D&D WARS

A supplement to third edition Dungeons & Dragons. Mass combat rules for conducting battles with units as small as one to armies numbering in the thousands.

Requires the use of
v3.5 Player's Handbook,
v3.5 Monster Manual and
v3.5 Dungeon Master's Guide

Table of Contents

D&D Wars

Disclaimer

The following is a document of House Rules. In this document are alternatives to the normal Dungeons & Dragons v3.5 d20 rules. You will still need the v3.5 "Player's Handbook", "Monster Manual", and "Dungeon Master's Guide" to make full sense of this document.

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Introduction

D&D Wars is a supplement to third edition *Dungeons & Dragons* that provides a set of mass combat rules for conducting battles with units as small as one to armies numbering in the thousands. *D&D Wars* are not simply armies making battle with each other. It is armies intermixed with monsters and NPCs. Added to this mix is a group of PC heroes doing what they can to change the tide of the war.

Overview

Before doing battle the DM will have to set the stage. To conduct D&D Wars you must take the following steps.

1st - Create opposing armies consisting of multiple units that will later battle each other on a battle grid where each 1 inch square represents 15 ft. (or more).

2nd - Add monsters. Sure you can have a large group of monsters, such as a unit of skeletons, but imagine having a couple of beholders, or black dragons, or even rust monsters moving about the battlefield!

3rd - Add Non Player Characters (NPCs). Individual units may have leaders that are different from the rest of the unit and they may be guarded by a group of elite guards. Units may also contain NPC spell casters or healers.

4th - Define the role of the Player Characters (PCs). They may each command a separate unit, or they may take on the more traditional role of operating as a separate squad to attack monsters and NPCs.

5th - Draw the field of battle on your battle matt and place all of the combatants.

6th – Let the battle commence!

The following chapters contain detailed information on conducting D&D Wars but first here is a brief explanation of some of the terms as they will be used here.

Definitions

Combat grid – This is a battle mat consisting of one inch squares. On this, the Dungeon Master will draw the major features that can affect the battle, such as rough terrain, hills, rivers, towns, castles, etc. At the standard Dungeons and Dragons scale, one square represents a 5ft by 5ft area. For D&D Wars one square will represent a larger area. Depending on the size of the battle, one square could be any size from 15ft up to 200ft.

Counter – Physical marker of some kind used to represent creatures on the battle mat. Traditionally these are 25mm metal figures that were molded and painted to look like the creature that they represent. You can use anything from bottle caps to poker chips to scraps of paper. One counter can represent more than one creature.

Unit – A unit is a group of creatures that fight as a single creature. These can be human or humanoid or any type of monster. Units are the 'characters' of the D&D Wars system. They receive orders, move, fight, and react as if they were individuals. The only requirement regarding the unit's formation is that all of the individuals making up the unit be adjacent to each other in a relatively compact grouping with no "holes". Military units will typically form rectangular formations while mobs will be more irregular in shape.

Singular Creatures – Creatures that are not considered part of a unit. If they are in a unit, they are still not counted as part of the unit. They include monsters, NPCs and PCs (as defined below).

Monster - Creatures, both hostile and benign – as can be found in the *Monster Manual*. Specifically, in D&D Wars, these are creatures that do not belong to any specific unit, but that move about the battlefield and act independently. In many ways they function as units that only contain a single creature.

NPC – Non Player Character. These can be human or humanoid or any type of monster. These are single creatures that are "embedded" in a unit as unit leaders or Special Forces. NPCs move as the unit they are in moves, but they act independently regarding fighting or other actions.

PC – Player Character. These are the characters controlled by the players.

Chapter 1 – Armies

Each side in a war will have one or more armies. A small army may have as few as one unit, while larger armies may have several. To keep the paperwork to a minimum and to speed play, each army should contain no more than 10 units (4 or 6 units being best). If an army contains more than one type of creature, each different creature type will belong to a separate unit. The only requirement for a unit is that it be made up of combatants that are all the same. [They must be the same size and speed and their level, armor, weapons, etc. must be similar enough that the statistics for a typical unit's member can be used to calculate the stats for the unit as a whole.] An army can also have multiple identical units.

Determining the battle grid scale

Troop movements take place on 1 in. squares that can represent 15ft, 25ft, 50ft, 100ft, or 200ft. on a side, depending on the size of the units. Once you have decided on the scale to use, simply take standard miniatures and battle mats and draw out the map so that it reflects the new scale. The following can help you determine which scale to use.

