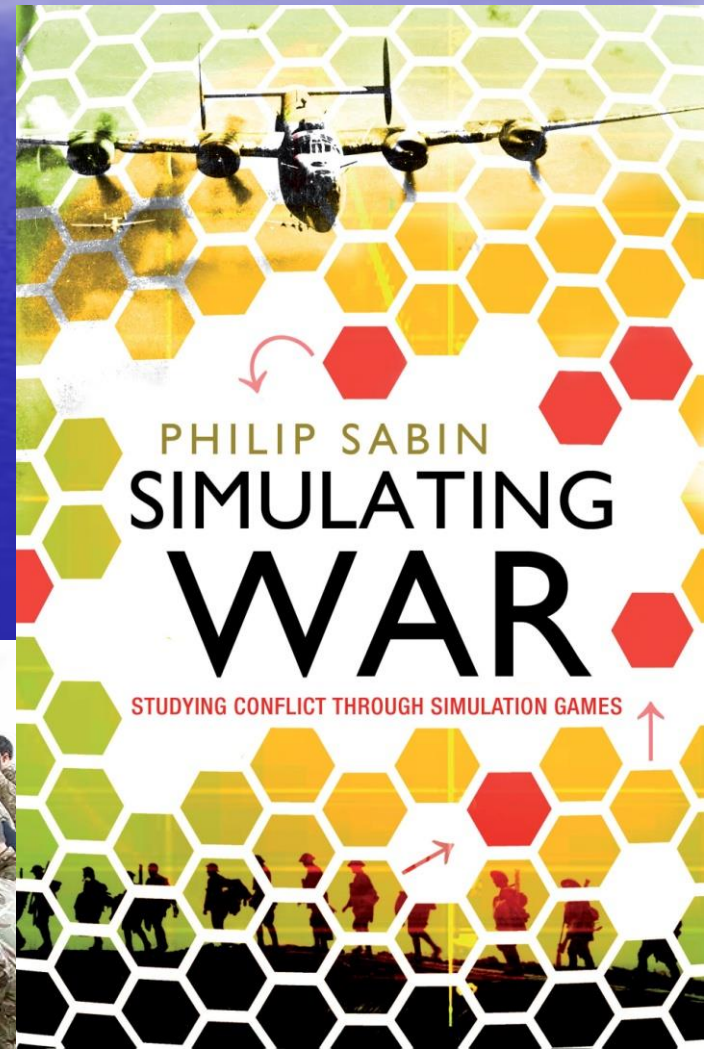


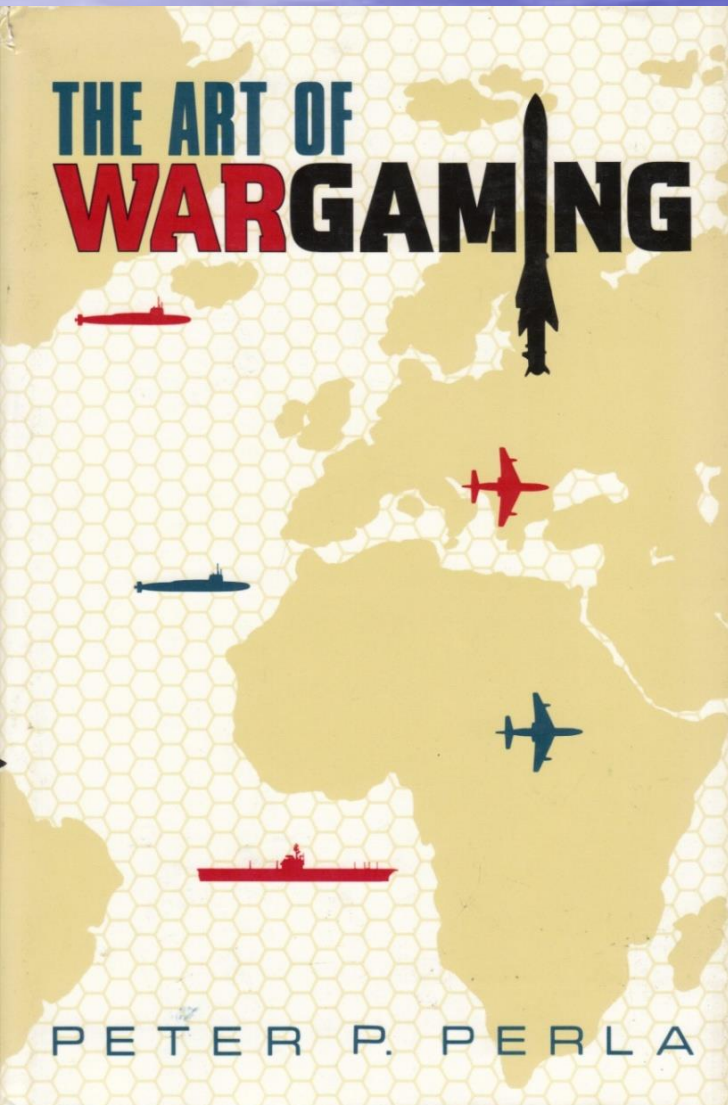
THE SHAPE OF WARGAMES PAST

EMERITUS PROFESSOR
PHILIP SABIN

KING'S COLLEGE
LONDON



The History of Wargaming

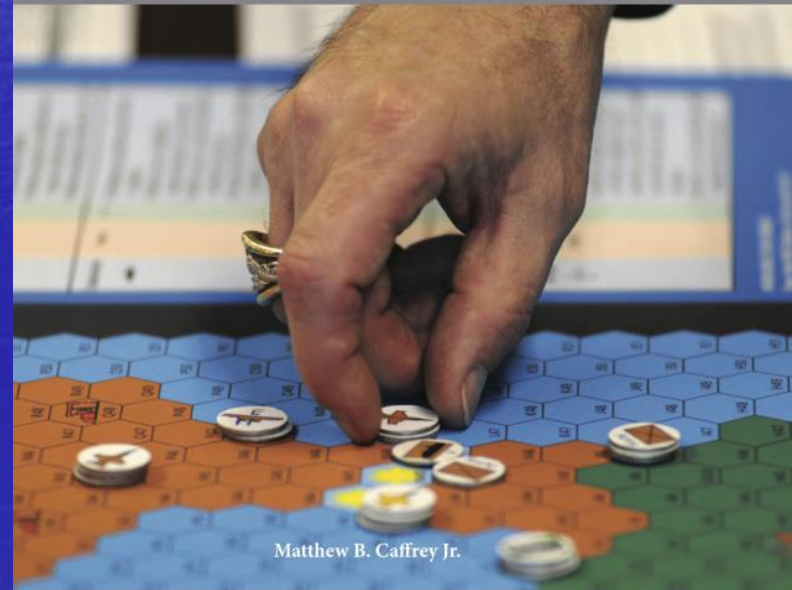


NAVAL WAR COLLEGE NEWPORT PAPERS

43

On Wargaming

How Wargames Have Shaped History
and How They May Shape the Future



Matthew B. Caffrey Jr.

