

## Lion Rampant Medieval Wargaming Rules Osprey Wargames

Recreate the action and drama of 17th Century warfare on your tabletop with The Pikeman's Lament. Start by creating your Officer – is he a natural leader raised from the ranks, the youngest son of a noble family, or an old veteran who has seen too many battles? As you campaign, your Officer will win honour and gain promotion, acquiring traits that may help lead his men to victory. Before each skirmish, your Officer must raise his Company from a wide range of unit options – should he lean towards hard-hitting heavy cavalry or favour solid, defensively minded infantry? Companies are typically formed from 6–8 units, each made up of either 6 or 12 figures, and quick, decisive, and dramatic games are the order of the day. With core mechanics based on Daniel Mersey's popular Lion Rampant rules, The Pikeman's Lament captures the military flavour of the 17th Century, and allows you to recreate skirmishes and raids from conflicts such as the Thirty Years' War, the English Civil Wars, and the Great Northern War.

The Roman Empire rules the civilised world with an iron fist, seemingly all-powerful and limitless. And yet, the power of Rome is secured not by its mighty legions, but by small bands of warriors and agents fighting a secret war. Tasked by the Emperor to explore ancient temples, forgotten labyrinths and beast-haunted caverns, they seek out artefacts hidden by the gods themselves, hunt creatures of myth and face enemies that would use dark magic against the empire. Broken Legions is a set of fantasy skirmish rules for a war unknown to history, fought in the shadows of the Roman Empire. Various factions recruit small warbands to fight in tight, scenario-driven battles that could secure the mystical power to defend – or crush – Rome. A points system allows factions to easily build a warband, and mercenaries and free agents may also be hired to bolster a force. Heroes and leaders may possess a range of skills, traits and magical abilities, but a henchman's blade can be just as sharp, and a campaign can see even the lowliest henchman become a hero of renown.

The collapse of Roman rule in Britain was not so much a sudden catastrophe as a long and drawn-out decline. The 'Celtic' Britons retreated gradually to the highland areas of Wales, Cornwall and the south-west of Scotland. Control of the fertile eastern lowlands was lost to warriors of Germanic origin who migrated from the Continent. These Germanic conquerors have become known to history as the 'Anglo-Saxons'. They were to dominate the lowland zone of Britain until their final defeat at Hastings in 1066. This title gives an insight into the everyday life, equipment, dress, battle tactics and life on campaign of the typical Anglo-Saxon warrior of this period – the thegn.

Men of Bronze is a wargame that allows you to play out Classical Greek hoplite battles on the tabletop. Players are Strategoi (generals) leading phalanxes of bronze-clad warriors in pursuit of fame, glory, and the honor of their city-states. To win such prizes, however, you must prove your mettle, display your valor, and bring the other Strategoi to their knees! Designed to recreate small battles or larger skirmishes with 50–80 figures per side, each army will have its own unique mix of rules, advantages, backgrounds, and abilities. Strategoi must understand and appreciate the strengths and weaknesses of their forces in order to win glory on the battlefield. Of course, there's no telling what tricks a rival Strategos might have up their tunic sleeves...

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Field of Glory is a new historical miniature tabletop wargaming rules system for anyone interested in recreating the battles of Rome, Greece or the Holy Land, among others. This series is intended to give both beginner and expert wargamers everything they need to play the battles of ancient and medieval eras on their tabletops. Tested and created by wargaming experts, this series includes a rulebook detailing the gaming system, and companion army lists which help players select and build their historically accurate army with the relevant units or troop types they want to take onto the field of battle. The striking Field of Glory rulebook includes color coding for easy navigation, clear photographs of miniatures (taken by Wargames Illustrated editor Duncan McFarlane) and diagrams (showing rules examples, troop placements, scale considerations and more), detailed Osprey artwork, a guide to figure painting, an overview of the history of this miniature world of warfare, organization tables and a background to the men who fought on the ground. Containing two ready to use army lists, this rulebook can either stand alone and be used for immediate gaming, or can be combined with the companion army list volumes to recreate a very diverse range of conflicts in each period of the eras covered. Published in partnership with Slitherine Software Ltd, a developer and publisher of historical strategy games, Field of Glory already has the table-top gaming community buzzing.

