

EuroWarGames

**The history, state and future
of professional and public
(war)gaming in Europe**

Edited by
Jan Heinemann,
Riccardo Masini
and Frédéric Serval



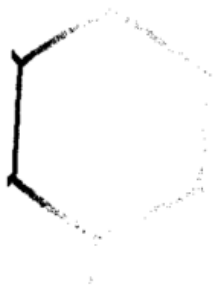
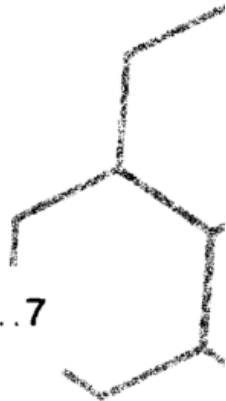


Table of Contents

Coming full circle, or “there and back again”: an introduction to the EuroWarGames project	7
---	----------

Jan Heinemann, Riccardo Masini and Fred Serval



THINKING ABOUT WARGAMES

Attack of the Hybrids! Wargames and Eurogames-derived mechanics	27
--	-----------

Riccardo Masini

Conceptions of War in three different Board Games: <i>Risk</i>, <i>Cruzada y Revolución</i> and <i>This War of Mine</i>	51
--	-----------

Daniela Kuschel

A digital humanities approach to European presence in historical wargames	71
--	-----------

Xavier Rubio-Campillo

The game of data	91
-------------------------------	-----------

Alfio Ferrara

Theater of Operations	115
------------------------------------	------------

Salvatore Santangelo

MAKING WARGAMES

Innovation and Inspiration in Contemporary Board Wargames	127
--	------------

Maurice Suckling

Analog Newsgames.....137

Brian Train

**Board design for business
and other non-military wargames 153**

Stéphane Goria

**Detail vs. Playability in board wargaming –
My personal experience.....175**

Andrea Angiolino

PLAYING WARGAMES

Corteo, a Very Countercultural Game.....199

Giaime Alonge and Riccardo Fassone

**What makes a wargame “historical” –
a case study of the Peloponnesian War 215**

Paul Hodson

Professional Wargaming in Hungary.....231

Zoltán Harangi-Tóth

Strike or not? 245

Lorenzo Nannetti

**Commercial Off the Shelf Wargames
and Professional Development 257**

Ranald Shepherd

Bellotas.....283

Volko Ruhnke

The new Risorgimento of the Italian Wargame.....301

Giuseppe Tamba