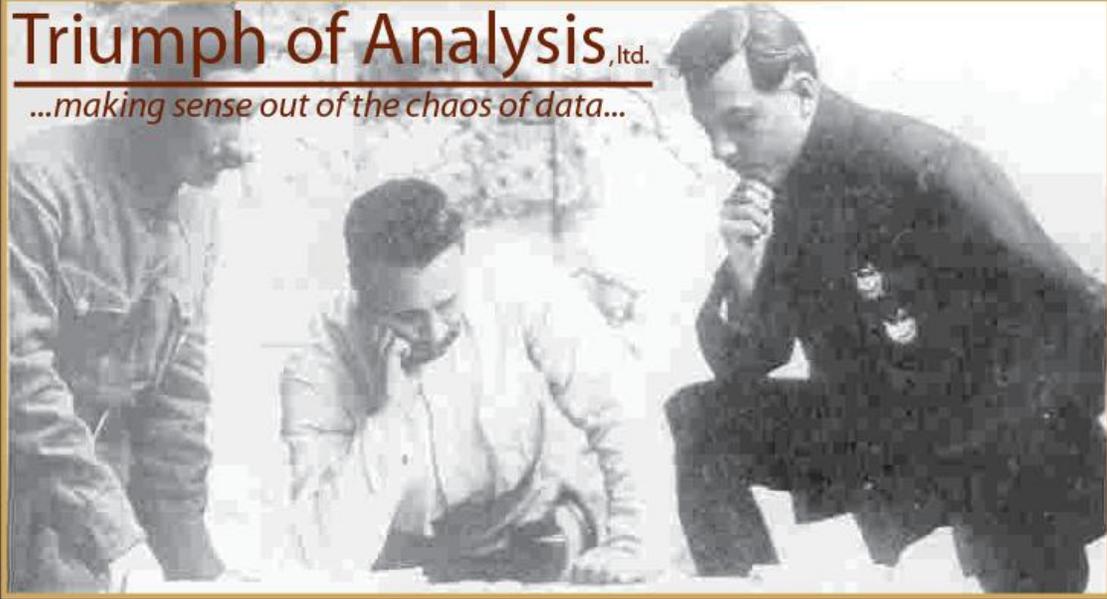


Triumph of Analysis^{,ltd.}

...making sense out of the chaos of data...



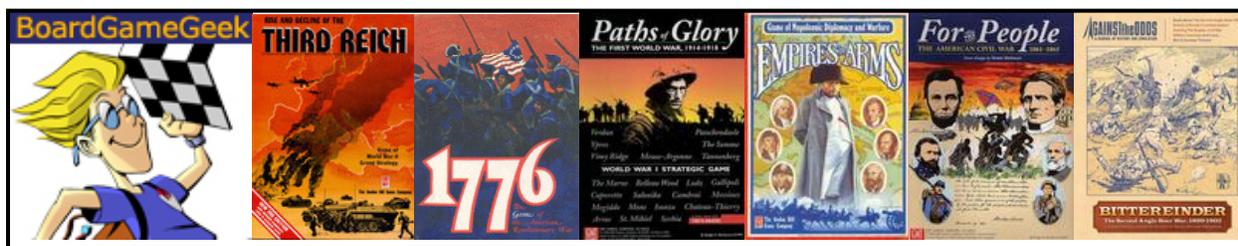
**Card Sharks, Blockheads, Reemed Euroweenies, Plastic Men
and Old Guard Hex and Potatoes Gamers; An Analysis of the Top
Historical Strategy Simulations ("Wargames") from 1958 through 2008 Utilizing
the Boardgame Geek Database**

June 12, 2008



by Herr Dr

v1.0



Card Sharks, Blockheads, Redeemed Euroweenies, Plastic Men and Old Guard Hex and Potatoes: An Analysis of the Top Wargames from 1958 through 2008 Utilizing the BGG Database.....June 12, 2008 by Herr Dr

Background

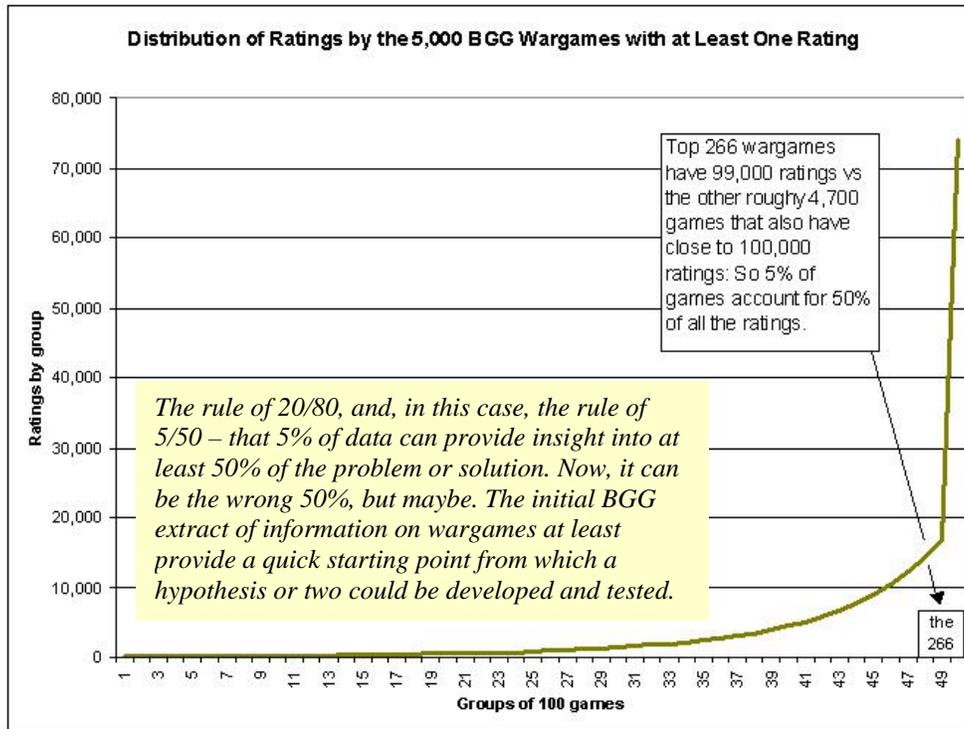
I recently stumbled across a June 7th post on the ATO Consimworld discussion board by Stephen Rawlings. He stated that the American Civil War, as a topic for historical strategy games (“wargames”), had dropped off a cliff. I wondered if that was true and what other wargame trends may exist. I turned to BoardGameGeek (BGG) www.boardgamegeek.com, an outstanding online resource for those interested in gaming. BGG contains a database of about every boardgame ever published. Any bloke can post a game in the database. And, anyone can rate a game on a variety of factors – so, thousands of games and an ocean of data. Of course, the data is only as good (representative) of those inputting that data. A subset of the boardgame database are wargames and a subset of the BGG audience are wargamers. Nipped by the curiosity bug, I quickly developed a database (referred to as the TOA {Triumph of Analysis} Database in this article), utilizing the BGG data, to gain some insight regarding wargaming trends. This article summarizes some of the key findings of that initial manic effort.

Methodology

I sorted the BGG database for every wargame (historical strategy game with a map, cards, dice and counters) possessing at least 100 game ratings. What’s a rating? Any individual can log on to BGG and rate a game from 1 (horrible) to 10 (outstanding). Rationale for a cutoff of 100 ratings:

- **A nice round number**
- **Manageable:** The initial data extract generated about 340 wargames
- **Sample size:** A belief that extract represented roughly 5% of all wargames ever published; I’d guess there have been about 5,000 > 6,000 wargames published (4,800 listed with at least 1 rating in the BGG database... roughly an average of 100/year since Tactics II published in 1958)
- **Half of the ratings universe:** There were roughly about 200,000 ratings for wargames in the BGG database (“wargames” that have at least 1 rating) and this group of wargames has almost 100,000. So, while the sample size only represents 5% of titles, it accounts for 50% of the ratings.
- **Survived initial giggle test:** After reviewing extract of 340 wargames, the vast majority of the usual suspects were accounted for: (ASL, 3R, WIF, etc).

So, the next step was to turn the extract into a relatively clean database I accomplished that by consolidating some title (expansions), showing the exit to games that weren’t really wargames (well, per my definition), etc. That shortened the list from 340 to 266 wargames.



We got issues, maybe.

Of course, there are **MANY** potential issues with the data including:

- Are the individuals that rate these wargames representative of wargamers in general?
- Is this particular snapshot (June 8, 2008) representative?
- What about the effect of newer games potentially getting higher ratings (“grade inflation”)?
- Older games don’t show as much leg as newer titles (less sexy designs by today’s standards), so, they probably don’t receive as many ratings now
- ...and many more issues

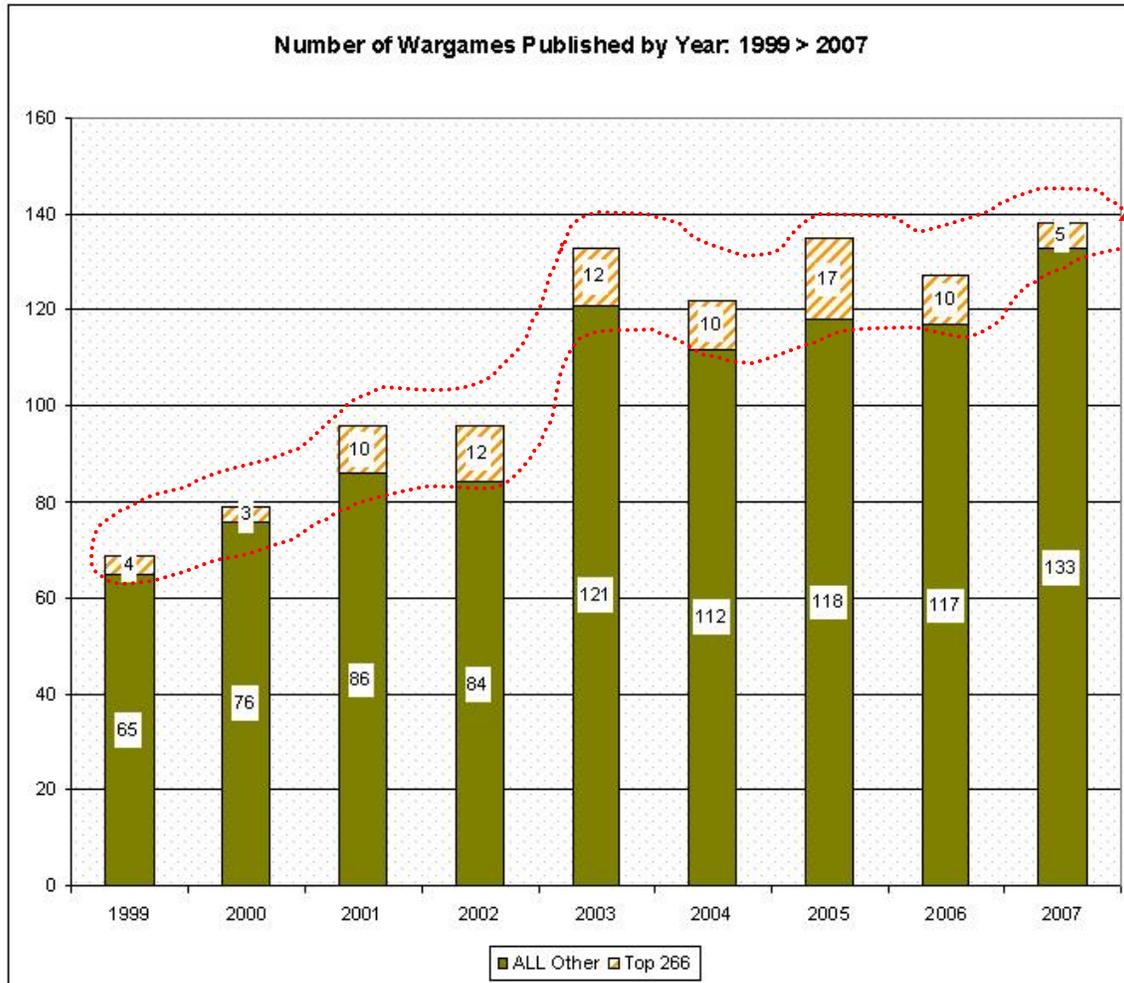
However, BGG is THE database for trying to obtain some basic trend information regarding wargames. Note to the wargame game companies: get a key statistics clearinghouse. Imagine if the statistics contain within actually included sales of games verses the ratings utilized. More on that later... A few last notes before presenting some of the key findings:

- **“Top wargame”** is defined as a wargame having 100 BGG ratings as of June 8, 2008. Full stop. **“Top wargame” has no other meaning for purposes of this article.**
- I’ve supplemented the BGG information for each game with additional data (ex: # of consimworld messages)

I then began to post a few charts on the ATO discussion board on www.consimworld.com. That generated discussion. I then decided to develop this report and had some fun “branding” the database of the Top 266 wargames: **The TOA Database**. Hopefully, some enterprising soul will expand on this analysis. Or not.

Proper Context

The 266 Top Wargames contained in the **TOA Database** are the tip of the iceberg. Approximately 125 wargames are turned out a year (I did some pruning of the list available at the hobby's library, www.grognard.com). This flood of content, its depth and the diversity of subjects is **THE** great strength of the hobby. Whether these Top 5% of wargames represent 1%, 5% or 50% of playing time/sales/buzz, who knows? (I'd place my bet on the 50% horse).



...and a word from our sponsor.

When I thought about preparing this piece, I contemplated submitting it to one of the trade rags for publication. Or, perhaps waiting until I had more material (other information about our wargame co-op) and then developing a small “state of the wargame hobby” publication. But, why wait? And, I'm in the middle of designing a new wargame beast on the Spanish Civil War – so no bandwidth. So, I decided to make it available to the hobby as is. Think of it as shareware; if you enjoy it or get some utility out of the analysis, drop me a few quid via paypal and it will pay for a few t-shirts for the next WAM convention (www.wamconvention.com) in January, 2009. You can find me on consimworld.com. Or, I have been known to lift a pint or two at the industry's best gaming con, WBC (www.boardgamers.org) and I'll buy you a beer if you have some pithy insights into what this data means. Regardless, enjoy the analysis.

Introduction

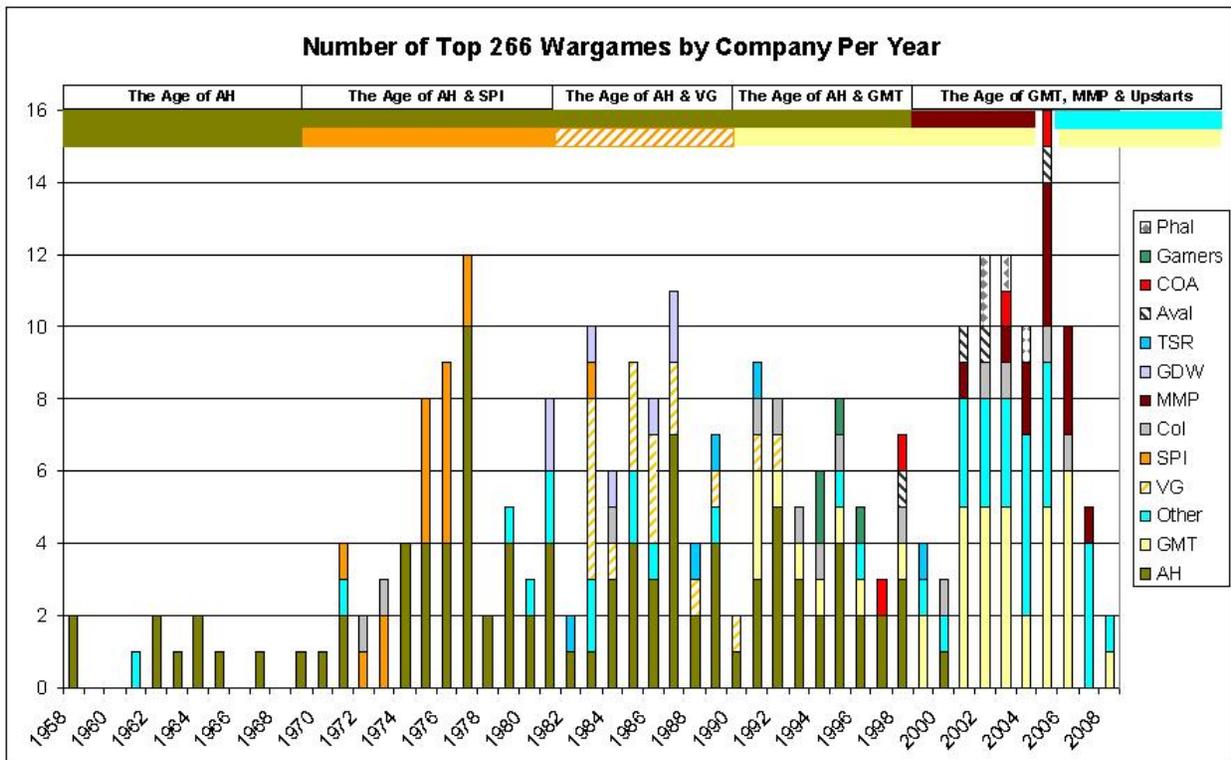


How good are the BGG ratings? Any system that allows anyone to vote regarding the quality of an item has its strengths and weaknesses. No need to rehash them here. Suffice to say, I ran a number of correlations on the metrics. Here are a few of those values:

- Rating & Weight: .42
- Rating & Year: .48
- # of Ratings and Year: .07
- # of Ratings & Weight: -.11

For example, rating of a game (how good) and its weight (complexity) are 42% positively correlated; no surprise given that we are discussing the Top wargames.

My hobby began with Avalon Hill. My first wargame was Panzerblitz, purchased at a Sears store a full head of hair ago with money from my newspaper route. Then I stumbled across a flyer from SPI – oh my. When I first compiled the TOA Database, one of the first “cross-tabs” I performed was to examine the wargames by company and by year to determine if it remotely reflected my picture of wargaming. The chart below summarizes that analysis. It seems to match conventional wisdom (*Is that good or bad?*); that wargaming began with Avalon Hill, then was jointly ruled from both Baltimore and SPI-land, witnessed the demise of SPI and the emergence of Victory Games, endured some tough times until the welcomed emergence of GMT and finally entered a second golden age of wargaming with GMT, MMP, a number of smaller bulwarks (ex COA) and some exciting new upstarts. So, the TOA Database survived my initial giggle test.



The next two stress tests: topic and tribe...

