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Dragon Rampant: Fantasy Wargaming Rules (Osprey Wargames)



Synopsis

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.

Book Information

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Customer Reviews

With the demise of Warhammer there are a lot of people wondering what they are going to do with their armies now that their game is dead. If this describes you then you should seriously consider picking this game up. Like many smaller wargames coming out these days (and all of the games from Osprey) this is a game with no defined minis. The idea is to use what you have on hand to build an army and play with your friends. Armies can be much smaller than a standard Warhammer army which also makes it nice for new players who don't need to invest a ton of money in new

minis. Rules are provided for you to define how your army works along with some examples that you can use straight from the book.

With its core being the "Lion Rampant" game engine from the same author, Daniel Mersey has created a masterpiece. No miniature is left out! Angry at spending your hard-earned money on GW figs you can't use because of silly rules changes? Got those classic D&D minis from decades past? Addicted to the beautifully affordable Reaper Bones line as I am? FIELD THEM ALL! This is by far the best Fantasy Skirmish rules set on the market today. Between the "rock-paper-scissors" basis of the game design and Unit Activation mechanic, there are no "broken" lists. One offs, Tournaments, Campaigns, and Army Lores are all welcome with 'Dragon Rampant', and it's friendly for all ages to play as well. Osprey Wargames' tradition of creating quality, affordable rules sets that allow whole ranges of different manufacturers' miniatures to be used is dutifully carried on with 'Dragon Rampant'.

Excellent book for anyone wanting to play a very versatile game. You can use practically any miniature to play this game. Author encourages you to get creative with your army. Great game for anyone tired of big game companies pushing you to buy their expensive products. Dust off those old miniatures and put them on the table top again! Osprey is on right track making these affordable systems.

I bought this book on Kindle because I was bored and, surprisingly, I really liked it which was something I didn't expect. I am a fan of the author's previous set of wargame rules Lion Rampant and I thought that adding a fantasy element would just be silly but I was wrong even. The rules hearken back to an older type of fantasy wargaming reminiscent 1970's & '80's role playing which is fine by me. There is a fair bit of tongue in cheek regarding the whole thing and even though the jokes were corny they did make me laugh (Strength/00...). I found myself halfway through reading, planning my fantasy army (or several armies). I've yet to play a game but that will come in the near future I'm sure.

This is the fantasy companion to an otherwise excellent historical wargame Lion Rampant. The rules are clear concise and easy to grasp, the gameplay is fast and engaging and due to the secretly chosen quests at the start of the game, that can give or lose you victory points exciting until the end. The rules for making your warband are inspiring and aren't written to sell specific

miniatures. If you still have a bunch of fantasy miniatures in the attic, have trouble finding an opponent that plays the specific ruleset you have an army for or you want to cut your teeth on some tabletop wargaming: this is your ruleset, and for a good price too. So, buy this book and bring your old lead, white metal, new plastic, toystore knight or legominifigs on the table, find an opponent and roll some dice. Most likely to win the best fantasy miniature ruleset in the next election for best miniature or fantasy gaming materials.

a great set of simple rules with lots of examples. Looking for a replacement to Warhammer? Give this a shot. It's well written easy to understand and easily customized. I will be buying more Osprey Wargames books!

This is a war gaming book that uses 28mm figures (like the D&D or Pathfinder figures) and not a fiction book in the normal sense. It is a very simple game set that allows you to use the figures you already have. It breaks down the mechanics as a number of groups of figures that act as a unit. The system uses the standard 6 sided die for all actions, so you'll need a couple handfuls. If you have 12 per person you'll have enough.

A set of simple miniature wargaming rules for fighting fantasy battles for fun; free from official miniatures ranges, never-ending supplements, and irritating army list revisions. That is the beginning of the introduction. The author already had me at that point. After a quick read through the rules seem both well thought out, and not overly complicated with a healthy dash of humour. Can't wait to try them out on the tabletop!

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