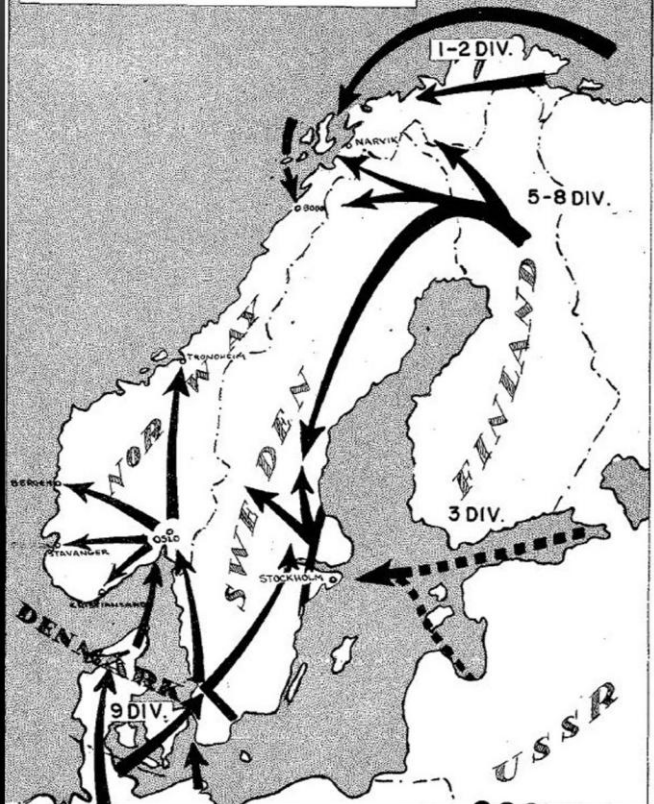




# The Usefulness of Analytical Wargaming

Swedish Defence Research Agency

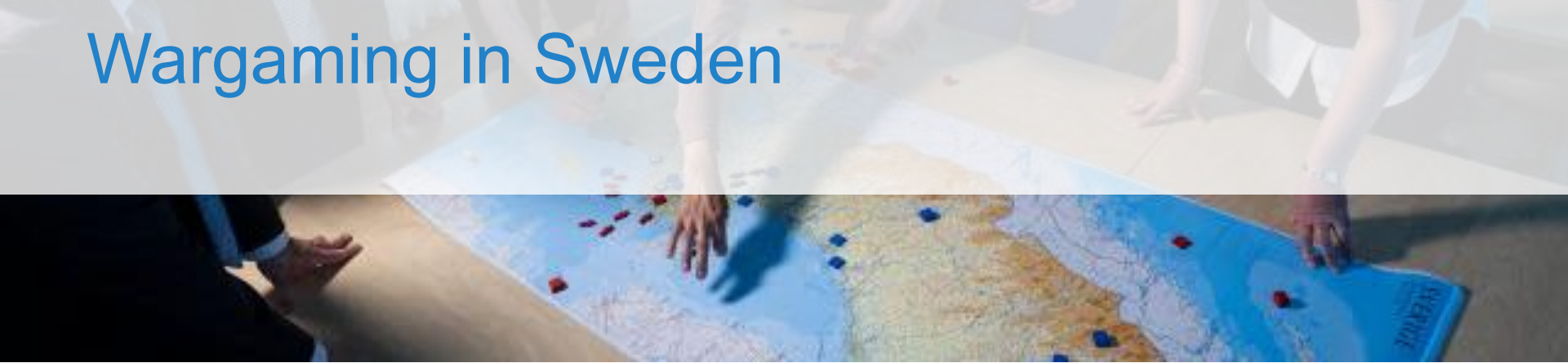
POSSIBLE SOVIET CAMPAIGNS IN  
DENMARK, NORWAY AND SWEDEN







# Wargaming in Sweden



FOA rapport  
nr 198-81  
Januari 1982

# SPEL

*Reserapport från IIASA konferens  
17–19 november 1981*

*Nils-Olov Norlander*

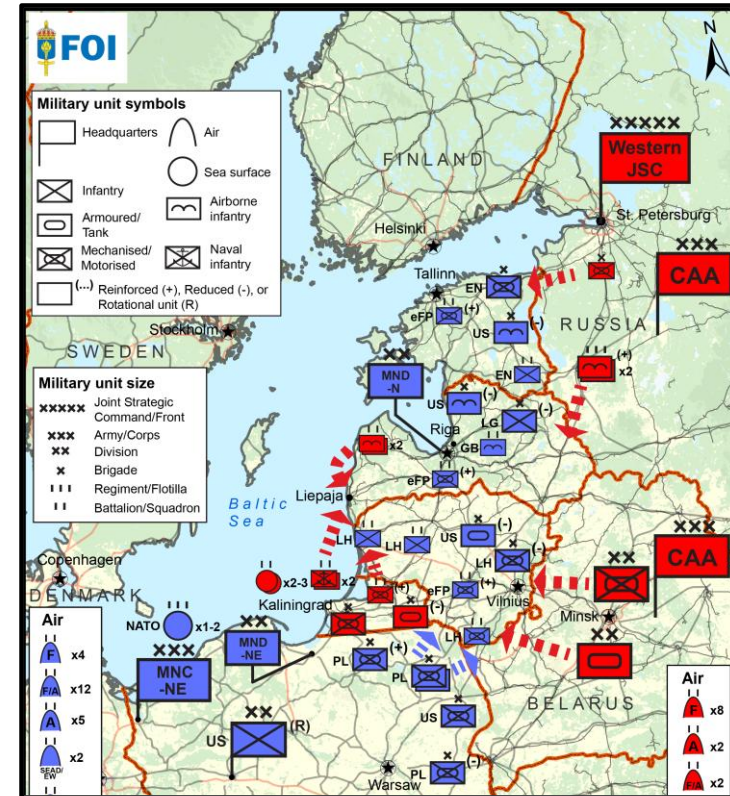
FÖRSVARETS FORSKNINGSANSTALT  
Huvudavdelning 1

BOX 27322 · 102 54 STOCKHOLM · TELEFON 08-63 15 00

# Wargame for analysis

Purpose: “throw light on the major factors influencing a major conventional armed conflict in the Baltic area” (wargamed in early 2020)

- Facilitator-driven
- Brigade-level land map (1:500 000)
- Three teams:
  - Joint operational level (Red & Blue)
  - Strategic level and balanced assessment (White)
- Scenario (Blue had two weeks of prep.)
- Outcome: several dilemmas identified for both sides (for further analysis)



Robert Dalsjö, Johan Engvall and Krister Pallin (2021), "Fighting for a draw in the Baltic", in Eva Hagström Frisell and Krister Pallin (eds.), *Western Military Capability in Northern Europe 2020, Part 1 Collective Defence*, FOI-R--5012--SE.

Johan Elg and Erik Nordstrand, "Wargaming a major armed conflict", FOI Memo 7545, 2021-05-20.



# Project: The Usefulness of Analytical Wargaming 2025-27

# Project Objectives

- To explore how analytical wargaming can contribute to better decisions.
- To improve the quality of analytical wargames.
- Knowledge sharing.

## Project core members

- Johan Elg
- Patrik Björkholm
- Anna Pestrea
- Anders Melander

# We aim to answer

- What is an analytic wargame?
- For which problems are analytical wargames suitable?
- How should analytical wargames be executed?
- How to ensure that the outputs from analytical wargames are properly utilised?