Are the Fellas all Here?

| Summary of Analysis of BGG Database Regarding "Top" 266 Wargames - June 8, 2008 | | | | | | | | | | | | |
|---|-------------------|-------------|---------------|-------------|------------------------------|-----------|----------------|-----------|-------------|-----------|------------|-----------|
| Subject | Titles | % of tot | # of | | Games with High # of Ratings | | | | Heavy | | | |
| | | | Ratings | % of tot | Rate/Title | 1000+ | % of titles | 300+ | % of titles | Weight | % Hvy | |
| American Civil War | 23 | 9% | 6,043 | 6% | 263 | 1 | 4% | 4 | 17% | 5 | 22% | |
| Ancients | 19 | 7% | 7,474 | 8% | 393 | 2 | 11% | 5 | 26% | 6 | 32% | |
| American Revolutionary War | 6 | 2% | 1,518 | 2% | 253 | 0 | 0% | 2 | 33% | 0 | 0% | |
| All Other Topics | 23 | 9% | 8,929 | 9% | 388 | 2 | 9% | 7 | 30% | 4 | 17% | |
| Modern | 34 | 13% | 8,329 | 8% | 245 | 1 | 3% | 2 | 6% | 14 | 41% | |
| Napoleonic | 19 | 7% | 5,778 | 6% | 304 | 0 | 0% | 8 | 42% | 6 | 32% | |
| WW 1 | 12 | 5% | 7,754 | 8% | 646 | 3 | 25% | 4 | 33% | 3 | 25% | |
| WW 2 | 130 | 49% | 53,294 | 54% | 410 | 8 | 6% | 38 | 29% | 56 | 43% | |
| TOTAL | 266 | 100% | 99,119 | 100% | 373 | 17 | 6% | 70 | 26% | 94 | 35% | |
| Subject | Charles S Roberts | | Scale/Type | | | | When Published | | | | | |
| | Winners | Nominees | Strat | Oper | Tac | Nav | Air | Before | 1980's | 1990's | 2000>4 | 2005 + |
| American Civil War | 4 | 9 | 7 | 8 | 7 | 1 | | 6 | 3 | 11 | 3 | 0 |
| Ancients | 3 | 8 | 10 | 4 | 5 | | | 3 | 2 | 7 | 4 | 3 |
| American Revolutionary War | 0 | 3 | 3 | 2 | 1 | | | 1 | | 2 | 2 | 1 |
| All Other Topics | 2 | 6 | 19 | | 4 | | | 6 | 2 | 3 | 8 | 4 |
| Modern | 9 | 16 | 5 | 5 | 7 | 9 | 8 | 2 | 21 | 5 | 4 | 2 |
| Napoleonic | 3 | 6 | 6 | 10 | | 3 | | 7 | 2 | 2 | 4 | 4 |
| WW 1 | 1 | 4 | 5 | 2 | | 1 | 4 | 3 | 3 | 1 | 4 | 1 |
| WW 2 | 15 | 47 | 26 | 35 | 42 | 11 | 16 | 31 | 35 | 25 | 20 | 19 |
| TOTAL | 37 | 99 | 81 | 66 | 66 | 25 | 28 | 59 | 68 | 56 | 49 | 34 |

Note: Top is ONLY defined as those wargames having 100 or more BGG ratings (rating a game great/poor on a scale of 1 to 10)

After compiling the chart above, it was beginning to not only look like a duck, but quack and walk like one also. Mark Herman, among others, feels that WW2 accounts for 50% of the hobby. Completely by chance, the titles split 130 WW2 and 136 non-WW2. In terms of ratings (again, a rating is anyone one rating by an individual of a game on a scale of 1 {an abomination} to 10 {the ceiling of the Sistine Chapel}), about a 53k/46k split WW2/non-WW2. So, we're dangerously close to the 50/50 split. Another indicator: CSR Awards 15/22 WW2/non and CSR Nominations 47/42 WW2/non. Does it represent the tribes within the wargame hobby?



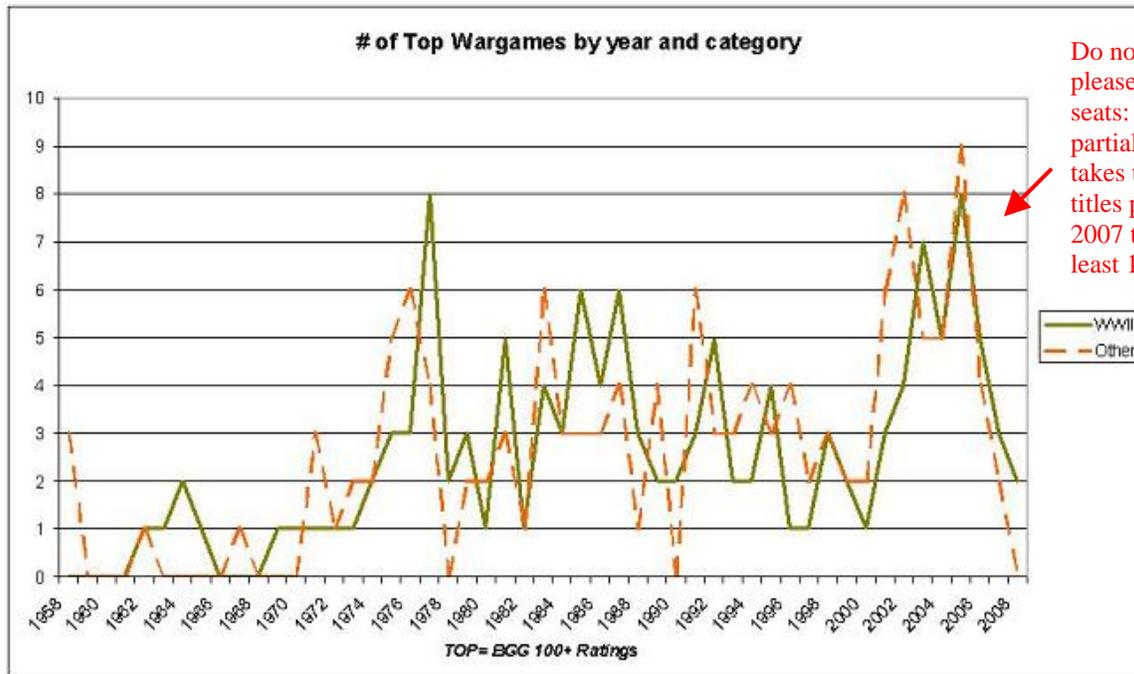
"The Fellas"

It appears all the nutcases are here; nutcases defined as boardgame wargamers. Interesting that the "hex" genre ratings account for roughly 1/2 of the wargame universe. An upcoming chart shows how that percentage has dramatically evolved; from a 100% to a **significantly** less percentage...keep reading. Also of note, check out the consimworld.com message levels for CDWs (Card Driven Wargames); quite a buzz. And, that about 70% of the CDW titles have been nominated for CSR awards.

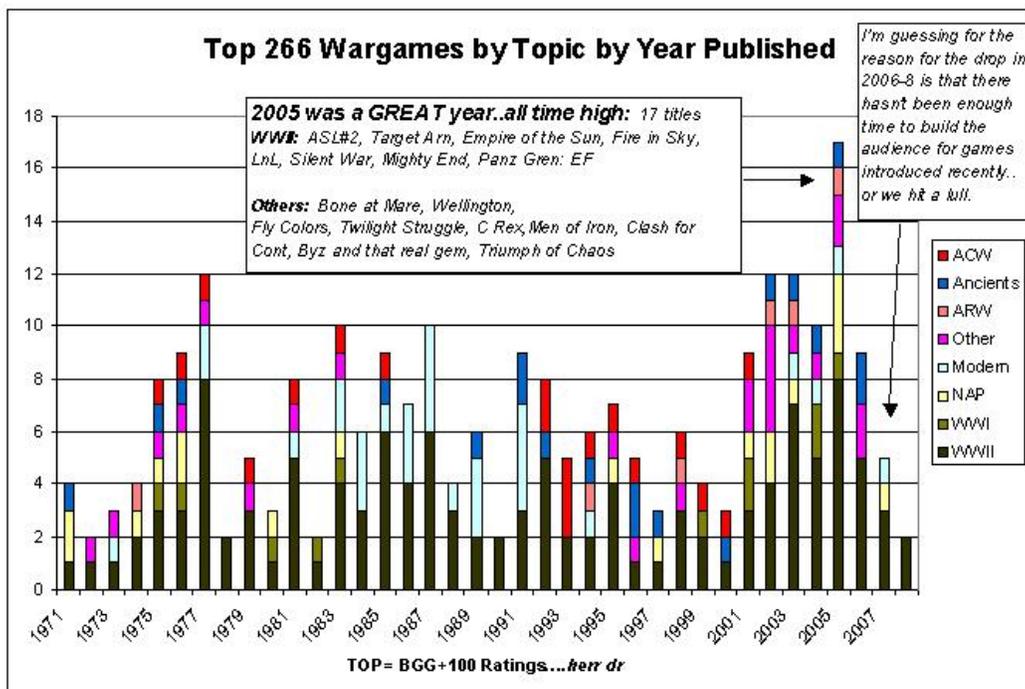
| Card Sharks, Blockheads, The Euroweenie Converted, Plastic Men and Old Guard Hex and Potatoes Genres | | | | | | | | | | | |
|--|-------------|------------|------------|------------|-------------|---------------|-------------|------------|--------|-----------|------------|
| | Weighted | Game | BGG | # of | % | # of BGG | % | Ratings | | CSR Nom | CSR/ |
| | Year | Weight | Rating | Games | | Ratings | | Game | Consim | | Game |
| CDW | 2001 | 3.4 | 7.9 | 16 | 6% | 9,668 | 10% | 604 | 15 | 11 | 69% |
| Block | 1999 | 3.0 | 7.7 | 19 | 7% | 8,100 | 8% | 426 | 4 | 8 | 42% |
| Wood | 2003 | 3.3 | 7.6 | 5 | 2% | 3,344 | 3% | 669 | 1 | 2 | 40% |
| Card | 1999 | 2.2 | 7.2 | 20 | 8% | 10,712 | 11% | 536 | | 4 | 20% |
| Plastic | 1994 | 2.6 | 7.1 | 12 | 5% | 22,758 | 23% | 1,897 | 1 | 2 | 17% |
| Hex | 1985 | 3.3 | 7.0 | 194 | 73% | 44,338 | 45% | 229 | | 72 | 37% |
| Total/Weighted Avg | 1992 | 3.0 | 7.2 | 266 | 100% | 98,920 | 100% | 372 | | 99 | 37% |

Note: Consim = Messages per Rating, CSR Nom = # of Games Nominated for CSR Award

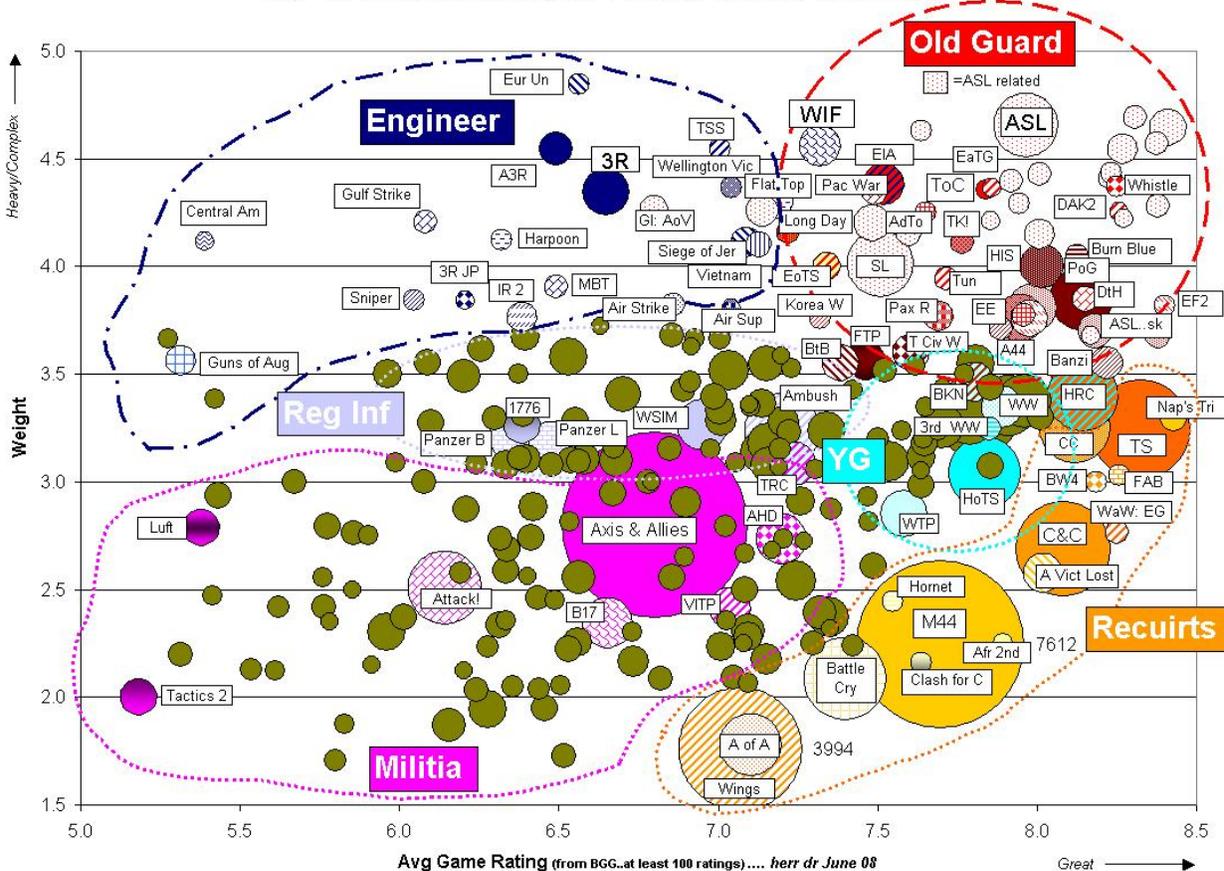
Note: There are a few data blemishes, as this was a work in progress. But, the differences in the data here fall within the "noise" range.



The chart above also demonstrates the 50/50 WW2/non-WW2 split. It is quite amazing how the number of titles introduced each year in both broad categories is relatively the same. And read the note in red above: the dramatic fall off in 2007 & 2008 may NOT represent a drop off in the industry, but rather partial results and “it takes time to build an audience” effects. So, no need to jump out a window quite yet.



Top 266 Wargames: Weight vs Rating, Sized by # of Ratings



Game Clusters... Warning: not for the faint hearted. And, please, no negative vibes.



Another way to stress the data is to see how games “cluster”. Cluster analysis, for those of you that are unfamiliar with the methodology, it is simply a way to “clump things” so that they make sense. Best case, one gains some insight into a subject. But, (cue broken record) the analysis is only as good as the data one is “clumping”. The chart above represents all 266 games matched against weight (a proxy for game complexity and/or required decision depth) versus the average rating for the game (*i.e. Do gamers love it or hate the beast?*).

Each circle represents the ratings for one game and the circles are sized by the number of ratings that particular title has captured in the BGG database (Axis and Allies has the largest circle since it has the most ratings). There are roughly six clumps/groups or clusters of games:

Old Guard (OG): Highly complex and highly ranked games that have developed a rabid following. Advanced Squad Leader, Empire in Arms and World in Flames are present, along with the newer titles of Paths of Glory, DAK2, Enemy at the Gates, Here I Stand, Europe Engulfed, Pax Romana, Empire of the Sun and Triumph of Chaos among others. In fact, when you toss in a few titles that lie just outside the arbitrary boundaries, For the People and Barbarossa

to Berlin in particular, one sees a “turning over” of the guard; from pure hex and potatoes to Card Driven Wargames (CDWs).

Young Guard (YG): A sweet spot combination of complexity (in the same ballpark, but not nearly as complex as the Old Guard games) and playability. The line between Young Guard and Recruit games is not clear or clean. “Young” does necessarily mean more recent games, but rather games that do not contain quite the amount of “seasoning” (read flavor, dreaded chrome and/or complexity) as their Old Guard counterparts. Hits such as We the People, Hammer of the Scots, Wilderness War and Breakout Normandy categorize this cluster. It appears that designers in this category sacrificed some chrome/complexity/etc for shorter playing time games.

Recruits: These games are much lower in complexity, much higher in accessibility and excel at enlisting new wargame recruits. Titles include Twilight Struggle, Command and Colors and Memoir '44. There was actually a very recent BGG Geeklist, or cautionary tale depending upon your perspective, (28,480 titled “*The Road to Hell is Paved with Wargames*”) that mentions most of the Recruit games that ensnared one poor soul.

Engineers: Older, highly complex games that appear to not have large cult followings as Old Guard games. Engineers tend to be more specialized about a topic than OGs.

Regular Infantry: Sort of the lunch box, bunts and singles category of wargames. Some golden oldies here including Panzerblitz, Panzerleader, WS&IM and 1776 among others; the resting grounds for the classics.

Militia: Games that yesterday probably occupied other categories. Their ratings may be lower since they are no longer the newest kid on the block. They are also significantly lighter than the other game clusters.

So, six clusters for 266 wargames. Do the clusters make sense? After plotting out the games (see chart page 8), I utilized color to differentiate clusters titles (common colors for games with the same characteristics). You’ll notice a lot of green blobs; those are games, but I didn’t bother identifying them otherwise nothing would jump out. I then hit the TOA Database and generating statistics regarding the six clusters. Following is a summary of those data runs:

| Top 266 Wargame Game Clusters | | | | | | | | | | | | |
|-------------------------------|------------|----------|-------------|----------|---------------|------------|------------|----------|------------|------------|------------|------------|
| Cluster | # of Games | % of all | #of Ratings | % of all | ratings/ game | Avg Weight | Avg Rating | Avg Year | Max Rating | Min Rating | Max Weight | Min Weight |
| Old Guard | 60 | 23% | 16,684 | 17% | 278 | 4.0 | 7.8 | 1992 | 8.7 | 7.1 | 4.7 | 3.5 |
| Young Guard | 18 | 7% | 3,332 | 3% | 185 | 3.1 | 7.6 | 1998 | 8.2 | 7.2 | 3.4 | 2.8 |
| Recruit | 28 | 11% | 32,034 | 32% | 1144 | 2.6 | 7.7 | 2002 | 8.4 | 7.1 | 3.4 | 1.8 |
| Engineer | 16 | 6% | 2,971 | 3% | 186 | 4.2 | 6.4 | 1983 | 7.0 | 4.8 | 4.8 | 3.8 |
| Regulars | 57 | 21% | 15,615 | 16% | 274 | 3.3 | 6.8 | 1985 | 7.6 | 5.3 | 3.7 | 2.9 |
| Militia | 87 | 33% | 28,248 | 29% | 325 | 2.6 | 6.5 | 1984 | 7.3 | 3.7 | 3.1 | 1.3 |

So, what’s it mean? Having reviewed the Old Guard games, they are the cornerstones of the wargaming hobby: they have tournaments, massive message traffic on Consimworld, have snared quite a few CSR nominations/awards, etc. I’ve included a list of those games below; essentially hardcore wargamers’ wargames. This does not necessarily mean that are difficult to learn to play, just very difficult to learn to play well (which is why we dig them). Chess is a ridiculously predictable and easy game by comparison – where even a lowly computer can win.

Young Guard games are more accessible than the OG brethren, but at the sacrifice of some flavor (“chrome”) and history; hey, that’s THE design tradeoff in wargames. The Recruit games are what the name implies; a great bunch of games for recruiting new wargamers. Regarding games within the Regular, Militia and Engineer clusters, each has still received over 100 ratings – thus putting them in this “Top” group of wargames – and many are industry classics.

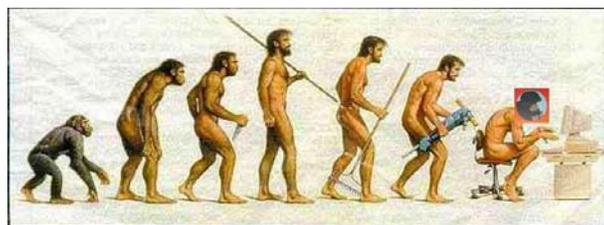
So, yes, the clusters make sense. I plan to do more extensive analysis of them in the future. Something else about the game clusters and some outstanding analysis performed by Matthew Grey of BGG fame.

