

Army Lists Wargaming

1644 Rules for Battles of the English Civil War

Take Robin Hood, Richard the Lionheart, Gamelyn, William Wallace and other legends from the colourful, dangerous medieval period to the tabletop with Lion Rampant – a new set of rules designed for fighting medieval skirmish games. Ideal for players who wish to collect medieval miniatures and paint the pageantry without wanting to muster huge forces or spend time learning complex rules, this game allows players to game actual historical battles – or to delve into the archives of Hollywood to embark on more over-the-top pulp style clashes. A fun and practical new approach to wargaming that lets you complete a game in about an hour—includes rule sets and scenarios for most popular periods. One of the biggest problems facing wargamers is finding the time to actually play. Most commercially available games require several hours to set up and see to a conclusion; some can even take a whole day or weekend to complete. Apart from time, lack of space can also keep wargamers from enjoying their favorite pastime. In *One-hour Wargames*, veteran gamer and rule-writer Neil Thomas has addressed both problems. Now it is practical to play a satisfying game in around an hour on a normal dining table or living room floor. The book contains 8 all-new sets of very simple rules for various periods—from Ancient to WW2—and thirty stimulating scenarios which can be played using any of them. All the rules and scenarios are intended to be played on a 3ft x 3ft battlefield. The rules only require a small number of miniatures, so this really is an ideal way for new gamers, or veterans trying a new period, to get started with minimal investment of time and money. Also ideal for a quick game in the evening with a friend. Also included are sections

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on campaigns and solo games.

Unlike chess or backgammon, tabletop wargames have no single, accepted set of rules. Most wargamers at some point have had a go at writing their own rules and virtually all have modified commercially available sets to better suit their idea of the ideal game or to adapt favourite rules to a different historical period or setting. But many who try soon find that writing a coherent set of rules is harder than they thought, while tweaking one part of an existing set can often have unforeseen consequences for the game as a whole. Now, at last, help is at hand. Veteran gamer and rules writer John Lamshead has teamed up with the legendary Rick Priestley, creator of Games Workshop's phenomenally successful Warhammer system, to create this essential guide for any would-be wargame designer or tinkerer. Rick and John give excellent advice on deciding what you want from a wargame and balancing 'realism' (be it in a historical or a fantasy/sci-fi context) with playability. They discuss the relative merits of various mechanisms (cards, dice, tables) then discuss how to select and combine these to handle the various essential game elements of turn sequences, combat resolution, morale etc to create a rewarding and playable game that suits your tastes and requirements. This book has been written in direct response to the feedback from readers of 'The Portable Wargame', and includes three sets of rules – Ancient, Enhanced Early and Mid Twentieth Century, and Air Combat – and chapters that look at Army Lists, Mini-campaigns, and Scenarios. All the rules have been designed to be used with a gridded tabletop made up of squares or hexes.

This book describes the creation of a wargames' army and provides essential guidance for someone starting out in wargaming through to the more experienced gamer. With over 290

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colour photographs, it describes how the armies of the main nations - France, Britain, Russia, Prussia and Austria - were organized. It illustrates the uniforms and battle formations using computer-aided plans. Practical modelling techniques are demonstrated from basic to more advanced. It provides detailed painting guides with accompanying step-by-step photographs, and finally, there is a chapter on the flags carried by these five armies during the wars.

