

Fire And Fury Acw Rules

This is a book about men and war. Not real conflict but war as it has filtered down to generations of boys and men through toys, comics, games and movies. Harry Pearson belongs to the great battalion of British men who grew up playing with toy soldiers - refighting World War II - and then stopped growing up. Inspired by the photos of the gallant pilot uncles that decorated the wall above his father's model-making table, by Sergeant Hurricane, Action Man and Escape from Colditz, dressed in Clarks' commando shoes and with the Airfix Army in support, he battled in the fields and on the beaches, in his head and on the sitting-room floor and across his bedroom ceiling. And thirty years later he still is. ACHTUNG SCHWEINEHUND! is a celebration of those glory days, a boy's own story of the urge to play, to conquer - and to adopt very bad German accents, shouting 'Donner und Blitzen' at every opportunity. This is a tale of obsession, glue and plastic kits. It is the story of one boy's imaginary war and where it led him.

In the days of ancient Felstad, vampires kept to the shadows, their small numbers no match for the power of the city's wizards. But when the cataclysm struck, the wizards were destroyed, while the deathless vampires went into a frozen hibernation. Now, as the city thaws, so to do its undead inhabitants. The masters of the night are rising again: reoccupying their hidden strongholds, reforming their old cabals, and finding new victims to serve as their thralls. The destruction of the old city has brought one other boon to the vampires - giant's blood. While giants used to live out of reach to the far north, in the intervening millennium, they have descended on the city in large numbers. Their blood is like an elixir to the vampires, filling them with strength and magical power. A new war is forming between these two ancient races, and once again, the wizards of Frostgrave are caught in the middle. This supplement for Frostgrave: Fantasy Wargames in the Frozen City presents greatly expanded information about the vampires and the giants that occupy the frozen ruins, including rules for vampiric magic and a breakdown of the different tribes of giants. Also included are rules for a new type of soldier, the giant-blooded. These huge men and women have the blood of giants running through their veins, granting them great strength unseen in normal men. Finally, the book contains a section on playing Frostgrave with high-level wizards and includes two mini-campaigns to challenge these experienced spellcasters.

From the first shots at Jumonville Glen to the surrender at Appomattox, Rebels and Patriots allows you to campaign with Wolfe or Montcalm, stand with Tarleton at Cowpens or Washington at Yorktown, or don the blue or grey to fight for Grant or Lee. From the French and Indian War, through the War of Independence and the War of 1812, to the Alamo and the American Civil War, these rules focus on the skirmishes, raids, and small engagements from this era of black powder and bayonet. Your Company is commanded by your Officer during these tumultuous conflicts. Each battle that your Officer faces allows him to develop new and interesting traits. Does he perform heroically and earn a *nom de guerre*? Or falter, to be forever known as a yellow-belly?

Designed by Michael Leck and Daniel Mersey, with a core system based on the popular Lion Rampant rules, Rebels and Patriots provides all the mechanics and force options needed to recreate the conflicts that forged a nation.

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

The Battle of Koniggratz

The 100 Best

Wargames Rules for North America 1754-1815

Vosper Mtbs and Us Elcos

The Men Who Would Be Kings

Pike and Shot Wargaming Rules

The Pikeman's Lament

The Battle of Gettysburg was one of the turning points of the American Civil War. Refight the battle on the game table and see if you can change the course of history These scenarios are designed to be used with almost any American Civil War regimental or brigade level set of rules. Rules are included for figures based on 20, 30, 40, 50, and 100 historic men per figure/stand. Times are given for 10, 15, and 20 minutes per game turn. Maps are in full color, as are the numerous color photographs of the modern battlefield. This book does not contain any core rules for playing miniature wargames.

The Portable Wargame has been developed over the past ten years to meet the needs of wargamers who want a fast, easy to learn, simple to use set of wargames rules that don't require the player to purchase and paint a large collection of figures and that can be staged on a small dinner table, a large coffee table, or something even smaller. The rules are designed to be used with a gridded tabletop made up of squares or hexes.

