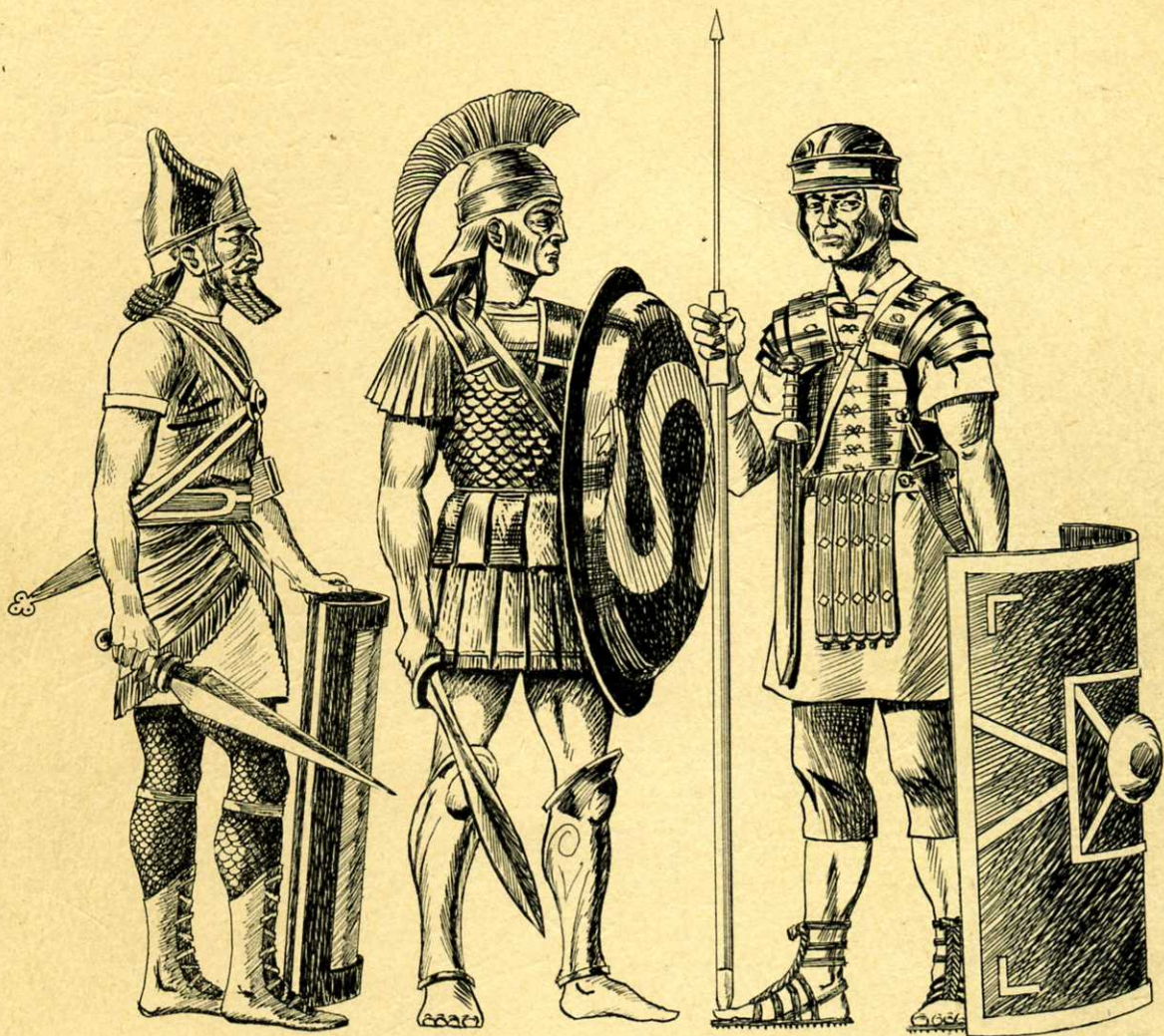


WAR GAMES RULES



3000 B. C.-1250 A.D.

5th Edition
January 1976

War Games Research Group

**WARGAMES RULES
3000 B.C. TO 1250 A.D.**

CONTENTS

	Pages
INTRODUCTION	3
Scales: Ground scale.	4
Troop scale	4
Time scale	4
Setting up a game: Troop definitions	5-8
Basic sizes	8
Troop values	8-10
Generals	10
Organising figures into units	10-11
Choosing your army	11
Choosing terrain	11
Scouting	11
Deployment	12
Forced marching	12
Battlefield visibility:	13
Formations:	13
Optional rules for weather and time of day:	14-15
Orders: Battlefield orders	16-17
Controlling sub-units	17
Standing orders	18
Signals	18
The reaction test: Occasions for testing	19
Test procedure	20
Reactions	21
Further notes	21-22
Movement: General	23
Charging	23
Evading	23-24
Uncontrolled advance	24
Unauthorised advance	24
Rout and pursuit moves	24
Recoiling and following up	24
Rallying	24-25
Moving in hollow square	25
Changes in direction	25
Formation changes	25
Effect of difficult terrain on movement	26
Interpenetration	27
Effect of difficult terrain or disorder on manoeuvre	27
Move distances	27-28
Use of shields:	28
Optional rules for fatigue:	28
Disorder:	29

