

Miniature Wargaming Primer  
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## History of Toy Soldiers

Earliest known examples of toy soldiers date back to the Egyptian and Roman Empire.

First Tin Soldiers produced in Germany during the 1730s and became widely popular with military strategists for planning battles.

In the 1780s Hellwig, Master of Pages to the Duke of Brunswick, developed a battle emulation game that was eventually refined into the 1812 work *Kriegsspiel: Instructions for the Representation of Tactical Maneuvers under the Guise of a Wargame*. This used metal miniatures and dice to decide outcomes and was used to train Prussian and German commanders.

1893 William Britan Jr. invents a hollow casting process that revolutionizes the production of metal miniatures.

1913 H.G. Wells publishes "Little Wars" which is the first widely published miniature wargaming rules book aimed at the hobbyist and not for training soldiers.

By the 1960s the popularity of wargaming in the UK had reached a point where there was a demand for rules focusing on specific time periods and that were deeper than the simplistic rules in *Little Wars*.

1970 An avid wargamer named Gary Gygax publishes a miniature wargaming pamphlet called Chainmail which added fantasy elements to medieval wargames such as wizards and dragons.

The 80's saw the rise of Science Fiction miniature game with the release of BattleTech from FASA and Warhammer 40k from Games Workshop. Games Workshop would go on to dominate the Tabletop Wargaming market for the next 20 years.

The year 2000 signaled a large shift in the miniature gaming industry.

Mageknight, produced by WizKids was an innovation in the miniature gaming world. Instead of buying boxes of toy soldiers, assembling them, painting them, and fielding your army, you bought randomized packs of pre-painted miniatures where the combat statistics were printed on a dial in the base. As the miniature takes damage the dial is rotated to show a different set of statistics. Many companies would jump on the Collectable Miniature Game fad.

Privateer Press launched Warmachine a game aimed at taking a bite out of Games Workshop's market dominance by offering a game focused on smaller play size and faster mechanics.

The Great Recession was a catalyst for big shake ups all around the gaming world.

2010 An explosion in smaller, niche miniature games fueled by gamers wanted to stretch their dwindling hobby dollars and the rise of kickstarter.

2012 Fantasy Flight Games enters the market with the X-wing Miniature game.

### The New Era of Miniature Wargames

The old giants are still around but even they have acknowledged the market shift towards smaller games.

Games Workshop just announced that they are coming out with a new edition of Warhammer 40k that is going to completely change how the game is played.

X-wing opened miniature gaming to a larger audience than ever before.

There are games to satisfy almost every taste in setting with new games coming out all the time.

### Choosing a Game

Find a game that interests you.

Choose a game that fits your strength.

Consider who you are going to play with.

Three pieces of the pie: Free Time, Skill, and Money.

These are just suggestions and by no means exhaustive.

### Suggestions

#### X-Wing

Easy to get into

No painting

Can expand up to as much as you want to play it

#### Blood Bowl

Complete Box Game

Familiar concept for non gamers

Wide variety of 3rd party support.

#### Battletech

Rich setting world covering almost 400 years of history

Has been in production for over 30 years

One of the best values for entry

#### Age of Sigmar

New Spin on an old game

Simplified and streamlined rules

Easy to get into the ground floor on the community

#### Closing Thoughts

Have Fun

Play Games

Don't be a dick