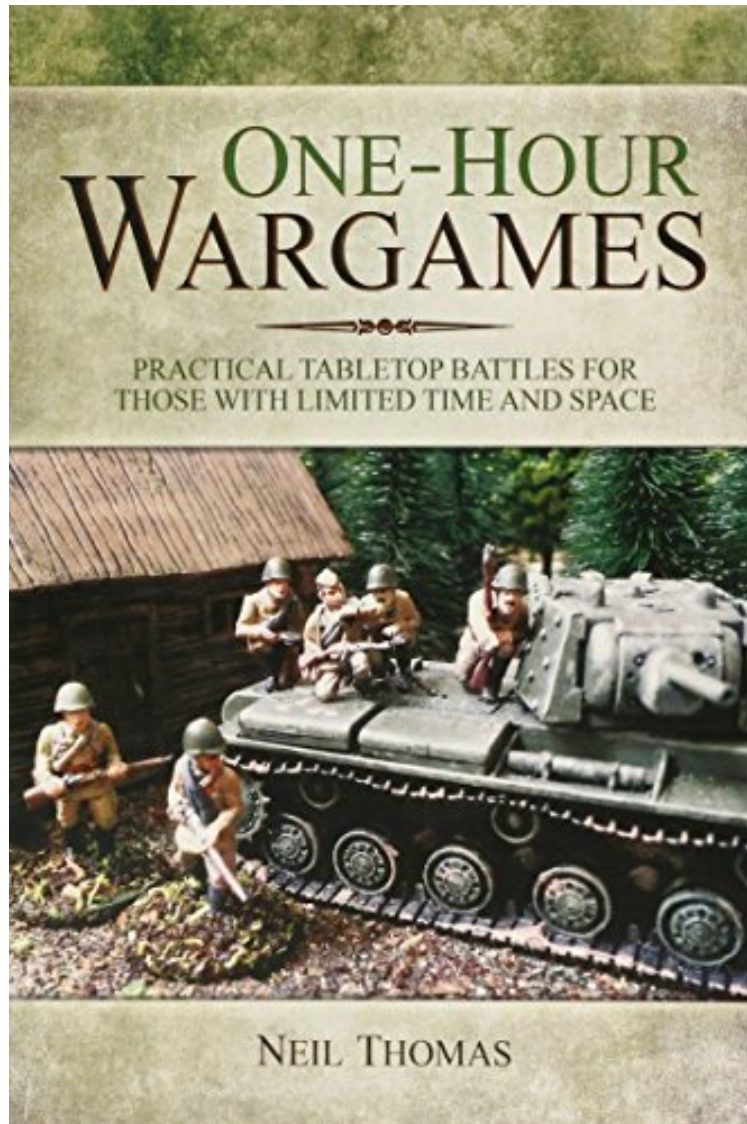


[Free pdf] One-hour Wargames: Practical Tabletop Battles for those with limited time and space

One-hour Wargames: Practical Tabletop Battles for those with limited time and space

Neil Thomas

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Neil Thomas : One-hour Wargames: Practical Tabletop Battles for those with limited time and space before purchasing it in order to gage whether or not it would be worth my time, and all praised One-hour Wargames: Practical Tabletop Battles for those with limited time and space:

20 of 20 people found the following review helpful. Cutting the Table to Fit the TimeBy Robert L. PiepenbrinkLet's face it--and Neil Thomas does--few miniature wargamers have the time and table space for the games shown in

