Wargaming Pike and Shot
## by Donald Featherstone

Review by Paul Le Long

This is really a book of scenarios featuring 15 battles from the pike and shot era. The book is a sort of companion volume to the author's *Battle Notes for Wargamers*. If you have that book, then you will know exactly what to expect here.

We start off with a short introduction covering familiar 'Featherstonian' ground – classification of commanders, morale, surprise, chance cards (always useful for soloists) and military possibilities.

Then we go on to the heart of the book (pp.16-147) – 15 battles from Ravenna (1512) to The Dunes (1658). They all follow the same format: 6-8 pages each, with a map/schematic of the battle plus another map of the wargame table, which is a simpler, more abstract version of the first map.

For each battle there is a description of the battle itself, covering several pages. This is followed by several pages of 'Reconstructing the Battle as a Wargame'. Here the author talks about the terrain, classification of commanders, quality of troops and morale and some military possibilities.
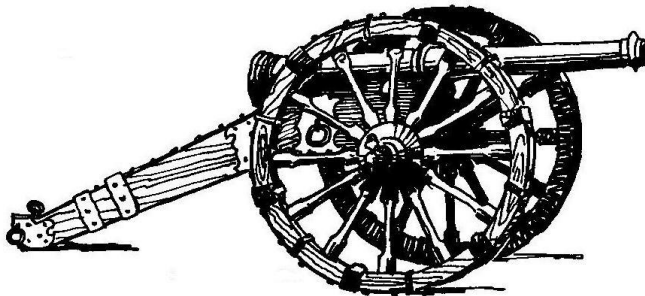
The book ends with a few appendices covering figures, terrain and rules – obviously this has dated since 1977 when the book was first published.

If you are at all interested in the pike and shot era then this is a really worthwhile book to get hold of. You get a nice potted history of the battles covered and from that a handy overview of the period. But most of all you get 15 tabletop scenarios with advice on how to reproduce them easily.

Details:
- **Paperback:** 132 pages
- **Publisher:** lulu.com (2 Nov 2010)
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This is a John Curry reprint which is currently selling for £12.56. The original is out of print but surfaces on Amazon & eBay regularly.