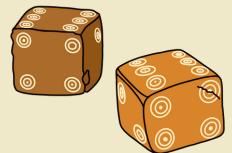


Ludus Latrunculorum

Many gaming pieces and boards have been found from around the Roman Empire. At Vindolanda and the Roman Army Museum, you can see examples of these. Gaming was a good way to keep bored soldiers occupied!

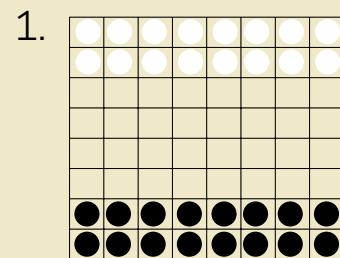
One of the games played was Ludus Latrunculorum (or Latrunculi). It is a war game between two armies of soldiers - the winner is the player who captures the most enemy pieces.



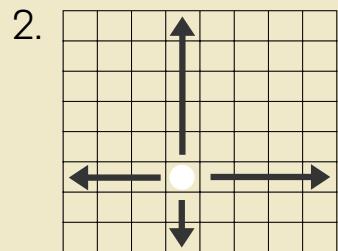
The 'Rules' of the ancient game have never been discovered by archaeologists – So there are a number of different versions of the game which are all based on "best available evidence" as to how the game might have been played by the Romans

How to Play

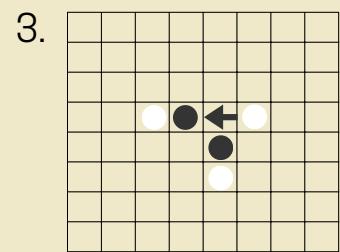
1. The pieces are placed on the first two rows in front of each player. Toss a coin to decide who will be the white player. White moves first.



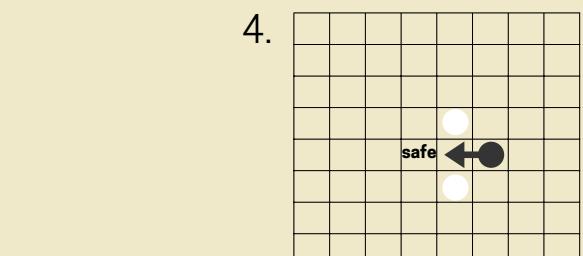
2. All pieces move like the castle (rook) in chess – in a straight line for as many empty squares as the player chooses. Pieces cannot hop over other pieces. Pieces cannot move diagonally.



3. Capturing only happens when a piece is moved so that a single opposing piece ends up trapped between two of the attacking player's pieces. It is possible to capture more than one piece at once. A captured piece is immediately removed from the board and remains off the board for remainder of the game. Whenever a piece makes a capture, it earns another move.



4. A piece can safely move to a square between two of the opponent's pieces without being captured.



5. The game is over when a player loses all pieces or when it's clear (and both players agree) that the losing side will not be able to force any more captures.

Print off this board and cut our your own counters to play!