Irregular Wars: Conflict at the World's End provides a fun and easy, fast-play, set of rules for engagements on the fringe of the European world - Ireland, the Americas, the East Indies and the vast steppes of Central Asia. The lands discovered by European explorers seeking easy access to the trading wealth of the Indies exposed untold avenues for expansion. The sixteenth and seventeenth centuries saw successive waves of self-aggrandising traders, raiders, conquerors and colonists leave Europe for new lands beyond the sea. Some pursued the freedom to practice persecuted religions or the opportunity to convert the heathens, others sought raw resources in the form of gold, furs or exotic spices or plants, like nutmeg or tobacco. The game is designed for engagements between two forces of from 500 to 2,500 fighting men per side. Each player represents a leading conquistador, noble, governor, daimyo, chief, cacique or petty monarch. These leaders are given the umbrella title of 'lords'. The key to success in *Irregular Wars* is the lord's ability to harness the enthusiasm of volunteer or militia soldiers which, together with the effective use of terrain, counts for more than sheer numbers alone. The uncertain nature of army recruitment and variable level of centralised command and control make the rules ideal for small scale, localised and asymmetrical warfare. The game could quite easily be expanded to cover earlier or later conflicts anywhere in the world prior to the establishment of reliable and professional armies. This second edition of *Irregular Wars*

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continues the fun and fast approach of the original rules. More background information and explanations are provided and the phase sequence has been streamlined. Additional changes throughout the rules make the randomised aspects of the game more realistic... in a random sort of way. This edition includes army lists for 48 different sixteenth and seventeenth century armies belonging to the major European colonial powers and the indigenous populations of Ireland, the Americas, East Indies and Eurasian Steppe.

Army list builder for miniature tabletop war games. Construct your most powerful army with this handy journal. Includes 200 pages formatted to track faction descriptions , stats, points and total points. 15 note pages featured at the end of the book.

He described his rules-writing philosophy as simply ""It is my aim to produce the most accurate and playable rules I possibly can"" The WRG Ancients rule series were both the first rule books professionally printed and the first universal rule set. They went through 7 editions and were the standard ancient wargames rules from 1969 until replaced by DBM in 1993. This reprint includes the classic Introduction to ancient warfare The Airfix Guide to Ancient Wargaming by Phil Barker. Advice on tactics, Guide to sources, How ancient wargaming began, Sample army lists The complete WRG 6th edition rules for simulating every aspect of ancient and medieval warfare, from the battlefield to full scale sieges and shipboard fighting. 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.

Although the rise in computerized wargaming has transformed some aspects of the hobby, the traditional table-based wargame continues to go from strength to strength.

The Dark Age of Britain, from the middle of the 4th century to the end of the 8th, was a time of violence and warfare, when charismatic warlords such as the fabled King Arthur could gather together armies and carve out their own kingdoms. With this new set of wargames rules, players can take on the role of these warlords and command their own armies on the tabletop. Written by the author of the popular Glutter of Ravens rules set, Dux Bellorum is an element-based system, where each base of figures represents 50 fighting men. Each player has a specific number of points with which to construct his force and can choose a Late Roman, Romano-British, Welsh, Saxon, Pictish, Irish, or Sea Raider army, amongst others. The game is then played out following a set of simple, fast-paced rules. A completely self-contained gaming system, Dux Bellorum is perfect for gamers who are looking for a way into fighting Dark Age battles without investing a lot of time or money in larger rulesets.

The Craft of Wargaming is designed to support supervisors, planners, and analysts who use wargames to support their organizations' missions. The

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authors focus on providing analysts and planners with a clear methodology that allows them to initiate, design, develop, conduct, and analyze wargames. Built around the analytic wargaming construct, organizations or individuals can easily adapt this methodology to construct educational and experiential wargames.?? The book breaks the wargame creation process into five distinct phases: Initiate, Design, Develop, Conduct, and Analyze. For each phase, the authors identify key tasks a wargaming team must address to have a reasonable chance at designing, developing, conducting, and analyzing a successful wargame. While these five stages are critical to the process of constructing any wargame, it should be understood that the craft of wargaming is learned through active participation, not by reading or watching. This craft must be practiced as part of the learning process, and the included practical exercises provide an opportunity to experience the construction of an analytical wargame.?? The authors also discuss critical supervisory tasks that are essential to manage the wargaming team's efforts. While the creators are focused on the design and development of the game itself, supervisors must set conditions for the wargame to be a success (best practices) and beware of the pitfalls that may set the wargame up to fail (worst practices). The book demonstrates using the analytical wargaming framework to create relevant and useful planning wargames. It also reinforces

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using the analytical wargaming framework for seminar wargames that, without rigor, are useless. The book demonstrates the benefits of using the analytical wargaming process to design educational and experiential games. ? ?

