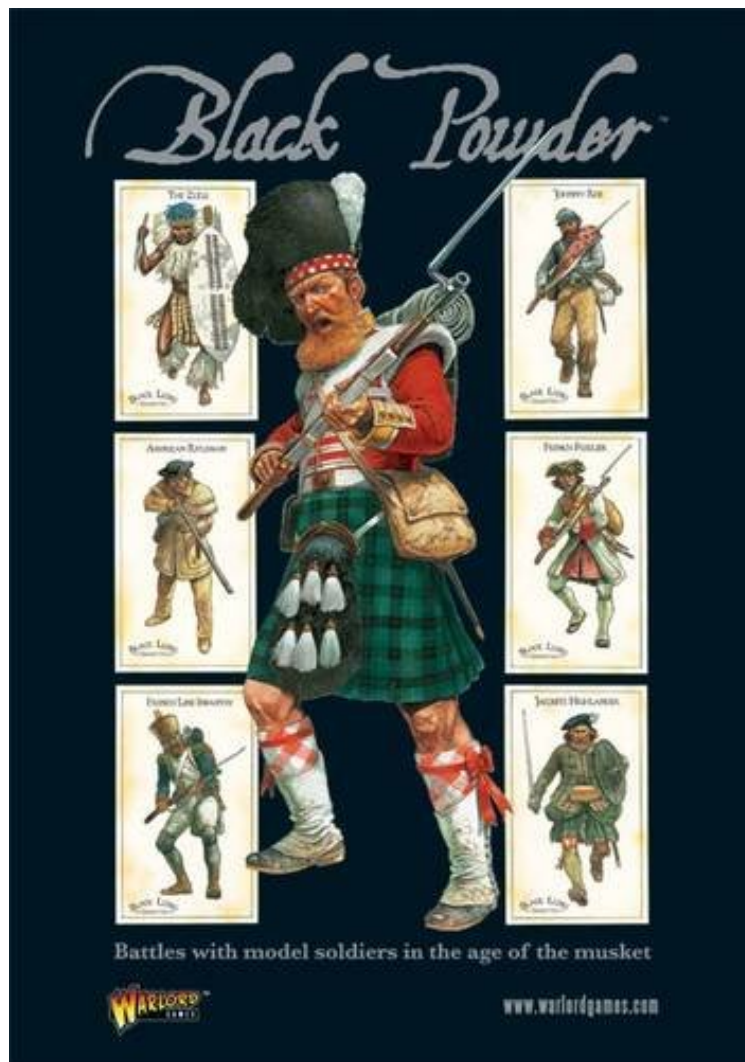


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## Black Powder: Battles with Model Soldiers in the Age of the Musket (Main Rule Book)

*Rick Priestley, Jervis Johnson*  
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**Rick Priestley, Jervis Johnson : Black Powder: Battles with Model Soldiers in the Age of the Musket (Main Rule Book)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Black Powder: Battles with Model Soldiers in the Age of the Musket (Main Rule Book):

1 of 1 people found the following review helpful. Liked it so much, I went out and pruchased its sister publication "Hail Caesar"By SLFakeGreat set of rules (and probably the greatest looking rule book ever printed). "Purists" who

