

Ronin Skirmish Wargames In The Age Of The Samurai

Ronin One-hour Skirmish Wargames Broken Legions Outremer: Faith and Blood En Garde! The Old West Skirmish Wargames Solo Wargaming A Few Good Miniatures Tabletop Wargames: A Designers' and Writers' Handbook Dragon Rampant One-hour Ancient and Medieval Skirmish Wargames Rogue Stars Donald Featherstone's Skirmish Wargaming In Her Majesty's Name Wargame Tactics The Men Who Would Be Kings Scrappers Sci-fi Skirmish Scenarios Games & Puzzles Skirmish Wargaming Craig Woodfield John Lamshead Mark Latham Jamie Gordon Craig Woodfield John Curry David Heading Joshua B. Krebs Rick Priestley Daniel Mersey John Lamshead Andrea Sfiligoi John Curry Craig Cartmell Charles Grant Daniel Mersey Robert A. Faust John Lamshead Donald F. Featherstone Ronin One-hour Skirmish Wargames Broken Legions Outremer: Faith and Blood En Garde! The Old West Skirmish Wargames Solo Wargaming A Few Good Miniatures Tabletop Wargames: A Designers' and Writers' Handbook Dragon Rampant One-hour Ancient and Medieval Skirmish Wargames Rogue Stars Donald Featherstone's Skirmish Wargaming In Her Majesty's Name Wargame Tactics The Men Who Would Be Kings Scrappers Sci-fi Skirmish Scenarios Games & Puzzles Skirmish Wargaming Craig Woodfield John Lamshead Mark Latham Jamie Gordon Craig Woodfield John Curry David Heading Joshua B. Krebs Rick Priestley Daniel Mersey John Lamshead Andrea Sfiligoi John Curry Craig Cartmell Charles Grant Daniel Mersey Robert A. Faust John Lamshead Donald F. Featherstone

a set of samurai skirmish wargaming rules

many wargamers enjoy the challenge of skirmish games where instead of the strategy of vast armies portrayed by traditional wargames the focus is on the tactics of a small unit however skirmish rules are often so complex that it can take hours of rolling dice consulting tables and recording data to recreate what would in reality be a fast and furious firefight lasting just minutes now these new rules make it possible to recapture the speed and intensity of these actions where every man and every second counts the basic rules are supported by sections which give special rules and scenarios to capture the flavor of a range of different periods from napoleonic to modern warfare and beyond with sci fi from the 95th rifles scouting for wellington western gunfights and wwi trench raids through ww2 parachute assaults or special forces strikes in afghanistan or even space marines storming a space station squad firefights elegantly simple system allows you to focus on proper tactical decisions rather than rolling buckets of dice or calculating masses of modifiers

the roman empire rules the civilised world with an iron fist seemingly all powerful and limitless and yet the power of rome is secured not by its mighty legions but by small bands of warriors and agents fighting a secret war tasked by the emperor to explore ancient temples forgotten labyrinths and beast haunted caverns they seek out artefacts hidden by the gods themselves hunt creatures of myth and face enemies that would use dark magic against the empire broken legions is a set of fantasy skirmish rules for a war unknown to history fought in the shadows of the roman empire various factions recruit small warbands to fight in tight scenario driven battles that could secure the mystical power to defend or crush rome a points system allows factions to easily build a warband and mercenaries and free agents may also be hired to bolster a force heroes and leaders may possess a range of skills traits and magical abilities but a henchman's blade can be just as sharp and a campaign can see even the lowliest henchman become a hero of renown

outramer faith and blood is a 28mm skirmish wargame featuring small groups of warriors fighting in outremer during the crusades while suitable for one off skirmish encounters the focus of the game is a structured and progressive campaign setting in which they are able to watch their force grow and develop over a series of scenarios and encounters from a small party of five or so soldiers into a powerful warband a score strong character development is key and a wide range of troop options and factions allows a high degree of individuality and personalisation players will also be able to recruit mercenaries and agents

