

# Enhanced Rampant

By Richard Cowen

## Introduction

What is *Enhanced Rampant*? Well, it's my one-man fan project intended to combine the best bits from *Dragon Rampant*, *Lion Rampant* and *The Pikeman's Lament* into a single game. The original plan was for this to be a compatibility document, which simply ironed out any discrepancies and variations in terminology between games. There would be no new rules and no new units, just guidelines for reaching a happy medium between source games. However, as the project went on, it became clear that this could never be 100% successful, due to different design assumptions between the medieval games and the pike and shot game; warfare was drastically different in each era.

As such, I made the decision to go back to the drawing board. Instead of merging three games together, I'm pilfering from *Lion Rampant* and *The Pikeman's Lament* to enhance the game most open to customisation, *Dragon Rampant*.

Obviously, every single design decision I've made in this document is based on my own view of how *Dragon Rampant* and fantasy wargaming in general are meant to work. If you disagree, feel free to tweak things to your own preference.

Also, everything Rampant is down to Daniel Mersey and (in the case of *The Pikeman's Lament*) Michael Leck. Anything great in here is due to them. Anything that sucks is down to me.

## Author's Note – Buy Osprey!

I don't intend in any way to undermine the other *Rampant* games, particularly *The Pikeman's Lament*, with this project. Both it and *Lion Rampant* a great game, and comes with an excellent campaign system, as well as lots of lovely scenarios that work well in *Dragon Rampant*.

I'd strongly recommend any *Dragon Rampant* player pick up the other two books for the scenarios alone. And, come on, it's not like they're all that expensive. Support Osprey Books and we might one day get some more official Rampant material.

## Compatibility

I haven't deliberately set out to make *Enhanced Rampant* compatible with other fan projects that modify the rules, but I've tried to avoid directly changing any existing *Dragon Rampant* rules. This means that it should be possible to include units and fantastical rules from other sources into Enhanced Rampant games without too many, if any, issues.

Fingers crossed...

## Veteran and Raw Units

*Lion Rampant* and *The Pikeman's Lament* both had options in their unit listings to represent the experience of individual units in your army. This was skipped in *Dragon Rampant* (I presume because there's already a vast array of customisation available through the Fantastical Rules), although a few did survive (*Lion Rampant's* Archers can take the same *Sharpshooters* upgrade as Light Missiles, albeit as Experts). I've incorporated these into *Enhanced Rampant* because I think they're cool.

The usual 10-point limit applies to units, so veteran units shouldn't prove to be overly powerful. I'll also flag up any rules that are explicitly invented by myself, so that players can approach with caution.

If the detail level of having veteran and raw units isn't your thing, just stick with the regular units as presented in *Dragon Rampant*.

## Translated Units

What follows is a number of units inspired by those in *The Pikeman's Lament*. For the particular information of players of *Pikeman*, they are not direct copies of the source game's rules. Generally speaking, they're not quite as mobile or highly-drilled as their *Pikeman* equivalents, in keeping with the less rigorous organisation of medieval armies.

## Units Not Translated

Just to make things clear, not every PL unit has been translated to DR. In fact, only a few of them have been (Forlorn Hope, Shot and Regimental Guns). In general, this is to limit the duplication of roles between units, but here's a list of specific reasons:

- Gallopers – These fulfil the same role as Heavy Riders, while Aggressive Elite Gallopers are better than Elite Riders at the same cost;
- Trotters – They're an odd unit that seems to fulfil a niche particular to the pike and shot era, rather than any fantasy tropes I can think of, while pistol-armed cavalry are already representable with Light Riders with Short Ranged Missiles;
- Dragoons – These are identical in every respect to Light Riders, bar upgrade options;
- Pike – Wait, what? Isn't that the whole point? Pike are very similar to Heavy Foot, so it makes sense to apply pikes (and the accompanying Close Order rule) as a 0-point upgrade of that unit;
- Commanded Shot – These are identical to Scouts;
- Clubmen – Although not quite the same as Ravenous Hordes, they're similar enough that a simple 0-point option can convert the technically melee-capable Hordes into vaguely shooting-capable Clubmen;
- Clansmen – Although they can't be upgraded in armour, these are cheaper and with a better Move than their Bellicose Foot cousins, but they're still essentially the same unit, re-optimised for a world where melee is secondary to musketry.

