

Jp Wargaming Place Rapid Fire 20mm British 1st

Core rulebook for Relicblade adventure battle game. Tabletop fantasy skirmish miniature game.

To assist the Army in its reorientation toward conventional combat operations, the authors of this report identify capability gaps in the field artillery and actions that the Army should consider taking from today to roughly 2030.

They Create Worlds: The Story of the People and Companies That Shaped the Video Game Industry, Vol. 1 is the first in a three-volume set that provides an in-depth analysis of the creation and evolution of the video game industry. Beginning with the advent of computers in the mid-20th century, Alexander Smith's text comprehensively highlights and examines individuals, companies, and market forces that have shaped the development of the video game industry around the world. Volume one, places an emphasis on the emerging ideas, concepts, and games developed from the commencement of the budding video game art form in the 1950s and 1960s through the first commercial activity in the 1970s and early 1980s. They Create Worlds aims to build a new foundation upon which future scholars and the video game industry itself can chart new paths. Key Features: The most in-depth examination of the video game industry ever written, They Create Worlds charts the technological breakthroughs, design decisions, and market forces in the United States, Europe, and East Asia that birthed a \$100 billion industry. The books derive their information from rare primary sources such as little-studied trade publications, personal papers collections, and oral history interviews with designers and executives, many of whom have never told their stories before. Spread over three volumes, They Create Worlds focuses on the creative designers, shrewd marketers, and innovative companies that have shaped video games from their earliest days as a novelty attraction to their current status as the most important entertainment medium of the 21st Century. The books examine the formation of the video game industry in a clear narrative style that will make them useful as teaching aids in classes on the history of game design and economics, but they are not being written specifically as instructional books and can be enjoyed by anyone with a passion for video game history.

This delightfully unusual book by H. G. Wells is a comprehensive guide to Little War, a game invented by Wells for "boys from twelve to one hundred and fifty years old and for that more intelligent sort of girls who like boys' games and books". A fascinating look at a bygone era, when boys were boys, and most girls (except the more intelligent ones) were girls. With a history of Little War, detailed instructions to playing it, a description of an exemplary game, extensions and amplifications to the game, and a final challenge by the author to his young readers. Many of the earliest books, particularly those dating back to the 1900s and before, are now extremely scarce and increasingly expensive. We are republishing these classic works in affordable, high quality, modern editions, using the original text and artwork.

Military personnel who have experience in Afghanistan, Iraq, or Vietnam, as well as senior leaders and military historians alike, will find this book by Dr. Chris Mason thought-provoking and useful. Dr. Mason examines indigenous personnel issues at the tactical, operational, and strategic levels of war and uses empirical data and exhaustive research to argue that all three wars were lost before the first shots were fired-not on the battlefield, but at the strategic level of war. The United States interpreted all three conflicts as insurgencies, Mason writes, when in fact all three were civil wars in which the United States took a side. Success was never possible from the outset, his provocative thesis argues, because none of the three countries were nations for which the majority of their citizens were willing to fight and die. Nation-building is a slow, evolutionary, internal process through which the political identity of the peoples within a country's borders matures over centuries...

The D-Day landings of 6 June 1944 were the largest amphibious military operation ever

mounted. The greatest armada the world had ever seen was assembled to transport the Allied invasion force across the Channel and open the long-awaited second front against Hitler's Third Reich. Of the landings on the five assault beaches, Omaha Beach was the only one ever in doubt. Within moments of the first wave landing a third of the assault troops were casualties. Yet by the end of D-Day the Atlantic Wall had been breached and the US Army's V Corps was firmly entrenched on French soil.