Mr.Grey’s analysis (see geeklists 18,879, 18,977 and 18,390) clusters the 3,500 BGG gamers who have completed Top Ten lists of their favorite games. Mr. Grey has developed clusters of 3, 5 and 9 player segments. Below is a chart of the cluster analysis for 5 player segments:

| M. Grey's Cluster Analysis of BGG Gamers | | | | | | | |
|--|-------------------------|---------------------------|----------------------------------|--|------|----------------------------|------|
| Cluster | Euro-1: Core Eurogamers | Euro-2: Family Eurogamers | Euro-3: Heavy/Complex Eurogamers | Ameri-1: Amerigamers (aka "Ameritrashers") | | Ameri-2: Wargamers | |
| % of BGG | 52% | 19% | 13% | 10% | | 6% | |
| (see note 1) | Puerto Rico | BattleLore | Euphrat & Tigris | Battle Lore | 2006 | Advanced Squad leader | 1985 |
| Games most associated with the cluster | Caylus | Carcassonne | Die Macher | War of the Ring | 2004 | Hannibal: Rome v. Carthage | 1996 |
| | Power Grid | Settlers of Catan | Age of Steam | Command & Colors Ancients | 2006 | Up Front | 1983 |
| | Princes of Florence | Ticket To Ride | El Grande | Twilight Imperium 3e | 2005 | Triumph of Chaos | 2005 |
| | El Grande | Ticket to Ride Europe | Ra | Memor '44 | 2004 | Bitter Woods | 1998 |
| | Tigris & Euphrates | Memor '44 | Yinsh | East Front | 1985 | Paths of Glory | 1999 |
| | Die Macher | Lost Cities | BattleLore | Twilight Struggle | 2005 | Twilight Struggle | 2005 |
| | Goa | Power Grid | Twilight Struggle | Fury of Dracula | 2006 | Here I Stand | 2006 |
| | Age of Steam | Ra | Crokinole | Battlestations | 2004 | ASL Starter Kit #2 | 2005 |
| | Ra | Ticket To Ride Marklin | Command & Colors Ancients | Up Front | 1983 | Die Macher | 1986 |

Note: Games listed as those most likely to appear in the members of that cluster's Top Ten Lists (about 3,500 people have completed these)
 Games in Red are contained in the Top 266 Wargame data set
 Date is the year in which the listed game was published

When you examine the games contained in the five BGG gaming groups and match those with the titles contained in the TOA Database, we have achieved both liftoff and see a path of hobby growth. The Recruit cluster of Top wargames has the potential to pull gamers from another 42% of the gaming community (Euro-2, Euro-3 and Ameri-1), significantly expanding the audience for wargames. To the degree that those Recruit games borrow the best elements of Eurogames is to the degree our hobby will expand, since many wargamers evolve from a lower species know as “Euroweenie”. It is not that dissimilar from times of yore; when many of us first played those wonderful 3M games, AH adult strategy titles, Risk and the Statis Pro sports games and found ourselves undergoing a similar metamorphous into wargamers (he wrote as in placed on a flame war retardant suit).



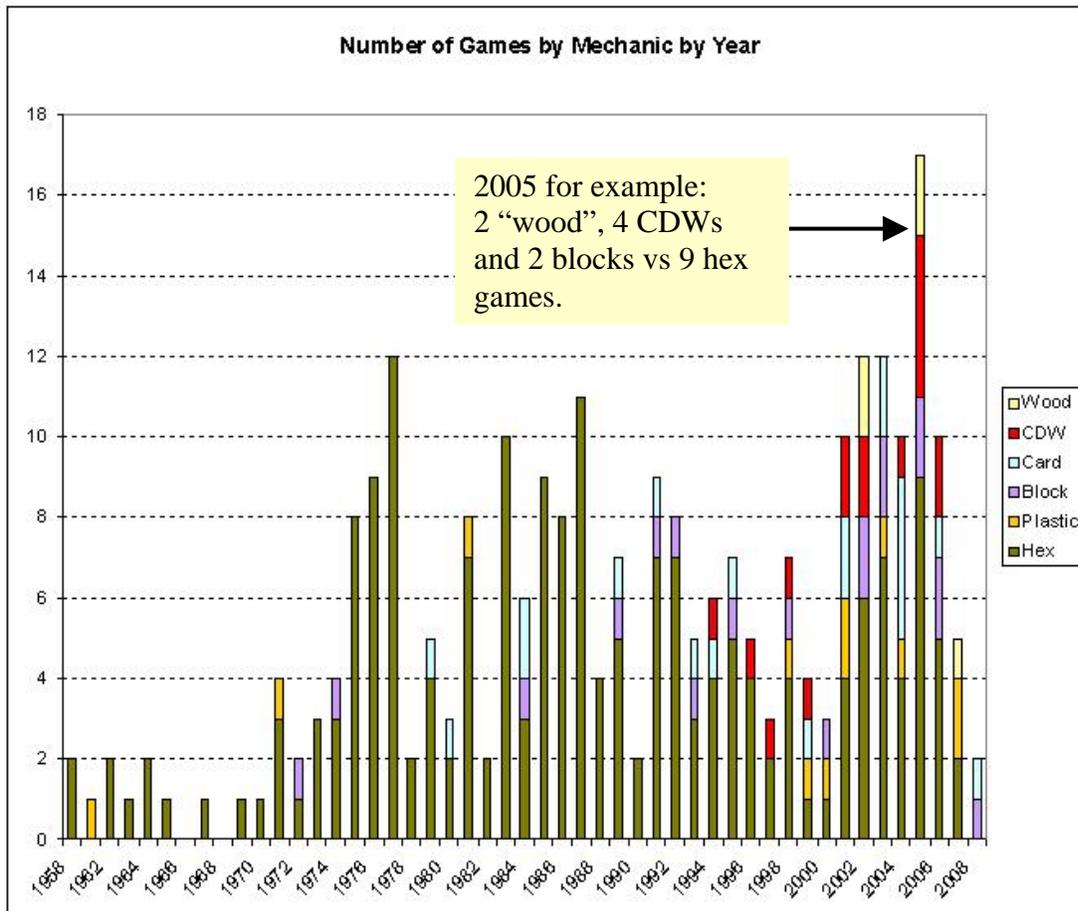
List of Old Guard, Young Guard and Recruit Game Clusters

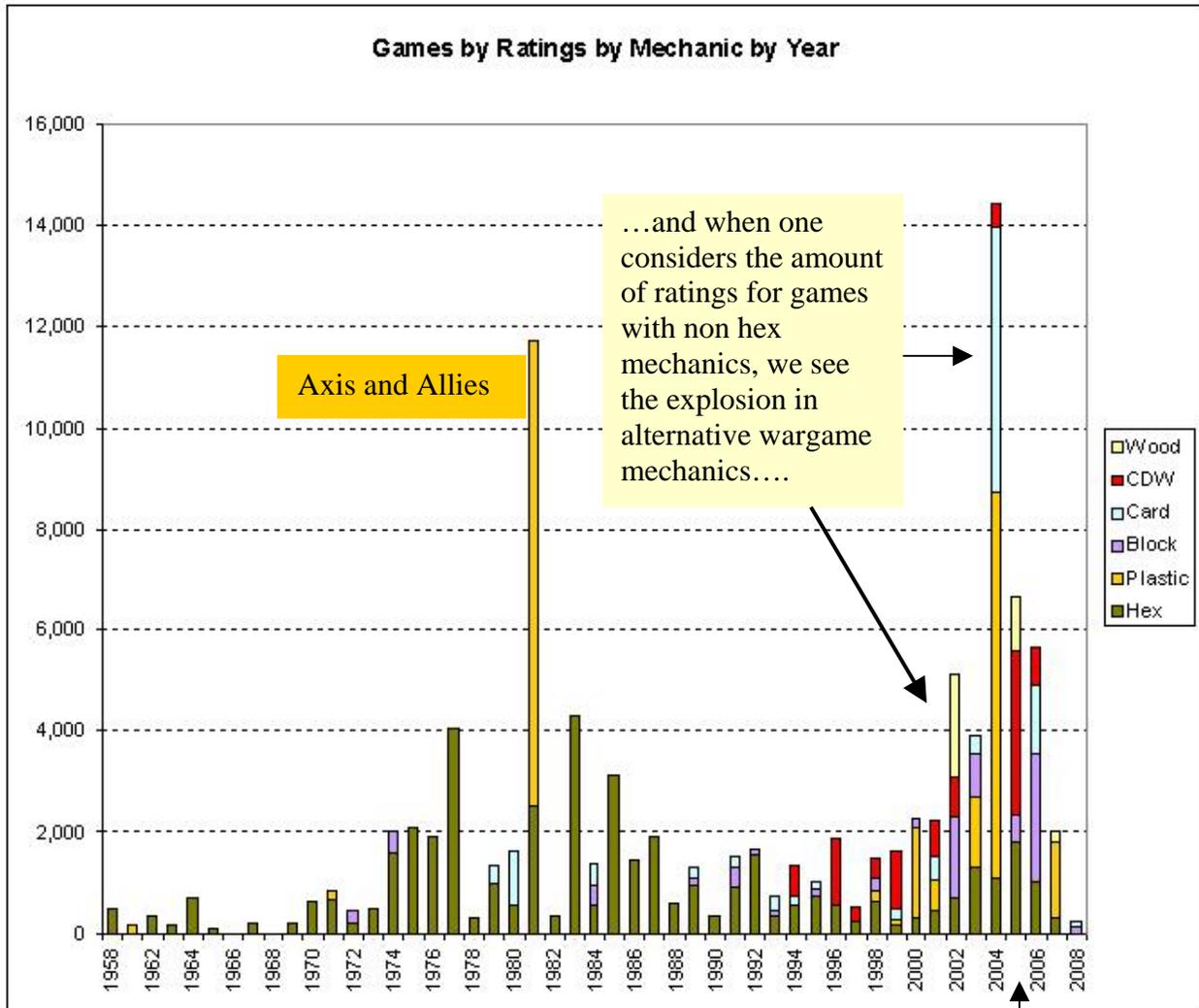
| Old Guard | Young Guard |
|---|--|
| Advanced Squad Leader (+ modules) | Battle Hymn |
| Advanced Squad Leader (ASL) Starter Kit #1 | Crusader Rex |
| Advanced Squad Leader (ASL) Starter Kit #2 | Great Battles of Alexander: Deluxe |
| Advanced Squad Leader (ASL) Starter Kit #3 | Here Come the Rebels |
| Europe Engulfed | Ironclads |
| Rommel in the Desert | Lock 'N Load: Band of Heroes |
| EastFront | Lock 'N Load: Forgotten Heroes Vietnam |
| EastFront II | Mighty Endeavor, The |
| SPQR | Panzer Grenadier: Eastern Front |
| DAK2 | Roads to Gettysburg |
| Enemy at the Gates | Russian Campaign, The - 4th Edition |
| Tunisia | Shifting Sands |
| Advanced Tobruk | Stonewall in the Valley |
| Ardennes '44 | Stonewall Jackson's Way |
| Breakout: Normandy | Stonewall's Last Battle |
| Burning Blue, The | Third World War, The |
| Civil War, the | We the People |
| Close Action | World at War: Eisenbach Gap |
| Downtown: Air War Over Hanoi, 1965-1972 | |
| Empire of the Sun | Recruits |
| Empires in Arms | A Victory Lost |
| Flat Top | Aces of Aces (+expansions) |
| For the People | Afrika - 2nd Edition |
| Grant Takes Command | Battle Cry |
| Here I Stand | Bitter Woods (4th Edition) |
| Korean War, The | Bonaparte at Marengo |
| Longest Day, the | Clash for a Continent |
| Onward, Christian Soldiers | Combat Commander: Eur, Med, Para |
| Pacific War | Commands & Colors: Anc, Exp Packs 1,2,3 |
| Paths of Glory | Corsairs and Hellcats |
| Pax Romana | Duel in the Dark |
| Siege of Jerusalem, The | FAB: The Bulge |
| Squad Leader (+ modules) | Fire in the Sky |
| This Accursed Civil War | Friedrich |
| Totaler Krieg! | Hammer of the Scots |
| Triumph of Chaos | Hannibal: Rome vs. Carthage |
| Upfront Modules | Hornet Leader |
| Vietnam 1965-1975 | Liberty |
| Whistling Death | Memoir '44 (base, Air, East, Pac, Ter, Wint) |
| World in Flames | Napoleon's Triumph |
| World War II: Barbarossa to Berlin | Rise of the Luftwaffe |
| | Silent War |
| | Tide of Iron |
| | Twilight Struggle |
| | Up Front |
| | Wallenstein |
| | Wilderness War |
| | Wings of War (+ expansions) |
| <i>(Note: many of the ASL/SL modules are separate titles in this group)</i> | |

Real Men.



A real wargame is one without cards, plastic men, wooden blocks or any other such nonsense. It has hexes, dice, a map, a really thick rulebook, a ton of ½ inch counters and is undecipherable to vast majority of Homo sapiens. Full stop. I required some consoling (and later counseling) to actually play my first Card Driven Wargame (CDW); the masterpiece **Paths of Glory**. Since then, I spend 90% of my gaming time with CDWs and according to the charts below, I think my experience is fairly typical (trying a new game mechanic, loving it and adding more titles to my collection). Significant segments of non hex wargames have emerged (no news here, but, just a quantification of that trend). The charts below help quantify this trend:





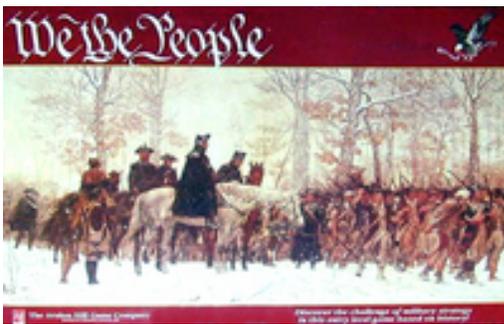
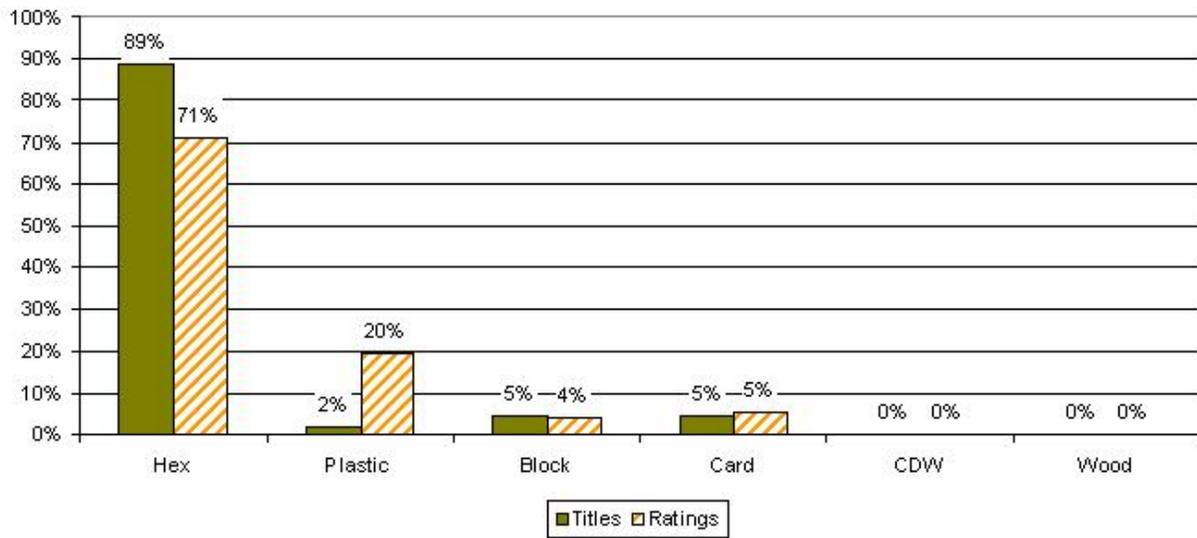
...and yet hex games are not going away...at least not too soon.



Discrete product placement

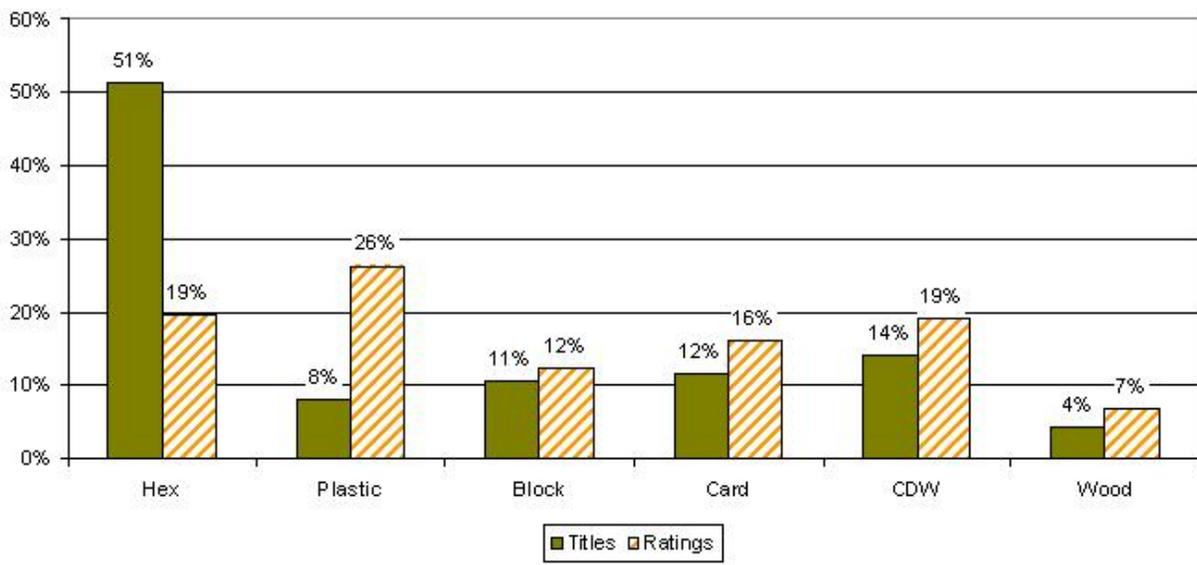
A few of the newer components making their way into our sacred hex and potatoes wargaming hobby are pictured above. Of course, whatever is new again was once first old, so, no need to be frightened. And, I would imagine that many of these components are recycled, moldy old counters, that were part of games either tossed out by your mothers or sold at garage sales.

1958 > 1993: % of Game Mechanics by # of Titles and # of Ratings



One analysis I thought would be fun to perform was to cut the data pre-1994 and post-1994, given that in 1994, Mr. Herman introduced the hobby to Card Driven Wargames (CDWs). The results of that analysis are contained on these two charts. As shown, there has been dramatic change in wargames as categorized by their mechanics.

