

# Free Games Rules

There are a number of sets of rules that I have written, or am in the process of writing in some cases. Mostly these are wargame rules, often for low level infantry combat. There are also other systems for different sorts of games.

## The spirit of the wargame

"Wargames are played, for the most part, without the supervision of an umpire.

The game relies on the integrity of the individual players to show consideration

for other players and to abide by the rules. All players should conduct themselves

in a disciplined manner, demonstrating courtesy and sportsmanship at all times,

irrespective of how competitive they may be. This is the spirit of the wargame."

**Bob Cordery**, *Wargames Development*.

## Wargames

- [Hot Blood & Cold Steel](#) - a WW1 trench raiding game using offset squares and individual figures. All the rules you need to play fit on a single side of A4.
- [WW2 Company Actions](#) - a work in progress to do a set of company level actions for WW2 infantry actions.

## Party Games

- [Who Whistled?](#) - The object of this game is for a blindfolded player to work out who is in possession of a hidden whistle
- [audition](#)
- [that](#)
- [cross-breed](#)
- [snack](#)
- [parachute](#)

From:

<https://full-moon.info/> - **Full Moon Games**

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Last update: **4 Feb 2011 21:04**