Ronin is a set of skirmish wargame rules set in late 16th century feudal Japan. Players build small warbands of models and battle each other as well as non-player factions in duels and skirmishes. Ronin is historically accurate, but also pays tribute to the films of Akira Kurosawa such as *Seven Samurai* and *Yojimbo*. Despite the enduring popularity of this period, there are very few widely available historical samurai skirmish wargames rules sets. Figures for the period are increasingly available, particularly from Perry Miniatures (very high quality 28mm metal), Wargames Factory (plastic 28mm box sets) and Zvezda (1/72 plastic). Ronin seeks to fill this void with an enjoyable system that is easy and cheap to take up. Gameplay is based upon a d6 system that forces players to make tactical decisions about attack and defence, simulating the cut and thrust of hand-to-hand combat. There are numerous player factions, from Samurai and Ashigaru, the professional soldiers of the period, to Buddhist warrior monks, martial arts schools, and bandits. There are also swords for hire such as Ronin and ninja that players can hire to augment their warband. Players design their warband using a points system, and assign each model weapons, armour and martial skills. Weapons include the yari (pike/spear), naginata (pole arm), yumi (bow), arquebus and of course the katana and its variants. Specialist skills allow a model to undertake various special actions (for example, arrow-cutter provides additional defence against bow fire) or increases the proficiency of the model with a specific weapon. As well as straight warband-on-warband battles, there are specific scenarios, some of them linked to provide a loose narrative. Gameplay is based upon a d6 system that forces players to make tactical decisions about attack and defence, simulating the cut and thrust of hand-to-hand combat. One scenario features the warband defending a notable person from attack by ninjas, another the defence of a village against bandits. There are also campaign rules that allow for the development of a warband in terms of gaining new skills and equipment and planning on-going battles against other players. Finally, very simple guidelines for running a tournament are included.

Now in its second edition, the *Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming* is the definitive, go-to resource for anyone interested in the diverse and expanding video game industry. This three-volume encyclopedia covers all things video games, including the games themselves, the companies that make them, and the people who play them. Written by scholars who are exceptionally knowledgeable in the field of video game studies, it notes genres, institutions, important concepts, theoretical concerns, and more and is the most comprehensive encyclopedia of video games of its kind, covering video games throughout all periods of their existence and geographically around the world. This is the second edition of *Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming*, originally published in 2012. All of the entries have been revised to accommodate changes in the industry, and an additional volume has been added to address the recent developments, advances, and changes that have occurred in this ever-evolving field. This set is a vital resource for scholars and video game aficionados alike. Explores games, people, events, and ideas that are influential in the industry, rather than simply discussing the

history of video games Offers a detailed understanding of the variety of video games that have been created over the years Includes contributions from some of the most important scholars of video games Suggests areas of further exploration for students of video games

Battleplan was an ambitious magazine devoted to providing variants, scenarios, and articles on game strategy for wargaming products by a variety of publishers. Published between 1987 and 1989, the magazine had a great deal of content to appeal to war gamers, including articles and materials for Ambush!, Squad Leader, Advanced Squad Leader, Up Front, and many other games. The periodical lasted nine issues, before it was folded into the Wargamer, Volume 2 periodical. In this issue, published in July/August 1987, the contents include: Rushing to the (Fore) Front – A word from the Editor Third Reich – A special 1941 scenario Mission Grenada – A quick review Options for Mission Grenada - Variants and optional rules Squad Leader Scenarios - "Partisan Purge" and "The Tank Repair Shop" Squad Leader Abbreviations Defined – You don't need a decoder ring, anymore! A House Restored - Rules variants for GDW A House Divided (part 3 of 3) Alternative Risk! Rules – Variants for the classic game Axis & Allies Mega Variant Section – A history of the game and dozens of new variants, and card inserts Black Capes and Whispered Secrets – An Empires in Arms spy network variant War in Europe - Variant for the German economy in this monster SPI game Remember the Maine - Scenarios for the S&T game Trench War - Lots of new goodies for GDW Trenchfoot Salvo by Salvo - Variant for AH War at Sea A Nuclear Blast! - Fiction and variant "Roll Again" table The Art of Making Counters Beautiful – an article for home made variant makers Gamer's Guide Classified Ads Writers Guidelines Feedback & Survey Questions – Future Battleplan mini-wargames Inserts: "Partisan Purge" and "The Tank Repair Shop" Squad Leader Scenarios, Axis & Allies Variant cards
Reproduction of the original: Floor Games by H.G. Wells

