Chosen Men Military Skirmish Games In The Napoleonic Wars Osprey Wargames

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.

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.

A Fistful of Kung Fu brings the hyper-kinetic, bullet-spraying, demon-slaying, kung-fu-fighting action of Hong Kong movies and Asian cinema to the wargames tabletop. In a modern world walking a precarious line between the advances of next-generation technology and the tradition and mysticism of ancient cultures, Kung Fu schools face off in no-holds-barred tournaments, corporations hire agents and spies to steal each other's secrets, overworked SWAT teams respond to gunfights between feuding Triad and Yakuza clans, and ancient artefacts are sought by hopping vampires, demon sorcerers and cyborgs alike. Combining the gunfights of John Woo's Hard Boiled, the hand-to-hand combat of Enter the Dragon, the sheer mystical weirdness of Big Trouble in Little China, the wuxia action of Crouching Tiger Hidden Dragon, and everything in-between, A Fistful of Kung Fu is a skirmish wargame unlike any other.

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.

En Garde!

WW2 Man to Man Combat Rules

Honours of War

Weird World War II Wargames Rules

Last Days: Zombie Apocalypse

Frostgrave

Cyberpunk Skirmish Rules

Black Ops

*NUTS WW2 is an Origin's Award-winning man-to-man tabletop skirmish wargame that puts you into the front line as a squad leader or platoon leader. -The easy-to follow rules cover all aspects of squad level warfare, and use Two Hour Wargames' unique "reaction" system - no standing around waiting for your activation in this game, your figures always react to a situation on the table. Designed for head-to-head, co-op and solo gaming, NUTS can be played in a variety of ways:-You can play as a Squad Leader with a full squad.-You can play as a Squad Leader with less than a full squad.-You can play as a Fighting Vehicle Platoon Leader with three to five vehicles.-You can play with only one Fighting Vehicle.-You can play large games with multiple squads and vehicles.The bottom line is you can play it any way you like, with any figures, terrain or counters you like.Inside you'll find:-Rules for infantry combat with over 15 different formations.-Rules for vehicle combat with stats for over 100 types.-Four armies to choose from - American, British, German and Russian.-Thirty-five unique attributes to personalize your squad members.-Rules for urban combat.-A minimal bookkeeping Campaign System that gives meaning to every game as the results of one will affect the outcome of the next.A light machine gun has part of your squad pinned down. Two of your men are wounded and screaming for help while one of your guys is hunkered down behind that wall and isn't moving anytime soon. All hell's breaking loose and everyone is looking to you for the answer. Right about now you're wondering what the heck you've gotten yourself into. Welcome to the world of NUTS!*Note: If you purchase this title from Amazon.com you can get the PDF for free. Contact Two Hour Wargames by email at twohourwargames@gmail.com and provide your purchase details from Amazon.com*

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!

An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or critical vocabulary. In Rules of Play Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written Rules of Play as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design schemas," or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and interactive designers, Rules of Play is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.

Chosen MenMilitary Skirmish Games in the Napoleonic WarsBloomsbury Publishing

Science Fiction Wargames in the Ravaged Galaxy

Rules of Play

One-hour Skirmish Wargames

Pike and Shot Wargaming Rules

Outremer: Faith and Blood

Post-Apocalyptic Skirmish Wargames

Ancient Greek Hoplite Battles

Wargaming Rules for North America: Colonies to Civil War

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 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.

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.

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 exerise without troops.

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.