The Seven Years' War was the pinnacle of 18th-century warfare, with dramatic campaigns and battles, famous leaders, and wide variety of colourful uniforms. Compared with the later Napoleonic Wars, tactics were simpler, armies more professional, and battles tended to be smaller. Using these quick-to-learn rules, players can bring this period to the tabletop, recreating anything from a small skirmish to a major pitched battle. Although simple, the rules allow for a wide range of tactics and reward historical play. That said, fog of war sometimes produces unexpected results and units don't always obey their orders! The game moves quickly, and players must be prepared to regroup and counterattack or to press home an advantage – a lot can happen in one move!

Beyond today's horizons lie uncountable wars still to be fought by mankind – on battlefields, against foes, and with weapons that can only be imagined. With Horizon Wars, wargamers can bring these future conflicts to the tabletop, no matter their exact vision of the future of warfare. Combining the feel of real-world combat and tactics with versatile and quick-to-learn rules, Horizon Wars is a 6mm company-level game that incorporates ground forces, aircraft and the titans of the battlefield – mechs. Whether you want to pit a handful of mechs against each other in quick clash of patrols, or line up combined-arms forces for a huge battle, the game remains fast-moving and enjoyable. Also included are full rules for building units from the ground up, allowing players to tailor their forces to suit the mission objectives or their figure collections. Poseidon's Warriors is a set of wargaming rules for large-scale naval actions between fleets of Classical galleys from the Greek and Persian clash at the battle of Salamis to the battle of Actium that decided the fate of Rome. With so many of these battles taking place around islands or in narrow channels and shallow waters, sneaky tactics and cunning manoeuvres are a hallmark of warfare of this era, and the rules use an integrated turn system to allow a commander to position ships to go in and ram without being rammed in return, or to employ feints and traps to tempt the enemy out of position and leave his ships vulnerable to a follow-up strike. With data for ships

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throughout the period, rules for famous admirals, historical scenarios, a campaign system and a brief historical summary for those who wish to refresh their memory of the era, Poseidon's Warriors offers everything players need to bring to the tabletop the battles and campaigns of the first great age of naval warfare.

Chosen Men is a set of fast-action skirmish rules detailing the bloody skirmishes between light troops in the Napoleonic Wars. The primary focus of the game is on soldiers and NCOs in light 'flank' companies, as they scout ahead of larger forces and take part in man-to-man actions against enemy skirmishers. Although the game allows for the formation of accurately sized companies of light infantry and cavalry if you wish, these formations are broken down into small groups of up to a dozen men. For the most part, officers are not swashbuckling super-heroes, but staunch commanders who rally and direct their men to achieve the battlefield objectives. Although the game uses an alternating action turn sequence, officers can use their influence on multiple units at the same time in an effort to steal the initiative. With all rolls resolved using standard 6-sided dice, this game combines a classic wargaming feel with modern wargame mechanics.

The Men Who Would Be Kings is a set of rules designed for fighting historical or Hollywood colonial battles in the mid to late 19th Century, from the Indian Mutiny to the Boxer Rebellion. Large scale colonial clashes tended to be one-sided affairs, but there are countless reports of brief, frantic skirmishes in every colonial war, where either side could be victorious, and these are the battles that The Men Who Would Be Kings seeks to recreate. Although focusing on the British colonial wars against the Zulus, Maoris and others, these rules will also permit players to explore the empires of France, Germany, and other nations, as well as allowing for battles between rival native factions. Gameplay is very simple, and is driven by the quality of the officers leading your units, in the true spirit of Victorian derring-do and adventure, where larger than life characters such as the (real) Fred Burnaby and the (fictional) Harry Flashman led their troops to glory and medals or a horrible end at the point of a spear tip.

