

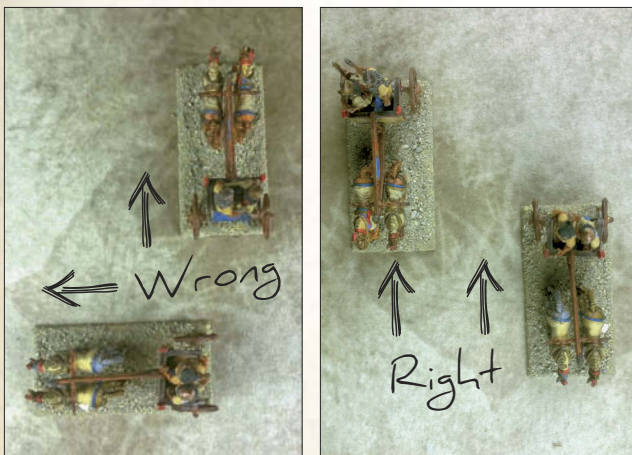
A BRONZE AGE SUPPLEMENT FOR *LION RAMPANT***CHARIOTS RAMPANT**

For many wargamers, the Late Bronze Age holds a wealth of wargaming opportunities, as well as a tangible connection to the ancient world. This was a time of heroic combat characterized by the clashes of mighty armies led by elite cadres of chariot-mounted warriors. This was a time of pharaohs, kings, and warlords. Whether your interests lie with the fast-striking armies of Ancient Egypt or the nigh-unstoppable might of the Assyrian Empire, the rich history of the chariot era awaits you.

**W**ith the release of the popular *Lion Rampant* by Daniel Mersey, I soon realized how readily it could be adapted for use with armies of the Bronze Age. This set of supplemental rules serves only as an addition to the main body of rules. Readers should refer to these for the definitions and descriptions of Unit Profiles, Unit Cohesion, Special Rules, Mustering Your Retinue, and Scenarios (for reference, page numbers are provided whenever possible).

**CHARIOTS**

Throughout the Late Bronze Age, the chariot evolved into a highly effective instrument of warfare. While all chariots of the period share some common features, not all chariots were constructed or utilized in exactly the same way by the various armies. In Egypt, the lightweight chariot was drawn by two horses and primarily served as a mobile platform for a skilled Bowman, who would close upon the enemy and fire, while avoiding entanglement with the infantry. Amongst the Mycenaeans, the chariot probably served as a mode of transportation, taking heavily-armoured warriors to and from the battlefield. Most chariots were drawn by two horses, but larger ones were typically drawn by four.



**Chariots in a unit must be parallel and within 3" of each other. They cannot be at other angles or outside of 3".**

In game terms, a unit of chariots consists of two models, unless a player opts to include Chariot Runners (discussed below). Chariot units must maintain Unit Cohesion (as described on p. 9) and are required to end their movement facing in the same direction (see diagram). Each model has three wounds, which denotes the ruggedness of the unit and the advantage of having multiple crewmen on board. When it comes to calculating hits, follow the standard rules found on page 23, but do not remove the chariot model until a total of three wounds have been inflicted on it. Wounds cannot be distributed between two models separately; all wounds are assigned to one model (chosen by the controlling player), with damaged models receiving additional wounds before undamaged ones. A chariot unit reduced to one model is automatically considered at half strength and only generates six attack dice.

For those who haven't played games that include multi-wound models, you might wish to agree on some sort of method of tracking damage. Most often, players use dice, which they turn to indicate the number of remaining wounds, but other tokens can be used to show the number of wounds inflicted on a particular model. Both methods work equally well, and you are encouraged to use one of these or a method of your own creation. Remember that even if models are not removed, the number of wounds a model has taken will affect any Courage Tests the unit is required to make.

**CHARIOT RUNNERS**

Some armies of the Late Bronze Age included specialized troops known as chariot runners, which accompanied chariots into battle. These troops acted as a living shield, helping to protect the chariot and its crew from being overwhelmed by enemy infantry. Chariot runners were typically armed with javelins and wore little or no armour.