# Methods

- Mission analysis
- Morphological analysis
  
- Litterature studies
- Survey
- Interviews
- Experiments



Knowledge sharing

Reports and papers

The annual wargaming conference "Spel i Försvarssektorn" together with the Swedish Defence University with 150 participants

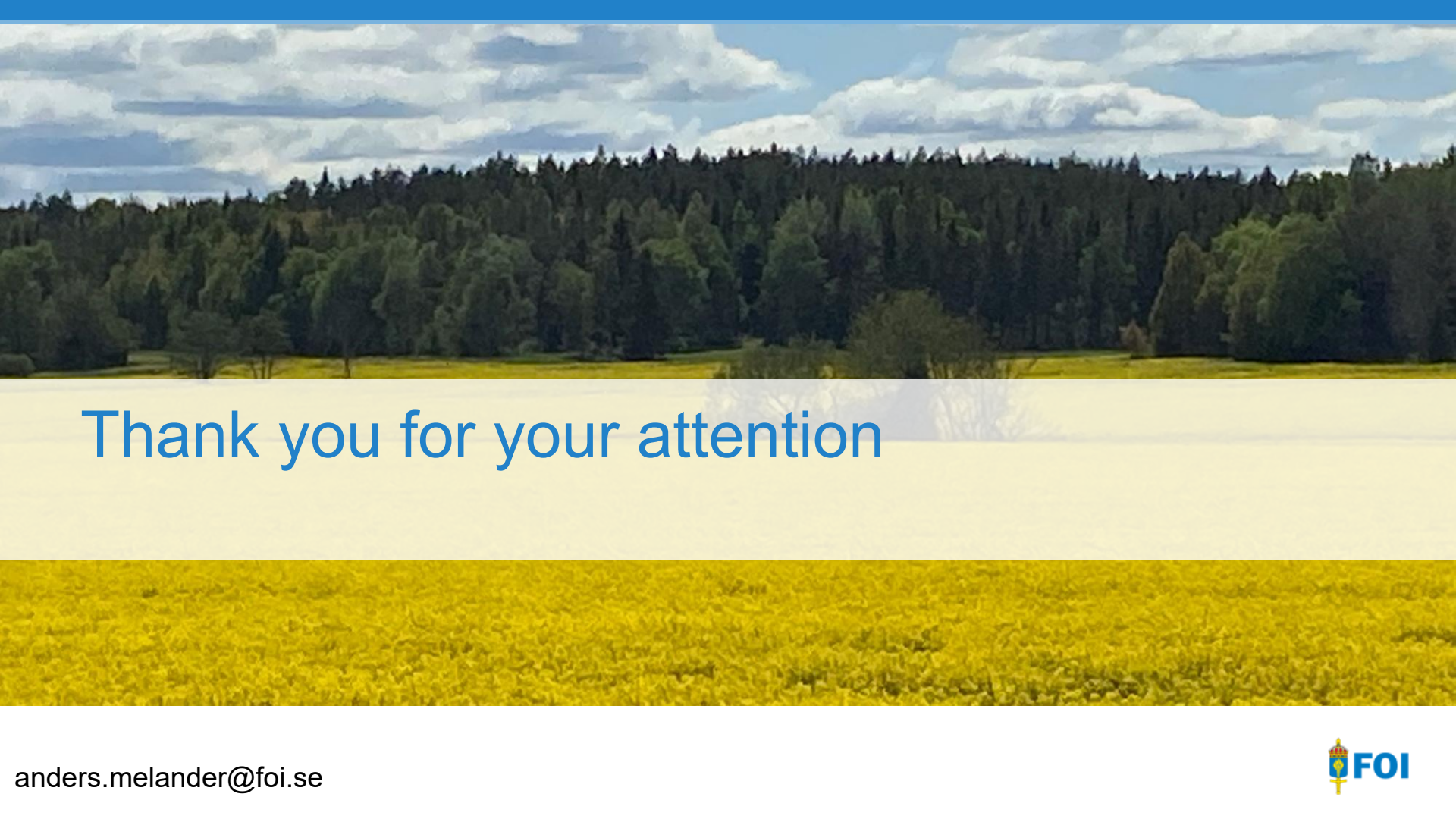
# Research Survey



We Need Your Input!

The input from the Wargaming Community is essential to our research. Use QR code to get to the survey.





Thank you for your attention