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Preventing an AI arms race: The role and limits of Artificial Intelligence in military use

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1. COMMITTEE DESCRIPTION

1.1. WHAT IS THE UNSC?

The United Nations Security Council (UNSC), established on January 17th 1946, is one of the six main organs of the United Nations whose primary role is to maintain international peace and security, responding to conflicts that threaten global stability and identifying threats to peace or acts of aggression. The council seeks to call upon parties, so that disputes can be settled through diplomatic solutions established by peaceful negotiations or treaties, recommending terms of settlement.

The Security Council considers and discusses matters of international military security considering conflicts between states, civil wars, and confrontations between paramilitary or insurgent groups. Its interventions commonly aim in preventing conflict escalation and addressing crises that could lead to regional destabilization or global unrest. The UNSC's involvement may range from initiating peace talks for international frameworks to authorizing peacekeeping operations in conflict zones. In the face of threats to peace and security, the UNSC's first action is to recommend that parties search to reach an agreement in peaceful means. Therefore, the Security Council handles matters of importance to world peace considering wars, humanitarian crises and acts of aggression providing a platform for international negotiation before these turn into broader conflicts.

The UNSC is composed of 15 Members: 5 permanent and 10 rotative. Each one of them must vote. In case the need is observed, the Council can also recommend the admission of new members. For this simulation, this model was adapted by increasing the total number of members to 25.

1.2 RESPONSABILITIES AND POWERS:

According to the UN Charter, The Security Council's responsibilities and power include investigating disputes or international friction situations, recommend methods and terms to settle disputes, formulate plans to establish systems that regulate armaments, determine the existence of threats or aggressions and recommend actions to be taken in those cases. The UNSC can also call

upon members to place economic sanctions or authorize the use of force or military power against aggressors with the purpose of restoring international peace and maintaining security. What's more, under Article 29 of the UN Charter, the Security Council is also allowed to "establish subsidiary organs as it deems necessary for the performance of its function." Finally, the Security Council is also tasked at recommending to the UN's General Assembly the appointment of the Secretary-General and together with the UNGA select and elect the Judges for the International Court of Justice.

Therefore, as a consequence, different from the other committees of the United Nations that propose recommendatory resolutions to the issues discussed for which the members can decide to abide by or not, the Security Council can impose its decisions and resolutions. This obliges states to respect the decision taken and imposing sanctions, military power and diplomatic changes as mentioned previously when needed.

1.3 MEMBERS AND VETO POWER:

Differently to the other committees in the UN, the Security Council has amongst its 15 members 5 permanent ones known as the P5. The P5 countries include: People's Republic of China, French Republic, Russian Federation, United Kingdom of Great Britain and Northern Ireland, and United States of America. These 5 member states have their permanent seat granted by the 1945 UN Charter and hold what is known as the veto power. Even if the resolution achieves the necessary number of votes to pass, the veto power of the states means that if one or more of the P5 members votes against the resolution, it does not pass. For this simulation, the vetos, as described in the rules of procedure, are dependent on a violation of the UN Charter, and follow these steps:

- 1) The delegate part of the P5 must justify their veto by explaining a violation of a specific UN Charter article to the chair.
- 2) The chair has the power to approve or not such veto.
- 3) If the veto is approved the resolution does not pass.
- 4) If the veto is not approved and the resolution has achieved the necessary number of votes in favour, it passes, if not, it does not pass.
- 5) Vetoes are limited to resolutions and therefore cannot occur on amendments.

2. INTRODUCTION

Artificial Intelligence has become a part of our everyday life and is present in many things, from AI chatbots and LLMs such as Chat GPT to autonomous cleaning devices such as vacuum robots. When it comes to a definition, Artificial Intelligence is described in many manners, but can be regarded as a system designed and trained to have the ability to autonomously learn, solve problems and make predictions, taking decisions and performing tasks considered to require a level of intelligence similar to that of a human being. Years ago autonomous systems driven by AI seemed to be something belonging to Science Fiction and out of reach. However, this has evolved greatly and the applications of AI are no longer something of our imagination but something that must be critically considered and discussed. This is especially true with the current growing preoccupation of the use of AI in military operations and autonomous weapon systems in war. AI has transformed the manner in which wars are fought and has the potential to become as meaningful as nuclear weapons. AI and autonomous weapon systems are redefining the twenty-first century and its battlefields. This tool can define the future of our world and has the potential to shift the balance of diplomatic power.

With many different uses ranging from data processing to target identification and strategic/logistics planning these systems now include drones, autonomous weapons and unmanned combat vehicles. The current wars have proven that human being's warfare nature is taking us beyond our imagination and the list of risks resulting from the use of AI systems in combat are growing exponentially. And the major problem with this is the lack of international negotiations for frameworks to establish limits and laws on the use of Artificial Intelligence in armed conflicts. If action is not taken now and states do not take on this relevant discussion, with the current escalation in the use of these weapons and the information being fed into them by human beings, the future of human-kind could be endangered.

