<http://dictionary.sensagent.com/Fog%20of%20war/en-en/#Grand_strategic>

<https://www.giantbomb.com/fog-of-war/3015-14/>

<https://archive.org/details/Tanktics_1981_Avalon_Hill>

Fog of War:

1.Concept:

The **fog of war** is a term used to describe the uncertainty in the situation experienced by participants in military operations. The fog of war isn’t limited at the own capability, so it determinates the adversary capability too.

The ambiguity that the fog of war generates can vary according to the level at which participants are engaged. The different ambiguity levels are:

* Grand Strategic:

Ambiguity is related to the political intent, capabilities and logistical strengths of an adversary. Basically we know that there’s an adversary but we don’t know nothing about it.

* Military Strategic:

Ambiguity is related to the structure, strength, capability, and disposition of own and adversary offensive and defensive assets. The own assets ambiguity can be generated by a bad report of it or unwillingness to watch for them.

* Operational:

Ambiguity is related with the adversary like the grand strategic but is coupled with own directive ambiguity. So the commander doesn’t have the full sight of the strategic imperative.

2.In Games:

(Tanktics)

3.Lets craft a Grand strategic fog of war: