



Experience is everything

ARTIFICIAL INTELLIGENCE IN WARGAMING – KALININGRAD CRUCIBLE

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KALININGRAD CRUCIBLE

- Co-created by **Conducttr** and author & consultant, **Mark Galeotti**.
- Five teams compete for the **information domain**
- Geopolitical crisis around an impending dock **workers uprising in Kaliningrad in 2028**



A detailed illustration of a human brain, rendered in a metallic, golden-brown color. The brain is shown in profile, with its complex folds and grooves clearly visible. A small, glowing orange and yellow square is located within the brain's structure, possibly representing a specific neural activity or a point of connection. The brain is set against a dark blue background with faint, glowing lines and a complex network of mechanical and electronic components, suggesting a fusion of human intelligence and artificial technology.

USE OF AI FOR KALININGRAD CRUCIBLE

Production

- Created content for the exercise

Execution

- Managed evolution of the information environment during the game
- Represented China

THE STORY

- 2028, amidst Russia's strained European relations **post-Ukraine war**, Kaliningrad's reopened port offers economic hope.
- However, a **strike** over working conditions threatens operations, potentially sparking broader anti-government sentiment.



RUSSIA

KALININGRAD

POLAND

BUSINESS

EU



THE TEAMS

Russia, dealing with the aftermath of the Ukrainian conflict

Kaliningrad, trying to avoid martial law

Poland, trying to take advantage of Russian weaknesses

BNF, a Norwegian Fishing Company, wanting to keep the Kaliningrad port open

European Union, trying to avoid raising tensions with Russia

ROLE OBJECTIVES

LEADERSHIP

Lead executive office

Discuss, coordinate, strategise,
and decide

MEDIA

Keep your team's narrative popular

Communicate your team's strategy
in the information domain

INTELLIGENCE

Monitor evolving situation and
feed back to leadership

Write situation reports

Discover networks and establish
connections

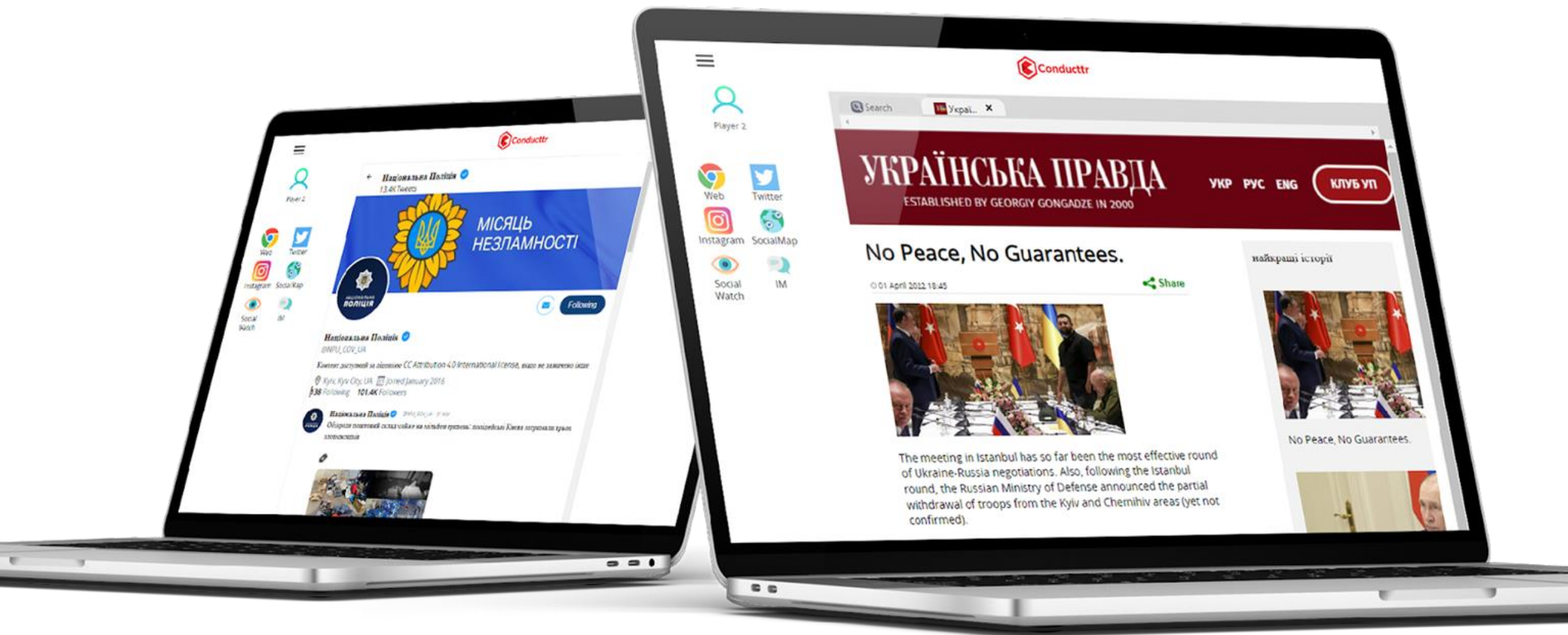


PLAYER ACTIONS



VIRTUAL DESKTOP

Trainees interact via a secure, private web application.



