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To view the website for Wargames Research Group Ltd PLEASE CLICK [HERE](http://www.wrg.me.uk). www.wrg.me.uk To view the personal wargaming websites of Phil Barker and Sue Laflin-Barker PLEASE CLICK [HERE](#). Please click here to read our Christmas Letter for 2016. www.susan-laflin.me.uk To view the other websites of Sue Laflin-Barker PLEASE CLICK [HERE](#).

Main Page

The rules are designed to be equally suitable for the old favorite 1/72 scale models and figures and the newer scales down to 1/300 which are revolutionising modern period war gaming.

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WRG Armour and Infantry 1925 - 1950 | Freewargamesrules ...

The difference is in the writing styles of the authors. All WRG products suffer from a certain obtuseness that is the result of Phil Barker's writing of English rather than American (apologies to non-US readers). The WRG 7th rules are not intended for lazy readers. Lastly, WRG 7th is not a dead-end gaming system. While it is true that the current version (v. 7.5) is likely the last that WRG will produce, new material is still being produced to support the game.

Ancients Rules (WRG 7th) Historical Miniatures Game

Crossing the Streams - Why WRG rules and TooFatLardies' Campaigns are a Perfect Match This blog has kindly had a mention in a couple of podcasts recently from Sean Clark, in the introductory Episode 0 of his new 6mm-focused podcast God's Own Scale (and related blog [here](#)) and in Episode 272 of long-

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running gaming podcast Meeples & Miniatures .

Heretical Gaming: Crossing the Streams - Why WRG rules and ...

WRG “Wargames Rules 1685-1845” came next and lasted about ten years. Then came “In The Grand Manner” which lasted another ten or fifteen years, though there were a lot of “house rules” to tide them over.

napoleonic wargaming: Wargame Rules - Introduction

When the ANCIENT WAR GAMES RESEARCH GROUP was set up in 1969, it consisted of three people - "Bob" O'Brien, Phil Barker and Ed Smith (Bob and Phil are shown here). They produced the first set of Ancient Wargames Rules for the National Championships held in Worthing that summer and sufficient...

WRG Ancients | Freewargamesrules Wiki | Fandom

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I'd say most of us on this list are fans of the WRG rules. The 1993 set (3rd edition) is a development of the 1988 WWII rule set, which introduced a series of developments. If you've played the 2nd Edition rules (1950-85) published in 1979 then the transition to the 1993 rule set won't be too hard.

WRG rules | Wessex Wyverns Forum

The Wargames Research Group (WRG) is a British publisher of rules and reference material for miniature wargaming. Founded in 1969 they were the premier publisher of tabletop rules during the seventies and eighties, publishing rules for periods ranging from ancient times to modern armoured warfare, and reference books which are still considered standard works for amateur researchers and wargamers.

Wargames Research Group - Wikipedia

These rules, although identified with Imaginations and the seven

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years war are really more Napoleonic than is at first apparent with the use of skirmishers and rules for squares. As the cover jacket states these rules are for 1756 to 1815 confirms this.

Ilkley Old School: Napoleonic Wargame Rules

The WRG rules for ancient wargaming were the first comprehensive set of wargaming rules suitable for national competitions amongst hobbyists. They were detailed by today's standards, needed 100+ figures a side and included the innovation of reaction tests; players found their troops did not always do what they expected them to (a bit like military history).

WRG 6th edition ancient wargaming rules are back - Blogger

The WRG Ancients rule series were both the first rule books professionally printed and the first universal rule set. They went

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through 7 editions and were the standard ancient wargames rules from 1969 until replaced by DBM in 1993.

History of Wargaming Project

The biggest innovation is the introduction of an alternate play system developed from that used in our very successful World War Two and Modern Armour rules instead of the more recently fashionable simultaneous movement in accordance with detailed written orders. Its main advantages are that it saves the time spent order writing,...

Wargame Rules 1685-1845 | Board Game | BoardGameGeek

"WRG Rules "Corp d'Armee"" Topic. 42 Posts. All members in good standing are free to post here. Opinions expressed here are solely those of the posters, and have not been cleared with nor are they endorsed by The Miniatures Page. For more information,

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see the TMP FAQ.

[TMP] "WRG Rules "Corp d'Armee"" Topic

If it wasn't for WRG's H&M rules I would not have met all you fine fellows, trips down to CANCON with you all in my Mitsubishi L300 carrying the terrain for the comps Starkadder and Cardinal ran would not have eventuated and finally, The "Lord of the Flies" weekends would not have gained entry into the mythology and legends of the Cumberland group.

WRG rules - The Rum Corps Tavern | Miniature Wargaming Forums

A set of rules for World War II and modern era miniature wargaming using 1:285 scale micro armour published by Wargames Research Group (WRG).. Initially named War Games Rules Infantry Action 1925-1975 when first published in 1972, later split into two eras and renamed to simply War Games Rules

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1925-1950 and War Games Rules 1925-1950 when republished in 1988 and 1993 (see image), with Wargames ...

War Games Rules 1925-1950 - Wikipedia

WRG Wargames Rules 1685-1845 - review. This is another review in the Once and Future Rules series, of wargame rules that are out of print, but that got a lot of play at one time (at least, in the clubs and groups I played in since the early 1980s).

Gaming with Chuck: WRG Wargames Rules 1685-1845 - review

Review of WRG's 1925-1950 Wargames Rules I have been playing the venerable old WRG 1925-1950 rules recently, using them for my recent solo Op Martlet mini-campaign. The rules were written by Phil Barker and published in the early 1970s but still hold together reasonably well.

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Heretical Gaming: Review of WRG's 1925-1950 Wargames Rules

This is a spiritual successor to WRG 7th and in clarifying/debugging the wrg rules has grown to over 150 pages [but with handy diagrams and nicely laid out text]. It's still the same combat procedure though...

Calling all WRG Version 7 players (Wargames Research Group ...

In Praise of WRG Having finally gone with the flow and ordered a copy of Black Powder (a while back now but, well, if Angus Konstam says it's OK then it must be) but having yet to try them out on the battlefield, I felt the urge to look though some of the rules still on my shelves.

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