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 Seven Years' War was the pinnacle of 18th-century warfare, with dramatic campaigns and battles, famous leaders, and wide variety of colourful uniforms. Compared with the later Napoleonic Wars, tactics were simpler, armies more professional, and battles tended to be smaller. Using these quick-to-learn rules, players can bring this period to the tabletop, recreating anything from a small skirmish to a major pitched battle. Although simple, the rules allow for a wide range of tactics and reward historical play. That said, fog of war sometimes produces unexpected results and units don't always obey their orders! The game moves quickly, and players must be prepared to regroup and counterattack or to press home an advantage - a lot can happen in one move!

FM 3-06: US Army Field Manual 3-06

Allied Coastal Forces of World War II

Rebels and Patriots

Hobby Games

Absolute Emperor

DBA 2.2 Simple Ancient and Medieval Wargaming Rules Including Dbsa and DBA 1.0

Naval Command is a set of wargame rules for recreating naval battles with fleets of miniature warships and aircraft in the age of the guided missile and jet aeroplane. Covering the period from the late 1950s to the modern day or near future. The game can be played with fleets ranging in size from one or two ships per side to full sized battlegroups of ten or more ships. The rules can be used for different sizes of ships ranging from small fast attack craft up to super-carriers engaged in open sea battles or littoral and amphibious missions. The aim of these rules is to create a game that captures the feel and provides a fairly accurate recreation of modern naval engagements but is still relatively quick to play with reasonably sized fleets and does not require excessive bookkeeping and paperwork. The rulebook contains all the rules needed to play the game and fleet lists for a range of nations.

Kniggrtz, a city overlooking the river Elbe, was a western strongpoint of the Austrian Empire. On the morning of July 3, 1866, Prussia attacked the city against high odds and defeated the Austrian army in a single day, despite the Austrian advantage in heavy artillery and command of the high ground. The fall of Kniggrtz transferred power over the German states from Austria to Prussia, marking the beginning of the German nation, a political consequence considered to be among the most important of any conflict in modern history. The battle for the city of Kniggrtz--now called Hradec Krlov, located in the Czech Republic--was the largest of its time, with nearly half a million troops involved. It was also the first battle where the outcome was directly determined by the availability of new technologies, including the railroad, telegraph, cast steel rifled cannon, and breech-loading rifle. It also marked a lesson in the fallacy of dependence on technology at the expense of sound strategy. In this full account, distinguished historian Gordon A. Craig discusses the state of political affairs surrounding the battle, the personalities involved, the weaponry, and the tactics in order to recreate the battlefield in all its complexity.

The American Civil War is one of the most popular periods to wargame, and rightly so - it is a fascinating period of history. Painting Miniatures for the American Civil War offers the opportunity to learn how to paint war games miniatures from someone who has been an experienced sculptor and painter. All of the main styles that are used for painting war games miniatures are covered in great detail. For anyone wanting to start painting for the first time, these pages contain a wealth of information that will help you get started. The book covers: Miniature preparation Layer painting Painting with washes Basing Horses and artillery Buildings and scenery. Each chapter is full of detailed step-by-step tutorials on how to paint war games miniatures for the American Civil War.

A game for boys from twelve years of age to one hundred and fifty and for that more intelligent sort of girl who likes boys' games and books.

Urban Operations

Wargame Scenarios for the Battle of Shiloh

Atlanta Besieged: Regimental Wargame Scenarios For The Atlanta Campaign: July 1864

Across A Deadly Field: Regimental Rules for Civil War Battles

Ancient & Medieval Wargaming

Frostgrave: Blood Legacy

1808 in Iberia

August 1991. Soviet hardliner Pavel Medvedev knows that only bloodshed can save the USSR from complete collapse. With violence breaking out in the streets of Moscow, few realize that he is piloting the Soviet Union on a collision course with its deadliest enemy yet: NATO. US Marine Colonel Robert Buckner, passed over for a coveted command, takes a post working for Vice Admiral Falkner on his way to retirement. As the world lurching towards World War III, he finds his way towards a panoramic view of the unfolding crisis with a pivotal role to play. War breaks out across the globe, but the pin falls in the far north, where soldiers and civilians alike must battle not just the enemy, but the unforgiving elements. With arsenals of high-tech weapons loosed in both directions, the ultimate reward may not be victory, but survival. H-Hour is the first book of the Northern Fury series, which tells the alternate history of World War III's northern front through the eyes of those who lived it.