The History of Wargaming

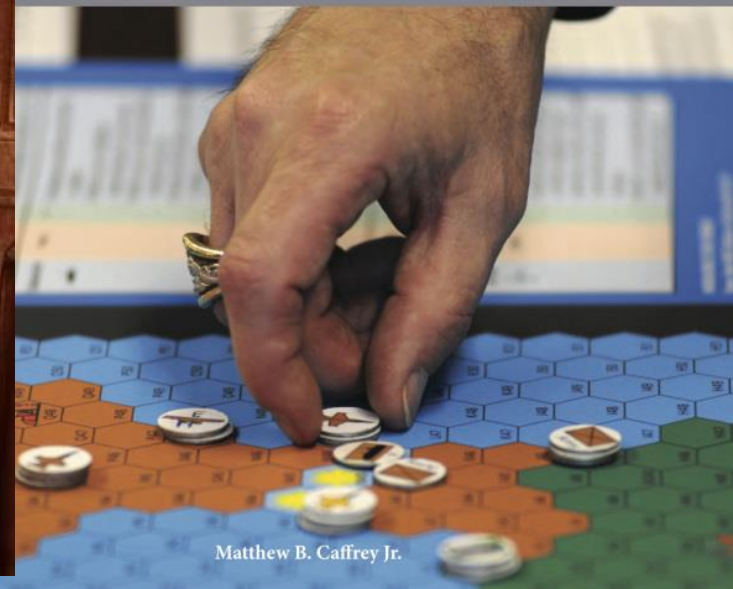


NAVAL WAR COLLEGE NEWPORT PAPERS

43

On Wargaming

How Wargames Have Shaped History
and How They May Shape the Future



Matthew B. Caffrey Jr.

What is Wargaming?

- 'a dynamic representation of conflict or competition in a synthetic environment in which people make decisions and respond to the consequences of those decisions'

(Dr Peter Perla. KCL, 2018)



Evolutions of wargaming

CNA



Abstraction
To
Simulation



Simulation
To
Story



Different Forms of Wargaming

Hidden

Open

Rigid

Free

A dynamic
model of
conflict,
shaped by
player
decisions

Different Forms of Wargaming

Hidden

Open



Rigid

Free



Different Forms of Wargaming

Hidden

Manual Hobby Games

Open

Rigid

Free



Different Forms of Wargaming

Hidden

Manual
Hobby
Games

Open

Rigid

Free



*In front the enemy awaits, behind you the platoon stands ready.
You are in command, you must...*

TAKE THAT HILL!

FIGHT CLUB

A MANUAL WARGAME PRIMER FROM UK FIGHT CLUB

TAKE THAT HILL!

TAKE COMMAND of a Rifle Platoon facing an entrenched enemy on key terrain. Can you overcome the challenges of distance, time and testing opposition to achieve a victory? Can you take that hill?

A WARGAME PRIMER

Originally produced by Professor Phil Sabin, Take That Hill has been developed by UK FIGHT CLUB to introduce entry level wargaming concepts to an uninitiated audience. It serves as a basic vehicle to expose common mechanics, components and design choices. The wider aim is to enable the positive benefits of wargaming for professional development.

Take that Hill uses a simple hex and counter, four phase turn system and six sided dice to replicate low level infantry tactics. It is suitable for both head to head or solitaire play. Advanced rules add tactical depth and new mechanics covering direct and indirect fire support, obscuration, depth positions, mines and low wire entanglements.



- 1-2 PLAYERS
- 20-30 MINUTES
- LOW COMPLEXITY

- Components:
- 1x Game board
 - 1x Manual
 - 28x counters
 - 2x Dice

SUPPORTING WEBSITE:



Different Forms of Wargaming

Hidden

Game
Theory

Manual
Hobby
Games

Open

Rigid

Free

GAME
THEORY
101

	KEEP QUIET	CONFESS
KEEP QUIET	-1, -1	-12, 0
CONFESS	0, -12	-8, -8

THE
PRISONER'S
DILEMMA

Different Forms of Wargaming

Hidden

Game
Theory

Manual
Hobby
Games

Open

Rigid

Pol-

Mil

Games

Free



Different Forms of Wargaming

Hidden

Game
Theory

Manual
Hobby
Games

Open

Rigid

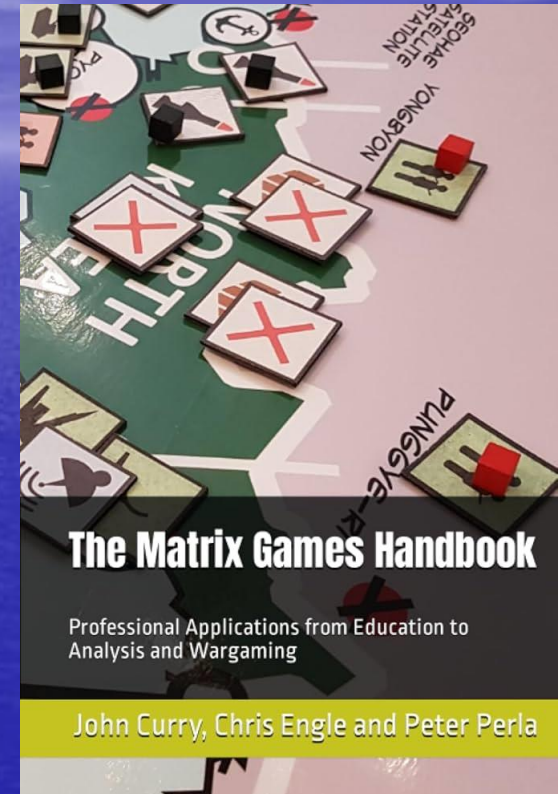
Pol-

Mil

Roleplay
Matrix

Games

Free



Different Forms of Wargaming

Hidden

Military Kriegsspiels

Pol-

Game
Theory

Mil

Manual
Hobby
Games

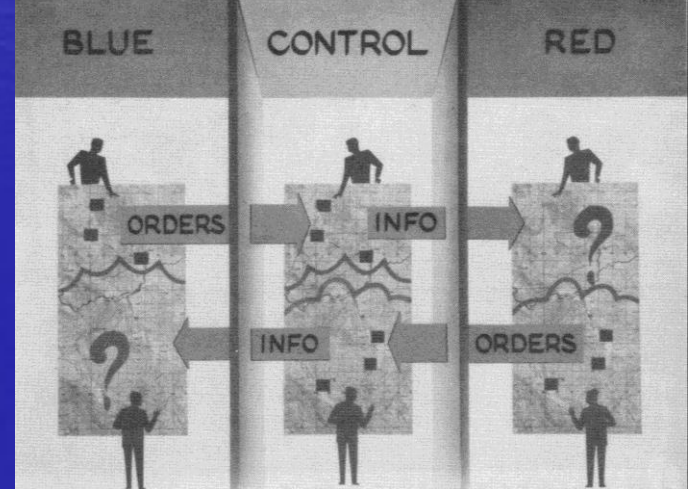
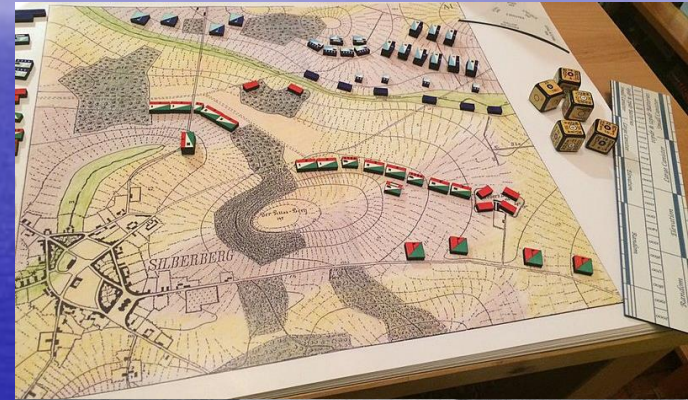
Roleplay
Matrix

Games

Open

Rigid

Free



Different Forms of Wargaming

Hidden

Military *Kriegsspiels*

Pol-

Game
Theory

Mil

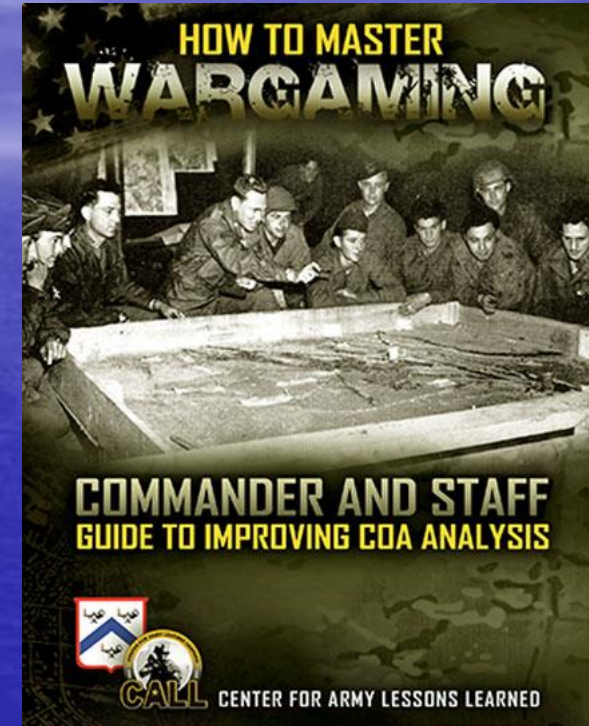
Manual
Hobby
Games

Roleplay
Matrix
COA Games

Open

Rigid

Free



Different Forms of Wargaming

Hidden

Military *Kriegsspiels*

Computer
Games

Pol-

Game
Theory

Mil

Manual
Hobby
Games

Roleplay
Matrix
COA Games

Open

Rigid

Free



Serious and Recreational Games

