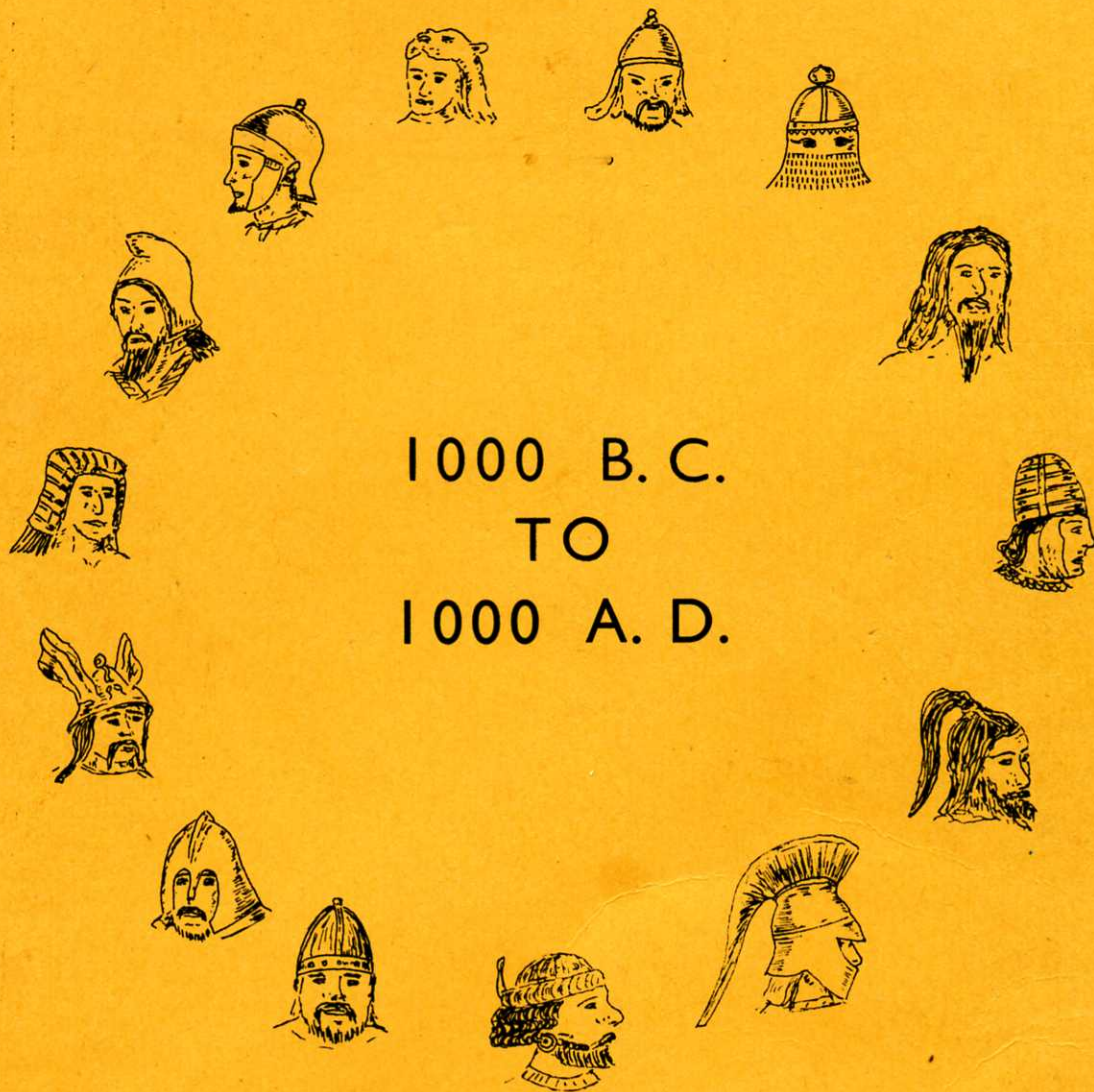


WAR GAMES RULES



1000 B. C.
TO
1000 A. D.

4th Edition
AUGUST 1973

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
Appendix III Rule adaptations for 15mm figures.	37
Appendix IV Suggested adaptations for Sword & Sorcery fanatics.	38

INTRODUCTION TO THE 4TH EDITION

Since the first edition of these rules was printed, they have been chosen for the Ancient games in the 1969, 1970, 1971, 1972 and 1973 National Wargames Championships, have been officially adopted by the Society of Ancients, the specialist society for ancient and medieval wargamers, and are now used by an overwhelming majority of ancient wargamers throughout the world.

Many of the new techniques originally introduced in these rules have now been incorporated in rules of our own covering other periods of history, and also copied by other rule writers.

This 4th edition incorporates only relatively minor changes, most of which have already been made available to 3rd edition owners in free amendment sheets. Some of these block loopholes shown up by the last two years play, but most consist of extra explanation for the benefit of the many new converts to ancient wargaming.

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:—
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