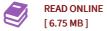# First Battle American Army Divisional Level Wargaming in the Cold War (1979) (Paperback)

By John Curry

Lulu.com, United Kingdom, 2015. Paperback. Condition: New. Language: English . Brand New Book ***** Print on Demand *****.The FIRST BATTLE simulation system was designed to exercise American divisional commanders and staffs in the control and coordination of combined arms operations. The game was played using 1:50000 maps using simple counters. Movement and firing were measured using the 1 km grid squares that were already printed on the maps. The FIRST BATTLE rules are well written, with examples; so it is quite feasible for a dedicated hobby wargamer to recreate a game from the Cold War using these rules. All one needs is a standard 1:50000 or 1:25000 map, some counters, two ORBATS and a simple scenario. Playing a game using these rules is harking back to the days when two huge armies were facing each other across a divided Germany. The rules are published by The History of Wargaming Project that aims to document the development of the hobby.

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