Space requirements depend on the size of the units.

A unit can contain any number of creatures. After dividing the army into units, you must decide how many creatures you want to have in each unit.

A unit can take any shape on the field, as long as all its squares are connected.

In the standard rules, one square represents 5ft. Every creature in a unit still has the same space requirements, but a square in D&D Wars represents a larger area. All creatures occupy the amount of space that is standard for their creature size.

Small Units; up to 100 medium size creatures per unit:

Most D&D Wars will use this scale. At this scale a square represents a 15 ft. by 15 ft. area and can hold 10 small or medium sized creatures. [Using the standard rules a 15 ft. square only holds 9 medium creatures, but we will fudge a little to make the math easier. They can be a little closer together than the standard rules would allow.]

Medium Units; from 101 to 400 medium size creatures per unit:

This scale would represent a clash between two kingdoms. At this scale a square represents a 25 ft. by 25 ft. area and can hold 25 medium sized creatures.

Large Units; from 401 to 1,600 medium size creatures per unit:

This scale will only be needed for wars where Kingdoms unite to defeat a major threat. At this scale a square represents a 50 ft. by 50 ft. area and can hold 100 medium sized creatures.

Very Large Units; from 1,601 to 6,400 medium size creatures per unit:

This scale is for history changing conflicts. It might take years for an alliance of kingdoms to assemble armies this large. At this scale a square represents a 100 ft. by 100ft. area and can hold 400 medium sized creatures.

Epic Units; from 6,401 to 102,400 medium size creatures per unit:

This is a crazy large scale. Perhaps the entire known world is defending itself from invading armies from another plane. At this scale a square represents a 200 ft. by 200ft. area and can hold 1,600 medium sized creatures.

The scales indicated above are recommendations only. You can use any scale that you choose for the battle you are planning. Once a scale is selected, all units use the same scale for the duration of the battle. The recommended scales are based on units of medium or small size creatures because those tend to be the most common. If your units are mostly comprised of larger or smaller creatures adjust the scale accordingly. For each size category above medium use the next higher scale. For each size category below small, use the next lower scale. For example; if your units are comprised of 200 large size creatures, instead of using 25 ft. squares, use 50 ft. squares. If your units are comprised of 300 tiny creatures, instead of using 25 ft. squares, use 15 ft. squares. The idea is to choose a scale that starts off with the number of counters per unit between 4 and 16 where possible. A smaller scale uses more counters and takes longer to play. A larger scale uses fewer markers and plays faster, but the battles are more abstract.

Creature Size Table							
Creature		**Number of creatures per square**					
Size	**Space**	**5 ft.**	**15 ft.**	**25 ft.**	**50 ft.**	**100 ft.**	**200 ft.**
Fine	1/2 ft.	100	900	2,500	10,000	40,000	160,000
Diminutive	1ft.	25	225	625	2,500	10,000	40,000
Tiny	2 1/2 ft.	4	56	156	625	2,500	10,000
Small	5 ft.	1	10	25	100	400	1,600
Medium	5 ft.	1	10	25	100	400	1,600
Large (or mounted)	10 ft.	2x2*	2	6	25	100	400
Huge (or chariots)	15 ft.	3x3*	1	3	12	44	178
Gargantuan	20 ft.	4x4*	1	1	6	25	100
Colossal	30 ft.	6x6*	2x2*	1	3	11	44
* One of these creatures occupies more than one square at this scale.							

Designing the Units

Let's say you want to create a unit that consists of 100 first level human fighters. The typical fighter in your unit might have this stat block:

Human Figher 1
NG Medium huminoid
Init +5; **Senses** Listen +4, Spot + 4
Languages Common, Dwarven

AC 18, touch 11, flat-footed 17
HP 12
Fort +4, **Ref** +1, **Will** +0

Speed 20 ft. (4 squares) in chainmail, 30 ft. base speed
Melee longsword +3 (1d8/19-20)
Ranged shortbow +2 (1d6+2/x3), range inc. 60 ft.
Base Atk +1; **Grp** +3

Abilities Str 14, Dex 13, Con 14, Int 12, Wis 10, Cha 12
Feats   Combat Reflexes, Improved Initiative, Weapon Finesse
Skills Bluff +5, Climb +2, Jump -4, Listen +4, Spot +4, Survival +4
Possessions chainmail, heavy wooden shield, longsword, shortbow, 20 arrows

