

Xenos Rampant – by Richard Cowen (richardcowen.wordpress.com)

Introduction

Xenos Rampant is a supplement to *Dragon Rampant*, designed to allow platoon-level skirmishes in a more advanced historical setting than the official *Rampant* games. You could probably also play historical 20th century games (the World Wars, for example) using these rules, or even in the present day, although they are intended for battles waged in a science fiction setting.

It should also be noted that the existence or involvement of aliens is not a required component in such a game; *Xenos Rampant* is just the coolest title I could think of, and certainly more evocative than my working title of *Future Rampant*. Also, *Lasers Rampant* was already taken...

As this is a supplement, rather than as a standalone game, assume that all rules in the *Dragon Rampant* rulebook apply to games of *Xenos Rampant*, except for where specifically tweaked in this document.

Importing Units From Other Rampant Games

Xenos Rampant features a whole new array of units with which to build your armies. (I experimented with adding firearms upgrades to existing units, but eventually decided that a whole-cloth approach was better.) That said, it can be fun to pit low-tech forces against unbeatable odds and sometimes come away with a win. This is part of the attraction to *The Men Who Would Be Kings*, of course.

If you want to include space-Zulus in your force and see how they fare against your friend's space-British, or pit your bugs against their Federation Mobile Infantry, just add units from *Dragon Rampant*, *Lion Rampant* or *The Pikeman's Lament* into your army. Reduce the base cost of imported units by 2 points, to a minimum of 1 point, before any fantastical rules or other options are applied.

Storming Defences

This is a lovely little rule from *The Men Who Would Be Kings* and *The Pikeman's Lament* which is very appropriate for modern-to-futuristic styles of warfare: If an attacking unit wins a melee against an enemy that is defending an obstacle, building or similar, it may move into the exact same space previously occupied by the defender (but not advance any further). This represents the storming of a defensive position. Vehicles can only storm defences if they have the *Walker* upgrade.

Free Actions

Something else borrowed from *The Men Who Would Be Kings* is that each *Xenos*-specific unit type automatically passes one or more types of ordered activation, representing the increased troop discipline and battlefield command capabilities of the era. No dice need rolling to activate that order.

If you are using a house-ruled version of *The Pikeman's Lament's* double-1 and double-6 results charts, you and your opponent may agree to make the roll anyway to see if one of these results occurs.

Elite Infantry

These aren't just the best soldiers in the army. These are the best soldiers in the galaxy. Armed to the teeth, clad in the heaviest armour, and knowing no fear, Elite Infantry cut swathes through almost any foe. The most stellar of the super-soldiers might even operate in Reduced Model Units of two or three models, while their officers may be Single Model Units.

Unit Type	Elite Infantry	Points	6
Attack	5+	Attack Value	4+
Move	5+	Defence Value	4+
Shoot	5+	Shoot Value	4+ / 18"
Courage	3+	Maximum Movement	6"
Armour	4	Strength Points	6
Free Actions	Shoot, Attack		

Special Rules:

Back Into The Fray: One of the greatest strengths of Elite Infantry is that, even if they fall back under heavy fire, they are merely withdrawing to find a better position to try another assault. On the turn that a unit of Elite Infantry carries out a successful Rally action, it can also take an ordered action.

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

Options:

Super-Heavy Armour @ 2 points per unit: You don't think they're tough enough already? Some Elite Infantry wear armour more suited to an armoured vehicle. Increase Armour to 5.

Armour-Piercing @ 1 point per unit: This applies to either Shooting or Attacks (whether attacking or defending), but not both. You count the enemy's Armour as one point lower than usual. You may take this a second time to apply to the other form of combat.

Anti-Tank @ 2 points per unit: This applies to either Shooting or Attacks (whether attacking or defending), but not both. You count the Armour of enemy vehicle units as being half its usual value. Cannot be combined with *Armour-Piercing*. You may take this a second time to apply to the other form of combat.

Squad Support Weapon @ 2 points per unit: The addition of one or more powerful anti-personnel weapons, such as flamethrowers, automatic weapons or grenade launchers, increases the unit's Shoot Value to 3+.

Assault Weapons @ 2 points per unit: The unit is armed with all manner of melee weaponry, possibly enhanced with chainsaw blades or energy fields. Increase the unit's Attack Value to 3+.

Close Quarters Doctrine @ -1 point per unit: The unit trades in its ranged weaponry for pistols or submachine guns, reducing the range of its Shoot actions to 12".

