



COLORADO MILITARY HISTORIANS

NEWSLETTER

XVII, No. 4-5

APRIL/MAY 2016



PAINTED DARK AGES WARRIORS BY JEFF CARUSO

Lion Rampant Rules

A Review by Jeff Caruso

Lion Rampant by Daniel Mersey is a set of rules for playing small skirmish like battles for the Medieval Period. The figures are based individually, with no particular basing convention being necessary

The idea is that you have a small force termed a retinue, comprised of say, 5-6 units. Infantry are either 6 or 12 figures and mounted are 6 figures. The units represent the different classes of warriors from Peasants to Mounted Men At Arms. The retinue is 24 points in total commanded by your leader figure who is part of one of your units.

Dice used are all 6 sided. For activation to move or attack/shoot you roll 2 dice and to hit your opponent you roll individual dice, 12 per unit. To fight/shoot you roll 12 dice per unit until you have lost 50% of that unit, then you roll only 6 dice.

You activate one unit at a time and if your unit fails, it's your opponents turn. You keep activating units till done or failure. You may move, attack, shoot or do nothing. Some units like Bidders can skirmish, some can countercharge.

For combat, roll your activation number to go into combat and move. You can come within 3 " of any unit (friend or foe) unless you are attacking an enemy unit. Then fight the battle. After you roll for hits you compare the total number of hits divided by the armor value of your opponent and remove the number of figures. Fractions are dropped. If you are fighting as defender you have a lower combat factor. Better to be on the offensive unless you can form a Schiltrons. Any unit that has lost a figure checks morale, failure to pass means retreating. After morale checks the unit that has lost more figures has to retire 3 inches.

A sample retinue is:

- 1 Mounted Men At Arms @ 6 points (6 figures)
- 1 Mounted Sergeants @ 4 points (6 figures)
- 2 Foot Sergeants @ 4 points each (12 figures @)
- 1 Crossbowmen @ 4 points (12 figures)
- 1 Bidders @ 2 points (6 figures) Bidders are skirmishers.

Total = 24 points

Foot Men at Arms are 6 figures and cost 6 points.

The Viking Force is as follows:

2 Foot Companions @12 pts (equivalent to Foot Men At Arms)

2 Upper Class Spearman @8 pts (equivalent to Foot Sergeants)

1 Warriors @4 pts (equivalent to Fierce Foot, berserker type boys, not hindered by difficult terrain like woods and steep hills)

Terrain is laid out based on scenarios in the book and/or by mutual agreement.

Victory is determined by the Glory Points gained, some of which come by Boasts you make that are worth so many points if you accomplish the boat but will cost you points if not fulfilled.

My original interest in buying these rules was hijacked by the fact that a variation covering the Dark Ages came out and is in Wargames Illustrated # 331. Since that has become scarce due to its popularity the Dark Age variation is also on the internet. There are also variations for Napoleonic called Eagle Rampant in WI #342, and one for Carthage and Rome in WSS but I'm not sure of the issue number.

Here are pictures of my Viking Warband for the Dark Ages version of Lion Rampant.



West Wars 2016

May 14 -15

Doors open at 8:00 am. - Flea Market on Sunday Morning. - NOBG

Saturday AM

9:00

Sa-01 War of 1812 Skirmish

Eric Elder will be hosting a War of 1812 skirmish level game in 28mm. Rules will be Muskets and Tomahawks.

4 Players

Sa-02 Dutch Frontier - Flames of War

German advance into Holland, 1940. 15mm early war scenario using Flames of War rules. Presented by Jeff Hunt. 4-6 players. 4 Hours

Sa-03 Wings of Glory

WWI air combat using 1/144 scale models. Wings of Glory rules. Game Master Nat Forte. 2-8 players

10:00

Sa-04 Napoleon vs Wellington along the Mississippi

Not what you are thinking, this is an American Civil War river battle along Beulah Bend. Napoleon, Arkansas was a river port town along the Mississippi. Opposite on the east bank of the Mississippi is the town of Wellington. Spring runoff has raised the level of the river where the Union commodore believes they can bring larger ironclads up river to shell confederate positions. But higher muddy waters also conceal the sandbars.

Beer and Pretzel Ironclad rules. Hosted by Greg Skelly. 2-8 players. 3 hours.

1:00 PM

Sa-06 Tarawa 1943

The USMC tries to take the Tarawa Atoll in an amphibious assault.

Dave Newport hosts this 15mm war in the Pacific game. Home Grown rules. 6 players.

Sa-07 Swedes in Russia

Charles XII has invaded Russian territory. Can the Russians stop them before they take most of the Ukraine?

15mm Field of Battle 2 hosted by Terry Shockey. 6 players. 4 hours

Sa-08 Keeping up with the Jones'

Pulp Adventure in 1920's Egypt.

28mm Home Grown rules as presented by legendary Game Master Bill Daniel. 8+ players

Sa-09 Napoleonic Naval Sail

Doug Wildfong will run a Naval Sail Game set during the Napoleonic wars. Quickplay dice variant of the Fighting Instructions rules. 6 Players

Sunday

8:30 AM

Flea Market

Note there will be some table marked as "short duration" flea market tables. They will be used for games later in the morning, so please use these if you have only a few things to sell or can relocate quickly. Please do not use tables marked as "reserved" for flea market.