Set in an age of feuding samurai, wandering swordsmen and fearless warrior monks, Ronin is a skirmish wargame that captures the flavour and excitement of such Akira Kurosawa films as Seven Samurai and Yojimbo. Whether they prefer the loyal samurai retainers of a feudal lord or a horde of desperate bandits, players choose from one of several factions and build forces to battle for dominance and survival in 16th-century Japan. They may also recruit swords-for-hire to supplement their forces – masterless ronin, martial arts masters and secretive ninja will lend their skills to any commander who can afford them. A full points system, incorporating a wide range of equipment and skills, allows for detailed customisation of characters, while scenarios and a campaign system permit them to gain experience and develop over time. The fast-paced rules simulate the cut and thrust of hand-to-hand combat and require the player to make tactical decisions in the middle of a fight, immersing them in an era of war. An interwoven study in many ways refreshing and original... A good book, the

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first major product of one of the more vital debates in recent early medieval scholarship. HISTORY A major re-statement of the nature of Anglo-Norman warfare, with special emphasis on the role of the familia regis, the King's military household.

Two armies prepare for war. Thor, surrounded by crackling lightning, leads the assault of a horde of Viking berserkers. Preparing to receive this charge stands a wall of grim-faced, determined Spartan hoplites, commanded by Ares himself... Of Gods and Mortals is a skirmish wargame that gives players the opportunity to command the greatest heroes, warriors and monsters of legend – and the gods and goddesses that ruled over them. Whether you want to lead the forces of Greek, Egyptian, Celtic or Norse mythology to battle, or build your own pantheon, Of Gods and Mortals presents everything you need. Each player takes control of a god, a handful of legendary characters and a number of mortal troops, forming a warband that must work in harmony to succeed. Although the gods are incredibly powerful, they are only as strong as the faith of the mortals who follow them – if their worshippers are cut down, gods become weaker, and if a deity is vanquished in combat, its followers may flee the field of battle. Success lies in employing a strategy that uses all your troops, from the mightiest to the most humble, as effectively as possible.

March with Alexander the Great's Macedonians against the mighty empire of the Achaemenid Persians at Issus in 333BC! Experience the brutality of a Dark Ages struggle between Romano-British warriors and Early Saxon armies in AD495! Re-fight some of the bloodiest battles of the ancient and medieval worlds, using Neil Thomas's fully illustrated new book. Neil brings an authentic historical perspective to wargaming, dividing battles into Biblical, Classical, Dark Age and Medieval sections, each with its own set of rules, battle reports, suggestions on deployment and extensive army lists. A must for novice and veteran wargamers alike, the book includes maps for each sample battle and a selection of color photographs.

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The third book in Robert Low's stunning new trilogy about the making of Scotland.

A Billion Suns is a wargame of interstellar combat that puts you in command of fleets of powerful starships, from squadrons of agile, but fragile, fighters, to hulking and powerful capital ships. When combined with some spaceship miniatures, a tape measure, a deck of playing cards and some dice, this rulebook provides everything you need to play exciting and tense tabletop games of interstellar exploration and combat. Using simple dice pool mechanics, you must carefully manage your resources and seize the opportunities that come your way in order to lead your fleet to victory and assert your dominance over the stars.

Land of the Free is the new set of wargaming rules from Osprey that allow players to recreate the various conflicts that broke out in North America shortly prior to and just after Independence, including the French and Indian Wars, the

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Revolution and the War of 1812. This set of rules lets players begin their campaigns with small warbands of 10-20 miniatures of any scale and develop their forces over time, building them into armies hundreds strong. A unique system of command points and the need to carefully manage resources or risk becoming vulnerable to counter-attack have to be finely balanced against the need to gain objectives throughout the game, creating a challenging, but enjoyable environment for your armies.

In the years between 1776 and 1815, grand square-rigged sailing ships dominated warfare on the high seas. Fighting Sail is a tabletop wargame of fleet battles in this age of canvas, cannon, and timbers. Players take on the roles of fleet admirals in battles ranging from the American War of Independence to the Napoleonic Wars and the War of 1812. Each fleet has access to different ships, tactics, and command personalities – each with its own strengths and weaknesses. Offering a unique blend of detail and simplicity, the scenarios included enable the recreation of historic actions or 'what-if' scenarios. Join the battle and experience the adventurous age of the fighting sail!

From the late Revolutionary Wars and Egyptian campaign, to the battles of Austerlitz, Borodino, Leipzig, and Waterloo, Absolute Emperor is a mass battle wargame that provides all the rules needed to play during this period of grand armies and sweeping campaigns. Players' armies are composed of multiple corps, with command and control being of the utmost importance, all influenced by the elan of your general. Do you follow in the footsteps of Napoleon and be crowned the Absolute Emperor or stand against tyranny as Wellington and Blücher.

