Sea Battles was a marvelously detailed book on recreating naval warfare. Donald Featherstone - author of over 40 books on wargaming and military history This book covers all aspects of naval wargaming with a detailed examination of the key factors affecting gunnery and damage. Chapters include: Napoleonic period rules Ironclad rules Pre-dreadnought rules World War I and II rules Map campaigns This revised edition includes new chapters, illustrations and a Sink the Bismarck game based on Dunns concepts by the well-known military historian Paddy Griffith. The History of Wargaming Project is edited by John Curry. It aims to present the very best wargaming books and rules to a modern audience. Further details can be found at www.johncurryevents.co.uk.

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