

## **Chosen Men Military Skirmish Games In The Napoleonic Wars Osprey Wargames**

The end of the Aesir has come, but not as the prophecies foretold. The dread dragon Nidhogg has devoured the roots of the World Ash, Yggdrasil, and the great tree has toppled onto its side, crashing the realms of mortal and supernatural together. With the gods dead and the fires of ruin consuming the world, your war clan of Viking warriors know what they must do to survive the destruction of the Nine Realms and restore order: they must become the new gods! Ragnarok is a campaign-driven skirmish game in which players form a Viking war clan seeking to prove itself worthy of becoming the new pantheon. The use of a mechanic called Godspark means that battles are no longer determined by merely striking an opponent and dealing damage. Instead, warriors will be pushing, throwing, and crashing their opponents around the battlefield, making their very environment a weapon. As the war clans develop, they may gain glorious new powers that will bring them closer to godhood, or win the respect of the denizens of the realms, allowing them to bring dire wolves, dwarves, and even the dreaded giants into their war clans. With strategic

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gameplay and epic storytelling, players must write their own sagas and tell of how their war clans have, through blood and steel, clawed their way up from ruin to stand before the halls of Valhalla.

The Kingdom of Northymbra is a land in turmoil. King Redwulf is missing, and his son rules as regent in his stead, facing threats from within and without: growing dissent among the knights and nobles of the realm, whispers of revolution from the Freebeasts, Wildbeasts encroaching on the borders, and bandits of all stripes making the most of the chaos. *Burrows & Badgers* is a tabletop skirmish game set in the ancient realm of Northymbra, a kingdom where mice, badgers, toads and other animals wear armor, wield swords, and cast magic spells. Your tabletop becomes part of the Kingdom of Northymbra, whose ruined villages, haunted forests, and misty marshes play host to brutal ambushes and desperate skirmishes. Lead your warband from battle to battle, and uphold the name of your faction, whether you stand with Reinert's Royalists, the Freebeasts of the Fox Families, or simply for your own glory or survival. Each model in *Burrows & Badgers* represents an individual character, and can be selected from a wide range of species--from the humble mouse to the mighty badger--and armed and equipped as desired. Scenarios link into ongoing campaigns, where heroes and villains may make their names and the assistance of infamous mercenaries might

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mean the difference between victory and defeat.

From the late Revolutionary Wars and Egyptian campaign, to the battles of Austerlitz, Borodino, Leipzig, and Waterloo, Absolute Emperor is a mass battle wargame that provides all the rules needed to play during this period of grand armies and sweeping campaigns. Players' armies are composed of multiple corps, with command and control being of the utmost importance, all influenced by the elan of your general. Do you follow in the footsteps of Napoleon and be crowned the Absolute Emperor or stand against tyranny as Wellington and Blücher.

In the years between 1776 and 1815, grand square-rigged sailing ships dominated warfare on the high seas. Fighting Sail is a tabletop wargame of fleet battles in this age of canvas, cannon, and timbers. Players take on the roles of fleet admirals in battles ranging from the American War of Independence to the Napoleonic Wars and the War of 1812. Each fleet has access to different ships, tactics, and command personalities – each with its own strengths and weaknesses. Offering a unique blend of detail and simplicity, the scenarios included enable the recreation of historic actions or 'what-if' scenarios. Join the battle and experience the adventurous age of the fighting sail!

A solo game for 1 to 6 players about the experience of flying bombing missions

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over Germany 1942-44. The RAF and the USAAF dropped 1.6 billion tons of bombs on Germany between 1939 and 1945. The impact on the German war machine was huge, but so was the cost. 55,573 Bomber Command crew lost their lives during this campaign. Each morning the weather and moon state were suitable, target(s) were selected by Bomber Command. A complex series of steps were then initiated to ensure the bombers were in the air, over the target at the appointed hour to deliver their bombs. The game allows the player to assemble their crew, select their target and go through the stages of the mission. From take-off, over the enemy coast, through the flak zones and onto the target. The rules are embedded in historical research and includes period material, such as briefings, aide-memories and maps. Playing the game aims to help the player(s) understand the experience of the crews of Bomber Command a little better.