DBA Version 3.0 updates the highly successful De Bellis Antiquitatis wargame rules for recreating ancient and medieval battles with miniature figures. The brainchild of well-known wargame designer Phil Barker and his wife Sue Laflin-Barker, the simple DBA rule system combines fast play with historical realism to produce a visually realistic and exciting contest.

Whether you're a nameless Dark Lord looking to conquer the known world, a Champion of Light holding out against the forces of evil or a Northern barbarian facing claimants to a stolen throne, Dragon Rampant allows you to bring those battles to the tabletop. Developed from the popular Lion Rampant system, Dragon Rampant is a standalone wargame that recreates the great battles of Fantasy fiction. Scenarios, army lists, and full rules for magic and monsters give players the opportunity to command unruly orc warbands, raise armies of the undead, campaign across an antediluvian world as the warchief of a barbarian tribe, or exploit the power of mighty creatures and extraordinary sorcery. An army usually consists of 6-8 units comprised of 6-12 individually based figures. These small units move and fight independently, assuming that they follow your orders rather than just doing their own thing. Command and control is just as important on the battlefield as the power of a troll chieftain or the magic of an archmage. Empires have fallen, and the land is broken. The great oathmarks that once



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stood as testaments to the allegiances and might of nations have crumbled into ruin. In this lost age, fealty and loyalty are as valuable as gold and as deadly as cold iron, and war is ever-present. Created by Joseph A. McCullough, designer of Frostgrave and Frostgrave: Ghost Archipelago, Oathmark is a mass-battle fantasy wargame that puts you in command of the fantasy army you've always wanted, whether a company of stalwart dwarves or a mixed force with proud elves, noble men, and wild goblins standing shoulder-to-shoulder in the battle-line. Fight through an integrated campaign system and develop your realms from battle to battle, adding new territories, recruiting new troop types, and growing to eclipse your rivals... or lose what you fought so hard to gain and fall as so many would-be emperors before you.

Outremer: Faith and Blood is a 28mm skirmish wargame featuring small groups of warriors fighting in Outremer during the Crusades. While suitable for one-off skirmish encounters the focus of the game is a structured and progressive campaign setting in which they are able to watch their force grow and develop over a series of scenarios and encounters from a small party of five or so soldiers into a powerful warband a score strong. Character development is key, and a wide range of troop options and factions allows a high degree of individuality and personalisation. Players will also be able to recruit mercenaries and agents such as Hashashin and Varangian survivors to bolster their forces – potent but expensive additions that will add a distinct flavour to each encounter.

The Portable Wargame has been developed over the past ten years to meet the needs of wargamers who want a fast, easy to learn, simple to use set of wargames rules that don't require the player to purchase and paint a large collection of figures and that can be staged on a small dinner table, a large coffee table, or something even smaller. The rules are designed to be used with a gridded tabletop made up of squares or hexes. It is 1895 and the world is in turmoil. The Great Powers compete for resources and the latest technology, and an undeclared and secret war rages between them all. This is battleground of the Adventuring Companies. These clandestine agents of the Great Powers operate in the shadows, matching skills and wits in pursuit of the newest scientific formulae or powerful occult artifacts. In Her Majesty's Name sets these adventuring companies against each other in one-off encounters and in longer narrative campaigns. Companies are usually comprised of just 4–15 figures and two players could easily play three games in an evening, making an on-going campaign a highly viable option. In Her Majesty's Name has been designed to allow maximum versatility for the player – if you can imagine it, the system will help you build it. There is, however, a wealth of material provided in the book, covering weird science, mystical powers, and a range of pre-generated adventuring companies, including the British Explorers' Club, the Prussian Society of Thule, the US Marine Corps, the Légion Étrangère, the revolutionaries of the Brick Lane Commune, ancient Egyptian cults, and the mysterious Black Dragon Tong.

