



COMITATUS

WARFARE IN THE DARK AGES AD250-1100

Comitatus is a complete set of wargames rules designed to simulate warfare in Europe and the Mediterranean from about AD 250 to 1100. They have been primarily designed with Barbarian Migrations period in mind but the scope of the rules covers Dark Age warfare through to the period of the First Crusade. Comitatus is a fast moving game that is relatively easy to master. Full-scale battles representing tens of thousands of troops on each side can easily be fought to a conclusion in 3-4 hours while still retaining the special characteristics of dark age warfare.

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BY SIMON MACDOWALL



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"This is a game of kings. It can be played by boys of every age from twelve to one hundred and fifty – and by girls of the better sort and by a few rare and gifted women..."

From H.G. Wells, *Introduction to Little Wars*, 1913

Comitatus
Warfare in the Dark Ages
by Simon MacDowall

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SIMON MACDOWALL has been gaming with miniature figures for as long as he can remember. It began with Airfix plastics on his bedroom floor, graduating to early metal Minifigs at university. His great love has always been Romans, particularly the later Empire and early Dark Ages, and he has written several books on the armies of that period. Comitatus is born of that love. Although born in England Simon MacDowall's parents emigrated to Canada when he was 10. Six years later he joined the Canadian Army and was commissioned into the Royal Canadian Dragoons in 1978. Simon spent much of his early army career with NATO forces in West Germany. Later he saw active service in Honduras and Nicaragua with the UN and with NATO in Croatia, Bosnia and Kosovo. In 1994 he was the UN spokesman in Sarajevo. After working as a civilian for NATO for 5 years, Simon was a Senior UK Civil Servant for 12 years. Currently he is a director of Emic Communications. Simon gets as much joy out of raising and painting his armies as he does from playing the actual games. In doing so he feels like he is bringing to life the men who made history. The photographs of his figures that illustrate Comitatus show some of his work. When it comes to playing a wargame he is looking for something that captures the feel and flavour of a particular period. This is what prompted him to create Comitatus - bringing his first hand practical military experience together with his historical knowledge and long passion for the hobby.

