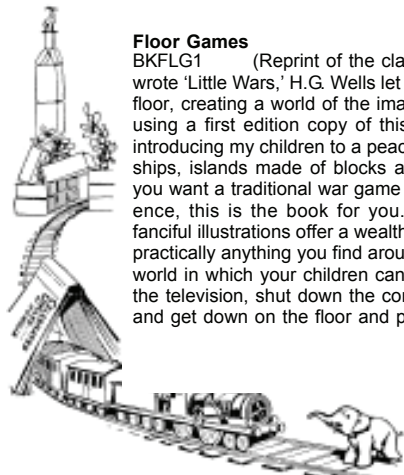


# H.G. WELLS' WARGAME RULES



**Floor Games**

**BKFLG1** (Reprint of the classic wargaming primer) Before he wrote 'Little Wars,' H.G. Wells let loose his genius on the living room floor, creating a world of the imagination for his children. I've been using a first edition copy of this long out-of-print book for years, introducing my children to a peaceful game which uses toy soldiers, ships, islands made of blocks and loads of accessories. Whether you want a traditional war game or a more peaceful trading experience, this is the book for you. The beautifully written text and fanciful illustrations offer a wealth of information about how to utilize practically anything you find around the house to build an imaginary world in which your children can be active participants. So turn off the television, shut down the computer and/or the gaming console and get down on the floor and play!.....\$ 12.95



**H.G. Wells' Little Wars**

This is the grand-daddy of wargaming books. Written in 1913 by H.G. Wells, with whimsical illustrations by J.R. Sinclair and period photographs of the game in action, it has been out of print for nearly 100 years.



People had played with their soldiers before Wells formalized their activity into this rule set, but he believed there was more to the hobby than simply setting up battles or knocking figures over with your fingers. Here are simple but eminently playable rules for movement, combat, artillery fire (using metal cannon to fire matchsticks) and more, all wrapped in a charming overview that makes the reading of the rules almost as much fun as the playing of the game.

This book belongs on every collector's bookshelf. It epitomizes the best elements of our hobby: a respect for history, a sense of humor about the peculiarity of playing with "little men," and, above all, a real feel for the great tactile pleasure of moving our guys around on the floor.....\$ 12.95

# HAROLD'S RANGERS

Written by Toy Soldier Company owner James Delson

**HAROLD'S RANGERS** is a fast-moving, easy-to-learn war game system designed with the beginner in mind. 1 toy soldier represents 1 man, and even if you have never played a war game before, you will be playing within an hour. Movement is in inches. Combat is conducted by rolling dice. The game is suitable for ages 12 and up, younger with an adult.

your own ideas in "what if" scenarios, such as Romans vs Zulus, or Civil War Rebels against British Regulars of the period. If you play with the basic rules, your army can consist of almost any toy soldiers you own. And you can create heroes, such as Odysseus, Zorro, Robin Hood or Indiana Jones, then have them participate on the wargame table.

Play with any of your soldiers in any time period from the Ancient World through the American West of the 1880's. Fight tiny skirmishes or massive battles, or employ

For the advanced gamer, the rules still offer a chance to play skirmish games. But by using the optional rules you can fight battles on company, regimental, bri-

gade, division, corps or even army level. We've played several games on country-house lawns with armies as large as 15,000 troops. The mass-combat tables can cover limitless numbers of units in a grand battle. So get down on the floor, or stand up at your table, and start playing! Sorry, there are no returns on games.

**Harold's Rangers Products**

**HR1** 2nd Edition rules. .... \$ 19.95  
**HRD** 4 20-sided dice and 4 6-sided dice (enough for the game). .... \$ 5.00



## Recons & Rushes of WWII

### 54mm miniature rules for the WWII period

- by Charles James Elsdon

**RAR01** In Charley Elsdon's exciting tactical ground combat simulation of WWII, players set up and move 50-man infantry and 4-tank armored companies to replicate the excitement and speed of close combat. The basic rules are supplemented by optional rules covering artillery, airplanes, patrol boats, exotic weapons, prisoner interrogation and more. For beginners as well as experienced players. (40 pages, including charts and tables).....\$ 19.95

## Challenger Rubber Band Pistol

(U.S.A.) High-impact plastic accessory.



**CHL01** **Challenger Pistol** This multi-shot pistol is made of high-impact plastic. It fires 5-15 rubber bands as fast as you can squeeze the trigger, accurately hitting targets up to 25 feet away. It's ideal for war gaming where accuracy is important or just for plinking in the house or office. We've sold thousands of these in the past 20 years. .. \$ 12.95

**CHL03** **Challenger Glow-in-the-Dark Ammunition** The right size. \$ 1.95

## Rubber Band Wars - 54mm wargame rules for the whole family!

**RBW01** Here's a low-priced, easy-to-learn set of rules for 54mm figures. It's a one-evening game, fun for all ages, and easy to set up and clean up. Rubber Band Wars is easy to learn, and different every time you play! All that's required are two rubber band guns, plenty of "ammo" and as many soldiers as you wish to knock down. Add a few accessories, some lengths of string to create a "playing field"—and you're off! Available exclusively from The Toy Soldier Company.....\$ 4.95