Uses excerpts from the letters, diaries, and memoirs of the combatants to recreate the Tennessee battle, and assesses its influence on the outcome of the Civil War

The American Civil War was a turning point in the history of warfare, as Napoleonic tactics met deadly new technology. Cannons and rifles had become more accurate at longer ranges, rapid-fire pistols gave cavalry a new weapon, and the telegraph and railroad completely altered both strategic and tactical thinking. Across a Deadly Field, the new regimental-level wargame from Osprey Publishing, allows players to recreate this tumultuous period of warfare on the tabletop. Its versatile rules make it possible to refight any battle, from the early skirmishes of Ball's Bluff and Big Bethel to the grand, set-piece battles such as Gettysburg that decided the war. Written by John Hill, designer of the Johnny Reb series, Across a Deadly Field offers both new and experienced wargamers a fast-paced and dynamic game where even a single regiment can make the difference between victory and defeat.

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 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.

Colonial Wargaming Rules

Field of Glory Rulebook

Bolt Action: Tank War

Honours of War

A Boy's Own Story of Imaginary Combat

Wargaming

Modern Naval Wargame Rules

A “well-reasoned and timely” (Booklist) essay collection interrogates the Lost Cause myth in Civil War historiography. Was the Confederacy doomed from the start in its struggle against the superior might of the Union? Did its forces fight heroically against all odds for the cause of states’ rights? In reality, these suggestions are an elaborate and intentional effort on the part of Southerners to rationalize the secession and the war itself. Unfortunately, skillful propagandists have been so successful in promoting this romanticized view that the Lost Cause has assumed a life of its own. Misrepresenting the war’s true origins and its actual course, the myth of the Lost Cause distorts our national memory. In *The Myth of the Lost Cause and Civil War History*, nine historians describe and analyze the Lost Cause, identifying ways in which it falsifies history—creating a volume that makes a significant contribution to Civil War historiography. “The Lost Cause . . . is a tangible and influential phenomenon in American culture and this book provides an excellent source for anyone seeking to explore its various dimensions.” —Southern Historian

Tank War, the new supplement for Bolt Action, gives players the option to expand their games to a whole new level - armoured warfare. Recreate such great engagements as the battle of Kursk with the scenarios, army options and special rules found in this book. Whether you want to add more armour to your existing armies or build an entirely armoured force, Tank War has you covered.

Dark necromancers have laid claim to forsaken kingdoms and summoned forth the souls of those who defiled their oathmarks. The dead, once again, march to war. As armies of wraiths and skeletal warriors bring destruction to their lands, the small kingdoms of the Marches also turn to the spirits of the dead. Gathering the most ancient and powerful of oathmarks, they recall the spectral forms of those that died in loyal battle to once again come forth in defence of their kingdoms. With these ethereal warriors joining their ranks, the kings of the Marches may yet stand. This supplement for *Oathmark: Battles of the Lost Age* introduces the forces of the dead to the game. Some armies will use dark magic to summon the souls and corpses of traitors from the past, while others will recall the spirits of loyal warriors that gave their lives and willingly fight again. This book also includes expanded rules for characters, which allow you to chart their progress from battle-to-battle, and watch as they grow in rank, responsibility, and power. All of these rules are then incorporated into a campaign featuring new scenarios that together tell of an epic war for survival.

Test of Resolve is an elegant & straightforward set of gaming rules for miniatures, which models the warfare in this period, and uses only one twelve-sided die (D12) per side. The game plays out with a small deck of cards for each army; these cards are designed to introduce an innovative, realistic and exciting unpredictability to the game flow * If you also wish to purchase this in PDF form, and/or the high quality printed cards, you may prefer to buy a discounted Bundle with them at www.TestOfResolve.com.*****

Napoleonic Wargame Battles

Achtung Schweinehund!

Regimental Wargame Scenarios for the Battle of Antietam

Ancient and Medieval Wargaming Rules

Wargames Rules for the Seven Years’ War

American Civil War Miniature Rules

Wargaming Rules for North America: Colonies to Civil War

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 on campaigns and solo games.