Any Fantastical Rules.

Heavy Infantry

These are the line infantry of professional armies, well-equipped and disciplined. In less potent forces, they may be the 'elite' to a force composed of Light Infantry or other less formidable troops. Heavy Infantry are at their best tying up the enemy in bloody firefights while more specialised or mobile units sweep in to capture the objectives that win the battle.

Unit Type	Heavy Infantry	Points	4
Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	6+	Shoot Value	5+ / 18"
Courage	4+	Maximum Movement	6"
Armour	3	Strength Points	12
Free Actions	Shoot		

Special Rules:

Go To Ground: With a successful Move action, the unit can go to ground, its soldiers hunkering down in whatever depressions, gutters or patches of undergrowth they can find to evade incoming fire. The unit cannot Move or Attack while gone to ground, but can take other actions, such as Shooting or casting spells, as normal. However, the unit gains +1 Armour against incoming Shooting. If subjected to an Attack while gone to ground, a gone-to-ground unit's Defence value drops to 5+.

Options:

Armour-Piercing @ 1 point per unit: This applies to either Shooting or Attacks (whether attacking or defending), but not both. You count the enemy's Armour as one point lower than usual. You may take this a second time to apply to the other form of combat.

Squad Support Weapon @ 2 points per unit: The addition of one or more powerful anti-personnel weapons, such as flamethrowers, automatic weapons or grenade launchers, increases the unit's Shoot Value to 4+.

Assault Doctrine @ 2 points per unit: The unit is armed with all manner of melee weaponry, possibly enhanced with chainsaw blades or energy fields. Increase the unit's Attack Value to 4+ and its free action becomes Attack instead of Shoot.

Close Quarters Doctrine @ -1 point per unit: The unit trades in its ranged weaponry for pistols or submachine guns, reducing the range of its Shoot actions to 12".

Any Fantastical Rules.

Light Infantry

Light Infantry should not be confused with their heavier counterparts. They lack the ability to sustain incoming fire for long; they are lightly armoured and are often less experienced in battle than Heavy Infantry. Their real value is in manoeuvrability; Light Infantry are intended for capturing objectives or defending fortified positions while the Heavy Infantry do the hard work of actually fighting the enemy.

Unit Type	Light Infantry	Points	3
Attack	6+	Attack Value	5+
Move	5+	Defence Value	4+
Shoot	6+	Shoot Value	5+ / 18"
Courage	4+	Maximum Movement	8"
Armour	2	Strength Points	12
Free Actions	Move		

Special Rules:

Go To Ground: With a successful Move action, the unit can go to ground, its soldiers hunkering down in whatever depressions, gutters or patches of undergrowth they can find to evade incoming fire. The unit cannot Move or Attack while gone to ground, but can take other actions, such as Shooting or casting spells, as normal. However, the unit gains +1 Armour against incoming Shooting. If subjected to an Attack while gone to ground, their Defence value drops to 5+.

Options:

Squad Support Weapon @ 2 points per unit: The addition of one or more powerful anti-personnel weapons, such as flamethrowers, automatic weapons or grenade launchers, increases the unit's Shoot Value to 4+.

Assault Doctrine @ 2 points per unit: The unit is armed with all manner of melee weaponry, possibly enhanced with chainsaw blades or energy fields. Increase the unit's Attack Value to 4+ and its free action becomes Attack instead of Move.

Close Quarters Doctrine @ -1 point per unit: The unit trades in its ranged weaponry for pistols or submachine guns, reducing the range of its Shoot actions to 12".

Guerrilla Doctrine @ 1 point per unit: The unit gains the *Skirmish* and *Evade* special rules from the entry for Recon Infantry.

Any Fantastical Rules.

Berserk Infantry

Professional militaries rarely field troops so ill-disciplined as to be drawn into the Wild Charge. However, some warrior cultures and species pride themselves on melee combat. Although Berserk Infantry are often armed and equipped similarly to regular assault troops, they rarely use their ranged weapons, except fired from the hip as they close in on their foes with bayonets fixed.

Unit Type	Berserk Infantry	Points	3
Attack	5+	Attack Value	3+
Move	5+	Defence Value	6
Shoot	7+	Shoot Value	6 / 12"
Courage	4+	Maximum Movement	8"
Armour	2	Strength Points	12
Free Actions	Move		

Special Rules:

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

Wild Charge: If the unit is within Attack range of an enemy unit, you must test to activate an Attack; this is the only order the unit can be given. Wild Charge may not be used if the unit is Battered.

