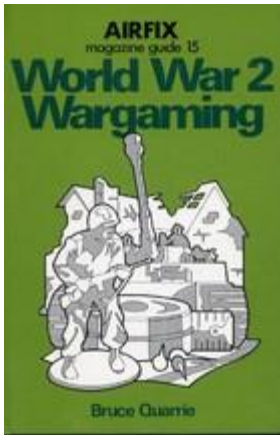


# **'World War 2 Wargaming: Airfix Magazine Guide 15'**

**By Bruce Quarrie**  
**Review by Paul Le Long**

**T**his is a good book. The beginner will learn much, even now, from this and the veteran gamer would also do well to pick up a copy, mainly for the nostalgia value of the many photos of old figures and models.



The book kicks off with several very short chapters ó Strictly for Beginners,ö which is an introduction really; öWargame Models,ö which is a now seriously dated chapter offering advice on figures and model vehicles; and öGround, Time and Model Scales,ö which is a very old-school treatment of those traditional topics.

Then we move on to a longer chapter entitled öChoosing and Organising an Army.ö This focuses (as does the whole book) on Germany, Britain, USA, Italy and Japan. Here we have a short discussion on troop and vehicle types and a handy points table which lists various vehicles ó in case you're wondering, a Sherman tank is worth 70 points and a Tiger is worth 120. I've never been a fan of points values but nevertheless this is nicely done and although not exhaustive, covers all the common vehicles, anti-tank guns, artillery, AA guns, armoured cars and other vehicles.

Then we have a short chapter on orders ó couriers, radios and field telephones ó before moving on to, well, movement. More tables here ó infantry crawling, walking and running, and a large table giving movement rates for a large number of vehicles over various types of terrain.

öCombatö is the longest chapter by far and the real heart of the book. Here, the author sets out ideas that he would return to in his 1988 book öArmoured Wargaming.ö The rules are quite old fashioned and I doubt many readers now would adopt them in their entirety -- though some of the AFV/anti-tank rules are still quite good. There is plenty of useful data in this section; we have tables for observation, weapon ranges, armour thickness, a/t armour penetration and artillery.

There is nothing on air or naval aspects of WWII so this is for the land warfare enthusiast only. The book is simple and, as you might expect given its vintage, a little old-fashioned with wargaming tropes like time and ground scale much in evidence. But the value lies in the wealth of data presented in the many tables which are very useful, and in the nostalgic charm of the photos of old figures and models. I think these aspects are good enough that you should pick up a copy if you can.

Details:

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