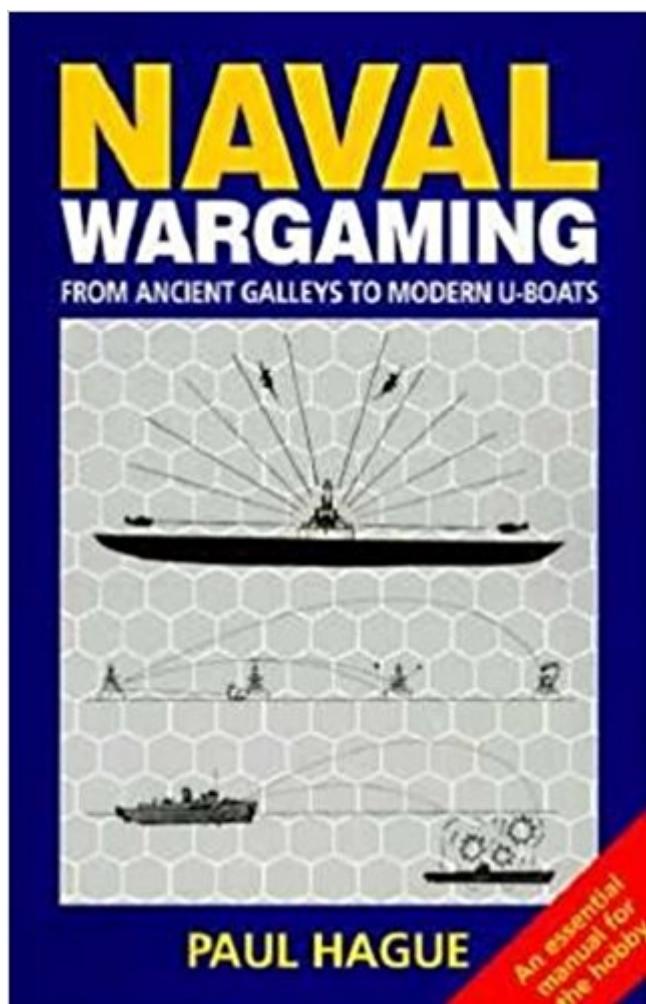


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# Naval Wargaming: From Ancient Galleys To Modern U-Boats



## Synopsis

An historical background on the ships, their weapons, and their tactics. Detailed wargaming rules and procedures in a complete and essential manual for beginners and experienced wargamers who wish to take to the ships.

## Book Information

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## Customer Reviews

AIIEEEEE! I wish I had a million dollars so I can buy all these neato books here at ! Anyway...My last purchase: NAVAL WARGAMING by Hague. What can I say? I think this book is great! I owned his first work when I was a kid and loved his section on building and war gaming with home made model ships. This work, builds on that old work and "Pumps it up, MON!" If you are a naval wargamer, you might find that these rules and suggestions are to your liking. Many Naval game rules are too complicated. Hague gives you non complex rules that gets you playing so you can think about and discuss military naval history. Hey, who wants to spend one week reading detailed naval wargame rules that you already forgotten by the time you finish the magazine sized rules for some naval games? Ok, maybe you are a math genius who digs big time doing calculations in your head. Me? I like to start fighting sea battles! Working out how deep your search light can penetrate the fog bank at 2 AM on the North sea during winter is well...YAWNISH! Just tell me where the dang Battleship is and prep. the guns! Anyway, glad I bought this book. Buy it Mon, and don't try to bottle up my naval fleet or else!!!

(This review applies to the 1980 edition) A delightful book with suitable rules for learned, well read

gentlemen to employ in the purpose of pushing miniature ships from all eras around the living room floor and invoking simulated combat while enjoying the company of other similarly minded people and quaffing a few beers. Or is that quaffing a few beers and pushing miniature ships around the living room. Doesn't matter. Sign me up.

Chap 1. About Naval Wargaming. Not comprehensive, but adequate to set up the rest of the book.

Chap 2. Equipment for Naval Wargaming. Pencil, paper, a few cardboard cutouts, some dice, and miniature ships. It can very inexpensive. Taking your wife out to dinner as compensation for disarraying the parlor will cost you more.

Chap 4. Ancient galley warfare: sails, oars, archers, marines, crew energy, ramming, repair, oar raking, boarding, supporting sinking ships, bolt throwing engines, stone throwing engines and crew moral.

Chap 5. The Battle of Thestos c 200 BC.

Chap 6. Napoleonic Naval Warfare: cannon, broadsides, boarding, striking, collisions, wind direction changes, wind strength changes, movement rules relative to wind, heaving-to and wearing.

Chap 7. The Battle of Ushant, 1795

Chap 8. The Ironclad Period, 1865-1885: Great armored mastodons belching fire and smoke and destructive projectiles and occasionally ramming each other.

Chap 9. The Battle of Hellespont, 1881

Chap 10. The Dreadnought Period: the scale increases to 1:18000 and we get torpedoes, turrets, concentration of fire, submarines, magazine explosions, directors, conning towers, propeller shafts, smoke, and mine fields.

Chap 11. The Battle of Texel, 1916

Chap 12. Other Periods: The middle ages, the renaissance, the armada, the Dutch wars and the 18th century, the Russo-Japanese war, the Second World War, the American civil war,

Chap 13. Campaigns: maps, secret movement, weather, repair of damage, siege of Hagege, The war in Ireland-1702, an 18th century trade war, war in the far East-1880, The Baltic project-first world war, the first world war in the North Sea.

Naval Wargaming provides wargaming approaches for ancient galleys, ships of the line, and battleships, carriers, and submarines up to the WWII era. (About half the book is dedicated to 20th century naval warfare.) The thing that I most like about the book is that it provides a great introduction to naval warfare for each of the periods it covers. I found this very informative and it also allows the rules of each wargame to be understood in the context of the ships and strategies of the time. For me, even without the gaming approaches, I found the book very informative. The gaming approaches are based on naval miniatures. Thus, the games are not particularly fast paced. (Although, if you enjoy naval miniatures this probably isn't a problem.) The wargaming approaches in the book are not simple, but are less complex than others I have experienced. They seem to strike a reasonable balance between playability, complexity, and reflecting the strategies of the time.

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