First book of army lists for Impetus second edition. It includes 97 lists from 3000 to 44 BC. Volume 1: Age of Bronze. Volume 2: Age of Chariots. Volume 3: Age of Hoplites. Volume 4: Alexander the Great and Successors. Volume 5: Rome and Italy. Volume 6: Roman Expansion.

Chosen Men is a set of fast-action skirmish rules detailing the bloody skirmishes between light troops in the Napoleonic Wars. The primary focus of the game is on soldiers and NCOs in light 'flank' companies, as they scout ahead of larger forces and take part in man-to-man actions against enemy skirmishers. Although the game allows for the formation of accurately sized companies of light infantry and cavalry if you wish, these formations are broken down into small groups of up to a dozen men. For the most part, officers are not swashbuckling super-heroes, but staunch commanders who rally and direct their men to achieve the battlefield objectives. Although the game uses an alternating action turn sequence, officers can use their influence on multiple units at the same time in an effort to steal the initiative. With all rolls resolved using standard 6-sided dice, this game combines a classic wargaming feel with modern wargame mechanics.

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Almost everyone who has ever had anything to do with model soldiers of any kind has heard of Rick Priestley. It is not a cliché to say that his name is legend within the wargames industry, so when I first picked up these rules and saw that they were written by Rick I just had to read them. The avuncular Rick Priestley style is unmistakable; 1644 will never win a Nobel Prize for Literature that's for sure, and if it did, I am sure that Rick would be too embarrassed to accept it (he'd keep the money though!), but Rick really is one of the world's best at combining his unique literary and analytical skills with his amazing creative talent to produce a set of wargames rules that are almost impossible to surpass. With 1644 the reader is given a very enjoyable insight into the English Civil War, together with plenty of additional help and advice to enable either the experienced or novice player to get the maximum enjoyment from playing an interesting and challenging game devised by one of the best writers in the wargames industry, Rick Priestley. The book is a set of rules that have been developed from the author's house rules. The object of the exercise is to give a challenging, but not taxing, game, reflecting the spirit of the age as much as it's harsh realities. 1644 has many facets; it is not just a set of wargames rules. For those interested in painting, there are sections written by Kevin Dallimore giving step by step instructions (with illustrations) on how to paint a pikeman and flags. Those interested in 17th

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century history will find interesting background articles on the Bishops Wars, the English Civil War and the Thirty Years' War together with information about uniforms, troop types and artillery. It is ultimately hoped, however, that the reader of 1644 will be tempted to build and paint an army of model soldiers and have lots of fun playing a wargame with friends; to this end, there are Army Lists for the experienced player relating to the Thirty Years' War as well as the English Civil War, whilst for the inexperienced player, there is a section offering help and advice on the individual selection of models for building two opposing armies. Relive the epic conflict between the Christian west and Islamic east in this new Field of Glory Companion, Swords and Scimitars, which provides accessible, detailed army listings for the Crusades, covering conflicts such as Saladin's devastating victory at Hattin, the siege of Jerusalem and Richard the Lionheart's Third Crusade. With coverage of both the Christian and Muslim forces, this companion volume allows gamers to recreate and rewrite history using the newest rules set on the market, Field of Glory.

Storm of Arrows, designed and developed as an army list companion to the new Ancient and Medieval wargame rule set Field of Glory, is a lavishly illustrated, factually accurate and detailed gaming guide that provides comprehensive army listings and detailed historical overviews of each army - complete with supporting maps and

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artwork. Essential to gaming one of the most engaging periods of history, this title covers the forces involved in the major conflicts of the late Medieval period, from the Hundred Years' War to the Wars of the Roses.

