

WAR GAMES RULES



1000 B. C.
TO
500 A. D.



ANCIENT WARGAMES RULES

CONTENTS

	Page
Introduction	1
Troops	2-3
Orders	4
Change of Orders	5
Unit/Troop Types	6
The Reaction Test	7-9
Reaction Charts	10
Movement	11-12
Firing	13
Hand-to-Hand Combat	14
Tactical and Other Combat Factors	15
Casualty Calculation	16
After Combat, Rout and Pursuit	17
Appendix I. Forming an Ancient Army	18-19
Appendix II. Wargames Figures	20
Appendix III. Quick Reference Tables	