In this fantasy skirmish wargame, wizards do battle amidst the frozen ruins of the ancient city of Felstad in the hopes of discovering the treasures of a fallen empire. Each player takes on the role of a wizard from one of ten schools of magic, and builds his band of followers. The wizard's apprentice will usually accompany his master and more than a dozen other henchmen types are available for hire, from lowly thugs to heavily armoured knights and stealthy

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assassins. Wizards can expand their magical knowledge by unlocking ancient secrets and can learn up to 80 different spells. As they gain power and wealth, wizards can also develop their headquarters on the outskirts of the city, turning one of a dozen different basic locations into bastions of their art, equipping them with alchemical laboratories, mystical forges, astronomical telescopes and other magical resources. While individual games of Frostgrave are quick and can easily be played in an hour or two, it is by connecting these games into an ongoing campaign, that players will find the most enjoyment. The scenarios given in the book are merely the beginning of the limitless, thrilling adventures that can be found amidst the ruins of the lost city.

The Roman Empire rules the civilised world with an iron fist, seemingly all-powerful and limitless. And yet, the power of Rome is secured not by its mighty legions, but by small bands of warriors and agents fighting a secret war. Tasked by the Emperor to explore ancient temples, forgotten labyrinths and beast-haunted caverns, they seek out artefacts hidden by the gods themselves, hunt creatures of myth and face enemies that would use dark magic against the empire. Broken Legions is a set of fantasy skirmish rules for a war unknown to history, fought in the shadows of the Roman Empire. Various factions recruit small warbands to fight in tight, scenario-driven battles that could secure the

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mystical power to defend – or crush – Rome. A points system allows factions to easily build a warband, and mercenaries and free agents may also be hired to bolster a force. Heroes and leaders may possess a range of skills, traits and magical abilities, but a henchman's blade can be just as sharp, and a campaign can see even the lowliest henchman become a hero of renown.

Black Ops is a skirmish wargame of tactical espionage combat that recreates the tension and excitement of modern action-thrillers such as the Bond and Bourne films. The fast-play rules keep all the players in the thick of the action, while the mission generator provides a wide range of options for scenarios – from stealthy extraction or surveillance missions to more overt raids and assaults. Stealth, combat, and technical expertise all have a role to play, and players may recruit a number of different operative types – spies, mercenaries, criminals, hackers, special forces, and many more – to recruit the best possible team for the job. Players may also choose to join a faction – powerful organizations, intelligence agencies, criminal syndicates, militaries, or rebel groups, each with a stake in international affairs. By doing so, their team may receive certain benefits, but may also find itself limited at a crucial time. With the variety offered by the characters, factions, and scenarios, no two games of Black Ops should ever be the same!

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Often called the "Pulp Era", the years between the two World Wars have seen a tremendous surge in interest among wargamers. A World Aflame captures the adventurous nature of the time period to present a fun, fast-paced set of tabletop miniatures rules that can handle the many diverse conflicts of the period, from the Chinese Civil Wars and the "Great Game" in Central Asia, to the Irish War of Independence and the bitter ideological warfare of the Russian and Spanish Civil Wars. The rules also contain options for the "Very British Civil War". This gaming trend has sprung up in recent years, following a "what-if" scenario that has Edward VIII refusing to abdicate the throne, thrusting the country into civil war in 1938. It is a quirky, fun setting, and one that is surprisingly popular. Written by a life-long wargamer, A World Aflame focuses on the daring and heroism of battles fought in the last great era of adventure.