## Elite Missiles

The Forlorn Hope of *The Pikeman's Lament* is that game's equivalent of Elite Foot, and comes with a 0-point option of taking on identical stats to the latter. Rather than doing the reverse to Elite Foot, I've written a similar but slightly different unit, emphasising the ranged capabilities while still making them pretty tough in melee. These are warriors who, although skilled in melee, are primarily for ranged combat. Elven princes, dwarven engineers, swashbuckling duellists and possibly powerful, but not martially-inclined, wizards could count as Elite Missiles.

The special rules of Black Powder Missiles have not been applied to this unit, primarily because they're not necessarily firing muskets, but also due to the fact that those rules represent the massed volley fire of a full-size unit, rather than the SP 6 Elite Missiles. (The same principle appears to have denied Forlorn Hope the First Salvo rule from Shot units in *The Pikeman's Lament*.)

Unit Type	Elite Missiles	Points	6
<b>Attack</b>	6+	<b>Attack Value</b>	4+
<b>Move</b>	5+	<b>Defence Value</b>	4+
<b>Shoot</b>	5+	<b>Shoot Value</b>	5+ / 18"
<b>Courage</b>	3+	<b>Maximum Movement</b>	6"
<b>Armour</b>	3	<b>Strength Points</b>	6

### Special Rules:

*Ranger*: This unit uses its normal Attack/Defence/Armour values when fighting in rough terrain.

### Options:

*Veteran @ 2 points per unit*: Shoot value / Range becomes 4+ / 18". As an elite unit, there's no raw alternative for Elite Missiles.

Any Fantastical Rules.

## Black Powder Missiles

*Dragon Rampant* does allow early firearms through the use of the *Weighty Projectiles* downgrade for Heavy Missiles units. This is fine for the medieval handguns that were little more than tubes on sticks, but if your army's shifting into the Renaissance or Napoleonic themes with their muskets and, eventually, rifles, you'll want something a little more potent. The Shot unit, as presented in *The Pikeman's Lament*, works well for that game's internal assumptions, but when compared to *Dragon/Lion* units, it still manages to be inferior to either Heavy or Light Missiles, except for its one-use First Salvo rule.

The Black Powder Missiles unit is an attempt to translate the Shot unit in a way that keeps it within the 4-point standard cost for other missiles units, but also give an indication as to why armies eventually gave up on bows and crossbows.

*The Pikeman's Lament* also allows bayonets as a free upgrade after 1678, when socket bayonets were invented. Since most games of *Dragon Rampant* aren't set in our world's history, I figure bayonets can only be fairly represented by making them a pointed upgrade. Hehe, 'pointed'.)

<b>Unit Type</b>	Black Powder Missiles	<b>Points</b>	4
<b>Attack</b>	7+	<b>Attack Value</b>	6
<b>Move</b>	6+	<b>Defence Value</b>	5+
<b>Shoot</b>	7+	<b>Shoot Value</b>	5+ / 18"
<b>Courage</b>	4+	<b>Maximum Movement</b>	6"
<b>Armour</b>	2	<b>Strength Points</b>	12

### Special Rules:

*First Salvo:* When the unit uses its weapons for the first time in the game they get +1 to the dice roll. This could be either for Attack value, Defence value or Shoot value, depending on the unit's first combat situation. This rule is not used for the first of each roll, but for the unit's very first combat roll only.

*Inaccurate:* When fired beyond 12", the target unit treats its Armour as being one point higher.

*Point Blank:* A close-range volley of musket-fire can rip through even armoured troops with ease. When fired within 6", the target unit treats its Armour as being one point less (to a minimum of 1).

### Options:

*Veteran @ 2 points per unit:* Shoot value / Range becomes 4+ / 18".

*Raw @ -1 point per unit:* Shoot value / Range becomes 6 / 18".

*Bayonets @ +1 point per unit:* The unit may use the Close Order formation, as per Heavy Foot pike units.

Any Fantastical Rules, except for Spellcaster or Cleric/Slayer.

## Artillery (Maximum of 1 per 24-point army)

*Dragon Rampant* recommends using single model unit Heavy Missiles as light cannons. For me, cannons and other war engines should slot into their own category, due to being slower to reload and also having a smaller crew. Fortunately, *The Pikeman's Lament* covers that quite nicely with its Regimental Gun unit.

In its regular form, Artillery is reasonably mobile, representing weapons on wheeled carriages that are pushed alongside advancing troops. Upgraded Siege Artillery is not really designed for small-scale battles. Such pieces are assumed to be assembled prior to the battle and either lack means of movement or are just too heavy to be wheeled around the battlefield; that category includes larger siege weapons like trebuchets or large-bore cannons, or even weirdness like snails with cannons on their shells.

