

**WARGAMING  
ARMY LISTS  
NOTEPAD**



**SPACE FOR 50  
ARMY LISTS!**

# Army Lists Wargaming

**Richard Bodley-Scott**



## **Army Lists Wargaming:**

**Wargaming** Neil Thomas,2012-06-19 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

*Ancient and Medieval Wargaming* Neil Thomas,2007-06-21 Re fight some of the bloodiest battles of the ancient and medieval worlds Seasoned wargamer and author Neil Thomas brings historical perspective to the hobby with a description and interpretation of significant military developments from 3 000BC to AD1500 Wargaming is the simulation of accurate historical battles using miniature figures to fight over three dimensional terrain their movement and combat being regulated by clearly defined rules Neil Thomas new book provides specific coverage of ancient and medieval wargaming thanks to its division into biblical classical Dark Age and medieval sections Each section has its own set of rules and much expanded army lists The wargamer gains additional perspective from data panels containing facts about weaponry personalities and chroniclers and quotations from original document sources Useful suggestions for further reading are also included while battle reports in each section provide tactical insights for both novice and veteran wargamers

**Army List Builder Journal** Army Builder,2020-01-30 Army list builder for miniature tabletop war games Construct your most powerful army with this handy journal Includes 200 pages formatted to track faction descriptions stats points and total points 15 note pages featured at the end of the book

*De Bellis Renationis* Phil Barker,Richard Bodley Scott,2015-03-31 *De Bellis Renationis* is a set of Wargames rules for Renaissance Battle covering the period from 1494AD to 1700AD It was first published in 1995 and later updated to version 2 0 published in 2004 It was accompanied by three books of Army Lists describing the main armies in use during the period This reprint of 2004 version DBR 2 0 provides both rules and army lists in a single convenient volume

[One-Hour Wargames](#) Neil Thomas,2014-09-03 A fun and practical new approach to wargaming that lets you complete a game in about an hour includes rule sets and scenarios for most popular periods One of the biggest problems facing wargamers is finding the time to actually play Most commercially available games require

several hours to set up and see to a conclusion some can even take a whole day or weekend to complete Apart from time lack of space can also keep wargamers from enjoying their favorite pastime In One hour Wargames veteran gamer and rule writer Neil Thomas has addressed both problems Now it is practical to play a satisfying 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 thirty stimulating scenarios which can be played using any of them 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 with a friend Also included are sections on campaigns and solo games

**Developing The Portable Wargame** Bob Cordery,2017-05-31 This book has been written in direct response to the feedback from readers of The Portable Wargame and includes three sets of rules Ancient enhanced Early and Mid Twentieth Century and Air Combat and chapters that look at Army Lists Mini campaigns and Scenarios All the rules have been designed to be used with a gridded tabletop made up of squares or hexes

**Tabletop Wargames: A Designers' and Writers' Handbook** Rick Priestley,John Lamshead,2016-11-30 Unlike chess or backgammon tabletop wargames have no single accepted set of rules Most wargamers at some point have had a go at writing their own rules and virtually all have modified commercially available sets to better suit their idea of the ideal game or to adapt favourite rules to a different historical period or setting But many who try soon find that writing a coherent set of rules is harder than they thought while tweaking one part of an existing set can often have unforeseen consequences for the game as a whole Now at last help is at hand Veteran gamer and rules writer John Lamshead has teamed up with the legendary Rick Priestley creator of Games Workshop s phenomenally successful Warhammer system to create this essential guide for any would be wargame designer or tinkerer Rick and John give excellent advice on deciding what you want from a wargame and balancing realism be it in a historical or a fantasy sci fi context with playability They discuss the relative merits of various mechanisms cards dice tables then discuss how to select and combine these to handle the various essential game elements of turn sequences combat resolution morale etc to create a rewarding and playable game that suits your tastes and requirements

**Rise of Rome** Richard Bodley-Scott,2008-02-19 Rise of Rome is the first companion list released to complement Field of Glory This visually stunning package contains comprehensive army listings with detailed historical overviews of each army supporting maps and Osprey artwork bringing the history of the Roman Republic to life and extending the gaming possibilities for Field of Glory players Covering the soldiers of the Republic as well as their many enemies this title puts you in the midst of Rome s titanic struggle for empire From the war against Pyrrhos of Epeiros until the victories of Augustus and with conflicts such as the Punic Wars including Rome s bloody conflict with Hannibal these army lists will help any gamer refight some of the world s greatest battles