With the rise of drones and computer-controlled weapons, the line between war and video games has blurred. The Military-Entertainment Complex traces how the realities of war are inflected by their representation in entertainment. War games, in turn, feature an increasing number of weapons, tactics, and scenarios from the War on Terror. Featuring designs and patterns based on the Dr. Seuss's classic *Oh, the Places You'll Go*, this coloring book for all ages is the perfect way to encourage graduates--or anyone making a change in life--to relax and exercise their imagination. With intricate illustrations (some more complex than others), playful patterns, iconic images, and

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quotations to color from Oh, the Places You'll Go (as well as images from other Dr. Seuss books with a "going places" theme) artists 5 to 105 can color and contemplate their plans for the future A perfect gift for graduates--especially when paired with the picture book Oh, the Place's You'll Go --it's also ideal for newlyweds, retirees, or ANYONE starting a new phase in life

En Garde! is a small-scale skirmish game based on the successful Ronin rules, in which small groups of warriors fight each other for honour or riches. Rather than just rolling a few dice, the rules allow players to make tactical decisions about how the models that they control will fight – offensively, defensively, or by applying special skills and abilities. En Garde! covers the conflicts of the 16th, 17th and early 18th centuries, when black-powder weapons started to become common in battle but martial prowess still determined the outcome. Play as Border Reivers, Conquistadors, Landsknechts, Aztecs, French Musketeers, Caribbean Pirates and many more, in scenarios that evoke classic engagements of the genre. Simple campaign rules allow multiple scenarios to be played in sequence and permit warbands to develop over time. An appendix is also included to provide brief rules for supernatural creatures of the period – monsters, demons, revenants and witches – and new abilities and equipment to fight them, making En Garde! the perfect ruleset for gamers who want something a bit different from the norm.

The Men Who Would Be Kings is a set of rules designed for fighting historical or

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Hollywood colonial battles in the mid to late 19th Century, from the Indian Mutiny to the Boxer Rebellion. Large scale colonial clashes tended to be one-sided affairs, but there are countless reports of brief, frantic skirmishes in every colonial war, where either side could be victorious, and these are the battles that *The Men Who Would Be Kings* seeks to recreate. Although focusing on the British colonial wars against the Zulus, Maoris and others, these rules will also permit players to explore the empires of France, Germany, and other nations, as well as allowing for battles between rival native factions. Gameplay is very simple, and is driven by the quality of the officers leading your units, in the true spirit of Victorian derring-do and adventure, where larger than life characters such as the (real) Fred Burnaby and the (fictional) Harry Flashman led their troops to glory and medals or a horrible end at the point of a spear tip.

*Rogue Stars* is a character-based science fiction skirmish wargame, where players command crews of bounty hunters, space pirates, merchants, prospectors, smugglers, mercenary outfits, planetary police and other such shady factions from the fringes of galactic civilisation. Crews can vary in size, typically from four to six, and the character and crew creation systems allow for practically any concept to be built. Detailed environmental rules that include options for flora, fauna, gravity, dangerous terrain and atmosphere, and scenario design rules that ensure that missions are varied and demand adaptation and cunning on the parts of the combatants, make practically any encounter possible. Run contraband tech to rebel fighters on an ocean world while

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hunted by an alien kill-team or hunt down a research vessel and fight zero-gravity boarding actions in the cold depths of space – whatever you can imagine, you can do. More than 150 years have passed since the apocalypse that nearly destroyed the Earth. Today, the planet is a torn remnant of its former glory, ravaged by nuclear fallout and mutagens. New lifeforms – Mutants and Synthetics – challenge True Humanity for dominance, while warring factions compete for survival and supremacy, and all must carve out their place in this brutal landscape, or else perish as billions before them. Scrapers is skirmish miniatures game set in the wastelands, where players assemble Scrapper Crews and send them out to scavenge scraps of Ancient technology and battle rival factions. Explorers, cultists and raiders clash with mutated creatures, robotic soldiers and embittered True Humans in this wargame of salvage and survival in the ruins of the future.