Counter-Charge Versus Infantry: When an enemy has successfully diced to Attack this unit, but before it moves, this unit may test for a counter-charge. This is an Attack at 7+. If it succeeds the two units meet a proportionate movement distance between their start positions, and both count as Attacking. If it fails, it stands in place for the enemy's charge. This rule does not apply versus armour units (or mounted if using units from other Rampant games). Counter-charge may not be used if the unit is Battered.

Fleet Footed: This unit does not halve its movement in rough terrain.

Options:

Heavy Armour @ 2 points per unit: Armour becomes 3.

Even Heavier Armour @ 4 points per unit: Armour becomes 4. Cannot be combined with *Heavy Armour*.

Armour-Piercing Grenades or Melee Weapons @ 1 point per unit: During Attacks (whether attacking or defending), you count the enemy's Armour as one point lower than usual. You may take this a second time to apply to the other form of combat.

Anti-Tank Grenades or Melee Weapons @ 2 points per unit: During Attacks (whether attacking or defending), you count the Armour of enemy vehicle units as being half its usual value. Cannot be combined with *Armour-Piercing Grenades or Melee Weapons*. You may take this a second time to apply to the other form of combat.

Any Fantastical rules, except *Spellcaster*, *Summoner*, and *Cleric/Slayer*.

Support Infantry

Although regular infantry might carry rocket-propelled grenade launchers or machine guns or more high-tech plasma or laser weaponry to enhance their ranged capabilities, the heaviest weapons are usually confined to dedicated support formations, where their fire can be concentrated against the enemy's weakest points or to take out key armoured vehicles or positions. The soldiers operating these weapons are rarely trained or experienced in close-quarters combat, and so require protection from enemy infiltrators and assault units.

In Reduced or Single Model format, this unit type can represent light artillery pieces and their crews, or even giant alien creatures with powerful ranged biological or psychic weaponry. (Heavier artillery can be represented through the use of the appropriate vehicle units.)

Unit Type	Support Infantry	Points	5
Attack	7+	Attack Value	6
Move	6+	Defence Value	5+
Shoot	7+	Shoot Value	4+ / 24"
Courage	4+	Maximum Movement	6"
Armour	2	Strength Points	6
Free Actions	Shoot		

Special Rules:

Fire Support: If a unit of Support Infantry targets an enemy that is within 6" of a friendly unit that has not been activated this turn, the friendly unit may forgo its action this turn to call in fire support, negating any range penalty that the Support Infantry may have suffered.

Options:

Armour-Piercing @ 1 point per unit: During Shooting, you count the enemy's Armour as one point lower than usual.

Anti-Tank @ 2 points per unit: During Shooting, you count the Armour of enemy vehicle units as being half its usual value. Cannot be combined with *Armour-Piercing*.

Area Effect @ 2 points per unit: This unit's shooting targets gain no Armour bonus from cover and suffer a -1 penalty to Courage tests caused by suffering casualties.

Short Range Guns @ -2 points per unit: Range is reduced to 12".

Heavy Guns @ 3 points per unit: Shoot Value / Range becomes 3+ / 48". Cannot be combined with *Short Range Guns*.

Indirect Fire @ 1 point per unit: When using the *Fire Support* special rule, above, the unit may Shoot at enemy that it cannot see, using the friendly unit as spotters. However, the decreased accuracy means that the Shoot action suffers range penalties as normal.

Any Fantastical Rules.

Recon Infantry

Lighter than light infantry, reconnaissance units are not designed for direct confrontation with the enemy. Instead, they infiltrate enemy lines and harry supply columns, ambush isolated patrols or suppress enemy command units with sniper fire. Should they be threatened by enemy units, they will disappear just as stealthily as they arrived.

Unit Type	Recon Infantry	Points	2
Attack	7+	Attack Value	6
Move	5+	Defence Value	6
Shoot	7+	Shoot Value	5+ / 12"
Courage	5+	Maximum Movement	8"
Armour	1	Strength Points	6
Free Actions	Move		

Special Rules:

Hard to Target: Recon Infantry count as Armour 2 versus Shooting and may only be targeted within 12".

Skirmish: As an ordered activation, successful on a 7+, the unit may choose to make a half move and Shoot either before or after this movement takes place. The unit Shoots with -1 to their dice scores.