Land of the Free is the new set of wargaming rules from Osprey that allow players to recreate the various conflicts that broke out in North America shortly prior to and just after

Independence, including the French and Indian Wars, the Revolution and the War of 1812. This set of rules lets players begin their campaigns with small warbands of 10-20 miniatures of any scale and develop their forces over time, building them into armies hundreds strong. A unique system of command points and the need to carefully manage resources or risk becoming vulnerable to counter-attack have to be finely balanced against the need to gain objectives throughout the game, creating a challenging, but enjoyable environment for your armies.

Across A Deadly Field: Regimental Rules for Civil War Battles Bloomsbury Publishing

The Battle of Antietam was the single bloodiest day in American military history. It was fought with a ferocity unsurpassed by anything the men who battled there encountered before or afterwards! Recreate the struggle to contain the Confederacy's first invasion of the north.

These miniature game scenarios are designed to be used with almost any American Civil War regimental level set of rules. Rules are included for figures based on 20, 30, 40, 50, and 100 historic men per figure/stand. Times are given for 10, 15, and 20 minutes per game turn. Maps are in full color, as are the numerous color photographs of the modern battlefield. This book does not contain rules for playing miniature wargames.

Summer Storm

One-Hour Wargames

The Confederate Expedition to the Susquehanna River, June 1863

No Better Place to Die

Tactical Espionage Wargaming

Land of the Free

Oathmark: Oathbreakers

Recreate the action and drama of 17th Century warfare on your tabletop with *The Pikeman's Lament*. Start by creating your natural leader raised from the ranks, the youngest son of a noble family, or an old veteran who has seen too many battles? As your Officer will win honour and gain promotion, acquiring traits that may help lead his men to victory. Before each skirmish, must raise his Company from a wide range of unit options – should he lean towards hard-hitting heavy cavalry or favour solid minded infantry? Companies are typically formed from 6-8 units, each made up of either 6 or 12 figures, and quick, decisive, games are the order of the day. With core mechanics based on Daniel Mersey's popular *Lion Rampant* rules, *The Pikeman's Lament* has the military flavour of the 17th Century, and allows you to recreate skirmishes and raids from conflicts such as the Thirty Years War, the English Civil Wars, and the Great Northern War.

The battles around Atlanta during the American Civil War were pivotal to the outcome of the conflict. Confederate General John Johnston "Bull" Battle threw his army against the forces of General William T. Sherman in an effort to save the city from capture. The battles were bloody, but ultimately ended in the capture of Atlanta. Can you be a better general on the game table? These scenarios are designed to be used with almost any American Civil War regimental or brigade level set of rules. Rules are included for figures based on 20, 30, 40, 50, and 100 historic men per figure/stand. Times are given for 10, 15, and 20 minutes per game turn. Maps are in full color, as are the numerous color photographs of the modern battlefield. This book does not contain rules for playing miniature wargames. Scenarios include: *Iron to Use This Book* *Ruff's Mill* *The Battle of Peachtree Creek: Eastern Flank* *Bald Hill* *The Battle of Atlanta: Sixteenth Corps* *The Battle of Atlanta: Seventeenth Corps* *The Battle of Atlanta: Hardee's Attack* *The Battle of Atlanta: Fifteenth Corps* *Ezra Church* *Sunshine*. An in-depth look at a Confederate general and the first blood spilled at Gettysburg, with maps, photos, and a guide to historical events. *Flames Beyond Gettysburg* examines the key role played by Lt. Gen. Richard Ewell's Second Corps during the final days in June. It is the first in-depth study of the crucial summer days that not only shaped the course of the Gettysburg Campaign but altered the course of our nation's history. *Flames Beyond Gettysburg* follows the powerful columns, Ewell's Corps swept toward the strategically important Susquehanna River and the Pennsylvania capital of Harrisburg. Fear coursed through the local populace while Washington and Harrisburg scrambled to meet the threat. One of Ewell's colorful veteran divisions under Jubal Early, whose objectives included the capture and ransom of towns and the destruction of railroads. *Flames Beyond Gettysburg* tells the story of the Hanover Junction rail yard. Early's most vital mission was the seizure of the Columbia Bridge, which spanned the Susquehanna River between Wrightsville and Columbia. To capture the longest covered bridge in the world would allow the division to cross into prosperous York County and move against the capital in Harrisburg. *Flames Beyond Gettysburg* vividly narrates both sides of Ewell's drama-filled campaign, including key Southern decisions, the response of the Pennsylvania militiamen and civilians who opposed the Confederates, and the capture of the Columbia Bridge. It also features detailed driving tours of the various sites discussed in the book. Based upon extensive primary material and featuring original maps by cartographer Steven Stanley, this fast-paced and gracefully written history is a welcome addition to the Gettysburg literature.