9:00 AM

Su- 01 North Sea Action

Battlecruiser / battleship action in the North Sea. Familiarize yourself with John Owen's homegrown rules that will be used in the upcoming Jutland game. 1:2400 WWI ships. 6 players in addition to co-hosts Doug Wildfong and Terry Shockey. 6 ½ hours (09:00 - 15:30).

10:00

Su-02 BBDBA Tournament

Big Battle DBA Tournament with 36 element armies. All books and all armies are welcome. John Brown coordinates the matches.

15mm. No limit on players. 6 hours (10:00 - 16:00)

12:00

CMH Business Meeting

Short (hopefully) break in the action for the business portion of the monthly meeting. If interested in running for CMH office, please contact Larry Irons before the meeting, so we can expedite elections.

12:20

Su-03 2nd Manassas, American Civil War.

Confederates and Union collide on the flank at the battle of 2nd Manassas. Hosted 15mm. Dave Newport hosts using Metal Men with Minie Balls. 6 players.

Su-04 A Buddha too Far

WWII Bolt Action game set in Burma pitting the Chindits verses the Japanese. How many of the objectives can you take?

28mm Bolt Action. 3-6 players.

NOBG - Nearly Open Board Gaming - feel free to use unmarked tables for board games throughout the weekend. The only restriction is that Flea Market tables get priority.

GAME OF THE MONTH

Total Escape Games Sponsor



Member Name	Scale	Era	Rules	Description
David Newport	15mm	Ancients	Field of Glory	Romans vs Seleucids
Tim Parker*	28mm	Ancients	Hail Caesar	Roman Civil War

***Denotes this month's winner**

Each month CMH members host games at the monthly meeting. This award is for the effort put out by the host.



UNIT OF THE MONTH (Not Sponsored)

Member Name	Scale	Manufacturer	Era	Unit
Bill Daniel	28mm	Handmade	Timeless	Zariba
Eric Elder	28mm	Knuckleduster	War of 1812	U.S. Infantry (wet)
Dave Manley	28mm	Front Rank	Napoleonic	Portugese Cacadores 2nd Regt.
Tim Parker	28mm	Front Rank	Napoleonic	Spanish Irlanda (Peninsula War)
Matt Vigil	25mm	Old Glory/Essex	Anciets	Elephants



CMH May Scheduled Events

This table shows what events are scheduled for CMH. Next months Friday Night Fights (FNF) and the monthly meeting (MM) are listed. It is recommended to schedule your game for future meetings and will appear on this page.

Date	Meeting	Location	Start Time
May 6	FNF	TEG	7PM
May 13	FNF	TBD	7PM
May 14	West Wars	Baker Rec Center	9AM to 6PM
May 15	West Wars	Baker Rec Center	8:30AM to 5PM
May 20	FNF	TBD	7PM
May 27	FNF	TBD	7PM

TEG - Total Escape Games
6831 W. 120th Ave.
Suite C

Broomfield CO 80020 www.totalescapegames.com

FNF (TBD) may or may not occur due to a lack of a scheduled host/location.

Upcoming Events:

May 15 2016: Election of Officers (12 PM)

June 11&12 2016: 51st Anniversary of CMH

The Battle of Jutland will be the major feature event of the celebration. There will be other games presented as well. More details coming soon.



Planning meeting for Jutland

Colorado Military Historians, Inc.

Colorado military Historians (CMH) is a non-profit organization whose purpose is to promote historical wargaming and the study of military history. Founded in 1965, CMH meets monthly on the second Sunday of the month, except in May when it is deferred to the third Sunday. The meeting starts at noon at the Baker Recreational Center, 6751 Irving Street (just a few blocks west of Federal Blvd), Denver CO. The club also hosts gaming at least one Friday night a month, called "Friday Night Fights" (FNF) at 7 PM. FNF will be held at several various locations. See previous schedule or view the website for latest information.

CMH maintains ties with numbers local, regional and national groups to help promote the hobby. CMH is governed by member-elected officers who serve on the Board of Directors (executive board). Terms are one year, with elections held at the May meeting. New members are accepted after attending three CMH functions and a vote of the membership. Dues are \$35.00 per year, payable in January. Members wishing to receive a snail-mail newsletter subscription must pay an additional fee of \$15.00 per year. Authors retain ownership of articles and graphics published. CMH reserves the right to edit or reject submissions to the newsletter.

One year Adult Membership: \$35.00
Half year Adult Membership: \$25.00
(For NEW members who join after June 30)
Family Membership: \$35.00 (one Adult an any
number of offspring)
Student Membership: \$20.00 (16 to 22 years old)



CMH Newsletter

The CMH Newsletter is a monthly newsletter published by the Colorado military Historians. Views expressed in this publication do not necessarily reflect those of all CMH members.

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Next Issue: June 2016

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