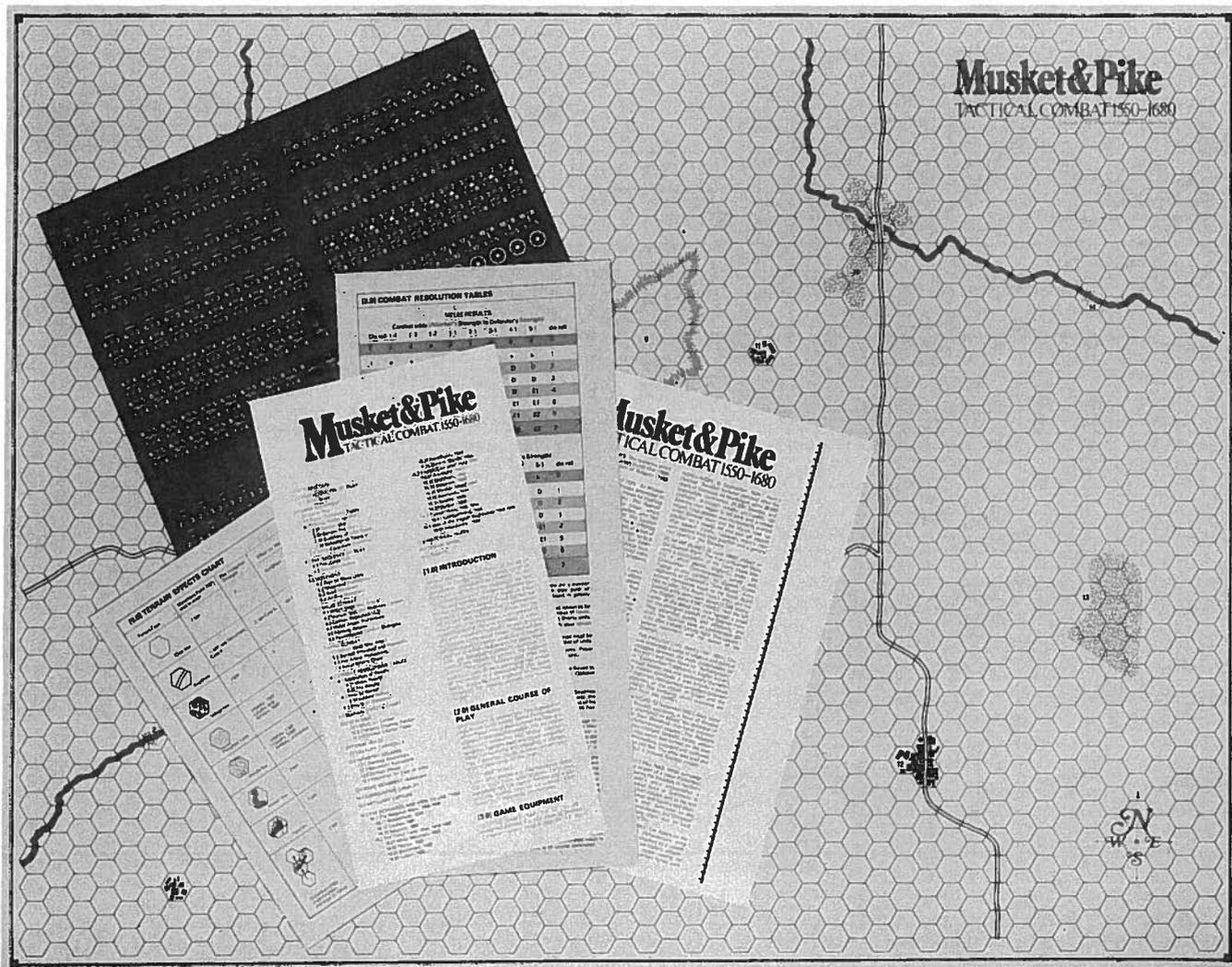


Musket & Pike

Tactical Combat, 1550-1680

- 18 Scenarios
- Fire and Melee combat
- Cavalry charges



The introduction of firearms among foot soldiers signalled the birth of modern warfare. In the hundred years of the seventeenth century, the musket overcame a thousand year reliance on body armor. Firepower transformed warfare from a hand-to-hand slugging match into a contest of speed, accuracy, and sheer nerve.

Musket and Pike is a tactical simulation of warfare in Europe from the introduction of manageable personal firearms to the introduction of the socket bayonet in the late 17th century. The period saw a balancing of foot and mounted arms as deployment and tactics carefully followed the evolution of weaponry. Protected by the pike phalanx, musketeers fought the main contest sub-

jected to charges by pistol-armed cavalymen.

Musket and Pike simulates battles or portions of battles from the Thirty Years War, the English Civil War, and other significant wars of the period 1550-1700. Eighteen scenarios, each rated for complexity and play balance, depict actions from Gustavus Adolphus' battles at Breitenfeld and Lutzen, to Cromwell's victories at Naseby and Marston Moor. Two die-cut armies representing five distinct infantries, five types of cavalry, and five artillery types, along with a 22" x 28" two-color composite mapsheet, are game equipment. The game rules, based on *Grenadier* (another SSG simulating warfare from 1700-1850) make

possible the simulation of period tactics such as infantry squares, and cavalry "caracolla" (aborting a charge at the last moment to deliver point-blank pistol fire instead). Utilizing differing stacking limits, the cohesion of various units is simulated without respect to complex morale and leader rules. Historical scenario notes and optional game rules are also provided.

The study of Western warfare has almost neglected the era of the musket and the pike. From an historical viewpoint, and as a tactical challenge, *Musket and Pike* has been a rewarding game to develop. *Musket and Pike* is available (boxed) from Simulations Publications for \$6.00.