Lost Battles

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Philip Sabin's book offers a unique and dynamic insight into ancient warfare, combining academic rigour with the accessibility of simulation gaming. Taking a new and innovative approach to the battles of antiquity, Phil Sabin draws together ancient evidence and modern scholarship to create a whole new means of examining the great clashes of the ancient world. Having developed a model to capture the movement and combat of the opposing armies we are able to actually interrogate the lessons of history. The book develops detailed 'scenarios' for individual battles such as Marathon and Cannae, to cast light on which particular interpretations of the ancient conflict are realistic. Readers can use the model to experiment for themselves by refighting engagements of their choice, tweaking the scenarios to accord with their own judgements of the evidence, trying out different tactics from those used historically and seeing how the battle then plays out.The book thus offers a unique dynamic insight into ancient warfare, combining academic rigour with the interest and accessibility of simulation gaming.

作者介绍:

目录:

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