

(Free read ebook) How to play war games in miniature

How to play war games in miniature

Joseph Morschauser

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#3648470 in Books 1962PDF # 1 #File Name: B0007DQF4A134 pages | File size: 22.Mb

Joseph Morschauser : How to play war games in miniature before purchasing it in order to gage whether or not it would be worth my time, and all praised How to play war games in miniature:

1 of 1 people found the following review helpful. Simple Rules CAN be BetterBy Steven D. PageThis book, published fifty years ago, contains three sets of rules for gaming battles in the ages of "shock", "muskets" and the modern period. The mechanics are so similar that changing from one period to another is not difficult. Games can be large or small, using toy soldiers that are available. There are also chapters on running campaigns, and making your games more complex or 'realistic'. Mr. Morschauser encourages sportsmanship, and his maxim for any rules disagreements is the simple classic "Let the dice decide".If you are just getting started as a wargamer, or if you are tired of dealing with overly complex rules, this book could be just what you are looking for. It has certainly revitalized my forty year wargaming career.2 of 2 people found the following review helpful. Perfect book for beginners at wargamingBy Jeremy RichmondThis is a perfect book for those who are first starting to play wargames. It divides wargames into several periods each having certain types of fighting and rules are provided to govern the fighting. Using this book you can learn the basics for wargaming in time periods where the soldiers fight with swords, or in the time period where they fought with muskets, or in the time period in the 1900s where they fought with more modern weapons. Naval warfare is also detailed. In my opinion the rules this book present are as easy to follow as the rules for the boardgame "Risk" and I also found them easier to figure out than the rules for "Monopoly".So far I have wargamed six times using this book. I couldn't help but change the rules to make the game more realistic when I played. The author, in fact, encourages the reader to make changes to the rules.The experiences I had playing using the rules presented in this

book were far better than my experiences playing wargames on my computer. To play I just used the kitchen table. My kitchen table was smaller than the author's recommendation for a table size, but the game still worked out fine for me. The dice used for the game are regular six-sided dice. I used plastic Civil War soldiers that I bought off of an internet site the first five times I played the game but the sixth time I played I finally bought lead Roman and barbarian soldiers at a wargame store and painted them. I didn't have the exact numbers of soldiers that the book recommends for the given time periods but the game was still fun. I think based on my experience that the wargamer who uses this book should not feel that he has to follow the exact rules that the book presents.

A book of this grade is generally well kept and is in good shape to read and store. Sturdy spine, all pages intact physically. Solid cover. Might have acceptable shelve wear. Might (rare) have very limited notes.