Any chariot unit (light or heavy) may substitute one chariot for six appropriately-based figures to act as



**Babylonian skirmishers on the offensive.**



**The might of the Assyrian army.**

chariot runners. As part of a protective screen, all chariot runners must remain within 2" of their parent chariot and must conform to all the other rules regarding Unit Cohesion found on page 9. To simplify record-keeping, these figures do not have their own Unit Profile and fight with the values and weapons of their parent unit (chariot type), except as noted below:

- Each chariot runner has an armour value of 2.
- All hits and resulting casualties are first assigned to chariot runners, before any hits are assigned to the chariot in their unit.
- Any unit including chariot runners has a maximum movement of 8".
- A unit including chariot runners is not considered at half strength until all chariot runner models have been removed.
- Each chariot runner removed as a casualty is subtracted from any required Courage Tests (see p. 23 for details).

### Example

Player A has a previously damaged unit, which has a chariot and two chariot runners remaining when Player B scores 6 hits upon it. As each remaining chariot runner has an armour value of 2, both models are immediately removed. The remaining 2 hits are applied to the chariot, which is below the model's armour value and has no effect. The unit is now considered at half strength.

## CHARIOT UNIT PROFILE: HEAVY CHARIOTS

Heavy chariots represent the heaviest and most rugged vehicles of their type. Typically drawn by two to four horses, these vehicles offer substantial protection to their occupants, in terms of both armour and

construction. While less common than light chariots, heavy chariots best represent the types deployed by the Ugarits, Minoans, Mycenaeans, and Later Assyrians. Javelins are a common ranged weapon typically carried by at least one member of the chariot's crew.

### Unit name: Heavy chariots - Points: 6

Attack	4+	Attack value	3+
Move	6+	Defence value	5+
Shoot	6+	Shoot value/ range	5+ / Range 6"
Courage	3+	Max. move- ment	8"
Armour	4	Special rules	Counter-charge

### Counter-charge

When an enemy has successfully diced to Attack this unit, but before it the charge move is made, this unit may test for a counter-charge. Test for an Attack at 7+. If it succeeds, the two units meet at a proportionate movement distance between their respective starting positions, and both count as attacking. If it fails, it receives the enemy's charge where it stands. Counter-charge may not be used if the unit is Battered.

### Unit Upgrades

Chariot Archers: 1 point per unit. Range is increased to 12".

Ox-carts: -2 points per unit. Counter-charge is removed, Attack Value is 4+, and Max. Movement is 6". May not include chariot runners.

## CHARIOT UNIT PROFILE: LIGHT CHARIOTS

Light Chariots are built of lighter-weight materials and are designed for the mobile hit-and-run tactics utilized



**Assyrian spearmen advance.**



**Raking light infantry with bow and arrow.**



**Elamite archer chariots.**

by the Mitanni and Hittites, but are most often associated with the famous charioteers of Egypt. Durability and protection are sacrificed for speed and manoeuvrability. Just as with their heavier cousins, javelins are typically deployed by the charioteers.

**Unit name: Light chariots - Points: 4**

Attack	6+	Attack value	4+
Move	5+	Defence value	5+
Shoot	6+	Shoot value/ range	5+ / Range 6"
Courage	4+	Max. movement	10"
Armour	3	Special rules	Counter-charge

**Counter-charge**

When an enemy has successfully diced to Attack this unit, but before it makes its charge move, this unit may test for a counter-charge. Test for an Attack at 7+. If it succeeds, the two units meet at a proportionate movement distance between their respective starting positions, and both count as attacking. If it fails, it receives the enemy's charge where it stands. Counter-charge may not be used if the unit is Battered.

**Unit Upgrades**

Chariot Archers: 1 point per unit. Range is increased to 12".

Expert Drivers: 1 point per unit. May 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. All models in the unit Shoot with -1 to their dice scores.