In the early 90s, Somalia was a country in chaos. As civil war raged, warlords carved out their own territories, enforcing their will through militia gangs, while famine compounded the situation. As a joint US–UN mission struggled to maintain order, the warlords began to unite behind Mohamed Farrah Aidid, who was to proclaim himself President of Somalia and embark upon a campaign to force the peacekeepers out of the country. Operations against Aidid and his strongholds intensified, culminating in the famous Operation Gothic Serpent, and the rescue mission to save a downed Black Hawk helicopter carried out by US Rangers and Delta Force operatives. Day of the

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Rangers, the latest companion for Force on Force, provides wargamers with all the background, orders of battle, and scenarios they need to immerse themselves in the epic battle for Mogadishu.

A Fistful of Kung Fu brings the hyper-kinetic, bullet-spraying, demon-slaying, kung-fu-fighting action of Hong Kong movies and Asian cinema to the wargames tabletop. In a modern world walking a precarious line between the advances of next-generation technology and the tradition and mysticism of ancient cultures, Kung Fu schools face off in no-holds-barred tournaments, corporations hire agents and spies to steal each other's secrets, overworked SWAT teams respond to gunfights between feuding Triad and Yakuza clans, and ancient artefacts are sought by hopping vampires, demon sorcerers and cyborgs alike. Combining the gunfights of John Woo's Hard Boiled, the hand-to-hand combat of Enter the Dragon, the sheer mystical weirdness of Big Trouble in Little China, the wuxia action of Crouching Tiger Hidden Dragon, and everything in-between, A Fistful of Kung Fu is a skirmish wargame unlike any other.

It is 1895 and the world is in turmoil. The Great Powers compete for resources and the latest technology, and an undeclared and secret war rages between them all. This is battleground of the Adventuring Companies. These clandestine agents of the Great Powers operate in the shadows, matching skills and wits in pursuit of the newest scientific formulae or powerful occult artifacts. In Her Majesty's Name sets these adventuring companies against each other in one-off encounters and in longer narrative

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campaigns. Companies are usually comprised of just 4–15 figures and two players could easily play three games in an evening, making an on-going campaign a highly viable option. In *Her Majesty's Name* has been designed to allow maximum versatility for the player – if you can imagine it, the system will help you build it. There is, however, a wealth of material provided in the book, covering weird science, mystical powers, and a range of pre-generated adventuring companies, including the British Explorers' Club, the Prussian Society of Thule, the US Marine Corps, the Légion Étrangère, the revolutionaries of the Brick Lane Commune, ancient Egyptian cults, and the mysterious Black Dragon Tong.

*Last Days: Zombie Apocalypse* is a skirmish-scale miniatures game of survival horror. It pits players against each other in a nightmarish near-future where the dead have returned to life and are feasting on the living. Players build their own factions, representing desperate civilians, military personnel, or hardened survivors, and must explore, scavenge, and fight in order to survive another day. Rival gangs are only one of the dangers they face – mindless zombies wander the streets, driven by insatiable hunger and drawn by the sound of combat! A gang's ability to scavenge is as vital as their combat ability, and players must ensure that they have the resources to survive in this hostile world. Scenarios and campaigns allow you to develop your gang, gain experience and recruit new henchmen to build up your strength or replace the inevitable casualties of the zombie apocalypse.

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The boom of a flintlock musket, a cloud of acrid black powder, and the drumming of feet as they rush towards the fallen foe. A knife is unsheathed, and with a few quick movements, the enemy's bloody scalp is ripped free. Warfare in the Eastern Woodlands of America was one of raids, ambushes and sudden violent encounters. This book includes: All rules needed to play. Historical background detailing Native American tribes and their European foes. A map showing the locations of the major tribes. Timeline covering major and minor wars from European arrival until the 2nd Seminole War. Army lists for Native Americans, French & British. Complete list of Traits to individualize troops. Suggestions on how to set up games. Detailed description of the period. Based on the Origins-award-winning Song of Drums and Shakos rules."