Evade: When an enemy has successfully diced to Attack this unit, but before it moves, this unit may test to Evade at 7+. If it succeeds, it immediately carries out a Skirmish action targeting the Attacking unit only, may not move closer to the Attacking unit, and must avoid other units as usual; casualties inflicted in the Skirmish action cause a Courage test only at the end of the Attack. The charging unit then moves its full charge distance following the Evading unit; if it makes contact it attacks the Evading unit, and if it cannot contact then it must move as close as possible. If the Evade test fails, the unit stands in place and awaits attack without shooting or moving. Evade cannot be used if the unit is Battered. (Note that if another unit uses this rule, such as Light Infantry with the *Guerrilla Doctrine*, they reduce their Armour to 1 for the duration of the enemy's Attack action, regardless of whether the Evade test is successful.)

Fleet Footed: This unit does not halve its movement in rough terrain.

Options:

Sniper Team @ 2 points: Increase the unit's range to 24", but it can no longer Skirmish or Evade.

Counter-Sniper Doctrine @ 1 point: A unit with the *Sniper Team* upgrade can be trained as counter-snipers. This allows them to target enemy units with the *Hard to Target* special rule (usually enemy Recon Infantry) at ranges beyond 12".

Any Fantastical Rules, except *Spellcaster*, *Summoner*, *Exploder* and *Cleric/Slayer*.

Militia Rabble

Often, it's not possible for a commander to deploy the troops he or she actually wants onto the battlefield. Strategies dependent on highly-trained and motivated shock troops sometimes end up relying on whichever colonist or regimental mechanic can be persuaded to pick up a gun. The result is never pretty, particularly for the militia rabble involved. Meanwhile, more ruthless commanders are quite fond of fielding disposable troops to act as bullet shields and 'mine-sweepers' for their more valuable soldiers.

With the addition of Fantastical Rules, this unit type can be used to represent plague zombies, alien hive drones or frenzied cultists.

Unit Type	Militia Rabble	Points	1
Attack	8+	Attack Value	6
Move	6+	Defence Value	6
Shoot	7+	Shoot Value	6 / 6"
Courage	5+	Maximum Movement	6"
Armour	1	Strength Points	12
Free Actions	None		

Special Rules:

None.

Options:

Ravenous Horde @ 0 points per unit: Remove the unit's ranged capability, but increase its Attack to a still-pathetic 7+.

Undead, Mechanoid, Demonic, Venomous, Hatred and Fear only.

Greater and Lesser Xenomorphs

Most of the unit types in *Xenos Rampant* are modelled on human, or near-human alien or robotic creatures that fight in a manner not dissimilar to Terran militaries of the 20th and 21st centuries. Xenomorph units represent the less familiar threats that might appear on a science fiction battlefield. Greater Xenomorphs are alien queens, massive clawed bio-constructs, or other beasts, usually fielded as Single or Reduced Model Units, that favour speed and melee lethality over toughness and firepower (creatures favouring the latter pair of traits might be better modelled using the vehicle troop types). Lesser Xenomorphs represent swarms of smaller creatures with a similar attitude towards neighbour disputes.

Use the rules for *Greater and Lesser Warbeasts* from *Dragon Rampant* for the Xenomorph equivalents, although remember that, being units from outside *Xenos Rampant*, they cost 2 points less than normal (i.e. 4 points for Greater Xenomorphs and 2 points for Lesser Xenomorphs).

Heavy Armoured Vehicle

Although the scale of *Xenos Rampant* doesn't lend itself to massed armour clashes, tanks, armoured walkers and the like do make for excellent army centrepieces, so the intent here is that such vehicles act as support for infantry forces. Although heavy armour units are often capable of faster speeds, they will normally slow down during combat, as otherwise it can be difficult to spot infantry-borne anti-tank weapons before it is too late. Heavy Armoured Vehicles will always, other than with the most exotic exceptions, be fielded as Single Model Units.

Unit Type	Heavy Armoured Vehicle	Points	6
Attack	6+	Attack Value	6
Move	6+	Defence Value	5+
Shoot	6+	Shoot Value	4+ / 18"
Courage	3+	Maximum Movement	8"
Armour	6	Strength Points	6
Free Actions	Shoot		

Special Rules:

Anti-Tank: During Shooting, you count the Armour of enemy vehicle units as being half its usual value.