2.1 THE DEFINITION OF AI

Artificial Intelligence is regarded as a type of technology that enables computers and machines to simulate human comprehension, learning and problem solving capacities such as autonomously creating and making decisions. The use of Artificial intelligence in war and combat has evolved greatly over time from the initial uses of mechanical calculators in the World Wars to

autonomous systems such as drones. The AI as we know it today challenges military operations and reshapes intelligence, logistics and cyber warfare. However, throughout history different inventions and advancements have led to the surge of the autonomous AI driven systems we now know. The concept of AI in war goes far beyond the common words used to describe it generalistically. In war AI encompasses automation and computation not considering only machine learning algorithms or models capable of predicting. Therefore, having this in mind, AI is a tool that has existed and been in development throughout history in many military contexts. For example, in World War I mechanical control systems made of computers can be considered as the primordiums of AI. That is why many link AI to the father of computation Alan Turing. Despite not fitting into the definition of electronic and digital programmable machines of the modern day, ordnance data computers such as the Torpedo data computer are an example of initial AI. This computer was an early electromechanical analog computer used by the USA to fire-control torpedoes on American Submarines during WWII. This system was more advanced than any other at the time as it could automatically track the targets and not only offer the firing solution.

When considering AI and its definition it is also important to understand the concept of Human-Machine teaming, regarded as a military process whereby a feedback loop between human and machine occurs, causing the behavior of both to change. As human beings contribute with contextual thinking, intuition and creative thinking, AI contributes with the processing of vast amounts of data, speed and consistency and precision maintenance without reaching fatigue.

However, machines and AI cannot reason like humans and their logic does not flow as it does for us humans in our rational brain. This means war can start to involve more and more quantifiable data and not qualitative judgements, also relevant for this scenario.

3. HISTORICAL BACKGROUND

3.1 HUMANS AND THE NATURE OF WAR

War is regarded as a conflict between groups of people that commonly involve hostilities of grand magnitude and duration. The concept usually encompasses a series of different conflicts including everything from large armed conflicts between powerful states or small states, conflicts between internal groups or revolutions. If small incidents of resistance and fighting become too intense these occurrences could reach a magnitude that would classify them with the name “war”.

Throughout history, this concept has been a very important element of analysis. However, this has become especially true in the 20th century following two World Wars that led humans to face nuclear, biological and chemical threats. Many theories have been developed by scholars and philosophers to consider the reasons for war, its causes and what conduct leads to its beginning as such searching for a comprehension of human nature and behaviour. Therefore, as war is a very complex phenomenon it can be analyzed within many realms including the philosophical, psychological, political, economic, technological, legal and sociological realms.

Fighting and conflicts is something innate to human beings that has been a part of our history since our very primordiums. Cave paintings and fossils of humans killed by other humans show that this has occurred for a long time. The first war ever recorded in history dates back to 2700 BCE where a war erupted between the Sumerians and the Elamites in Mesopotamia.

Some theorists argue that there is no rational argument for war, regarding it as a social disaster that afflicts nations or humanity as a whole. Meanwhile, like other theorists such as Clausewitz, war is a rational instrument of foreign policy meant to compel the opponent to fulfill one's will. The causes of war are explored by two major schools. One of them attributes war to innate biological and psychological factors innate to human beings considering an etiological basis while the other considers social relations and institutions.

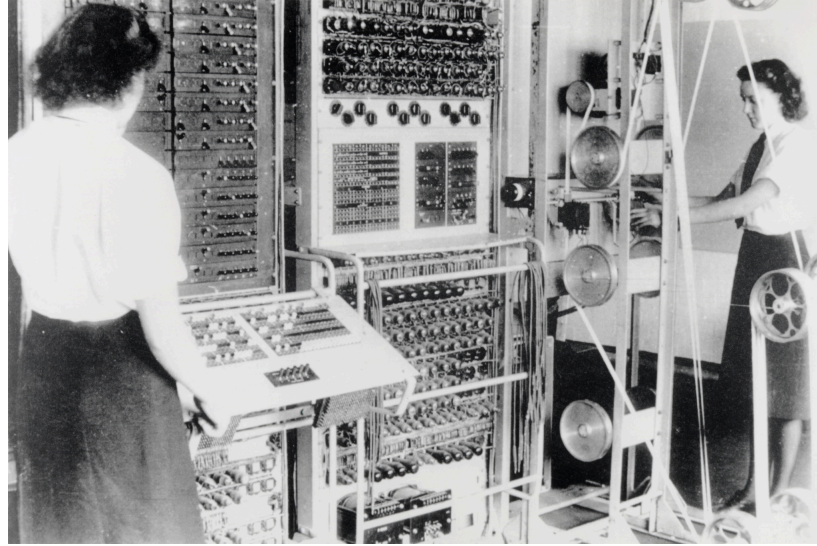
Throughout human history wars have evolved from being driven by the need to protect one's own kin group, to imposing religions, to fighting for individuals sovereignty and interests. With the French Revolution, the size of forces fighting within wars increased drastically to larger armies, broadening the objectives of war from simply fighting to defending ideals of revolution and change. With the First World War, entire populations engaged in the practice, mobilizing economies. As such a theory arose to regard war as an instrument of the National State in order to protect its vital interests. With the Second World War came fighting for the nation's sovereignty and ideologies, relating back to the Superior race ideal of Nazi Germany. With World War II and the evolution of mass destructive weapons, understanding the nature of warfare became more important.

Wars persist as long as individual states ensure self-preservation and promote their own interests, relying on their own efforts. As long as there is no international agency to control these actions, this will remain a truth. International framework discussions and reforms on the international system can produce significant restrictions on war, making it harder for it to occur.

Frameworks and limitations must be established too for the current era of warfare we are now facing.

