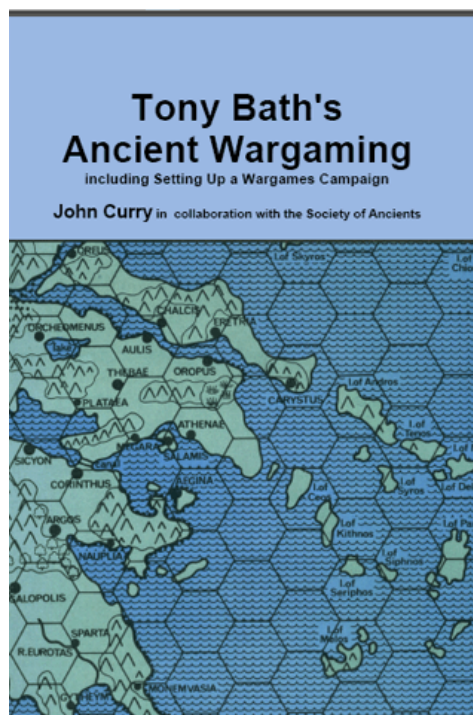


TONY BATH'S ANCIENT WARGAMING: INCLUDING SETTING UP A WARGAMES CAMPAIGN BY TONY BATH AND JOHN CURRY

Review by Paul Le Long

Tony Bath's classic book *Setting Up a Wargames Campaign* was first published in 1973. Now it has been reissued, along with other writings by the same author as part of John Curry's "History of Wargaming" project.



I'll concentrate on *Setting Up a Wargames Campaign* first as this is the heart of the new edition anyway and can still be found in its original form second-hand.

So what do you get? The first 80-odd pages offer a great deal of advice on, well, setting up a campaign. Map movement, movement rates, forces making contact, weather, the after-effects of battle like pursuit, sieges, politics, diplomacy, logistics, characters and much else are all covered. There is also a fairly lengthy discussion about umpires and what to do if you don't have one.

Most of this advice is geared towards ancient warfare but there are nearly 40 pages in which the author gives advice on campaigns set in the following periods: Horse and Musket, Victorian, World War One, World War Two, as well as mini-campaigns and naval campaigns.

This book is a great resource; you don't need to adopt all of the rules outlined here – indeed many of the sections have the feel of advice rather than hard and fast rules. Many of the ideas are jumping-off points really and you can very easily adopt a pick-and-mix attitude to the rules.

If you are thinking about starting a campaign then this book is highly recommended – you won't use everything in it but you will almost certainly adopt some of the rules as presented, tinker with others and at least be inspired by some of the rest.

What else do you get in the new edition then? There's a forward by Phil Barker on the life of Tony Bath and a short piece on the Society of Ancients (which Tony Bath set up). We also have *Peltast and Pila* a set of rules for ancient warfare which cover about 35 pages. To be honest, these rules feel a little dated and cumbersome – there are 37 rules just for melee, for example.

Then there is a section of about 40 pages covering the author's famous Hyborian campaign – a postal campaign in the 1960s based on the Conan stories by Robert E. Howard. This section is essentially a miscellany of interesting bits and pieces from that campaign.



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