

QUARTERLY NEWSLETTER, JUNE 2026

What's up **MAK**

MODELING & SIMULATION NEWS • MAK ONE UPDATES • ECOSYSTEM HIGHLIGHTS



EDITOR'S NOTE

Wargaming is having a bit of a glow up. We've come a long way from paper maps and manual adjudication, and we're seeing increased appetite for exercises to stretch across domains and run on shared synthetic environments.

This issue of What's Up MAK gets into what that "glow up" looks like across the MAK ONE ecosystem. Keep reading to learn how MAK ONE is the Common Synthetic Environment built for modern wargaming.

INSIDE THIS ISSUE

The MAK ONE Wargaming Ecosystem

Simulating the Cognitive Domain

Controlling the chaos of large-scale simulation

A Proof-of-Concept operational showroom

Bonus resources

MAKer Spotlight: Johnny Powers

MAK ONE WARGAMING ECOSYSTEM

The tools powering MAK ONE's end-to-end wargaming pipeline

We recently introduced our MOCHAs (MAK ONE-Compliant, High-fidelity Applications), those partners whose tools extend MAK ONE in meaningful ways. We couldn't pick just one MOCHA to highlight this quarter, so meet our Q2 blend: ScenarioAI's IDEA and Cervus' Forge and Hive. Together, they represent opposite ends of the same wargaming pipeline that bring you from scenario to insight, faster.

THE STORY CONTINUES...



AI-Assisted Scenario Generation with ScenarioAI

ScenarioAI's IDEA takes an operational order (OPORD) and uses AI to generate complex multi-domain scenarios, including force laydowns, ORBATs, infrastructure, and planning aids, and then pushes it directly into VR-Forces as an executable wargame environment.

HERE'S HOW IDEA WORKS →

Scalable Force Development with Cervus

Forge Orchestrate runs your VR-Forces scenarios repeatedly and at scale: different variables, automated execution, no manual intervention. Hive then turns the output into dashboards and comparative analysis across runs.

SEE THE RESULTS →

The common thread across this pipeline is MAK ONE. Whether IDEA is pushing in a freshly generated scenario or Forge is running its hundredth automated iteration, VR-Forces, MAK ONE's constructive simulation engine, is where the wargame actually happens.

MULTI-DOMAIN TRAINING

When the cognitive domain becomes a part of the exercise

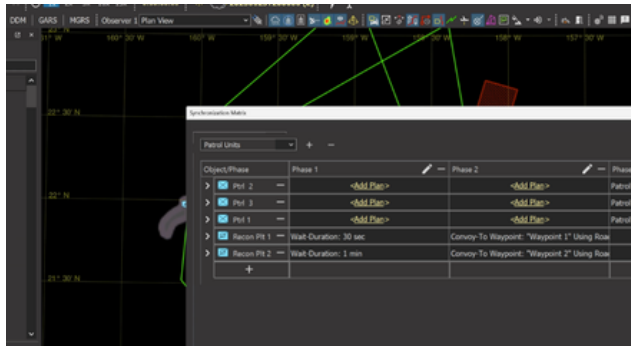


A drone breach, a cyberattack on a government website, a small munition detonating over a crowded square...and then the crowd reacts.

In this article, Robert Pratten of Conducttr walks through how his team, working with MAK's exclusive European distributor ST Engineering Antycip, integrated Conducttr's crisis exercise platform with VR-Forces to simulate how populations respond to kinetic events in real time.

READ THE ARTICLE →

Controlling the chaos of large-scale simulations with Sync Matrices



Eliana Saar of Synergy Integration was on-site as a field engineer for a Battle Lab experiment running multiple scenarios simultaneously, each with hundreds of entities in play. Spoiler: the scenario wasn't going to manage itself. In this guest article, she walks through how her team used VR-Forces Synchronization Matrices to bring order to the chaos.

HERE'S HOW SHE DID IT →

BONUS RESOURCES

Webinar: The CSE for modern wargaming

As wargaming environments grow more complex and multi-domain, the question of what's underneath them matters more than ever. Deb Fullford makes the case for why an open, shared foundation beats stitched-together systems every time. **GET THE RECORDING →**

Demo: Coordinated sim at the aggregate level -

This 8-minute VR-Forces demo highlights complex Brigade and Battalion-level scenarios with coordinated behaviors, built for higher-echelon training and wargaming. **WATCH THE DEMO →**

Eye Candy: Fly through MAK ONE

Enjoy this quick visual tour of the MAK ONE synthetic environment, showcasing procedurally generated terrain, dynamic weather, civilian activity, battlefield effects, and more. **TAKE THE TOUR →**

SUCCESS WITH MAK ONE

A hands-on Proof of Concept for modern multi-domain defense training (no requirements, no problem)

Compañía Internacional de Integración (Ci2), working alongside MAK's Colombian distributor Invest Engineering, built a full multi-domain operational showroom before a formal requirement was ever written. JTAC and close air support, maritime interdiction, border security, distributed roles, federated simulators all running on MAK ONE, all designed to show what's possible rather than describe it. Visitors can step inside and experience how the roles and systems connect, and leave with a concrete picture of modern multi-domain training.

EXPLORE THE SHOWROOM →

Heeeeere's Johnny!



Johnny Powers is MAK's Director of Business Development with a focus on wargaming and computer-aided exercises, which means he spends a lot of time thinking about how to get decision-makers to see what simulation (specifically, MAK ONE) can do for them.

When he's not doing that, he's probably earning another black belt or rolling a d20.

GET TO KNOW JOHNNY →

THE MAK ONE PHILOSOPHY

MAK ONE starts from the simple idea that simulation works best when it's open. By breaking down vendor lock and embracing modular, open-systems design, it gives teams the freedom to build, adapt, and evolve without constraint.

MAK ONE

Hey, thanks for reading.

If you've got a minute, let me know what you liked, didn't like, or want to see more of in this newsletter, will ya? [Send me an email](#) with your thoughts (or to say hello)!

-Morgan