Connections UK Games Fair 2024



Criteria for Acceptance in the Games Fair

Slots in the Games Fair are limited. A session will be considered for a slot in the programme if:

- It is a Serious Game (as distinct from a recreational game - we have a separate time and space for social / recreational games).
- The game includes an explanation for conference attendees as to its purpose, design approach, and utility.
- It will **actually be played by conference attendees** during the session. A mere sales pitch, demonstration of the game, or components, are not acceptable.

It can be:

- In development or partly formed.
- On any serious subject in the professional space, not just confined to Defence & Security.

What makes Wargames 'Serious'?

Hidden

Military Kriegsspiels

Computer
Games

Pol-

Game
Theory

Mil

Manual
Hobby
Games

Roleplay
Matrix
COA Games

Open

Rigid

Free

SERIOUS GAMES

CLARK C. ABT

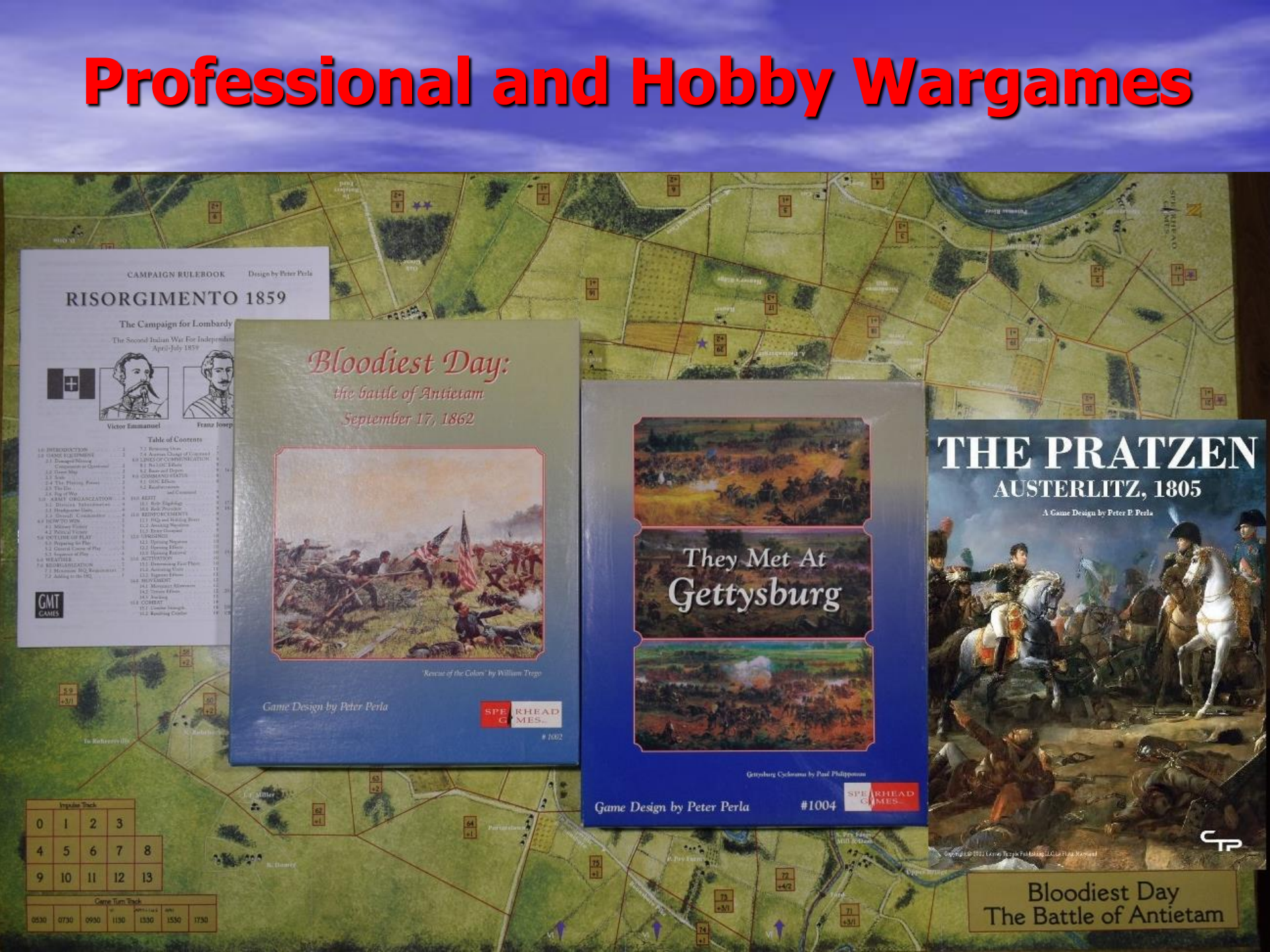
The art and science of games that
simulate life—in industry, government,
education, and personal relations,
interpreted with examples by a leading
exponent and innovator



