

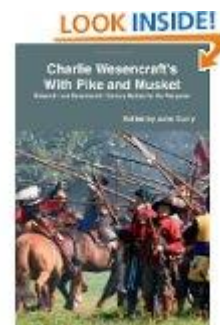
With Pike and Musket: Sixteenth and Seventeenth Century Battles for the Wargamer **by Charles Wesencraft**

Review by Paul Le Long

This book gives a basic overview of the period, provides rules with which to fight battles and sets out a number of battles to be refought.

So what do you get? After a brief introduction, we have a description of the weapons used in the period and the organisation of the following armies: Elizabethan, Irish, ECW and New Model. This includes a short overview of how various troop-types fought.

Pages 23-73 are given over to wargames rules. Readers familiar with Wesencraft's earlier book *Practical Wargaming*, will find no surprises here. The rules are basic, but nevertheless work quite nicely – for example, when firing you take the number of shooters, compare this with their ability and that tells you how many casualties they inflict. Simple but effective. There are all the usual elements in here including morale, infantry, artillery, cavalry, melee and so on.



The main focus of the book is the 'Battle Reconstructions' – pp.76-185. There are 27 battles covered, 21 of which are from the ECW. Each reconstruction is set out over about 4 pages, starting with a description of the battle; then you get the numbers engaged and how that is represented in terms of wargames figures. Layout of the battlefield is explained and all battles are illustrated with very clear maps. Set-up, deployment, special rules, objectives for both sides are all also described. And, alongside the map, a diagram showing the number of units for each side, and of which type is laid out. The emphasis is firmly on reconstructing battles on the tabletop rather than a detailed historical analysis.

As with *Practical Wargaming* the author writes in a simple and engaging fashion. His rules are basic but not really "old school"

– I've always thought of him as part of the branch of the hobby that includes Morschauser and Griffith, and some of his rules are more akin to DBA or Armati than they are to Featherstone or Grant. The heart of the book though, is the battle reconstructions – scenarios really -- that allow you to recreate battles like Newbury and Marston Moor with ease. I think it's worth buying the book just for these, even if you're not interested in the rules.

Recommended.



Details:

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This is a John Curry reprint which is currently selling for £11.66. [\$18.19 on Amazon.com] The original is out of print but surfaces on Amazon & eBay regularly.