

Wargaming



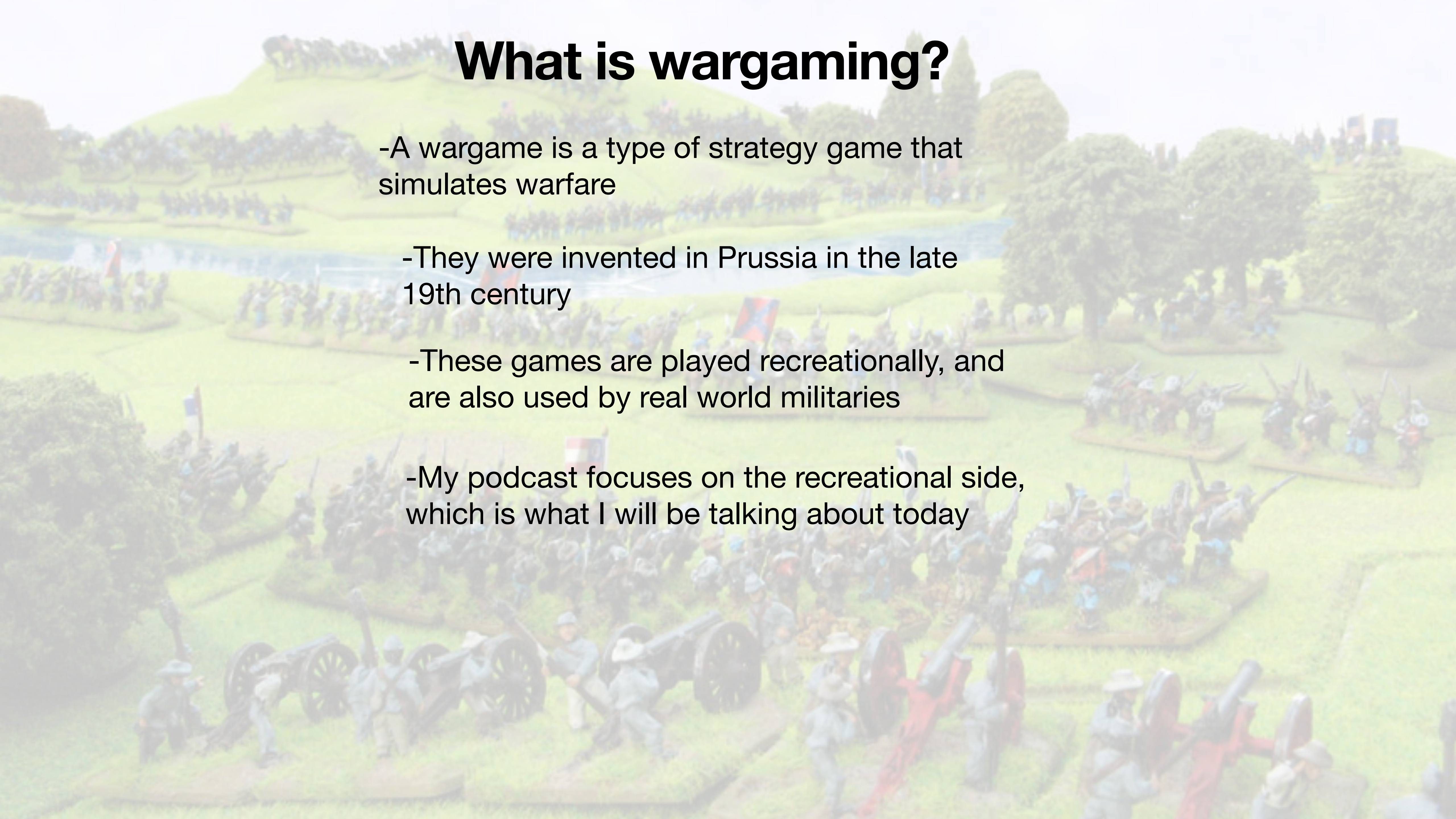
What is wargaming?