Two armies prepare for war. Thor, surrounded by crackling lightning, leads the assault of a horde of Viking berserkers. Preparing to receive this charge stands a wall of grim-faced, determined Spartan hoplites, commanded by Ares himself... Of Gods and Mortals is a skirmish wargame that gives players the opportunity to command the greatest heroes, warriors and monsters of legend – and the gods and goddesses that ruled over them. Whether you want to lead the forces of Greek, Egyptian, Celtic or Norse mythology to battle, or build your own pantheon, Of Gods and Mortals presents everything you need. Each player takes control of a god, a handful of legendary characters and a number of mortal troops, forming a warband that must work in harmony to succeed. Although the gods are incredibly powerful, they are only as strong as the faith of the mortals who follow them – if their worshippers are cut down, gods become weaker, and if a deity is vanquished in combat, its followers may flee the field of battle. Success lies in employing a strategy that uses all your troops, from the mightiest to the most humble, as effectively as possible.

Field of Glory is a new historical miniature tabletop wargaming rules system for anyone interested in recreating the battles of Rome, Greece or the Holy Land, among others. This series is intended to give both beginner and expert wargamers everything they

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need to play the battles of ancient and medieval eras on their tabletops. Tested and created by wargaming experts, this series includes a rulebook detailing the gaming system, and companion army lists which help players select and build their historically accurate army with the relevant units or troop types they want to take onto the field of battle. The striking Field of Glory rulebook includes color coding for easy navigation, clear photographs of miniatures (taken by Wargames Illustrated editor Duncan McFarlane) and diagrams (showing rules examples, troop placements, scale considerations and more), detailed Osprey artwork, a guide to figure painting, an overview of the history of this miniature world of warfare, organization tables and a background to the men who fought on the ground. Containing two ready to use army lists, this rulebook can either stand alone and be used for immediate gaming, or can be combined with the companion army list volumes to recreate a very diverse range of conflicts in each period of the eras covered. Published in partnership with Slitherine Software Ltd, a developer and publisher of historical strategy games, Field of Glory already has the table-top gaming community buzzing.

1944 Atomic testing at Los Alamos opens a rift in the fabric of space, while the detonation of the Fat Boy atomic bomb over Dresden creates a second. German and American scientists determine that signals are being transmitted through the rifts, many indecipherable, but some containing revolutionary scientific and technological theorems. Desperate for any military advantage, Germany and the US swiftly apply

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these discoveries to their war efforts, and incredible new weapons begin to appear on the battlefield. Angered by America's refusal to share the secrets of Rift-tech, Stalin declares war on the US and Britain, and the Allies are fractured. 1947 World War II has entered a completely new phase. Power-armoured infantry armed with personal wonder-weapons follow super-heavy tanks and mechanised walkers into battle, smashing defences with colossal firepower, while genetic monstrosities are sent out to hunt and terrorise enemy forces. This is the new nature of war. This is Konflikt '47. *** With rules inspired by the award-winning Bolt Action system, this standalone game takes World War II to a completely new level, and offers everything required to harness the incredible weapons and technologies made possible by the rift signals, and to engage in tabletop battles for supremacy and survival.

This book introduces the fascinating subject of ancient wargaming using the latest edition of DBA version 3.0. De Bellis Antiquitatis have become known for the combination of simple game mechanics and playability. The rules are easy to learn, but the finer details of tactics are hard to master. The rules are extensively used for competitions around the world. The book starts by discussing how to choose a period of history and build an wargaming army, then it includes the complete DBA 3.0 rules with a detailed step by step play through of a sample game- Germans v Romans on the bank of the river Rhine. There are also numerous sample army lists with discussion of the sources on which they are based. Sue Laflin-Barker was a key contributor to the

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development and success of WRG. This is her first solo authorship of a wargaming book.

Miniature wargames rules for the Ancients, Medieval and Renaissance periods. Suitable for any miniature scale and basing.

