

Outremer Faith And Blood Skirmish Wargames In The Crusades Osprey Wargames

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 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.

Reproduction of the original: The Foundation of the Ottoman Empire by Herbert Adams Gibbons

In a galaxy torn apart by the Last War, vast pirate fleets roam from system to system, robbing, extorting, and enslaving. Amidst this chaos, thousands of independent operators – smugglers, relic hunters, freedom fighters, and mercenaries – roam the dead stars in small ships, scratching out a living any way they can. In Stargrave, players take on the role of one of these independent operators, choosing from a range of backgrounds each with their own strengths, weaknesses, and associated powers. Next, players must hire a crew for their ship, recruiting a lieutenant with a unique skill-set and a handful of soldiers, mechanics, hackers, and other specialists. Some captains may even recruit strange alien lifeforms with abilities no humanoid could ever possess. Once the players' crews are assembled, they are ready to dive into a campaign. Over a series of games, their crews will have the chance to carry out a variety of missions – recovering lost technology, stealing data, freeing slaves, and fighting back against the pirate fleets. In time, as the crews gain experience, they will become more powerful and hire more talented specialists. The more they grow, however, the more likely it is that a pirate fleet will take note of their activities and come after them!

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...

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 Glutter 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.

Dans Essai d'histoire locale, Djiguiba Camara, un intermédiaire colonial et un interprète, décrit l'histoire de la Haute Guinée, de l'empire de Samori Touré et des résistances anticoloniales. In Essay on Local History, Djiguiba Camara, a colonial intermediary and interpreter, describes the history of Upper Guinea, with emphasis on the Empire of Samori Touré and of anticolonial local resistance.

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This comparative study of piracy and maritime violence provides a fresh understanding of European overseas expansion and colonisation in Asia. This title is also available as Open Access on Cambridge Core.

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.

In the blasted, radiation-scorched, wastelands of the Earth's surface, towering mecha do battle, defending the interests of one of the few remaining arcology governments, providing security for wilderness outposts, or seeking out loot and supplies as a mercenary company. With detailed rules for designing and customizing your mecha, from size and propulsion type to payload and pilot skills, and a campaign system that allows pilots to gain experience and skills as they patrol the shattered Earth, Gamma Wolves is a fast-

playing game of post-apocalyptic mecha warfare.

First published in 1996, this comprehensive guide to the history of Britain and its peoples will be indispensable reading for the general enthusiast, as well as students. It is packed full of fascinating detail on everything from Hadrian's Wall to the Black Death to Tony Blair. The book was assembled over more than thirty years and has seen updates in three editions. "He has done for historical encyclopaedias what Samuel Johnson did for dictionaries." Andrew Roberts, *The Daily Telegraph* "An astonishing synthesis of information." Roger Scruton, *The Times* "An astonishing achievement, a compelling book for dipping into, a splendid work." Simon Hoggart, *The Guardian* "This marvellous book, which contains tens of thousands of historical facts will enlighten, amuse, and inform. Every home should have one." Simon Heffer, *The Daily Mail* "If you were marooned on that mythical desert island with only one history book, this would be the one to take. Buy three copies – one for the children, one for the grandchildren- and one for yourself." John Charmley, *The Daily Telegraph*

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.

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.

Rogue Stars is a character-based science fiction skirmish wargame, where players command crews of bounty hunters, space pirates, merchants, prospectors, smugglers, mercenary outfits, planetary police and other such shady factions from the fringes of galactic civilisation. Crews can vary in size, typically from four to six, and the character and crew creation systems allow for practically any concept to be built. Detailed environmental rules that include options for flora, fauna, gravity, dangerous terrain and atmosphere, and scenario design rules that ensure that missions are varied and demand adaptation and cunning on the parts of the combatants, make practically any encounter possible. Run contraband tech to rebel fighters on an ocean world while hunted by an alien kill-team or hunt down a research vessel and fight zero-gravity boarding actions in the cold depths of space – whatever you can imagine, you can do.