En Garde! is a small-scale skirmish game based on the successful Ronin rules, in which small groups of warriors fight each other for honour or riches. Rather than just rolling a few dice, the rules allow players to make tactical decisions about how the

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models that they control will fight – offensively, defensively, or by applying special skills and abilities. *En Garde!* covers the conflicts of the 16th, 17th and early 18th centuries, when black-powder weapons started to become common in battle but martial prowess still determined the outcome. Play as Border Reivers, Conquistadors, Landsknechts, Aztecs, French Musketeers, Caribbean Pirates and many more, in scenarios that evoke classic engagements of the genre. Simple campaign rules allow multiple scenarios to be played in sequence and permit warbands to develop over time. An appendix is also included to provide brief rules for supernatural creatures of the period – monsters, demons, revenants and witches – and new abilities and equipment to fight them, making *En Garde!* the perfect ruleset for gamers who want something a bit different from the norm.

First full English edition of classic work on medieval warfare, updated to take recent scholarship into account.

Whether you're a nameless Dark Lord looking to conquer the known world, a Champion of Light holding out against the forces of evil or a Northern barbarian facing claimants to a stolen throne, *Dragon Rampant* allows you to bring those battles to the tabletop.

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Although the author is a late convert to the joys of Napoleonic wargaming, he soon began to see why so many wargamers love the period. As a result, he set out to write several sets of rules that would use similar game mechanisms to those in his other *PORTABLE WARGAME* rules, and that would enable him to fight a range of small, medium, and large battles on a relatively small tabletop. This book is the result. Please note that all the rules have been designed to be used with a gridded tabletop made up of squares or hexes.

The Dark Age of Britain, from the middle of the 4th century to the end of the 8th, was a time of violence and warfare, when charismatic warlords such as the fabled King Arthur could gather together armies and carve out their own kingdoms. With this new set of wargames rules, players can take on the role of these warlords and command their own armies on the tabletop. Written by the author of the popular *Glitter of Ravens* rules set, *Dux Bellorum* is an element-based system, where each base of figures represents 50 fighting men. Each player has a specific number of points with which to construct his force and can choose a Late Roman, Romano-British, Welsh, Saxon, Pictish, Irish, or Sea Raider army, amongst others. The game is then played out following a set of simple, fast-paced rules. A completely self-contained gaming system, *Dux Bellorum* is perfect for gamers who are looking for a way into fighting Dark Age battles without investing a lot of time or money in larger rulesets.

Often called the †?Pulp Era†?, the years between the two World Wars have seen a tremendous surge in interest among wargamers. *A World Aflame* captures the

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adventurous nature of the time period to present a fun, fast-paced set of tabletop miniatures rules that can handle the many diverse conflicts of the period, from the Chinese Civil Wars and the "Great Game" in Central Asia, to the Irish War of Independence and the bitter ideological warfare of the Russian and Spanish Civil Wars. The rules also contain options for the "Very British Civil War". This gaming trend has sprung up in recent years, following a "what-if" scenario that has Edward VIII refusing to abdicate the throne, thrusting the country into civil war in 1938. It is a quirky, fun setting, and one that is surprisingly popular. Written by a life-long wargamer, *A World Aflame* focuses on the daring and heroism of battles fought in the last great era of adventure.

The American Civil War was a turning point in the history of warfare, as Napoleonic tactics met deadly new technology. Cannons and rifles had become more accurate at longer ranges, rapid-fire pistols gave cavalry a new weapon, and the telegraph and railroad completely altered both strategic and tactical thinking. *Across a Deadly Field*, the new regimental-level wargame from Osprey Publishing, allows players to recreate this tumultuous period of warfare on the tabletop. Its versatile rules make it possible to refight any battle, from the early skirmishes of Ball's Bluff and Big Bethel to the grand, set-piece battles such as Gettysburg that decided the war. Written by John Hill, designer of the Johnny Reb series, *Across a Deadly Field* offers both new and experienced wargamers a fast-paced and dynamic game where even a single regiment can make the difference between victory and defeat.

From the first shots at Jumonville Glen to the surrender at Appomattox, *Rebels and Patriots* allows you to campaign with Wolfe or Montcalm, stand with Tarleton at Cowpens or Washington at Yorktown, or don the blue or grey to fight for Grant or Lee. From the French and Indian War, through the War of Independence and the War of 1812, to the Alamo and the American Civil War, these rules focus on the skirmishes, raids, and small engagements from this era of black powder and bayonet. Your Company is commanded by your Officer during these tumultuous conflicts. Each battle that your Officer faces allows him to develop new and interesting traits. Does he perform heroically and earn a *nom de guerre*? Or falter, to be forever known as a yellow-belly? Designed by Michael Leck and Daniel Mersey, with a core system based on the popular *Lion Rampant* rules, *Rebels and Patriots* provides all the mechanics and force options needed to recreate the conflicts that forged a nation.