DBA Version 3.0 updates the highly successful De Bellis Antiquitatis wargame rules for recreating ancient and medieval battles with miniature figures. The brainchild of well-known wargame designer Phil Barker and his wife Sue Laflin-Barker, the simple DBA rule system combines fast play with historical realism to produce a visually realistic and exciting contest.

This book gives a complete introduction to the hobby of wargaming with miniatures, especially suitable for the newcomer but also containing sufficient depth and breadth of information to attract the more experienced gamer. Packed with color photographs, maps and diagrams, the book is a visual treat, but one built on the solid foundations of a highly literate and engaging text that does not dumb down the hobby. Every aspect is explained clearly and in a way that both informs and entertains, with plenty of personality, gentle humor and a lightness of touch. The contents include a brief history of the development of wargaming, choice of periods from ancients to sci-fi, the question of scale (not only of miniatures, but the size of game from the smallest skirmishes to epic battles), terrain, buying and painting miniatures, creating scenarios for wargames, running a campaign, solo wargaming and so on. It also incorporates simple wargaming

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rules covering all periods of history as well as fantasy and science fiction gaming. These rules will have optional mechanisms allowing them to be used for very small games with just a few figures, or much bigger games with several regiments or brigades on each side.

"De Bellis Renationis" is a set of wargames rules for Renaissance battle, covering the period from 1491 AD to 1700 AD. It was first published in 1995 and later updated to version 2.0 published in 2004. It was accompanied by three books of Army Lists describing the main armies in use during that period. This reprint of the 2004 version (DBR 2.0) provides both rules and army lists in a single convenient volume. (Please note this reprint is not produced by WRG Ltd).

The wargaming rules in this book have been designed by the well-known military historian, Paddy Griffith, and combine simplicity with fun and speed. No less than seven types of wargame are explained: the traditional skirmish and Divisional games, the brigade game and army level game, which all involve the use of model soldiers in battles of varying scales; the generalship game, which is concerned with how a general on campaign divides his time; and finally, a map kriegsspiel and a tactical exercise without troops.

Following the success of his previous publications "Wargaming: An Introduction and Ancient and Medieval Wargaming," Neil Thomas presents a new volume devoted to the intricacies of Napoleonic wargaming. Thomas sets out his wargame rules, the principles behind them, extensive army lists, how to set up a game and a battle report describing a war game in progress. The appendices provide a full range of support material such as figure sizes.

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"Napoleonic Wargaming" also includes historical background and the art of Napoleonic warfare to provide essential contextual information for players. This book is an invaluable tool for wargamers and coincides with the bicentenary of the wars themselves.

Whether you're a nameless Dark Lord looking to conquer the known world, a Champion of Light holding out against the forces of evil or a Northern barbarian facing claimants to a stolen throne, *Dragon Rampant* allows you to bring those battles to the tabletop. Developed from the popular *Lion Rampant* system, *Dragon Rampant* is a standalone wargame that recreates the great battles of Fantasy fiction. Scenarios, army lists, and full rules for magic and monsters give players the opportunity to command unruly orc warbands, raise armies of the undead, campaign across an antediluvian world as the warchief of a barbarian tribe, or exploit the power of mighty creatures and extraordinary sorcery. An army usually consists of 6–8 units comprised of 6–12 individually based figures. These small units move and fight independently, assuming that they follow your orders rather than just doing their own thing. Command and control is just as important on the battlefield as the power of a troll chieftain or the magic of an archmage.

