

WAR GAMES RULES



1000 B. C.
TO
1000 A. D.



3rd Edition
SEPTEMBER 1971

WAR GAMES
RESEARCH GROUP

WARGAMES RULES.
1,000 B.C. TO 1,000 A.D.

CONTENTS

	Pages
Introduction	1
Scales: Ground, Figure and Time	2
Setting up the basic game; troops, organisation and deployment	3-8
Orders	9-10
The reaction test	11-14
Movement	15-18
Disorganisation and distraction	19
Use of shields	19
Shooting	20-22
Hand-to-hand combat	23-24
Casualty calculation	25
After hand-to-hand fighting	26
Risk to the general	26
Rout and pursuit	27-28
Winners and losers	29
Campaigns	29
Siege, field engineering and ship-to-shore fighting	30-32
Optional rules for weather and time of day	33-34
Appendix I Buying and converting a wargames army	35
Appendix II Painting a wargames army	36

INTRODUCTION TO THE 3RD EDITION

Since the first edition of these rules was printed, they have been chosen for the Ancient games in the 1969, 1970 and 1971 National Wargames Championships, and have now been officially adopted by the Society of Ancients, the specialist society for Ancient and Medieval wargamers. Many aspects of the rules, and in particular those dealing with Orders and Reaction, have been successfully applied to experiments with rules for other periods.

We have taken advantage of the production of this new edition to incorporate substantial modifications designed to increase realism, much extra explanation shown to be advisable by three years of intensive playing experience, plus a mass of new material covering attacks on fortifications, ship to shore fighting, stratagems, and setting up more varied situations for battles. We hope that you will find this good value for your money.

We have made the utmost possible use of original sources including contemporary military works. As more of these have become available, some by making our own translations from their original language, we have had to alter some of our original conceptions. The most important changes now introduced as a result of this extra research are a different ground scale, and sub-division of the light infantry and super heavy cavalry troop types. These will unfortunately cause the old hand to have to alter some of his figure bases. We are sorry for the inconvenience this will cause, but are confident that the better game resulting will prove an adequate compensation.

As for the beginner, do not be overawed by the size of this rule book, and the apparent complexity of the rules. Read them through at first as if they were a book, and don't forget that the basics are incorporated in the quick reference sheets. Above all, keep to a few basic types of troops for your first few games, and get to know how to use them in the best combination. Once you have the feel of the rules, you will be able to bring in more varied types, and also try out small sieges, fighting from ships, and other features.

We recommend our new series of illustrated booklets on ancient armies for background information. For information on these, and rules for other periods also produced by the Group, write to:—
B. O'Brien, 75, Ardingly Drive, Goring by Sea, Sussex.