Here is an outstanding photographic record of the heroic taking of the beach at Omaha. Omaha was the more difficult of the two beaches for the US forces and the fighting was ferocious. The tactics, terrain, uniforms and equipment of the American soldiers and their German opponents are covered here in great detail. This major revision updates Wayne Hughes's 1986 landmark study that is credited with providing decision makers a sound foundation for battle planning and tactical thinking. The book integrates the historical evolution of tactics, analysis, and fleet operations, and today it can serve as a primer for anyone who wants to learn how navies fight and win. This second edition includes much new material on combat in the missile age and reflects the reconfiguration of many tactics for littoral operations after the fall of the Soviet Union. Hughes recreates famous battles to show how tactics have changed through the ages and the ways in which they have remained unchanged. He covers tactical interaction between land and sea, the sensory revolution of WWII, secret weapons and maritime surprise, the role in battle of leadership and morale, and the importance of

surface warships in today's U.S. fleet. He suggests that naval tactics, unlike ground combat, are dominated by the offense and concludes that the great tactical maxim must be attack effectively first. A new chapter traces the evolution of missile tactics at sea and includes details of attacks on ships. Many changes emphasize joint operations and coastal combat. The already extensive appraisal of command and control and information warfare is further expanded to cover modern naval operations and the character of modern salvo warfare. In the tradition of Mahan and Clausewitz, this classic text incorporates literature, politics, and a knowledge of human nature. Indispensable reading for all those interested in naval tactics, it is also a valuable reference for wargamers

Marine Corps Warfighting Publication (MCWP) 3-16, Fire Support Coordination in the Ground Combat Element, is a framework for coordinating and employing supporting arms in consonance with maneuver elements.

Ironically enough, one of the twentieth century's leading pacifists wrote *Little Wars*, a book that has entertained and enlightened war buffs for the past hundred years. H. G. Wells, the great science-fiction pioneer, turned his attention from tales of time travel and alien invasions to write the first classic book of war games. His simulations of past battles and hypothetical future clashes allow readers to test their tactical and strategic skills and attempt to rewrite history. The companion piece, *Floor Games*, offers a more lighthearted look at war games. Based on the playful battles Wells waged with his sons, the narrative describes how creative play with miniature figures can transform an ordinary room into a magical world. The book has since been hailed as an inspiration for the development of a nonverbal psychotherapeutic method employed in the treatment of adults and children. Both *Little Wars* and *Floor Games* feature winsome illustrations by J. R. Sinclair that enhance their antique charm.

"To win in the Pacific during World War II, the U.S. Navy had to transform itself technically, tactically, and strategically. It had to create a fleet capable of the unprecedented feat of fighting and winning far from home, without existing bases, in the face of an enemy with numerous bases fighting in his own waters. Much of the credit for the transformation should go to the war gaming conducted at the U.S. Naval War College. Conversely, as we face further demands for transformation, the inter-war experience at the War College offers valuable guidance as to what works, and why, and how."

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Fortress America - A play balance variant for the MB game Battle for Moscow Winner Declared
The Relief of Wake Island - A scenario for AH Midway Gamer's Guide Classified Ads Writers
Guidelines Feedback Forum Feedback & Survey Questions – future Battleplan mini-wargames
Inserts: "The Burning Corridor" and "The Dying Place" Squad Leader Scenarios, Ambush
campaign soldier and campaign cards.

A Sino-U.S. war could take various, and unintended, paths. Because intense, reciprocal
conventional counterforce attacks could inflict heavy losses and costs on both sides, leaders
need options and channels to contain and terminate fighting.

