2) Conducting War Games.

The conduct of the war game is determined largely by the desired outcomes, selected method and the scope. Typically, war games will include:

(a) **Setting Conditions**. An introduction to set the strategic and operational conditions effecting the operation, including political considerations, threat conditions, environmental conditions, civil conditions, information and media conditions etc.

(b) **Game Turns**. A series of 'game turns' considering the action - reaction – counter-action of opponents, starting with the opponent deemed to have the initiative.

(c) **Assessment**. An assessment of probable results and outcomes typically follows each game turn and is used to set conditions for the succeeding game turns.