1994 onwards: % of Game Mechanics by # of Titles and # of Ratings

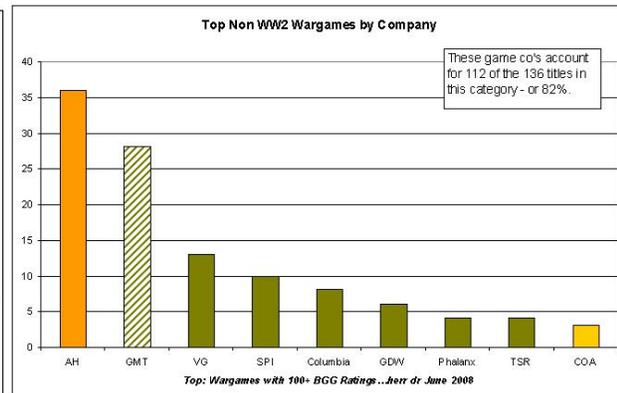
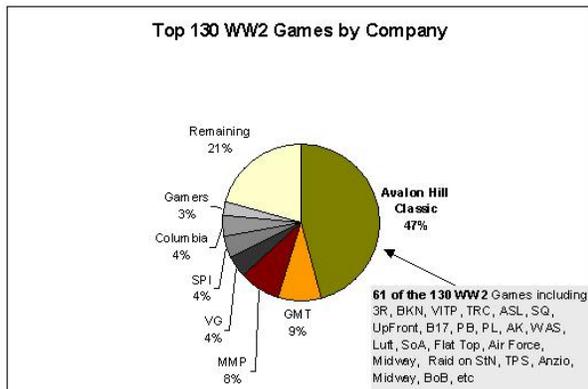




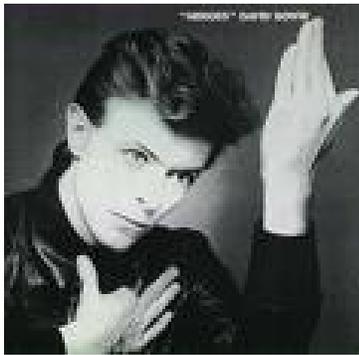
The Philistines

39 Companies, including a dozen that account for 85% of the titles in the TOA Database. The two big dogs, AH Classic and GMT, account for roughly 1/2 of the games. The next gang of four (Columbia, MMP, SPI and Victory Games) chip in another 1/4 of the games and the six other companies round out the top dozen (Avalanche, Clash of Arms, The Gamers, GDW, Phalanx and TSR) chuck in roughly 10%. The remaining 27 companies contributed about 1.5 titles each.

| Company Summary | | | | | | | | | | <2.5 | 2.5>2.9 | 3.0>3.4 | 3.5>4.0 | 4.1+ |
|-----------------|------------|-------------|---------------|-------------|-------------|----------|-----------|--------------|-------------|-----------|-----------|-----------|-------------|-----------|
| | Games | % | # Rate | % | Game Rating | Avg Year | CSR Wins | CSR Nominate | Game Weight | Skirmish | Light Inf | Reg Inf | Young Guard | Old Guard |
| 3W | 1 | 0% | 214 | 0% | 6.5 | 1989 | 1 | 1 | 2.2 | 1 | 0 | 0 | 0 | 0 |
| ADG | 2 | 1% | 978 | 1% | 7.4 | 1984 | 1 | 1 | 4.5 | 0 | 0 | 0 | 0 | 2 |
| AH Classic | 98 | 37% | 29819 | 30% | 6.9 | 1982 | 9 | 25 | 3.3 | 15 | 11 | 33 | 14 | 25 |
| Avalanche | 4 | 2% | 497 | 1% | 6.6 | 2002 | 0 | 0 | 3.1 | 0 | 2 | 1 | 1 | 0 |
| Azure | 1 | 0% | 126 | 0% | 6.6 | 1996 | 0 | 0 | 4.8 | 0 | 0 | 0 | 0 | 1 |
| COA | 4 | 2% | 599 | 1% | 7.5 | 2001 | 0 | 1 | 3.7 | 0 | 1 | 0 | 1 | 2 |
| Columbia | 14 | 5% | 3686 | 4% | 5.6 | 1564 | 1 | 4 | 2.3 | 4 | 1 | 2 | 4 | 0 |
| Compass | 1 | 0% | 198 | 0% | 8.0 | 2005 | 0 | 1 | 3.3 | 0 | 0 | 1 | 0 | 0 |
| Critical Hit | 1 | 0% | 117 | 0% | 7.7 | 2002 | 0 | 1 | 4.3 | 0 | 0 | 0 | 0 | 1 |
| DG | 3 | 1% | 458 | 0% | 6.6 | 2001 | 0 | 1 | 2.7 | 2 | 0 | 0 | 0 | 1 |
| DOW | 1 | 0% | 7612 | 8% | 7.7 | 2004 | 0 | 1 | 2.2 | 1 | 0 | 0 | 0 | 0 |
| Eagle | 3 | 1% | 2042 | 2% | 6.2 | 2002 | 0 | 0 | 2.9 | 0 | 2 | 1 | 0 | 0 |
| Eurogames | 2 | 1% | 348 | 0% | 6.8 | 1982 | 0 | 0 | 2.3 | 2 | 0 | 0 | 0 | 0 |
| FFG | 2 | 1% | 5008 | 5% | 7.5 | 2006 | 0 | 0 | 2.6 | 1 | 0 | 1 | 0 | 0 |
| Gamers | 4 | 2% | 473 | 0% | 7.5 | 1995 | 2 | 3 | 3.3 | 1 | 1 | 0 | 1 | 1 |
| GDW | 7 | 3% | 1675 | 2% | 6.9 | 1984 | 1 | 3 | 3.1 | 2 | 1 | 1 | 2 | 1 |
| GMT | 40 | 15% | 15371 | 16% | 7.4 | 2001 | 11 | 27 | 3.2 | 7 | 7 | 12 | 13 | 1 |
| Knight | 1 | 0% | 116 | 0% | 7.1 | 2008 | 0 | 0 | 2.1 | 1 | 0 | 0 | 0 | 0 |
| L2 | 2 | 1% | 247 | 0% | 7.9 | 2003 | 0 | 1 | 3.1 | 0 | 0 | 2 | 0 | 0 |
| LNL | 1 | 0% | 139 | 0% | 8.2 | 2007 | 0 | 0 | 2.8 | 0 | 1 | 0 | 0 | 0 |
| Matrix | 1 | 0% | 202 | 0% | 7.6 | 2005 | 0 | 0 | 3.0 | 0 | 0 | 1 | 0 | 0 |
| Mayfair | 1 | 0% | 313 | 0% | 6.2 | 2004 | 0 | 0 | 1.9 | 1 | 0 | 0 | 0 | 0 |
| MB | 2 | 1% | 9345 | 10% | 6.3 | 1971 | 0 | 0 | 2.3 | 1 | 1 | 0 | 0 | 0 |
| MMP | 12 | 5% | 2901 | 3% | 7.8 | 2005 | 1 | 8 | 3.2 | 2 | 2 | 3 | 4 | 1 |
| Nova | 1 | 0% | 1061 | 1% | 7.1 | 1980 | 0 | 0 | 1.8 | 1 | 0 | 0 | 0 | 0 |
| Parker Bro | 1 | 0% | 171 | 0% | 5.3 | 1971 | 0 | 0 | 2.2 | 1 | 0 | 0 | 0 | 0 |
| Phalanx | 4 | 2% | 993 | 1% | 5.9 | 2003 | 1 | 2 | 2.7 | 1 | 2 | 1 | 0 | 0 |
| Queen | 1 | 0% | 1939 | 2% | 7.8 | 2002 | 0 | 0 | 3.3 | 0 | 0 | 1 | 0 | 0 |
| RGG | 1 | 0% | 776 | 1% | 7.8 | 2004 | 0 | 0 | 3.3 | 0 | 0 | 1 | 0 | 0 |
| Shrapnel | 1 | 0% | 148 | 0% | 7.5 | 2003 | 1 | 1 | 3.2 | 0 | 0 | 1 | 0 | 0 |
| Simmons | 2 | 1% | 821 | 1% | 8.1 | 2006 | 1 | 1 | 8.3 | 0 | 0 | 2 | 0 | 0 |
| SPI | 16 | 6% | 2536 | 3% | 6.5 | 1975 | 1 | 5 | 3.1 | 4 | 6 | 1 | 2 | 3 |
| TSR | 5 | 2% | 678 | 1% | 6.2 | 1990 | 0 | 1 | 2.4 | 3 | 2 | 0 | 0 | 0 |
| VG | 19 | 7% | 4552 | 5% | 6.8 | 1986 | 6 | 9 | 3.4 | 2 | 0 | 7 | 6 | 4 |
| Warfrog | 2 | 1% | 789 | 1% | 6.9 | 2003 | 0 | 0 | 3.3 | 0 | 0 | 1 | 1 | 0 |
| West End | 2 | 1% | 507 | 1% | 7.0 | 1986 | 0 | 0 | 3.4 | 0 | 0 | 1 | 1 | 0 |
| Worthington | 1 | 0% | 112 | 0% | 7.6 | 2005 | 0 | 0 | 2.2 | 1 | 0 | 0 | 0 | 0 |
| Yaquinto | 1 | 0% | 112 | 0% | 7.4 | 1979 | 0 | 0 | 3.4 | 0 | 0 | 1 | 0 | 0 |
| ZMAN | 1 | 0% | 449 | 0% | 7.2 | 2007 | 0 | 0 | 2.5 | 0 | 1 | 0 | 0 | 0 |
| Total | 266 | 100% | 98,128 | 100% | 7.0 | | 37 | 97 | 3.0 | 54 | 41 | 75 | 50 | 43 |

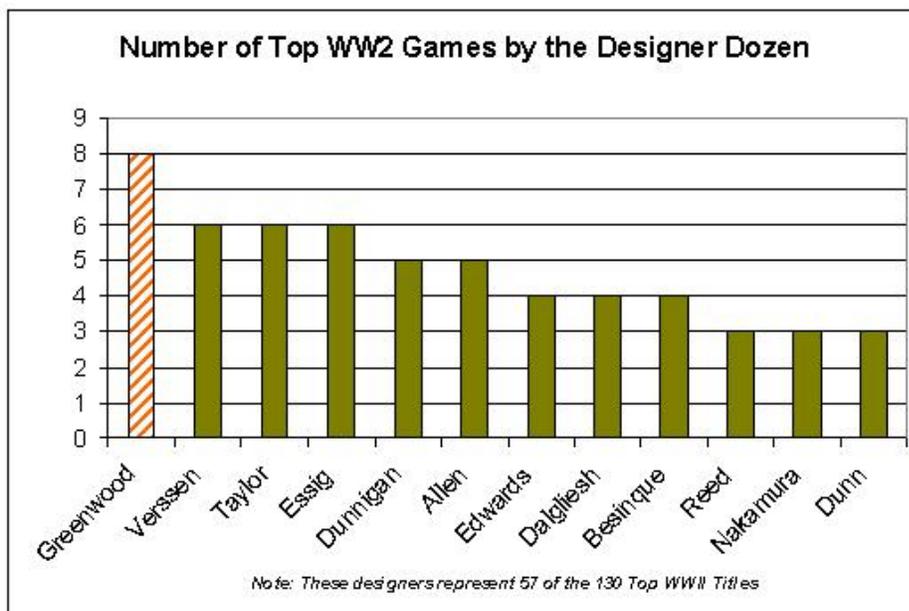


You could be a hero, if only for just one day.

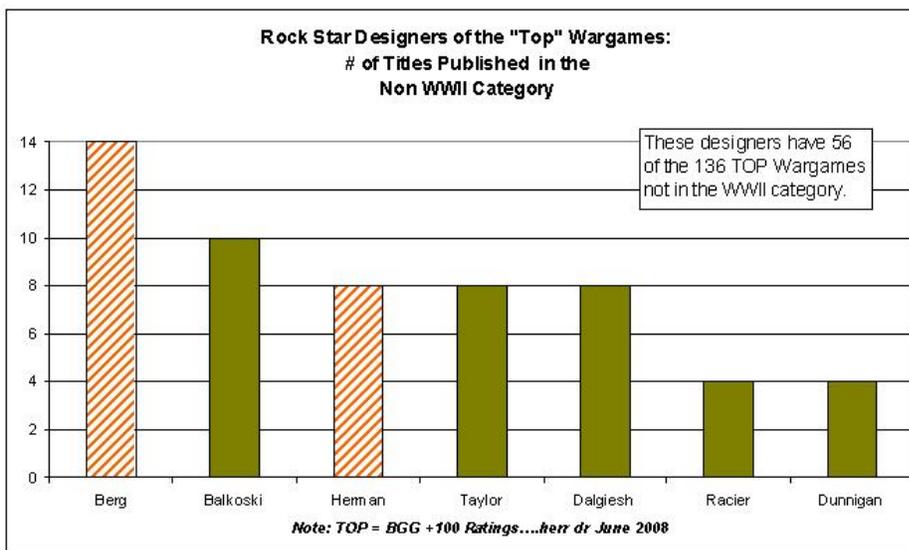


One analysis path that struck my fancy was to uncover how large of a fingerprint some designers had left on our imaginations (to steal a line from Elvis Costello).

The database revealed that elite eleven designers account for about 40% of titles, another 50 designers have between two and four games to their credit and that a final group of 75 designers produced just one title that made the database. I did not search for how many of those designers have no other game titles to their credit – although I think that it would be an interesting list.



Charles S. Roberts; the master that started this crazy hobby five decades ago. Four of his designs are in the TOA Database: Tactics II, Gettysburg, Africa Korps and Bismarck.



| Number of Games by Designers | | |
|---------------------------------|-----|-------------------------|
| Designer | # | Game Co's |
| Berg | 14 | GMT, AH, SPI, Phal |
| Taylor | 14 | AH |
| Dalglish | 12 | Col |
| Greenwood | 11 | AH |
| Balkoski | 10 | AH/VG |
| Herman | 10 | GMT/VG/AH |
| Dunnigan | 9 | SPI |
| Verssen | 9 | GMT |
| Allen | 6 | AH |
| Smith | 5 | VG |
| Racier | 5 | GMT |
| Total | 105 | About 40% of the titles |
| 75 Designers with 1 game | | |
| 24 with 2, 12 with 3, 14 with 4 | | |

Card Sharks & Blockheads



The Card Driven Wargame tribe gathers at WBC in July and WAM (www.wamconvention.com) each January to play a ton of games and consume a few tons of Andy Nelson's BBQ. The CDW titles are a varied lot: with only three of the sixteen titles in the database having to deal with WWII (only one that touches on the Eastern Front) and still Bulge-free.

One of the metrics on the chart below is the number of Consimworld messages per title. The level of message activity for Card Driven Wargames drastically exceeds that of other wargame genres.

| Card Sharks: 16 Card Driven Wargames (CDW): 11 CSR Nominations, 8 Games of the Year | | | | | | | | | | | |
|---|------------|--------------|------------|----------------|-------------|---------------------|------|--------|-------------|---------------|---------------------------------------|
| Game | Avg | Ratings | Weight | Consim Msgs # | Msg/ Rating | CSR | Play | Period | Year | Co | Designers |
| Twilight Struggle | 8.3 | 2,691 | 3.2 | 10,890 | 4 | Won | 2 | Cold | 2005 | GMT | Gupta/Mathews |
| Hannibal | 8.1 | 1,334 | 3.4 | 3,327 | 2 | | 2 | Anc | 1996 | AH | Simonitch |
| Paths of Glory | 8.1 | 1,132 | 3.9 | 19,175 | 17 | Won | 2 | WWI | 1999 | GMT | Raicer |
| Here I Stand | 8.0 | 520 | 4.0 | 8,165 | 16 | Won | M | Gun | 2006 | GMT | Beach |
| Wilderness War | 7.9 | 448 | 3.3 | 9,951 | 22 | Won | 2 | Gun | 2001 | GMT | Ruhnke |
| Triumph of Chaos | 7.8 | 136 | 4.4 | 4,567 | 34 | Nominee | 2 | RCW | 2005 | COA | Dockter |
| Shifting Sands | 7.6 | 225 | 3.2 | 7,595 | 34 | Nominee | 2 | WWII | 2006 | MMP | Rinella |
| We the People | 7.6 | 601 | 2.9 | 2,296 | 4 | | 2 | ARW | 1994 | AH | Herman |
| For the People | 7.5 | 406 | 3.6 | 22,414 | 55 | Won | 2 | ACW | 1998 | AH | Herman |
| Barbarossa to Berlin | 7.4 | 384 | 3.6 | 13,736 | 36 | Nominee | 2 | WWII | 2002 | GMT | Raicer |
| Empire of the Sun | 7.3 | 219 | 4.0 | 19,085 | 87 | Won | 2 | WWII | 2005 | GMT | Herman |
| Sword of Rome | 7.3 | 404 | 3.2 | 6,590 | 16 | Won | M | Anc | 2004 | GMT | Ferrell |
| The Napoleonic Wars | 7.2 | 380 | 3.5 | 11,327 | 30 | Won | M | NAP | 2002 | GMT | McLaughlin/Greenwood/Knight |
| Successors | 7.0 | 269 | 3.3 | 1,245 | 5 | | M | Anc | 1997 | AH | Berg/Simonitch |
| Wellington | 7.0 | 208 | 3.4 | 1,577 | 8 | | M | NAP | 2005 | GMT | McLaughlin |
| Thirty Years War | 6.6 | 275 | 3.1 | 6,429 | 23 | | 2 | Gun | 2001 | GMT | Welker/Fox |
| Total/Weighted Avg | 7.9 | 9,632 | 3.4 | 148,369 | 15 | 8/11 Win/Nom | | | 2001 | 10 GMT | First CDW Designer, Mr. Herman |



Similar to the Card Sharks, the Blockheads are very devoted to their genre. Like the CDW tribe, those aficionados of the Block Games organized and held a mini convention in 2004 and 2005 (I believe one year it was sanctioned by WBC). I'm not sure if that convention continues (check it out on consimworld). They are also a Bulge free lot.

I included three games in this category that are not "block" games, but do use a similar game mechanic. GMT now has a number of blockbusters in the genre that was formerly the exclusive domain of Columbia Games.

| Blockheads: 19 Block Games: 8 CSR Nominations, 2 Games of the Year | | | | | | | | | | | |
|--|------------|--------------|------------|---------------|-------------|--------------------|------|--------|-------------|-------|------------------------------|
| Game | Avg | Ratings | Weight | Consim Msgs # | Msg/ Rating | CSR | Play | Period | Year | Co | Designers |
| Command & Colors | 8.1 | 2442 | 2.7 | 5,262 | 2 | Nominee | 2 | Anc | 2006 | GMT | Borg |
| Hammer of the Scots | 7.8 | 1406 | 3.0 | 2,662 | 2 | Nominee | 2 | Med | 2002 | Col | Taylor |
| Europe Engulfed | 7.9 | 619 | 3.8 | 11,770 | 19 | Win | 2 | WWII | 2003 | GMT | Young, R/Evans |
| Napoleon | 7.3 | 448 | 2.4 | 508 | 1 | | 2 | NAP | 1974 | AH | Dalgiesh/Gutteridge/Gibson |
| Crusader Rex | 7.5 | 444 | 3.1 | 1,914 | 4 | Nominee | 2 | Med | 2005 | Col | Taylor/Dalgiesh |
| Rommel in the Desert | 7.8 | 409 | 3.5 | 684 | 2 | | 2 | WWII | 1984 | Col | Besinque |
| East Front | 8.0 | 383 | 3.8 | 250 | 1 | Win | 2 | WWII | 1991 | Col | Besinque/Dalgiesh |
| Quebec 1759 | 7.0 | 258 | 2.2 | 85 | 0 | | 2 | Gun | 1972 | Col | Dalgiesh/Gutteridge/Brewster |
| Victory: Blocks of War | 6.4 | 238 | 2.9 | 183 | 1 | Nominee | 2 | WWII | 1998 | Col | Dalgiesh |
| Liberty | 7.5 | 199 | 2.6 | 1,900 | 10 | Nominee | 2 | NAP | 2003 | Col | Dalgiesh/Kwasny |
| Waterloo | 6.2 | 198 | 2.9 | 760 | 4 | | 2 | ARW | 2002 | Phal | Berg |
| Pacific Victory | 6.9 | 181 | 3.7 | 1,171 | 6 | Nominee | 2 | WWII | 2000 | Col | Dalgiesh |
| Red Storm Rising | 6.2 | 150 | 2.6 | 0 | 0 | | 2 | Cold | 1989 | TSR | Niles |
| FAB: The Bulge | 8.3 | 131 | 3.0 | 522 | 4 | | 2 | WWII | 2008 | GMT | Young |
| Bobby Lee | 7.1 | 130 | 3.1 | 214 | 2 | | 2 | ACW | 1993 | Col | Dalgiesh |
| Eagles: Waterloo | 6.5 | 123 | 2.1 | 28 | 0 | | 2 | NAP | 1995 | Col | Dalgiesh |
| West Front | 6.9 | 116 | 3.7 | 94 | 1 | | 2 | WWII | 1992 | Col | Besinque |
| East Front | 8.4 | 113 | 3.8 | 250 | 2 | | 2 | WWII | 2006 | Col | Besinque/Dalgiesh |
| Clash for Continent | 7.6 | 112 | 2.2 | 411 | 4 | | 2 | Gun | 2005 | Worth | Wylie/Burchfield |
| Total/Weighted Avg | 7.7 | 8,100 | 3.0 | 28,668 | 4 | 2/8 Win/Nom | | | 1999 | | |

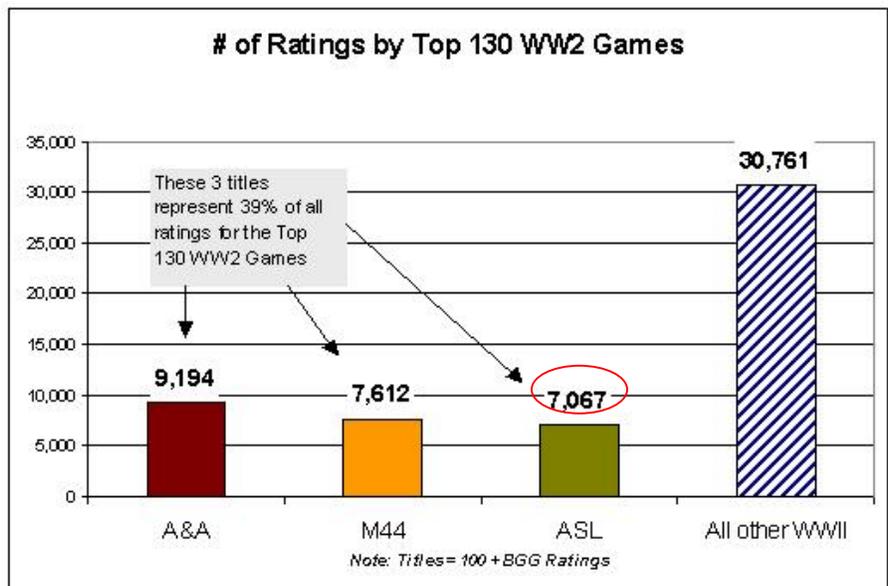
Note: Red Storm Rising, Waterloo and Clash for Continent were placed in this category - eventhough not traditional block game - closest match on mechanic

World War Two Wargames

Overview

The heart and soul of wargaming has been the WWII topic with such titles as World in Flames, Third Reich and Squad Leader. The following four pages of charts review this topic area.