Heavy Metal Combat in the Viking Age

Burrows & Badgers

Lion Rampant

Men of Bronze

Reality's Edge

Rogue Stars

Fast-play Dice-less Rules for Small-unit Actions from Napoleonics to Sci-Fi

Ragnarok

In a galaxy torn apart by the Last War, vast pirate fleets roam from system to system, robbing, extorting, and enslaving. Amidst this chaos, thousands of independent operators - smugglers, relic hunters, freedom fighters, and mercenaries - roam the dead stars in small ships, scratching out a living any way they can. In Stargrave, players take on the role of one of these independent operators, choosing from a range of backgrounds each with their own strengths, weaknesses, and associated powers. Next, players must hire a crew for their ship, recruiting a lieutenant with a unique skill-set and a handful of soldiers, mechanics, hackers, and other specialists. Some captains may even recruit strange alien lifeforms with abilities no humanoid could ever possess. Once the players' crews are assembled, they are ready to dive into a campaign. Over a series of games, their crews will have the chance to carry out a variety of missions - recovering lost technology, stealing data, freeing slaves, and fighting back against the pirate fleets. In time, as the crews gain experience, they will become more powerful and hire more talented specialists. The more they grow, however, the more likely it is that a pirate fleet will take note of their activities and come after them!

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.

Zona Alfa is a set of simple, fast-play skirmish rules for scavenging, exploring, and surviving in a near-future, post-apocalyptic Eastern European setting. Players take on the role of bandits, mercenaries, and military units fighting over the blasted Exclusion Zone and its abandoned artefacts. Customise your fighters with a variety of weapons and specialisms to create your ideal warband. With extended rules for campaigns, character progression, terrain, and environmental hazards, Zona Alfa contains all the tools required to engage in blistering firefights within the Exclusion Zone.

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 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.

A Game of Survival Horror

Konflikt '47

In Her Majesty's Name

Selected Combat Operations in World War II

Scrappers

Hong Kong Movie Wargame Rules

Fantasy Skirmish Wargames in the Roman Empire

Men of Bronze is a wargame that allows you to play out Classical Greek hoplite battles on the tabletop. Players are Strategoi (generals) leading phalanxes of bronze-clad warriors in pursuit of fame, glory, and the honor of their city-states. To win such prizes, however, you must prove your mettle, display your valor, and bring the other Strategoi to their knees! Designed to recreate small battles or larger skirmishes with 50–80 figures per side, each army will have its own unique mix of rules, advantages, backgrounds, and abilities. Strategoi must understand and appreciate the strengths and weaknesses of their forces in order to win glory on the battlefield. Of course, there's no telling what tricks a rival Strategos might have up their tunic sleeves...

This Leavenworth Paper is a critical reconstruction of World War II Ranger operations conducted at or near Djebel el Ank, Tunisia; Porto Empedocle, Sicily; Cisterna, Italy; Zerf, Germany; and Cabanatuan in the Philippines. It is not intended to be a comprehensive account of World War II Ranger operations, for such a study would have to include numerous minor actions that are too poorly documented to be studied to advantage. It is, however, representative for it examines several types of operations conducted against the troops of three enemy nations in a variety of physical and tactical environments. As such, it draws a wide range of lessons useful to combat leaders who may have to conduct such operations or be on guard against them in the future. Many factors determined the outcomes of the operations featured in this Leavenworth Paper, and of these there are four that are important enough to merit special emphasis. These are surprise, the quality of opposing forces, the success of friendly forces with which the Rangers were cooperating, and popular support.

American Military History provides the United States Army-in particular, its young officers, NCOs, and cadets-with a comprehensive but brief account of its past. The Center of Military History first published this work in 1956 as a textbook for senior ROTC courses. Since then it has gone through a number of updates and revisions, but the primary intent has remained the same. Support for military history education has always been a principal mission of the Center, and this new edition of an invaluable history furthers that purpose. The history of an active organization tends to expand rapidly as the organization grows larger and more complex. The period since the Vietnam War, at which point the most recent edition ended, has been a significant one for the Army, a busy period of expanding roles and missions and of fundamental organizational changes. In particular, the explosion of missions and deployments since 11 September 2001 has necessitated the creation of additional, open-ended chapters in the story of the U.S. Army in action. This first volume covers the Army's history from its birth in 1775 to the eve of World War I. By 1917, the United States was already a world power. The Army had sent large expeditionary forces beyond the American hemisphere, and at the beginning of the new century Secretary of War Elihu Root had proposed changes and reforms that within a generation would shape the Army of the future. But world war-global war-was still to come. The second volume of this new edition will take up that story and extend it into the twenty-first century and the early years of the war on terrorism and includes an analysis of the wars in Afghanistan and Iraq up to January 2009.