A Viking Compass Book

\$2.25

Professional and Hobby Wargames



CAMPAIGN RULEBOOK Design by Peter Perla

RISORGIMENTO 1859

The Campaign for Lombardy
The Second Italian War For Independence
April-July 1859

Victor Emmanuel Franz Joseph

Table of Contents

1.0 INTRODUCTION	2.0 Rules Overview
1.1 Game Purpose	2.1 Rules Overview
1.2 Campaign Mission	2.2 Rules Overview
1.3 Campaign Overview	2.3 Rules Overview
1.4 Game Play	2.4 Rules Overview
1.5 The Playing Phase	2.5 Rules Overview
1.6 The Rules	2.6 Rules Overview
1.7 The Rules	2.7 Rules Overview
1.8 The Rules	2.8 Rules Overview
1.9 The Rules	2.9 Rules Overview
1.10 The Rules	2.10 Rules Overview
1.11 The Rules	2.11 Rules Overview
1.12 The Rules	2.12 Rules Overview
1.13 The Rules	2.13 Rules Overview
1.14 The Rules	2.14 Rules Overview
1.15 The Rules	2.15 Rules Overview
1.16 The Rules	2.16 Rules Overview
1.17 The Rules	2.17 Rules Overview
1.18 The Rules	2.18 Rules Overview
1.19 The Rules	2.19 Rules Overview
1.20 The Rules	2.20 Rules Overview

Bloodiest Day:
the battle of Antietam
September 17, 1862

Game Design by Peter Perla

THEY MET AT GETTYSBURG

Game Design by Peter Perla

THE PRATZEN
AUSTERLITZ, 1805
A Game Design by Peter P. Perla

Bloodiest Day
The Battle of Antietam

Professional and Hobby Wargames

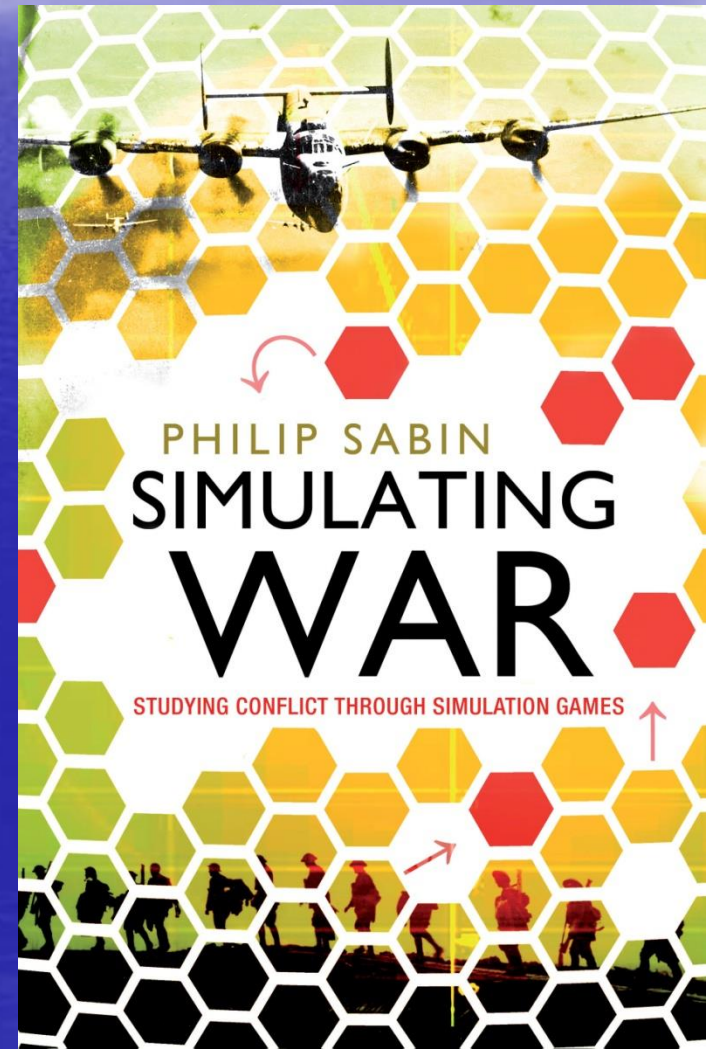
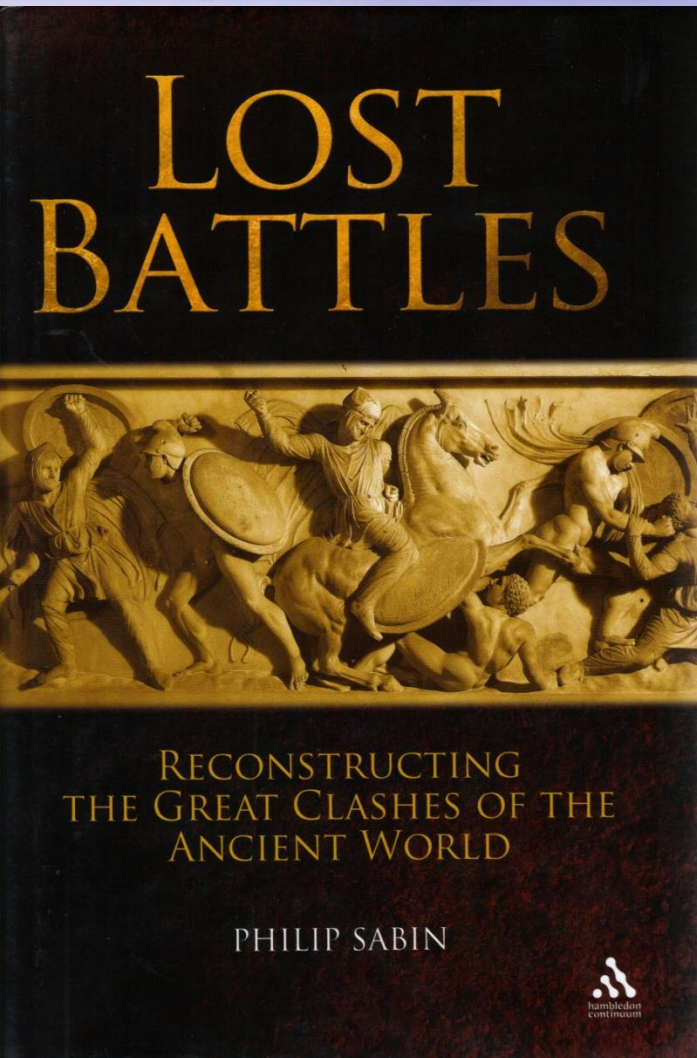
'For too many game designers - and I include myself in this criticism – creating complex and detailed rules to “simulate” our understanding of historical and future combat dynamics is what we do. Ruthless simplification to retain historicity while creating elegant mechanisms for the players takes a lot of time and talent to do well. And sometimes it is simply too hard.' (Dr Peter Perla, 2022)

