

WAR GAMES RULES



3000 BC TO 1485 AD

WARGAMES RESEARCH GROUP

AUGUST 1980

Phil Barker's Introduction to Ancient Wargaming and WRG 6th Edition

Ancient Rules
3000 BC to 1485 AD

By Phil Barker
Edited by John Curry





Phil Barker's major contribution has been as an innovative writer of games mechanisms.

He has described his rules-writing philosophy as simply "It is my aim to produce the most accurate and playable rules I possibly can"

WRG 6th Ancient Wargaming Rules 3000 BC to 1485 AD

The WRG Ancients rule series were both the first rule books professionally printed and the first universal rule set. They went through 7 editions and were the standard ancient wargames rules from 1969 until replaced by DBM in 1993.

This reprint includes the classic Introduction to ancient warfare *The Airfix Guide to Ancient Wargaming* by Phil Barker.

Introduction to ancient warfare

Advice on tactics

Guide to sources

How ancient wargaming began

Raising an army

Sample army lists

The complete WRG 6th edition rules for simulating every aspect of ancient and medieval warfare, from the battlefield to full scale sieges and shipboard fighting.

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