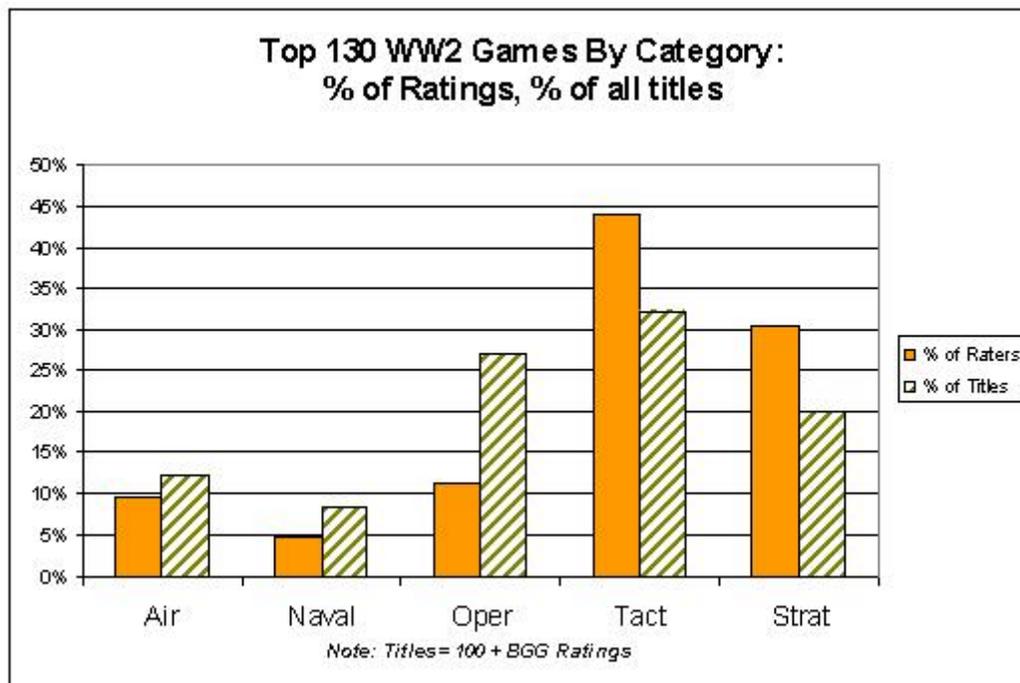
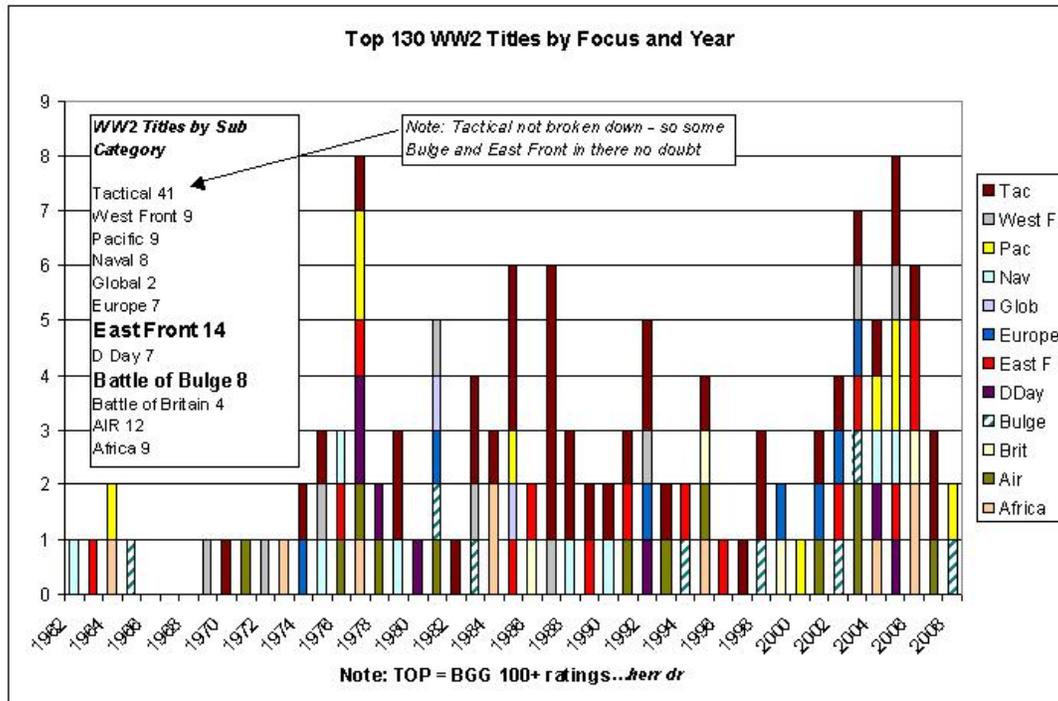
| The TOP Two Dozen WW2 Titles by # of ratings on BGG | | | | | | | |
|---|---------------|------------|------------|-------------|--------------|---------------------------------|-------------|
| Title | Ratings | Avg | Weight | Year | Game Co | Scale | Designer |
| Axis and Allies | 9,194 | 6.8 | 2.8 | 1981 | MB | Strategic | Harris |
| Memoir '44 | 7,612 | 7.7 | 2.2 | 2004 | DOW | Tactical | Borg |
| Ambush! | 1,571 | 7.2 | 3.2 | 1983 | VG | Tactical | Smith, EL |
| Attack! | 1,444 | 6.1 | 2.5 | 2003 | Eagle | Tactical | Drover |
| Combat Commander | 1,345 | 8.1 | 3.3 | 2006 | GMT | Tactical | Jensen |
| Squad Leader | 1,151 | 7.5 | 4.0 | 1977 | AH | Tactical | Hill |
| Advanced Squad Leader | 1,136 | 8 | 4.7 | 1985 | AH | Tactical | Greenwood |
| Tide of Iron | 1,014 | 7.9 | 3.4 | 2007 | FFG | Tactical | multi |
| Up Front | 842 | 8 | 3.4 | 1983 | AH | Tactical | Allen |
| B17 | 706 | 6.7 | 2.3 | 1981 | AH | Air | Frank |
| ASL..SK1 | 647 | 8 | 3.8 | 2004 | MMP | Tactical | Dunn |
| 3rd Reich | 639 | 6.6 | 4.3 | 1974 | AH | Strategic | Greenwood |
| Europe Engulfed | 619 | 7.9 | 3.8 | 2003 | GMT | Strategic | Young, R |
| Panzer Blitz | 608 | 6.4 | 3.2 | 1970 | AH | Tactical | Dunnigan |
| Panzer Leader | 577 | 6.5 | 3.2 | 1974 | AH | Tactical | Reed |
| Russian Campaign | 506 | 7.2 | 3.1 | 1977 | AH | Strategic | Edwards |
| World in Flames | 491 | 7.3 | 4.6 | 1985 | ADG | Strategic | Rowland |
| Victory in the Pacific | 461 | 7.0 | 2.4 | 1977 | AH | Strategic | Hamblen |
| Duel in the Dark | 449 | 7.2 | 2.5 | 2007 | ZMAN | Air | Pedro |
| Rommel in the Desert | 409 | 7.8 | 3.5 | 1984 | Columbia | Strategic | Besinque |
| War at Sea | 408 | 6.3 | 1.9 | 1975 | AH | Strategic | Edwards |
| Breakout Normandy | 402 | 7.8 | 3.5 | 1992 | AH | Operational | Greenwood |
| A Victory Lost | 401 | 8.0 | 2.6 | 2006 | MMP | Operational | Nakamura |
| Afrika Corps | 398 | 6.0 | 2.3 | 1964 | AH | Strategic | Roberst, CS |
| <i>Total/Weighted Avg</i> | <i>33,030</i> | <i>7.3</i> | <i>2.9</i> | <i>1990</i> | <i>11 AH</i> | <i>9 of top 11 are Tactical</i> | |

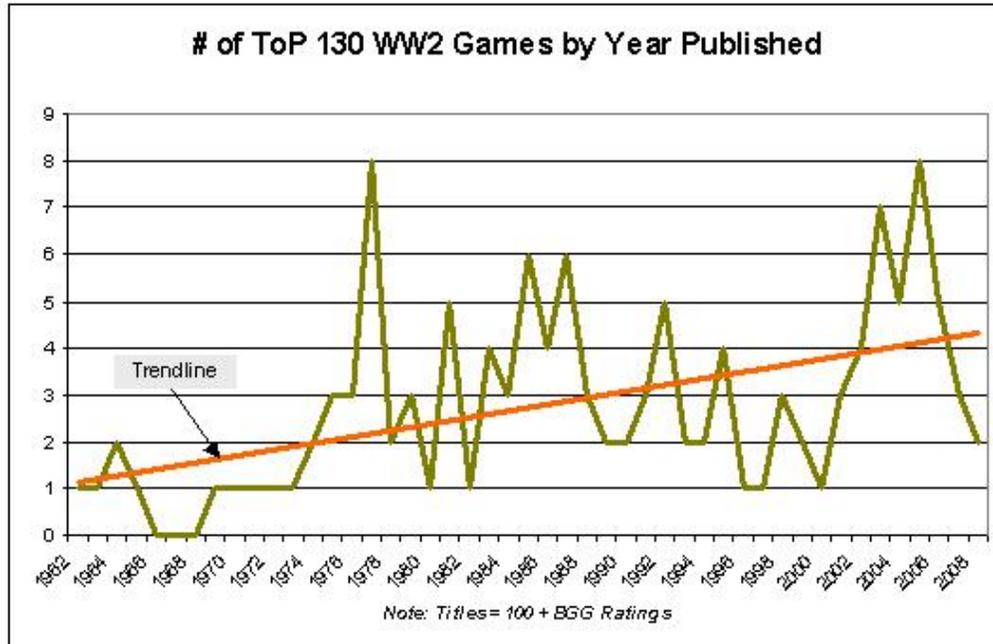


Note: The difference is that the top table only includes stats for ASL, while the chart below includes all the ASL modules, expansions, etc.

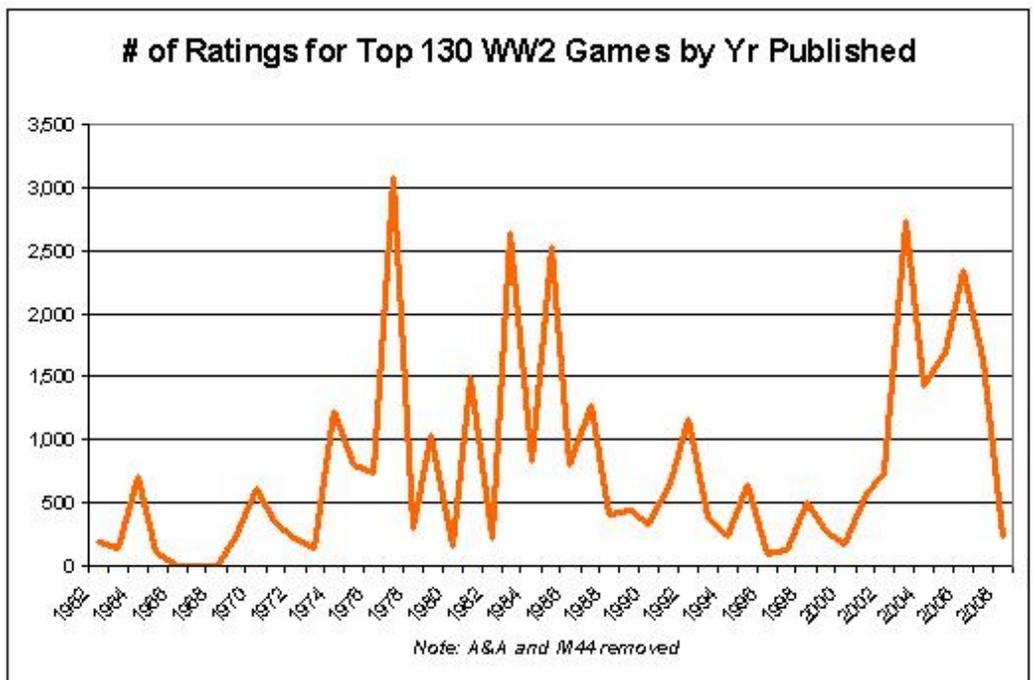
The Bulge, an East Front, a few burning carriers and some other stuff.

We frequently hear there are about a 'bazzillion' games regarding the Battle of the Bulge and the WWII Eastern Front. Since 2002, 5 East Front and 3 Bulge games (out of 66 Top wargames published post 2002) have cracked the Top 130 WW2 Wargames: the topics remain popular.





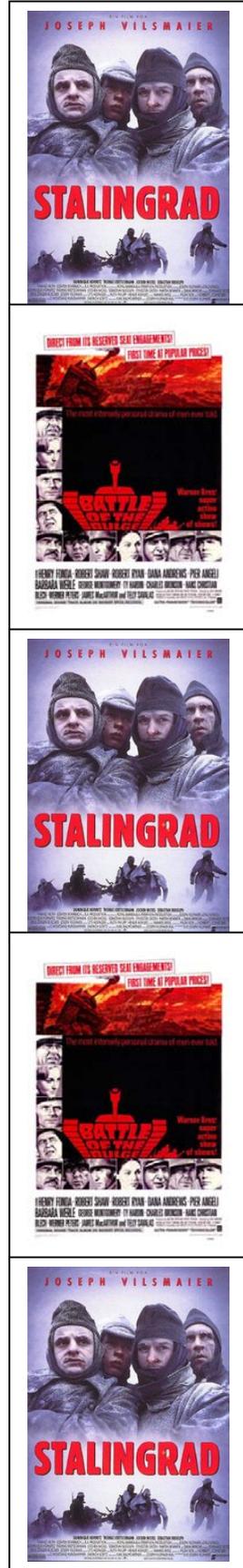
These two charts also demonstrate that the WW2 market remains quite vibrant. Of course, these charts are ONLY a function of the ratings in the BGG database. How they relate to sales or actual number of players remains a mystery. I removed the ratings for Axis and Allies and M44 on the chart below better show the underlying trend.



Topics Covered: Top WW2 Wargames

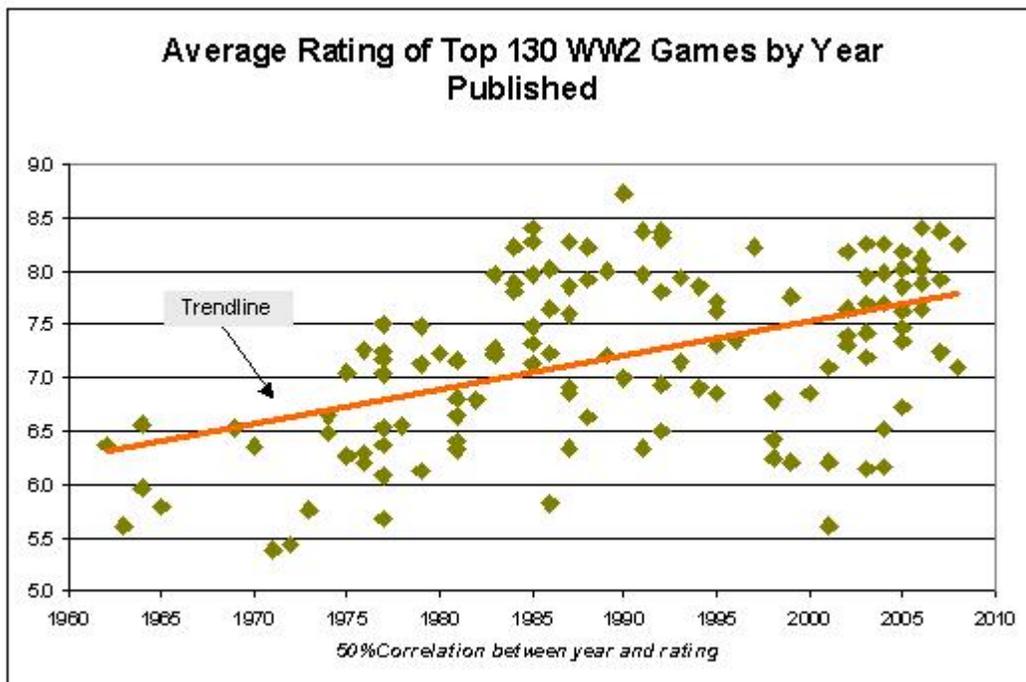
| | | 1994 > 2008 List of Top 266 Wargames (WW2) by Year, Topic and Game Cluster | | | | | | | | | | | | | | |
|-------------------|--|--|--------------|------|------------|-------------|------------|------|------|--------------|--------------|-----------|-----------|-----------|------------|------|
| | | 1994 | 1995 | 1996 | 1997 | 1998 | 1999 | 2000 | 2001 | 2002 | 2003 | 2004 | 2005 | 2006 | 2007 | 2008 |
| Tactical | | | ASL Sol (OG) | | ASL-PB(OG) | V Block (M) | Panz G (M) | | | Bat Cards(M) | Adv Tob (OG) | Attack(M) | ASL1 (OG) | ASL2 (OG) | ASL3 (OG) | |
| | | | | | | | | | | | | | M44 (Rec) | LNL (YG) | Tide (Rec) | |
| Europe | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | |
| Bulge | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | |
| East Front | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | |
| Pacific | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | |
| West Front | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | |
| Africa | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | |
| Air | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | |
| Naval | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | |

