

## Warmaster Ancients Review

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David and I played a test game of Warmaster Ancients last week, using 1000 point Roman and Gallic armies.

Our initial observations were that it played well and the rules were fairly straight-forward.

### Pros:

- The table looked good - large units and lines.
- The terrain system, although seemingly a bit strange, seemed to work OK, maybe because it was a game between gentlemen.
- It would probably look even better in 10mm.

### Cons:

- We felt there were too many dice being rolled to resolve combats.
- There didn't seem to be a great amount of differentiation between different troops.
- Auxilia didn't seem to have much of a role for the Romans.
- The rules seemed to encourage a-historic formations.
- There were lots of cases that weren't covered by the rules.