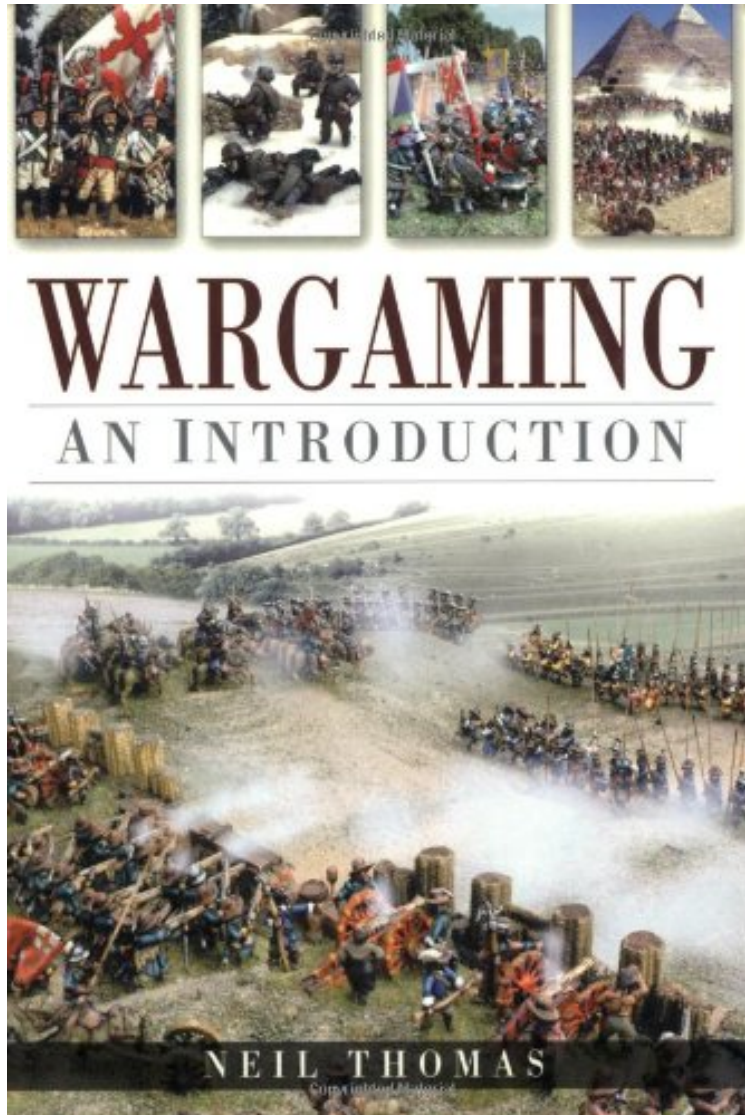


(Free) Wargaming: An Introduction

Wargaming: An Introduction

Neil Thomas

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Neil Thomas : Wargaming: An Introduction before purchasing it in order to gage whether or not it would be worth my time, and all praised Wargaming: An Introduction:

15 of 15 people found the following review helpful. A Solid Intro to a Captivating HobbyBy Stephen SeverinoAs a longtime miniatures wargamer who has been involved in the hobby for 25 years, I didn't really NEED this book as I'm already quite familiar with wargaming. But I love to collect and read books on wargaming; and as a game designer, I find that there are always ideas to be gleaned from examining different approaches to gaming. Plus, there are very few books of recent vintage that give a good, general overview of the miniatures wargaming hobby. This book by Neil

Thomas does just that. This is not a deep history book by any stretch of the imagination, but Thomas provides a solid overview of warfare tactics in various periods (from ancient times to modern). The book is divided into multiple sections (Ancients, Pike Shot, American Civil War, etc.), with rules provided for each specific period. While the game rules provided are pretty simple and have an "old school" feel to them, they're perfect for folks just getting into this wonderful hobby -- sensible, not too complex, and play in a reasonable amount of time. This is a book that newcomers should find very useful as a jumping off point into a rich, deep, fascinating hobby, and I would recommend it to that audience. For veteran wargamers, this book isn't a necessary purchase, but I do feel it has 3 uses. First, if you're looking for a simple set of rules to play at a convention, or just like to study other rule sets to gather ideas, this is a worthwhile book in that regard. Secondly, if you want to introduce new friends into the hobby, loan this book to them. It's approachable and not overwhelming, and you can fill in the missing details. Thirdly, if you're like me and enjoy collecting general books on the topic of miniature wargaming, this book is a nice addition to your collection. If you enjoy this book, you will probably also enjoy "Ancient Medieval Wargaming" by Neil Thomas as well. It's founded upon the same basic rules system used in the intro book (with some tweaks), and provides more depth and richer army lists throughout the Ancient and Medieval periods (my preferred era of historical wargaming).

11 of 11 people found the following review helpful. Good Overview of Figure Wargaming By Charles E. Rittenburg This book is a colorful, readable overview of figure wargaming across the range of available wargame periods, from ancient battles of Greeks or Romans to the most modern battles. There are examples of different army organizations and uniforms. The sample rules for each period are easily used, although should the reader decide to seriously pursue the hobby, he will want to find more sophisticated rules designed for his particular period. The photographs illustrate figures from the various periods and show various wargames in progress. Great for youth readers and people who are just curious about this special hobby.

0 of 0 people found the following review helpful. Required Reading for Newcomers to Miniature Gaming By Ted Kennedy Great book as a introduction to a hobby I have done for 50 years. If you were thinking about becoming involved in Miniature Wargaming then this book is required reading

Wargaming is concerned with simulating historical conflicts through the medium of miniature figures fighting battles over three dimensional terrain, their movement and combat being regulated by rules which create historically accurate battles. Since the 1950s, the hobby has grown exponentially and now enjoys a widespread following across the world. 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. Neil Thomas, a seasoned wargamer himself, offers practical advice on how to collect and paint wargames armies, together with all the information and rules needed to fight wargames over a huge historical timespan. He offers simple, playable and realistic rules for a variety of historical periods, from ancient warfare to the Second World War. A selection of color photographs serves to illustrate the historical periods covered and convey something of the colourful spectacle of wargaming.

About the Author The university and college lecturer, Neil Thomas was introduced to wargaming by his cousin at the age of twelve. Neil lives in Orpington in Kent.