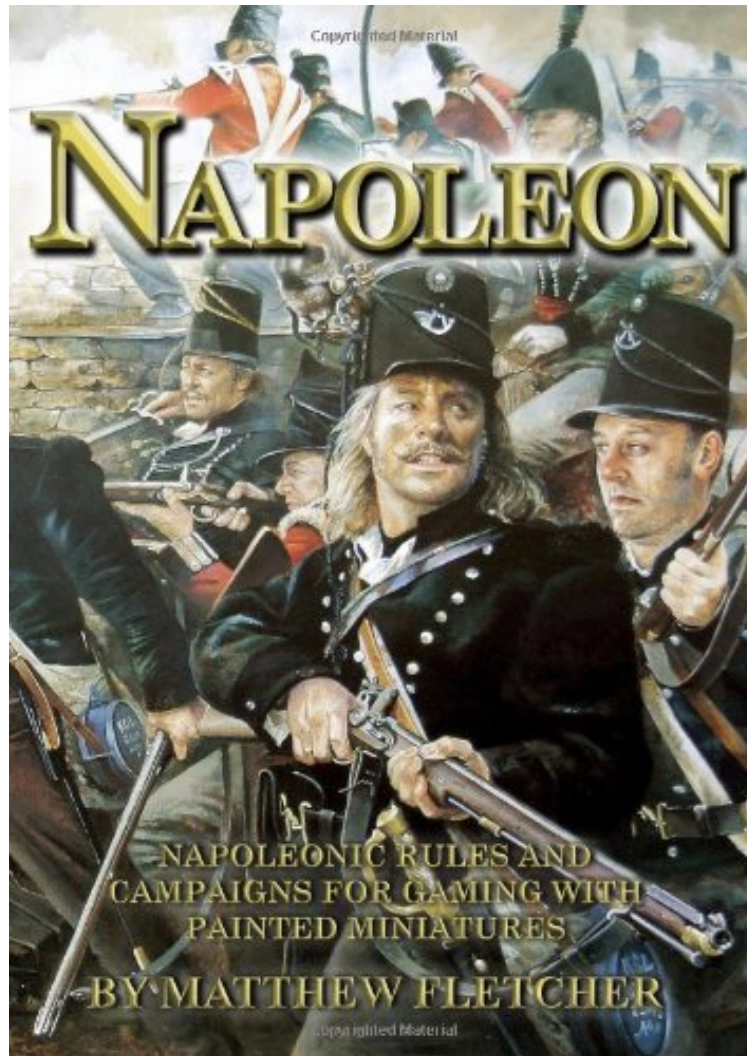


[Pdf free] Napoleon: Napoleonic Rules and Campaigns for Gaming with Painted Miniatures

Napoleon: Napoleonic Rules and Campaigns for Gaming with Painted Miniatures

Matthew Fletcher

**Download PDF | ePub | DOC | audiobook | ebooks*



DOWNLOAD



READ ONLINE

#3780158 in Books Historical Books Miniature Rules The Foundry 2009-07-19Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 .80 x 8.30 x 11.70l, 2.80 #File Name: 1901543188232 pages | File size: 25.Mb

Matthew Fletcher : Napoleon: Napoleonic Rules and Campaigns for Gaming with Painted Miniatures before purchasing it in order to gage whether or not it would be worth my time, and all praised Napoleon: Napoleonic Rules and Campaigns for Gaming with Painted Miniatures:

5 of 6 people found the following review helpful. A fun and easy to understand rules set- At last!By Thomas HarlandThis is a comprehensive and easy to understand rules set, including history and paint guides.Perfect for someone just starting to game the period but with enough about it to appeal to veteran gamers also.It is not 'stuffy' and

