

## Read this first, please . . .

This is a digital re-release of original 1998 edition.

Rifle Wars is a rule system designed to help recreate the large battles of the American Civil War on the tabletop, using miniatures to represent the units. It is not a complete, ready-to-play package with army lists and scenarios; it is a grand-tactical level combat resolution system for those gamers who enjoy researching orders of battle and historical engagements, and then staging recreations or fictional engagements based on historical situations.

Though it plays in approximately real time=game time, it is not the style of game usually termed "fast play". It does not include, nor is it amenable to army lists or point systems, so it will not appeal to the competition gamer. Though the mechanics are simple enough for a beginner to grasp easily, it is not a particularly good introductory set of rules because it produces its best results in the hands of players who already have some understanding of the historical background on which it is based.

The rule book (32 pages with all the appendices and illustrations, but the actual rules occupy just 13 pages, and the charts just 1) presents the system in a straightforward way, and is laid out in a very basic style. There is no "fluff", no potted history. There is a complete absence of decorative borders, faux antique background textures and filler graphics. The overriding characteristic of any instrument seeking to communicate ideas should be *clarity*, and any feature that improves the marketability or the entertainment value at the expense of clarity has been scrupulously avoided.

By now you are likely wondering why I seem to be discouraging you from purchasing Rifle Wars. It is simply because, since it is only available (for now) in .pdf format (for reasons I will explain shortly), once a wargamer has purchased it he is stuck with it. If he finds it doesn't suit him, it can't be taken to a convention and dropped on a flea market table or put up for auction on eBay. Very simply put, I want to avoid being a party to the disappointment of a hopeful gamer who thinks he's getting one thing, when the reality is something else entirely. For this reason, I would encourage anyone who is curious about Rifle Wars to read the "Brief Introduction", linked on the Rules Page of the website; it includes some introductory notes, the table of contents and turn sequence, and a step-by-step examination of a sample combat. These should give you a pretty good idea of whether this system will yield the kind of American Civil War game you would enjoy playing.

The reason Rifle Wars is available only as a .pdf is simplicity. Having it printed as hard copy and then dealing with shipping or distributing it (or contracting those services out) would absorb time and resources that I would rather put to other uses. By using digital format and distribution I can make it available to a geographically widespread audience without being unduly distracted from other projects.

If you have followed me this far and I haven't completely put you off, you can drop me an email at [the\\_artisan@warartisan.com](mailto:the_artisan@warartisan.com), or leave a message through the Contact page on my website to let me know you'd like a copy of Rifle Wars. I will send you a Paypal invoice for US\$10 which you can pay either from your Paypal account (if you have one) or at their secure site using whatever card you use online. I'm not at the computer 24 hours a day, but it's rare that I can't get a file into a customer's hands within 24 hours of the request.

Good gaming,

Jeff (War Artisan)

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