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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.



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