Shooting:	Timing	30
	Ammunition supply	30
	Target priorities	30
	Ranges	30-31
	Shooting arcs	31
	Shooting overhead	31
	Shooting on the move	31
	Shooting during a charge on pursuit	32
	Shooting into a melee	32
	Crew-served weapons	32
	Weapon factors	32
	Tactical factors	32
	Random factors	33
Hand-to-Hand combat:	Timing	33
	Figures eligible to fight	33
	Weapon factors	34-35
	Tactical factors	35
	Random factor	36
Casualties:	Casualty calculation	37-38
	Special target vulnerabilities	39
	Risk to the general	39
After hand-to-hand combat:		40-41
Rout and pursuit:	Broken troops	41
	Pursuers	41
Troops leaving the table:		42
Winners and losers:		42
Engineering supplement:	General	43
	Filling ditches	43
	Rams	43
	Penthouses	43
	Towers	43
	Battery by artillery	43
	Axemen	43
	Breaching with elephants	43
	Escalades	44
	Bodies of troops	44
	Fire	44
	Caltrops	45
Miscellaneous information.		46

Copyright, November, 1975
REG Games (Sussex) Ltd.
(Wargames Research Group)

*Amended November 1976.
& November 1977.*

INTRODUCTION TO THE 5TH EDITION

Since the first edition of these rules was printed, they have been chosen for the Ancient games in the 1969, 1970, 1971, 1972, 1973, 1974, 1975 and 1976 British National Wargames Championships, were officially adopted by the Society of Ancients, the international specialist society for ancient and medieval wargamers, and despite competition from a number of would be rival sets often partly plagiarised from them, continue to be used by an overwhelming majority of ancient wargamers throughout the world.

Their continuing popularity has been due not only to the soundness of the original conception, which substituted realistic troop behaviour for the telepathic heroes of earlier sets and cut out much of the proliferating and largely imaginary detail they included, but also to the way in which they have been periodically updated in the light of the latest historical research and the unprecedented mass of playing experience accumulated.

This updating has in the past been a rather patchy affair with amendments being made as the need arose and made available to owners of previous editions by free amendment sheets. This edition differs in that we have taken the opportunity to revise the entire set, inserting extra explanation where necessary, and changing the wording of sections where experience has shown that this will put over the meaning better. We have also done what is necessary to extend the period covered from 3000 B.C. to 1250 A.D, and have incorporated after due testing many suggestions from players the world over. Indeed, it might almost be said that this edition was written by the players. We regret that the changes are too extensive to be covered by one of our usual free amendment sheets.

As for the beginner, do not be overawed by the size of this rule book and its apparent complexity. Start by reading right through it, but remember that all the basics are incorporated in the reminder sheets, so that you will only need to turn to the main rules when you need fuller explanation. Above all, keep to a few basic types of troops for your first games, bringing in others when you get the feel.

Players familiar with previous editions will find many differences, and would also do well to read the entire set through carefully to make sure of spotting them. They will recognise in many of them suggestions ventilated in Slingshot, but they will also see that some other suggestions that were advocated there have not been adopted, some because we believe after due consideration that they are not historically justified, others because problems they identified could be dealt with in easier and fairer ways, still others because we consider them not worth the added complication involved. All wargames rules are a compromise between "playability" and detailed simulation, and our particular approach is intended to produce essential historical accuracy while still permitting us to enjoy playing ourselves, rather than to show off how clever we are.

It has been our practise to answer queries on these rules by post, provided a stamped addressed envelope or overseas reply coupon is sent, and we will continue to do so. However, it may take a considerable time for your query to rise to the top of our In Tray, and it will invariably be quicker to read the rules again and find the answer yourself. Only a tiny proportion of the queries we get could not have been answered that way. Many in fact are seeking reassurance that the rules do not mean what they say, which they do, or seek our approval of ways to evade some of the rules, which they do not get. Others ask for background information on armies which is either included in one of our series of reference books or is simply not available. Others begin "Why do you..." and are often written by players who would like the relative efficiency of their own pet army increased. A glance at the Society of Ancients wargames championship table will show that we don't even make our own armies unbeatable!

SCALES

GROUND SCALE

This varies according to the size of figure being used.

For 30mm, 25mm and 20mm figures, each inch measured on the table represents ten paces in real life, for 15mm, 12mm and 9mm, twenty paces, and for 5mm, forty paces. All distances in the test are quoted in paces. You will find no difficulty translating this into inches after a little practise, whichever scale you use.

Paces have been selected as the unit of measurement because the length of a mans stride has remained fairly constant throughout history while units such as cubits, yards and metres come and go. As an illustration of this, our modern mile is 1,000 double paces of a Roman legionary!
The pace can be taken as two and a half feet or 0.75 metres.

TROOP SCALE

Each figure represents 20 men, the number who would theoretically occupy the area covered by its base at the ground scale formed 5 files wide by 4 ranks deep. An elephant, chariot, engine or wagon model represents 8 in a single rank or line.

TIME SCALE

Each period of play contains action comparable with that possible in 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. It is convenient to assume for campaign purposes and for determining a games maximum length that one period of play on the table, plus the associated delay, is equivalent to one hour in real life. It then follows that a game should normally be ended by the fall of night after twelve periods of play. If a reader can invent a better justification of this, we should be grateful to hear of it.

