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Warhammer Historical released an expansion for The Great War, called Over The Top. Over The Top contains a full year-by-year overview of the 1915-18 period, new Battalion-level army lists for British Empire, French and German forces, and a new army list for the American Expeditionary Force, including the Devil Dogs and US Tank Companies.

Felix's Gaming Pages

" Over the Top " is the long awaited supplement to the 2008 rule-set from Warhammer Historical Wargames. " The Great War ". Like most people, for a long time I had had given " Over the Top " up for lost following the decision of Games Workshop to close the Warhammer Historical Wargames publishing business in 2009.

Roundwood's World: 'Over the Top!' - Warhammer Great War ...

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Roundwood's World: 'Over the Top!' - Warhammer Great War ...

Over The Top To 1/2 Price Warhammer Historical Sale! Heads up on a couple of things Warhammer Historical wise... First off, possibly proving us doomsayers wrong, they have (finally) released Over the Top, the first supplement for the wonderful Great War rules, hurrah! Secondly, Warhammer Historical are running a HALF PRICE SALE ON EVERYTHING, including the newly released Over The Top, Gladiator, Kampfgruppe Normandy, Waterloo, WAB2 etc.

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[TMP] "warhammer historical: Over the top expansion" Topic

The Cover of the Warhammer Ancient Battles rulebook. Warhammer Ancient Battles (often referred to as "WAB" and sometimes Warhammer Historical) is a ruleset for miniatures wargames produced by Games Workshop 's Warhammer Historical Wargames imprint. It is a rulebook for historical wargames developed from the popular Warhammer Fantasy Battle by Jervis Johnson, Rick Priestley and the Perry brothers.

Warhammer Ancient Battles - Wikipedia

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News from a wargamer with a special interest in the military history of the Balkans. It mainly covers my current reading and wargaming projects. ... Sunday, 30 October 2011. Over the Top Just scanned the arrival of the Great War supplement 'Over the Top'. Half price at present from Warhammer Historical. ...

Balkan Wargamer: Over the Top

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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.returncharacterreturncharacterThe 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 misers. 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 is.returncharacterreturncharacterRick 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 poth voice.

Become a great commander from history and shape destiny! Taking an army of models soldiers, you can recreate a famous battle, or simply enjoy a relaxing game with friends across the tabletop.

A fun and practical new approach to wargaming that lets you complete a game in about an hour—includes rule sets and scenarios for most popular periods. One of the biggest problems facing wargamers is finding the time to actually play. Most commercially available games require several hours to set up and see to a conclusion; some can even take a whole day or weekend to complete. Apart from time, lack of space can also keep wargamers from enjoying their favorite pastime. In One-hour Wargames, veteran gamer and rule-writer Neil Thomas has addressed both problems. Now it is practical to play a satisfying game in around an hour on a normal dining table or living room floor. The book contains 8 all-new sets of very simple rules for various periods—from Ancient to WW2—and thirty stimulating scenarios which can be played using any of them. All the rules and scenarios are intended to be played on a 3ft x 3ft battlefield. The rules only require a small number of miniatures, so this really is an ideal way for new gamers, or veterans trying a new period, to get started with minimal investment of time and money. Also ideal for a quick game in the evening with a friend. Also included are sections on campaigns and solo games.

Almost everyone who has ever had anything to do with model soldiers of any kind has heard of Rick Priestley. It is not a cliché to say that his name is legend within the wargames industry, so when I first picked up these rules and saw that they were written by Rick I just had to read them. The avuncular Rick Priestley style is unmistakable; 1644 will never win a Nobel Prize for Literature that's for sure, and if it did, I am sure that Rick would be too embarrassed to accept it (he'd keep the money though!), but Rick really is one of the world's best at combining his unique literary and analytical skills with his amazing creative talent to produce a set of wargames rules that are almost impossible to surpass. With 1644 the reader is given a very enjoyable insight into the English Civil War, together with plenty of additional help and advice to enable either the experienced or novice player to get the maximum enjoyment from playing an interesting and challenging game devised by one of the best writers in the wargames industry, Rick Priestley. The book is a set of rules that have been developed from the author's house rules. The object of the exercise is to give a challenging, but not taxing, game, reflecting the spirit of the age as much as it's harsh realities. 1644 has many facets; it is not just a set of wargames rules. For those interested in painting, there are sections written by Kevin Dallimore giving step by step instructions (with illustrations) on how to paint a pikeman and flags. Those interested in 17th century history will find interesting background articles on the Bishops Wars, the English Civil War and the Thirty Years' War together with information about uniforms, troop types and artillery. It is ultimately hoped, however, that the reader of 1644 will be tempted to build and paint an army of model soldiers and have lots of fun playing a wargame with friends; to this end, there are Army Lists for the experienced player relating to the Thirty Years' War as well as the English Civil War, whilst for the inexperienced player, there is a section offering help and advice on the individual selection of models for building two opposing armies.

Take Robin Hood, Richard the Lionheart, Gamelyn, William Wallace and other legends from the colourful, dangerous medieval period to the tabletop with Lion Rampant – a new set of rules designed for fighting medieval skirmish games. Ideal for players who wish to collect medieval miniatures and paint the pageantry without wanting to muster huge forces or spend time learning complex rules, this game allows players to game actual historical battles – or to delve into the archives of Hollywood to embark on more over-the-top pulp style clashes.

Unlike chess or backgammon, tabletop wargames have no single, accepted set of rules. Most wargamers at some point have had a go at writing their own rules and virtually all have modified commercially available sets to better suit their idea of the ideal game or to adapt favourite rules to a different historical period or setting. But many who try soon find that writing a coherent set of rules is harder than they thought, while tweaking one part of an existing set can often have unforeseen consequences for the game as a whole. Now, at last, help is at hand. Veteran gamer and rules writer John Lambhead has teamed up with the legendary Rick Priestley, creator of Games Workshop 's phenomenally successful Warhammer system, to create this essential guide for any would-be wargame designer or tinkerer. Rick and John give excellent advice on deciding what you want from a wargame and balancing realism (be it in a historical or a fantasy/sci-fi context) with playability. They discuss the relative merits of various mechanisms (cards, dice, tables) then discuss how to select and combine these to handle the various essential game elements of turn sequences, combat resolution, morale etc to create a rewarding and playable game that suits your tastes and requirements

This book gives a complete introduction to the hobby of wargaming with miniatures, especially suitable for the newcomer but also containing sufficient depth and breadth of information to attract the more experienced gamer. Packed with color photographs, maps and diagrams, the book is a visual treat, but one built on the solid foundations of a highly literate and engaging text that does not dumb down the hobby. Every aspect is explained clearly and in a way that both informs and entertains, with plenty of personality, gentle humor and a lightness of touch. The contents include a brief history of the development of wargaming, choice of periods from ancients to sci-fi, the question of scale (not only of miniatures, but the size of game from the smallest skirmishes to epic battles), terrain, buying and painting miniatures, creating scenarios for wargames, running a campaign, solo wargaming and so on. It also incorporates simple wargaming rules covering all periods of history as well as fantasy and science fiction gaming. These rules will have optional mechanisms allowing them to be used for very small games with just a few figures, or much bigger games with several regiments or brigades on each side.

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 3000 BC through to around 1100 AD.

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