such as hashashin and varangian survivors to bolster their forces potent but expensive additions that will add a distinct flavour to each encounter

en garde is a small scale skirmish game based on the successful ronin rules in which small groups of warriors fight each other for honour or riches rather than just rolling a few dice the rules allow players to make tactical decisions about how the models that they control will fight offensively defensively or by applying special skills and abilities en garde covers the conflicts of the 16th 17th and early 18th centuries when black powder weapons started to become common in battle but martial prowess still determined the outcome play as border reivers conquistadors landsknechts aztecs french musketeers caribbean pirates and many more in scenarios that evoke classic engagements of the genre simple campaign rules allow multiple scenarios to be played in sequence and permit warbands to develop over time an appendix is also included to provide brief rules for supernatural creatures of the period monsters demons revenants and witches and new abilities and equipment to fight them making en garde the perfect ruleset for gamers who want something a bit different from the norm

these classic rules launched skirmish wargaming in the uk and the north america they were played in most wargaming clubs on a regular basis from stage coach robberies to recreations of gunfights from the pages of history these rules introduced wargaming with individual figures this edition includes many previously unpublished chapters these rules have all that is required to recreate the american wild west on the table top bank robberies saloon brawls us cavalry actions and the showdown on the main street are made possible the basic rules are straightforward but there are many optional chapters that can be used as required optional rules include all the glorious detail of the wild west saloon brawls special rules for indians the iron horse and frontier towns and for playing solo games in addition to the full set of original rules this edition includes extra chapters on various scenarios and campaigns the history of wargaming project aims to document the development of wargaming

this practitioner s guide to solo wargaming offers comprehensive coverage of the subject showing how it can be a fascinating complement to social gaming or an entire hobby in its own right this book integrates ideas from across the hobby to discuss various aspects of gaming alone across all manner of conflicts whether land sea or air and in any historical period or imagined setting starting with the fundamental question of why people play solo wargames david heading lays out the various advantages and disadvantages he also considers such questions as whether to play both sides or to command one army against an automatic opponent giving various ideas on how to control or program the responses of the opposing force with dice cards or by other means there is advice on how to construct challenging and interesting scenarios for one off engagements whether these are skirmishes or major battles historical events or more generic ones and how to combine these tactical actions into wider campaigns involving grand strategy logistics and other factors tips on sustaining interest through such activities as recording results writing campaign diaries and online blogs will help you enrich your hobby the author has been playing solo wargames for forty years and shares the secrets of happy solo gaming packed full of common sense advice and inspiration it offers plenty of value to the beginner and the seasoned veteran alike

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 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

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 lambshead 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

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

a comprehensive guide to reenacting ancient and medieval wargames john lambshead s highly popular one hour skirmish wargames was designed for fights in the gunpowder era but now he is transporting the action back to the age of swords and sandals of legionaries hoplites and war elephants these stand alone rules you don t need the first book follow the same principles that made the original popular streamlined game mechanics that are quick to learn and fast to play allowing the players to concentrate on making tactical decisions and having fun rather than constantly having to look up and decipher over complicated rules card driven like the original no dice are required although deceptively simple the rules capture plenty of period flavour and allow for everything from slingers to chariots and stampeding elephants there are sample force lists a points system for building any force across this whole period and a couple of sample scenarios the author explains his design choices and the logic behind the rules to make it easier for players to tweak them to suit their tastes and their specific armies or sub period he describes them as a toolkit not a set of hard and fast tournament rules and adaptation and customization of the rules is encouraged fast and furious fun is the order of the day

