to the front.
- **Forced Interoperability:** SDW allows decades-old systems to "talk" with cutting-edge technologies. A Soviet-era cannon can receive precise coordinates from a modern satellite thanks to a custom-made software interface.

Cognitive Friction and the User-Driven Model

Ukrainian innovation has reversed the innovation command chain. It is no longer the industry proposing platforms to the State in decade-long cycles, but the needs of the trenches driving development.

- **Darwinian Process:** Only what works survives on the field. This creates an ecosystem where the failure of a prototype is not an economic disaster, but data for the next version.

- **Industrial Scarcity vs. Cognitive Scarcity:** Artificial Intelligence has eliminated the "fog of war" (cognitive scarcity). Today the problem is no longer finding the enemy, but having enough ammunition (industrial capacity) to hit everything the network has already identified.

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The Invisible Minefield: Electronic and Cyber Warfare

The hallmark of future battles is the virtualization of conflict.

- **The Electromagnetic Space:** It has become a trench. Jamming systems saturate the spectrum, obscure GPS, and degrade communications. Only systems with more resilient software can navigate this "invisible minefield".
- **Informational Warfare:** Bots and deepfakes not only target public opinion but aim to disrupt command cohesion, turning perception into a kinetic target.

Conclusion: The Lesson for the West

Ukraine demonstrates that the military power of the future will not reside in static arsenals, but in the **capacity for continuous regeneration**. 21st-century deterrence is not a "snapshot" of how many tanks are in storage, but a "film" showing the speed at which an ecosystem can learn, adapt, and produce new solutions.

For Europe, bridging the *drone gap* or technological lag does not just mean buying new equipment, but adopting this **user-driven and industry-enabled** model, where the programmer has become as essential as the soldier.