RESULTS

60 mins was too short (needed 3-4 hours)

- Not long enough to develop strategy
- Very fast pace demoralised some players

AI worked very well!

KALININGRAD CRUCIBLE BATTLE RHYTHM



Artificial Intelligence

SCENARIO UNCERTAINTY



Port open to Western shipping/issue solved quickly

Axes of uncertainty

RU Influence increased

EU Influence increased



Port closed to Western shipping/issue drags on

Strategic Objectives

Maintain national sovereignty and territorial integrity, especially against REDLand's expansionist claims.

Strengthen alliances, particularly with BLUELand and like-minded nations, to bolster security and diplomatic support.

Develop and protect its economic interests, particularly in deep-sea mining and clean energy sectors.

Operational Levers

Public information campaigns

Joint military exercises

Economic and trade agreements

Promotion of mining rights

Tourism development

Audiences

International community

International courts

Coalition forces

Citizens

Domestic businesses

International tourists, travel agencies, travel media, travel influencers

FRAMEWORK FOR IE MEASUREMENT & ASSESSMENT

- Definition of strategic objectives,
- Definition of operational levels to realise the objectives,
- Definition of beliefs that impact the realisation of the objectives and operational levers,
- Definition of audiences.



My Contacts

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Government of China

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Current Conflict in Kaliningrad - Introduction

08 February 2024 13:13

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It is 2028, and while **the war in Ukraine is over**, the fallout from the conflict continues to plague **Russia** and limits its relations with Europe. An ageing and, some suggest, ailing Vladimir Putin presides over a nation trying to **recover from a failed military adventure**, while maintaining his grip on power.

Kaliningrad, a Russian territory awkwardly sandwiched between Lithuania and Poland, has high hopes thanks to the **partial lifting of sanctions** which has seen its **extensive port re-open to Western trade**.

The **Norwegian commercial fishing corporation BNE (Baltiske og Nasjonale Fiskeriselskaper)** has moved quickly to take advantage of this and the **re-privatisation** of Kaliningrad Sea Commercial Port Joint Stock Company (AO KMPT) to snap up warehousing, office and freezer facilities and **establish a route to transport catches to China via Russia**.

Insights



Current Conflict in Kaliningrad - Introduction



Automakers Navigate Political Tensions



PLAYING CHINA

- **Chatbot (GPT)** representing Chinese State and Chinese Investment Company
- **Human** on Excon interacted with the chatbot and relayed this into the exercise via a Chinese persona

The chatbot was given a Knowledge file representing China's "strategic approach to global influence and economic expansion"



VALERY GERASIMOV

- We also have a chatbot that uses a Gerasimov Doctrine knowledge file.