does not have the super-detail and endless charts covering every minor eventuality like many rulebooks of the Napoleonic wars. Perfect for fun games and easy to use- buy it! 5 of 8 people found the following review helpful. Pretty Pictures but not much else. By Noble by birth I have been wargaming for 30 years and I have to say I was looking forward to this as the people producing this normally put out quality material. This ruleset however is not one of them. The rules are a muddle of old concepts and the army organizations that are listed in the book are a very poor representation of actual Napoleonic armies or warfare. There are useful painting guides and lots of nice eye candy but I bought these primarily for the ruleset and they are absolutely terrible. I strongly recommend that if you want a decent Napoleonic rules set that you pass on this monstrosity. If you want painting guides and tips it is pricey but could be useful to a newcomer. Overall a very poor effort. I do not feel that I got value for my dollars. 10 of 11 people found the following review helpful. Napoleonic Rules for Gamers, Not Rules Lawyers By Elan Huzzah Matthew Fletcher and Foundry! These are a high production quality, playable, fun and intelligible set of rules for a classic wargaming period that has not been well served with rules for 25-28mm figures. The layout and content is visually attractive and simple to follow, with some of the best "real wargaming" shots of figures in action that I have seen. By this I mean that it is refreshing to see that the figures are not master-painted in purpose built diorama - they look like a real 28mm game was in progress! The terrain used is not beyond the reach of the average gamer and this sits well with the overall feel of the set - made by wargamers for wargamers. That said, despite all the pretty pictures - the best thing about these rules is that they are well written, clear, well laid-out and remain both concise and simple. They meet my standard for playability - the rules allow the players to add the complexity. There is no need to create "house-rules" or stop in the middle of the action to hunt for obscure sentences that are subject to semantic arguments. As well as being an excellent set of rules, this work provides an introduction and overview of the history of the period with enough detail to re-stir my own interest which, along with my figures, had gathered dust these past ten years. While those who prefer detailed history may be disconcerted, I found this to be a well thought out approach to what can be a complex historical drama, and understood that while there was much that barely touched upon, the core facts provide the game with the colour and pageantry of the period - and hopefully will further the hobby by attracting new players. I do hope that Matthew and the Foundry provide some expansions. My tentative suggestion is for improved lists for the revolutionary period and the smaller European states (but also the British, Canadians and Americans of the War of 1812) which would add variety, colour and interest while addressing the current volume's sometimes unfair assessments of smaller allied troops relative worth (and importance) during the period.

• If you are interested in painting, collecting or war-gaming with model soldiers, or interested in the Napoleonic era any way, then this book is for you; it has many articles that set the scene and mood for ensuing battles by detailing the historical background and build up to the many Napoleonic wars and campaigns that took place. • For the miniature painters and collectors Matthew Fletcher has written a section showing how to speed paint an army that any wargamer would be proud of, and Kevin Dallimore reveals his secret of painting outstanding Napoleonic models using his world renowned three color method. • For the gamer, Matthew Fletcher has created a truly unique set of rules that are simple to understand and play; rules that will provide an evening of fun and entertainment for all. • In short, this book contains everything you will need to enjoy yourself painting and collecting miniatures and gaming in the Napoleonic era. I first met Matt Fletcher when he was employed by a well known fantasy games company based in Nottingham; he was an 18 year old, wide eyed, fresh faced teenager looking like he had found Aladdin's Cave as he scanned all of the models, games and books stacked on the warehouse shelves. Two of Matt's childhood dreams had been realised; he was not only involved in a rapidly growing company making and selling the products he loved, he was also heavily involved with the team responsible for the play testing and development of games and the writing of books. Everyone was impressed by Matt's energy, enthusiasm and knowledge; he had a great knowledge of all things fantasy and, as I was later to find out, an even greater knowledge of all things historical. Matt soon realised that these new experiences might lead to the fulfillment of yet another childhood dream; to write a book that combined his extensive historical knowledge of all things Napoleonic with the new experiences gained in the creation and development of books, games and game mechanics. Little did he realise how much time it would take for this dream to be fulfilled. Eighteen years have since passed and I think Matt has been very surprised (and sometimes frustrated) with the length of time that it has taken to produce the book that you now hold; not only for the time it has taken him to produce and structure a script suitable for submission, but also for the time it has taken for his script to be edited and augmented to reach the high standard expected from any Foundry publication. If you are interested in painting, collecting or wargaming with toy soldiers, or interested in the Napoleonic era any way, then this book is for you; it has many articles that set the scene and mood for ensuing battles by detailing the historical background and build up to the many Napoleonic wars and campaigns that took place. For the miniature painters and collectors, Kevin Dallimore has added his own article on painting Napoleonic models using his unique and world renowned three color method. For the wargamer, Matt has created a truly unique set of rules that have been amended and developed many times over the years to provide an evening of fun and entertainment; he has also written his own article on how to speed paint an army to a standard that any wargamer would be proud of. Matt is very proud of this book and wants everyone who reads it to experience the

great fun and pleasure he gets from painting and playing games with toy soldiers. For Matt, the book you now hold is another dream come true.