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.

Kobolds & Cobblestones

Skirmish Wargaming in a Science Fiction Underworld

The Silver Bayonet

The Last Stand of Fox Company

Colonial Wargaming Rules

The Pikeman's Lament

A Fistful of Kung Fu

Zona Alfa

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 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.

In the years between 1776 and 1815, grand square-rigged sailing ships dominated warfare on the high seas. Fighting Sail is a tabletop wargame of fleet battles in this age of canvas, cannon, and timbers. Players take on the roles of fleet admirals in battles ranging from the American War of Independence to the Napoleonic Wars and the War of 1812. Each fleet has access to different ships, tactics, and command personalities – each with its own strengths and weaknesses. Offering a unique blend of detail and simplicity, the scenarios included enable the recreation of historic actions or 'what-if' scenarios. Join the battle and experience the adventurous age of the fighting sail!

Hyper-reality. The area between the thriving mass of humanity known as the Sprawl and the digital refuge of Cyberspace. This is your playground. As a Showrunner, you can see and manipulate the flow of digital data through the real world – for you, reality is limitless. Welcome to Reality's Edge, a skirmish wargame set in a dystopian cyberpunk future, where players take on the roles of Showrunners – mercenary hackers who lead small teams of trusted operatives and disposable freelancers. Funded by shadow backers, the Showrunners accept jobs from faceless clients for profit, glory, and better chrome... always better chrome. Battles take place in the concrete jungle known as the Sprawl, but Showrunners must remain wary of the threat posed by Cyberspace. Hacking is pivotal to the game, with data nodes, robots, machines, and even enemy chrome presenting potential targets for a cunning Console Cowboy. In an ongoing campaign, each skirmish offers you the opportunity to earn experience and equipment, from advanced weaponry and synthetics to cyber-implants, biological enhancements, clones, and much more. This is a world obsessed with whether something can be done, not whether it should.

The end of the Aesir has come, but not as the prophecies foretold. The dread dragon Niddhoggr has devoured the roots of the World Ash, Yggdrasil, and the great tree has toppled onto its side, crashing the realms of mortal and supernatural together. With the gods dead and the fires of ruin consuming the world, your war clan of Viking warriors know what they must do to survive the destruction of the Nine Realms and restore order: they must become the new gods! Ragnarok is a campaign-driven skirmish game in which players form a Viking war clan seeking to prove itself worthy of becoming the new pantheon. The use of a mechanic called Godspark means that battles are no longer determined by merely striking an opponent and dealing damage. Instead, warriors will be pushing, throwing, and crashing their opponents around the battlefield, making their very environment a weapon. As the war clans develop, they may gain glorious new powers that will bring them closer to godhood, or win the respect of the denizens of the realms, allowing them to bring dire wolves, dwarves, and even the dreaded giants into their war clans. With strategic gameplay and epic storytelling, players must write their own sagas and tell of how their war clans have, through blood and steel, clawed their way up from ruin to stand before the halls of Valhalla.

A True Story of U.S. Marines in Combat

Wargames Rules for the Seven Years' War

Napoleonic Wargame Battles

American Military History Volume 1

Broken Legions

A Wargame of Napoleonic Gothic Horror

Ronin

Creating A Napoleonic Wargames Army 1809-1815

Set in an age of feuding samurai, wandering swordsmen and fearless warrior monks, Ronin is a skirmish wargame that captures the flavour and excitement of such Akira Kurosawa films as Seven Samurai and Yojimbo. Whether they prefer the loyal samurai retainers of a feudal lord or a horde of desperate bandits, players choose from one of several factions and build forces to battle for dominance and survival in 16th-century Japan. They may also recruit swords-for-hire to supplement their forces – masterless ronin, martial arts masters and secretive ninja will lend their skills to any commander who can afford them. A full points system, incorporating a wide range of equipment and skills, allows for detailed customisation of characters, while scenarios and a campaign system permit them to gain experience and develop over time. The fast-paced rules simulate the cut and thrust of hand-to-hand combat and require the player to make tactical decisions in the middle of a fight, immersing them in an era of war.