3.2 THE EVOLUTION OF AI AND AUTONOMOUS SYSTEMS IN WAR

Though many of the technologies developed during the 20th century don't immediately recognize AI with the modern day conception and definition we have of it, they were important steps in stone to the establishment of fundamental principles for the later development of Artificial Intelligence as we know it today. The first world war presented many challenges in military targeting and coordination due to human limitations, as such creating operational gaps. Therefore, these gaps had to be filled with technological solutions that could overcome the human limitations in specific areas such as information processing, data collecting, trajectory calculations and accurate execution of actions. WW1 proved to be the first period in which the initial form of computational assistance arose to help improve precision and speed that was required by nations. These first "computers" were mechanically controlled mechanisms that helped to control gun distance, shooting and aiming. As the operator generated a command the gun would respond, showcasing the first forms of human-machine collaboration. A similar system was used in the Royal Navy to control the guns on Dreadnought battleships, helping to control their elevation and direction prior to the moment of firing. Through these developments it was figured that warfare was increasingly complex and demanding and required computational aid to help increase efficiency. The intrinsic human-machine relationship we see nowadays relates back to this reliance men already had on machinery back in 1914. The earliest work and approach on artificial intelligence was done in the mid 20th century by Alan Turing, famous logician and computer pioneer. It was in 1935 that Turing considered an abstract computer like machine with limitless memory and a scanner moving through its memory, reading each symbol it finds and writing further symbols. The actions of this computer were said to be dictated by a program of instructions also stored in the memory of it in the form of symbols. This implied the idea of the program being capable of operating on and modifying or improving its own program. This idea turned out to be simply the universal Turing machine. In essence all modern computers are universal Turing Machines.



During World War II, Turing who served as a cryptanalyst at the Code and Cypher School in Bletchley Park, Buckinghamshire in England often discussed the ideas of machine intelligence and the ability of computers to learn from experience as well as solve new problematics through the guiding principles. In 1947 Turing gave what could be considered the first public lesson concerning computer intelligence, mentioning that the desired goal was a machine that could learn from experience provided by allowing the machine to alter its own instruction.” Through his 1948 report “Intelligent Machinery” Turing introduced many key concepts of AI. However, due to this paper never being published, many of his already established ideas were reinvented by others.

Despite an intention to create a chess playing computer that could predict and make the next move for a game, Turing was unable to create this and instead the first AI program came with the arrival of the stored-program electronic digital computers.

With WW2 came an alarming new age of conflict with incredible advancements in technological development and an acceleration in the development of computational and automated systems. Due to the grave necessity for secrecy through this period of unprecedented conflict, many of the foundational ideas of computation throughout this period of history were unrevealed and unknown for decades. It was during this period that cryptology began to appear in the scene and became a step in stone in AI within war contexts. Complex machines like the Enigma, developed by the Germans or the SIGABA developed by the Americans were used for secret internal communication. Once the Polish and British cryptanalysts were able to crack the Enigma machine’s scrambling patterns, this knowledge was shared amongst the Allies and it is

estimated that discovering these codes saved many lives and shortened the war by almost two years. It was also in this moment of history that Colossus was developed, considered the first digital and programmable computer utilized to help decipher Lorenz-encrypted messages that were exchanged by Hitler and his generals. This computer helped to decrease the time it took to try to decipher these messages, accelerating the code-breaking operation.



By the end of the Second World war, ten Colossus computers had been developed to decipher approximately 63 million characters of German communication. Colossus was not revealed until the early 2000s delaying its recognition within the history of computing for many years. This example indicates that the military's nonrest pursuit for quick and accurate information processing driven by the necessities during wartime serves as the catalyst for the birth of electronic computing. These initial foundation footsteps are the direct lineage ancestry of modern AI, which continues to demonstrate the powerful demand of the military driven by the technological innovation that keeps propelling forwards. Analog computer development was another milestone; The Norden bombsight was a mechanical analog computer used by the US Army Air Force not only in WW2, but also later during the Korean War and the Vietnam War. Through altitude and airspeed information, this computer could predict and showcase the impact point of a bomb, helping pilots with a more accurate and precise targeting/aiming mechanism. These mechanisms helped perform computations such as integration and coordinated conversions for ballistics. The challenges in logistics faced during WW2 helped to establish modern standardization and management controlling in the military supply chains. As such the military push for automation was not only linked to the moments of direct combat but also related to industrial capacities,

supply chain managements and operational efficiencies. This broader application of automation directly foreshadows the wide-ranging, non-combat applications of AI in today's defense sector, particularly in areas like predictive maintenance and supply chain optimization.

In 1950, the famous Turing test was established and remains as relevant to this date. The test involved three participants: a human interrogator, a computer and a human foil. As the human interrogator asked questions, its goal was to identify which of the other two participants was the computer. Through keyboard and display screen communication, the computer was permitted to do everything it possibly could to force a wrong answer and lead the interrogator to the wrong answer. No AI program has come close to passing this test. In 2022, after the wide surge of the famous ChatGPT, conversation about the Turing test reignited. Many experts still claim that ChatGPT has also never passed the test as it often mentions it is a language model.

