



Above. Lord Eyre and his Retinue.

Lion Rampant is a Medieval Retinue wargame from Osprey Games, written by Dan Mersey. It's a great game, and because we only need a retinue to play, it doesn't take too long to get the figures together and have them painted and ready to play.

Retinues

The retinues are around 30-60 figures, so you can indulge your imagination and have a bit of fun painting up different kinds of forces for the game.

Lion Rampant is one of those games that grabbed the attention of the North Star gang. What came out of the 'frothing' about retinues was that we could base our Retinue Lord on our own Crest of Arms.

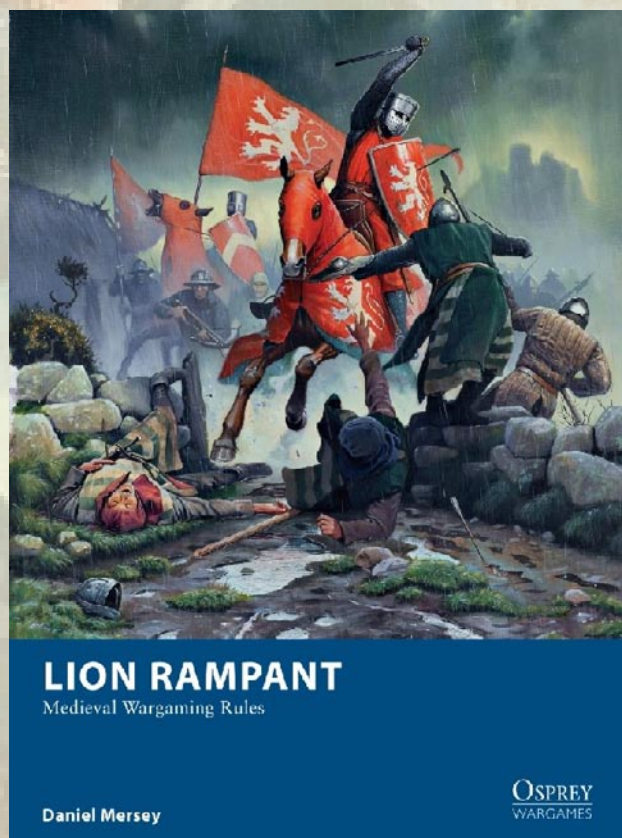
So I got on the internet, found the slightly boring Eyre family crest, and began designing a Retinue. After a few games of Lion Rampant, I decided I like the mounted knights, get in fast and smash your opponent quickly.

Knights

So I chose two units of Mounted Knights. I like the foot knights, they are pretty hard as well, plus Dan has made them particularly tough in rough going, so if your opponent is hiding skirmishers and other stick throwing types in a wood, a unit of foot knights turns them into mincemeat in no time. One of those please.

Stick Throwers

I needed my own stick throwers, so I chose Crossbows and Bidowers. The Bidowers are tricky to use, but their ability to evade and skirmish has amusingly annoyed my opponent on occasion, so they are worth it just for that.



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, 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.



Above. Lord Eyre and his knights. Inset. Lord Eyre coat-of-arms, three quatrefoils Or within a chevron Sable.



Above. Local knights who owe fealty to Lord Eyre.

Below. Lord Eyre's own Crossbowmen.



Right. Lord Eyre's foot knights.



Above. Lord Wheatley's retinue.

Painting the Retinue

The first unit to be painted was Lord Eyre and his mounted knights. I don't know how medieval armies were made up in regards to livery etc, so this retinue has been painted how I wanted it to be. Lord Eyre's Knights are all dressed in the basic White with Black Chevron livery. Lord Eyre himself has the three gold quatrefoils within the chevron. Riding with the Livered Knights is Lord Eyre's only son, in his own red and white chequered pattern. Lord Eyre has the family symbol of the human leg in armour couped at the thigh on his helmet. For the story of the Eyre family symbol, read our magazine article on Nicholas L'Eyr, the Saga warband.

The second unit of knights, and the foot knights, I decided were local knights who owed fealty to Lord Eyre, but

dressed in their own liveries rather than their lords. So both units are a multi-coloured bunch.

The Crossbowmen are Lord Eyre's own sergeants, so have a badge featuring the white shield with black chevron sewed to their hauberk.

The Bidowers were a mixed bunch of woodsmen and professional archers paid to come along to make trouble.

Other Retinues

North Star's Mark Wheatley designed his retinue along the same lines, his Lord and immediate unit in the Wheatley livery of red and yellow.

Our chum Steve Wood chose to make his Lion Rampant a later period, his is made up of late 15th Century figures when wearing livery over armour was not fashionable.

Below. Lord Wood's retinue.