This book deals with a series of military operations that occurred in Portugal in 1762 and 1763,
during the Seven Years' War, and which have been largely dismissed by the historiography.
They are collectively called the Guerra Fantastica, 'Fantastical War', given the fact that the
military units of the countries involved carried out multiple movements while not engaging in
any battle. This work begins with an introduction to the phenomenon of war as a whole, to the
environment in Europe at the time, and to the military framework of the conflict. It then
describes the events that led to the participation of Portugal in the Seven Years' War and the
way in which the conflict in Portugal began. It continues with a presentation of the various
forces involved. For this purpose, it analyses in detail the weakness of the Portuguese army,
the military reinforcements that were obtained from England, and the arrival in Portugal of the
Count of Lippe, whom the King of England had recommended to the King of Portugal to be the
commander of the forces, given his recognized ability for the task. It proceeds with an account
of the events of the war, starting with an analysis of the invasion of the North of Portugal by the
Spanish army and its later withdrawal to Spain. It continues with a description of how the
Spanish army, once strengthened by French units, again invaded Portuguese territory, and the
events that occurred until its second withdrawal. Despite the numerical superiority of the
Bourbon army, the difficulties of the terrain, the efficient command of the Count of Lippe, and
the manoeuvres of the Anglo-Portuguese army prevented it from reaching victory and forced
its return to Spain. The book is an important piece of research, based on archival material. It
explores contemporary correspondence between the Court of Spain and the commanders of
the force that invaded Portugal, which is available at the Archive of Simancas. It makes use,
moreover, of the correspondence between the Secretary of State of Portugal, the Count of
Oeiras, and the Count of Lippe, and between the latter and his subordinate commanders,
which is extant at the Military Historical Archive of Lisbon. At the same time, this work is reader-
friendly, integrating several notes and original documents that help clarify certain of its major
points, as well as a list of the units that participated in the military operations.

Over the past fifty years, many thousands of conflict simulations have been published that
bring the dynamics of past and possible future wars to life. In this book, Philip Sabin explores
the theory and practice of conflict simulation as a topic in its own right, based on his thirty
years of experience in designing wargames and using them in teaching. *Simulating War* sets
conflict simulation in its proper context alongside more familiar techniques such as game
theory and operational analysis. It explains in detail the analytical and modelling techniques
involved, and it teaches you how to design your own simulations of conflicts of your choice.
The book provides eight simple illustrative simulations of specific historical conflicts, complete
with rules, maps and counters. *Simulating War* is essential reading for all recreational or
professional simulation gamers, and for anyone who is interested in modelling war, from
teachers and students to military officers.

An exploration of how technology and best intentions collide in the heat of war A New York
Times Book Review Editors' Choice In *The Bomber Mafia*, Malcolm Gladwell weaves together
the stories of a Dutch genius and his homemade computer, a band of brothers in central
Alabama, a British psychopath, and pyromaniacal chemists at Harvard to examine one of the
greatest moral challenges in modern American history. Most military thinkers in the years

leading up to World War II saw the airplane as an afterthought. But a small band of idealistic strategists, the “Bomber Mafia,” asked: What if precision bombing could cripple the enemy and make war far less lethal? In contrast, the bombing of Tokyo on the deadliest night of the war was the brainchild of General Curtis LeMay, whose brutal pragmatism and scorched-earth tactics in Japan cost thousands of civilian lives, but may have spared even more by averting a planned US invasion. In *The Bomber Mafia*, Gladwell asks, “Was it worth it?” Things might have gone differently had LeMay’s predecessor, General Haywood Hansell, remained in charge. Hansell believed in precision bombing, but when he and Curtis LeMay squared off for a leadership handover in the jungles of Guam, LeMay emerged victorious, leading to the darkest night of World War II. *The Bomber Mafia* is a riveting tale of persistence, innovation, and the incalculable wages of war.