rogue stars is a character based science fiction skirmish wargame where players command crews of bounty hunters space pirates merchants prospectors smugglers mercenary outfits planetary police and other such shady factions from the fringes of galactic civilisation crews can vary in size typically from four to six and the character and crew creation systems allow for practically any concept to be built detailed environmental rules that include options for flora fauna gravity dangerous terrain and atmosphere and scenario design rules that ensure that missions are varied and demand adaptation and cunning on the parts of the combatants make practically any encounter possible run contraband tech to rebel fighters on an ocean world while hunted by an alien kill team or hunt down a research vessel and fight zero gravity boarding actions in the cold depths of space whatever you can imagine you can do

skirmish wargaming is a classic from the history of wargaming it was the first widespread set of popular rules for playing skirmish level battles on the table top with handfuls of figures aside the book includes generic rules for skirmish wargaming scenarios including period rules for vikings 850ad archers in france june 1429 english civil war cavalry action 1643 the jolly roger 1715 the 95th rifles in the penninsula war 1813 the french foreign legion in mexico 1866 the massacre at isandhlwana 1879 the old west 1888 first world war trench raid 1916

street fighting in cassino 1944 this new edition includes additional scenario s to claim our long forgotten gold fantasy third age mining station sigma 9 science fiction year 3015 the far future guidance on how to play solo skirmish wargames printed as part of the history of wargaming project johncurryevents co uk

it is 1895 and the world is in turmoil the great powers compete for resources and the latest technology and an undeclared and secret war rages between them all this is battleground of the adventuring companies these clandestine agents of the great powers operate in the shadows matching skills and wits in pursuit of the newest scientific formulae or powerful occult artifacts in her majesty s name sets these adventuring companies against each other in one off encounters and in longer narrative campaigns companies are usually comprised of just 4 15 figures and two players could easily play three games in an evening making an on going campaign a highly viable option in her majesty s name has been designed to allow maximum versatility for the player if you can imagine it the system will help you build it there is however a wealth of material provided in the book covering weird science mystical powers and a range of pre generated adventuring companies including the british explorers club the prussian society of thule the us marine corps the légion Étrangère the revolutionaries of the brick lane commune ancient egyptian cults and the mysterious black dragon tong

the men who would be kings is a set of rules designed for fighting historical or hollywood colonial battles in the mid to late 19th century from the indian mutiny to the boxer rebellion large scale colonial clashes tended to be one sided affairs but there are countless reports of 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 also permit players to explore the empires of france germany and other nations as well as allowing for battles between rival native factions gameplay 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 where larger than life characters such as the real fred burnaby and the fictional harry flashman led their troops to glory and medals or a horrible end at the point of a spear tip

more than 150 years have passed since the apocalypse that nearly destroyed the earth today the planet is a torn remnant of its former glory ravaged by nuclear fallout and mutagens new lifeforms mutants and synthetics challenge true humanity for dominance while warring factions compete for survival and supremacy and all must carve out their place in this brutal landscape or else perish as billions before them scrappers is a skirmish miniatures game set in the wastelands where players assemble scrapper crews and send them out to scavenge scraps of ancient technology and battle rival factions explorers cultists and raiders clash with mutated creatures robotic soldiers and embittered true humans in this wargame of salvage and survival in the ruins of the future

welcome to the sprawl sci fi skirmishes are an increasingly popular genre of war game but they are more dependent than most on good scenarios to keep them varied and exciting john lamshead has taken the work out of scenario building he presents a selection of thirty six missions of varying complexity each with clear objectives and victory conditions a map showing set up zones and some with special rules although they are set in his imagined dystopian city of civitas cavernum aka the sprawl with its factions of scavs proctors cultists and corporates the scenarios are designed to be adaptable to almost any setting and set of rules including those published in the author s one hour skirmish wargames in addition there are no less than three mini campaigns that link the scenarios together in various combinations but that is not all john lamshead gives advice on designing your own scenarios and campaigns and there is even a set of tables allowing you to quickly create them through random dice rolls ensuring almost infinite variety to your games finally there is a useful reference section listing websites of rules publishers and manufacturers of suitable miniatures and model terrain welcome to the sprawl but keep your gun close and your mask on

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