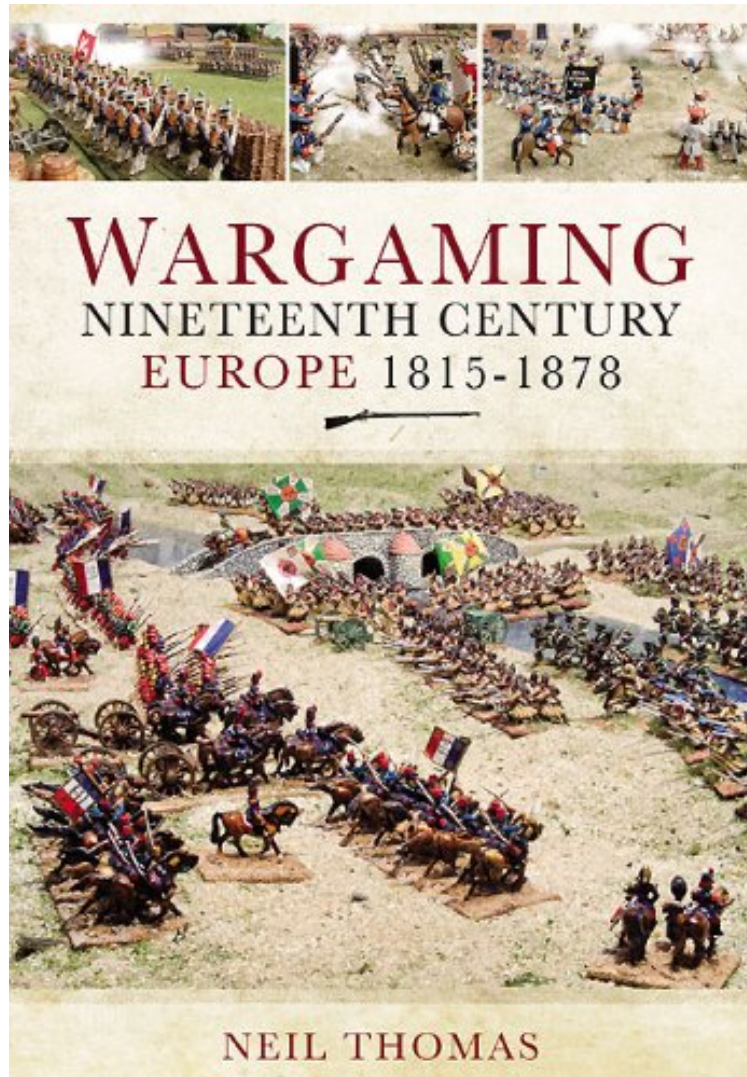


(Read and download) Wargaming: Nineteenth Century Europe 1815-1878

Wargaming: Nineteenth Century Europe 1815-1878

Neil Thomas

*ebooks | Download PDF | *ePub | DOC | audiobook*



[Download](#)

[Read Online](#)

#729484 in Books 2012-03-02 2012-03-16 Original language: English PDF # 1 9.30 x 1.00 x 6.10l, 1.22 #File Name: 1848846290208 pages | File size: 67.Mb

Neil Thomas : Wargaming: Nineteenth Century Europe 1815-1878 before purchasing it in order to gage whether or not it would be worth my time, and all praised Wargaming: Nineteenth Century Europe 1815-1878:

4 of 4 people found the following review helpful. Excellent Introduction to the Wargaming this Period By Chris This is my third purchase of a Wargaming book by Neil Thomas (I also own "Wargaming: An Introduction" and "Ancient and Medieval Wargaming"). Personally, I like Thomas's rule books. The rules are simple, straightforward, and logical. They are good rules, IMO, for beginners, or for veterans who appreciate a very streamlined approach to rules writing. If you fall into one of these categories, there is a good chance you will appreciate these rules. If you prefer more complex rule systems, you will want to look elsewhere. In addition to the rules, Thomas offers a variety of scenarios 5