For generations of Americans, our country has been the world's dominant military power. How the US military fights, and the systems and weapons that it fights with, have been uncontested. That old reality, however, is rapidly deteriorating. America's traditional sources of power are eroding amid the emergence of new technologies and the growing military threat posed by rivals such as China. America is at grave risk of losing a future war. As Christian Brose reveals in this urgent wake-up call, the future will be defined by artificial intelligence, autonomous systems, and other emerging technologies that are revolutionizing global industries and are now poised to overturn the model of American defense. This fascinating, if disturbing, book confronts the existential risks on the horizon, charting a way for America's military to adapt and succeed with new thinking as well as new technology. America must build a battle network of systems that enables people to rapidly understand threats, make decisions, and take military actions, the process known as “the kill chain.” Examining threats from China, Russia, and elsewhere, *The Kill Chain* offers hope and, ultimately, insights on how America can apply advanced technologies to prevent war, deter aggression, and maintain peace.

Set in an age of feuding samurai, wandering swordsmen and fearless warrior monks, *Ronin* is a skirmish wargame that captures the flavour and excitement of such Akira Kurosawa films as *Seven Samurai* and *Yojimbo*. Whether they prefer the loyal samurai retainers of a feudal lord or a horde of desperate bandits, players choose from one of several factions and build forces to battle for dominance and survival in 16th-century Japan. They may also recruit swords-for-hire to supplement their forces – masterless ronin, martial arts masters and secretive ninja will lend their skills to any commander who can afford them. A full points system, incorporating a wide range of equipment and skills, allows for detailed customisation of characters, while scenarios and a campaign system permit them to gain experience and develop over time. The fast-paced rules simulate the cut and thrust of hand-to-hand combat and require the player to make tactical decisions in the middle of a fight, immersing them in an era of war.

Army Doctrine Reference Publication (ADRP) 3-0, Unified Land Operations, is the first ADRP released under Doctrine 2015. ADRP 3-0 expands on the foundations and tenets found in Army Doctrine Publication (ADP) 3-0. This ADRP expands on the doctrine of unified land operations found in ADP 3-0. The publication of ADP 3-0 shifted the Army's operational concept from full spectrum operations to unified land operations. The doctrine of unified land operations describes how the Army demonstrates its core competencies of combined arm maneuver and wide area security through decisive action. The term decisive action replaces the term full spectrum operations as the concept of continuous, simultaneous offense, defense, stability, or defense support of civil authorities. Defense support of civil authorities replaces civil support as a task under decisive action. ADRP 3-0 expands the discussion of the foundations and tenets

of unified land operations, as well as the operational framework found in ADP 3-0. Additional changes in ADRP 3-0 from the now obsolete 2011 FM 3-0, Change 1, includes a discussion of the range of military operations replacing the spectrum of conflict as well as a discussion of information collection replacing intelligence, reconnaissance, and surveillance (known as ISR). These changes in ADRP 3-0 now better align Army doctrine with the joint discussion of the principles of joint operations. ADRP 3-0 remains generally consistent with the now obsolete 2011 FM 3-0, Change 1, on key topics while adopting updated terminology and concepts as necessary. These topics include the discussion of an operational environment and the operational and mission variables, as well as the discussions of unified action, law of land warfare, and combat power. As in the now obsolete 2011, FM 3-0, Change 1, mission command remains both a philosophy of command and a warfighting function. Finally, ADRP 3-0 maintains combined arms as the application of arms that multiplies Army forces' effectiveness in all operations. ADRP 3-0 contains four chapters: Chapter 1 shortens the discussion of the operational environment found on the now obsolete 2011 FM 3-0, Change 1, and emphasizes military operations. This chapter provides a framework of variables of an operational environment that shape their nature and affect outcomes. The chapter then discusses unified action and joint operations as well as land operations. Finally, this chapter discusses law of land warfare and combined arms. Chapter 2 introduces the Army's new operational concept of unified land operations. It discusses how commanders apply landpower as part of unified action to defeat the enemy on land and establish conditions that achieve the joint force commander's end state. Chapter 2 discusses how commanders demonstrate the Army's new core competencies of combined arms maneuver and wide area security conducted through decisive action. Chapter 3 discusses combat power and the warfighting functions used to generate combat power in support of unified land operations. As in the now obsolete 2011 FM 3-0, Change 1, chapter 3 discusses the eight elements of combat power that include the six warfighting functions with leadership and information. Lastly, it discusses how Army forces achieve combined arms through force tailoring, task organization, and mutual support. Chapter 4 discusses the elements of operational art and the meaning of operational art to Army forces. It elaborates on commanders and staffs applying the elements of operational art to understand, visualize, and describe how to establish conditions to achieve a desired end state. It discusses how operational art represents a creative approach to dealing with the direction of military forces and expresses an informed vision across the levels of war.