September 2022	THE NUGGET	No. 346
	The Journal of Wargame Developments No. 346 September 2022	
EDITORIAL		CONTENTS
Welcome to issue 346.		COW 2023 2-10
CoW 2022 has been and gone. Hosted for the first time at the Defence Academy, Shrivenham, the event was both very different and very similar to our normal home at Knuston Hall. You can read all about it in the opening pages of this issue. It is worth stressing that this year's CoW could only take place because a number of individuals and businesses were willing to sponsor the event and underwrite some of the costs. The WD Committee are very grateful on behalf of you, the membership, to all the sponsors.		By Tim Gow 2-3
Tim Gow has an important announcement regarding CoW 2023 on page 2. I urge you all to read it and help if you can. John Bassett also introduces the Autumn Virtual Gathering – it's free to all members, so sign up now!		By John Bassett 3-6
CoW 2022 generated an unprecedented number of sessions. I'm pretty sure I recorded nearly all of them, but I would be grateful if members could check the list on page 27 and let me know of any I missed. It might even jog you into writing up your on and offside reports....		Offside report by Matthew Hartley Offside report by John Armatsy Offside report by Martin Rapier Offside report by Russell King Offside report by Mike Elliot Offside report by Pete Sizer COW 2022 Sponsors 7-9
This issue features reports from CoW 2021 – the last of which will appear next issue – plus a range of non-CoW discussions and games. It is great to be able to put together a diverse issue and I thank all the contributors who have made it possible this issue.		Distress Call 7-9
I hope you enjoy the issue.		Onside report by Tom Mouat Offside report by Matthew Hartley Offside report by Mike Elliot 9-12
Matthew		For Whom The Dice Rolls 9-12
		Onside report by Graham Evans Offside report by Martin Rapier Offside report by Mike Elliot 12-15
		Gibraltar Of The North 12-15
		Onside report by Mike Elliot Offside report by Michael J. Young Offside report by Matthew Hartley 16-19
		Matthew 24:11 by John Salt 16-19
		Modern Table Top Games Are Broken 19-21
		by John Curry Comments by Peter Perla 19-21
		Five Arrows 21-22
		Offside report by Michael D'Alessandro 21-22
		Asymmetric Warfare 22-23
		by R. James Oliver 22-23
		Strategic Simulation of the Ukraine War 24
		By John Curry 24
		CoW 2021 Index 25
		VCoW 2022 Index 26
		CoW 2022 Index 27
		Business Section 28

Recreation and Recreation



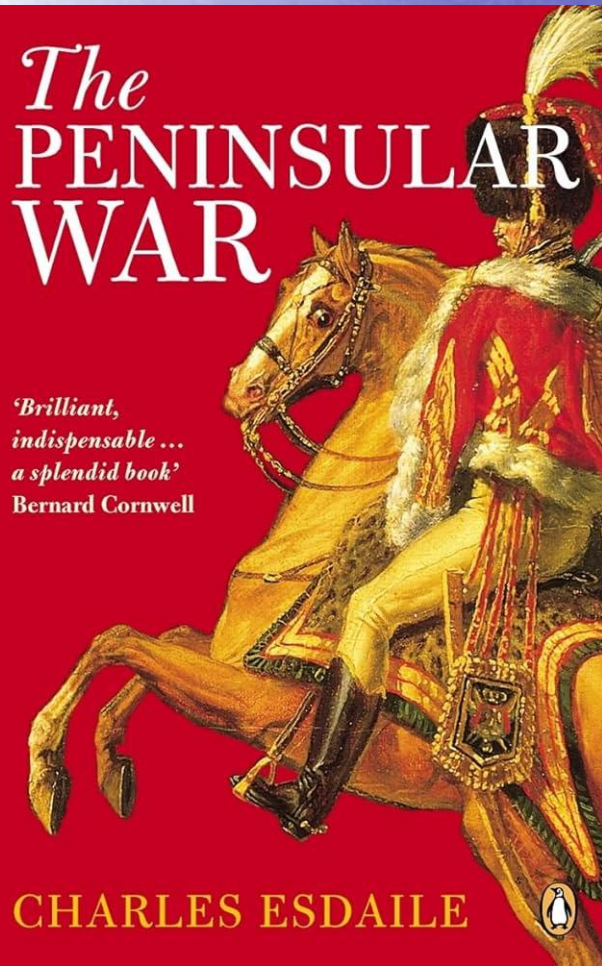
Historical Wargames as a Vehicle for Studying Military History



Historical Wargames as a Vehicle for Studying Military History

The PENINSULAR WAR

*'Brilliant,
indispensable ...
a splendid book'*
Bernard Cornwell



CHARLES ESDAILE

Napoleon's WARS



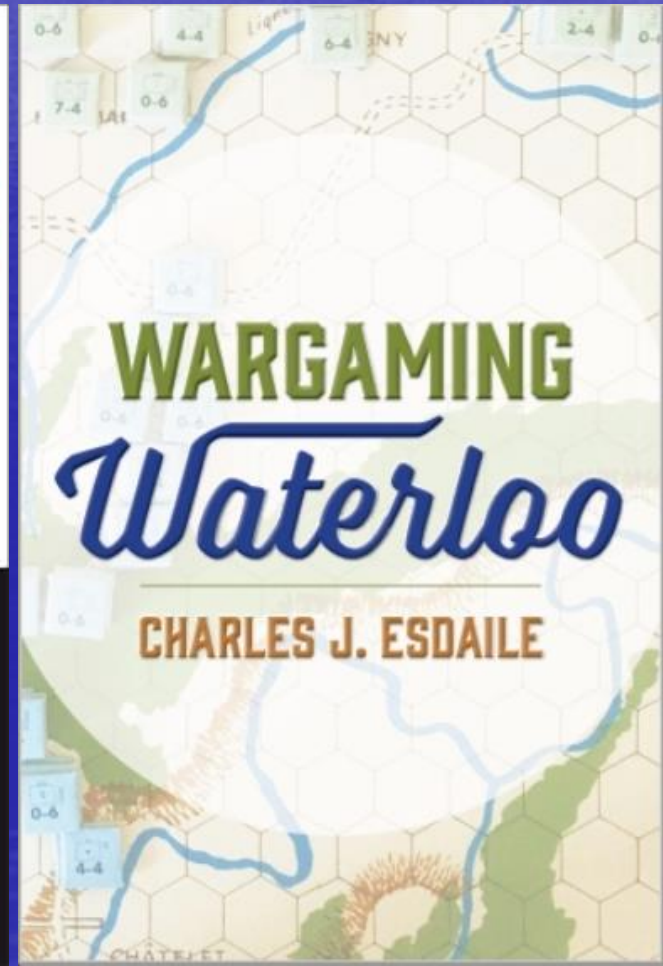
'Splendid ... a joy to read'