Men of Bronze is a wargame that allows you to play out Classical Greek hoplite battles on the tabletop. Players are Strategoi (generals) leading phalanxes of bronze-clad warriors in pursuit of fame, glory, and the honor of their city-states. To win such prizes, however, you must prove your mettle, display your valor, and bring the other Strategoi to their knees! Designed to recreate small battles or larger skirmishes with 50–80 figures per side, each army will have its own unique mix of rules, advantages, backgrounds, and abilities. Strategoi must understand and appreciate the strengths and weaknesses of their forces in order to win glory on the battlefield. Of course, there's no telling what tricks a rival Strategos might have up their tunic sleeves...

Outremer: Faith and Blood is a 28mm skirmish wargame featuring small groups of

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warriors fighting in Outremer during the Crusades. While suitable for one-off skirmish encounters the focus of the game is a structured and progressive campaign setting in which they are able to watch their force grow and develop over a series of scenarios and encounters from a small party of five or so soldiers into a powerful warband a score strong. Character development is key, and a wide range of troop options and factions allows a high degree of individuality and personalisation. Players will also be able to recruit mercenaries and agents such as Hashashin and Varangian survivors to bolster their forces – potent but expensive additions that will add a distinct flavour to each encounter.

Many wargamers enjoy the challenge of skirmish games where, instead of the strategy of vast armies portrayed by traditional wargames, the focus is on the tactics of a small unit. However, skirmish rules are often so complex that it can take hours of rolling dice, consulting tables and recording data to recreate what would in reality be a fast and furious firefight lasting just minutes. Now these new rules make it possible to recapture the speed and intensity of these actions where every man, and every second, counts. The basic rules are supported by sections which give special rules and scenarios to capture the flavor of a range of different periods, from Napoleonic to Modern Warfare and beyond with Sci-Fi. From the 95th Rifles scouting for Wellington, Western gunfights and WWI trench raids, through WW2 parachute assaults or Special Forces strikes in Afghanistan, or even Space Marines storming a space station, Squad Firefights

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elegantly simple system allows you to focus on proper tactical decisions rather than rolling buckets of dice or calculating masses of modifiers.

The Dark Age of Britain, from the middle of the 4th century to the end of the 8th, was a time of violence and warfare, when charismatic warlords such as the fabled King Arthur could gather together armies and carve out their own kingdoms. With this new set of wargames rules, players can take on the role of these warlords and command their own armies on the tabletop. Written by the author of the popular Glitter of Ravens rules set, Dux Bellorum is an element-based system, where each base of figures represents 50 fighting men. Each player has a specific number of points with which to construct his force and can choose a Late Roman, Romano-British, Welsh, Saxon, Pictish, Irish, or Sea Raider army, amongst others. The game is then played out following a set of simple, fast-paced rules. A completely self-contained gaming system, Dux Bellorum is perfect for gamers who are looking for a way into fighting Dark Age battles without investing a lot of time or money in larger rulesets.

Whether you're a nameless Dark Lord looking to conquer the known world, a Champion of Light holding out against the forces of evil or a Northern barbarian facing claimants to a stolen throne, Dragon Rampant allows you to bring those battles to the tabletop.

Developed from the popular Lion Rampant system, Dragon Rampant is a standalone wargame that recreates the great battles of Fantasy fiction. Scenarios, army lists, and full rules for magic and monsters give players the opportunity to command unruly orc

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warbands, raise armies of the undead, campaign across an antediluvian world as the warchief of a barbarian tribe, or exploit the power of mighty creatures and extraordinary sorcery. An army usually consists of 6–8 units comprised of 6–12 individually based figures. These small units move and fight independently, assuming that they follow your orders rather than just doing their own thing. Command and control is just as important on the battlefield as the power of a troll chieftain or the magic of an archmage. In an age when infantry units manoeuvred and fought in rigid blocks, the idea of encouraging initiative and allowing a unit to 'skirmish' was regarded as revolutionary and fell out of favour in the years following the French-Indian and American Revolutionary wars. It was revived by far-sighted British and foreign-mercenary officers, who observed the way in which French Revolutionary armies deployed skirmishers to prepare the way for their assault columns. Offering a detailed analysis of the tactics, this book is studded with period 'battle descriptions' quoted from eye-witness accounts, creating a comprehensive guide to the Light and Rifles units of Wellington's Light Division. As the result of the first tentative experiments in skirmishing the units achieved an unsurpassed peak of efficiency – they marched faster, were versatile in any sort of tactical situation and could shoot more accurately than either friend or foe. No other national army, either allied or enemy, achieved these standards. The second supplement for Oathmark: Battles of the Lost Age, bringing rules for undead forces, character development, and a completely new campaign for players to