Fleet Footed: This unit does not halve its movement in rough terrain.

Options:

Anti-Personnel Specialism @ -2 points per unit: This unit is geared almost exclusively towards blowing up or mowing down infantry. Remove the *Anti-Tank* rule. However, during Shooting, you count any enemy unit's Armour as being one point lower than usual.

Area Effect @ 2 points per unit: This unit's shooting targets gain no Armour bonus from cover and suffer a -1 penalty to Courage tests caused by suffering casualties.

Short Range Guns @ -2 points per unit: Range is reduced to 12".

Artillery Tank @ 3 points per unit: Shoot Value becomes 3+ / 48". Cannot be combined with *Short Range Guns*.

Indirect Fire @ 1 point per unit: The unit may use Support Infantry special rule *Fire Support*. When it does so, it may Shoot at enemy that it cannot see, using the friendly unit as spotters. However, the decreased accuracy means that the Shoot action does not gain the usual +1 bonus.

Walker @ 2 points per unit: Increase Attack Value to 4+, but reduce Maximum Movement to 6". Walkers are able to storm defences if they win an attack action.

Transport @ 1 point per unit: The unit may carry a single infantry unit, as per the Light Armoured Vehicle special rules.

Any Fantastical Rules.

Light Armoured Vehicle

More common in smaller skirmishes are Light Armoured Vehicles, usually fielded as personnel carriers, light tanks or self-propelled artillery pieces. Although more heavily armoured than almost any infantry, they are extremely vulnerable to anti-tank weaponry.

Unit Type	Light Armoured Vehicle	Points	4
Attack	6+	Attack Value	6
Move	5+	Defence Value	6
Shoot	6+	Shoot Value	5+ / 18"
Courage	4+	Maximum Movement	10"
Armour	5	Strength Points	6
Free Actions	Move		

Special Rules:

Transport: The unit may carry a single unit of infantry across the battlefield in relative safety. A unit can board a transport vehicle by moving into contact with it during a Move action (but not if the transport is Battered – it won't slow down long enough!), or can be deployed within a transport at the start of a game at no cost. While within the vehicle, a unit of passengers cannot be targeted, has no effect on the battle (such as the effects of Leader traits) and cannot act on its own other than to use a Move action to disembark. Passengers do not become Battered if the transport becomes Battered, and can disembark as normal (i.e. the vehicle slows down for just enough to let them off safely!). Should a transport be destroyed or routed, passengers immediately suffer damage (-D6 Strength Points for an SP6 unit, or -2D6 for an SP12 unit) and must take a subsequent Courage test.

Options:

Infantry Fighting Vehicle @ 2 points per unit: A passenger unit may take Shoot actions while inside the vehicle. Measure range from the vehicle model. Due to the limited fire arcs of the gun ports, and possibly the bouncing of a moving vehicle, the passengers suffer a -1 penalty to Shooting and have a maximum range of 12".

Area Effect @ 1 point per unit: Remove the *Transport* special rule. This unit's shooting targets gain no Armour bonus from cover and suffer a -1 penalty to Courage tests caused by suffering casualties.

Anti-Tank @ 2 points per unit: Requires *Technical*. During Shooting, you count the Armour of enemy vehicle units as being half its usual value.

Artillery Tank @ 2 points per unit: Remove the *Transport* special rule. The unit's free action becomes Shoot, and Shoot Value becomes 4+ / 36".

Indirect Fire @ 1 point per unit: Remove the *Transport* special rule. The unit may use the Support Infantry special rule *Fire Support*. When it does so, it may Shoot at enemy that it cannot see, using the friendly unit as spotters. However, the decreased accuracy means that the Shoot action does not gain the usual +1 bonus.

Walker @ 2 points per unit: Increase Attack Value to 4+, Defence Value to 5+, but reduce Maximum Movement to 8". Walkers are able to storm defences if they win an Attack action.

Any Fantastical Rules.

Recon Vehicle

This class of light vehicle covers those that aren't intended to get into direct contact with the enemy. Although resilient to small arms fire, armour-piercing weaponry will make mincemeat of them. However, they have the advantage of being fast-moving due to their lack of armour. When upgraded to carry guns, particularly anti-tank weapons, they are capable of punching far above their own weight.

Unit Type	Recon Vehicle	Points	2
Attack	6+	Attack Value	6
Move	5+	Defence Value	6
Shoot	-	Shoot Value	-
Courage	4+	Maximum Movement	12"
Armour	3	Strength Points	6
Free Actions	Move		

Special Rules:

None.