**THE WINDS OF FATE**

In addition to assigning and creating a Leader for your army and randomly generating the Leader's Skill (see

pages 11-12), your Leader has a pool of Fate Points (FP) to draw upon during the battle. These points represent many of the mystical traditions of the ancient world and the intrusion of these forces into the world of mortal men – or just dumb luck. After determining your Leader's Skill, roll a D6 and divide the result by two, rounding up to give a result of 1-3. This is the number of FP available to your Leader during the course of the battle. The Leader may use these points in order to re-roll any Activation or Courage tests, as well as two failed Shoot or Attack dice (or one, if the unit is battered) for the unit he is leading. Players may use FP as they wish, but may never use one in order to re-roll an already-failed re-roll, regardless of the source, such as the Commanding Leadership Skill.

**Allowable Unit Upgrade Costs for Chariot Rampant Troop Types**

Please note that some upgrade costs have changed and/or been added.

- Mounted Bows: 2 points per unit. Add Shoot 6+ / Range 12" hitting on 5+. (Armoured cavalry with bows were rather rare during the Bronze Age.)
- Javelins: 1 point per unit. Add Shoot 6+ / Range 6" hitting on 5+.
- Expert: 2 points per unit. Attack Value becomes 4+.
- Mixed Weapons: 2 points per unit. The unit carries a mixture of spears and bows, adding Shoot 6+ / Range 12" hitting on 5+. May not be combined with javelins.
- Fleet-footed: 1 point per unit. The unit does not halve its movement in rough terrain.
- Slingers: -1 point per unit. Range decreased to 12".

**SAMPLE RETINUES**

**Babylonian**

The Babylonian Empire spanned most of Mesopotamia and was the birthplace of the Code of Hammurabi. Babylon owed its success not only to its fertile soil, but also to the effectiveness of its armies.

- 1 Light Chariot with Chariot Archers (and Chariot Runners) @ 5 points
- 1 Nomads @ 4 points
- 1 Royal Guard @ 6 points
- 1 Spearmen @ 4 points
- 1 Light Infantry @ 3 points
- 1 Skirmishers @ 2 points

### Minoan & Mycenaean

Spearmen of this era are commonly equipped with long spears and large tower or figure-of-eight shields, which were nearly as tall as the warriors carrying them. Charioteers were occasionally outfitted in complete suits of Dendra-type armour, which covered them almost completely from head to toe.

- 1 Heavy Chariot @ 6 points
- 1 Royal Guard (Dendra armour) @ 6 points
- 2 Spearmen @ 8 points
- 2 Skirmishers @ 4 points

### Hittite & Neo-Hittite

Hittite armies were centred upon a large core of spearmen, some of whom were likely employed as

professional soldiers. These armies also employed groups of light chariots to effectively counter the chariots of other nations.

- 1 Light Chariot with Chariot Archers @ 5 points
- 1 Expert Spearmen @ 6 points
- 2 Spearmen @ 8 points
- 1 Archers @ 4 points

### New Kingdom Egyptian

This is the army of the Pharaoh Rameses II, who credited himself with victory at the Battle of Kadesh, despite the actual results. Egyptian armies were founded upon an elite corps of charioteers, who served at the Pharaoh's pleasure. The effectiveness of Egyptian archers is near legendary, while Egyptian infantry were less so.

- 2 Light Chariots with Chariot Archers and Expert Drivers @ 12 points
- 2 Fleet-footed Light Infantry @ 8 points
- 1 Archers @ 4 points

### Arab Nomads

These are the armies of the Arabian Peninsula, normally organized along tribal lines. A unique feature of these

