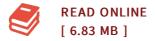




Matrix Games for Modern Wargaming Developments in Professional and Educational Wargames Innovations in Wargaming Volume 2 (Paperback)

By John Curry, Tim Price MBE

Lulu Press Inc, United Kingdom, 2014. Paperback. Book Condition: New. 280 x 216 mm. Language: English . Brand New Book ***** Print on Demand *****. In Matrix Games, knowledge, imagination, and persuasiveness dominate. Both the referee and the players find their greatest success by drawing on their storytelling skills. . Peter Perla Invented by Chris Engle, Matrix Games are an innovative way of wargaming situations and conflicts that traditional wargaming methods find hard to model. This book was written as a manual to help develop and run matrix games about modern conflicts. This book includes: An introduction to Matrix Games S.C.R.U.D. Simple Combat Resolution Using Dice The five scenarios are: The Falklands War (1982) Chaoslavia-Former Yugoslavia (1993) Crisis in Crimea: A Counter Revolution (March 2014) The Red Line- The Civil War in Syria (August 2013) Lasgah Pol-Peace keeping in Afghanistan (2008) The book is published by the History of Wargaming Project as part of a series to make key developments in wargaming available to the professional wargamers, as well as those from a hobby background.



Reviews

Comprehensive guideline! Its this sort of good read. It is actually writter in simple terms and never hard to understand. Its been developed in an exceedingly simple way which is just after i finished reading through this ebook where actually changed me, modify the way in my opinion.

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The ebook is fantastic and great. It really is basic but unexpected situations within the fifty percent in the book. Its been written in an exceptionally basic way in fact it is only after i finished reading through this ebook by which actually modified me, modify the way in my opinion.

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