Key to Game Cluster Codes (page 8) (see: OG = Old Guard, YG = Young Guard, REC = Recruit, R = Regular, M = Militia, E = Engineer)





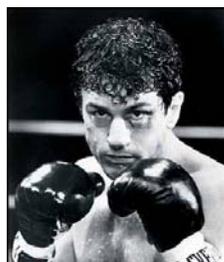
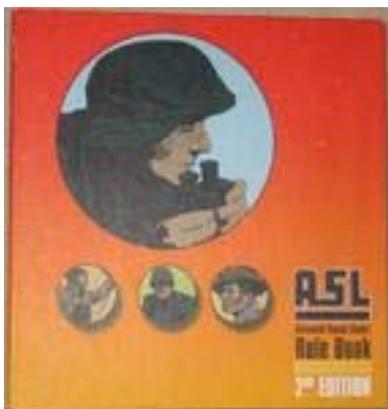
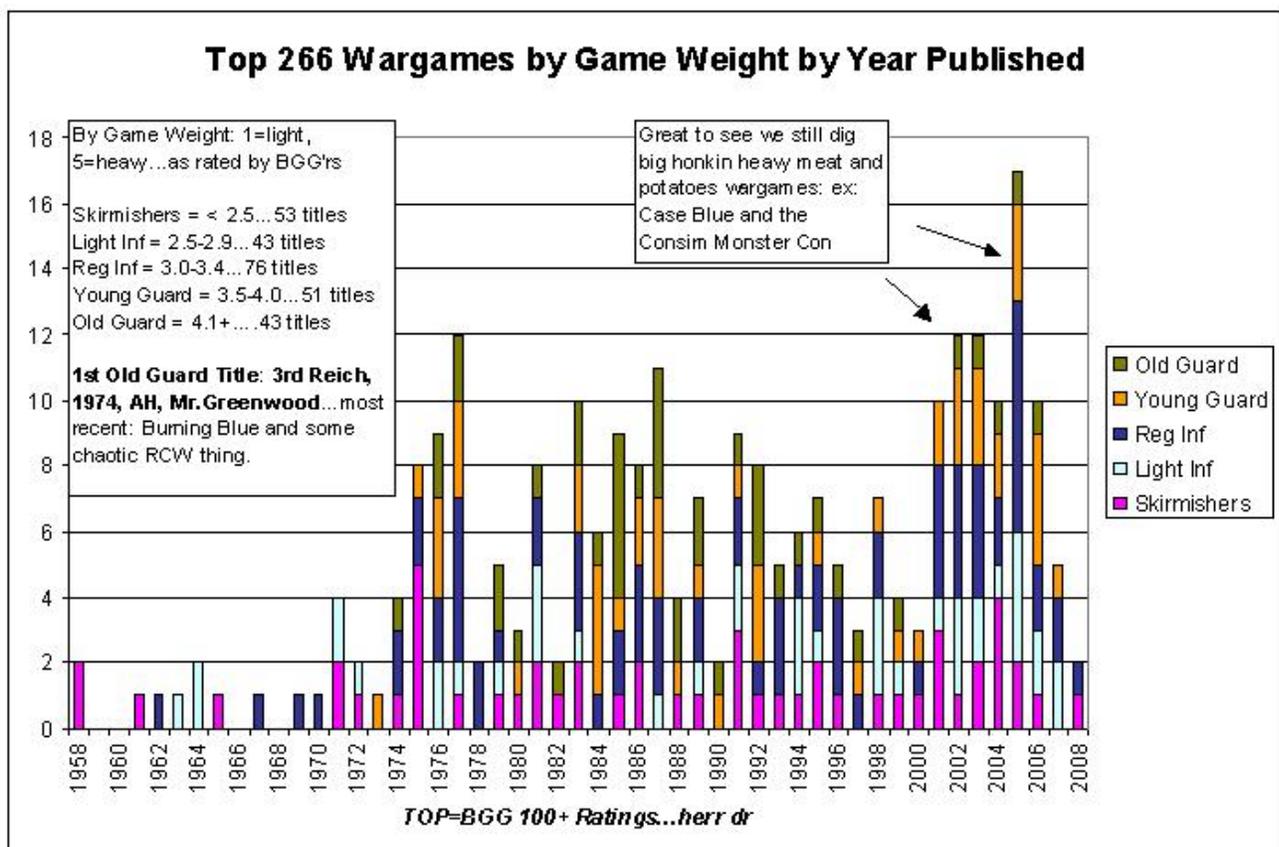
A couple of pictures from BGG (another great component of that tool);
ASL at WBC 2007 and WiF at Allied HQ in 1944.



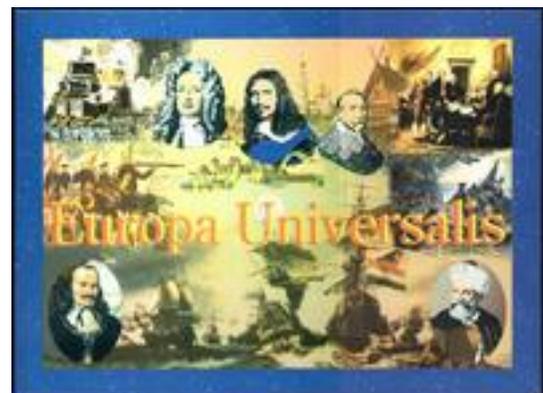
A typical “it could mean any number of things” chart. Games getting better? Grade inflation? Designers giving the mob what they want? Who knows? However the chart does reflect 130 games and about 54,000 ratings, so I would be inclined to say the games are getting “better”: less downtime between player moves, more player interaction, improved production quality, increased accessibility, more insight into a topic (depending of course on how the topic is covered) and more fun.

Heavyweights

One of the more controversial metrics in the BGG database is “Weight”. The term is supposed to reflect how “beefy” a game is: complexity, depth of player decisions required, richness of the gaming experience, etc. One issue frequently mentioned is that such a general measure for all of these components gives a potential player no idea if the rules are complex or mind numbing decisions or exactly what is at play. However one defines game “weight”, wargames would be the ones to break the scale. Wargamers general believe that the beefier (read complexity, topic flavor and decisions that a player is required to make) the game, the better. The industry has been turning out one about one heavyweight (*game weight of 4.1 or higher – called an Old Guard game for purposes of the chart below – note: not to be confused with the cluster analysis provided earlier*). I think that the most interesting thing about the chart is the range of game weight titles being introduce each year; something for about everyone. Anyways, three pages of game weight charts follow...

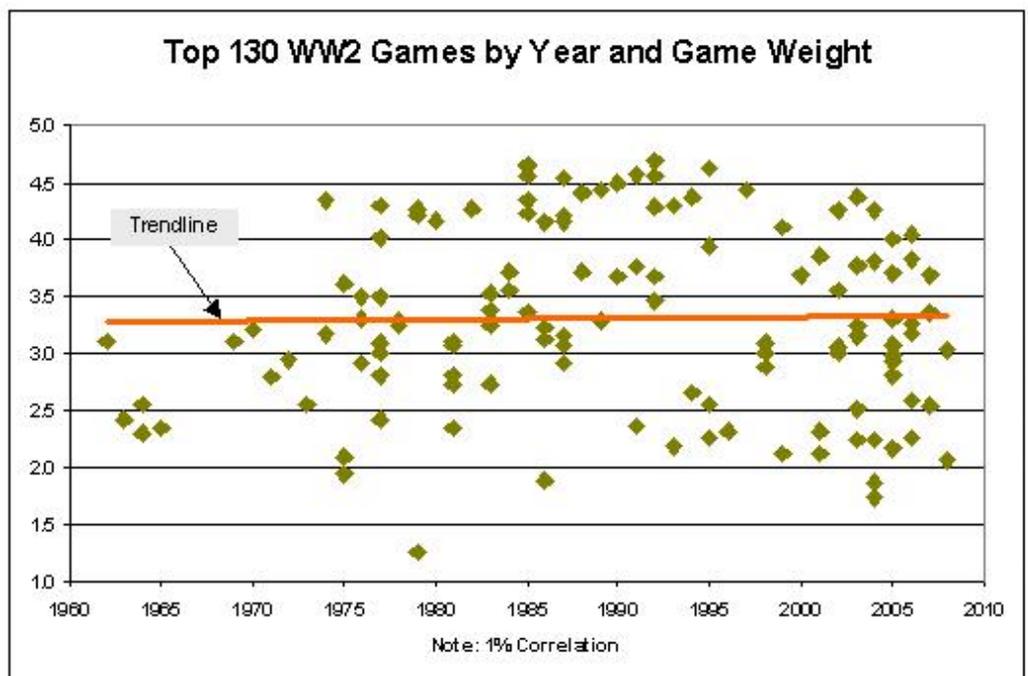


The two “heaviest” games in the HD database.

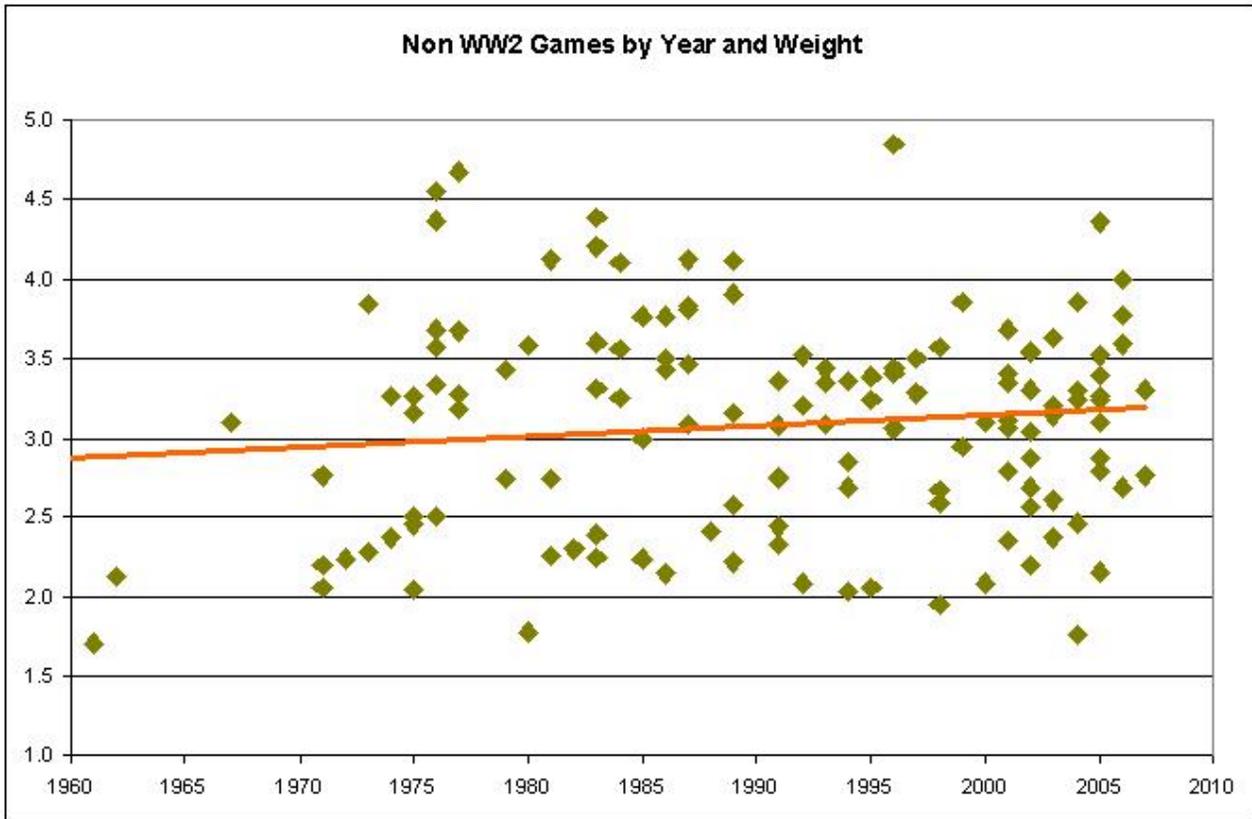
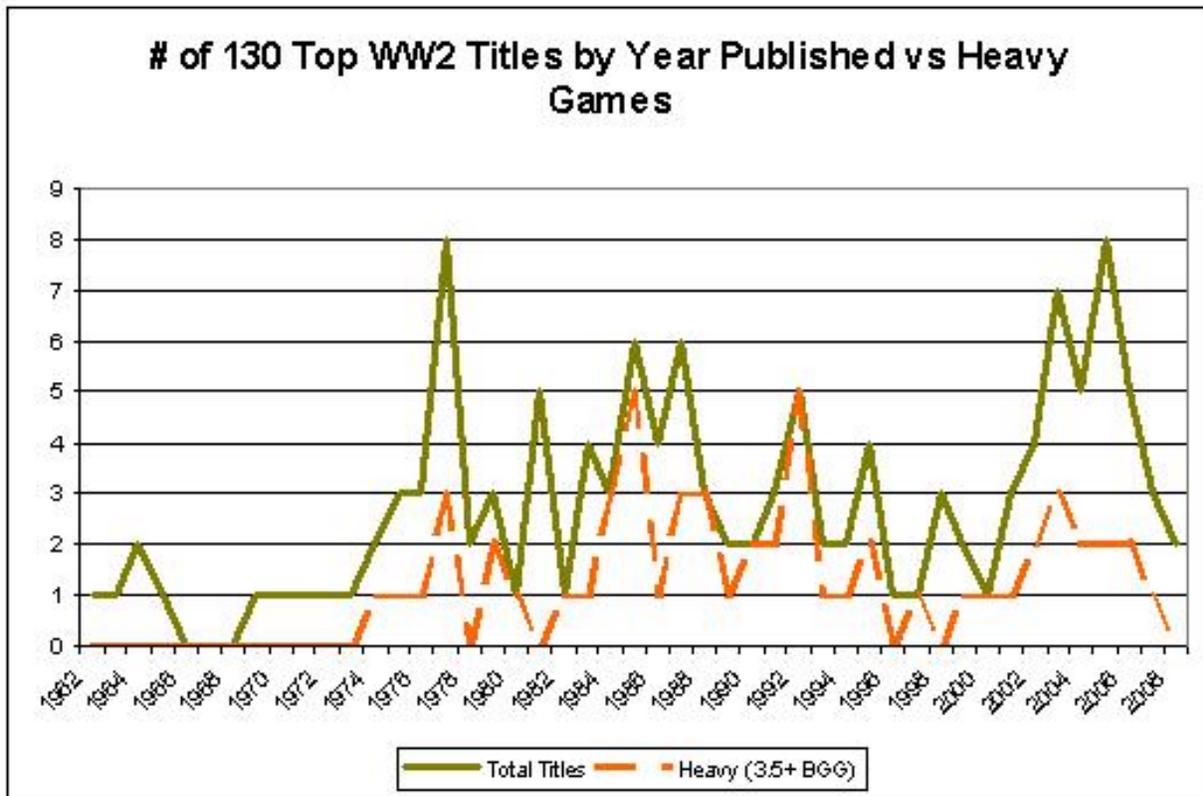


| Top Dozen Heavyweight Champs: WW2 | | | | | | | |
|-----------------------------------|--------------|------------|------------|-------------|---------|-------------|-------------------|
| Title | Ratings | Avg | Weight | Year | Game Co | Scale | Designer |
| Advanced Squad Leader | 1,136 | 8.0 | 4.7 | 1985 | AH | Tactical | Greenwood |
| World in Flames | 491 | 7.3 | 4.6 | 1985 | ADG | Strategic | Rowland |
| Advanced Third Reich | 346 | 6.5 | 4.5 | 1992 | AH | Strategic | Harper |
| Whistling Death | 147 | 8.3 | 4.4 | 2003 | COA | Air | Webster |
| Enemy at the Gates | 102 | 7.9 | 4.4 | 1994 | Gamers | Operational | Essig |
| 3rd Reich | 639 | 6.6 | 4.3 | 1974 | AH | Strategic | Greenwood/Prados |
| Pacific War | 186 | 7.5 | 4.3 | 1985 | VG | Strategic | Herman |
| Flat Top | 332 | 7.2 | 4.3 | 1977 | AH | Naval | Taylor |
| DAK2 | 110 | 8.3 | 4.3 | 2004 | MMP | Operational | Essig |
| Longest Day | 161 | 7.2 | 4.2 | 1979 | AH | Operational | Reed |
| Totaler Krieg! | 163 | 7.8 | 4.1 | 1999 | DG | Strategic | Emrich/Kosakowski |
| Burning Blue | 141 | 8.1 | 4.1 | 2006 | GMT | Air | Brimmicombe-Wood |
| <i>Total/Weighted Avg</i> | <i>3,954</i> | <i>7.4</i> | <i>4.5</i> | <i>1986</i> | | | |

