16	Induction: The Military-Entertainment Complex and the Contemporary War Imaginary
48	1. From Battlezone to America's Army:
	The Defense Department and the Game Industry
82	2. Creating Repeat Consumers:
	Epic Realism and the Birth of the Wargame Franchise
	Windows
122	2.1. The Ludic Affordances of Special Forces
133	2.2. Franchise Game Business Models
148	2.3. The RMA in Contemporary Wargaming
158	3. Coming to a Screen Near You:
	The RMA and Affective Entertainment
202	4. Press X to Hack: Cyberwar and Videogames
	Window
210	4.1. The Narrative Affordances of Hackers
	and Cyberwarfare
230	Discharge: Counter-Wargaming in Spec Ops: The Line