This is a skirmish game for miniatures designed to work in any era of combat (real or imaginary). I've been playing miniature wargames for over 15 years. If you include board games, I've been wargaming for as long as I can remember. I've played simple games that required no prior study and complex games needing immense knowledge of rules and tactics. Both are enjoyable in their own way. Getting people into the hobby, however, can be hard because many games require too much investment on the front end. On the other hand, if the game doesn't require much investment then it becomes boring quite quickly. The games I find

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most exciting spring from simple concepts but were supported by a community that was willing to constantly create more house rules and scenarios. This is my attempt to create a semi-universal set of rules that can be easily modified to fit any small, skirmish level scenario from a bar fight in the wild west to a sniper duel in Stalingrad. In creating this ruleset, you'll find enough rules to govern the necessities. But it's also open enough for you to feel comfortable adding house rules and creating army lists for your own favorite era or genre of combat. The aim of the rules was to provide the simplest possible set of wargaming rules that retained the feel and generalship of ancient and medieval warfare. The rules were about command decisions not the detail of combat. The average player would have memorized the rules by half way through their first battle, but tactical skill, especially with the use of light troops, took longer. Battles typically lasted less than an hour, allowing multiple games to be played in a single day. The DBA rules include the basic battle rules, campaign rules, suggested mini-campaigns, over three hundred army lists, rules for larger armies and six player campaigns. The original rules are supported by an introduction by Phil Barker and chapters on: Reflecting on the development of DBA. An introduction to tactics using DBA by Martin Smith. Applying DBA to historical battles, Recreating the Battle of Zama in 202 BC using DBA by Phil Steele. DBSA and DBA 1.0 Also included are all four of the original army lists

Following on from the success of 'The Kingdom is Ours' English Civil War fast play rules set comes the first of its companion volumes 'As Stubble to our Swords'. This new supplement is full of features and games ideas that build upon the existing rule system. English Civil War enthusiasts Andy Miles and Charles Singleton have created a series of highly playable scenarios and army lists to develop your forces from. The scenarios chosen aim to present the

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player with new games, whilst the army lists offer a fresh interpretation of the forces that fought in the conflict. Whilst written with the original set of rules in mind, the lists and scenarios are easily adaptable to other popular gaming systems. Some of the country's leading figure painting experts also show their techniques in easy step by step guides.

One of the biggest problems facing wargamers is finding the time to actually play. Most commercially available sets of rules require several hours to set up and play to a conclusion; some can easily swallow up a whole day or weekend. For many gamers this means that their lavishly prepared miniature armies rarely get used at all. Apart from time, the other consideration is space, which further constrains the opportunities for a game. In *One-hour Wargames*, veteran gamer and rule-writer Neil Thomas has addressed both these problems. Now it is practical to play a game in around an hour on a normal dining table or living room floor. ??The book contains 8 (all-new) sets of very simple rules for various periods, from Ancient to WW2 and 30 scenarios which can be played using any of them, so you don't even have to take too much time thinking up a stimulating tactical situation and objectives. All the rules and scenarios are intended to be played on a 3ft x 3ft battlefield. The rules only require a small number of miniatures, so this really is an ideal way for new gamers, or veterans trying a new period, to get started with minimal investment of time and money. Also ideal for a quick game in the evening when a friend pops round. There are also sections on campaigns and solo games.

The enjoyment of wargaming is greatly enhanced if the battles (games) are played within well thought-out scenarios. Instead of simply lining up evenly-matched armies and fighting to the death, the players can have realistic objectives (such as the capture of a vital piece of terrain

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or delaying a superior enemy to cover a retreat) and be confronted with more challenging tactical decisions. Devising such scenarios can take a lot of effort, and more critically, time, which is always in short supply. This book is designed to take the time and effort out of organising fascinating and challenging wargames set in the Peninsular War. In addition to 20 carefully devised scenarios of varying size and complexity, this book contains a concise introduction to the theatre of operations and an integrated chronology of battles and campaigns, showing where the scenarios fit into the wider events. The scenarios and orders of battle are intended for use with Pen & Sword's own Napoleonic wargame rules, Grand Battery, but they are easily adaptable for use with other leading systems. « Briefing notes on the context of the battle and the dilemmas and objectives facing each commander. « Orders of battle for each side and any other information required to set up. Contents : « Concise introduction to the Peninsular War with chronology to place the scenarios in context. « 20 carefully devised scenarios of varying size and complexity. « a wargamer-friendly map, showing players where to place terrain, buildings and other features that had an impact on the battlefield. It will also show initial dispositions (historical) and mark the point of entrance (or exit) of units during the battle. « Clear win/lose/draw conditions.