The first successful AI program was created in 1951 by Christopher Strachey based on a checkers program installed in the Ferrant Mark I computer at University of Manchester. By the end of 1952, the computer could successfully play a complete game of checkers. In the same year of 1952, the first AI program of the United States surged. Designed by Arthur Samuel, it was also a checkers program. However, he added the innovative features, including the ability for the program to learn and develop itself

Logical reasoning is a key ability of intelligence and is often related back only to human beings. It was in 1955/1956 that “The Logic Theorist” program was developed in Carnegie Mellon University with the intention to prove the theorems from Principia Mathematica. It is even said that at one point, the proof given by the machine became more elegant than that given by the books.

Running in 1957, the General Problem Solver (GPS) was created to solve puzzles through trial and error. However, the major criticism for the GPS and other prior programs was that the intelligence of the programs came entirely from secondhand information that the programmer explicitly included.

More recent developments of Autonomous systems driven by AI include automated armed drones, unmanned automated vehicles and machines with AI-assisted targeting systems.

4. CURRENT SITUATION:

At the current rate we are in, with nations proving to be more and more hungry for power, there is a great potential for a technological arms race to occur, especially because nations are seeing the power that AI can offer in defense mechanisms and/or in offensive breakthroughs and attacks.

4.1 THE EVOLUTION OF AI AND ITS MILITARY APPLICATIONS

AI is transforming military operations and redefining how war is held, how decisions are made and threats are signed. AI nowadays is being used for many different purposes, such as optimizing targeting and strategy formulation helping to answer concerns of where certain military technology should be utilized, how can defense be optimized with a limited number of troops and against what target defense systems should be utilized. AI is automatizing processes that were previously manual such as data collection or processes of analysis as such aiding military maintain strategic battlefield dominance.

Moreover, AI allows for processing information and making tactical advancements in fractions of seconds making the “Observe, Orient, Decide and Act” loop (OODA) a lot faster. As a result, the cognitive burn of human beings is reduced, allowing for decisions to be made faster and for these to be better-informed. AI is commonly used in modern times to improve military’s situational awareness, allowing them to make real-time better-informed decisions. Tasks that were before the responsibility of a military officer and that had to be done manually and with human effort can now be automated with software generators. As such, generals can take other tasks, speeding up reactions and optimizing decision-making.

Also, AI helps optimize personnel and equipment movement, reducing costs and increasing efficiency even in the face of traffic and weather conditions. Through the use of AI systems employed computationally, data can be analyzed in order to help predict the distribution of enemy movements and suggest what is the most efficient response, as such increasing the chances for success. As such, AI becomes a strategic tool that awards tactical advantages. AI systems are capable of processing huge amounts of data generated by modern sensors and networks really quickly and precisely, identifying trends that are impossible for a human to detect and analyze through signal intercepts and open-source intelligence data. Through historical data and real-time

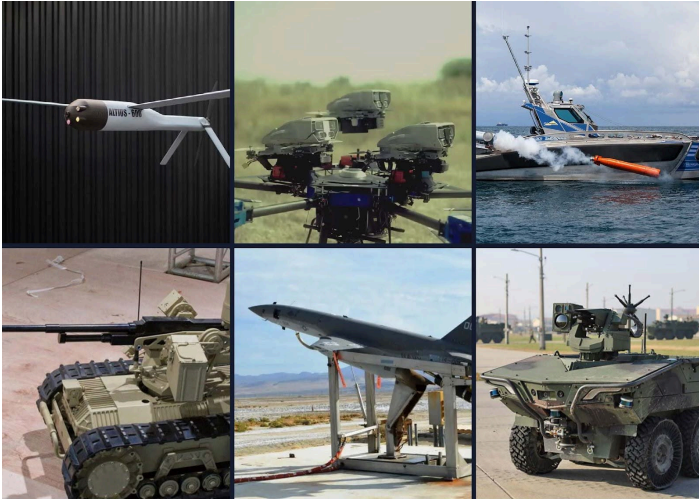
data from the drones, sensors or satellite images, AI tools are helping the military in logistics planning, allowing for the adjustment in the supply lines or anticipating if they might encounter any disruptions.

Other Unmanned Ground Vehicles known as robot dogs (quadruped robots) are being utilized for navigation purposes, for situational awareness and for task execution in dangerous environments that become inaccessible for human beings. An example of this is the Estonian Milrem Type-X robotic combat vehicle that performs autonomous navigation using AI and that can also be integrated within weapon systems. Unmanned Aerial Vehicles also demonstrate an implementation of AI to perform autonomous flights, capable of route planning and navigating around environments where GPS signals are unavailable, as well as utilizing techniques to recognize objects or targets.

4.2 LETHAL AUTONOMOUS WEAPON SYSTEMS (LAWS)

Autonomous weapon systems or AWS are regarded by the UK ministry of Defense as “systems capable of understanding high level intent and direction, namely of achieving the same level of situational understanding as a human and able to take appropriate action to bring about the desired state.” Meanwhile, the US Department of Defense defines “AWS as being capable of, once activated, to select and engage targets without further intervention from a human operator.”

Examples of AWs include the Israeli Iron Drome, the German MANTIS and vehicles such as the Swedish LEADS-150. Meanwhile, Lethal Autonomous Weapon systems also known as LAWS are military platforms that, when activated, can conduct military operations independently, selecting and going for the targets with no need for human intervention. Despite the fact that many countries are calling upon objections and prohibitions for LAWS, their use is becoming gradually inevitable. These systems employ Artificial intelligence and robotic advancements in order to detect targets, navigate combat environments and make battlefield decisions independently. Examples of these are the Israeli Harpy Drones, which through embedded enemy radar systems can hover over target areas and encounter the final target. Another example are the Ukrainian AI-powered munitions that can guide themselves towards the desired target independently. The Turkish-built Kargu is another example used in the Libya Civil war in 2020 to engage combatants independently.



