

A.S. LIII

Flammeus Alles

Spring 2010



Cover Art by THL Elspeth Clerk

Spring Newsletter for the Barony of



Publication Information

Baronial Officer Contact Information

Baronial Calendar

Upcoming Events

May Day in Fenix

Submissions for the next quarterly issue are due by June 10, 2019. Please send officer letters, educational or entertaining articles, artwork, calendar updates, etc. Please include a signed



This is the Spring 2019 issue of Flammeus Alles, a publication of the Barony of Fenix of the Society for Creative Anachronism, Inc. (SCA, Inc.). The Flammeus Alles is edited by and available from Chronicler at Fenix.chronicler@midrealm.org. It is not a corporate publication of SCA, Inc., and does not delineate SCA, Inc. policies. Copyright © 2019 Society for Creative Anachronism, Inc. For information on reprinting photographs, articles, or artwork from this publication, please contact the Chronicler, who will assist you in contacting the original creator of the piece. Please respect the legal rights of our contributors.

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release form with your submission. Thanks!

Baronial Officers Page



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Baronial Calendar

Rapier Practice: every Monday from 7:00-10:00pm*

Populace Gathering & Fight Practice: every Tuesday from 7:00-10:00pm*

Baronial Court & Potential Tournament: 1st Tuesday of each month at 8:00pm*

Business Meeting: 2nd Tuesday of each month at 7:30pm*

** Held at Evendale Cultural Arts Center, 10500 Reading Rd, Cincinnati, OH 45241*

Upcoming Events

April 6 – Constellation Regional A&S Faire (Evansville, IN)

April 13 – North Oaken Regional A&S Faire (Euclid, OH)

April 13 – Grand Tournament of the Unicorn (Oxford, OH)

April 20 – South Oaken Regional A&S Faire (Georgetown, KY)

May 3-5 – Spring Coronation (Bluffton, IN)

May 10-12 – May Day in Fenix (Loveland, OH)

May 23-27 – Midrealm 50th Year and Spring Crown (Danville, IN)

June 21-23 – Baron Wars (Bowling Green, OH)

Letter from the Outgoing Baron and Baroness

Unto the noble populace of Fenix, Greetings!

The advent of spring brings to a close the fifth year we have had the privilege of being the fifth Baron and Baroness Fenix. We are grateful for the friendship and support you all have shown us, as we are sure you will continue unto our heirs, Baroness Melisande de Canonwald, OP and Sir Angus von Atzinger. They will be invested at our May Day in Fenix, which will also be the Barony's Silver Jubilee.

His Royal Highness Edmund, who will preside as King of the Middle Kingdom, has requested not only that May Day include the only South Oaken War Practice during his reign, but also that we include all that it takes to make a grand old-fashioned event. All of our martial disciplines except equestrian are to be observed, as well as tent camping, songs and stories, camaraderie, and that good old family feeling. Our thanks go especially to Reinhold and Lynnaea and their staff who already have planning well underway. If you have not selected your role in helping to showcase Fenix's famous hospitality, please contact them to volunteer.

Some highlights of May Day that we wish to call to your attention include an evening feast by Baroness Artemisia, and lunch tavern by Baroness Sárnat. We have also been informed that Camp Craig's pool house showers will be available for all! There will be activities from Friday evening through Sunday morning, so do come and camp with us!

Registration is open now for both Middle Kingdom 50 Year and Pennsic! Baron Ulf is your Land Agent for the Barony of Fenix at both events. We encourage all of our people who are able to camp with us. It has worked well for us in the past to share at least some of our meals as a camp. To that end, Sárnat will be reprising some of the meals that went over well last Pennsic.

Again, we thank you who have been our Fenix Family during our time as Baron and Baroness Fenix. We are pleased and secure in the Barony's succession and continued growth and prosperity. Vivat Angus and Mellie!

Ever in service to you and to our collective Dream,

Ulf and Sárnat



Letter from the Incoming Baron and Baroness

Greetings unto the people of the Barony of Fenix from Sir Angus Von Atzinger and Mistress Melisande de Canonwald, incoming Baron and Baroness.

Firstly, we would like to thank everyone for their kind words and well-wishes. The warmth and friendship of the Fenix are among its greatest strengths. We look forward to spending more time with all of you.