Last Days: Zombie Apocalypse is a skirmish-scale miniatures game of survival horror. It pits players against each other in a nightmarish near-future where the dead have returned to life and are feasting on the living. Players build their own factions, representing desperate civilians, military personnel, or hardened survivors, and must explore, scavenge, and fight in order to survive another day. Rival gangs are only one of the dangers they face – mindless zombies wander the streets, driven by insatiable hunger and drawn by the sound of combat! A gang's ability to scavenge is as vital as their combat ability, and players must ensure that they have the resources to survive in this hostile world. Scenarios and campaigns allow you to develop your gang, gain experience and recruit new henchmen to build up your strength or replace the inevitable casualties of the zombie apocalypse.

Step into the violent world of the 13th century, where the European states of the Levant battled with Muslim powers for control of Jerusalem. At the cutting edge of the conflict were the elite fighting men of the Crusader and Egyptian armies – the Knights Templar and the Mamluks, respectively. The Templars were the most famous and formidable of the European Military Orders, while the Mamluks were a slave caste whose fighting prowess had elevated them to the point of holding real political power, threatening their Ayyubid masters who relied on them so desperately for military success. This book draws on the latest research to tell the story of three key engagements from the Fifth Crusade to the Seventh Crusade. It reveals the extraordinary ferocity with which these battles were fought, and how the struggle between Templar and Mamluk came to shape the political future of the region.

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.

In the early 90s, Somalia was a country in chaos. As civil war raged, warlords carved out their own territories, enforcing their will through militia gangs, while famine compounded the situation. As a joint US–UN mission struggled to maintain order, the warlords began to unite behind Mohamed Farrah Aidid, who was to proclaim himself President of Somalia and embark upon a campaign to force the peacekeepers out of the country. Operations against Aidid and his strongholds intensified, culminating in the famous Operation Gothic Serpent, and the rescue mission to save a downed Black Hawk helicopter carried out by US Rangers and Delta Force operatives. *Day of the Rangers*, the latest companion for *Force on Force*, provides wargamers with all the background, orders of battle, and scenarios they need to immerse themselves in the epic battle for Mogadishu.

Following up with methodical play in the center, provides an opening repertoire based on 1 d4 and 2 c4 and discusses strategies for both sides.

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 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.

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.

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.

Kobolds & Cobblestones is a skirmish wargame for rumbles between gangs in the city of Ordinsport's seedy underbelly. Players hire gangs of criminals, thugs and enforcers from a number of classic Fantasy races, and attempt to take control of the underworld and establish themselves as the city's kingpins. Playing card-based mechanics and a cunning bribery element keep players on their toes, as a one-sided battle can turn around in a flash.

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.

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.

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.

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 small units of rank-and-file.

Tahiti Nui is an account of the survival of a Polynesian society in the face of successive settlements of missionaries, traders, and administrators. Beginning with the first explorers and Captain Cook's scientific observations at Point Venus, Dr. Newbury has separated the various strands interwoven in the fabric of Tahitian society, tracing their development and showing how they interacted at successive stages. Missionaries and foreign traders, administrators and Polynesians, planters and immigrant Chinese have all contributed to the distinctive flavor of French Polynesia, with Tahiti and Tahitians becoming increasingly dominant, not just as the focus of the French administration in Pape'ete, but in the social networks and trading patterns that have evolved.

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.

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.

After Saladin's great victory at the Battle of Hattin in 1137, Outremer, as medieval westerners called the remaining Latin or Catholic enclaves in the eastern Mediterranean, was no longer a threat to Islam. Its military elites preferred to live in peace, focusing on trade as much as on the defence of Christendom's holy places. In this, the first book in the English language to objectively study the knights of the Latin East, David Nicolle presents a well-balanced and informed account of the Western warriors who defended the Crusader territories for so long.

Zona Alfa is a set of simple, fast-play skirmish rules for scavenging, exploring, and surviving in a near-future, post-apocalyptic Eastern European setting. Players take on the role of bandits, mercenaries, and military units fighting over the blasted Exclusion Zone and its abandoned artefacts. Customise your fighters with a variety of weapons and specialisms to create your ideal warband. With extended rules for campaigns, character progression, terrain, and environmental hazards, Zona Alfa contains all the tools required to engage in blistering firefights within the Exclusion Zone.

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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 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!

A fundamental reassessment of Christian/Islamic relations during the First Crusade, combating its representation as an inter-faith clash of civilizations.

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.

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