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experience. Dark necromancers have laid claim to forsaken kingdoms and summoned forth the souls of those who defiled their oathmarks. The dead, once again, march to war. As armies of wraiths and skeletal warriors bring destruction to their lands, the small kingdoms of the Marches also turn to the spirits of the dead. Gathering the most ancient and powerful of oathmarks, they recall the spectral forms of those that died in loyal battle to once again come forth in defence of their kingdoms. With these ethereal warriors joining their ranks, the kings of the Marches may yet stand. This supplement for Oathmark: Battles of the Lost Age introduces the forces of the dead to the game. Some armies will use dark magic to summon the souls and corpses of traitors from the past, while others will recall the spirits of loyal warriors that gave their lives and willingly fight again. This book also includes expanded rules for characters, which allow you to chart their progress from battle-to-battle, and watch as they grow in rank, responsibility, and power. All of these rules are then incorporated into a campaign featuring new scenarios that together tell of an epic war for survival.

NUTS WW2 is an Origin's Award-winning man-to-man tabletop skirmish wargame that puts you into the front line as a squad leader or platoon leader. -The easy-to follow rules cover all aspects of squad level warfare, and use Two Hour Wargames' unique "reaction" system - no standing around waiting for your activation in this game, your figures always react to a situation on the table. Designed for head-to-head, co-op and solo gaming, NUTS can be played in a variety of ways:-You can play as a Squad

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Leader with a full squad.-You can play as a Squad Leader with less than a full squad.-You can play as a Fighting Vehicle Platoon Leader with three to five vehicles.-You can play with only one Fighting Vehicle.-You can play large games with multiple squads and vehicles.The bottom line is you can play it any way you like, with any figures, terrain or counters you like. Inside you'll find:-Rules for infantry combat with over 15 different formations.-Rules for vehicle combat with stats for over 100 types.-Four armies to choose from - American, British, German and Russian.-Thirty-five unique attributes to personalize your squad members.-Rules for urban combat.-A minimal bookkeeping Campaign System that gives meaning to every game as the results of one will affect the outcome of the next.A light machine gun has part of your squad pinned down. Two of your men are wounded and screaming for help while one of your guys is hunkered down behind that wall and isn't moving anytime soon. All hell's breaking loose and everyone is looking to you for the answer. Right about now you're wondering what the heck you've gotten yourself into. Welcome to the world of NUTS!\*Note: If you purchase this title from Amazon.com you can get the PDF for free. Contact Two Hour Wargames by email at [twohourwargames@gmail.com](mailto:twohourwargames@gmail.com) and provide your purchase details from Amazon.com

Set in an age of feuding samurai, wandering swordsmen and fearless warrior monks, Ronin is a skirmish wargame that captures the flavour and excitement of such Akira Kurosawa films as Seven Samurai and Yojimbo. Whether they prefer the loyal samurai

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retainers of a feudal lord or a horde of desperate bandits, players choose from one of several factions and build forces to battle for dominance and survival in 16th-century Japan. They may also recruit swords-for-hire to supplement their forces – masterless ronin, martial arts masters and secretive ninja will lend their skills to any commander who can afford them. A full points system, incorporating a wide range of equipment and skills, allows for detailed customisation of characters, while scenarios and a campaign system permit them to gain experience and develop over time. The fast-paced rules simulate the cut and thrust of hand-to-hand combat and require the player to make tactical decisions in the middle of a fight, immersing them in an era of war.

