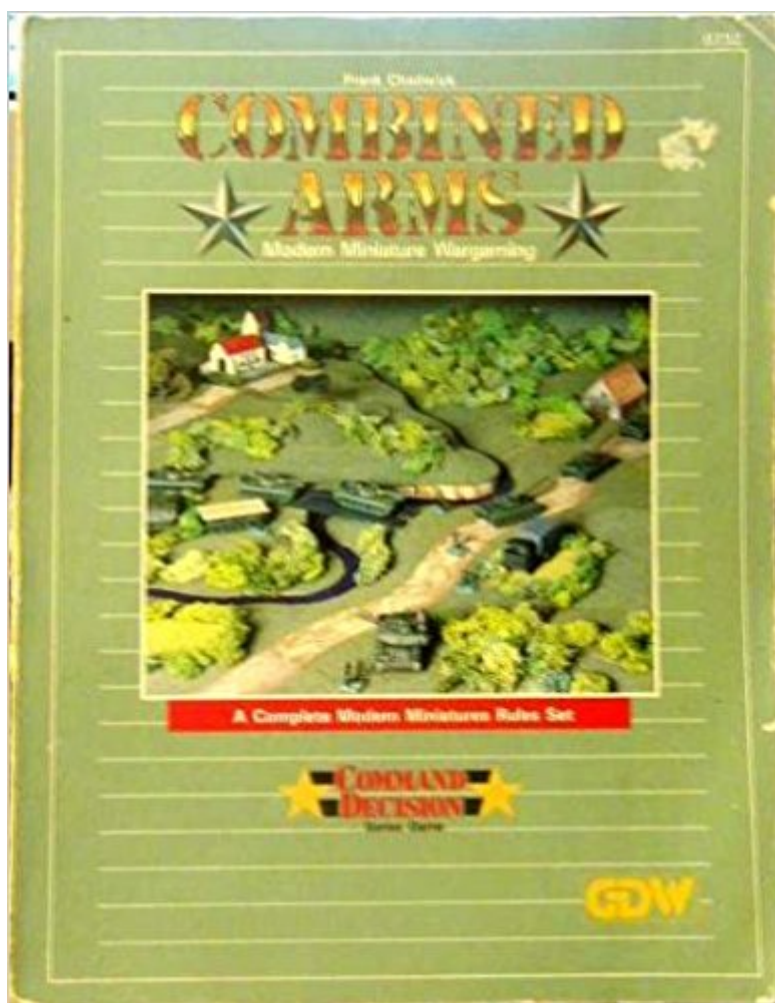


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Combined Arms: Modern Miniature Wargaming (Command Decision)



Synopsis

Modern combat is fast, furious, and deadly. Both NATO and the Warsaw Pact emphasize the value of mobility and firepower, and this doctrine is expressed in a vast and technologically sophisticated array of weapons. Laser range-finders, thermal sights, radar-seeking missiles, and counterbattery radar all add to the accelerated pace which is the trademark of modern combat. Combined Arms has been designed to portray the machines, the speed, and the confusion of the modern battlefield within a playable miniatures rules system. Based on the popular Command Decision rules for World War II miniatures wargaming, Combined Arms balances realism and accuracy with playability to produce a game that not only plays quickly, but also is fun to play. Combined Arms is designed for play at the operational level of combat and is played in real time. A premium is placed on command, and the game is designed to reflect the need for command control over a battlefield which is rapidly changing. Decisions need to be made quickly and accurately, or you can lose control of the battle.

Book Information

Paperback: 150 pages

Publisher: GDW (1988)

Language: English

ISBN-10: 0943580323

ISBN-13: 978-0943580326

Package Dimensions: 10.9 x 8.3 x 0.4 inches

Shipping Weight: 9.6 ounces

Average Customer Review: 4.0 out of 5 stars 1 customer review

Best Sellers Rank: #773,936 in Books (See Top 100 in Books) #141 in Books > Crafts, Hobbies & Home > Crafts & Hobbies > Toys & Models > Miniatures

Customer Reviews

Modern combat is fast, furious, and deadly. Both NATO and the Warsaw Pact emphasize the value of mobility and firepower, and this doctrine is expressed in a vast and technologically sophisticated array of weapons. Laser range-finders, thermal sights, radar-seeking missiles, and counterbattery radar all add to the accelerated pace which is the trademark of modern combat. Combined Arms has been designed to portray the machines, the speed, and the confusion of the modern battlefield within a playable miniatures rules system. Based on the popular Command Decision rules for World War II miniatures wargaming, Combined Arms balances realism and accuracy with playability to produce a game that not only plays quickly, but also is fun to play. Combined Arms is designed for

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I first picked up the "Combined Arms" rules set by GDW just after leaving the military. One of my last military assignments was as an instructor of platoon-level tactics at the US Army Armor School, so I already had some experience with professional firepower-driven command and control simulations (which also used 1:285 scale miniatures in the "Dunn-Kempf" system). I can say without reservation that if your interest is in gaming a fast-moving tactical/operational simulation emphasizing command & control decision-making, this rules set is for you (whether as an amateur or "professional"). I feel the Combat Results Tables (CRTs) make for a much more dynamic simulation than that used by the USAARMS. They give you the opportunity to game-out specific tactical operations (assault river crossing, defense-in-depth, etc.) prior to attending the Command & Staff College or simulating the recreation of historical events of battalion/brigade/division size for the average wargamer, which are usually documented at a battalion or above level. If your interest is in platoon/company level simulations with a command of up to 14 tanks/IFV's, these rules sets are not for you. The only reason I don't rate "Combined Arms" a 5 is because it omits any tables or organization information for the Arab-Israeli conflicts of 1967-1982, which heavily influenced the "Air/Land Battle" concept which became US doctrine for the Gulf War. "Combined Arms" are some of the best miniature rules I have ever used. Put these rules back in print!

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