Options:

Civilian @ -2 points per unit: This is a civilian vehicle, lacking in any armour. Reduce Armour to 2.

Transport @ 1 point per unit: The unit may carry a single infantry unit, as per the Light Armoured Vehicle special rules.

Infantry Fighting Vehicle @ 1 points per unit: Requires the *Transport* upgrade. A passenger unit may take Shoot actions while inside the vehicle. Measure range from the vehicle model. Due to the limited fire arcs of the gun ports, and possibly the bouncing of a moving vehicle, the passengers suffer a -1 penalty to Shooting and have a maximum range of 12".

Technical @ 1 points per unit: The vehicle has weapons, possibly hastily bolted onto the chassis. Gain Shoot 6+, Shoot Value 5+ / 18". Cannot be combined with *Transport*.

Anti-Tank @ 1 point per unit: Requires *Technical*. During Shooting, you count the Armour of enemy vehicle units as being half its usual value.

Area Effect @ 1 point per unit: Requires *Technical*. This unit's shooting targets gain no Armour bonus from cover and suffer a -1 penalty to Courage tests caused by suffering casualties.

Walker @ 2 points per unit: Increase Attack Value to 4+, Defence Value to 5+, but reduce Maximum Movement to 10". Walkers are able to storm defences if they win an attack action.

Any Fantastical Rules.

Fantastical Rules

All of the usual Fantastical Rules are valid in *Xenos Rampant*. Yes, even things like *Spellcaster*, *Undead* and *Enchanted Weapons*, although you might want to come up with science fictional explanations for how they work. Or you might not. Magic will still exist ten thousand years after the dwarves invent space travel.

In addition, here are a few new Fantastical Rules, suited for a science fiction or futuristic theme (although there's no real reason why at least some of these can't be translated across into *Dragon Rampant*):

Artillery Support @ 4 points per unit: The unit acts as a spotter for artillery positioned some miles behind (or even above) the front line. As long as the unit is not Battered, instead of activating normally, the spotter unit can attempt to call in an artillery barrage against a single enemy unit within the spotter's line of sight. This order is successfully activated on a roll of 8+, has an infinite range and subjects the target unit to a Shoot attack that hits on 4+ and has no penalties for range. The number of dice rolled drops from twelve to six if the spotting unit is below half-strength, as per normal Shoot attacks; stressed or wounded spotters tend not to provide as accurate targeting information as those more battle-ready.

Hive Mind @ 1 point per unit: Some alien species, or perhaps those dominated by powerful psychics or, for some reason, exotic plants, share a single mind. While the army's Leader is on the board and not Battered, all units on the battlefield that have the *Hive Mind* upgrade can benefit from the Leader's presence, as if they were within 12". If they are within 12", they instead count as being Courage 0+. The Leader unit may not take this ability.

Mounted @ 0 points per unit: Any infantry unit can be mounted on horses, motorbikes, giant crabs or be wearing mechanical exo-skeletons that greatly increase their speed. This increases the unit's Maximum Movement by 4". However, SP 12 infantry units with this upgrade are reduced to SP 6 as fast-moving units tend to be smaller and leaner.

Mechanoid and Demonic: These function identically to the *Undead* fantastical rule, and cost the same amount. In both cases, these are creatures that don't experience emotions in the same way as sentient mortals, and also don't bleed like us. The reason for their separate existence is that your troops might have *Hatred* or *Slayer* bonuses against, say, *Undead*, but still be willing to fight alongside robotic units.

Special Insertion @ 1 point per unit: This represents troops entering battle via teleportation, tunnelling (whether through the ground or between universes), orbital drop vehicles, grav-belts, jet packs, or even old-fashioned parachutes, allowing them to deploy over key objectives or behind enemy lines. If the unit is a vehicle with the *Transport* ability, then it may arrive on the battlefield with a single unit of infantry (that does not need to possess the *Special Insertion* rule) as passengers. *Special Insertion* units deploy using the rules for the *Summoner* fantastical rule. However, *Special Insertion* units are treated as their own Summoner, so their deployment requires them to firstly make a 6+ activation test while off the board. If successful, they can be deployed anywhere on the table, but not within 6" of an enemy unit. (Author's Note: This rule is for units that bring themselves to the battlefield; the *Summoner* fantastical rule is still of use if, thematically, a particular unit is calling in or creating reinforcements that arrive in a similar way.)