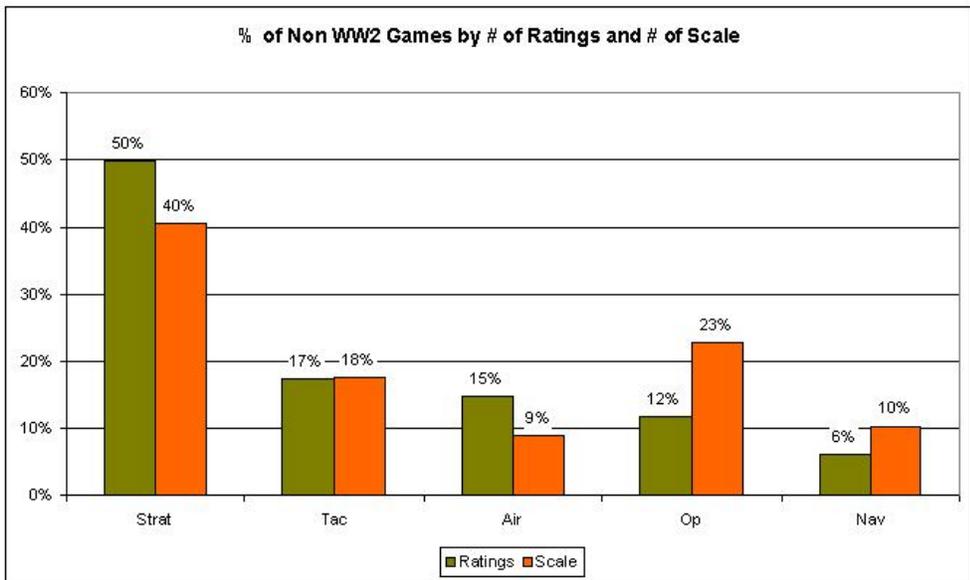
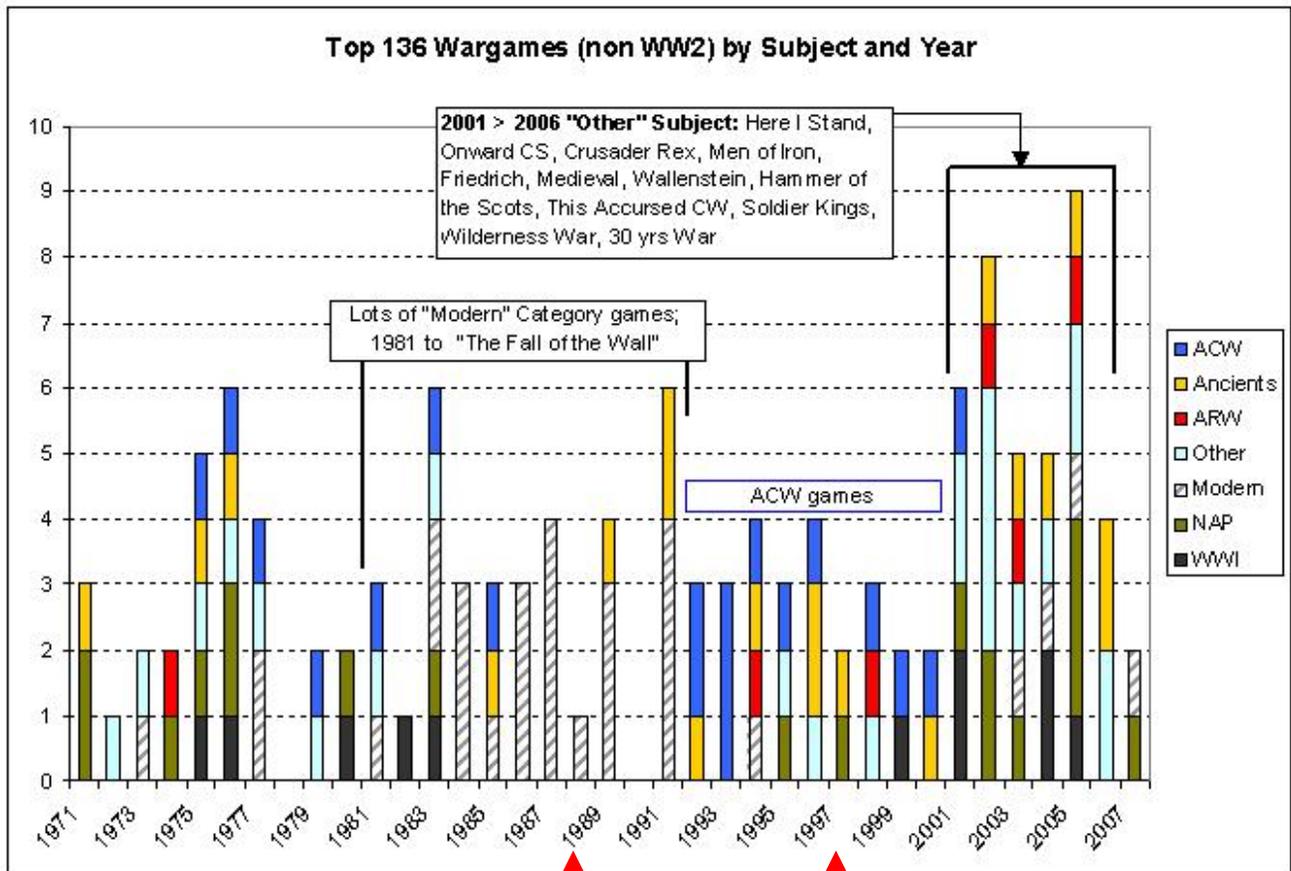
Note: ASL Modules and Squad Leader not included (since parent game ASL is included)



| Top Dozen Heavyweight Champs: Non WW2 | | | | | | | | |
|---------------------------------------|--------------|------------|------------|-------------|--------------|-------------|---------|----------------------------|
| Title | Ratings | Avg | Weight | Year | Game Co | Scale | Period | Designer |
| Europa Universalis | 126 | 6.6 | 4.8 | 1996 | Azure | Strategic | Middle | Thibault |
| Air War | 149 | 4.8 | 4.7 | 1977 | SPI | Air | Mod | Nisby |
| Terrible Swift Sword | 119 | 7.0 | 4.5 | 1976 | SPI | Operational | ACW | Berg |
| Empires In Arms | 487 | 7.5 | 4.4 | 1983 | ADG | Strategic | NAP | Rowland/Pinder |
| Wellington's Victory | 115 | 7.0 | 4.4 | 1976 | SPI | Operational | NAP | Davis |
| Triumph of Chaos | 136 | 7.8 | 4.4 | 2005 | COA | Strategic | RCW | Dockter |
| Gulf Strike | 144 | 6.1 | 4.2 | 1983 | VG | Operational | Mod | Herman |
| Harpoon | 111 | 6.3 | 4.1 | 1981 | GDW | Air/Naval | Mod | Bond |
| Central America | 105 | 5.4 | 4.1 | 1987 | VG | Strategic | Mod | McQuaid |
| Siege of Jerusalem | 237 | 7.1 | 4.1 | 1989 | AH | Operational | Ancient | Sinigaglio/Schachter/Weiss |
| Vietnam 1965-1975 | 189 | 7.1 | 4.1 | 1984 | VG | Strategic | Mod | Karp |
| Here I Stand | 520 | 8.0 | 4.0 | 2006 | GMT | Strategic | Gunpow | Beach |
| <i>Total/Weighted Avg</i> | <i>2,438</i> | <i>7.1</i> | <i>4.3</i> | <i>1990</i> | <i>3 SPI</i> | | | |



Non World War Two Wargames

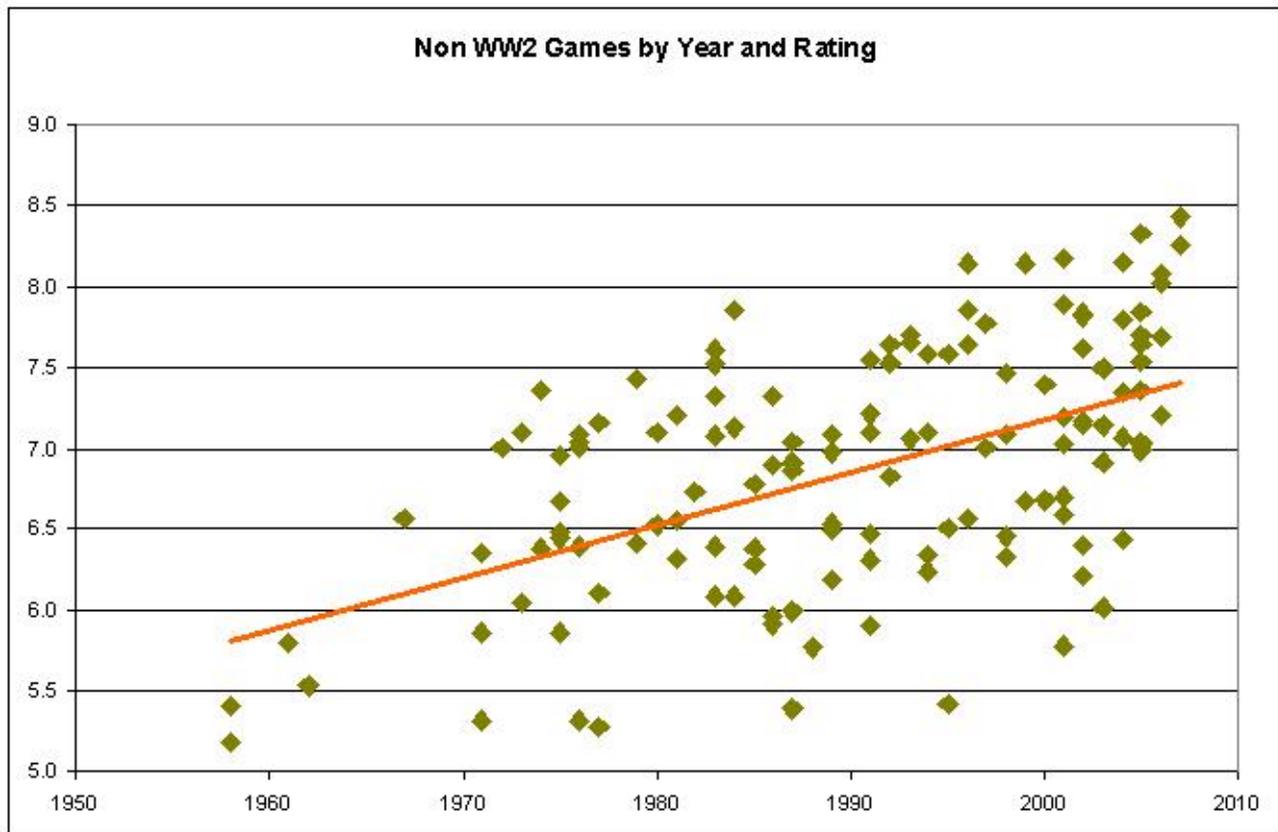


The answer to Mr. Rawling's original question: Yes, ACW games appear to have dropped off according to this data. Interesting to note the same regarding Modern games after the "fall of the Wall".

While the Vietnam War remains a relatively sparsely covered subject, especially at the strategic level (*Mr. Karp's Vietnam 1965-1975* and *Mr. Costello's Victory in Vietnam II* are about the only two titles I can recall), no game covering an American conflict since (ex: Gulf I or Gulf II) has cracked the Top Wargame database. Any designer would face some strong headwind issues by tackling such "recent" subjects and would need to "tread carefully". Nonetheless, a strategic level simulation integrating both the military and political dimensions of those conflicts would seem to hold the potential to offer insight regarding current events. Contrast this lack of coverage with the significant number of titles regarding a potential World War III that were generated during the height of the Cold War.

The TOP Two Dozen Non WW2 Titles by # of ratings on BGG

| Title | Ratings | Avg | Weight | Year | Game Co | Scale | Period | Designer |
|----------------------------|---------|-----|--------|------|----------|-------------|---------|-----------------------------|
| Wings of War | 3,994 | 7.1 | 1.8 | 2004 | FFG | Air | WWI | Angiolino/Page |
| Twilight Struggle | 2,691 | 8.3 | 3.2 | 2005 | GMT | Strategic | Mod | Gupta/Mathews |
| Command & Colors | 2,442 | 8.1 | 2.7 | 2006 | GMT | Tactical | Ancient | Borg |
| Wallenstein | 1,939 | 7.8 | 3.3 | 2002 | Queen | Strategic | Middle | Henn |
| Battle Cry | 1,791 | 7.4 | 2.1 | 2000 | AH | Tactical | ACW | Borg |
| Hammer of the Scots | 1,406 | 7.8 | 3.0 | 2002 | Columbia | Strategic | Middle | Taylor |
| Hannibal: Rome vs Carthage | 1,334 | 8.1 | 3.4 | 1996 | AH | Strategic | Ancient | Simonitch |
| Paths of Glory | 1,132 | 8.1 | 3.9 | 1999 | GMT | Strategic | WWI | Raicer |
| Aces of Aces | 1,061 | 7.1 | 1.8 | 1980 | Nova | Air | WWI | Leonardi |
| Friedrich | 776 | 7.8 | 3.3 | 2004 | RGG | Strategic | Gunpow | Sivel |
| Wooden Ships & Iron Men | 765 | 7.0 | 3.3 | 1975 | AH | Naval | NAP | Taylor |
| A House Divided | 691 | 7.2 | 2.7 | 1981 | GDW | Strategic | ACW | Chadwick |
| We the People | 601 | 7.6 | 2.9 | 1994 | AH | Strategic | ARW | Herman |
| Bonaparte at Marengo | 592 | 7.7 | 3.3 | 2005 | Simmons | Operational | NAP | Simmons |
| Here I Stand | 520 | 8.0 | 4.0 | 2006 | GMT | Strategic | Gunpow | Beach |
| Age of Napoleon | 511 | 7.1 | 3.1 | 2003 | Phalanx | Strategic | NAP | Verlaque |
| Empires in Arms | 487 | 7.5 | 4.4 | 1983 | ADG | Strategic | NAP | Rowland/Pinder |
| Byzantium | 480 | 7.0 | 3.5 | 2005 | Warfrog | Strategic | Ancient | Wallace |
| Machiavelli | 465 | 7.2 | 3.2 | 1977 | AH | Strategic | Middle | Taylor/Wood |
| Wilderness War | 448 | 7.9 | 3.3 | 2001 | GMT | Strategic | Gunpow | Ruhnke |
| Napoleon | 448 | 7.3 | 2.4 | 1974 | AH | Operational | NAP | Dalgiesh/Gutteridge/Gibson |
| Crusader Rex | 444 | 7.5 | 3.1 | 2005 | Columbia | Strategic | Middle | Taylor |
| For the People | 406 | 7.5 | 3.6 | 1998 | AH | Strategic | ACW | Herman |
| War and Peace | 406 | 6.5 | 3.6 | 1980 | AH | Strategic | NAP | McLaughlin/Greenwood/Knight |
| <i>Total/Weighted Avg</i> | 25,830 | 7.6 | 2.9 | 1999 | 8 AH | | | |





Stop by www.consimworld.com to discuss this article; I've started a topic there titled Wargames: Industry Statistics, Analysis and Trends within the Consim Chat area.

An attempt to communicate

When I shared this piece with a great gaming friend of mine, he asked, “*So, now that you’re burned a few days of your life on this stuff, what did you learn?*” First, a few observations, and then some friendly suggestions.

Observations

1) Our hobby turns out a TON of content. Just looking at these 266 titles, and I although I was aware of the vast majority of the games, I was still stunned by the diversity and magnitude of the content. And, yet, it resides, for the most part, with a very small sliver of public – let alone the gaming community. So, how can we share the wealth? More on that below.

2) Our hobby looks healthy. 2005 produced 18 games (out of roughly 120 published that year) that made the database. We are in the second golden age of wargaming. It does not appear that the emergence and prevalence of new mechanic genres has meant the end of hex and potatoes gaming; rather the two seem to be complementing each other. I would guess that new gamers begin with one of the other genres and slowly build up the courage to jump into hex infested waters. 2007 seems like a “down year”, but, it is too soon to tell since it usually takes a couple of years for most of the gems to be discovered and gain traction. Another BGG functionality that would have been great to slap into the TOA Database would have been the dates when the actual ratings for particular games were entered. This would provide some data on the momentum of particular games; is a title gaining or losing altitude?

3) Recently, designers have produced a number of outstanding entry level wargames.

4) Card Driven Wargames rock. The genre Mr.Herman invented and Mr.Raicer helped explode has tremendous impact on how we game. I actually place their innovations in the same class as those that arrived with the birth of the hobby. Part of the reason the CDWs rock is that they capitalized on the seven stage rocket mentioned below.

5) BGG is an outstanding tool for the hobby. I spent just a few minutes grabbing data from the publicly available database and was able to conduct a significant amount of analysis regarding trends in wargaming that I didn’t think was possible. I hope the BGG crew continues with their

effort to upgrade accessibility to data with their database (ex: being able to easily extract the number and composition of the international market, the date when a rating was made, etc).

6) The Invisible Political Dimension. The political dimension of the conflicts we game are still, for the most part, not being baked into our wargames. A few games have recently tackled the political dimension (ex: Here I Stand and Triumph of Chaos), but most designers still seem to steer clear of including design mechanisms to force players to grapple with the political dynamics and constraints that their historical counterparts faced. I explored this topic in an issue of ATO (#13, September 2005, Of Politics, War and Gaming) and it has also been the subject of a number of excellent BGG lists (6478 and 4635 as a place to start).

7) Significant international audience. Of the games I sampled (CDWs), roughly ½ of those rating the games were from outside the States. Another useful stat for the BGG game pages would be a simple table showing ownership by nation.

8) The Seven Stage Rocket. I can't image introducing a design that is not available for a Cyberboard or Vassal (Stage 1 & 2). Both these tools tremendously expand the audience for a game and frequency of how much they are played. BGG and Consimworld (Stage 3 & 4) provide the opportunity for designers to support their games and help build a community around their titles. Complementing this are the strong trade magazines like ATO (Stage 5). Toss in a tourney at WBC (Stage 6) and inclusion in the hobby's library (www.grognard.com) (Stage 7) and these games have tremendous advantages in reaching an audience that their forerunners lacked.



Suggestions

1) Sharing the wealth. One of the best innovations I have stumbled across recently are the YouTube videos that explain how to play a particular game. One great example of “the movement” is at www.boardgameswithscott.com I am also a big fan of the wargame podcasts at www.point3pointsource.com I learn to play games by people explaining them to me; I'm often too lazy to read rules. So, why shouldn't game designers take a few minutes, record a podcast or videocast explaining their games and include a link in the rulebook? Or how about a central repository of the stuff (similar to what the outstanding crew at Limey Yank Games have done with the Vassal modules <http://loakes.game-host.org/limeyyankgames/index.php>)? I actually have no idea how to make a video or podcast, but one of the great things about this hobby is that everyone tends to lend a hand (the GMs, the saints that design the Vassal and Cyberborad modules, etc). So, any designer would only need to post something on consimworld and I'd suspect the cavalry will arrive.

2) Accessibility. How to make these wargame beasts more accessible? A friend of mine plays in one of the many massive online games; 10,000 people participating in one game. Of course, historical strategy wargames will never be as accessible as sitting down in front of a computer and immediately start whacking things, but there are probably a number of steps in game design that could lower the barrier to beginning play including:

- Video/podcasts mentioned above
- Inclusion of quick start, “start here” and “programmed” rules

- At least one fun and compelling short scenario than has received as much design attention as the campaign game (ex: The Wilderness War model)
- Easy setup (setup info on the game map and/or game pieces) or variable set up
- Making components less language dependent – more icons. I’ve noticed that in many of the CDWs more and more text is being written on the card. Frequently, due to the tremendous amount that CDWs get played, errata is generated. And, the more information that resides on the card, the more difficult players find it to make the corrections (something I guess we gamers were all taught: Don’t color on the walls and don’t write on the cards). Pushing more card text into the living rules would make sense.
- Less counters, more wood. Those small counter font size number is getting more difficult for us with failing eyesight and is an entry barrier for new players.

Of course many of these ideas have been tried before. As I look at the “Recruit” cluster of games, the barriers to jumping in and playing them are much lower than our beloved heavyweights. But, it’s more than just reduced complexity; it’s how the designers of these Recruit games approach the topic. I guess I am just making the renewed call for more accessibility. Something, I should have better kept in mind with the one beast I designed.

3) Industry clearinghouse for data. I would have MUCH rather utilized sales volumes as the basis for this analysis than the raw game ratings. But, we are where we are. MOST other industries have some clearinghouse for industry data. I can’t understand why our small co-op doesn’t do the same thing. All it takes is for a couple of the large game co’s to kick the process off. In the meantime, I’ll start a topic area on Consimworld (see note on page 29).

4) P-500 Common Practices. One thing I stumbled across in the course of the analysis was the variance in P-500 practices prevalent in the industry (ex: how long some games have been in the BGG database and have not yet been published). The P-500 both saved the industry, providing designers with more opportunity to cover off-the-beaten-track topics and created significant pressure on storefront retailers. I would think that some industry self regulation and standards (Only charge when shipping? When taking the pre-order?, etc) – and making those widely know to the wargame community - would go a long way to avoiding in any potentially very disruptive problems that may arise with the P-500.

5) Keep the rich/complex games comin’. One thing that struck me going thru TOA Database was the number of recently introduced and popular “heavy” games. Demand appears to be growing as evidenced by the buzz around a number of recently introduced, and soon to be published, wargames. And this in the “Age of the Eurogame”. Gamers dig rich game experiences offered by epic wargames. There hasn’t been a BIG new meaty title on the American Civil War or American Revolutionary War, just to name two topics, in quite awhile. So, someone, get crackin.

6)...and transitional games (the Young Guard game cluster). As indicated in the game cluster analysis I conducted, titles that provide new gamers with a transition path from the Recruit games to the deep an cold waters of our heavy wargames are required. It is a very tough design assignment – to hit a complexity spot that will not intimidate new gamers and still grab grognards.

In closing, if anyone would be interested in assisting with the database (like helping to extract more interesting data from BGG), drop me a line. And, again, **a BIG thank you to BoardGameGeek** and the tremendous tool they have made available to the gaming public.