The *Rampant* system is abstract enough that it doesn't matter if the weapon is firing a single iron ball, a hurled rock, jets of flame, screaming severed heads, volleys of lead shot or massive crossbow bolts; all can be accommodated within the Artillery class of troop, in some cases perhaps with modification by Fantastical Rules. More exotic war engines, like steam tanks and similar, are probably better covered by Heavy Riders (or even Elite Riders) with the Chariot and Mounted Missiles upgrades, or as Greater Warbeasts.

Artillery functions in the same way as all other units, except for their field of fire. Normally, unit facing doesn't matter at all, but for Artillery it is another story. As they're quite cumbersome to move and pivot, all Artillery has a 90-degree firing arc from their front (measured from the gun barrel or other appropriate point, such as the point of rotation on a catapult) and to change this fire arc the Artillery piece must be moved/pivoted with a Move action.

Casualties are caused to crew models, not the Artillery piece itself: Artillery will shoot with 12 dice if the crew is above half SP, and 6 dice if it is at half-SP or below.

Unit Type	Artillery	Points	4
Attack	-	Attack Value	-
Move	7+	Defence Value	5+
Shoot	8+	Shoot Value	4+ / 18"
Courage	5+	Maximum Movement	6"
Armour	2	Strength Points	6

### Special Rules:

None.

### Options:

*Siege Artillery @ 2 points per unit:* Shoot value / Range becomes 3+ / 48". Movement becomes 0" but the gun may be pivoted as a Move action.

Any Fantastical Rules, except for Spellcaster, Summoner or Cleric/Slayer.

## Modified Dragon Rampant Units

What follows is a list of modifications for existing unit types from *Dragon Rampant*. I haven't included any new rules here, except where necessary to incorporate options that were available to their equivalents in *Lion Rampant* or options borrowed from other units in *The Pikeman's Lament* (chiefly giving pikes to Heavy Foot units). Even though everything in this document is effectively a house rule that should be agreed with your opponent, there's additional scope for negotiation over adding options to other units, such as pikes to Light Foot (I'd suggest removing all missile options from such units).

This is also where to look for Raw and Veteran options for *Dragon Rampant* units.

Due to their uniqueness to *Dragon Rampant*, warbeasts are not present on this list. In terms of veteran and raw options, I tend to assume Greater and Lesser Warbeasts are each their own veteran or raw version respectively.

## Elite Riders, Elite Foot and Bellicose Foot

None. These units are so optimised in their current roles that they don't need further modification.

## Heavy Riders

*Elite @ 2 points per unit:* The unit wears higher quality armour and is thus Armour 4. Note that they're still not as powerful as Elite Riders, but are easier to control. (From PL's *Gallopers*.)

*Raw @ -1 point per unit:* The unit is less experienced and lacks the staying power of more experienced Heavy Riders units, and has Armour 2. (From PL's *Gallopers*.)

*Mounted Heavy Missiles @ 1 point per unit:* Representing the mounted crossbowmen or similar, trained to fire from horseback rather than enter combat, the unit loses the Counter-Charge ability but gains Shoot 7+ and Shoot value/Range of 5+ / 12". (From LR's *Mounted Serjeants*.)

## Light Riders

*Veteran @ 2 points per unit:* They skirmish at 6+ and without the -1 Shooting penalty. (From PL's *Dragoons*.)

*Raw @ -1 point per unit:* They skirmish at 8+. (From Michael Leck's post to the *Dux Rampant* forum about Raw Dragoons.)

**Author's Note – Expert Heavy and Light Foot:** In *Lion Rampant*, Foot Serjeants and Foot Yeomen (the Heavy and Light Foot equivalents) both come with Expert upgrades that are equivalent to *Dragon Rampant's* Offensive option. Rather than treat this as a Veteran option here, I've gone for the versions from *The Pikeman's Lament*, mostly to increase the range of options.

### Heavy Foot

*Veteran @ 2 points per unit:* Defence value becomes 3+, representing specially-trained elite troops or the use of heavy armour. (From PL's Pike.)

*Raw @ -1 point per unit:* Defence value becomes 5+, representing poorly-trained units. (From PL's Pike.)