Andrew Roberts, Literary Review

*'By far the best Napoleonic history ... this
is the definitive word on the subject'*

Dominic Sandbrook, Daily Telegraph, Books of the Year

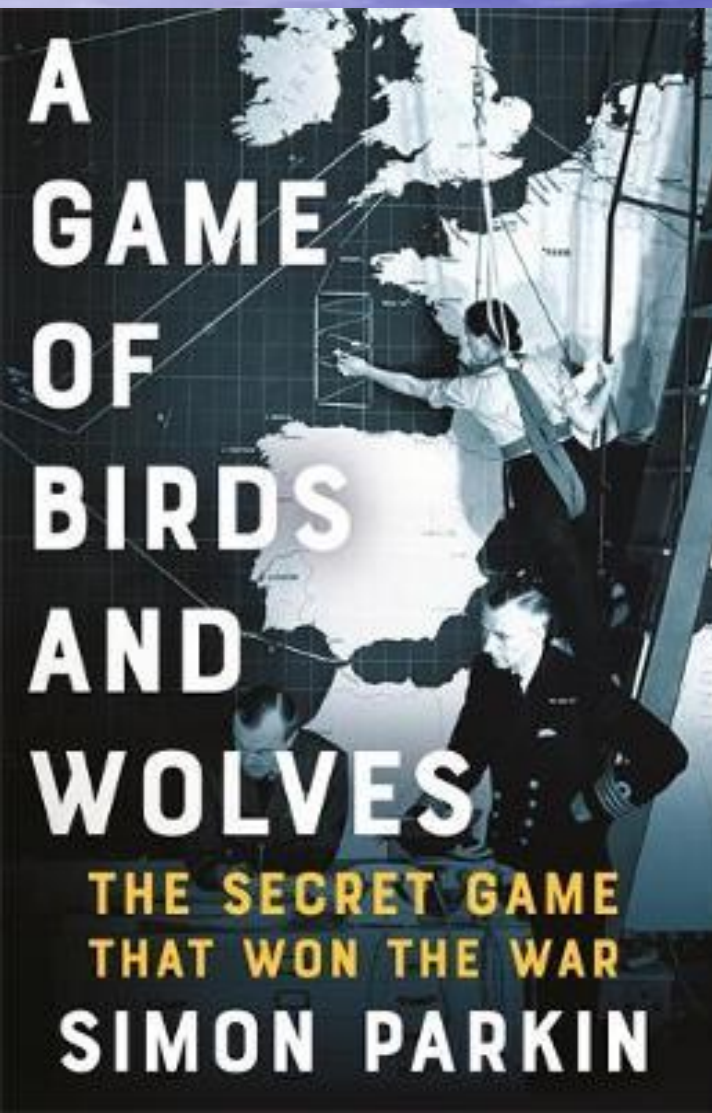
Charles Esdaile



WARGAMING *Waterloo*

CHARLES J. ESDAILE

Modelling Ongoing Operations



Historical Validation of Generic Wargame Systems



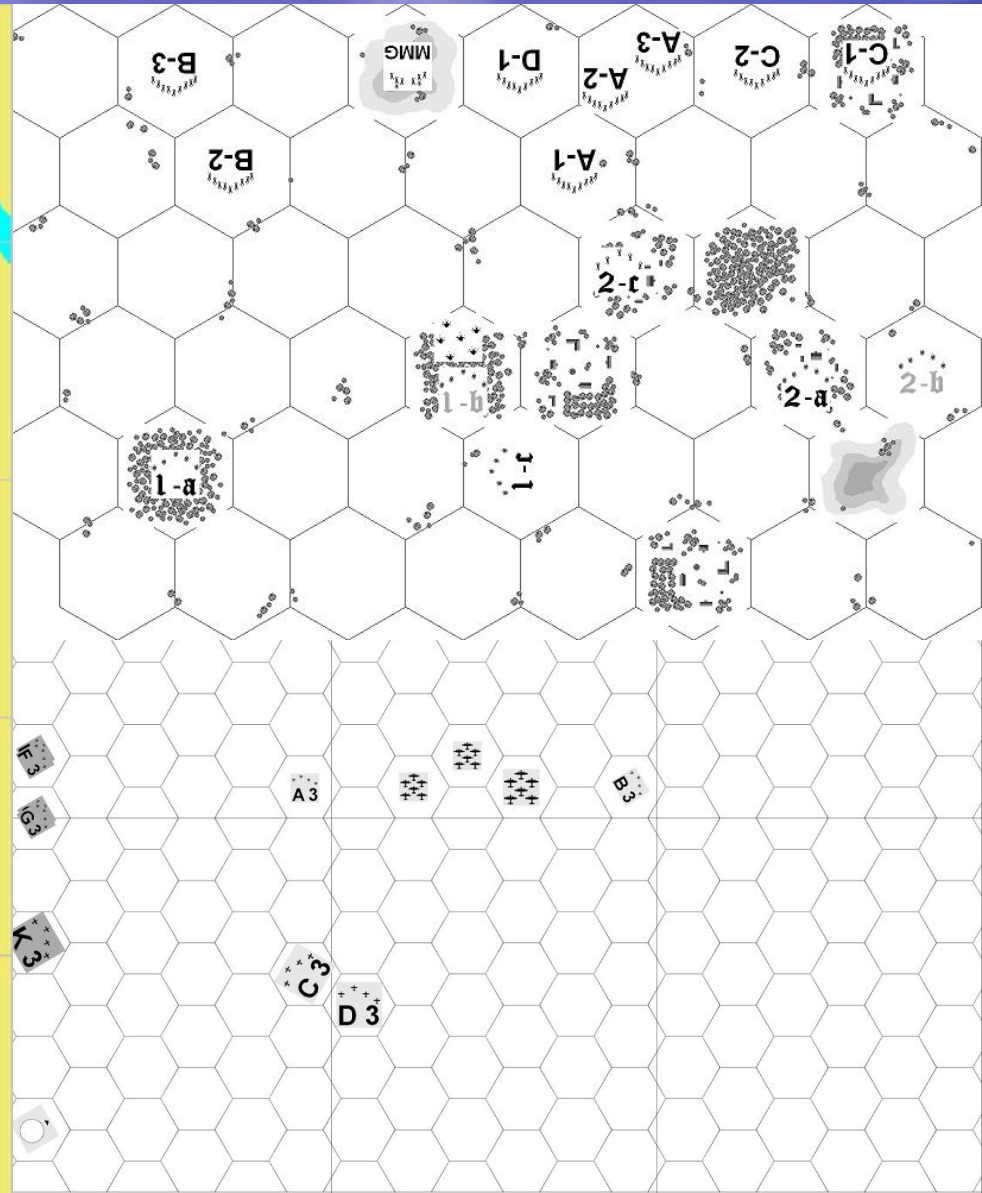
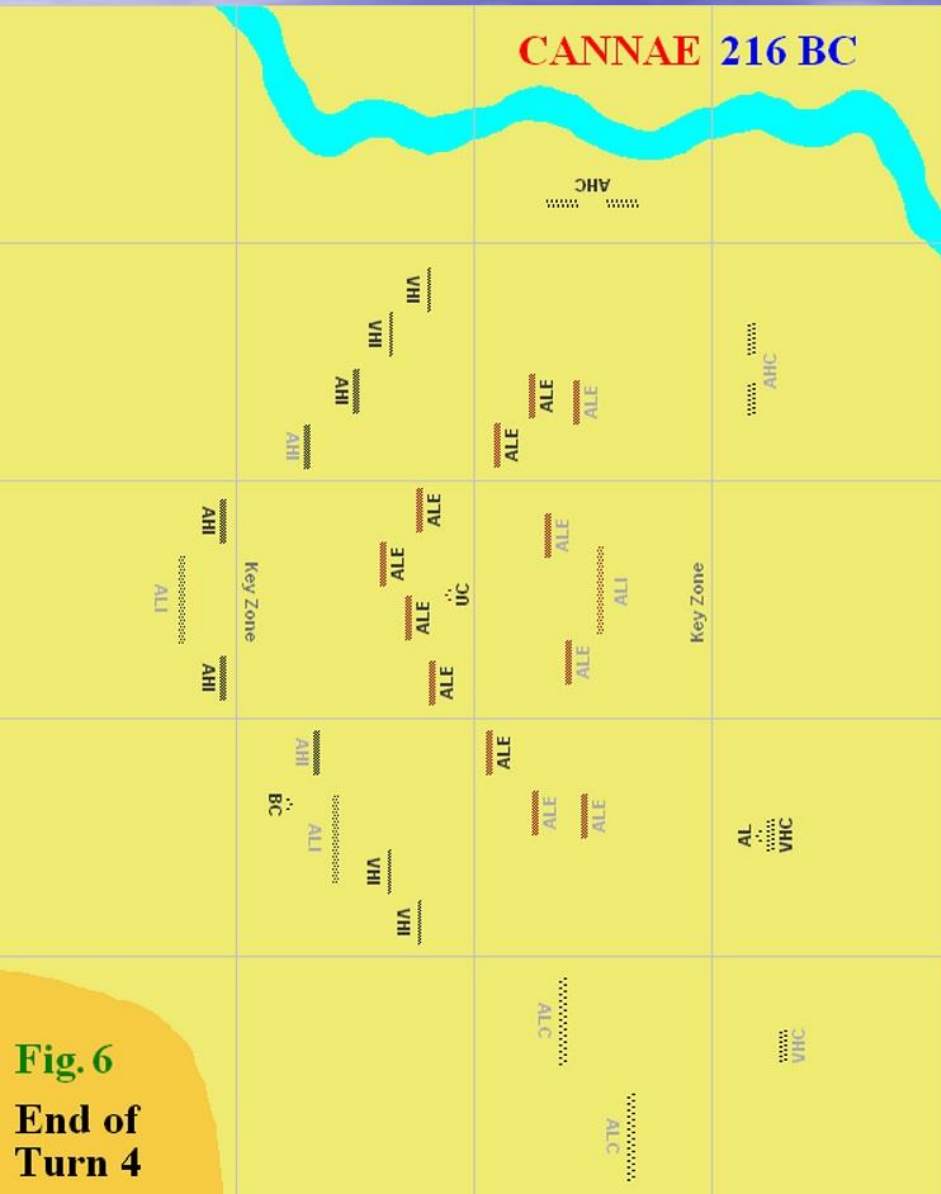
The Challenge of Recreation



Educational Wargaming



Intellectual and Artistic Modelling



Intellectual and Artistic Modelling



Intellectual and Artistic Modelling

MILITARY SIMULATION & SERIOUS GAMES

WHERE WE CAME
FROM AND WHERE
WE ARE GOING

ROGER D. SMITH

Author of *Game Technology for Medical Education
and Simulation Interoperability*