A miniatures wargame of gritty futuristic combat, Tomorrow's War projects the tactics and technology of today's military conflicts hundred's of years into the future. While robot drones, anti-gravity vehicles, and advanced battle-suit technology have changed the face of warfare, the essentials of combined-arms tactics have remained constant. Using the popular Force on Force rules as a basis, Ambush Alley Games has created the most realistic and tactically challenging science fiction wargame on the market. The rulebook includes a detailed optional 'future history' and a campaign system so that individual battles can be linked into an ongoing storyline.

Wargaming can be a very expensive hobby, but it needn't be. Iain Dickie, one of the best-known names in the hobby shares dozens of hints and tips on how to cut the cost of your gaming and get 'more bang for your buck'. He offers sound practical advice on

buying and building your armies (should you opt for metal, plastic, or even card, and in which scale?), gaming tables, terrain, buildings and even storage solutions. As well as purely financial constraints, Iain Dickie also recognizes the fact that available space is another major restriction for many gamers and tackles this issue too. Now you've got no excuse not to get wargaming!

This new compendium is the first volume in the Art of Tactics series, sponsored by the Department of Army Tactics, US Army Command and General Staff College. This collection examines various aspects of division-level operations, to include Fires, Wet Gap Crossings, and Consolidating Gains, as part of the Army's effort to refocus the force on large-scale combat against near peer and peer adversaries. In 1915, the Department of Military Art of the Army Service Schools at Fort Leavenworth, Kan., revised and published *Studies in Minor Tactics*. In the preface of this volume, Lt. Col. W. A. Holbrook, cavalry officer and senior instructor for the department, wrote: "It is believed this book will prove of great value to those officers seeking information as to the practical handling of small units in field operations, and of marked assistance to those preparing themselves for admission to The Army Service Schools." More than 100 years later, the Department of Army Tactics (DTAC) aspires to deliver a volume of similar value as our Army orients on largescale combat operations. In this inaugural contemporary compendium, several DTAC faculty members—representing both active-duty and retired Army officers—have put their ideas on paper to reinforce our emerging Operations doctrine and continue the professional discourse required to stimulate and improve our profession of arms. The chapters in this volume are intentionally focused on large-scale combat operations at the division level. While there was no specific guidance to address any particular warfighting function, most of the work is oriented on mission command or movement and maneuver. There is a nod to fires and intelligence, as well as the broader areas of leadership and information within the elements of combat power. All chapters adhere to the aim of contributing to our body of knowledge and assisting the force. A project of this type does not just happen, and I am grateful to the authors who chose to put themselves out there and to the many peers and colleagues who critically reviewed their work. I also wish to thank Dennis S. Burket, the current Gen. George S. Patton Jr. Chair of Tactical Studies, for his exceptional dedication to the quality and production of what we intend to be an ongoing publication from DTAC.

"The History and Theory of War Games throughout the United States and Internationally"--Provided by publisher.

This text explains and synthesizes the functioning and relationships of numerous Defense, Joint, and Army organizations, systems, and processes involved in the development and sustainment of trained and ready forces for the Combatant Commanders. It is designed to be used by the faculty and students at the U.S. Army War College (as well as other training and educational institutions) as they improve their knowledge and understanding of "How the Army Runs." We are proud of the value that senior commanders and staffs place in this text and are pleased to continue to provide this reference.

