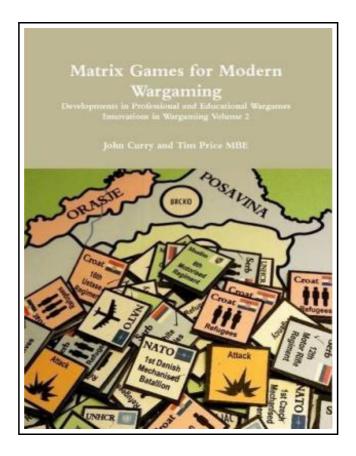
# Matrix Games for Modern Wargaming Developments in Professional and Educational Wargames Innovations in Wargaming Volume 2



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## Reviews

Extremely helpful to any or all category of individuals. It really is rally fascinating through studying time period. I am just quickly could possibly get a pleasure of reading a composed ebook. (Lawrence Keeling)

# MATRIX GAMES FOR MODERN WARGAMING DEVELOPMENTS IN PROFESSIONAL AND EDUCATIONAL WARGAMES INNOVATIONS IN WARGAMING VOLUME 2



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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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