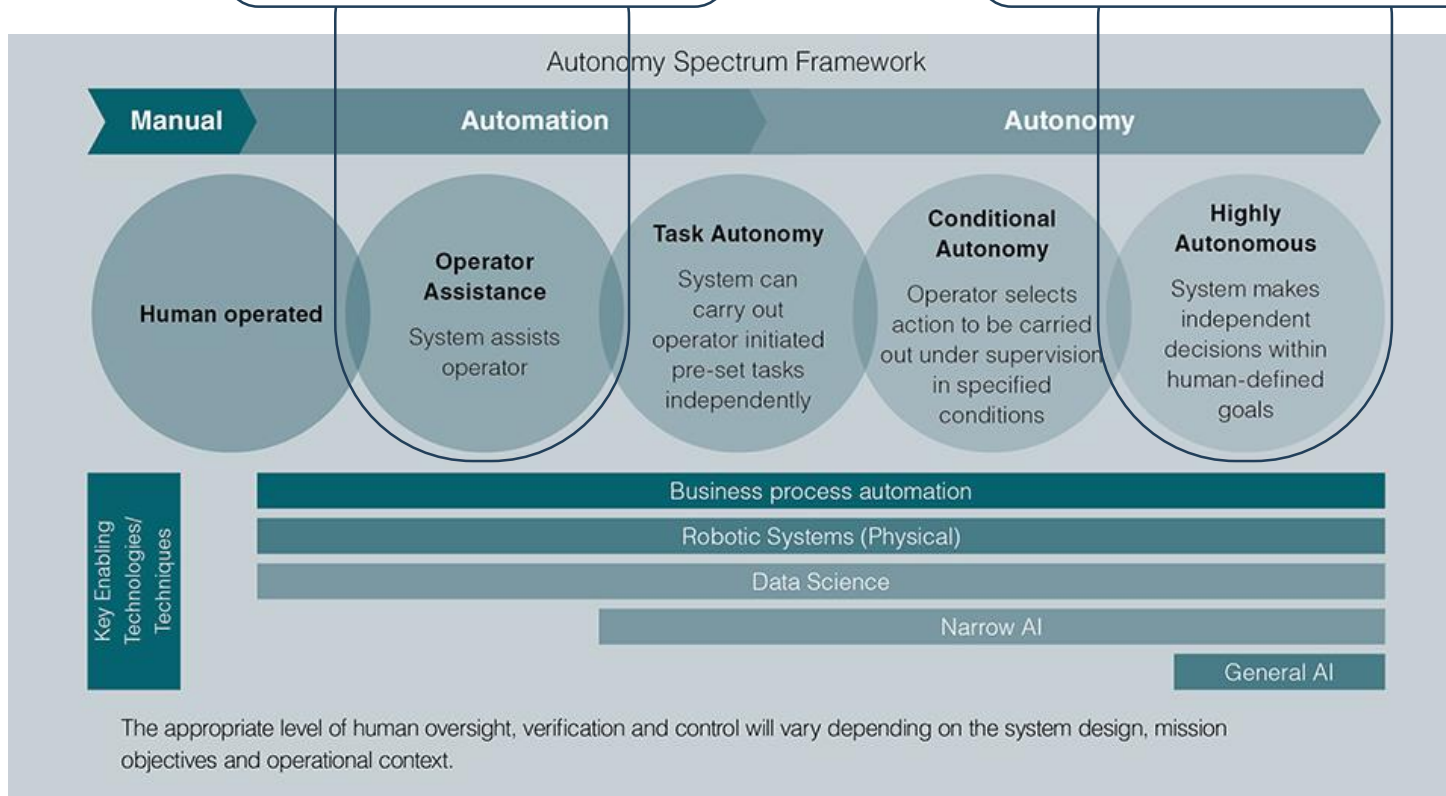
<https://bipss.org.bd/pdf/The%20Valery%20Gerasimov%20Doctrine.pdf>