An important problem to highlight is the worry that eventually AI systems will evolve and develop the capacity to learn by themselves and perform behaviours that were not intended by its designer or by its user.

4.3 AI DRIVEN DRONES

Drones in current wars are being used to carry out precision strikes on enemy targets, reducing risk to human operators and making military operations more efficient. AI is highly used for autonomous drone systems now used in air strikes. However, these have already proved to cause great destruction and innocent victims. Drones utilize AI and programming in order to reach specific areas for attack and then to specifically target and bomb a specific area. Besides all of this, the current investments being made in AI drones systems are facilitating asymmetrical warfare. Low-cost AI enabled drones are destroying high-value military assets. Recent reports concerning the Russo-Ukrainian and Israel-Hamas conflicts have shown that \$2,000 drones are able to take down \$2 million dollars worth of tanks.

Drone technology has spread quickly across militaries with nearly every NATO member having the capacity and capability to use drones in conflict. Ukraine, Russia and China stand out in their drone development with China supplying from states such as Egypt, Saudi Arabia, Nigeria, Iraq and UAE. Other non-state actors such as Hezbollah have used Iranian drones to violate Israeli airspace and Hamas has used them against Israel since October 2023. Turkey and Pakistan stand out with their important drone manufacturing programs. Examples of AI powered drones are the Russian V2U drones that use computer vision to compare the camera images with pre-loaded, pre-accessed photos of the area. Russia is currently developing “a swarm lancet drones” that can share information and separate their tasks. The same thing is being done by China that is researching AI-powered swarm technology to overwhelm its adversaries.

Counter-drones use AI to employ cameras, radars and acoustic devices to detect, track drone threats, distinguishing them from non-threats.

4.4 CYBERATTACKS

One of AI's most recurring uses in modern warfare is in cyber warfare, threatening cybersecurity and changing the defensive and offensive landscape of war. AI is making hacking and cyberattacks quicker and easier than ever being able to disrupt at a



large scale beyond human oversight. As such, there is a high concern about a possibility for emerging cyber conflicts as with the rate in which this is growing, any misattribution could lead to unreasonable broadening of conflict. Likewise, machine-learning algorithms can use military data to predict enemy positions, analyze tactics and optimize their strikes and attacks.

China stands out as one of the major countries utilizing AI for purposes of espionage and information warfare operations.



However, AI can be a key tool both for offensive and defensive purposes when it comes to cyber warfare. AI can also be used as a threat detection tool, allowing for fast prediction of emerging threats, allowing for preparation and defensive mechanisms to be armed to help protect data bases. That happens through the AI powered system's learning algorithms and advanced analytics that allow it to monitor network traffic and

identify any abnormalities. This threat detection therefore helps to reduce the risk of cyber attacks and data breaching. There is an urgent need for international frameworks and norms to be established to manage and control the AI use in cyber operations, to prevent conflict escalation. The Intelligence, surveillance and Reconnaissance of AI machines allows for manipulation of large masses of data that can help figure out the location and disposition of an enemy's nuclear weapons capacity. Through predictive analysis it is also capable of determining where assets are located.

4.5 AI USE IN CURRENT WARS

The advancement of AI has pushed nations towards a technological arms race where countries are either employing either very similar or very divergent strategies for AI development and to gain technological superiority. As such, in the face of the current fight for grandeur there is a need for ethical and doctrinal frameworks to be established around AI development to help prevent arms control and stability from reaching levels out of control.

4.5.1 Russia-Ukraine War

Ukraine and Russia are the two most notable countries competing against each other in a clear AI arms race. The Ukraine war has demonstrated that the nature of war and the manner in it is fought has drastically changed. Ukraine and Russia are particularly strong in the development of these AI driven autonomous systems due to their extensive battlefield data, something that is needed when training models that feed autonomous systems.

Through the high usage of AI, Ukraine is meeting its objective of challenging its adversary Russia, which has a far superior number of troops and weapons. Throughout the war, Russia has spent around 65 billion US dollars on military expenditures while Ukraine has only spent around 6 billion dollars. However, Ukraine's grand investment and use of drones, AI targeting systems, image intelligence and javelin missiles has enabled it to defend itself. Ukraine has stood out for partnering with Western tech companies to create innovative solutions on drone warfare and intelligence. Meanwhile, Russia has invested primarily in Unmanned Aerial Vehicles (UAV). According to Oxford Insights' Government AI Readiness Index, Russia ranked 38th and Ukraine 60th. Seeing Russia's superiority in the autonomous weapon systems, Ukraine turned to the creation and use of drones early in the war, forcing Moscow to also invest in this technology. In fact approximately 70 to 80% of the Ukraine-Russia war casualties are now estimated to be caused by these drones. A new phase of drone warfare is beginning with AI driven targeting systems being used to allow drones to identify and strike their targets with almost no human intervention even in environments that are severely jammed. Therefore it becomes clear that Ukraine and Russia are in a fight for drone supremacy searching to make technological breakthroughs, leading warfare to become a species of algorithm battle. However this AI arms race is not only focused on

drones. Ukraine has recently tested more than 70 domestically developed unmanned ground vehicles (UGVs). Elite Ukrainian military units are already using these systems.