Sekigahara was the most decisive battle in Japanese history. Fought against the ritualised and colourful backdrop of Samurai life, it was the culmination of a long-standing power struggle between Tokugawa Ieyasu and Hashiba Hideyoshi, two of the most powerful men in Japan.

Armies of the two sides met on the plain of Sekigahara on 21 October 1600, in thick fog and deep mud. By the end of the day 40,000 heads had been taken and Ieyasu was master of Japan. Within three years the Emperor would grant him the title he sought – Shogun. This title describes the campaign leading up to this great battle and examines Sekigahara, including the forces and personalities of the two major sides and that of the turncoat Kobayakawa Hideaki. Volume 5, *Deep Maneuver: Historical Case Studies of Maneuver in Large-Scale Combat Operations*, presents eleven case studies from World War II through Operation Iraqi Freedom focusing on deep maneuver in terms of time, space and purpose. Deep operations require boldness and audacity, and yet carry an element of risk of overextension - especially in light of the independent factors of geography and weather that are ever-present. As a result, the case studies address not only successes, but also failure and shortfalls that result when conducting deep operations. The final two chapters address these considerations for future Deep Maneuver.

Between the First and Second World Wars, the U.S. Navy used the experience it had gained in battle to prepare for future wars through simulated conflicts, or war games, at the Naval War College. In *Playing War* John M. Lillard analyzes individual war games in detail, showing how players tested new tactics and doctrines, experimented with advanced technology, and transformed their approaches through these war games, learning lessons that would prepare them to make critical decisions in the years to come. Recent histories of the interwar period explore how the U.S. Navy digested the impact of World War I and prepared itself for World War II. However, most of these works overlook or dismiss the transformational quality of the War College war games and the central role they played in preparing the navy for war. To address that gap, *Playing War* details how the interwar navy projected itself into the future through simulated conflicts. *Playing War* recasts the reputation of the interwar War College as an agent of preparation and innovation and the war games as the instruments of that agency. Recreate the action and drama of 17th Century warfare on your tabletop with *The Pikeman's Lament*. Start by creating your Officer – is he a natural leader raised from the ranks, the youngest son of a noble family, or an old veteran who has seen too many battles? As you campaign, your Officer will win honour and gain promotion, acquiring traits that may help lead his men to victory. Before each skirmish, your Officer must raise his Company from a wide range of unit options – should he lean towards hard-hitting heavy cavalry or favour solid, defensively minded infantry? Companies are typically formed from 6–8 units, each made up of either 6 or 12 figures, and quick, decisive, and dramatic games are the order of the day. With core mechanics based on Daniel Mersey's popular *Lion Rampant* rules, *The Pikeman's Lament* captures the military flavour of the 17th Century, and allows you to recreate skirmishes and raids from conflicts such as the Thirty Years' War, the English Civil Wars, and the Great Northern War.

A RAND study analyzed Chinese and U.S. military capabilities in two scenarios (Taiwan and the Spratly Islands) from 1996 to 2017, finding that trends in most, but not all, areas run strongly against the United States. While U.S. aggregate power remains greater than China's, distance and geography affect outcomes. China is capable of challenging U.S. military dominance on its immediate periphery—and its reach is likely to grow in the years ahead. This United States Army manual, *Army Techniques Publication ATP 5-0.2-1 Staff Reference Guide Volume I Unclassified Resources* December 2020, provides staff members with a reference guide to assess, plan, prepare, and execute operations in large-scale combat operations. The guide provides a consolidated location for key planning tools and example techniques to help staff members perform their duties. Most of this guide's content is contained in other, more in-depth doctrinal publications, which are referenced within each topic. *Army Techniques Publication ATP 5-0.2-1 Staff Reference Guide Volume I Unclassified Resources* December 2020 is applicable to all members of the Army profession: leaders, Soldiers and

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Army Civilians. The principal audience are staff members serving on battalion, brigade, or division staffs. Trainers and educators throughout the Army will also use this publication.

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