magazines and put on at conventions, and those who do don't always. Work, family and school get in the way. So what sort of games CAN we play? This is where Thomas stands almost alone. He's scaled down miniature warfare to something which can be done on a card table in an hour or two. The book consists of a short introduction, discussions (with rules) of ten wargaming periods--say three pages of description and two pages of rules each--the mandatory and disposable asides on solo and campaign gaming, the usual "where to find more information" and what really makes the book worth owning--30 scenarios playable in any period discussed, with no more than six units a side randomly selected from a list of ten. A gamer starting with nothing could buy two armies, scratch-build the terrain and be ready to go for a cash investment of under \$100. The pieces of the book are free-standing, if you will. The rules could be used with different scenarios, and the scenarios do not require the rules. There are no special basing requirements either way. Limitations. Scenarios are for land warfare only. These are not skirmish scenarios, so the book's not much use for the "Western Gunfight" crowd for instance. There are no "national distinctions" and colonial warfare seems to have slipped through the cracks. The operating (unvoiced) assumptions are that "tanks is tanks"--units of the same type are equivalent--and that six units of one side are a fair match for six units of the other side. This should not keep a wargamer from using these scenarios with rules which make provision for such differences, but he'll have to keep alert to keep it a fair game. In broad terms, few of the scenarios are original, and Thomas gives credit where due. The charm of the book is "bathtubbing" a Charles S. Grant scenario intended for 12 units a side and a 5x9 table down to something requiring 12 units total and a 3x3 table. Buy the book. Don't let it keep you from buying the classic Charles S. Grant scenario books, but I think this is the one you'll more often break out on a Sunday afternoon just before your opponent shows up. 4 of 4 people found the following review helpful. Another excellent wargaming book by Neil Thomas. By Stephen Severino. Another excellent wargaming book by Neil Thomas. The war game rules/mechanisms are extremely simple here, which owes to the fact that Neil was certainly aiming to create an ultra-fast play system by tabletop wargaming standards. I think he succeeds in developing a solid standardized, easy to learn system that works across all historical periods. Personally, for the periods that I play (medieval and fantasy), I'm not so sure I would choose to play this over DBA or Hordes of the Things, which play in a similar amount of time. Still, I truly appreciate the different ideas here and the elegance of simplicity he has achieved. My favorite part of this book is the Scenarios section in the second-half. There's a treasure trove of ideas here. The book is well worth it just for this part alone. UPDATE (7/25/2017): My admiration of this book has grown over time. No war games book can be all things to all people. So despite these rules being far from my ideal "meatier" war games system, they perfectly achieve what they set out to do: give players SIMPLE rules that play FAST and work with LIMITED SPACE on the tabletop. The research that Neil has done here is evident to me and helpful, and the scenarios are absolutely great, and easy enough to modify up to 12 units and bigger tables if you prefer. I've never seriously contemplated going outside my favored genres of fantasy, dark ages, medieval, and renaissance, as the barrier to entry was too costly and time-consuming. But this book has piqued my interest in trying smaller games in other periods such as Pike Shot, ACW, and World War II. That speaks volumes to me. As a result, I've bumped up my rating of this to a full 5 stars. HIGHLY Recommended and should be in every wargamer's library. 3 of 3 people found the following review helpful. A Great Starter Book For Wargamers. By Pen Name. A simple, concise book to get started with wargaming. The author covers several periods of history and provides simple and workable rules to simulate warfare. The book is geared to smallish games on a three foot by three foot surface. The basing of the miniatures is not important, a unit is suggested to have a frontage of 4 to 6 inches. Armies are made up of 4 to 6 units. A unit is destroyed as a combat effective by the accumulation of 15 points. These points are assessed by simple dice rolls, the score being noted until a unit's "15" is reached. Each period has its own slight variations such as ammunition supply, etc. Half the book is scenarios, laying out battles to fight. There are two short chapters on solo games and campaigns. Gamers who crave tables and long mathematical formulae will hate the simple style of these games, but they are great for a newcomer or an old hand who is looking for a simple, fast and FUN game. Worth the price.

One of the biggest problems facing wargamers is finding the time to actually play. Most commercially available sets of rules require several hours to set up and play to a conclusion; some can easily swallow up a whole day or weekend. For many gamers this means that their lavishly prepared miniature armies rarely get used at all. Apart from time, the other consideration is space, which further constrains the opportunities for a game. In *One-hour Wargames*, veteran gamer and rule-writer Neil Thomas has addressed both these problems. Now it is practical to play a 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 30 scenarios which can be played using any of them, so you don't even have to take too much time thinking up a stimulating tactical situation and objectives. 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 when a friend pops round. There are also sections on campaigns and solo games.

About the Author Neil Thomas is an author and a historian.