**Beginners' Guide to Wargaming** Bruce Quarrie,1987 **De Bellis Antiquitatis Version 3.0** Phil Barker,Sue

Laflin-Barker,2018-07-05 DBA Version 3 0 updates the highly successful De Bellis Antiquitatis wargame rules for recreating ancient and medieval battles with miniature figures The brainchild of well known wargame designer Phil Barker and his wife Sue Laflin Barker the simple DBA rule system combines fast play play with historical realism to produce a visually realistic and exciting contest *Infantry (formerly the Mailing List and US Army Infantry School Quarterly)* Lawrence Martin Kaplan,1982 **De Bellis Magistrorum Militum version 2.1** Phil Barker,2019-03-29 Version 2 1 is the latest update to the DBMM rules It features several rule refinements and now covers the period 3000 BC to 1525 AD Included in this edition is a selection of army lists to help new players get started quickly DBMM offers an advanced rule system for the discerning wargamer seeking historical accuracy as well as a fast and exciting game *Combined Army Operations at Brigade Level, Realistically Achieved Through Simulation I (COBRAS I)* ,1997 This report presents the development of the U S Army s Force XXI Training Program s Combined Arms Operations at the Brigade Level Realistically Achieved Through Simulation I COBRAS I training program for the brigade staff The COBRAS I program provides structured simulation based training on basic staff skills for conventionally equipped forces and consists of two types of exercises a Brigade Staff Exercise for the brigade commander and his staff and smaller Brigade Staff Vignettes for segments of the staff The report highlights the program s background and design efforts e g task identification scenario design the construction of the training support package TSP materials and the resulting exercises and TSPs formative evaluation methods and results are included throughout this discussion The report concludes with a discussion of lessons learned regarding future program development and an introduction to the COBRAS I follow on effort COBRAS II that will enhance the capability of the program to satisfy the U S Army s training needs DTIC *Storm of Arrows* Richard Bodley-Scott,2008-02-19 Storm of Arrows designed and developed as an army list companion to the new Ancient and Medieval wargame rule set Field of Glory is a lavishly illustrated factually accurate and detailed gaming guide that provides comprehensive army listings and detailed historical overviews of each army complete with supporting maps and artwork Essential to gaming one of the most engaging periods of history this title covers the forces involved in the major conflicts of the late Medieval period from the Hundred Years War to the Wars of the Roses **Field of Glory Rulebook** Richard Bodley Scott,Simon Hall,Terry Shaw,2008-02-19 Field of Glory is a new historical miniature tabletop wargaming rules system for anyone interested in recreating the battles of Rome Greece or the Holy Land among others This series is intended to give both beginner and expert wargamers everything they need to play the battles of ancient and medieval eras on their tabletops Tested and created by wargaming experts this series includes a rulebook detailing the gaming system and companion army lists which help players select and build their historically accurate army with the relevant units or troop types they want to take onto the field of battle The striking Field of Glory rulebook includes color coding for easy navigation clear photographs of miniatures taken by Wargames Illustrated editor Duncan McFarlane and diagrams showing rules examples troop placements scale considerations and more detailed Osprey

artwork a guide to figure painting an overview of the history of this miniature world of warfare organization tables and a background to the men who fought on the ground Containing two ready to use army lists this rulebook can either stand alone and be used for immediate gaming or can be combined with the companion army list volumes to recreate a very diverse range of conflicts in each period of the eras covered Published in partnership with Slitherine Software Ltd a developer and publisher of historical strategy games Field of Glory already has the table top gaming community buzzing **DBA 2.2 Simple Ancient and Medieval Wargaming Rules Including Dbsa and DBA 1.0** John Curry,Phil Barker,Richard Bodley Scott,2012-12-20 The aim of the rules was to provide the simplest possible set of wargaming rules that retained the feel and generalship of ancient and medieval warfare The rules were about command decisions not the detail of combat The average player would have memorized the rules by half way through their first battle but tactical skill especially with the use of light troops took longer Battles typically lasted less than an hour allowing multiple games to be played in a single day The DBA rules include the basic battle rules campaign rules suggested mini campaigns over three hundred army lists rules for larger armies and six player campaigns The original rules are supported by an introduction by Phil Barker and chapters on Reflecting on the development of DBA An introduction to tactics using DBA by Martin Smith Applying DBA to historical battles Recreating the Battle of Zama in 202 BC using DBA by Phil Steele DBSA and DBA 1 0 Also included are all four of the original army lists Journal of the Siege of Rouen 1591 Sir Thomas Coningsby,1992 *Wargaming Airborne Operations* Donald F. Featherstone,1979 *The Second Anglo-Boer War* Edwin Herbert,1990 **African Theatre** Graham, David,2000

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