Games in the TOA Database



Distribution of Top 266 Wargames by Number of Ratings

| Range in # of Ratings | Games | % | Ratings | % | R/G | Avg(s) Year |
|-----------------------|-------|-----|---------|-----|-------|-------------|
| 100 > 125 | 60 | 23% | 6,684 | 7% | 111 | 1992 |
| 126 > 175 | 61 | 23% | 8,921 | 9% | 146 | 1989 |
| 176 > 250 | 61 | 23% | 12,798 | 13% | 210 | 1989 |
| 251 > 500 | 52 | 20% | 18,624 | 19% | 358 | 1988 |
| 501 > 1500 | 24 | 9% | 20,623 | 21% | 859 | 1991 |
| 1500+ | 8 | 3% | 31,234 | 32% | 3,904 | 1998 |

The following list of 266 Top wargames games comprises the TOA Database. I'll be pruning it, adding new titles from time to time (there are some notable exceptions) and slapping in new data fields. Any assistance or constructive suggestions would be much appreciated.

| Title | Year | Pub | Designer | Designer | Designer | Title | Year | Pub | Designer | Designer | Designer |
|---|------|--------------|-------------|------------|----------|---|------|-------------|-------------------|------------|----------|
| 1776 | 1974 | AH | Reed | | | Blue vs. Gray | 1999 | GMT | Jones | | |
| 2nd Fleet | 1986 | VG | Balkoski | | | Robby Lee | 1993 | Columbia | Dalgiesh | | |
| 5th Fleet | 1989 | VG | Balkoski | | | Bonaparte at Marengo | 2005 | Simmons | Simmons | | |
| 7th Fleet | 1987 | VG | Balkoski | | | Breakout Normandy | 1992 | AH | Greenwood | | |
| A Victory Lost | 2006 | MMP | Nakamura | | | Burning Blue. The Byzantium | 2006 | GMT | Brimmicombe-Wood | | |
| Aces of Aces (FM, HRDE, HRS,PS) | 1980 | Nova | Leonardi | | | Caesar at Alesia | 1976 | AH | Wallace | | |
| Across 5 Aprils | 1992 | VG | Smith | | | Caesar's Legions | 1975 | AH | Greenwood/Wiseman | | |
| Advanced Squad Leader (ASL) | 1985 | AH | Greenwood | | | | | | | | |
| Advanced Squad Leader (ASL) Starter Kit #1 | 2004 | MMP | Dunn | | | Campaign | 1971 | Parker Bro | Waddington | | |
| Advanced Squad Leader (ASL) Starter Kit #2 | 2005 | MMP | Dunn | | | Carrier | 1990 | VG | Southard | | |
| Advanced Squad Leader (ASL) Starter Kit #3 | 2007 | MMP | Dunn | | | Central America | 1987 | VG | McQuaid | | |
| Advanced Third Reich | 1992 | AH | Harper | | | Civil War, the | 1983 | VG | Smith | | |
| | | | | | | Clash for a Continent: Battles of the American Revolution and French & Indian War | 2005 | Worthington | Wylie | Burchfield | |
| Advanced Tobruk | 2002 | Critical Hit | Tapio | | | Clash of Giants | 2001 | GMT | Raicer | | |
| Afrika - 2nd Edition | 2006 | MMP | Essig | | | Close Action | 1997 | COA | Campbell | | |
| Afrika Korps | 1964 | AH | Roberst, CS | | | Cobra | 1977 | SPI | Hessel | | |
| Age of Napoleon | 2003 | Phalanx | Verlaque | | | | | | | | |
| Air Assault On Crete/Invasion of Malta-1942 | 1977 | AH | Reed | Borries | | Code of Bushido - ASL Module 8 | 1991 | AH | | | |
| Air Force | 1976 | AH | Taylor | | | Combat Commander: Eur, Med, Para | 2006 | GMT | Jensen | | |
| Air Force Dauntless Expansion Kit | 1978 | AH | Taylor | | | Commands & Colors: Anc, Exp Packs 1, | 2006 | GMT | Borg | | |
| Air Strike | 1987 | GDW | Webster | | | Conquistador | 1976 | SPI | Berg | | |
| Air Superiority | 1987 | GDW | Webster | | | Corsairs and Hellcats | 2003 | GMT | Verssen | | |
| Air War | 1977 | SPI | Nisby | | | Crescendo of Doom | 1979 | AH | Greenwood | | |
| Alexander the Great | 1971 | AH | Greenwood | Gygax | | Croix de Guerre - ASL Module 10 | 1992 | AH | | | |
| Ambush! (A,MO, PH, Ss) | 1983 | VG | Smith, EL | | | Cross of Iron | 1979 | AH | Hill | | |
| American Civil War, The | 2001 | Eagle | Drover | | | Crusader Rex | 2005 | Columbia | Taylor | Dalgiesh | |
| Anzio | 1969 | AH | Oleson | Williams,D | | Cry Havoc | 1981 | Eurogames | Webster | Chalk | |
| Arab-Israeli Wars, The | 1977 | AH | Vane | Caras | | DAK2 | 2004 | MMP | Essig | | |
| Ardennes | 1994 | Gamers | Essig | | | Dauntless | 1977 | AH | Taylor | | |
| Ardennes '44 | 2003 | GMT | Simonitch | | | Dawn Patrol | 1982 | TSR | Carr | | |
| Attack Sub | 1991 | AH | Allen | | | D-Day | 1977 | AH | | | |
| Attack! + Expansion | 2003 | Eagle | Drover | | | Desert War | 1984 | AH | Allen | | |
| Axis and Allies: MB, new, Nav, BoB, D Day, | 1981 | MB | Harris | | | Dixie - Bull Run | 1994 | Columbia | Dalgiesh | | |
| | | | | | | Downtown: Air War Over Hanoi, 1965-1972 | 2004 | GMT | Brimmicombe-Wood | | |
| B-17: Queen of the Skies | 1981 | AH | Frank | | | Duel in the Dark | 2007 | ZMAN | Pedro | | |
| Banzai | 1984 | AH | Allen | | | Eagles: Waterloo | 1995 | Columbia | Dalgiesh | | |
| Battle Cry | 2000 | AH | Borg | | | EastFront | 1991 | Columbia | Besinque | Dalgiesh | |
| Battle for Germany | 1975 | SPI | Dunnigan | | | EastFront II | 2006 | Columbia | Dalgiesh | Besinque | |
| Battle for Moscow | 1986 | GDW | Chadwick | | | Eighth Air Force | 1995 | GMT | Verssen | | |
| Battle Hymn | 1986 | VG | Smith, EL | Reiser | | Empire of the Sun | 2005 | GMT | Herman | | |
| Battle of Britain | 1999 | TSR | Borg | | | Empires in Arms | 1983 | ADG | Rowland | Pinder | |
| Battle of the Bulge | 1981 | AH | Singaglo | Uhl | | Empires of the Ancient World | 2000 | Warfrog | Wallace | | |
| Battle of the Bulge | 1965 | AH | | | | | | | | | |
| Battlecards: World Conflict, Western European Theatre | 2001 | DG | Bjork | | | Enemy at the Gates | 1994 | Gamers | Essig | | |
| Battle-Cry | 1961 | MB | | | | Europa Universalis | 1996 | Azure | Thibault | | |
| Battles for the Ardennes | 1983 | SPI | Parker | | | Europe Engulfed | 2003 | GMT | Young, R | Evans | |
| Beyond Valor - ASL Module 1 | 1985 | AH | | | | FAB: The Bulge | 2008 | GMT | Young | | |
| | | | | | | Fire in the Sky: The Great Pacific War, 1941-1945 | 2005 | MMP | Nakamura | | |
| Bismarck | 1962 | AH | Roberst, CS | Shaw | Uhl | Firepower | 1984 | AH | Taylor | | |
| Bitter Woods | 1998 | AH | Heller | | | First World War, The | 2004 | Phalanx | Raicer | | |
| Bitter Woods (4th Edition) | 2002 | L2 | Heller | | | Flat Top | 1977 | AH | Taylor | | |
| Blue & Gray | 1975 | SPI | | | | Flight Leader | 1986 | AH | Morgan | | |
| Blue Max | 1983 | GDW | Hall | Harshman | | | | | | | |

| Title | Year | Pub | Designer | Designer | Designer | Title | Year | Pub | Designer | Designer | Designer |
|---|------|-----------|-------------|------------|----------|---|------|-----------|-------------|------------|----------|
| Flying Colors | 2005 | GMT | Nagel | | | Pax Romana | 2006 | GMT | Berg | | |
| For the People | 1998 | AH | Herman | | | Pegasus Bridge - ASL Historical Module 4 | 1997 | AH | | | |
| Fortress Europa | 1978 | AH | Edwards | Hambleton | Moon | Peloponnesian War | 1991 | VG | Herman | | |
| France, 1940 | 1972 | SPI | Dunnigan | | | Platoon | 1986 | AH | Taylor | | |
| Frederick the Great | 1975 | SPI | Davis | Curran | | Quebec 1759 | 1972 | Columbia | Dalgiesh | Gutteridge | Brewster |
| Friedrich | 2004 | RGG | Sivel | | | RAF | 1986 | West End | Butterfield | | |
| Geronimo | 1995 | AH | Berg | | | Raid on St. Nazaire | 1987 | AH | Seaman | Markham | |
| Gettysburg | 1958 | AH | Roberts,CS | | | Red Barricades - ASL Historical Module 1 | 1990 | AH | Kibler | | |
| Gettysburg - 125th Anniversary Edition | 1998 | AH | Taylor | | | Red Storm Rising | 1989 | TSR | Niles | | |
| Gettysburg, 1977 Ed. | 1977 | AH | Uhl | | | Reds! The Russian Civil War 1918-1921 | 2001 | GMT | Raicer | Ruhnke | |
| Gr. Anvil of Victory | 1982 | AH | Greenwood | | | Rise and Decline of the Third Reich | 1974 | AH | Greenwood | Prados | |
| Grant Takes Command | 2001 | MMP | Balkoski | Beach | | Rise of the Luftwaffe | 1993 | GMT | Verssen | | |
| Great Battles of Alexander, the | 1991 | GMT | Herman | | | Rise of the Roman Republic, the - The Ancient World: Vol. 1 | 2003 | GMT | Berg | | |
| Great Battles of Alexander, The: Deluxe Edition | 1996 | GMT | Berg | Herman | | Roads to Gettysburg | 1993 | AH | Balkoski | | |
| Great Battles of Julius Caesar, the (the Civil Wars 48-45 B.C.) | 1994 | GMT | Berg | Herman | | Rommel in the Desert | 1984 | Columbia | Besinque | | |
| Guerilla | 1994 | AH | Schlaffer | | | Russian Campaign, The | 1977 | AH | Edwards | | |
| Guilford | 2002 | GMT | Miklos | | | Russian Campaign, The - 4th Edition | 2003 | L2 | Edwards | | |
| Gulf Strike | 1983 | VG | Herman | | | Russian Front | 1985 | AH | Zimmerer | | |
| Gung Hol - ASL Module 9 | 1992 | AH | Greenwood | | | Samurai | 1979 | AH | Campagna | | |
| Guns of August | 1976 | AH | Beyma | | | Saratoga | 1998 | GMT | Miklos | | |
| Hammer of the Scots | 2002 | Columbia | Taylor | | | Shifting Sands | 2006 | MMP | Rinella | | |
| Hannibal: Rome vs. Carthage | 1996 | AH | Simonitch | | | Siege | 1983 | Eurogames | Paull | | |
| Harpoon | 1981 | GDW | Bond | | | Siege of Jerusalem, The | 1989 | AH | Sinigaglio | Schachter | Weiss |
| Hedgerow Hell - ASL Deluxe Module 2 | 1987 | AH | | | | Silent War | 2005 | Compass | Miller | | |
| Hell's Highway | 1983 | VG | Butterfield | | | Sixth Fleet | 1985 | VG | Balkoski | | |
| Here Come the Rebels | 1993 | AH | Balkoski | | | Sniper! | 1973 | SPI | Dunnigan | | |
| Here I Stand | 2006 | GMT | Beach | | | Soldier Kings | 2002 | Avalanche | Markham | | |
| Hitler's War | 1981 | AH | Gross | | | Solitaire ASL | 1995 | AH | Kibler | | |
| Hollow Legions - ASL Module 7 | 1989 | AH | | | | SPQR | 1992 | GMT | Berg | Herman | |
| Hornet Leader | 1991 | GMT | Verssen | | | Squad Leader | 1977 | AH | Hill | | |
| House Divided, A | 1981 | GDW | Chadwick | | | Stalingrad | 1963 | AH | Shaw | Schutz | |
| Hunt for Red October, The | 1988 | TSR | Niles | | | Stalingrad Pocket - 2nd Edition | 1996 | Gamers | Essig | | |
| Imperium Romanum II | 1985 | West End | Nofi | | | Stonewall in the Valley | 1995 | AH | Balkoski | | |
| Ironclads | 1979 | Yaquinto | Fuseler | | | Stonewall Jackson's Way | 1992 | AH | Balkoski | | |
| Joan of Arc | 1998 | COA | Bernard | | | Stonewall's Last Battle | 1996 | AH | Beach | | |
| John Prados' Third Reich | 2001 | Avalanche | Knipple | | | Storm Over Arnhem | 1981 | AH | Allen | | |
| Jutland | 1967 | AH | Dunnigan | | | Streets of Fire - ASL Deluxe Module 1 | 1985 | AH | | | |
| Kampfgruppe Peiper I - ASL Historical Module 2 | 1993 | AH | Leonard | | | Submarine | 1976 | AH | Peek | | |
| Korean War, The | 1986 | VG | Balkoski | | | Successors | 1997 | AH | Berg | Simonitch | |
| Last Hurrah, The - ASL Module 6 | 1988 | AH | | | | Sword of Rome, The: Conquest of Italy, 362-272 BC | 2004 | GMT | Ferrell | | |
| Liberty | 2003 | Columbia | Dalgiesh | Kwasny | | Tac Air | 1987 | AH | Taylor | Morgan | |
| Lightning: Midway | 2004 | DG | Verssen | | | Tactics II | 1958 | AH | Roberts,CS | | |
| Line in the Sand, A: The Battle of Iraq | 1991 | TSR | Niles | | | Target Arnhem: Across 6 Bridges | 2005 | MMP | Nakamura | | |
| Lock 'N Load: Band of Heroes | 2005 | Matrix | Walker | | | Terrible Swift Sword | 1976 | SPI | Berg | | |
| Lock 'N Load: Forgotten Heroes Vietnam | 2003 | Shrapnel | Walker | | | Third World War, The | 1984 | GDW | Chadwick | | |
| London's Burning | 1995 | AH | Knight | | | Thirty Years War: Europe in Agony, 1618-1648 | 2001 | GMT | Welker | Fox | |
| Longest Day, the | 1980 | AH | Reed | | | This Accursed Civil War | 2002 | GMT | Hull | | |
| Luftwaffe | 1971 | AH | Zocchi | | | Thunder at Cassino | 1987 | AH | Allen | | |
| Machiavelli | 1977 | AH | Taylor | Wood | | Thunderbolt/Apache Leader | 1991 | GMT | Verssen | | |
| MBT | 1989 | AH | Day | | | Tide of Iron | 2007 | FFG | multi | | |
| Medieval | 2003 | GMT | Berg | | | Tobruk: Tank Battles in North Africa, 1942 | 1975 | AH | Hock | | |
| Memor '44 (base, Air, East, Pac, Ter, Wint) | 2004 | DOW | Borg | | | Tokyo Express | 1988 | VG | Southard | | |
| Men of Iron - Volume I: The Rebirth of Infantry | 2005 | GMT | Berg | | | Totaler Krieg! | 1999 | DG | Emrich | Kosakowski | |
| Midway | 1964 | AH | Schutz | | | Triumph of Chaos | 2005 | COA | Dockter | | |
| Mighty Endeavor, The | 2005 | MMP | Newhouse | Armstrong | | Tunisia | 1995 | Gamers | Essig | | |
| Modern Naval Battles | 1989 | 3W | Emrich | Verssen | | Turning Point: Stalingrad | 1989 | AH | Greenwood | | |
| Monty's Gamble: Market Garden | 2003 | MMP | Rinella | | | Twilight Struggle | 2005 | GMT | Gupta | Matthews | |
| Mosby's Raiders | 1985 | VG | Smith | | | Up Front | 1983 | AH | Allen | | |
| Mustangs | 1991 | AH | Taylor | | | Victory in the Pacific | 1977 | AH | Hamblen | | |
| Napoleon | 1974 | AH | Dalgiesh | Gutteridge | Gibson | Victory: The Blocks of War | 1998 | Columbia | Dalgiesh | | |
| Napoleon at Waterloo | 1971 | SPI | Dunnigan | | | Vietnam 1965-1975 | 1984 | VG | Karp | | |
| Napoleon in Europe | 2001 | Eagle | Drover | | | Von Manstein's Backhand Blow | 2002 | GMT | Blennemann | | |
| Napoleonic Wars, the | 2002 | GMT | McLaughlin | Greenwood | Knight | Wallenstein | 2002 | Queen | Henn | | |
| Napoleon's Last Battles | 1976 | SPI | Zucker | | | War and Peace | 1980 | AH | McLaughlin | | |
| Napoleon's Triumph | 2007 | Simmons | Simmons | | | War At Sea | 1975 | AH | Edwards | | |
| NATO: The Next War in Europe | 1983 | VG | Maxell | Trup | | War of 1812 | 1973 | Columbia | Dalgiesh | Gutteridge | |
| Naval Battles | 2004 | Mayfair | Verssen | | | Waterloo | 2002 | Phalanx | Berg | | |
| Naval War | 1979 | AH | Taylor | Zimmerer | | Waterloo | 1962 | AH | Shaw | | |
| Nero | 2002 | Phalanx | Berg | | | We the People | 1994 | AH | Herman | | |
| Onward, Christian Soldiers | 2006 | GMT | Berg | | | Wellington | 2005 | GMT | McLaughlin | | |
| Pacific Typhoon | 2008 | Knight | Coussis | | | Wellington's Victory - Battle of Waterloo | 1976 | SPI | Davis | | |
| Pacific Victory | 2000 | Columbia | Dalgiesh | | | West of Alamein - ASL Module 5 | 1988 | AH | McNamara | | |
| Pacific War | 1985 | VG | Herman | | | WestFront | 1992 | Columbia | Besinque | | |
| Panzer Armees Afrika | 1973 | SPI | Dunnigan | | | Whistling Death | 2003 | COA | Webster | | |
| Panzer Grenadier | 1998 | Avalanche | Bennighof | | | Wilderness War | 2001 | GMT | Ruhnke | | |
| Panzer Grenadier, Eastern Front | 2005 | Avalanche | Bennighof | Knipple | | Wings of War (FA, BD, Min, Rec, Dawn) | 2004 | FFG | Angiolino | Paglia | |
| Panzer Leader | 1974 | AH | Reed | | | Wooden Ships & Iron Men | 1975 | AH | Taylor | | |
| PanzerBlitz | 1970 | AH | Dunnigan | | | World at War: Eisenbach Gap | 2007 | LNL | Walker | | |
| Panzergruppe Guderian | 1976 | SPI | Dunnigan | | | World in Flames | 1985 | ADG | Rowland | | |
| Paratrooper - ASL Module 2 | 1986 | AH | Greenwood | | | World War I | 1975 | SPI | Dunnigan | | |
| Partisan - ASL Module 4 | 1987 | AH | | | | World War II: Barbarossa to Berlin | 2002 | GMT | Raicer | | |
| Paths of Glory | 1999 | GMT | Raicer | | | Yanks - ASL Module 3 | 1987 | AH | Martin | Kibler | |
| Patton's Best | 1987 | AH | Shelley | | | Zero! | 2001 | GMT | Verssen | | |