## Wargame Design - Vol.3 No.1-2



The most comprehensive Historical Simulation Game-System of the Napoleonic era, hands down. You might find game mechanics you prefer, but you won't find better history (and I don't mean orders of battle... that's easy); what these games give is a sense of the ACTUAL historical forces moving against one another: not just the men and horses and guns, but the whole engine of 19th C warfare.

-Christopher Moeller





The Series Continues
• The Coming Storm • The Last Success • Napoleon at Leipzig



Wargame Design Issue 1 and 2 of Volume 3

This double issue contains 40+ pages of useful information:

Issue Nr. 1

SPI: Fertile Ground for Future Development by

Rating: Not Rated Yet

Price £8.95

Ask a question about this product

Manufacturer OPERATIONAL STUDIES GROUP (OSG)

1 / 2

Description Wargame Design Issue 1 and 2 of Volume 3

This double issue contains 40+ pages of useful information:

## Issue Nr. 1

SPI: Fertile Ground for Future Development by Kevin Zucker What We Learned from Redmond: Wargame Graphics by Zucker and David Demko Design Analysis: Combat in the Library of Napoleonic Battles Tour Report: The German Campaigns, 2011.

## Issue Nr. 2

The Information War: Getting the Most from your Cossacks by Christopher Moeller Why I Love OSG's The Coming Storm by Mike Willner Myths of Wargaming by John Theissen Napoleon at the Crossroadds Spring Campaign by John Careklas OSG's Card Assisted Games: To Card or Not to Card Action Report: TLS Wagram by Mike Willner TLNB Advanced Rules by Jason Roach TLNB Updates, Questions & Answers ...and other stuff