

Download Simulating War Studying Conflict Through Simulation Games

A simulation is an approximate imitation of the operation of a process or system; the act of simulating first requires a model is developed. This model is a well-defined description of the simulated subject, and represents its key characteristics, such as its behaviour, functions and abstract or physical properties. Wargame Design: The History, Production, and Use of Conflict Simulation Games (Strategy & tactics staff study) [Richard H. Berg] on Amazon.com. *FREE* shipping on qualifying offers. Describes the principles of conflict simulation design and offers the serious enthusiast guidance in designing original games. In block wargaming, the Fog of War is built into the game by representing units with upright wooden blocks that are marked on only one face, which is oriented towards the player who owns the block. A Quick & Dirty Guide to War: Briefings on Present and Potential Wars [James F. Dunnigan, Austin Bay] on Amazon.com. *FREE* shipping on qualifying offers. A completely revised and updated guide to the wars, insurgencies, and hot spots facing the world in the 1990s and beyond includes analyses of the situations in the former Yugoslavia.