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.

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!

Outremer: 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.

Salvage and Survival in the Exclusion Zone

The United States Army and the Forging of a Nation, 1775-1917

Fleet Actions 1775–1815

Medieval Wargaming Rules

Skirmish Wargames in the Crusades

Three Battles: Armaville, Altuzzo, and Schmidt

Military Skirmish Games in the Napoleonic Wars

Fighting Sail

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.

Kobolds & Cobblestones is a skirmish wargame for rumbles between gangs in the city of Ordinsport's seedy underbelly. Players hire gangs of criminals, thugs and enforcers from a number of classic Fantasy races, and attempt to take control of the underworld and establish themselves as the city's kingpins. Playing card-based mechanics and a cunning bribery element keep players on their toes, as a one-sided battle can turn around in a flash.

"The authors of the bestselling Halsey's Typhoon do a fine job recounting one brutal, small-unit action during the Korean War's darkest moment." —Publishers Weekly November 1950, the Korean Peninsula. After General MacArthur ignores Mao's warnings and pushes his UN forces deeper into North Korea, his 10,000 First Division Marines find themselves surrounded and hopelessly outnumbered by 100,000 Chinese soldiers near the Chosin Reservoir. Their only chance for survival is to fight their way south through the Toktong Pass, a narrow gorge that will need to be held open at all costs. The mission is handed to Captain William Barber and the 234 Marines of Fox Company, a courageous but undermanned unit of the First Marines. Barber and his men climb seven miles of frozen terrain to a rocky promontory overlooking the pass, where they will endure four days and five nights of nearly continuous Chinese attempts to take Fox Hill. Amid the relentless violence, three-quarters of Fox's Marines are killed, wounded, or captured. Just when it looks like they will be overrun, Lt. Colonel Raymond Davis, a fearless Marine officer who is fighting south from Chosin, volunteers to lead a daring mission that will seek to cut a hole in the Chinese lines and relieve the men of Fox. This is a fast-paced and gripping account of heroism in the face of impossible odds.

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.

Game Design Fundamentals

Tactical Espionage Wargaming

Fantasy Gang Rumbles

Stargrave

The Men Who Would Be Kings

Paddy Griffith's Napoleonic Wargaming for Fun

Infantry in Battle

Rangers

Often called the †?Pulp Era†?, the years between the two World Wars have seen a tremendous surge in interest among wargamers. A World Aflame captures the adventurous nature of the time period to present a fun, fast-paced set of tabletop miniatures rules that can handle the many diverse conflicts of the period, from the Chinese Civil Wars and the "Great Game†? in Central Asia, to the Irish War of Independence and the bitter ideological warfare of the Russian and Spanish Civil Wars. The rules also contain options for the "Very British Civil War†?. This gaming trend has sprung up in recent years, following a "what-if†? scenario that has Edward VIII refusing to abdicate the throne, thrusting the country into civil war in 1938. It is a quirky, fun setting, and one that is surprisingly popular. Written by a life-long wargamer, A World Aflame focuses on the daring and heroism of battles fought in the last great era of adventure.

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.