*Pikes @ 0 points per unit:* The unit's Attack becomes 7+ and it is equipped with pikes. A pike-armed unit with 6 or more Strength Points and which is neither in rough terrain nor Battered can enter Close Order formation with a Move order. Place all models in base-to-base contact around a central model, preferably in regular ranks, to show Close Order formation. While the unit is in Close Order both Attack and Move becomes 6+ and the unit Attacks and Defends with +1 to their dice scores. If the Attack ends with both units still in contact, the enemy must retreat (unless the enemy is also in Close Order). If a unit in Close Order enters rough terrain or drops below 6SP, it immediately leaves Close Order formation. This option cannot be combined with Offensive and replaces the unit's existing Wall of Spears ability. (Modified from PL's Pike.)

### Light Foot

*Veteran @ 2 points per unit:* Defence value becomes 3+. (From PL's Pike.)

*Raw @ -1 point per unit:* Defence value becomes 5+. (From PL's Pike.)

### Heavy Missiles

*Veteran @ 2 points per unit:* The unit carries pavise shields to protect them while reloading. Armour becomes 4 versus Shooting from any direction, and 3 versus Attacks. (From LR's Crossbowmen.)

*Raw @ -1 point per unit:* Shoot value / Range becomes 5+ / 18". (By me, but following the principle set by PL's Shot.)

**Author's Note – Veteran Missiles:** Why is the veterancy of Heavy Missiles represented by carrying a big plank into battle? Because, if I followed the principles of Light Missiles/Archers and increased their Shoot ability, that'd put them at Shoot value 3+, which is *devastating* and otherwise reserved in *Rampant* only for Field Guns in *The Pikeman's Lament* (or Siege Artillery here), and they have an 8+ Shoot activation and are limited in numbers to an army.

As for Light Missiles, they already have *Sharpshooter* which, as discussed earlier, is a translation of *Lion Rampant's* Expert upgrade for archers.

### Light Missiles

*Raw @ -1 point per unit:* Shoot value /Range becomes 6+ / 18". Note that this will effectively reduce their range to 12", unless you can find a bonus from somewhere to counteract the -1 penalty for firing at long range. (From PL's Shot.)

## Scouts

*Veteran @ 2 points per unit: They skirmish without the -1 Shooting penalty. (From PL's Commanded Shot.)*

**Author's Note – Raw Scouts:** Commanded Shot and Bidowers (the Scouts equivalent in *Lion Rampant*) both lacked downgrades. I assume this is because they're already an exceptionally cheap unit. Any point reduction essentially allows you to take twice as many units of Scouts, which would likely minimise the impact of any raw variant and potentially encourage Scout spamming. However, if you really want to take Raw Scouts, I'd suggest using the raw options from either Light Riders/Dragoons or Light Missiles/Shot.

## Ravenous Hordes

*Veteran @... you're joking, right?*

*Thrown Rocks:* The horde are untrained and inexperienced in combat, but are still armed with improvised missile weapons, such as rocks, bottles, and maybe a few hunting bows or old crossbows. However, this makes them even less willing to go toe-to-toe with the enemy. Attack becomes 8+, but Shoot becomes 7+ and Shoot value/Range becomes 6/6". *(They effectively become PL's Clubmen.)*

## Priests and Heroes

*The Pikeman's Lament* has a nifty way of spending that last irritating point in your army, by adding characters representing priests, agitators or heroes to units. At least two of those three are particularly fitting to a fantasy wargame, so I've provided a tweaked version of the rules here.

For 1 point, a unit that does not include your Leader, can replace one of its number with an appropriate model of a priest, hero or other inspiring figure. This does not affect the profile or abilities of the unit in any way, other than to provide a +1 bonus to all Courage tests taken by that unit (this is in addition to any bonus provided by being within 12" of the warband's Leader). As with Leaders, assume that the character is the last model to die. If a unit including a character is reduced to 0 SP (i.e. the character is killed), the opposing side wins 1 point of Glory for that battle.

## And Finally... Campaigns

'Wait,' I hear, or at least hallucinate, you say. 'Where's the campaign system from *The Pikeman's Lament*? That would be marvellous in *Dragon Rampant*.'

I agree wholeheartedly. However, *Enhanced Rampant* is about not straight-up rewriting rules from the other *Rampant* games. Several of the officer backgrounds and traits in *The Pikeman's Lament* refer to challenges, lucky blows and related concepts that don't exist in *Dragon Rampant*. As such, I'd need to write new rules to replace those entries. I still intend to write a *Pikeman*-style campaign system, but it'll be a separate project to *Enhanced Rampant*.