Wargames

The spirit of the wargame

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"Wargames are played, for the most part, without the supervision of an
umpire. The
 game relies on the integrity of the individual players to show
consideration for
 other players and to abide by the rules. All players should conduct
themselves in
 a disciplined manner, demonstrating courtesy and sportsmanship at all
times,
 irrespective of how competitive they may be. This is the spirit of the
wargame."
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***Bob Cordery**, Wargames Development.*

Wargames

- Hot Blood & Cold Steel - a WW1 trench raiding game using offset squares and individual figures. All the rules you need to play fit on a single side of A4.
- WW2 Company Actions - a work in progress to do a set of company level actions for WW2 infantry actions.
- Bounce into Action - another work in progress on doing a set of rules that fit between Jim Wallman's 'Starship Soldier' and 'Plan A'. i.e. another set of company level rules in an SF environment.

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