The Men Who Would Be Kings is a set of rules designed for fighting historical or Hollywood colonial battles in the mid to late 17th century, from the Indian Mutiny to the Boxer Rebellion. Large scale colonial clashes tended to be one-sided affairs, but there are countless brief, frantic skirmishes in every colonial war, where either side could be victorious, and these are the battles that *The Men Who Would Be Kings* seeks to recreate. Although focusing on the British colonial wars against the Zulus, Maoris and others, these rules will allow players to explore the empires of France, Germany, and other nations, as well as allowing for battles between rival native factions. The game is very simple, and is driven by the quality of the officers leading your units, in the true spirit of Victorian derring-do and adventure. *The Men Who Would Be Kings* is a larger than life characters such as the (real) Fred Burnaby and the (fictional) Harry Flashman led their troops to glory and met a horrible end at the point of a spear tip.

Little Wars (Annotated)

THE BATTLE OF STONES RIVER

A Guide to Wargaming

The Portable Wargame

Flames Beyond Gettysburg

Gettysburg Soldiers

Painting Miniatures for the American Civil War

Doctrine provides a military organization with a common philosophy, a language, a purpose, and a unity of effort. Rather than establishing a set of hard and fast rules, the objective of

doctrine is to foster initiative and creative thinking. To this end, FM 3-06 discusses major Army operations in an urban environment. This environment, consisting of complex terrain, a concentrated population, and an infrastructure of systems, is an operational environment in which Army forces will operate. In the future, it may be the predominant operational environment. Each urban operation is unique and will differ because of the multitude of combinations presented by the threat, the urban area itself, the major operation of which it may be part (or the focus), and the fluidity of societal and geopolitical considerations. Therefore, there will always exist an innate tension between Army doctrine, the actual context of the urban operation, and future realities. Commanders must strike the proper balance between maintaining the capability to respond to current threats and preparing for future challenges. This manual provides the analytical tools for evaluating an urban operation to determine if the operation is necessary for overall mission success. It also provides the means to understanding and determining the impacts of the urban environment on military operations and provides information on managing, taking advantage of, and mitigating the effects of those impacts as appropriate. As such, this manual demonstrates how to apply the doctrinal principles in FM 3-0 to this unique environment.

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 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.

Black Powder is Warlord Games' first publication. It is a beautiful book in its own right with hundreds of color photographs taken by the Perry brothers of the most exquisitely painted model soldiers from their world-renowned collection. The rule book's intention is inspire a collector to play gentlemanly games with their own collections of soldiers with friends where the emphasis is on the spirit of the age of musket, not the letter of the rule. With decisive battles from the key wars of the period, such as El Teb, from the Sudan War, Ntombi River from the Zulu Wars, Alma from the Crimean War and Freemans Farm from the American War of Independence, as well as two fictional scenarios from the American Civil War and Napoleon's Wars, there really is something to keep everyone happy. It is a hearty publication and not for nitpickers or miseries. There are some good gags in it, but it also plays well and enables players to conduct a very big battle in a civilized period of time, leaving them more time to chat about the highs and lows and what ifs. Rick Priestley is best known as the famous Warhammer and Warhammer 40000 author, the world's best selling table top miniatures game and Product Director for Games Workshop. He lives in Nottingham. Jervis Johnson is also an internationally renowned games writer and luminary in the gaming world. Jervis also lives in Nottingham but has a very posh voice.

The Battle of Shiloh was the first truly large battle in the American Civil War's western theatre, and the largest until Chickamauga the next year. Try your hand at the gaming table and manage the chaos of untried and untested combat troops thrown together and pitted against each other in a fight to the death along the Tennessee River!

