

The Classic Wargamer's Journal

By Paul Le Long

This is a quarterly journal with similar production quality to *Lone Warrior*. It concentrates on ideas and games rather than glossy presentation and eye candy.

What's it all about? Classic, old school wargaming – 30mm shiny soldiers, large c.30 man units, 18th century imagi-nations – Grant, Featherstone, Young etc. Blasthoff Bridge gets fought out a lot by its readership.

If you grew up with that stuff and love it, or are just attracted to the nostalgia, then this journal is a real must-buy for you.

The strange thing is, I'm not really into all that classic stuff. I use 15mm figures based in groups of 4-8 – much more like DBA or Armati than Grant/Featherstone. Don't get me wrong, I like those authors; I'm just more interested in Morchausser and Paddy Griffith and more modern types of gaming.

So why do I like the journal? Because, like *Lone Warrior*, it's all about ideas and about real games played by real people. It's not about history – I can get that anywhere; it's not about lovely terrain or figures or about what's the latest craze or what some company wants to sell you. It concentrates on real games played by ordinary people with ordinary resources. Very much a do it yourself attitude. Like LW.

What do you get in an issue? The last issue had 37 pages and featured: Editorial, letters, opinion pieces, and a regular feature called Frontline. The latter is the highlight for me; gamers try out scenarios or rules from previous issues and send in a report of the experience to Frontline. Great stuff, which feels very interactive.

There were also articles on: A Napoleonic Siege; Great Northern War; Catalan War 1713-14; a colonial era imagi-nation campaign; Desert Island Wargaming (another regular slot - an interview with someone at the heart of the hobby); designing imagi-nations; a French and Indian War scenario using Charles Wesencraft's rules from the 1970s; a what-if Russo-German 19th century scenario; a pulp adventure scenario (part of a series) and (another regular) an article from the archives – in this instance from *War Games Digest* from 1958.

So, you get the idea – plenty of scenarios, many of which are fictional, imagi-nations, ideas for rules, and reports on other people's games. If you like the sound of that, buy *Classic Wargamer's Journal*! Even if you (like me) are not into classic wargaming, you'll find plenty of ideas, scenarios and a similar, individualistic, approach to wargaming that we enjoy in LW. Recommended.

Quarterly. £18 per year. 36 pages (none of them wasted).

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