Author's Commentary

Don't bother reading this bit if you aren't interested in my thought processes when creating this document. I figured though that it might help explain a few rules decisions that may seem odd to some readers.

Armour and Imported Units: Armour for infantry units is more-or-less consistent with their *Dragon Rampant* counterparts. Yes, this means that imported Elite Foot knights have plate armour as resilient as an Elite Infantry trooper's power armour. Since I expect imported units, other than Xenomorphs/Warbeasts, to be a rarity, I figured I could get away with this. If you find this a break from reality, may I suggest fielding twice as many models in imported units representing, for example, barbarians from a technologically-regressed world. Not only can you remove two models as casualties for every one you'd normally remove (hurray for Strength Points!), but it makes an already horde-like army of imported units seem even more multitudinous.

High Armour Values: Elite Infantry can be upgraded to be Armour 5, while Heavy and Light Armoured Vehicles already have Armour 6 and 5 respectively. This is beyond the range described in the rules for *Dragon Rampant*, but since the *Stronger Shields!* spell can already increase an Elite Foot, Elite Riders or Greater Warbeasts unit to Armour 5, I doubt the way high Armour values works will confuse *Dragon Rampant* players: every time you score a number of hits equal to the target unit's Armour, the target loses a Strength Point. Nothing has changed. Where armoured vehicles' Armour comes into its own is in reducing the likelihood of small arms fire destroying a tank outright. Sure, there's a chance a unit of infantry with assault rifles might score the five or six hits needed to knock off a single Strength Point, but try and do that consistently when you're only rolling twelve dice and hitting on 5+, *all while the tank is firing back at you*. From a gaming perspective, this slight vulnerability means that even an army composed entirely of armoured vehicles doesn't have the battlefield to itself; you can force vehicles to take Courage tests by chipping away at their hull integrity, killing or injuring crew, and so on. Also, infantry still has more Strength Points to play with, along with pretty reasonably access to anti-tank or armour-piercing weapons.

Vehicles: The vehicle rules are intended to avoid the complication of having separate sets of rules for troops and tanks. All a tank is, from a military perspective, is a (slightly) faster-moving, better-armed and more resilient infantryman that can't fit inside a two-man bivouac and drinks diesel. They can still run away if they suffer damage; after all, no crewman wants to get burned to death when their fuel tank or ammunition goes up. However, note that Heavy Armoured Vehicles have Courage 3+, due to the reassurance of being inside a bullet-proof steel box. Note that SP 6 units are effectively braver than SP 12 units anyway – at half-strength they only take a -3 penalty to Courage tests, rather than -6. See above for commentary on vehicles' Armour values.

(Edit: I look away for five minutes and now it seems that a certain game set in the grim darkness of the far future is also moving in the same direction as myself regarding vehicle profiles and resilience to small arms, so I must be doing something right!)

Squad Sizes: Modern warfare, at least in professional militaries, favours the fielding of small units of well-trained soldiers. These rules stick to the 12 SP formula for infantry. This is largely for the sake of consistency, plus an affection for That Game that treats battles in the far future as being akin to those of the early 20th Century (albeit with added chainswords). However, if you'd prefer to run

smaller combat squads or fire teams of soldiers, remember that the Reduced Model Unit rules exist. The same applies if you want to translate existing units from other games that might compose units in multiples of five or ten (I'm thinking of Mantic's *Warpath*, even more than The Game With The Grimdark Legal Department) across into this system. *Dragon Rampant* already suggests RMU-ing such units, or you can add a model or two extra to bulk the unit up to 'Rampant scale'.

Elite Infantry: Yes, they shall indeed know no fear, and once they're upgraded to Armour 5, they'll, uh, terminate anything they come across. The Reduced and Single Model Unit rules also allow you to field an army of a single 'squad' of these guys, split into several battlefield units, with different roles depending on their armaments and fantastical rules. Elite Infantry are meant to be good at pretty much everything, hence their unique possession of more than one Free Action type.

Heavy and Light Infantry: In keeping with *Dragon Rampant's* example, I've tried to give them separate roles beyond one being slower and better armoured than the other. Whereas Light Foot have missile options in *Dragon Rampant*, that's not a unique selling point in *Xenos Rampant*, so Heavy Infantry are slightly more geared towards taking on armoured vehicles (though not as much as dedicated anti-tank Support Infantry) while Light Infantry are a bit more stealthy (though, again, not as much as Recon Infantry).