*On the Seven Seas* is a set of wargames rules covering the high adventure and low morals of the world of the pirate. The rules cover licensed privateers such as da Gama and Drake, ruthless pirates of the Spanish Main, Blackbeard, the Barbary corsairs, the wako of the Far East, not to mention the anti-pirate squadrons, Spanish garrisons and native warriors from around the world that found themselves at odd with generations of sea-borne reavers. The focus of the game is on boarding actions and the exploits of pirate crews on land, and the rules offer a quick-to-learn basic game based around individual characters and



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small units of rank-and-file.

Take Robin Hood, Richard the Lionheart, Gamelyn, William Wallace and other legends from the colourful, dangerous medieval period to the tabletop with Lion Rampant – a new set of rules designed for fighting medieval skirmish games. Ideal for players who wish to collect medieval miniatures and paint the pageantry without wanting to muster huge forces or spend time learning complex rules, this game allows players to game actual historical battles – or to delve into the archives of Hollywood to embark on more over-the-top pulp style clashes. "It's Getting a Bit Chile" is a set of tabletop rules written specifically for land battles during the Pacific War of 1879-1884, between Chile and an alliance consisting of Peru and Bolivia. Starting as a dispute over the taxation of mining rights, the "10 Cent War" was a protracted and brutal conflict that changed the face of Pacific Coast South America. Using a gridded playing area and innovative rules, "It's Getting a Bit Chile" enables games at a Divisional level and above, with the lowest level of resolution being battalion. The game has unique mechanisms devised specifically for the War and do not treat it simply as "Franco-Prussian War Lite". The author is a historian, wargamer and blogger who has written numerous sets of wargames rules and games. He produced several games for by the Society of Ancients as re-subscription incentives, when there was such a thing. His blog, "Wargaming for Grown Ups" contains more information on these rules, with photographs and reports of games in play. He also wrote "Northampton 1460" a board game of the Wars of the Roses battle of that name, which was published by the Northamptonshire Battlefields Society. He can usually be found on their stand at many wargames shows. More recently he went back to his roots as a historian and published "The Battle of Edgcote 1469 - Re-evaluating the evidence" to mark the 550th anniversary of the battle. It went on to win the Northamptonshire History Forum Award for best publication in 2019. "It's Getting a Bit Chile" is the second set of rules from the "Wargaming for Grown Ups" imprint, following on from the successful "To Ur is Human" Sumerian rules.

Lion Rampant is a set of rules designed for fighting historical or Hollywood battles in the medieval period from the Norman Conquest to the Hundred Years' War. This period is well suited to large skirmish gaming as played with Lion Rampant as it was a time of anarchy, feuds, robbery, and raiding. Become Robin Hood, Richard the Lionheart, Gamelyn, William Wallace, Llewellyn the Last, or other legends and leaders from the colorful, dangerous medieval period. Lion Rampant is ideal for players who wish to collect medieval miniatures without wanting to muster huge forces or spend time learning complex rules. Gameplay is very simple, and requires the player to use units in the correct tactical way: knights are great at charging down enemies but less useful for guarding convoys, while spearmen are jacks of all trades and masters of none, and bowmen are to be feared at distance but easily cut down if you can get close enough. An army usually consists of 6-8 units comprised of 6-12 individually based figures (making

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it ideal for 15mm or 28mm games), and is led by a Leader, who may have some unique character traits that affect game play and provide some opportunity for role playing. The action, however, focuses very much on the small units involved in the battle rather than individual characters: each unit moves and fights independently, assuming that they follow your orders rather than just doing their own thing. Command and control is just as important on the battlefield as the power of a mounted knight. Some army lists are provided, and guidance given for players seeking to create their own forces, but this game is not army list-heavy. The rules include a good number of scenarios, which are important to this style of gaming.

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