that are "generic" ("Pitched Battle," "Meeting Engagement," "Rearguard Action," "Flank Attack," "The Minigame"), and about 10 that are historical. Thomas also discusses at length his take on the period's warfare and the rationale behind his rules, special scenario conditions, and so forth. Combined with the scenarios, this discussion may make the book a worthwhile resource if you are new to the period, even if you ultimately opt not to use Thomas' rules. NOTE REGARDING NUMBERS OF UNITS: Numbers of units ARE given in the kindle edition (which I own), and are NOT MISSING, as one earlier reviewer states. However, the numbers of units are provided in the SCENARIOS section of the book, not in the Army Lists. The Army Lists provide only the details on quality, equipment, etc. of the units in question (and in truth, this manner of organizing things is not entirely obvious on an initial perusal of the book). For example, if you are playing the "Pitched Battle" Scenario, you roll a die and consult a table to determine the composition of your force. Let's say you roll a "3," indicating that you get 5 infantry units, 1 skirmisher unit, 2 cavalry units and 2 artillery units, regardless of the specific army you are playing. You then consult the Army Lists, for your specific army to determine if your infantry consists of, say, Elite troops armed with rifled muskets, or Levy troops armed with smooth-bored muskets, or Average troops with breech-loading rifles, etc. In a nutshell don't panic when you first glance at the army lists and don't see numbers of units given. Remember that the numbers you need are in the scenarios section.

0 of 0 people found the following review helpful. Beautiful Introduction to a Fascinating Period of History By Steven D. Page Neil Thomas writes wargame books that respect the founders of the hobby, but understand the limitations of today's gamer. Thomas' rules are rather simple, and after reading his rationale, very straight-forward. Where he breaks from the founders is in the scale of his games. Instead of setting a figure/soldier ratio of 1/10, 1/20, 1/50, etc, he establishes 'units', usually of twelve figures. In some games they are companies, in other, battalions or regiments. The key is to capture the essence of the battle being gamed. There are rules covering formations, different qualities of rifle or gun, tactics, such as fire-oriented or bayonet-oriented. He gives several generic scenarios, usable for any armies of the period, along with some larger re-fights of historical encounters. His army lists are well presented. Most of the games here can be played on a dining room table. The largest number of figures in one army is 130. Most games last less than two hours. This book, and the author's "One Hour Wargames" have revitalized my interest in a hobby that has been part of my life for over fifty years. Any of his books are worth a long look.

0 of 0 people found the following review helpful. Great work - grab it while you can! By Aman outstanding book on gaming 19th C. battles in Europe. Everything you need is here to get started. I think this may be the best overall book of his, and I have them all except the Napoleonic one. If you've any interest in this period, including even the American Civil War, definitely grab it before it goes out of print! The Napoleonic book is quite hard and expensive to get.

A set of simple, fast-playing rules for wargaming the conflicts that re-shaped Europe in the period 1815-78. This important, yet often-neglected period includes the Crimean War, the Italian Risorgimento, the wars of Bismarck's Prussia against Denmark, Austro-Hungary and France and the Russo-Turkish war. Tactically it saw armies struggle to adapt Napoleonic doctrines to incorporate important technological advances such as breech-loading rifles, steel breech-loading cannon and the first machine guns. The book includes brief analysis of the essential strategic and tactical military developments of the period, a set of elegantly simple rules which are fast-playing and easy to learn, yet deliver realistic outcomes. A selection of generic scenarios, covering diverse situations such as flank attacks, pitched battles and meeting engagements, is supported by army lists for 28 different armies. There are also 12 historical scenarios, ranging from the Battle of the Alma in the Crimean War to Sedan in 1870, the decisive battle of the Franco-Prussian War, each with historical background, deployment map, orders of battle and any special rules for that engagement. Useful appendices include a guide to further reading, an overview and price guide to the many scales and ranges of figures available, and a selection of useful addresses for the gamer.

A book that fits our period perfectly! Do not be put off by the number of pages, the 'rules section is only eight pages long, but covers the mechanics of playing a game using figures from 2 to 42mm size. They are simply presented and easy to use, indeed I have already used the format in preparing the rules used at our game at Salute. Neil is no novice at wargame rules, having written books on 'Ancient and Medieval Wargaming' and 'Napoleonic Wargaming'. He writes in a clear and readable style giving background information where needed and giving the reader options to develop his (or her) own way of playing the game. Highly Recommended. - The Foreign Correspondent

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