The Ukraine-Russia war has indicated that the future of warfare seems to be defined by who will be capable of establishing a superior “hive mind” or network of machines working together adapting to battlefield conditions. However, human involvement will very likely continue as human-driven logistics and maintenance will remain indispensable and machines will continue to depend on human feed in their algorithms.



4.5.2 Israel-Hamas War

The Israeli-Palestine conflict is also changing the manner in which wars are fought with Israel using advanced technology for its defense systems. A clear example is the Iron Dome, an AI defense system that stops rockets mid-air. However, this technology can both protect Israeli cities and cause serious consequences. After the October 7th attack in 2023, Israel began using AI tools such as Lavender (AI database and target-generation system used to identify potential targets such as Hamas or Palestinian Islamic Jihad militants by analyzing data from surveillance of the residents of the Gaza strip) and Hasbora (an AI-driven targeting system used by the IDF to identify potential military targets through processing vast amounts of data coming from satellite imagery, drone footage and intelligence reports) to identify bombing targets in Gaza. Furthermore, Israeli militaries have been utilizing phone data to locate people, thus algorithmically choosing their intended strike target. As such, AI target systems are being employed to locate suspected Hamas members. Palestine groups found within the Gaza Strip have not demonstrated capacities to deploy sophisticated AI systems for targeting, surveillance or decision-making. Therefore, they use more conventional weapons and rockets utilizing traditional strategies. Therefore, the Israel-Palestine

conflict has brought a new regard on AI use for Autonomous systems especially cyber warfare as opposed to drone warfare observed in the Ukraine-Russia war.



4.6 POSITIONING OF MAJOR NATIONS AND GROUPS:

4.6.1 United States of America

The United States is a key player in this discussion of the matter of AI use of warfare, especially being one of the biggest countries that invests in technological advancements within Artificial Intelligence, spending more than 4 billion dollars in the cause. The USA's aim is to gain decision superiority while responsibly accelerating their use of AI in conflicts as such utilizing the tool for logistics, prediction and maintenance purposes. Their main AI application is in Intelligence, Surveillance and Reconnaissance; Autonomous drones and systems and in information penetrating systems. Examples of American AI projects include the Maven Project, the DOD's Replicator initiative and its AI centers of excellence. When it comes to their consideration and concern with the ethical and legal implications of utilizing these tools the USA and its Department of Defence became the first country to adopt ethical principles for AI in 2020 also having a Political Declaration on Responsible Military Use of AI and Autonomy through means of policy, tools and training. Representatives of the white house have reinforced the USA's stance: "AI is an Era-defining technology with significant and growing relevance to national security."

In fact, on February 28th 2026, Open AI reached an agreement with the US's pentagon for deploying advanced AI systems in classified environments, believing it protects against unacceptable use. Their agreement described that no Open AI technology should be used for mass domestic surveillance, to direct autonomous weapon systems or for high-stake automated decisions. Defending democracy, the company describes their belief that the only good path forward would be to have a deep collaboration between AI efforts and the democratic process.

4.6.2 People's Republic of China

China is a key player in technological advancements and aims to revolutionize their military affairs through the use of algorithmic and network-centric warfare. China stands out in their application of AI in autonomous vehicles, drones, ISR's, utilizing these tools for logistics, prediction and maintenance purposes. China is investing largely in AI-driven drones and unmanned combat systems for there to be autonomy on the battlefield. Furthermore, the country is searching to speed up target acquisition and fire control through Automated Target Recognition. Taiwan has accused China of conducting cognitive warfare through social media to influence young people's views, claiming that China is producing and disseminating propaganda to sway public opinion. Finally, despite searching to gain supremacy in warfare strategy and military superiority, China stands with a "people-centered approach" where human control over lethal autonomous weapons, with a compliance to the International Humanitarian Law.

4.6.3 Russian Federation

Russia aims to utilize Artificial intelligence to gain technological edge and superiority, integrating the tool into their drone and defense systems. The country's main applications are in utilizing AI in drones, command systems, air defense, swarm technology and computer vision for navigation purposes. As such, projects such as the V2U drones stand out, advances autonomous suicide drones used for combate in Ukrain as early as 2025. Russia heavily relies on Chinese components for their systems and has a similar stance to the country in their lower public focus on ethical frameworks. The Russian President Vladimir Putin has stated that the country's objective is to become great in the realm of AI tools in warfare, as he believes that the nation that has the capacity to lead in AI has the power and capacity to become the ruler of the world. From 2021 to 2023 Russia invested around 181 million dollars in AI technology. Russia views AI use in war as

necessary, strategic and unavoidable, resisting international regulations and implying that Western ethical constraints hinder its own national security.

4.6.4 United Kingdom of Great Britain and Northern Ireland

The UK stands out as a key country that aims at utilizing AI for the purpose of defense innovation, reduction of cognitive loads for professionals and military, and for enhancing warfighting abilities. The country mainly utilizes AI within maritime operations and watch, for target recognition, threat detection and trials for improvement within many different domains. An example of a trial was that known as the Wingermute trial, regarded as the largest one ever where valuable data was obtained to develop and validate AI algorithms. This helps to strengthen the view of the UK as a key player in defense innovation. The country seeks to use AI as a support tool for human decision-making using it in a safe and responsible manner, as such having partnerships with the USA and Australia who share this common objective considering ethical and legal implications. The UK is a highlight country in the ethical concerns, comprehending that accountability for military effects can never be delegated to machines. The country world together with allies and partners to develop norms and standards for the military use of AI, ensuring that unethical and unsafe uses are identified and accounted for.