like to count paces, and buttons may not like it much, but for those who want a game that is a balance between realism and playability (i.e. a "fun" game, not an ordeal of paper work and constantly looking up tables) this is the game. Even if you would never play it, the mechanics of the rules are such that parts could be lifted to tweak other rule sets that may have one or two items that do not meet your needs. The photos and little historical side bars (and the conversational style of writing) make this book a great read on its own. 30 of 32 people found the following review helpful. Black Powder: a sumptuous wargames rules book By Doc Smith Black Powder, published by the UK's Warlord Games is by the old Games Workshop stalwarts Rick Priestley and Jervis Johnson, aided by some of the best known figures involved in the hobby in the UK today including two of the leading wargame figure sculptors and manufacturers in the business, Alan and Michael Perry, many of whose superb miniatures are used to illustrate the book. A hardcover published by Warlord Games UK, the book is of the highest production values and sumptuously illustrated with copious amounts of full-colour photos of the armies covering the 'Black Powder' period - roughly from the Wars of the Spanish Succession (1701-13) through to the Sudan and the Boxer Rebellion, finishing somewhat ambiguously at the end of the 19th century with wargaming the battles in the British campaign against the Mahdi's Dervishes (the 19thC equivalent of al-Qaeda and the Taliban!) in the Sudan. It is ironic that the conflicts covered from the Franco-Prussian War (1870) up until 1900 were definitely not 'black powder' being featured with magazine loaded rifles, smokeless powder and the rapidly evolving weapon that came to dominate 20th century warfare - the machine gun. One of the few criticisms this provokes is that the 'Black Powder' period could have easily been extended back to the Thirty Years War and the English Civil War. Although this would appear logical I suspect that the real reason may have been that many of the same authors were also involved in the writing of the Warhammer English Civil War (Wargames in 17th Century Warfare) - so perhaps this presented some copyright issues. In any event, this is a very minor criticism. Priestley co have endeavored to cover a two hundred year historical period that witnessed profound changes in warfare and the evolution of tactics and weaponry with one set of rules. This is one of the most ambitious undertakings since the advent some thirty(?) years ago of Barker's WRG. With 'Black Powder' they have succeeded admirably. The book is clearly written in an easy to read conversational style, well set-out and all of the tactical concepts catered for in the rules illustrated with simple but effective graphics. Also, mercifully, Black Powder doesn't take itself too seriously! The intention is to present a set of rules that are relatively simple and straight-forward, just as easily grasped by the beginner as appreciated by the veteran wargamer. The rule mechanism allows for rapid play and can pretty much guarantee a result in an evening - three to four hours - although you can and may well wish to play for much longer as it is a lot of fun! As the authors state, their 'looser approach reflects the origins and practical application of our game - a game played between friends in a spirit of mutual empathy.' That said, this IS a rule set that would suit those who wish to game in a group, fielding large armies on a fair-sized table with all the accoutrement of wargaming at its finest! The more the merrier. If you are interested in solo gaming or smaller skirmish-type encounters, this may not be the rule set for you. While a novice can readily grasp the fundamentals in an evening, this is definitely more suited to the experienced gamer/serious collector. The book is not exclusive though - it also provides ample advice on how to go about becoming a serious wargamer and collecting the size and types of armies needed to do battle with 'Black Powder'. Much of the fun of this book is reading all about it as nearly every aspect of this fascinating hobby (relating to 'horse musket' warfare that is) is covered. The photographs of beautifully painted armies doing battle on superb wargaming terrain provides eye-candy that alone is enough to provoke a Pavlovian response in even the most hardened and cynical of historical wargamers (well, there are more than a few such rule sets out there!) There are some great quotes and examples of the militia of the period (muskets, bits of uniforms etc, mostly from the Perry brother's private collection) scattered throughout that provide entertaining asides from the rules themselves. While that and the photography of the miniatures is great, I do wish there were more illustrations like the colorful cover art by Peter Denis. All in all, a beautifully presented wargaming rule set, sumptuously illustrated and entertainingly written: an easy to follow guide to a very complex period of military history. Suitable for the experienced wargamer but accessible to the novice as well, it is a worthy addition to any serious wargamer/collector's library. Highly recommended. 1 of 1 people found the following review helpful. Excellent publication and NOT over complicated! By S.W. Ross Black Powder is a great set of rules if you wish to play the black powder period. Like most Warlord publications, this is a quality hard cover book. Full colour throughout, historical information, painting references, and just the right size. NOT overcomplicated and not too much to read. Game mechanics are well balanced and I am very happy I chose to purchase this.

Black Powder is Warlord Games' first publication. It is a beautiful book in its own right with hundreds of color photographs taken by the Perry brothers of the most exquisitely painted model soldiers from their world-renowned collection. The rule book's intention is inspire a collector to play gentlemanly games with their own collections of soldiers with friends where the emphasis is on the spirit of the age of musket, not the letter of the rule. With decisive battles from the key wars of the period, such as El Teb, from the Sudan War, Ntombi River from the Zulu Wars, Alma from the Crimean War and Freemans Farm from the American War of Independence, as well as two fictional scenarios from the American Civil War and Napoleon's Wars, there really is something to keep everyone happy. It is a

hearty publication and not for nitpickers or miseries. There are some good gags in it, but it also plays well and enables players to conduct a very big battle in a civilized period of time, leaving them more time to chat about the highs and lows and what ifs. Rick Priestley is best known as the famous Warhammer and Warhammer 40000 author, the world's best selling table top miniatures game and Product Director for Games Workshop. He lives in Nottingham. Jervis Johnson is also an internationally renowned games writer and luminary in the gaming world. Jervis also lives in Nottingham but has a very posh voice.

About the Author Jervis Johnson is an internationally renowned games writer and luminary in the gaming world. Jervis lives in Nottingham but has a very posh voice. Rick Newman is a senior writer at US News World Report who covered the Pentagon for seven years, which included US missions in Bosnia, Kosovo and Afghanistan.