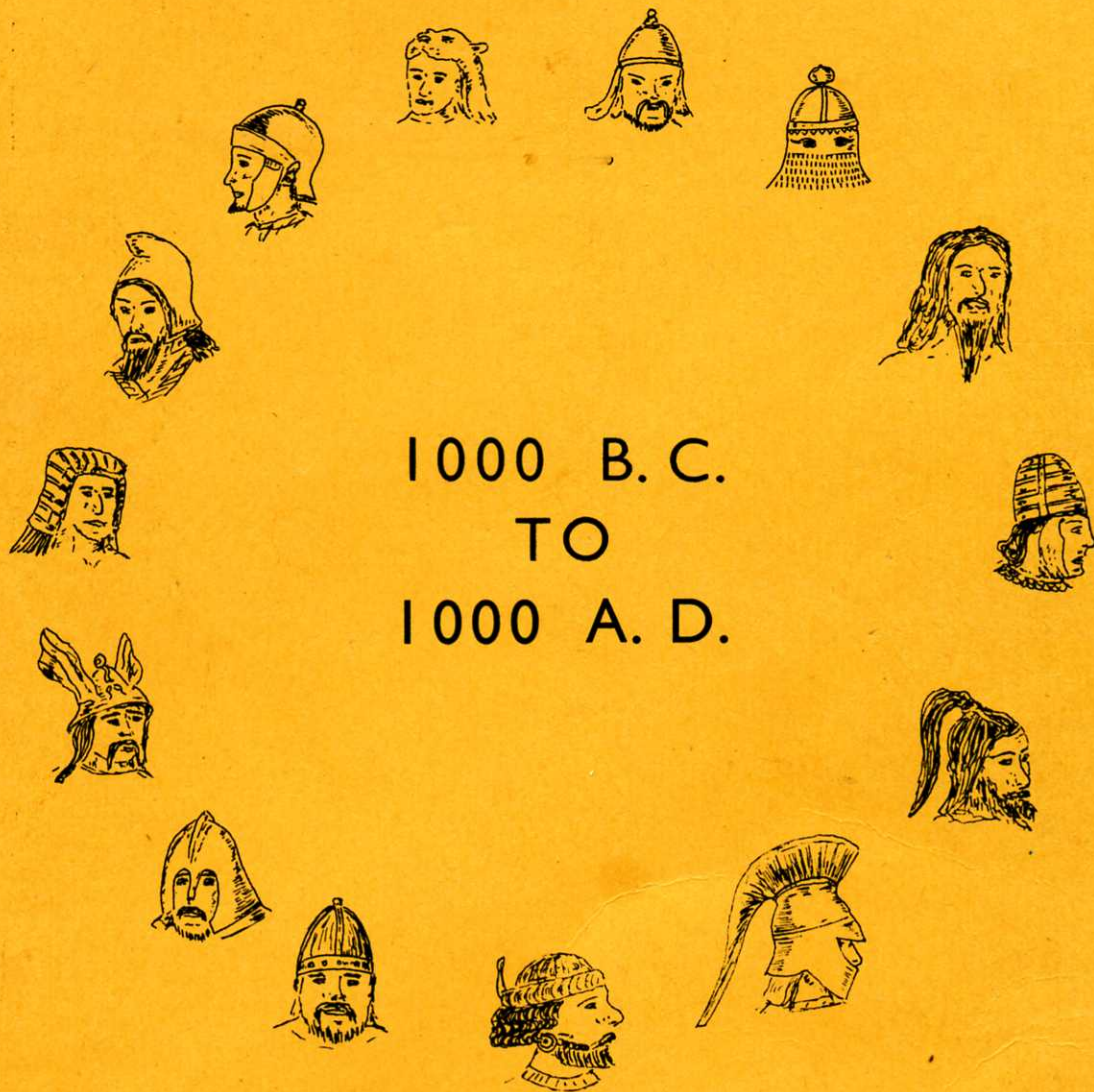


# WAR GAMES RULES



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:—  
B. O'Brien, 75, Ardingly Drive, Goring by Sea, Sussex.

Wargames Research Group.

## SCALES

### GROUND SCALE

This can be expressed as one inch equals ten paces, a pace being taken as two and a half feet or three quarters of a metre, or as one millimeter equals one foot.

All distances in the text are quoted in paces.

To measure such distances on your wargames table, simply disregard the terminal 0 and measure in inches.

### FIGURE SCALE

Each figure represents 20 men, the number who would theoretically occupy the area covered by its base at the ground scale.

The formation is assumed to be 5 files wide by 4 ranks deep.

An elephant, chariot, war engine or wagon model represents 8 in a single rank or line.

### TIME SCALE

Each period of play contains action comparable with half a minute in real life.

As this, multiplied by the likely number of periods in a game, gives an unrealistically short time for a battle, we assume that each period also contains a variable amount of delay.

For campaign purposes, we recommend that you treat one period of play on the table as equivalent to one hour in real life.