4.6.5 State of Israel

Israel has highly adopted the use of AI tools in military combat, especially after the October 7th, 2023 attack, changing the manner in which war is fought. Its objective for many years has been to establish itself as a leader in developing AI driven weapons and systems. The Israel Defense Force acknowledges the high use of AI, removing human judgement from decision-making with systems such as the Lavender and Habasora being used to identify targets and carry out attacks. The state is well known for its use of advanced technology for defense systems, such as that of the Iron Dome, an AI air defense system that explodes rockets mid-air. Despite the intention of defense and retaliation, these systems bring with them serious consequences such as increased civilian violence. Another program that gained highlight is “Where’s Daddy” a system to track phones in order to target enemy’s homes, where their identity can be confirmed.

The Human Rights Watch has argued that at the current state Israel is in, it is in high risk of violating international humanitarian law, targeting civilians instead of military targets. Despite Israel arguing that it considers the ethical concerns, it seems as though the country searches to prioritize resource efficiency. Specialists remain concerned with the possible escalation of the Israel-Palestine conflict due to the emergence of AI use in the military realm, searching to establish standards and laws to maintain international security.

4.6.6 Ukraine

Ukraine has become an important player in the discussion of AI use in warfare especially after the intensification and escalation of the Ukraine-Russia war. The nation's main objective is to remove warfighters from direct combat, replacing these with autonomous systems as if to overcome human limitations, such as fatigue and stress while processing large amounts of data. The nation also seeks to use technological innovation to compensate for its numerical disadvantage as compared to Russia, maximizing their precision, autonomy and efficiency in war. As such, Ukraine searches to unify the adoption, acquisition and development of advanced technologies that can aid it in its defense and retaliation systems. Ukraine has shown to be a key stage for AI technology testing. The country is known for its advanced AI experimenting in drones, software and computer vision. Ukraine prioritizes the human-in-the-loop approach, where AI supports but does not replace human decision-making and efforts. The country remains a participant in international dialogues considering the ethical and legal implications and limitations of AI use in war.

4.6.7 Republic of Korea

South Korea stands out as an important country in the development of AI systems often used by other Nations in war. The South Korean government has pushed towards promoting AI used to improve safety including the establishment of a national AI strategy. In January 2025, the “AI Basic Act was passed, a comprehensive law that aims to promote the development of AI technology and build public trust. Despite being one of the biggest global providers of AI-based defense systems, the country is beginning to integrate AI into its own military defense system. This is demonstrated for example in the “Defense Innovation 4.0” initiative, where South Korea desires

to protect itself from facing threats while becoming one of the top four global defense powers by 2030. The Republic of Korea stands as a highlight country in terms of ethical and responsible use of AI in the military domain defending that AI should be human-centric, be applied according to the international human rights law, and that humans should be held accountable for their use of these tools. The country advocates for establishing proper safeguards and international frameworks to reduce the risk of unintended consequences.

4.7 ETHICAL AND LEGAL CONCERNS:

The rapid escalation of AI use in warfare has brought with it many ethical and legal concerns. Autonomous weapon systems have raised the question about who holds responsibility for any harm caused by the weapons. Therefore, there is a recurring debate considering that “life-or-death” situations are delegated to machines, which are systems lacking human judgement, empathy and distinguishing capacity. International debates are considering the debate of “allowing an algorithm to decide over life and death.” Machines, as described by the Human Right Watch “kill without the uniquely human capacity to understand or respect the true value of a human life.” This raises the concern of the “Normalisation of brutality” in modern day warfare. However, it is known that machines are unable to act without being given a command. AI’s capacity to target and navigate come from human operators that select the targets and place the commands. So, who is held responsible for the actions taken by an autonomous system particularly the lethal autonomous weapon systems? With the shared cognition in Human-Machine Teaming, pinpointing human responsibility for certain decisions or violation of International Humanitarian Law becomes harder. This is why new legal and ethical frameworks need to be established to address the thin line of responsibility seen in HMT. When designing these systems, humans should meaningfully understand what is happening and what they are creating. Whatever is designed should be done so responsibly.

Despite many countries advocating for bans on the use of Lethal Autonomous Weapon systems, the tactical advantages of the use of these seem to be overshadowing the ethical objections of their use and therefore raising concerns of human priorities.

No adequate international consensus has been reached to establish regulations and frameworks to limit the use of Artificial intelligence based upon the presented ethical concerns. It is important that nations work together to establish said consensus or there will be a potentially

dangerous future where the moral implication of killing can be delegated to an autonomous machine.

5. PAST RESOLUTIONS:

International communities and the United Nations together with international law have struggled to adapt to and regulate the use of Artificial Intelligence in conflict, changing the landscape of war and combat. Greater attention on the topic of the influence of Artificial Intelligence in war began to rise in 2012, where a series of documents suggested the existence and usage of autonomous weapon systems. These documents included policy directives by the U.S. Department of Defense on autonomy in weapon systems together with Human Rights Watch and Harvard Law School's international Human Rights Clinic's report calling for these automated weapons to be banned.