As the wars of Napoleon ravage Europe, chaos and fear reign and the darkness that once clung to the shadows has been emboldened. Supernatural creatures – vampires, werewolves, ghouls, and worse take advantage of the havoc, striking out at isolated farms, villages, and even military units. Whether they are pursuing some master plan or simply revelling in their newfound freedom is unknown. Most people dismiss reports of these slaughters as the rantings of madmen or the lies of deserters, but a few know better... The Silver Bayonet is a skirmish wargame of gothic horror set during the Napoleonic Wars. Each player forms an elite band of monster hunters drawn from the ranks of one of the great powers. Riflemen, swordsmen, and engineers fight side-by-side with mystics, occultists, and even those few supernatural creatures that can be controlled or reasoned with enough to make common cause. The game can be played

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solo, co-operatively, or competitively, with players progressing through a series of interlinked adventures with their soldiers gaining experience and suffering grievous wounds, and their units triumphing... or falling in the face of the shadows. It is a game of action and adventure, where musket and sabre meet tooth and claw.

Chosen Men is a set of fast-action skirmish rules detailing the bloody skirmishes between light troops in the Napoleonic Wars. The primary focus of the game is on soldiers and NCOs in light 'flank' companies, as they scout ahead of larger forces and take part in man-to-man actions against enemy skirmishers. Although the game allows for the formation of accurately sized companies of light infantry and cavalry if you wish, these formations are broken down into small groups of up to a dozen men. For the most part, officers are not swashbuckling super-heroes, but staunch commanders who rally and direct their men to achieve the battlefield objectives. Although the game uses an alternating action turn sequence, officers can use their influence on multiple units at the same time in an effort to steal the initiative. With all rolls resolved using standard 6-sided dice, this game combines a classic wargaming feel with modern wargame mechanics.

Recreate the action and drama of 17th Century warfare on your tabletop with The Pikeman's Lament. Start by creating your Officer – is he a natural leader raised from the ranks, the youngest son of a noble family, or an old veteran who has seen too many battles? As you campaign, your Officer will win honour and gain promotion, acquiring

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traits that may help lead his men to victory. Before each skirmish, your Officer must raise his Company from a wide range of unit options – should he lean towards hard-hitting heavy cavalry or favour solid, defensively minded infantry? Companies are typically formed from 6–8 units, each made up of either 6 or 12 figures, and quick, decisive, and dramatic games are the order of the day. With core mechanics based on Daniel Mersey's popular Lion Rampant rules, *The Pikeman's Lament* captures the military flavour of the 17th Century, and allows you to recreate skirmishes and raids from conflicts such as the Thirty Years' War, the English Civil Wars, and the Great Northern War.

Zona Alfa is a set of simple, fast-play skirmish rules for scavenging, exploring, and surviving in a near-future, post-apocalyptic Eastern European setting. Players take on the role of bandits, mercenaries, and military units fighting over the blasted Exclusion Zone and its abandoned artefacts. Customise your fighters with a variety of weapons and specialisms to create your ideal warband. With extended rules for campaigns, character progression, terrain, and environmental hazards, Zona Alfa contains all the tools required to engage in blistering firefights within the Exclusion Zone.

Hyper-reality. The area between the thriving mass of humanity known as the Sprawl and the digital refuge of Cyberspace. This is your playground. As a Showrunner, you can see and manipulate the flow of digital data through the real world – for you, reality is limitless. Welcome to Reality's Edge, a skirmish wargame set in a dystopian

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cyberpunk future, where players take on the roles of Showrunners – mercenary hackers who lead small teams of trusted operatives and disposable freelancers. Funded by shadow backers, the Showrunners accept jobs from faceless clients for profit, glory, and better chrome... always better chrome. Battles take place in the concrete jungle known as the Sprawl, but Showrunners must remain wary of the threat posed by Cyberspace. Hacking is pivotal to the game, with data nodes, robots, machines, and even enemy chrome presenting potential targets for a cunning Console Cowboy. In an ongoing campaign, each skirmish offers you the opportunity to earn experience and equipment, from advanced weaponry and synthetics to cyber-implants, biological enhancements, clones, and much more. This is a world obsessed with whether something can be done, not whether it should.