It then follows that a game should normally be assumed to be ended by the fall of night after 12 periods of play.

## SETTING UP THE BASIC GAME

### TYPES OF FIGURE

Elephants, chariots, wagons, and engines and their crews, are treated in most respects as a single figure.

Troops will be assumed to be armed with the weapons depicted on the figure representing them, with two exceptions.

1. Officer, standard bearer and musician figures will be assumed to represent the majority type of rank and file in their unit, as they in theory include 1 special figure and 19 others. The General figure in a similar way includes the great man himself, and 19 staff officers, aides or bodyguards.
2. Figures apparently armed only with a sword are assumed to have throwing weapons as well. These will be the normal weapons for their type, i.e. Legionaries will have pila, Britons light javelins.

Troops are classified in two ways, the first of which affects their reaction to circumstances. This divides them into five classes.

- A. Guard and household troops of the highest calibre.
- B. Elite regulars, personal followings of barbarian war leaders.
- C. The great bulk of trained troops other than those above, including most auxiliaries and mercenaries, but not "native" levies.
- D. Levies, barbarians, etc., of known fighting value, but not highly organised or disciplined.
- E. Unenthusiastic or disaffected troops, including forced levies from subject races, and conscripted peasants of doubtful fighting value.

They are also classified by their standard of protection and normal mode of fighting, whether in close or loose order.

- |      |                        |  |
|------|------------------------|--|
| LC.  | Light cavalry          | Light troops fight in loose formation as skirmishers.  |
| LI.  | Light infantry         | They will often have a light shield, and may have a leather jerkin.  |
| LMI. | Light-Medium Infantry. | These fight in a closer formation than lights but a looser one than mediums. They are usually armed with javelins and carry a shield, combining light infantry mobility with medium infantry vulnerability and fighting characteristics. Celtic infantry, Hypaspists and the later Peltasts come into this category. |
| MC.  | Medium Cavalry         | Medium troops fight shoulder to shoulder. They usually have a large shield and   |
| MI.  | Medium Infantry        | often have hardened leather armour   |
| HC.  | Heavy Cavalry          | These differ from mediums in having iron or bronze armour covering the   |
| HI.  | Heavy Infantry         | torso. Horses are usually unprotected. If some of them have horn or leather armour for their front half only, then some of the riders may have horn armour or hardened leather scale armour.   |

LHI Light-Heavy Infantry. Similar to LMI but wear a light mail or scale armour corslet. Some Roman Aux. of 1 & 2 come into this category.

**EHC. Extra Heavy Cavalry** These are men in mail, or iron or bronze scale armour, down to their elbows and thighs, mounted on horses with iron or bronze armour for their front half only, or with horn or leather armour all round. If some horses have metal armour all round, others may have horn armour to the front only, or may have riders armoured in horn. Their vulnerability under frontal missile attack or in an initial period of frontal hand-to-hand combat is equivalent to SHC, but in other circumstances to HC.

**SHC. Super Heavy Cavalry** These are men in full iron armour completely covering body, limbs and all extremities, and mounted on horses with iron or bronze scale armour all round. They do not need shields.

Camel riders are treated as Cavalry of equivalent type in most respects except movement. The standard of protection of chariot and elephant crews and their animals is not relevant under these rules.

A further distinction is also drawn between regular or drilled troops in formed units under officers, and probably wearing uniforms, and improvised units or barbarians fighting under tribal leaders. Elephants and chariots, being somewhat erratic, are always classed with the barbarians. Berserkers and Moslem arabs are classed as barbarian fanatics. You should not assume that barbarians are necessarily inferior; in many circumstances they will be found to be more effective than regulars.

### BASE SIZES

Figures must be fixed on bases of specific sizes. Frontages must be rigidly kept to, plus or minus 1mm, depths are strong recommendations only.

	Frontage	Depth
Light Infantry	30mm.	30mm.
Light-Medium Infantry	20mm.	30mm.
Medium and Heavy Infantry	<del>10mm</del> 15mm.	20mm.
Light Cavalry	30mm.	40mm.
Medium, Heavy and Extra Heavy Cavalry	20mm.	40mm.
Super Heavy Cavalry	15 <del>10</del> 20mm.	40mm.
Bolt-Throwing Engines, Chariots, Elephants and Wagons	40mm.	As required
Extra for each Chariot horse over 2.	10mm.	
Wheeled Penthouses	60mm.	As required
Stone-Throwing Engines and Wheeled Siege Towers.	80mm.	As required

In case you do not already use bases, they can be cut from beer mats, which do not warp, from thick card, or from sheet lead, which increases the stability of plastic figures.

All figures except possibly light cavalry should be mounted in convenient multiples, but leaving sufficient single figures to facilitate removing casualties. 60mm. is probably the ideal frontage for a multiple figure base.

### TRANSITION PERIOD:

Bases less than 15mm but at least 12mm count - 1 in shooting & in hand-to-hand combat.  
 Bases less than 12mm count - 2.

