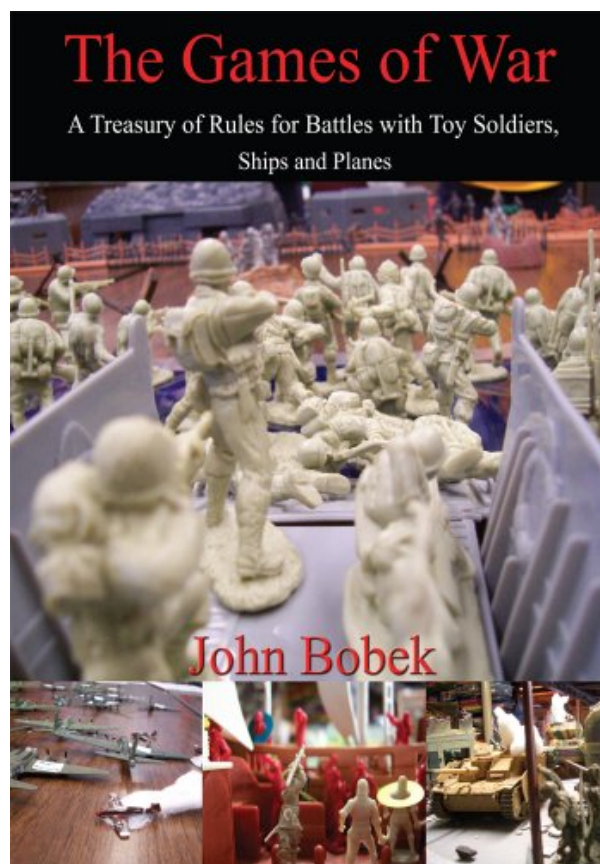


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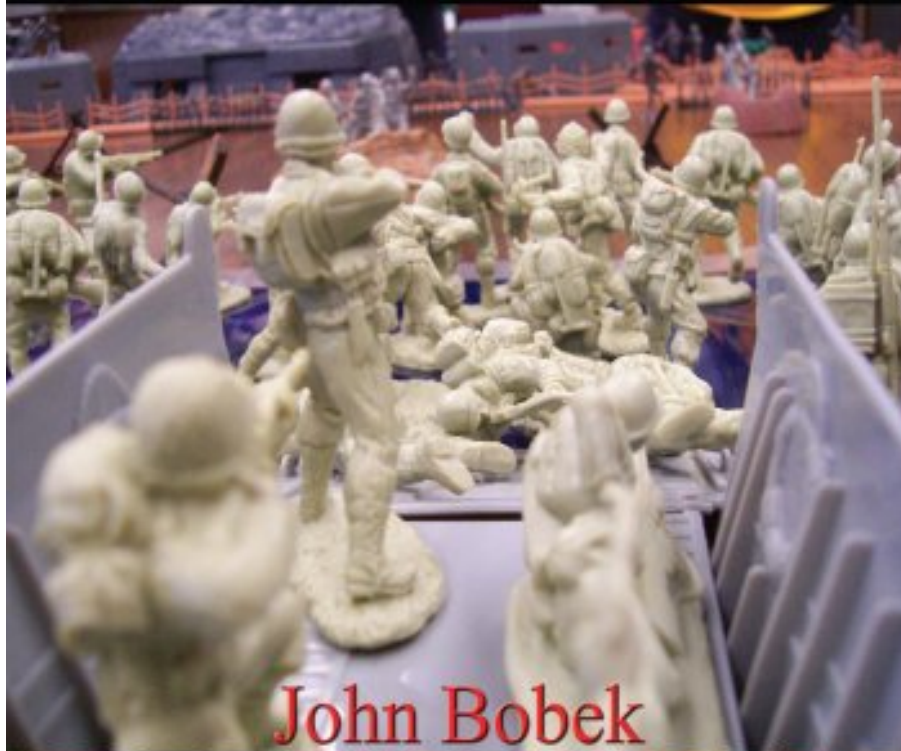


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About the Author

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24 of 26 people found the following review helpful.

A Game Collection--in One Book!

By Navalgamer

As a longtime miniatures and board wargamer I applaud John Bobek's "Games of War"; he has created a work that belongs on the bookshelf (and more importantly, the gaming table!) of anyone interested in the re-creation of historic battles in miniature. Easy-to-understand but quite comprehensive in it's coverage of the subject, he provides the reader with rules-sets and background information on how to simulate every form of combat from Alexander's campaigns to Vietnam and even the present-day struggles in the Middle East. Additional rules allow the beginning gamer to immerse him/herself in gladiatorial combat in the Arena, and even Wild West action.

Most impressive to this reviewer is the Author's combination of all of this in one complete, exciting, even

humorous collection of gaming rules, hints, suggestions for classroom use, and tabletop combat lore.

In my career at sea (US Navy) I have often faced the question of what types of games to carry aboard with me--limited by storage space and playing time to a few boxed rule-sets and a handful of miniatures. No more! Bobek's book goes a long way toward replacing the numerous rulebooks I used to carry around, and reduces my accessory requirements to a few "minis" and a handful of dice!

I strongly recommend this book to the beginning and experienced gamer as well!

18 of 21 people found the following review helpful.

Reviewed by Bill Hoyer

By John Bobek

This book is a treasure for those seeking to getting started in wargaming and, for teachers, seeking to bringing gaming into their teaching suite. Covering all known periods of history, these fast, simple rules are a great way to introduce friends and students to gaming while keeping the expense on the ultra-low side.

From ancients to modern, from land battles to sea and air battles, this book has suggestions for quick battles recreating history. While not as detailed as commercially available rule sets, it does cover all aspects of wargaming from morale (how casualties and enemy fire can affect your troopers) to fire potential of different weapons.

After playing a half dozen games of different periods of history, I was impressed as to how these rules catch the flavor of a period. If your a teacher looking to introduce your students to gaming and how the different aspects of war can change history, then I suggest that you pick up this book. It is a treasury as the title implies and one cannot go wrong in using it. Game on!

11 of 12 people found the following review helpful.

Great for gamers of all ages!

By B. Christensen

This is a nice flexible book for introducing new, young wargamers to the hobby. It's also a fine addition to any gamer's library. There are many simple rules for skirmishes of all kinds throughout history. Most of the rule sets for the different eras are roughly about 3 to 5 pages (there are 39 sets of rules). The ideas allow you to use any figures in whatever scale you chose. Each era covered also includes a bibliography for further historical reading and there are 'labs' for history or social studies teachers to run wargames in the classroom. Loose, free spirited, and fun rules. 280 pages. I wish I would have had this book when I was 10!

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