-A wargame is a type of strategy game that simulates warfare

-They were invented in Prussia in the late 19th century

-These games are played recreationally, and are also used by real world militaries

-My podcast focuses on the recreational side, which is what I will be talking about today



1950s

- After the war, recreational wargaming emerged as a very niche hobby
- Members of the community had a very hard time finding one another
- Most games at the time were self published by wargaming enthusiasts
- Charles S. Roberts self published his game “Tactics” in 1954
- “Tactics” was the first ever commercially successful recreational wargame



Modern day



-Nowadays, there are countless game systems to choose from

-Most wargames use high quality miniatures to represent game characters

-Games lean more into story and background

-Rules are streamlined and easy to play

-Companies making these games continue to make huge profits



What changed?

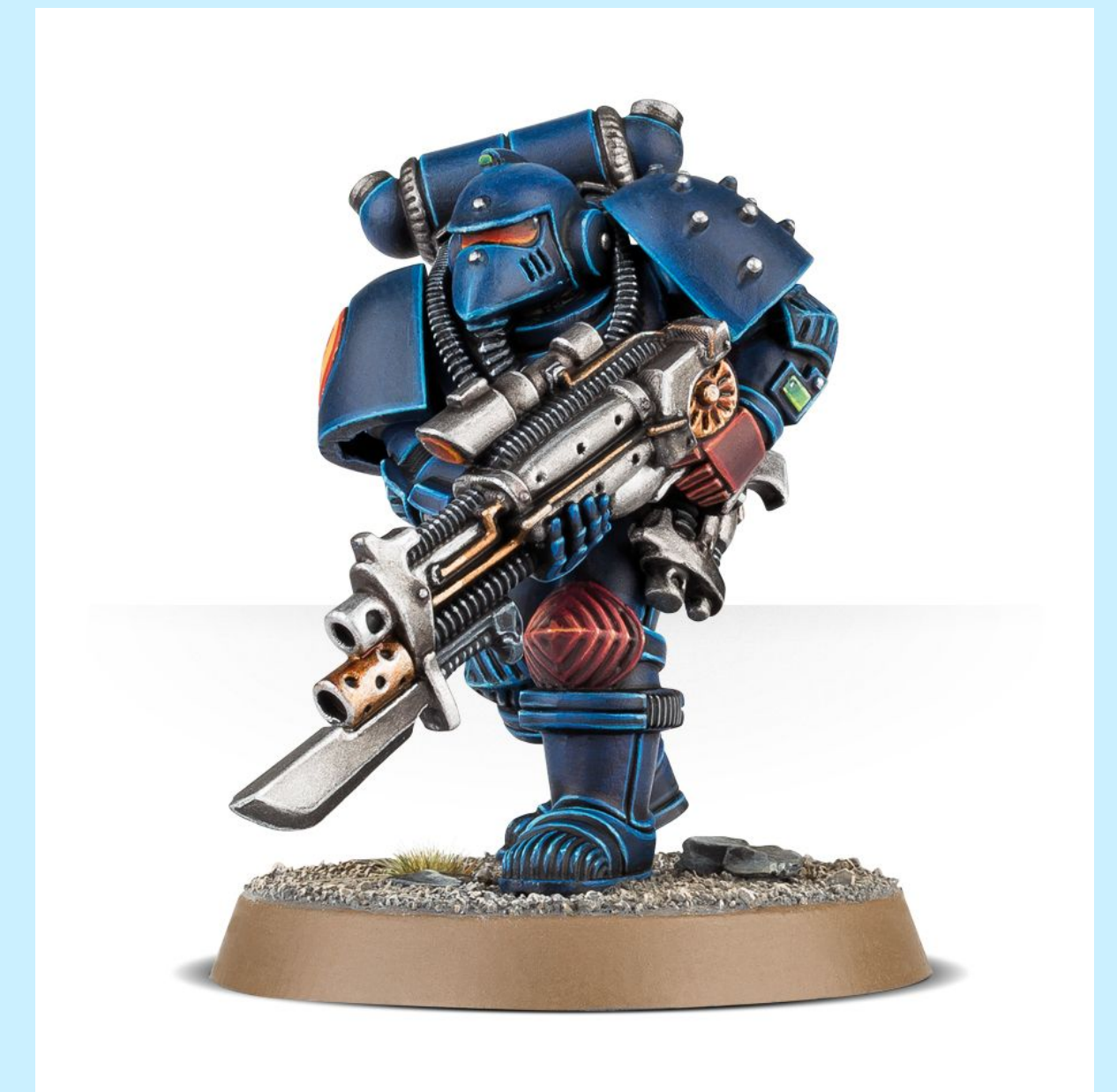
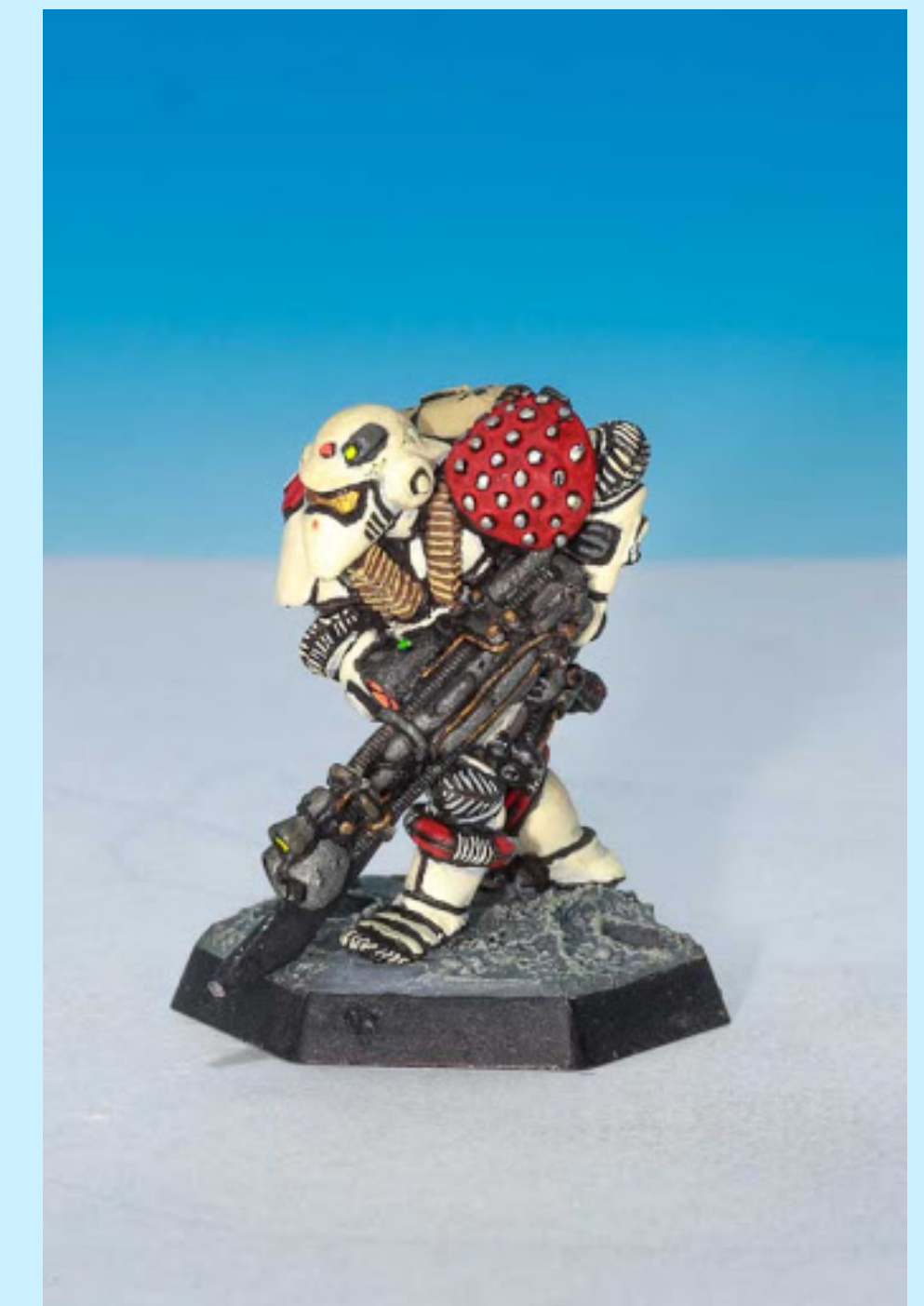
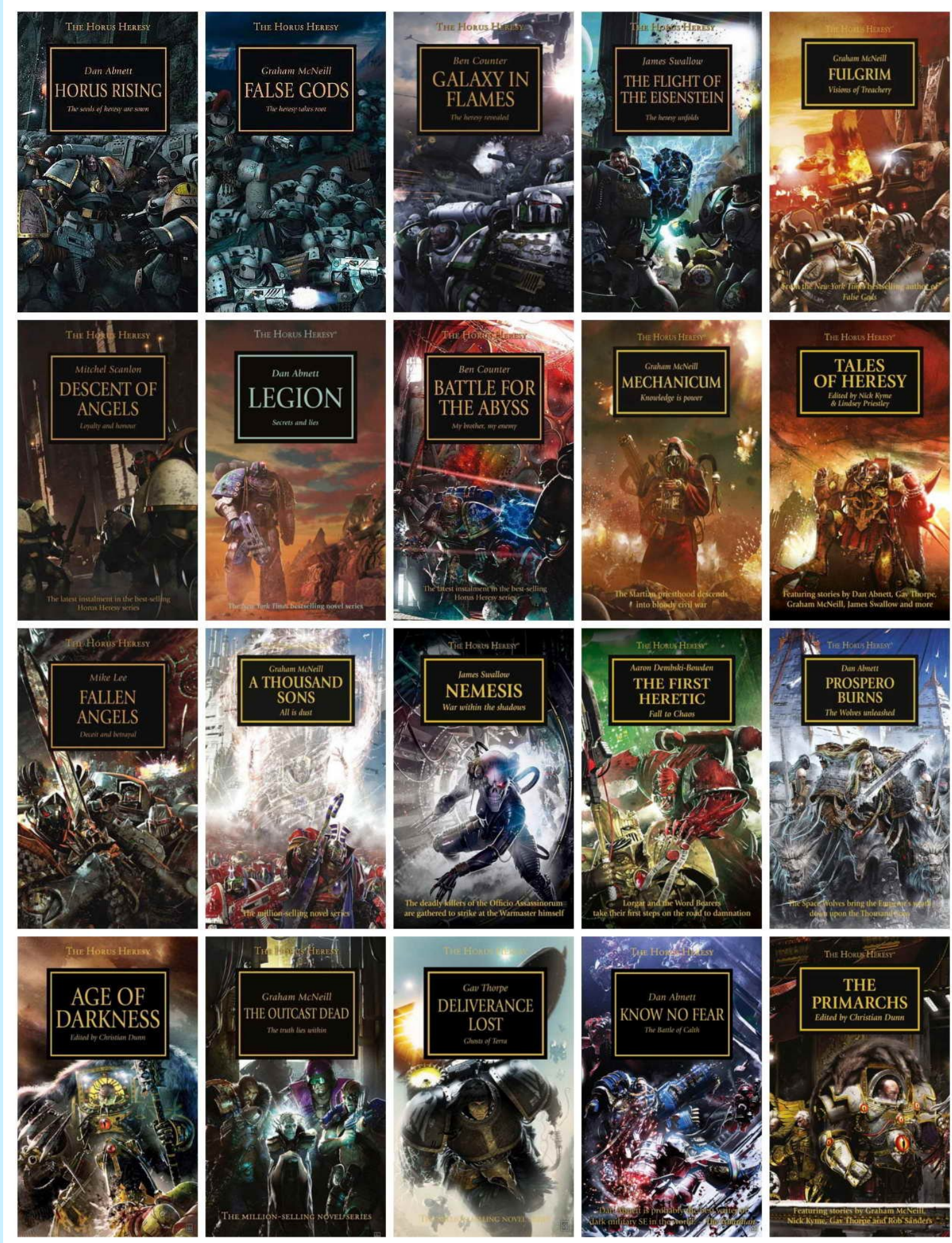
-Technology: It is easier to produce high quality miniatures and games pieces

-Miniatures: Building and painting an army has become nearly as big as playing the game

-Audience: Games now targeted for nearly all ages

-Rules: Previously targeted to nerds, now easier to understand and play

-Story: Games now sell a story as well as a game, whether it be fictional, or an actual historical background



What stayed the same?

-The premise of war, tactics, and battles is still and will remain a constant part of wargaming

-Basic rules first put forward in games like "Tactics" are still used today, for example the element of chance with dice and keeping it to a minimum.

-The wargaming community has kept the spirit of having fun and being welcoming to newcomers, which has helped with the growth of the hobby





The End