Next, we would like to express our esteem for THL Reinhold Von Glier and THL Lynne Fairchild (called Lynnaea) for putting themselves forward as candidates. It is no small thing to offer to serve in this way, especially while they are simultaneously planning the celebration of the Barony's 25th Anniversary. Well done!

On the same theme, we express our gratitude to our current Baron and Baroness, and to all the distinguished line of those who have held these posts through the Barony's first quarter century. We have excellent examples and a wealth of experience on which to draw.

We look forward to the next five years with excitement and purpose. As long time residents of Fenix, we already know the strengths, the accomplishments, and depth of talent this Barony has to offer. We are proud and humbled to be entrusted with its bright colors.

Yours in Service,
Angus & Melisande

Letter from the Chronicler

The quarterly report will be submitted at the end of the month. I am looking for a deputy and eventual replacement. I have been the Baronial Chronicler from October 2014 to September 2016, and again from May 2017 to the present. It will soon be time for me to pass this torch on to the next person.

Thank you to everyone who sent in submissions for this quarter's newsletter! Please keep the submissions coming for the next quarterly newsletter! Officer letters, artwork, anything of interest, pictures, etc. would be fantastic!

In Service,
THL Lynne Fairchild

Pocket Period Games



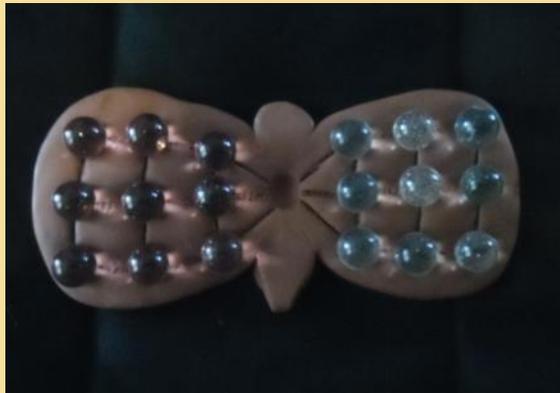
You want to play period games at events, but you don't want to lug around a huge board and all the game pieces. So here are two period games, one possibly period game, and one non-period game that can be created small enough to fit in your pocket, or at least your



By, THL Elspeth Clerk

bag. All of these games are easy to learn.

Period Game 1



Lau Kata Kati (also known as Gulugufe, "butterfly" in Mozambique) is one of the Indian War Games. This group of games has the common rule that there is only one space open at the beginning of the game. It is possible that these games are adaptations of Alquerque as it spread across the known world.

The object of this 2 player game is to capture all your opponent's pieces. Each player has nine pieces, set up as indicated above. The center position is kept empty at the start of the game. Pieces move one point at a time, following the lines.

Pieces are captured by hopping over them. The captures must be done in a straight line following the pattern on the board. Multiple captures are allowed as long as there is one vacant point in between the enemy pieces, and a vacant point beyond the last enemy piece, and change in direction is allowed. Captures are compulsory. Captured pieces are removed from the board.

If a player cannot perform a move or a capture because the pieces have been blocked or immobilized by the other player's pieces, this is known as a stalemate, and the player loses; the other player wins. If neither player can capture any more pieces, the player with more pieces wins. If both players have the same amount of pieces, then the game is a draw.

Period Game 2

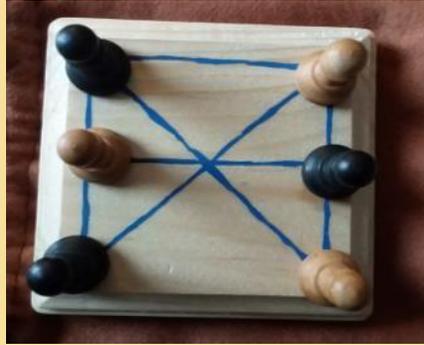


Not much is actually known about the game we call Rota, although game boards have been found scratched into pavements and stones from the Roman era. The name "Rota" is Latin for wheel and is from the shape of board, although we have no idea what it was called by the Romans. The rules are modern conjectures based on similar "three-in-a-row" games. In this 2 player game, be the first to move all three of your markers into a line. Three in a row around the circumference is not a winning play.