## Adapting troop types for Chariot Rampant

Troop type in Lion Rampant	Troop type in Chariot Rampant	Allowable upgrades	Notes
Mounted Men-at-Arms	None	None	No knights in the Late Bronze Age ...
Mounted Serjeants	Noble Cavalry (Nomad)	Mounted Bows* or Javelins*	Typically the best warriors of various nomadic tribes.
Mounted Yeomen	Nomads	Javelins @ -1 point per unit	More lightly armed and armoured than Nobles, but still deadly.
Foot Men-at-Arms	Royal Guard	None	Remove Ferocious Special Rule.
Foot Serjeants	Spearmen	Expert*, Javelins*, and Mixed Weapons*	Remove Schiltron Special Rule.
Foot Yeomen	Light Infantry	Fleet-footed*	Remove Schiltron Special Rule, add Javelins (no cost), and reduce Defence Value to 5+.
Fierce Foot	Tribal Warriors	None	Raiders and ferocious tribal infantry.
Archers	Archers	Slings*	Many Bronze Age cultures had mastered the use of the composite bow. Those who didn't normally fielded slingers instead.
Crossbowmen	None	None	No crossbows here!
Bidowers	Skirmishers	None	Typically armed with slings and/or javelins.

\*= see costs and rules descriptions listed below for details.

armies is the predominant use of camels, which offers numerous modelling possibilities.

- 1 Noble Cavalry with Mounted Bows @ 6 points (on camels)
- 1 Nomads @ 4 points (on camels)
- 2 Fleet-footed Light Infantry @ 8 points
- 2 Skirmishers @ 4 points

### Assyrian

After regaining independence from the Mitanni, the Assyrian Empire stood for nearly 700 years before being conquered by the Babylonians. The effectiveness of the Assyrians in battle was only surpassed by the fear which they inspired in their enemies.

- 1 Light Chariot with Chariot Archers @ 5 points
- 1 Noble Cavalry with Javelins @ 5 points
- 2 Spearmen with Mixed Weapons @ 12 points
- 1 Skirmishers @ 4 points

### Hyksos

The Hyksos showed their military prowess when they invaded the northern portion of Egypt and brought the kingdom to its knees.

- 2 Light Chariots with Chariot Archers (and Chariot Runners) @ 10 points
- 1 Spearmen @ 4 points
- 2 Light Infantry @ 6 points
- 1 Archers @ 4 points

### Canaanites

The people of Canaan found themselves in the middle of a constant tug-of-war on all sides – to the north were the Hittites, to the south were the Egyptians, and to the east were the Israelites.

- 2 Light Chariots with Chariot Archers (and Chariot Runners) @ 10 points
- 2 Spearmen @ 8 points
- 1 Archers @ 4 points
- 1 Skirmishers @ 2 points

### Sea Peoples

While their origin is still debated by scholars, the effect that these raiders had upon the coasts of Anatolia, the Levant, and Egypt is undeniable. As raiders, they relied less on chariots and more upon well-equipped infantry, armed with thrusting swords.



Deployment for the Battle of Kadesh.

- 1 Light Chariot @ 4 points
- 1 Ox-Cart @ 4 points
- 1 Fierce Foot @ 4 points (Lukka)
- 1 Expert Spearmen @ 6 points (Sherden)
- 1 Light Infantry @ 3 points (Tjekker)
- 1 Archers with Slings @ 3 points

### Northern Europeans

The numerous tribes of northern Europe were organized around religious leaders and tribal lineages, with hill-top forts providing protection against invaders. These ancient peoples were proficient weapon-crafters and built numerous religious monuments, of which Stonehenge is the most famous.

- 1 Light Chariot @ 4 points
- 1 Nomads with Javelins @ 3 points
- 3 Fierce Foot @ 12 points
- 2 Skirmishers @ 4 points

### Kimmerians

The Kimmerians were horse nomads who originated in the Pontic Steppe and migrated south-east into the regions of the Black Sea. They were primarily raiders, who later migrated again south-west to menace the Neo-Hittite kingdoms of Anatolia.

- 2 Noble Cavalry with Mounted Bows @ 12 points
- 3 Nomads @ 12 points

## NEW BOASTS

In order to add even more to the flavour of the boasts already available to players, I have added a few *Chariot Rampant* specific ones for you to invoke prior to your game.

