

1. Record Nr.	UNINA9910797432603321
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Titolo	Wargaming scenarios : the Peninsular War 1808-1814 // Jon Sutherland and Diane Canwell
Pubbl/distr/stampa	Barnsley, South Yorkshire, [England] : , : Pen & Sword Military, , 2014 ©2014
ISBN	1-4738-3879-7 1-4738-3950-5
Descrizione fisica	1 online resource (192 p.)
Disciplina	793.92
Soggetti	War games Peninsular War, 1807-1814 - Simulation games
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	""Introduction""; ""Map of Peninsular War Battle""; ""Using the Scenarios""; ""Chapter 1 The Coming of the Peninsular War""; ""Chapter 2 Opening Moves""; ""Chapter 3 Portugal, Retreat and Counter Invasion""; ""Chapter 4 Wellington Takes the Offensive""; ""Chapter 5 Collapse and Defeat""; ""Chapter 6 Armies of the Peninsular War""; ""Chapter 7 The War in the Peninsula""; ""Chronology""; ""Further Reading""
Sommario/riassunto	The enjoyment of wargaming is greatly enhanced if the battles (games) are played within well thought-out scenarios. Instead of simply lining up evenly-matched armies and fighting to the death, the players can have realistic objectives (such as the capture of a vital piece of terrain or delaying a superior enemy to cover a retreat) and be confronted with more challenging tactical decisions. Devising such scenarios can take a lot of effort, and more critically, time, which is always in short supply. This book is designed to take the time and effort out of organising fascinating and challenging w