In 2017 an open letter from the Future Life Institute, signed by 126 CEOs and founders from AI and robotics companies was sent to the United Nations, imploring nations to prevent an arms race for autonomous weapon systems. However, due to the absence of an international legal regulatory framework, these concerns around the use of AI in conflict have not been able to be properly addressed.

Despite there not being any full international consensus under specific frameworks regarding the topic of AI use in warfare, countries and UN organs have searched to begin discussions on this matter. In December 2024, the UNGA adopted resolution A/RES/79/239 considering AI in the military domain and the implications it has on security and international peace. Through this resolution, the UNGA affirms the applicability of international law throughout all stages of the lifecycle of AI encouraging states to address and comprehend the opportunities, challenges and threats of AI in the military domain. It was also meant to bridge divides between countries in terms of their regard on the responsibility of AI in the military domain.

Furthermore, in 2019 the Convention on Certain Conventional weapons held discussions concerning LAWS. 11 Guiding principles were established and the need for human responsibility and accountability to be retained was considered. However, no effective discussion on drawing the line of prohibition has been held and the discussion was done way before the great escalation of the last few years. Another resolution established in November 2025 was adopted with great

support, urging the Convention on Certain Conventional Weapons to further negotiate and regulate the banning of LAWS.

Another November 2025 resolution addressed the risk of integrating AI into nuclear command, control and communication systems demanding human oversight is maintained over said operations.

Finally, the Assembly also adopted the drafted resolution “Artificial intelligence in the military domain and its implications for international peace and security”. This resolution was voted in favour by 167 states, against by 5 states including Burundi, Democratic People’s Republic of Korea, Israel, Russian Federation, United States and abstained by another 5 including Argentina, Belarus, Iran, Nicaragua, Saudi Arabia.

The Secretary-General has made substantial efforts to bring the discussion on said topic, including AI as a topic discussed in the annual report considering technological advancements on international security and disarmament efforts. One of the Secretary-General's reports considered the opportunities and challenges that AI’s use in the military brings to international peace and security, focusing on lethal autonomous weapon systems (LAWS). This report includes the views of the Member States upon which the report was released and the vision of international and regional organizations concerning the topic.

6. THE POTENTIAL FUTURE:

Flash wars consist of wars in which different countries have weapons with enough autonomy and little to no human intervention to the point where these systems can begin to react to each other and eventually start a war that nobody wanted or intended. The name “Flash wars” comes from the 2010 “flash crash” in the financial market where unexpected algorithmic behavior led to market losses of around \$1 trillion dollars. This was a clear example to showcase the potential threat of automated systems and how they may lead to uncontrollable escalation. In the face of the dynamic and unpredictable battlefield we are currently immersed in, flash wars become a real threat. Due to time pressures, machines can become more advanced as commanders award systems with the capacity to make their own decisions. As such, an AI system that does not have intuition or embedded values can regard escalation as the next correct step to optimize the short term battlefield victories as such sparking a broader conflict. This would therefore mean a

complete loss of control. AI-to-AI interactions can lead to unexpected and unpredictable escalations possibly even leading to a nuclear level, making the dangers deadly. This scenario must be prevented and major powers must be warned of the risk of uncontrollable technological development.

7. GUIDING QUESTIONS:

Guiding questions are prompts designed to help delegates explore key aspects of the topic and stimulate debate. They serve as starting points for discussion and encourage deeper analysis of the issues at hand. However, delegates are not required to adhere strictly to these questions and are free to develop their own arguments and perspectives.

1. What point can the use of Artificial Intelligence reach in warfare, and to what extent does this technology tool empower warfare?

This question regards how artificial intelligence has advanced and how technology has the power to become a scaled weapon in warfare. It considers how close we are to an AI arms race between countries, questioning whether this tool could become the dominant force in a few years. Are nations competing to prove their technological superiority over one another? What opportunities or threats do autonomous systems present to warfare? To what extent can the statement “the country that can most rapidly and effectively integrate technology into war wins” be true?

2. What is your delegation's position on the production and use of Artificial Intelligence?
What is the delegation’s stance on the use of this technology for warfare purposes?

This question considers what is each delegation’s stance on the use of AI technology for warfare purposes questioning whether there should be a limit to its use in armed conflicts (cyberattacks, and drone interference, supercharge misinformation, propagate falsehood, creation of deepfakes). Should AI be utilized in conflicts for purposes of data analysis and decision support? Should it be utilized for the good, such as to minimize combat casualties? Should its use for the purpose of enhancing the effectiveness of warfare be allowed? This question also considers your delegation's stance on the use of AI in current conflicts such as the Russia-Ukraine and Israel-Hamas war.

3. To what extent is the use of AI in warfare considered ethical, legal, and strategic?

This question considers whether the use of technology simply takes humans out and makes warfare even less human. It questions who is to be held accountable for any damage caused if AI tools are utilized in conflicts considering if AI arms and tools are able to distinguish between targeting combatants and targeting civilians? Can AI systems truly distinguish life or death situations? How can we prevent the bias and dehumanization of the conflict when Artificial Intelligence is used? Which use of AI should be penalized and how?

4. Can we control the use of this technology through investments in data preparation and infrastructure?

This final question considers whether the search for development in Artificial Intelligence takes over and surpasses the search for greater military troops or a larger number of military arms. It invites delegates to consider whether countries can make more conscious investments in these technologies to help them be used for the better. "How can countries collaboratively establish an effective international framework to address this issue?"

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