### 1-3 Glory Boasts

- "I need not the gods!" For each FP that the player has remaining at the end of the game, he receives that number of Glory.

### 3 Glory Boasts

- "Before the gates of Troy!" None of your units may voluntarily move away from an enemy unit.
- "In death they shall be remembered!" Your Leader must survive the battle, while the rest of his unit dies.

### 2 Glory Boasts

- "None can stand before me!" Your Leader's unit must cause the Battered condition to at least two enemy units during the game.
- "Follow like the wind!" Your Leader's unit must be the first unit to engage in mêlée combat with the enemy.
- "In the land of milk and honey!" You must have more un-Battered units on your opponent's half of the table than he / she does on your half of the table at the end of the game.

### 1 Glory Boasts

- "Our arrows will blacken out the sun!" You must destroy more units than your opponent by shooting.
- "The anointed shall not fall!" One unit (not your Leader's) must be designated as 'anointed' and survive the battle.



*The King's mighty chariot.*

- “Their bones will be bleached by the desert sun!” You must cause more casualties (in number of models) than your opponent.

In closing, chariots were an incredible facet of Bronze Age warfare, but weren't limited only to the Bronze Age. Players who would like to utilize these rules for chariots of other time periods, such as Caesar's expedition against the Celts of Britain or the mighty war chariots of the Galatians, are encouraged to do so, adjusting the rules to fit their own needs. If you don't yet own a copy of *Lion Rampant*, I would encourage you get one!

## SCENARIO – SOMEWHERE NEAR KADESH

The Battle of Kadesh may have been one of the largest recorded battles of the Bronze Age. In 1274 BC, Rameses II marched out of Egypt, leading a band of nearly 20,000 men and 2000 chariots. His goal was to seize the vital city of Kadesh and remove Hittite control of the region. The Hittites, who were unwilling to allow any further encroachment by Egypt into their territory, assembled a vast host of men and chariots to repel them. Under the command of their king, Muwatalli II, the two forces met east of the city. According to Egyptian records, Rameses emerged victorious, although many modern historians see the battle as a strategic victory for the Hittites, who retained control of Kadesh and denied Egypt their much sought-after prize.

### Replaying the Battle

With the best documented historical account in doubt, we can create a looser interpretation of the battle as a multi-player scenario. I would suggest two to three players per side (four to six in total), each with a retinue to command. The commander of the Egyptian forces is obviously Rameses, who was in command of his famous Ra division. The following divisions of Amun, Ptah, and Seth can represent the retinues of additional players. Leaders of each retinue should be mounted in a chariot, as was befitting the station of these great warriors. The Hittites are under the command of Muwatalli II, who brought with him the rulers of the cities of Aleppo



*Unstoppable array of Assyrian chariots.*

and Wilusa and their armies to defend Kadesh. As with the Egyptians, the Hittite leaders should be mounted in chariots. Please refer to the sample retinues if you have any questions on how to organize your forces.

The playing area (see map) is a rather large battlefield and can be played on either a 4' x 12' or 5' x 10' tabletop (or whatever you have available). When it comes to terrain, use what you have to hand and adapt it to your needs. (We aren't looking for absolute historical accuracy here, preferring to create atmosphere without becoming bogged down in historical details.)

Each side nominates a player to represent either Rameses or Muwatalli. Each player deploys his retinue in the areas indicated on the map. The king always deploys in zone 1, while each additional player deploys in zones 2 and 3 respectively. Each king then rolls a D6 to see who will go first. As king, overall command falls to this player, who determines whether he or one his generals will move first during that side's turn. After all players of a particular side have acted, the other side will proceed in a similar fashion. The death of a general will have no effect on his retinue (other than the loss of Leadership/special abilities). The game proceeds until either Rameses or Muwatalli is dead or 50 per cent of the opposing army's units have been destroyed or have fled off the table. Remember to include your boasts! **WS&S**

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