The Seven Years' War was the pinnacle of 18th-century warfare, with dramatic campaigns and battles, famous leaders, and wide variety of colourful uniforms. Compared with the later Napoleonic Wars, tactics were simpler, armies more professional, and battles tended to be smaller. Using these quick-to-learn rules, players can bring this period to the tabletop, recreating anything from a small skirmish to a major pitched battle. Although simple, the rules allow for a wide range of tactics and reward historical play. That said, fog of war sometimes produces unexpected results and units don't always obey their orders! The game moves quickly, and players must be prepared to regroup and counterattack or to press home an advantage – a lot can

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happen in one move!

Take Robin Hood, Richard the Lionheart, Gamelyn, William Wallace and other legends from the colourful, dangerous medieval period to the tabletop with Lion Rampant – a new set of rules designed for fighting medieval skirmish games. Ideal for players who wish to collect medieval miniatures and paint the pageantry without wanting to muster huge forces or spend time learning complex rules, this game allows players to game actual historical battles – or to delve into the archives of Hollywood to embark on more over-the-top pulp style clashes.

Two armies prepare for war. Thor, surrounded by crackling lightning, leads the assault of a horde of Viking berserkers. Preparing to receive this charge stands a wall of grim-faced, determined Spartan hoplites, commanded by Ares himself... Of Gods and Mortals is a skirmish wargame that gives players the opportunity to command the greatest heroes, warriors and monsters of legend – and the gods and goddesses that ruled over them. Whether you want to lead the forces of Greek, Egyptian, Celtic or Norse mythology to battle, or build your own pantheon, Of Gods and Mortals presents everything you need. Each player takes control of a god, a handful of legendary characters and a number of mortal troops, forming a warband that must work in harmony to succeed. Although the gods are incredibly powerful, they are only as strong as the faith of the mortals who follow them – if their worshippers are cut down, gods become weaker, and if a deity is vanquished in combat, its followers may flee the field

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of battle. Success lies in employing a strategy that uses all your troops, from the mightiest to the most humble, as effectively as possible.

The Portable Wargame has been developed over the past ten years to meet the needs of wargamers who want a fast, easy to learn, simple to use set of wargames rules that don't require the player to purchase and paint a large collection of figures and that can be staged on a small dinner table, a large coffee table, or something even smaller. The rules are designed to be used with a gridded tabletop made up of squares or hexes. From the first shots at Jumonville Glen to the surrender at Appomattox, Rebels and Patriots allows you to campaign with Wolfe or Montcalm, stand with Tarleton at Cowpens or Washington at Yorktown, or don the blue or grey to fight for Grant or Lee. From the French and Indian War, through the War of Independence and the War of 1812, to the Alamo and the American Civil War, these rules focus on the skirmishes, raids, and small engagements from this era of black powder and bayonet. Your Company is commanded by your Officer during these tumultuous conflicts. Each battle that your Officer faces allows him to develop new and interesting traits. Does he perform heroically and earn a nom de guerre? Or falter, to be forever known as a yellow-belly? Designed by Michael Leck and Daniel Mersey, with a core system based on the popular Lion Rampant rules, Rebels and Patriots provides all the mechanics and force options needed to recreate the conflicts that forged a nation.

The Art of War is an enduring classic that holds a special place in the culture and

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history of East Asia. An ancient Chinese text on the philosophy and politics of warfare and military strategy, the treatise was written in 6th century B.C. by a warrior-philosopher now famous all over the world as Sun Tzu. Sun Tzu's teachings remain as relevant to leaders and strategists today as they were to rulers and military generals in ancient times. Divided into thirteen chapters and written succinctly, The Art of War is a must-read for anybody who works in a competitive environment.

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