CONTENTS

Editors’ Introduction xv
Series Foreword xxxi
Foreword: The Paper Time Machine Goes Electric xxxiii
James F. Dunnigan

PART I: PAPER WARS 1

1 A Game Out of All Proportions: How a Hobby Miniaturized War 3
Jon Peterson

2 The History of Wargaming Project 33
John Curry

3 The Fundamental Gap between Tabletop Simulation Games and the “Truth” 43
Tetsuya Nakamura

4 Fleet Admiral: Tracing One Element in the Evolution of a Game Design 49
Jack Greene

5 The Wild Blue Yonder: Representing Air Warfare in Games 55
Lee Brimmicombe-Wood
6 Historical Aesthetics in Mapmaking  63
Mark Mahaffey

7 The “I” in Team: War and Combat in Tabletop Role-Playing Games  71
A. Scott Glancy

PART II: WAR ENGINES  81

8 War Engines: Wargames as Systems from the Tabletop to the Computer  83
Henry Lowood

9 The Engine of Wargaming  107
Matthew B. Caffrey Jr.

10 Design for Effect: The “Common Language” of Advanced Squad Leader  113
J. R. Tracy

11 Combat Commander: Time to Throw Your Plan Away  121
John A. Foley

12 Empire of the Sun: The Next Evolution of the Card-Driven Game Engine  133
Mark Herman

13 The Paths of Glory Lead but to the Gaming Table  141
Ted S. Raicer

14 A New Kind of History: The Culture of Wargame Scenario Design Communities  149
Troy Goodfellow
PART III: OPERATIONS  157

15 Operations Research, Systems Analysis, and Wargaming: Riding the Cycle of Research  159  
  Peter P. Perla

16 The Application of Statistical and Forensics Validation to Simulation Modeling in Wargames  183  
  Brien J. Miller

17 Goal-Driven Design and Napoleon’s Triumph  201  
  Rachel Simmons

18 Harpoon: An Original Serious Game  209  
  Don R. Gilman

19 The Development and Application of the Real-Time Air Power Wargame Simulation Modern Air Power  221  
  John Tiller and Catherine Cavagnaro

20 Red vs. Blue  229  
  Thomas C. Schelling

21 Hypergaming  241  
  Russell Vane

PART IV: THE BLEEDING EDGE  251

22 Wargaming Futures: Naturalizing the New American Way of War  253  
  Luke Caldwell and Tim Lenoir

23 Creating Persian Incursion  281  
  Larry Bond
## CONTENTS

<table>
<thead>
<tr>
<th>Chapter</th>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>24</td>
<td>Modeling the Second Battle of Fallujah</td>
<td>289</td>
</tr>
<tr>
<td></td>
<td><em>Laurent Closier</em></td>
<td></td>
</tr>
<tr>
<td>25</td>
<td>Playing with Toy Soldiers: Authenticity and Metagaming in World War I Video Games</td>
<td>295</td>
</tr>
<tr>
<td></td>
<td><em>Andrew Wackerfuss</em></td>
<td></td>
</tr>
<tr>
<td>26</td>
<td><em>America’s Army</em></td>
<td>303</td>
</tr>
<tr>
<td></td>
<td><em>Marcus Schulzke</em></td>
<td></td>
</tr>
<tr>
<td>27</td>
<td>We the Soldiers: Player Complicity and Ethical Gameplay in <em>Call of Duty: Modern Warfare</em></td>
<td>309</td>
</tr>
<tr>
<td></td>
<td><em>Miguel Sicart</em></td>
<td></td>
</tr>
<tr>
<td>28</td>
<td>Upending Militarized Masculinity in <em>Spec Ops: The Line</em></td>
<td>319</td>
</tr>
<tr>
<td></td>
<td><em>Soraya Murray</em></td>
<td></td>
</tr>
<tr>
<td>PART V: SYSTEMS AND SITUATIONS</td>
<td>329</td>
<td></td>
</tr>
<tr>
<td>29</td>
<td>Wargames as Writing Systems</td>
<td>331</td>
</tr>
<tr>
<td></td>
<td><em>Sharon Ghamari-Tabrizi</em></td>
<td></td>
</tr>
<tr>
<td>30</td>
<td>Playing Defense: Gender, Just War, and Game Design</td>
<td>355</td>
</tr>
<tr>
<td></td>
<td><em>Elizabeth Losh</em></td>
<td></td>
</tr>
<tr>
<td>31</td>
<td>Debord’s Nostalgic Algorithm</td>
<td>371</td>
</tr>
<tr>
<td></td>
<td><em>Alexander R. Galloway</em></td>
<td></td>
</tr>
<tr>
<td>32</td>
<td>The Ludic Science Club Crosses the Berezina</td>
<td>391</td>
</tr>
<tr>
<td></td>
<td><em>Richard Barbrook</em></td>
<td></td>
</tr>
<tr>
<td>33</td>
<td><strong>War Games</strong></td>
<td>399</td>
</tr>
<tr>
<td></td>
<td><em>David Levinthal</em></td>
<td></td>
</tr>
</tbody>
</table>
34  Troubling the Magic Circle: *Miniature War in Iraq*  409
    *Brian Conley*

**PART VI: THE WAR ROOM  419**

35  Wargames as an Academic Instrument  421
    *Philip Sabin*

36  Lessons from the Hexagon: Wargames and the Military Historian  439
    *Robert M. Citino*

37  Simulation Literacy: The Case for Wargames in the History Classroom  447
    *Rob MacDougall and Lisa Faden*

38  The Amateur Designer: For Fun and Profit  455
    *Charles Vasey*

39  Struggling with Deep Play: Utilizing *Twilight Struggle* for Historical Inquiry  463
    *Jeremy Antley*

40  Model-Driven Military Wargame Design and Evaluation  471
    *Alexander H. Levis and Robert J. Elder*

**PART VII: IRREGULARITIES  483**

41  Gaming the Nonkinetic  485
    *Rex Brynen*

42  Inhabited Models and Irregular Warfare Games: An Approach to Educational and Analytical Gaming at the US Department of Defense  503
    *Elizabeth M. Bartels*
43 Chess, Go, and Vietnam: Gaming Modern Insurgency  513
   Brian Train and Volko Ruhnke

44 Irregular Warfare: The *Kobayashi Maru* of the Wargaming World  531
   Yuna Huh Wong

45 A Mighty Fortress is Our God: When Military Action Meets Religious Strife  539
   Ed Beach

46 Cultural Wargaming: Understanding Cross-Cultural Communications Using Wargames  545
   Jim Wallman

PART VIII: OTHER THEATERS  553

47 Wargaming (as) Literature  555
   Esther MacCallum-Stewart

48 *Tristram Shandy*: Toby and Trim's Wargames and the Bowling Green  573
   Bill McDonald

49 *Third Reich* and *The Third Reich*  587
   John Prados

50 How *Star Fleet Battles* Happened  593
   Stephen V. Cole

51 Total Global Domination: Games Workshop and *Warhammer 40,000*  603
   Ian Sturrock and James Wallis

52 When the Drums Begin to Roll  623
   Larry Brom