COUNTER-AIR

A SIMPLE TWO PLAYER AIR WARGAME BY PHILIP SABIN

FIGHT CLUB™

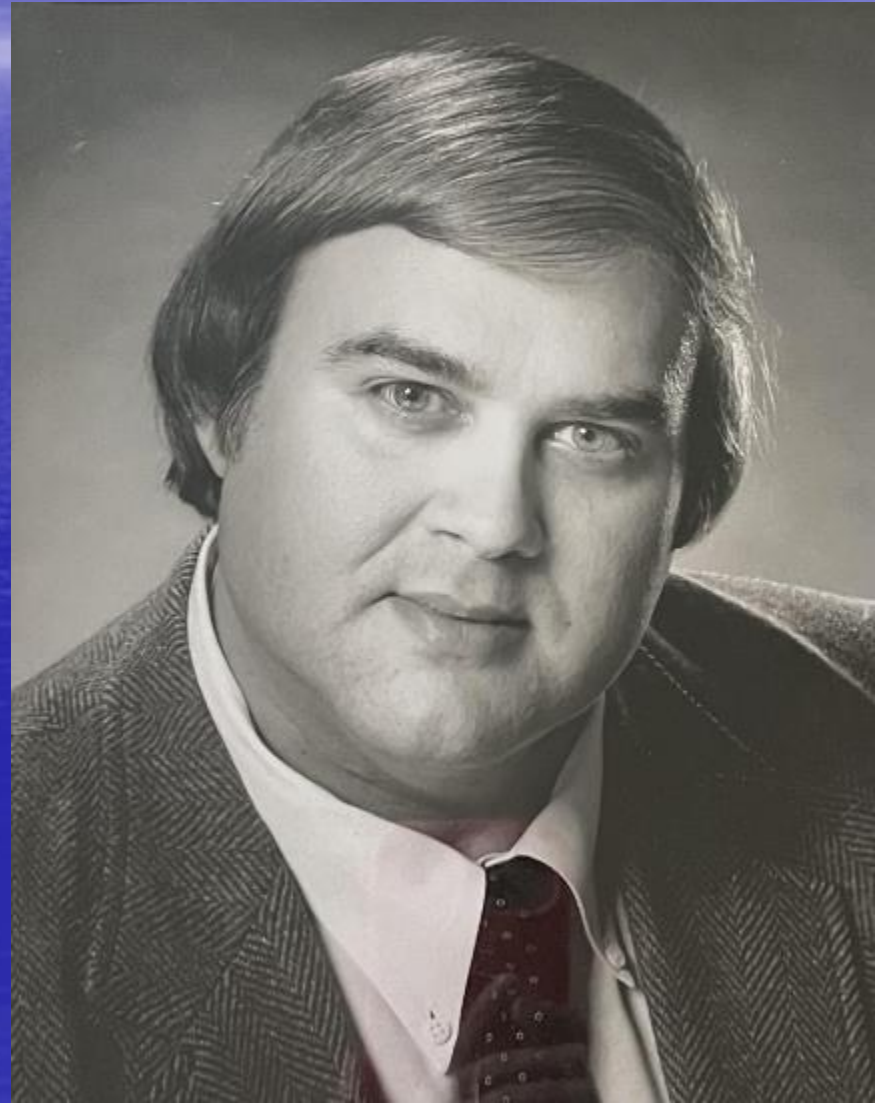


Art or Science?

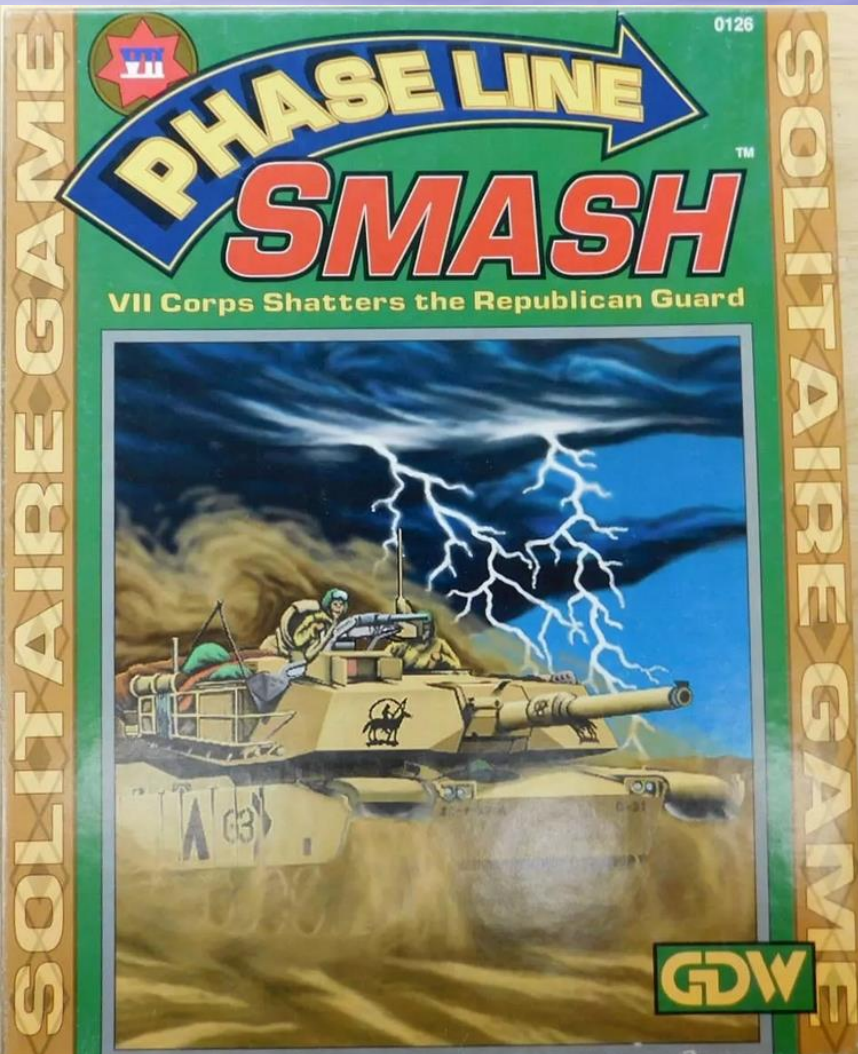
'It is important to make one thing clear at the very start; designing a wargame is an art, not a science....

Unlike music and literature...game design has no real formalisms. Instead, it is dominated by individual style and by fashion, and in that respect is more like painting than other arts.'

(Dr Peter Perla, 1990)



Wargames and Jigsaw Puzzles



BATTLE TANKS



1000 PIECE JIGSAW

THROUGH THE AGES COLLECTION

Seeking Scientific Respectability



Embracing Diversity & Synergy

Hidden

Military *Kriegsspiels*

Computer
Games
Game
Theory

Pol-

Mil

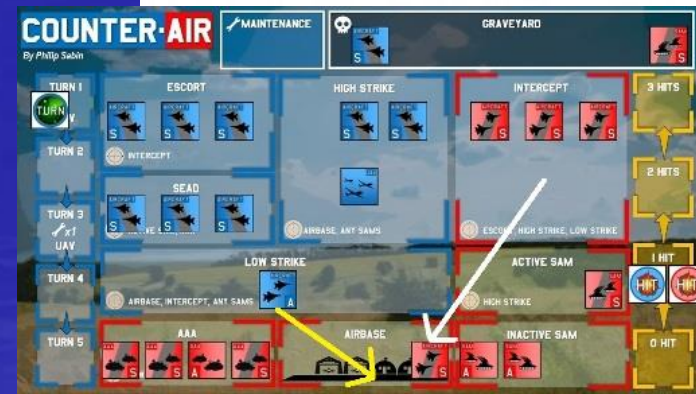
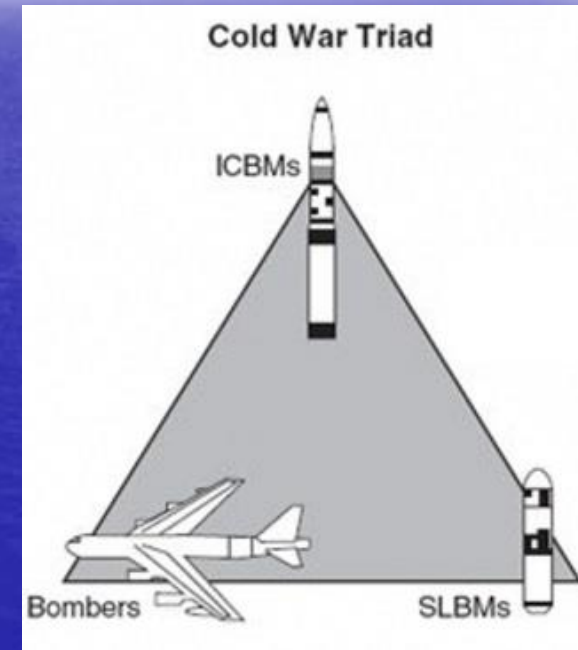
Manual
Hobby
Games

Roleplay
Matrix
COA Games

Open

Rigid

Free



THE SHAPE OF WARGAMES PAST