The Kingdom of Northymbra is a land in turmoil. King Redwulf is missing, and his son rules as regent in his stead, facing threats from within and without: growing dissention among the knights and nobles of the realm, whispers of revolution from the Freebeasts, Wildbeasts encroaching on the borders, and bandits of all stripes making the most of the chaos. Burrows & Badgers is a tabletop skirmish game set in the ancient realm of Northymbra, a kingdom where mice, badgers, toads and other animals wear armour, wield swords, and cast magic spells. Your tabletop becomes part of the Kingdom of Northymbra, whose ruined villages, haunted forests, and misty marshes play host to brutal ambushes and desperate skirmishes. Lead your warband from battle to battle, and uphold the name of your faction, whether you stand with Reinert's Royalists, the Freebeasts of the Fox Families, or simply for your own glory or survival. Each model in Burrows & Badgers represents an individual character, and can be selected from a wide range of species – from the humble mouse to the mighty badger – and armed and equipped as desired. Scenarios link into ongoing campaigns, where heroes and villains may make their names and the assistance of infamous mercenaries might mean the difference between victory and defeat.

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

Skirmish Wargames in the Age of the Samurai

A World Aflame

Fantasy Wargames in the Frozen City

Steampunk Skirmish Wargaming Rules

Absolute Emperor

Chosen Men

Interwar Wargame Rules 1918–39

Rebels and Patriots

Last Days: Zombie Apocalypse is a skirmish-scale miniatures game of survival horror. It pits players against each other in a nightmarish near-future where the dead have returned to life and are feasting on the living. Players build their own factions, representing desperate civilians, military personnel, or hardened survivors, and must explore, scavenge, and fight in order to survive another day. Rival gangs are only one of the dangers they face – mindless zombies wander the streets, driven by insatiable hunger and drawn by the sound of combat! A gang's ability to scavenge is as vital as their combat ability, and players must ensure that they have the resources to survive in this hostile world. Scenarios and campaigns allow you to develop your gang, gain experience and recruit new henchmen to build up your strength or replace the inevitable casualties of the zombie apocalypse.

In this fantasy skirmish wargame, wizards do battle amidst the frozen ruins of the ancient city of Felstad in the hopes of discovering the treasures of a fallen empire. Each player takes on the role of a wizard from one of ten schools of magic, and builds his band of followers. The wizard's apprentice will usually accompany his master and more than a dozen other henchmen types are available for hire, from lowly thugs to heavily armoured knights and stealthy assassins. Wizards can expand their magical knowledge by unlocking ancient secrets and can learn up to 80 different spells. As they gain power and wealth, wizards can also develop their headquarters on the outskirts of the city, turning one of a dozen different basic locations into bastions of their art, equipping them with alchemical laboratories, mystical forges, astronomical telescopes and other magical resources. While individual games of Frostgrave are quick and can easily be played in an hour or two, it is by connecting these games into an ongoing campaign, that players will find the most enjoyment. The scenarios given in the book are merely the beginning of the limitless, thrilling adventures that can be found amidst the ruins of the lost city.

As the wars of Napoleon ravage Europe, chaos and fear reign and the darkness that once clung to the shadows has been emboldened. Supernatural creatures – vampires, werewolves, ghouls, and worse take advantage of the havoc, striking out at isolated farms, villages, and even military units. Whether they are pursuing some master plan or simply revelling in their newfound freedom is unknown. Most people dismiss reports of these slaughters as the rantings of madmen or the lies of deserters, but a few know better... The Silver Bayonet is a skirmish wargame of gothic horror set during the Napoleonic Wars. Each player forms an elite band of monster hunters drawn from the ranks of one of the great powers. Riflemen, swordsmen, and engineers fight side-by-side with mystics, occultists, and even those few supernatural creatures that can be controlled or reasoned with enough to make common cause. The game can be played solo, co-operatively, or competitively, with players progressing through a series of interlinked adventures with their soldiers gaining experience and suffering grievous wounds, and their units triumphing... or falling in the face of the shadows. It is a game of action and adventure, where musket and sabre meet tooth and claw.

Mythological Wargame Rules

A Skirmish Game of Anthropomorphic Animals

Swashbuckling Skirmish Wargames Rules

NUTS 4th Edition

Of Gods and Mortals