

The Canadian Army Tactical Training Wargame 1980 History Of Wargaming Project: Reviving the Forgotten Legacy

Wargaming has been an integral part of military training for centuries, allowing strategists and soldiers to test and refine their tactics in a simulated environment. Among the numerous wargaming projects that have shaped military history, the Canadian Army Tactical Training Wargame of 1980 holds a prominent place. This article delves into the history, significance, and impact of this remarkable project, shedding light on its role in shaping modern warfare.

A Short History of Wargaming

Before delving into the details of the Canadian Army Tactical Training Wargame, let's take a brief look at the origins of wargaming. Dating back to ancient times, wargaming evolved as a tool for military strategy development. One of the earliest recorded wargames is the ancient Indian epic "Mahabharata," where extensive strategic planning and tactical maneuvers were tested within the game.

Fast forward to the 19th century, and wargaming began to take a more structured form. In 1811, the Prussian military officer George Leopold von Reiswitz created "Kriegsspiel," a tabletop game that simulated warfare based on the real-world military tactics of the time. This revolutionary endeavor marked the birth of modern wargaming, laying the foundation for future developments in the field.

CONTACT!: The Canadian Army Tactical Training Wargame (1980) (History of Wargaming Project: Professional Wargaming Book 8)

by Nancy Flanigan Schultz (Kindle Edition)



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Screen Reader : Supported
Enhanced typesetting : Enabled
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Print length : 161 pages
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The Birth of the Canadian Army Tactical Training Wargame 1980

In the context of the Cold War era, the Canadian Army recognized the need for innovative and realistic training methods for its soldiers. In 1980, the Canadian Army Tactical Training Wargame was born out of this necessity, aiming to provide a highly immersive and interactive training platform for its officers and personnel.

The project entailed the creation of a large-scale virtual battlefield scenario, brought to life through intricate maps, miniature models, and innovative simulation software. Extensive research, collaboration, and funding went into the development of this wargame, ensuring its accuracy and effectiveness in preparing soldiers for real-world combat situations.

The Gameplay and Objectives

During the Canadian Army Tactical Training Wargame, officers and soldiers were divided into two factions – the friendly forces and the opposing forces. The friendly forces were tasked with defending a simulated region from the opposing forces, who aimed to capture strategic objectives while simulating real battlefield conditions.

The game involved intense strategic planning, communication, and decision-making, requiring participants to analyze simulated terrain features, coordinate military assets, and respond to dynamic scenarios. Every aspect, from troop movements to logistical considerations, was meticulously accounted for, providing soldiers with a comprehensive understanding of the complex nature of modern warfare.

The Legacy and Impact

The Canadian Army Tactical Training Wargame of 1980 was a significant turning point in military training. Its innovative approach to wargaming set a precedent for future developments in simulation-based tactical training, revolutionizing how nations prepare their armed forces for combat.

The project's success prompted other nations to take note, with several military forces around the world adopting similar wargaming methodologies in their training programs. The Canadian Army Tactical Training Wargame became a benchmark for the effective utilization of technology and simulation in military education, contributing to the enhancement of strategic decision-making and tactical proficiency.