Re-fight some of the bloodiest battles of the ancient and medieval worlds! Seasoned wargamer and author Neil Thomas brings historical perspective to the hobby with a description and interpretation of significant military developments from 3,000BC to AD1500. Wargaming is the simulation of accurate historical battles using miniature figures to fight over three dimensional terrain, their movement and combat being regulated by clearly defined rules. Neil Thomas' new book provides specific coverage of ancient and medieval wargaming, thanks to its division into

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biblical, classical, Dark Age and medieval sections. Each section has its own set of rules and much expanded army lists. The wargamer gains additional perspective from data panels containing facts about weaponry, personalities and chroniclers, and quotations from original document sources. Useful suggestions for further reading are also included, while battle reports in each section provide tactical insights for both novice and veteran wargamers. Lion Rampant is a set of rules designed for fighting historical or Hollywood battles in the medieval period from the Norman Conquest to the Hundred Years' War. This period is well suited to large skirmish gaming as played with Lion Rampant as it was a time of anarchy, feuds, robbery, and raiding. Become Robin Hood, Richard the Lionheart, Gamelyn, William Wallace, Llewellyn the Last, or other legends and leaders from the colorful, dangerous medieval period. Lion Rampant is ideal for players who wish to collect medieval miniatures without wanting to muster huge forces or spend time learning complex rules. Gameplay is very simple, and requires the player to use units in the correct tactical way: knights are great at charging down enemies but less useful for guarding convoys, while spearmen are jacks of all trades and masters of none, and bowmen are to be feared at distance but easily cut down if you can get close enough. An army usually consists of 6-8 units comprised of 6-12 individually based figures (making it ideal for 15mm or 28mm games), and is led by a Leader, who may have some unique character traits that affect game play and provide some opportunity for role playing. The action, however, focuses very much on the small units involved in the battle rather than individual characters: each unit moves and fights independently, assuming that they follow your orders rather than just doing their own thing. Command and control is just as important on the battlefield as the power of a mounted knight. Some army lists are provided,

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and guidance given for players seeking to create their own forces, but this game is not army list-heavy. The rules include a good number of scenarios, which are important to this style of gaming.

Wargaming can be a very expensive hobby, but it needn't be. Iain Dickie, one of the best-known names in the hobby shares dozens of hints and tips on how to cut the cost of your gaming and get 'more bang for your buck'. He offers sound practical advice on buying and building your armies (should you opt for metal, plastic, or even card, and in which scale?), gaming tables, terrain, buildings and even storage solutions. As well as purely financial constraints, Iain Dickie also recognizes the fact that available space is another major restriction for many gamers and tackles this issue too. Now you've got no excuse not to get wargaming!

A set of simple, fast-playing rules for wargaming the conflicts that re-shaped Europe in the period 1815-78. This important, yet often-neglected period includes the Crimean War, the Italian Risorgimento, the wars of Bismarck's Prussia against Denmark, Austro-Hungary and France and the Russo-Turkish war. Tactically it saw armies struggle to adapt Napoleonic doctrines to incorporate important technological advances such as breech-loading rifles, steel breech-loading cannon and the first machine guns. The book includes brief analysis of the essential strategic and tactical military developments of the period, a set of elegantly simple rules which are fast-playing and easy to learn, yet deliver realistic outcomes. A selection of generic scenarios, covering diverse situations such as flank attacks, pitched battles and meeting engagements, is supported by army lists for 28 different armies. There are also 12 historical scenarios, ranging from the Battle of the Alma in the Crimean War to Sedan in 1870, the decisive battle of the Franco-Prussian War, each with historical background, deployment

