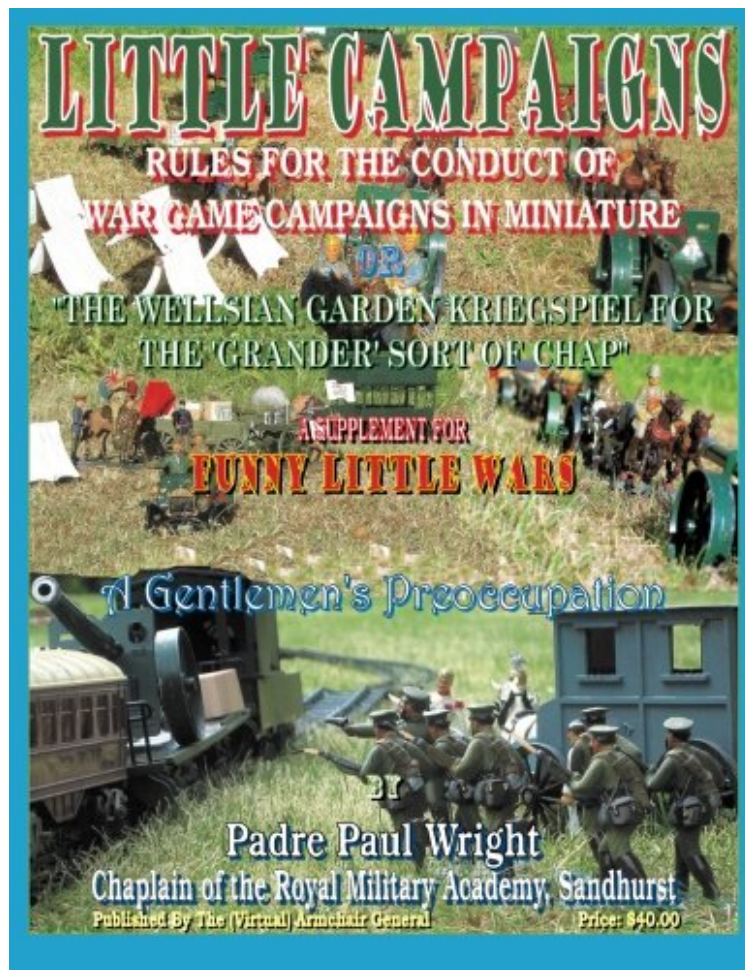


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Padre Paul Wright

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#2021166 in Books Padre Paul Wright 2014-01-31 Original language: English PDF # 1 11.00 x .31 x 8.501, .71 #File Name: 0615958052130 pages Little Campaigns Rules for the Conduct of War Games Campaigns in Miniature | File size: 51.Mb

Padre Paul Wright : Little Campaigns: Rules For The Conduct of War Games Campaigns In Miniature (Funny Little Wars) (Volume 2) before purchasing it in order to gage whether or not it would be worth my time, and all praised Little Campaigns: Rules For The Conduct of War Games Campaigns In Miniature (Funny Little Wars) (Volume 2):

0 of 0 people found the following review helpful. Not Worth It By Pen Name I'm a wargamer. I have read most of the books published on the subject in the last century. The grandfather of modern wargaming is H.G. Wells. His book "Little Wars" has remained the first commonly recognized set of wargame rules with toy soldiers, although there were

many more obscure ones that were printed first. This book, and its companion "Funny Little Wars" is an attempt to extend Wells's original work, and to capture the feel of the era in which the original was written. Unfortunately, I don't get it. The book has aspects of "consim" or pantomime of the era, which will be beyond most readers who were drawn by either the name of Wells or the term wargame. The man, H. G. Wells, was also a renowned philanderer, and there are hints of that sort of thing in the text. Sorry, but I'm not looking for that. The wargaming aspects and campaign information is largely about dividing up the toy soldiers by colour and pose into countries. I just couldn't get into this book. To me it is a curiosity and not a serious attempt to continue in the spirit of wargames and the camaraderie espoused by Wells, and instead is a snobbish look from a pantomime England of yore. 1 of 1 people found the following review helpful. Perfect companion to Funny Little Wars By wmcharg This has all the information you need for a campaign game. Its also enjoyable reading if you are into the subject. There is a complete campaign included in addition to all the rules that expound on what is in Funny Little Wars. The author clearly enjoys the subject, and that comes through in the writing.

