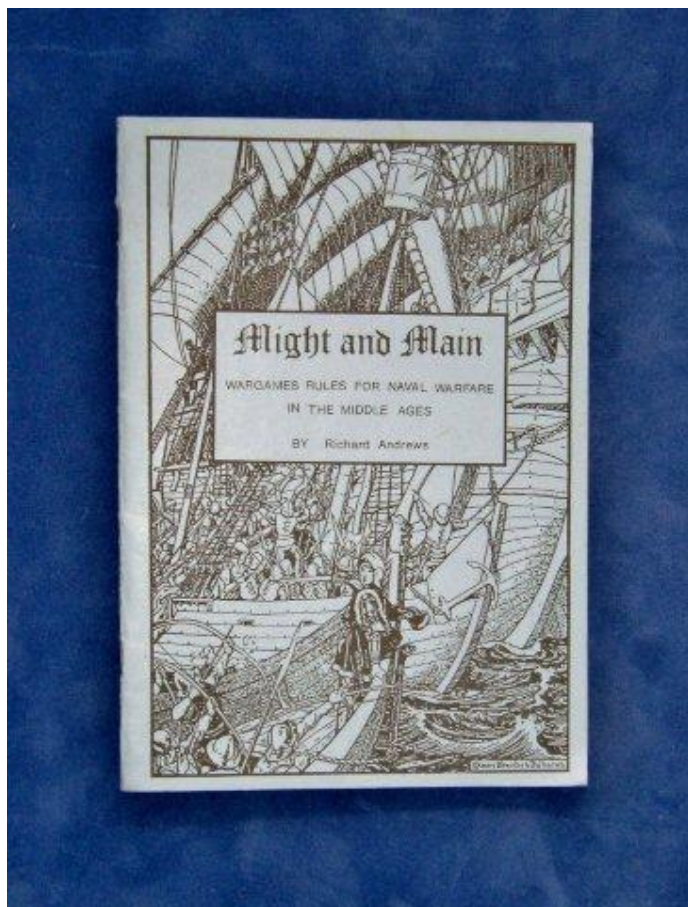


## **‘Might and Main: Wargame Rules for Naval Warfare in the Middle Ages’**

**By Richard Andrews**

**Review by Mike Crane**

Rob Morgan sent a copy of “Might and Main” and asked my opinion of it. I was favorably impressed by the smallness of the book – 5.5” x 8” and 28 pages. The font was large enough to be read comfortably and the center of the book contained a page that could be pulled out and cut in two to provide two identical reference sheets that were very simple and practical. A windage diagram was on one side and the other side contained the move distances, weapon ranges, and the hit chances and effects. Neat!



The preliminary reading of the book was delightful. The basic rules were simple, reasonable, and totally applicable to the Medieval Era (1272-1487). If you are really into this wargaming period, there are even more optional rules in the back.

The games are to be played with 25mm or 15mm models and figures on a large table. If you do not have any of the medieval ships, instructions are given for building your own simple models. Since most medieval battles were fought close to the shore, provisions are made for terrain with the possibility of shipwreck for the careless captain. D10 and percentage dice are used.

“Might and Main” includes four kinds of ships: cog, carrack, caravel, and galley. Each ship is different in its height, number of sails, speed, guns, and groups of fighting crew. The values of the ships are based on these differences and these values are used in determining the winning side.

The fighting men are the same as those used in land warfare — minus the barded horses, of course — and are mounted in groups of four. There are three kinds of fighting crew: men-at-arms, bill men, and missile men. Each group has its own hit factor.

The direction and speed of the wind is dealt with in a very satisfactory fashion. The wind is a significant factor for sailing ships, but the hand-rowed galley is unaffected. Provisions are made for the cannons that were used at the time. Six helpful suggestions for game scenarios are included at the end of the book.

I like "Might and Main" and recommend it to anyone who is interested in medieval naval warfare. Being a solo gamer, I always read a set of rules written for a multi-player game with the idea of adapting it to solo play. I don't see any real problem there. The game is simple enough to allow the roll of a die or the flip of a coin to determine which action will be taken by the non-player side.

"Might and Main" was written by Richard Andrews and copyrighted by Freezewater Publications and Richard Andrews. There is no date of copyright or ISBN number.

The book can be purchased by emailing the following address and scrolling down to the items under “Rules.” <http://www.lanceandlongbow.com/shop.php> The price of the book is £4. (These days, an English pound translates to about \$1.65 in US money.) The postage to the USA adds another £5 to the cost, so the total would be £9. The purchase may be made using PayPal or a major credit card.

## MIGHT AND MAIN

### WARGAMES RULES FOR NAVAL WARFARE IN THE MIDDLE AGES

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