

[FREE] Pike and Shotte (Main Rule Book)

## Pike and Shotte (Main Rule Book)

*Steve Morgan*

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#707169 in Books Warlord Games 2012-06-21 Original language: English PDF # 1 11.65 x .71 x 8.231, 1.00  
#File Name: 0956358160196 pages 9780956358165 | File size: 18.Mb

**Steve Morgan : Pike and Shotte (Main Rule Book)** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Pike and Shotte (Main Rule Book):

10 of 10 people found the following review helpful. ECW war gaming rules By Peter Michels This pike and shot rules set is based on a previous rules set called Black Powder. After playtesting these rules, they are playable and usable. They are "British" in their nature and could have totally been a supplement to Black Powder, but they repeat many of the same mechanics. The author fully discloses this. They are excessively verbose (read that as a lot of "snooze" with opinions about how you should behave, how you should play, etc.). After multiple readings, if you can integrate the "special" characteristics, they seem playable. They have a certain "Warhammer" feel, although, different. The Black Powder author, Rick Priestly, authored 1644, a very Warhammer type of rules set. As far as gaming, they seem very

much oriented towards an intimate group of friends (about 2 to 6 people) with a very standard mechanism set with special unit rules that allow the scenario creator to use these special rules to create units within the game to reflect the pike and shot period differences (e.g. Swiss dominance in early periods to evolution of New Model Army in the ECW period). I play ECW exclusively and during multiple play tests, the gamers I played with found these rules easy to understand by the 2nd or 3rd turn of the game. There are some challenges in understanding the game play, like the disordered mechanic. There were some other written inconsistencies (small number), like the leader bonuses in combat. Usable rules. Verbose and boring to read through. Typical glossy pictures oriented rules. Not a lot of direction on how to use the "special" rules to reflect the specific theater or period you are trying to use the rules for. 0 of 0 people found the following review helpful. Five Stars By Customer Excellent easy to use rules 1 of 1 people found the following review helpful. Four Stars By Brent L Jacobson Jr Good rule set for this time period.

Pike Shotte is Warlord Games' third rulebook publication. It is a beautiful book in its own right with hundreds of color photo of the most exquisitely painted model soldiers taken from the world's foremost collections. The rule book's intention is to inspire a collector to play gentlemanly games with their collections of soldiers with friends where the emphasis is on the spirit of the period, not the letter of the rule. 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 reasonable period of time, leaving them more time to chat about the highs and lows and what ifs...

About the Author Rick Priestley is a world-renowned games designer having created Games Workshop's Warhammer and Warhammer 40,000 game systems amongst others. Following on from his highly acclaimed Horse Musket rules, Black Powder, he has now turned his attention to the ancient world with Hail Caesar which spans from 3000BC through to around 1100AD. Steve Morgan has been involved in the miniature wargames business for over twenty years and it has hardly scarred him at all. A keen historian, pike man for the Royalist cause and all round good sort. Unsurprisingly resides in Nottigham.