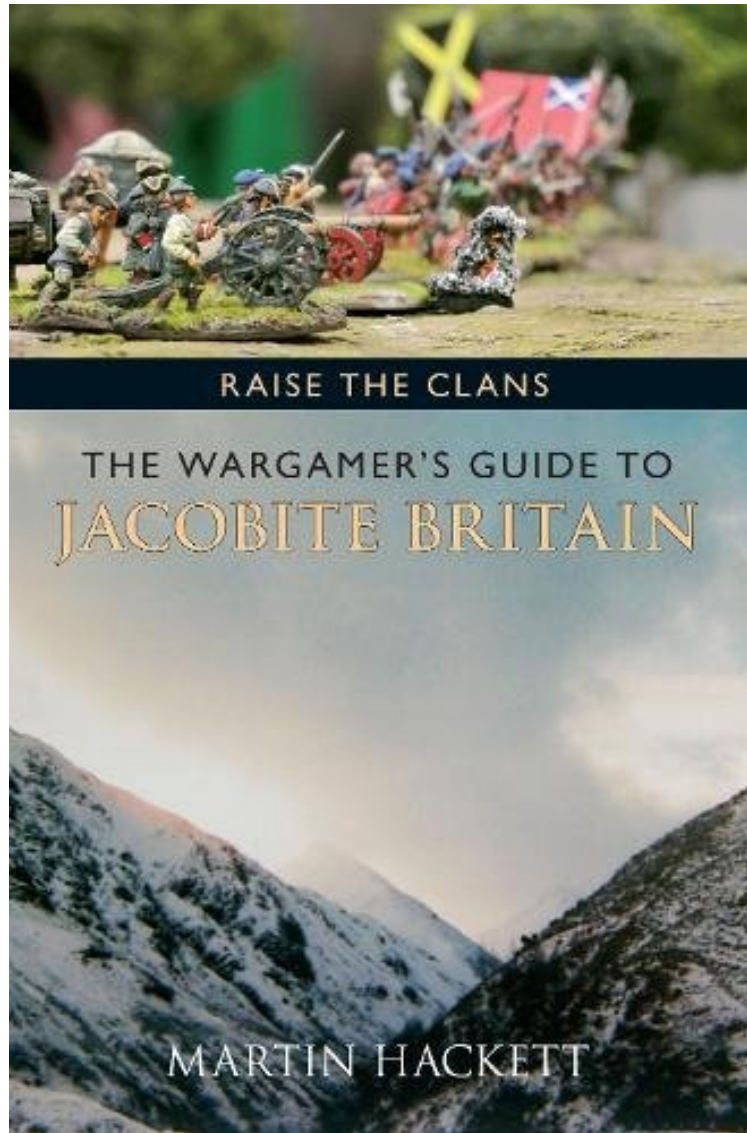


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Raise the Clans: The Wargamer's Guide to the Jacobite Britain

Martin Hackett

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Martin Hackett : Raise the Clans: The Wargamer's Guide to the Jacobite Britain before purchasing it in order to gauge whether or not it would be worth my time, and all praised Raise the Clans: The Wargamer's Guide to the Jacobite Britain:

0 of 0 people found the following review helpful. Rule Set from the author By MacNot really a wargamers guide, more like a set of the authors rules for the period. I tried them, but did not find them to my liking.

Most wargaming titles concentrate on the more popular periods of history, such as the Napoleonic Wars and the Second World War. In this book, Martin Hackett brings his extensive wargaming experience and historical knowledge to the Jacobite Wars of the seventeenth and eighteenth centuries, taking us from the Glorious Rebellion of 1685 until 1746, a period of history with much less coverage in wargaming terms. He takes us on a tour of all the relevant sites and gives us the historical facts, together with a comprehensive set of wargame rules, to allow realistic Jacobite wargames to be recreated on any scale and with any relevant figures. Profusely illustrated in color and black and white, Martin begins with the Glorious Revolution and takes us through all the Jacobite battles of the period, from Killiecrankie up to the final battle on Culloden Moor. Martin Hackett, author of *Lost Battlefields of Britain* and avid wargamer, tells the story of this tumultuous time in British history, and shows us how to play realistic wargames in this period.

About the Author Martin Hackett is well known throughout the military modelling and wargaming hobby and has had over eighty magazine articles published on battlefields and associated military topics, rule systems and wargames. He regularly gives displays of wargaming at major conventions.