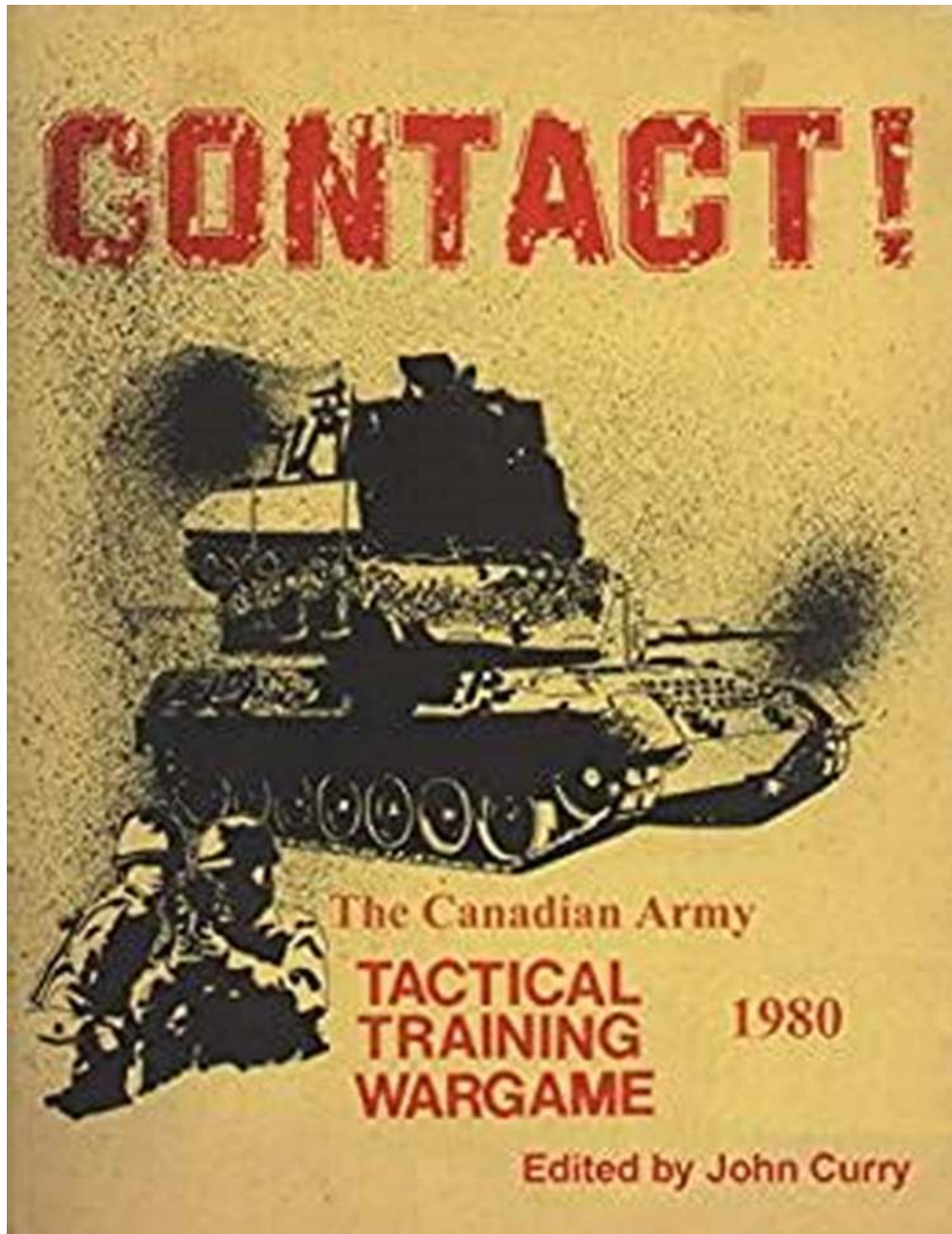
Reviving the Forgotten Legacy

Despite its pioneering significance, the Canadian Army Tactical Training Wargame of 1980 gradually faded into obscurity. However, in recent years, there has been a renewed interest in reviving and preserving this forgotten legacy.

Military historians, enthusiasts, and gaming communities have advocated for the restoration and digitization of this historical wargame, ensuring its accessibility to future generations. Efforts are underway to recreate the Canadian Army Tactical Training Wargame in modern gaming platforms, allowing individuals to

experience the challenges and strategies faced by the soldiers who participated in this groundbreaking project.

The Canadian Army Tactical Training Wargame of 1980 remains a testament to the innovative spirit and commitment to excellence within the Canadian military. Its impact on military training methodologies and the advancements it inspired cannot be overstated. As we continue to explore new avenues for military preparedness, it is essential to recognize and preserve the contributions of projects like this, which have shaped and continue to shape the way we approach warfare.



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CONTACT! was a development of the WRG 1979 modern wargaming rules

and the US Army Battle Simulation, Dunn Kempf. They were widely used by the Canadian Army towards the end of the Cold War.

The wargame accurately models the potential battles in Europe between the Canadian Army and the advancing Soviets.

In addition to being fun to play, **CONTACT** aimed to be worthwhile training in:

Canadian and Soviet combined armed tactics

Weapons capabilities and effects

The correct employment of indirect fire, such as artillery and mortars

The use of terrain

The use of smoke

The use of obstacles.

This version has been updated by John Curry to include:

Foreword by Peter Perla

Weapon cards for British and American vehicles

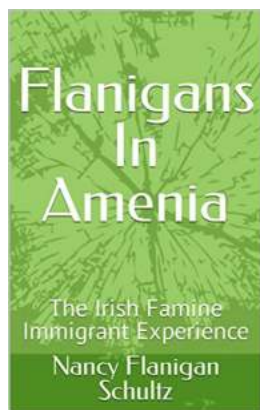
Canadian Army ORBAT for 1980s

Introductory notes comparing these rules with the 1979 WRG

version

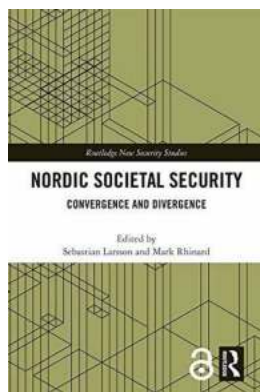
Extensive detailed notes on Soviet tactics 1950 - 2000

The History of Wargaming Project is edited by John Curry. It aims to present the very best wargaming books and rules to a modern audience.



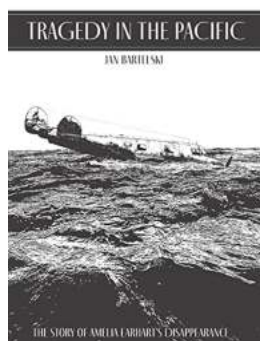
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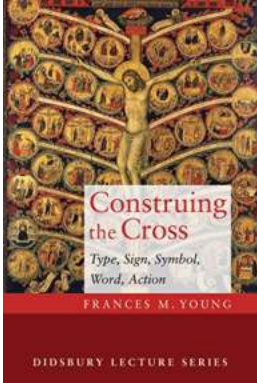
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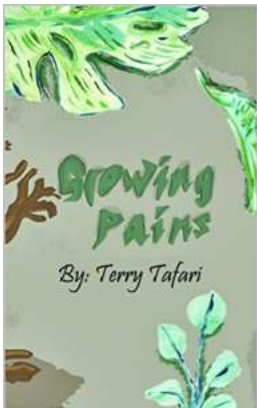
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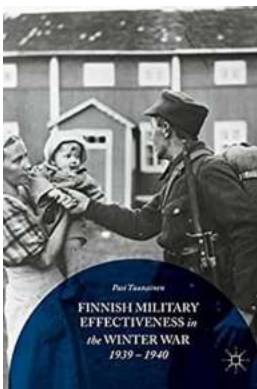
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