Last Fall, the MSS department had a team of cadets developing a strategic wargame for the new MSS 251 course. They made a board game with 3D printed pieces and a typed-up rule book. The board game worked well for the test sections in the Spring, but they needed an easier platform for the 27 live sections for the next Fall, so they contacted the CompSci department. Jack Kulp worked on a browser-based version of the board game last Spring, and Spencer Adolph joined over the summer to help develop the game further. Now as a CompSci capstone, the four of us are developing this game with HTML, JavaScript, and CSS with PHP connections to a MySQL server. The website can now handle several games per section, and automatically saves all information to the database. Students will be able to drag pieces around the board and initiate combat with a few clicks. The game will have the same phases and turns as the board game, [with a couple adjustments to some rules to make it work on computer.] We plan to have a fully playable version for its lesson 30 deployment in the MSS251 course.