CONTENTS

	Acknowledgments page 1x
	Introduction 1 What is a wargame? 1 How are games and war related? 4 Why study wargames? 5
1	On animals and men 9
	Hunting, combat sports, and contact sports 9 Great fights, nothing fights 24 Combat of champions and single combat 37
2	Games and gladiators 54
	Origins and development 54 Games, crowds, and emperors 68 Decline, demise, and legacy 83
3	Trials by combat, tournaments, and duels 97
	A certain kind of justice 97 The rise and fall of the tournament 111 A question of honor 124
4	Battles, campaigns, wars, and politics 139
	From squares to hexes 139 By a throw of the dice 157 The hilt of the knife 173
5	From bloody games to bloodless wars 189
	Toil and sweat (but no blood) 189 The road to Fort Atari 204 Reenacting war 216
6	Enter the computer 230
	Present at creation 230 Onscreen war 244 Lost in virtual reality 256
	Lost in virtual reality 256

viii CONTENTS

7 The females of the species 270 To play or not to play Play and display

Men, women, and wargames

297

Conclusions: The mirrors and the mirrored 8 308

Index 322