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Editorial

War Game; Strategic Decision Making for Battlefield

We are delighted to present a new issue. In this issue, two technical paper are reviewed. In the first article, Çolakoğlu has presented a technical paper about current and near term air defence, fire support and battle management C2 systems. In second technical paper Başaran evaluated C2 systems from platform centric to network centric according to new technologies.

In the first article, Özçelik have presented a research paper in order to determine the most appropriate special education and rehabilitation center, in terms of various criteria by using Fuzzy Analytic Hierarchy Process and MOORA. Baylan have handled facility layout as a tool for eco efficiency and clean production in second research paper.

I selected "war game" topic for this letter. Most of armies use war game as an educational or decision making process. I believe that staff officers should understand design and usage of war game in order to obtain useful results. Today war game have been depicted as a technique or tool, to support top-level strategic decision making process.

"War Games" have been described and taught as a technique, a tool, to support top-level "boardroom strategic activities (Rogers, 2014)

Let's have a quick look at the basic components of a war game first. Computers, 2D (or 3D) maps, war game software, players, war game halls and war game set of rules are components of typical war game (Albert et al, 2001). These components should precisely be used for the main goal. Every player should follow necessary rules in order to reach proposed stage of the planned operation. A player can create a specific event and explore what might have been if the player decides to do things differently.

Benefits of War game

At this very moment one should wonder importance of war game. Here we may mention outstanding benefits of it.

➤ First and most important benefit of war game is designing decision making process for strategy. It gives an opportunity to test the strategy (also military equipment's) in a robust and systematic way. If war game is well designed and the teams fully briefed, this can be realistic experience.

➤ The second benefit is the capacity of forecasting. Potential conflicts between countries or groups can be revealed applying to war game. War game can be adopted for commercial firms if resources and priorities are known.

➤ Another usage of war game is a test environment for detecting difficulties in the company's assumptions and market. It is possible to find out company's own capabilities according to their rivals.

➤ Non-Government Organizations (NGO) may use war game as a forecasting tool for prediction international relationships. War game can help to identify the strategic expectation on which the future decision making process depends (Dunnigan, 2005).

I think these benefits give perspective to expectations from war game. A sample framework for a war game process is given in Figure 1.
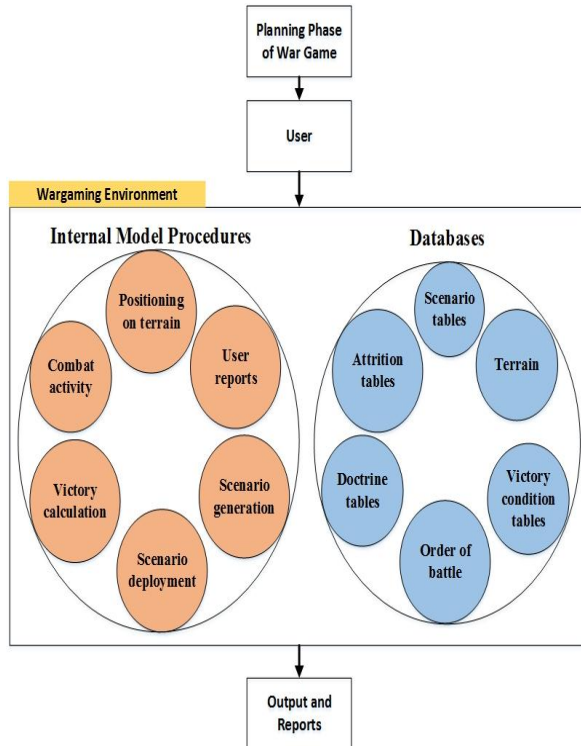

Fig 1. Main framework of a war game.

War game starts planning. Users, internal model procedures, databases, outputs and reports are components of a typical war game. Besides components, dimensions of war game needs to be understand by players. Perla et al (2004) defined six war game dimensions; time, space, forces, effects, information, command (Fig.2)

Types of war games

War game is not only based on computers. War game is an older issue than it is seen on the framework. There are some different manual war game types. For instance, chess is an earlier type of war game itself. The following list shows the primary types of war games (Dunnigani 2005).

➢ Manuel model with map.
➢ Manuel model without map.

➢ Spreadsheet combat model
➢ Cost/benefit model
➢ Expert system combat model
➢ Computer combat model with map
➢ Computer combat model without map
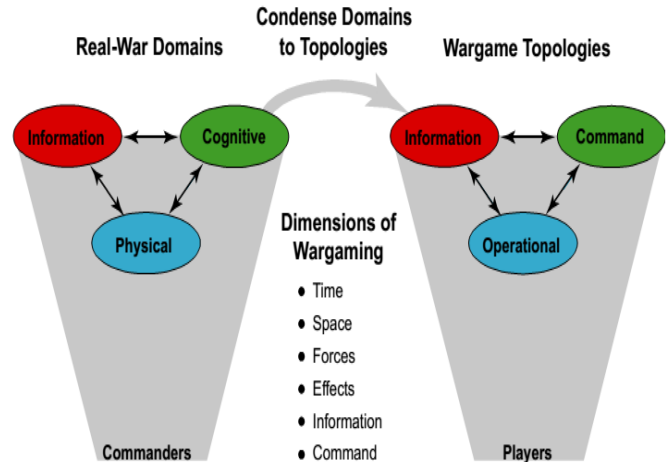➢ Quick check list
➢ War game based on historical data

Fig 2. Dimensions of Wargaming, (Perla et al, 2004).

Most of the users joined in a war game miss the final remark. The educational purpose of war game is not only to increase the player's skills in combat tactics and strategy, but also to have him or her learn to find solutions appears during the game. In a combat environment, many surprising events occur that are not expected. User will be better equipped in finding solutions in real combat theater at the end of war game.

I tried to give a basic explanation about war game in this letter. I advise you to read Herman et al, 2009; Schwarz, 2013; Downes-Martin et al, 1992 and Caffrey, 2000, for detailed information about this topic.

Sincerely,

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