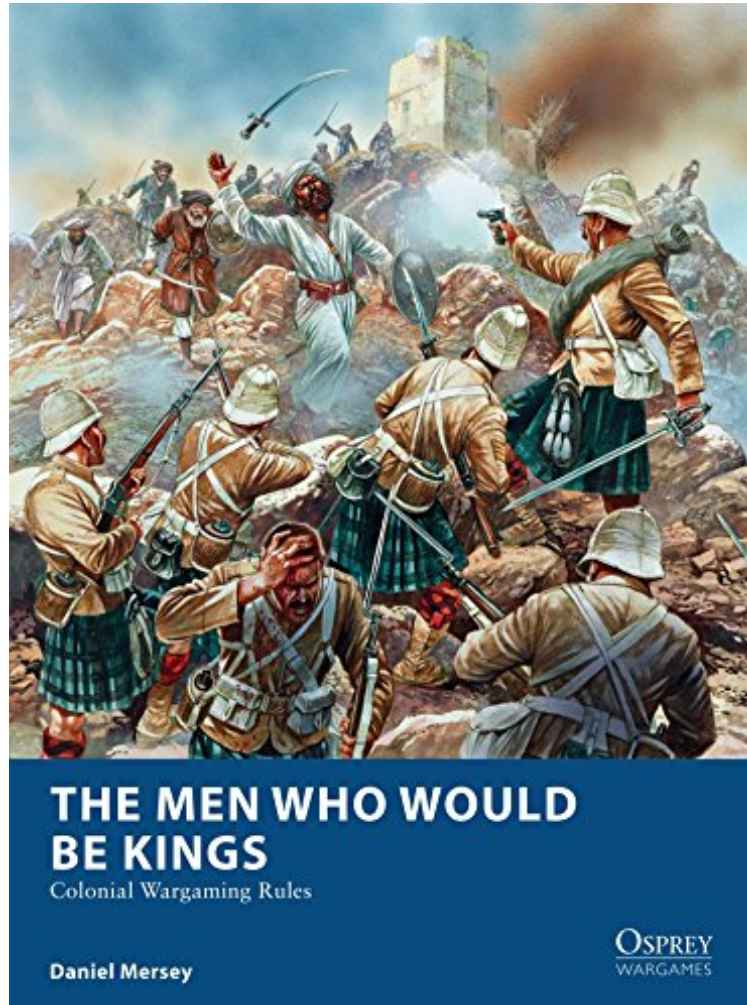


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# The Men Who Would Be Kings: Colonial Wargaming Rules (Osprey Wargames)

*Daniel Mersey*

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**Daniel Mersey : The Men Who Would Be Kings: Colonial Wargaming Rules (Osprey Wargames)** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Men Who Would Be Kings: Colonial Wargaming Rules (Osprey Wargames):

0 of 0 people found the following review helpful. Fun Set Of RulesBy John NickersonWe have played with these rules a few times now, not perfect but a lot of fun, and good quick play. Read the write up, it's intended to be movie like action and that is a good description. Well thought out flow of play. If you are looking to learn a lot about the history of the conflicts included here, this is the wrong place. Time frame is the later colonial period.4 of 5 people found the following review helpful. I loved it as a former and found the latter perhaps ...By Feldmar TwomblebeeThis book

could serve as a reference as well as set of game rules. I loved it as a former and found the latter perhaps a bit complicated and slow to play. Still, this will prove a book you will like having around.0 of 0 people found the following review helpful. Five StarsBy CustomerMore rules-writing genius from Daniel Mersey.

*The Men Who Would Be Kings* is a set of rules designed for fighting historical or Hollywood colonial battles in the mid- to late-Nineteenth Century, from the Indian Mutiny to the Boxer Rebellion. Large scale colonial clashes tended to be one-sided affairs, but there are countless reports of brief, frantic skirmishes in every colonial war--where either side could be victorious--and these are the battles that *The Men Who Would Be Kings* seeks to recreate. Although focusing on the British colonial wars against the Zulus, Maoris, and others, these rules will also permit players to explore the empires of France, Germany, and other nations, as well as allowing for battles between rival native factions. Gameplay is very simple, and is driven by the quality of the officers leading your units, in the true spirit of Victorian derring-do and adventure, where larger than life characters such as the (real) Fred Burnaby and the (fictional) Harry Flashman led their troops to glory and medals, or to a horrible end at the point of a spear tip.

About the AuthorDaniel Mersey has won no medals and his armies will never salute him. His previously published games include *Lion Rampant* (Osprey 2014), *Dux Bellorum* (Osprey 2012), and *Song of Arthur and Merlin* (Ganesha Games 2008). Peter Dennis was inspired by contemporary magazines such as *Look and Learn*, and studied illustration at Liverpool Art College. Since then, he has contributed to hundreds of books, including many Osprey titles. A keen wargamer and modelmaker, he is based in Nottinghamshire, UK.