Berserk Infantry: As per Bellicose Foot, you can bump these guys up to heavy infantry equivalents with Armour 3. Alternatively, if you swap the 's' for a 'z' and upgrade Berserk Infantry to Armour 4, they'll eat worlds for you. (Note to the lawyers: are these hints subtle enough?) They're also pretty handy for orcs and Klingons (wait, do those guys have lawyers as well?).

Support Infantry: These replace Heavy and Light Missiles in *Xenos Rampant*, but have a longer range and instead of a crossbow's hitting power versus a bow's rate of fire being the only distinction between the two units, Support Infantry are more customisable, so they can be fielded as tank hunters, mortar teams, machine gun sections, flamethrowers or light artillery pieces. The Fire Support special rule is intended to encourage players to use these units in supporting offensives, rather than just buying an entire army of these and standing way back in their deployment zones.

Recon Infantry: These are more or less the same as Scouts, Bidowers and Commanded Shot from the other Rampant games. However, they have the option to be upgraded to snipers (and counter-snipers, if your opponent also likes their Recon Infantry). The sniper upgrades made more sense to me than creating a whole new unit type for long-range stealth shooters.

Militia Rabble: Because sometimes you'll have a spare point and nothing to spend it on...

Xenomorphs: Did I cop out by just carrying across the Warbeast units into this game? Maybe, but I do think that they fulfil their role perfectly already. They can also be upgraded with weaponry. If you want to go all-out and have bestial aliens mounting anti-tank or area effect weaponry, just borrow the options from the appropriate *Xenos Rampant* units.

Heavy Armoured Vehicles: Like all vehicle units, this is intended to be fielded as a Single Model Unit. I guess, if you wanted to play a game in which both armies were composed of main battle tanks (probably at a smaller scale (6mm or 10mm, perhaps), a unit could consist of a whole squadron of these vehicles (and infantry squads would actually be whole platoons or companies of multi-base troop stands). Heavy Armoured Vehicles are not a straight carry-over of Elite Riders, because the

two units fulfil a completely different role on the battlefield. Tanks (or *Walker* mechs or *Flying* armoured aerial gunships) are designed for killing at range and, in the case of Heavy Armoured Vehicles, for killing other tanks. Pit two basic Heavy Armoured Vehicles against each other and it's suddenly two Armour 3, SP 6 units pounding at each other with free Shoot actions and very powerful guns. Neither of them are going to be trundling away from that fight intact. It's in circumstances that cheaper infantry with rocket launchers come in handy for tipping the balance. Combined arms are the way to win at *Xenos Rampant*.

Light Armoured Vehicles: These are intended to represent armoured personnel carriers, as well as light tanks, half-tracks and mechanised artillery pieces based around those chasses. They don't have the survivability or firepower of Heavy Armoured Vehicles, but are still resistant to small arms and can up-gun themselves to be a serious threat to tanks and similar. As per other vehicle types, careful use of Fantastical Rules and options can turn this APC into a helicopter troop lifter or gunship or a scout mech, with more options available if they sacrifice their troop-carrying capability. If they keep *Transport*, the *Infantry Fighting Vehicle* upgrade lets infantry fire their weapons, including heavy weaponry, from inside the safety of the vehicle's hull, although obviously that's a concentration of points to risk should the vehicle be popped by enemy fire. (Also, apologies for the small font size on the *Transport* rules; I was trying to keep every unit type limited to one page, and then realised I'd forgotten to include an anti-tank option for Light Armoured Vehicles!)

Recon Vehicles: Ramshackle alien trucks would fall under either this or the Light Armoured Vehicle category. Recon Vehicles are also nifty for those otherwise poorly-equipped armies that might not have access to infantry beyond Light Infantry and Militia Rabble. Don't just dismiss Recon Vehicles as a poor man's tank (although they are very much that), as not only are they cheap, but they can mount weapons vastly more powerful than their class suggests. There's a reason warlords in the present day developing world compete to field the most technicals. With the *Walker* upgrade, representing perhaps industrial power lifters or infantry wearing exo-skeletons, they can even make effective assault troops. The biggest weakness that recon vehicles have is that they're vulnerable to small arms fire, particularly with the *Civilian* downgrade. Worse than that, as vehicles they halve their Armour against anti-tank weapons, which makes them prone to bursting.