ROADMAP CONDUCTTR AI

Current Status*

GOAL: “scripted”
exercises by end 2024



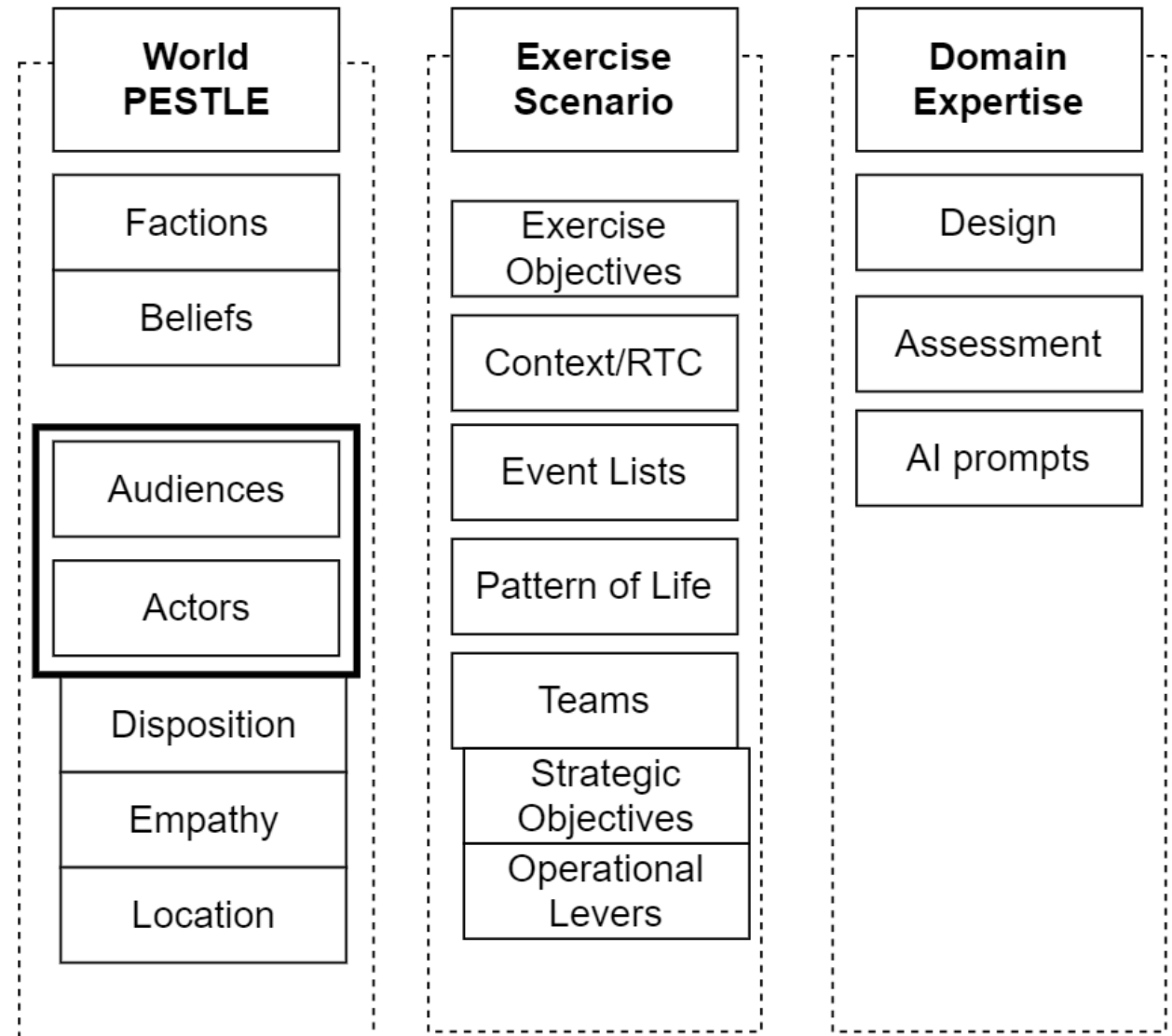
*Current Status

- AI-supported Scenario Design and content generation – now available in editor
- Content analysis for observation report – available end Feb '24
- Adjudication – prototype proven Feb 8th 2024 in Mark Galeotti wargame
- Persona responses - prototype proven Feb 8th 2024 in Mark Galeotti wargame

CONDUCTTR AI MODEL

- World – defines the storyworld (e.g. DATE, MENA etc)
- Scenario – defines the boundaries of the simulation
- Expertise – shapes & directs the AI

Mixes live, scripted and constructed content.



OUR AI PARADIGM

- AI is a powerful machine controlled by humans
- Domain expertise directs AI for better results - shapes the problem set
- Use our design & assessment methodology as the foundations - Framework for IE Measurement and Assessment
- Put the AI dev tools into hands of subject matter experts



CONCLUSIONS

- **Enhanced realism:** LLM AI has been great at creating realistic, adaptable environments
- **Cognitive domain:** AI's capability to generate detailed and nuanced audiences has been a major achievement
- **Human-AI collaboration:** for now, best to balance AI and expertise
- **Rapid development:** exercise development considerably faster and higher quality