Over two years in design, play testing, and editing, Paul Wright's "Little Campaigns" (LC) is the perfect sequel to his original "Funny Little Wars" (FLW). "Little Campaigns" is a collection of rules for putting miniature battles into a campaign context. Many of these rules may be used in games without an Umpire by as few as two players, and indeed, with different rules for other scales/subjects. More complex rules benefiting from an Umpire allow for hidden movement and surprise. Extensive rules for Logistics, Isolation, Troop Trains, Armoured Trains, Amphibious Landings, Espionage/Sabotage/Assassination, Pontoon Bridging, Barrages, Fieldworks, Forts, Super Heavy Artillery, Field Telephones, Prisoners of War, and Night Fighting are only some of the rules offered to enliven your games. Besides some 40 pages of campaign game systems, Little Campaigns contains 28 more of Rule Enhancements and adjustments to the basic combat rules for FLW. There is a special chapter on how to play video battles over the Internet, the essentials of which can apply to games with smaller scale figures, too. The book also includes a chapter detailing a fictional Campaign, complete with special maps, orders, OB's, and more. Seven new Army Lists (Turkish, Chinese, Boer, etc) are provided, as well as more pages of suggestions for representing terrain, sources for figures, gaming accessories, and miniatures. New Campaign Record Sheets are provided, as are templates for artillery fire on trains, and plotting sheets for aerial reconnaissance, etc. "Little Campaigns" is lavishly illustrated with color photos, period art work, maps, and more. An optional LC Graphic Supplement (maps, map counters, mock "Illustrated London New" issue covering the Campaign described in the text, etc) is also described in the book which can be ordered directly from the Publisher. There are rules on so many aspects of campaigns that it would be a bold band of players who would use them all at once, but any of these may be adopted and applied to other games not related to FLW at all and other periods as well. Even as a resource book, LC will be one taken down from the shelf for inspiration and reference for years to come!

About the Author Author Paul Wright may be a man born almost exactly a century too late. His love of toy soldiers--everything from the original ancient and honorable 54mm Britains, to the most affordable plastic figures in the same scale now so readily available--the Author owns them all. And what he can't find, he converts with aplomb. The author is also a recognized expert and enthusiast of HG Wells' and famous garden toy soldier game, Little Wars, first published in 1913. A lifetime admirer of Wells, the acknowledged founder of the modern hobby of miniature war gaming, the Author Wright felt that the Master's work could be modernized in several ways to make it more challenging--and frankly fun!--not only for novices, but today's more sophisticated war gamers. So his first book, "Funny Little Wars" (FLW), has succeeded in keeping the charm--and even innocence--of Wells' original work representing the pre-Great War era. He has made a wonderful game for the lawn or table top, whose success is proved by the ever growing number of readers, and the seemingly endless supply of new products in support. The author has reinforced "Funny Little Wars" to include HG Wells' ideas for war games garden campaigns in a companion volume, "Little Campaigns" (LC). For novices and veterans alike, here is an opportunity to experience still more of the imaginative--and yet pacifist!--visions of HG Wells. With both volumes currently available (and more to come!), Author Wright has recaptured those Edwardian days of golden summer: Players moving miniature ranks of heroically uniformed toy soldiers, the scent of the grass, all under the cool shade of the trees. FLW has been featured in the New York Times and on the BBC. It is a guide book and tribute to the original Little Wars and recreates this lost world for the modern reader and player.