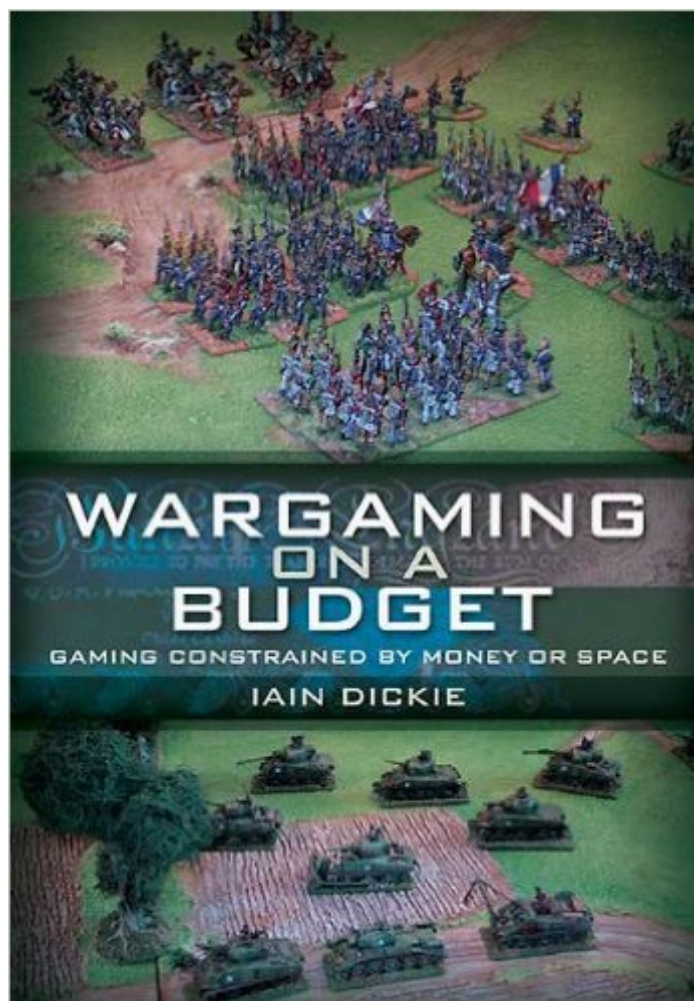


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# Wargaming On A Budget: Gaming Constrained By Money Or Space



## Synopsis

Wargaming can be a very expensive hobby, but it needn't be. Iain Dickie, one of the best-known names in the hobby shares dozens of hints and tips on how to cut the cost of your gaming and get 'more bang for your buck'. He offers sound practical advice on buying and building your armies (should you opt for metal, plastic, or even card, and in which scale?), gaming tables, terrain, buildings and even storage solutions. As well as purely financial constraints, Iain Dickie also recognizes the fact that available space is another major restriction for many gamers and tackles this issue too. Now you've got no excuse not to get wargaming!

## Book Information

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## Customer Reviews

OK, I've been a miniature wargamer for a long time, and I haven't always had money. A few years ago, for a contest, I put 500 25mm castings on a table--board, rules and terrain--for \$100. Someone who wants \$30 to tell me how to save my wargaming money had best be REALLY good. This isn't. There are good ideas in here, but few of them are original, and they're not developed. If you've been hanging around the hobby, you've heard most of them, and often more than once. There is, for instance, a chapter on types of miniatures games requiring relatively few figures--skirmishes, gladiatorial combat and so forth. Some aren't miniatures--"satellite wars"--and some don't save money: foraging games just means you buy farm animals instead of soldiers. Campaign games and solo gaming mechanisms have nothing to do with saving money and space. Three or four sets of rules for skirmishes and such would have been much more to the point. Card figures are a fine way

to build cheap armies--but a few template figures to be photo-copied would have actually saved money. They aren't in here. There are lots of projects requiring a good wood shop, with diagrams. If you're that good and have the tools, sell boards and stowage to other wargamers, and use the profits to buy figures and terrain. Talk to your fellow gamers, check on-line. If there's a second edition, I'll consider it--but I'll look before I buy. Dickie has done some good work. This isn't up to his standard.

I have been gaming for well over 15 years, and I am big on gaming on a budget. Anything I can do so I can put more time and money into my games, I try to do, and I got the impression this book would be full of tips and tricks to help in that. For the 'old school' gamer of the 70's or 80's (or earlier) this book might be perfect. For anyone else, you will probably not get much out of it. I spent the weekend reviewing it and managed to get maybe three good ideas that I could use out of the whole thing. First, you may have issues with the language. It has been said "The United States and Great Britain are two countries separated by a common language." - George Bernard Shaw. This book brought that into reality for me. Some parts were difficult to follow as a result. I could understand what he was saying, it was just of no use to me. Not to say it would be bad for someone from Great Britain, just be aware. It reads like a friend from the pub giving you advice. The photos were good for construction of a gaming table. The terrain construction photos were also interesting, and gave me ideas for other projects. But, there was nothing in this book that I could not find for free online, with more relevance to modern gaming. A portion of the rules are given over to casting your own figures, which is largely unnecessary today due to the availability of miniatures. Another portion was about creating your own rules and scenarios. Again, highly outdated (in my opinion) given the wide variety of rules that are available today. This book would be a boon to a gamer decades ago. Today, you are better off using resources available on the internet. Between the outdated advice and language/cultural differences, I doubt I will ever be opening this one again.

Not many illustrations. If you have *Wargaming Compendium* by Henry Hyde you won't find much of interest here. There is a DIY on table building if you are interested in that. I appreciate that it tries to help the wargamer save money which is why I gave it an average rating.

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