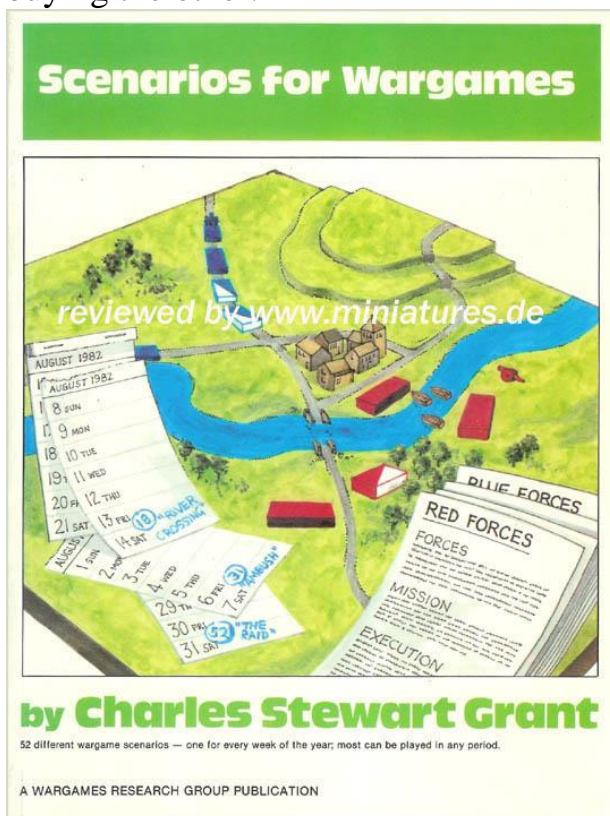


‘Scenarios for Wargames’ by Charles Stewart Grant and ‘Scenarios for all Ages’ by CS Grant and Stuart Asquith

Review by Paul Le Long

I have decided to review these two books together as they are essentially two volumes of the same work, despite one being co-written with a different author. I did check that the material had not been recycled and it hasn't, so if you like one of these books, you will not waste any money buying the other.



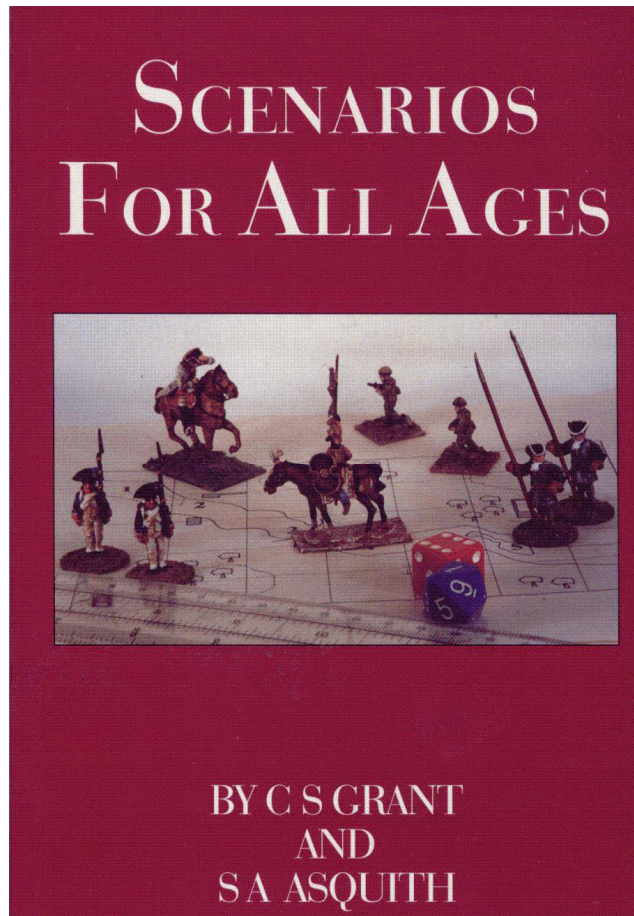
These books are very simple & they are scenarios for wargames, pure and simple. You get 52 scenarios in both volumes. Examples include attacking a prepared position, flank attack, rearguard action and so on. The scenarios get more specialised and complex as you work your way through & involving railways, helicopters and so on. Some mini-campaigns are included as well.

All scenarios follow the same format. Let's take Positional Defence (1) from the Grant volume as an example. There is a basic wargames table-type map and an introduction. Then the

ground is described & this scenario features a wood, two villages, a river and three redoubts. Period is then discussed & most scenarios are suitable for any period, sometimes with a few simple modifications.

This is followed by a general outline & in this example, Blue sets up first in defensive positions (marked on the map) followed by Red. Then we have orders of battle & in this scenario Blue has 4 units of infantry, 1 unit of light infantry, 2 units of cavalry and 4 guns. Red gets 8 infantry, 1 light infantry, 1

light cavalry, 1 heavy cavalry and 4 guns. The mission and execution is set out for both sides ó in this case that is simply Blue defending his lines and Red attacking him.



Then there is Playing the Game which is a recap really ó set up the table, Blue deploys, Red deploys. Then we have victory conditions ó Blue wins if he controls 3 key positions (two villages and one redoubt) at the end of the game; Red wins if he controls two of these, otherwise it's a draw.

Altogether the whole scenario covers just two pages, much of which is covered by the map, so instructions are short but you nevertheless get all the information you need. Some later scenarios are more complicated, though not too much so, and some are limited to a specific period ó though these are a minority.

I would say that both books would be a great addition to any wargamer's shelves. The scenarios are simple but effective, well set out and well explained. Perfect for setting up a quick one-off game with little preparation but with more to it than a simple set them up and knock them down approach.

Highly recommended for veterans and novices alike.

Details:

1. Scenarios for Wargames:

Paperback: 132 pages

Publisher: A Wargames Research Group Publication; 1st Edition edition (1981)

ASIN: B00100QI8E

The book is out of print but the current price on Amazon for used copies starts at the laughable price of £38.50.

2. Scenarios for all Ages:

Paperback: 160 pages

Publisher: CSG Publications (Wargaming) (10 Mar 1996)

ISBN-10: 0952514656

ISBN-13: 978-0952514657

Price on Amazon is £10.