Rota is played in two stages: the placement stage and the movement stage. In the placement stage, players take turns placing one piece on the board in any open spot. Spots are the intersections of the 4 drawn diameters with the circle and the center intersection. In the movement stage, a player must move one piece each turn, even if it opens up an opportunity for the opponent to win. A piece may move along any line or

curving edge of the circle to the next empty spot. A piece may not jump other pieces nor move more than one spot.

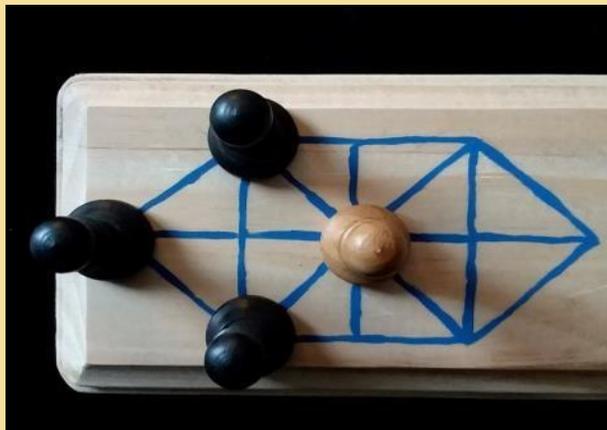
Possibly Period Game



Madelinette has a sketchy history, although a board in the Hull & East Riding Museum may indicate this game was played in Medieval England. It is played by 2 players, each having 3 pieces, starting as shown above.

Who goes first is determined by random draw. Pieces move one point at a time along the lines. There is no jumping. The object is to trap your opponent's pieces so they cannot move. A variation of this game is to start with an empty board, taking turns placing your pieces, before moving starts.

Non-Period Game



Note: I only include non-period games if a majority of the play elements are present in period, so this game will not look out of place at an event.

The French Military Game originated in the 19th Century. It is sometimes called Hare and Hounds, but so are several other games.

This 2 player game is a typical hunt game. One player has 3 pieces, designated "hunters"; the other player, one, designated "prey." The pieces are set as shown above, although the prey can be placed on the opposite end point.

The hunter moves first with play alternating thereafter. Hunter pieces move one point at a time in a forward or sideways direction; they cannot move backward. The prey moves one point at a time in any direction. There is no jumping. The hunter is attempting to trap the prey so it cannot move. The prey is attempting to get past the hunters to the end of the board where the hunters start. If the hunters do not advance for ten turns, they are stalling, and the prey wins.

May Day in Fenix

Plans for the upcoming May Day in Fenix with Baronial Investiture and Silver Jubilee are underway! It will be held on May 10-12, 2019 at Camp Craig, 6113 Price Rd, Loveland, OH. There will be heavy fighting, fencing, youth combat, archery, and thrown weapons, as well as Arts and Sciences activities, dancing, and a feast.

Site is dry. However, for those interested in consumption of alcohol, the Little Miami Brewing Co. is approximately five minutes away.

For more information, please visit <https://www.facebook.com/events/2086071991415623/> or <http://fenix.midrealm.org/event/may-day-in-fenix-with-baronial-investiture-silver-jubilee/>.



Please refer to the map above. Primitive camping will be available in Grand Canyon, Taft, Royal Gorge, and Myron Kahn. Vehicles are not allowed down this road, however, as it's a dirt road and vehicles may be easily stuck if there's mud. There are handcarts available at the Parking Lot for people to use to move their camping and/or fighter gear. There is also no parking anywhere except in the Parking Lot. Vehicles may drive up to the battle field to drop off their gear, but then must immediately return their vehicles to the Parking Lot. The Parking Lot can hold approximately 115 cars.

The heavy fighting, fencing, and youth combat will be happening on the green between the Program Building and the Swimming Pool. Archery and thrown weapons are approximately 850 feet down a gravel path from the Program Building on the grounds of Camp Friedlander. There are two covered shelters with cold potable water and electricity: the Berndsen shelter is for merchants and the Bere Shelter is for A&S activities. There is a bardic circle (Campfire Bowl) next to the artisans' row shelter. The lunch tavern will be available in the upstairs of the Program Building (wheelchair access to the upstairs is available around the back of the building). The Program Building also has Wi-Fi available. There will be a scribal room only downstairs of the Program Building.

In Service, the
Autocrats,

THL Reinhold von Glier and THL Lynne Fairchild