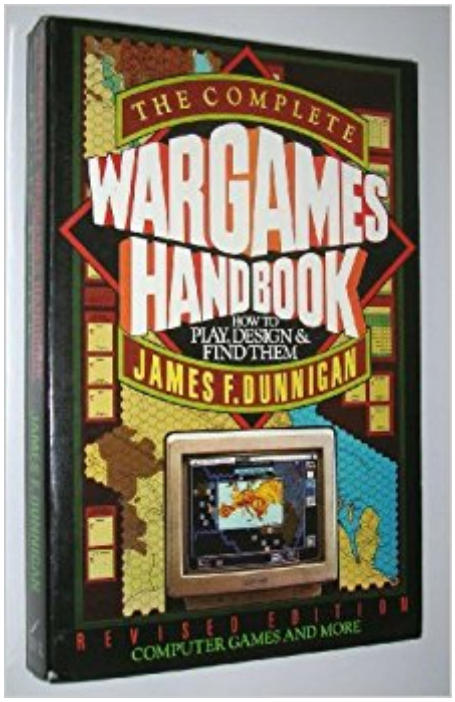
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The Complete Wargames Handbook: How To Play, Design, And Find Them



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Synopsis

With the wide availability of the home computer, wargame enthusiasts (now numbering nearly half a million) regularly confront each other in action-packed simulated battles. This is the definitive all-in-one sourcebook on the new potentials and classic excitement of wargaming--one of America’s fastest growing hobbies. 40 maps and charts.

Book Information

Paperback: 333 pages

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Customer Reviews

According to the author, "a wargame is a combination of ’game,’ history and science. Basically, it’s glorified chess." This excellent introduction to wargames can be enjoyed by both novice and experienced player. Dunnigan, a long-time game designer and author of the first edition of The Complete Wargames Book (LJ 7/80), begins by breaking down a battle scenario into clearly explained moves and options. He builds on this analysis with playing tactics for both paper and computer games and continues with specifications necessary for the aspiring game designer. An overview of the history of wargames is included, as is a fascinating insider’s look at how wargames were used in the Persian Gulf War as a tool of military strategy. Recommended for libraries with gamers and for military libraries.- J. Sara Paulk, Concord Copyright 1992 Reed Business Information, Inc.

An excellent guide to the wargaming scene at that time. If you’re into older wargames or want to write one in that style, this is a good book to have.

Up to his usual standards! Chock full of interesting tidbits for the Amateur and more ambitious gamer. If you want a Government job Gaming, you had better read all of his works.

I first purchased this book as a reference guide for making my own wargame, but I ended up just reading it cover to cover. Now granted this book is a bit dated, but It's still a nice trip through the early to mid years of tabletop/pc wargaming.

James Dunnigan's book has spanned decades. For me now, a good memories trip.

Having been interested in wargames and their design for years, I picked up this book as a sort of historical reference. I was first introduced to Mr. Dunnigan's work via his Kampf pamphlets which published revised orders of battle for Avalon Hill (AH) wargames. From there he designed two games (Jutland and 1914) for AH, then took over Strategy & Tactics magazine as SPI and began inundating the market with wargames along the AH format (map with hexes, Order of Battle, Combat Results Table, combat unit counters and, of course, rule set). This format varied little and, to me represented the production line wargame as opposed to the more hand-crafted variety. The section on history of wargaming was very brief on history and seemed to spend most of it's time talking about SPI's activities. I've seen many different formats for wargames which showed creativity apart from AH's winning formula (e.g., Phillip Orbane's Gamescience Corp's Vietnam and Confrontation, or some of the ones produced by Rand Game Associates (also influenced by Orbanes), or Roger Cormier's Trafalgar, or Lou Zocchi's Battle of Britain, or Alfred Leonardi's Ace of Aces). There can be a lot more to game design then just the AH format. Wargames can be interesting to play as well as instructive. However, if one chooses to open up the possibilities of form and function, I believe additional insight can be realized of the where, how and why battles and wars occurred the way they did. This book does not choose this path, hence my title for this review.

A must have if you wish to create your own wargames, whether computer or paper-based. Used in conjunction with his other work, you have a very good basis for generating the necessary rules and unit values for modern warfare...

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