

# Vis Bellica Rules For Ancient Wargaming

## The Gaugamela Times

Vis Bellica is a relatively new set of rules for the Ancient/Medieval period. Published in November 2002, the full set of rules now comprises the basic rule book and 3 volumes of army lists: Chariots to 1<sup>st</sup> BC; 1<sup>st</sup> - 9<sup>th</sup> AD; 10<sup>th</sup> AD to Guns.

The underlying principles of the game are:

- Figures organised as chunky elements that correctly represent both ground scale and historical units. Easy to move round the table and look good.
- The mechanics work with any basing convention, and don't rely on exact micro-measurement.
- An average game consists of about 120 figures a side, and takes around 2½-3 hours of play to resolve.
- A combat system that doesn't involve complicated book-keeping or rolling more than two or three dice at a time.
- The heart of the rules is a command system where officers can, on a parade ground, successfully issue a limited set of orders to the figures under their command, but his ability breaks down rapidly as the 'fog of war' descends during a battle.
- Army lists that emphasise the common soldier: not a collection of special units grouped together.
- An active Yahoo Group and web-site: see [www.visbellica.com](http://www.visbellica.com) for more.

## Alexander: We'll Win!

Macedonian command and control vital for victory

In an exclusive interview, Alexander, political, religious and military leader of the Macedonians, said: "When first looking at the totals of points and bases, I thought that the Persians would simply swamp us. Looking at actual numbers of figures deployed, however, I'm not so sure. "Darius might have a huge amount of horse, valuable in terms of game mechanics, but we do have a lot of infantry armed with

	Persians	Makedonians
Points	1700	1300
Bases	83	46
Figures	250 horse 50 foot	50 horse 250 foot

very spiky pikes and spears!

"The Persians will have big problems with command and control, and it will be whether they can overcome this that will decide the battle. I suspect that the Persian commanders will have to issue orders to their troops and then hope for the best,

whereas the my generals will be able to "duck and dive, bob and weave" changing orders almost every turn in order to react to tactical situations.

"We also have a moral strength missing from the effete Persian hoardes: Darius is well-known as a man who can't hold his drink!



*"...these rules look to be very slick. There are several neat touches that show they have been crafted by someone with a keen interest in the period and a desire to play interesting wargames."*

*Wargames Journal*

*"Go and buy this rule set. It's a good ruleset and I can see that I could do some very interesting scenarios with it."*

*Thurlac on TMP*