BE REMARKABLE

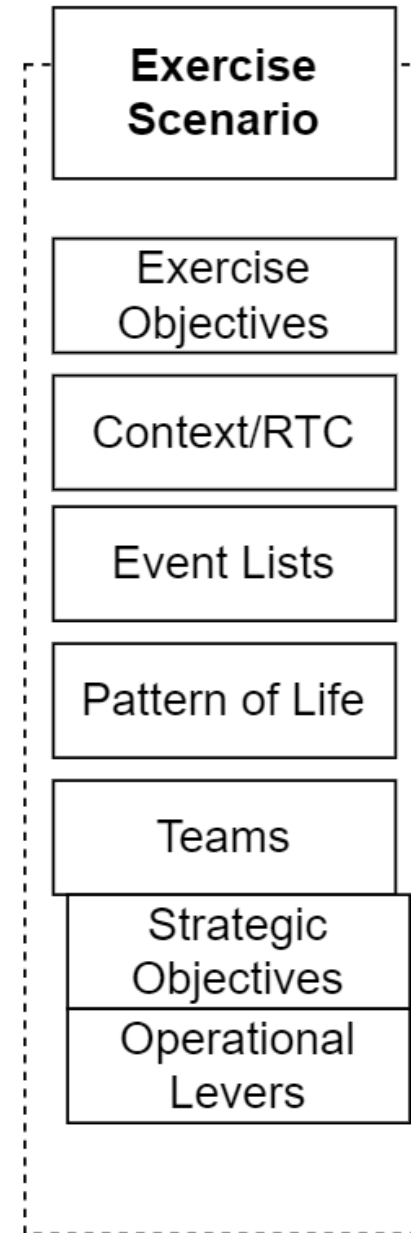
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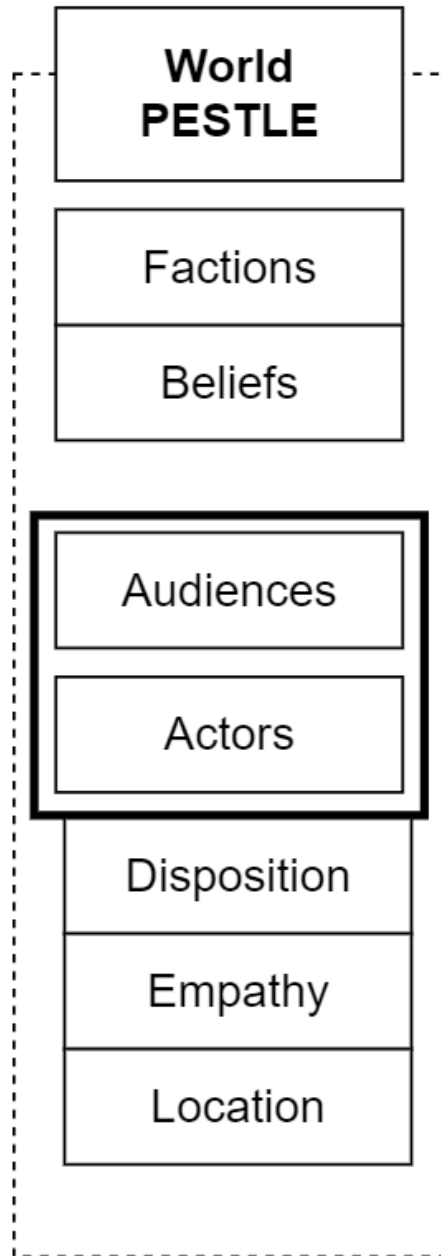
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THE EXERCISE

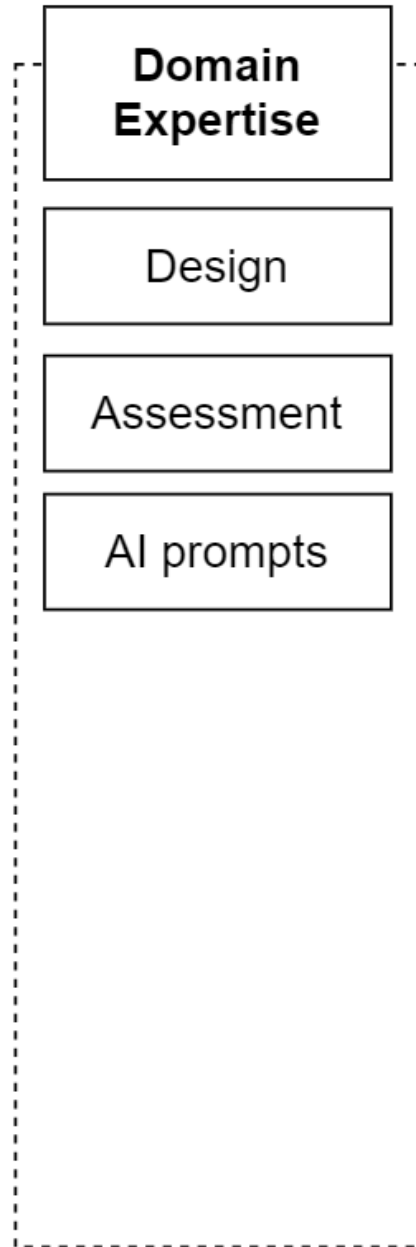
- What must the training audience (TA) demonstrate or achieve?
- Novice vs experienced TA – determines ratio of virtual, scripted, constructed
 - Master Events List
 - Pattern of Life
 - Impersonation
- Examples: “Kaliningrad Crucible” wargame used AI to (a) simulate China’s response and (b) a strategic risk consultancy





THE WORLD

- **Audiences and Actors** – populations of people affected by or necessary for achieving the training objectives
- **Beliefs and Disposition** – Audience attributes that determine how a persona (also known as non-player character or NPC) responds (**what they say**)
- **Faction and Empathy** – Audience attributes that determine how a persona communicates (**style and tone of voice**)



DOMAIN EXPERTISE

- **Prompt engineering** used to develop correct response from the AI
- **Training** given to subject matter experts (scenario designers) to better understand how to get the most from AI