The Myth of the Lost Cause and Civil War History

Naval Command

Black Powder

Practical Tabletop Battles for those with Limited Time and Space

De Bellis Renationis

Brave Hearts Trembled

Test of Resolve: Wars of the Roses: Wargame Rules

Black Ops is a skirmish wargame of tactical espionage combat that recreates the tension and excitement of modern action-thrillers such as the Bond and Bourne films. The fast-play rules keep all the players in the thick of the action, while the mission generator provides a wide range of options for scenarios – from stealthy extraction or surveillance missions to more overt raids and assaults. Stealth, combat, and technical expertise all have a role to play, and players may recruit a number of different operative types – spies, mercenaries, criminals, hackers, special forces, and many more – to recruit the best possible team for the job. Players may also choose to join a faction – powerful organizations, intelligence agencies, criminal syndicates, militaries, or rebel groups, each with a stake in international affairs. By doing so, their team may receive certain benefits, but may also find itself limited at a crucial time. With the variety offered by the characters, factions, and scenarios, no

two games of Black Ops should ever be the same!

"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 War in the East, a supplement for John Hill's Across a Deadly Field, gives players the resources to recreate the battles, great and small, of the Eastern Theater of the Civil War. Step into the shoes of Robert E. Lee and drive towards Washington with the Army of Northern Virginia, or take command of the Army of the Potomac, and attempt to capture Richmond. With scenarios, including an optional mini-campaign for the first day of Gettysburg, and special rules that enhance gameplay, this volume offers players, whether Union or Confederate, a versatility that can accommodate their preferences and miniatures collections without sacrificing either playability or historical accuracy.

Essays by game designers and producers survey the top one hundred hobby games of the last fifty years, describing familiar and offbeat games of all types, including roleplaying, collectible card, miniature, war, and board.

Across A Deadly Field: The War in the East

An Introduction

Regimental Wargame Scenarios for the Battle of Gettysburg

This Bloody Field

To Assure My Dynasty

Prussia's Victory Over Austria, 1866

Battles with Model Soldiers in the Age of the Musket

"GETTYSBURG SOLDIERS" is an innovative gaming rulebook for the American Civil War (1861-1865), designed to accompany tabletop wargaming with miniature figures. The game can be used to recreate historical battle scenarios, or create your own battles with opposing sides equal in strength.

"GETTYSBURG SOLDIERS" offers a sensible harmony between playability and historical accuracy, to encourage tactical and strategical challenges between players; and provide an afternoon or evening's entertainment. The game also has special provisions to simulate the element of surprise, the ebb and flow of momentum, and the fog of battle. #13; #13; The "GETTYSBURG SOLDIERS" rules are written as simple and logical guidelines that make the game easy to both teach and learn, appealing to new gamers and experienced players alike. The rules are numbered for quick and convenient reference; and the Firing and Melee Charts are provided in a handy easy-to-read format. Opposing players take alternate turns to Maneuver and Fire, with a unique competition to gain the initiative during each game turn. The "GETTYSBURG SOLDIERS" rules can be played with 10mm, 15mm or 25mm scale miniature figures. Basing of the miniature figures is flexible as long as both opposing sides are based similarly; and the game rules can accommodate the basing of figures from most other rules sets.

From the late Revolutionary Wars and Egyptian campaign, to the battles of Austerlitz, Borodino, Leipzig, and Waterloo, Absolute Emperor is a mass battle wargame that provides all the rules needed to play during this period of grand armies and sweeping campaigns. Players' armies are composed of multiple corps, with command and control being of the utmost importance, all influenced by the elan of your general. Do you follow in the footsteps of Napoleon and be crowned the Absolute Emperor or stand against tyranny as Wellington and Blücher.

Allied Coastal Forces, now a recognized classic work first published in 1990, remains the only publication to deal comprehensively--in words, photographs, and drawings--with the technical detail of motor torpedo boats, PT boats, motor gunboats, launches, and submarine chasers. This second volume covers sixteen Vosper MTB designs and the US 70ft, 77ft and 80ft ELCO designs.

Northern Fury: H-Hour

Black Ops