

Comments Recorded during Manual Gaming Workshop ISMOR 31/7/13

- Could a manual game be applied at the tactical level?
 - RCAT (the game demonstrated) is a campaign/operational level game and is not suitable for detailed tactical representation.
- Manual games could be used to develop courses of action which could be analysed in computer simulation.
- Manual games should be able to represent degraded C4I and cyber activities
- Insurgent operations should be represented – the combat factors in the game should compare to insurgents
- Suicide/atrocity attacks should be representable
- EW attacks on IADS should be represented
- Training of local forces should be possible actions
- Manual games offer real value in irregular warfare assessment (see previous feature requirements)
- Major utility in use in facilitating discussion amongst expert
- Balance required between sophistication and simplicity for the game to function