Leaving off all of the information we don't need and adding information about the unit gives us the following stat block for the unit (This example assumes that we have assigned a scale of 15ft to the combat grid squares.) :

Name of unit: (Optional)
Number of counters: 10 (10 creatures per counter; 100 total creatures)
Unit HP: 1200 (this is the starting number of Hit Points for the unit)
Counter HP: 120 (this is the starting number of HP for each counter)
Morale: +1
Race: Human
Class/Level: Fighter / 1
Init +5
AC: 18, touch 11
Fort +4, **Ref** +1, **Will** +0
Move Rate: 8 squares
Melee: +3 (1d8/19-20)
Ranged: +2 (1d6+2/x3), range inc. 60 ft.

Number of counters:

Use one counter per square to represent the creatures occupying that square. The number of counters needed to represent a unit is determined by taking the number of creatures in the unit and divide by the number of creatures that can occupy one square (rounding up).

Example 1: You are using a 15ft. grid and have a unit that is comprised of 60 elves (a medium sized creature). Divide the number of creatures by the number of medium sized creatures that can fit in one square at this scale (60/10=6) to

determine that 6 squares are required. Each square will hold one counter that represents 10 creatures.

Example 2: You are using a 15ft. grid and have a unit that is comprised of 51 elves. This time when you divide (51/10=5.1), rounding up gives you 6 counters, just like the first example. Don't think of this as 5 squares with 10 elves and one square with only one elf, rather think of it as all of the creatures in the unit spread out over the entire unit. If you loose one creature from this unit, reducing it to 50 creatures, your unit will now only need 5 squares so you will remove one of the counters.

Example 3: You are using a 50ft. grid and have a unit comprised of 128 ogres. An ogre occupies a 10ft space. Using the creature size table above, you can see that a 50ft square can hold 25 large sized (10ft) creatures. Divide the number of creatures in the unit by the number of creatures this size that can fit in one square at this scale (128/25=5.12) rounding that up you get 6 squares.

Unit HP:

Multiply the typical number of hit points for one creature by the number of counters (not the number of creatures) in the unit to get the starting number of hit points for the entire unit.

Counter HP:

Divide the starting number of hit points in the unit by the number of counters to determine the number of hit points represented by one counter in that unit.

All hit point damage is divided equally throughout the entire unit. When the hit point damage is equal to or greater than one or more counter's hit point total, remove that number of counters. Keep track of any additional hit point loss and apply it to future hit point damage.

Morale:

This is the unit's morale check modifier; it is the typical creature's charisma modifier. Under stressful conditions a unit may be required to make a morale check. This score is modified based on the following factors:

- Unit is composed of barbarians –1
- Unit is composed of fighters +1
- Every 4 months of training +1 (no more than +3)
- For every battle the unit has been in +1
- Unit is composed of chaotic creatures –1
- Unit is composed of lawful creatures +1

The following units are never required to make a morale check;

- Units comprised of unintelligent creatures.
- Units comprised of creatures that have an Intelligence score of 3 or less.
- Units comprised of undead creatures.
- Units comprised of creatures whose minds are being controlled by another creature.

Race:

This is the typical creature's Race

Class/Level:

This is the typical creature's Class and Level

Class abilities function as normal. For example, a unit of rogues still apply their sneak attack damage against flanked opponents.

Init:

This is the typical creature's Initiative modifier.

AC:

This is the typical creature's Armor Class and touch Armor Class. If a creature has Damage Reduction, that should also be listed.

Fort, Ref, Will:

This are the typical creature's save modifiers.

Move Rate:

All unit moves are double moves. The move rate for a unit is listed as the number of squares they can move in a round as indicated in the table below.

Unit Move Rate Table				
Speed	**15 ft.**	**20 ft.**	**30 ft.**	**40 ft.**
Double move	**30 ft.**	**40 ft.**	**60 ft.**	**80 ft.**
Scale (size of one square)	Unit's Move Rate (squares per round)			
5'	6	8	12	16
15'	2	3	4	5
25'	1	2	3	4
50'	1/2	1	2	3
100'	1/3	1/2	1	2
200'	1/4	1/3	1/2	1

Fractional move rates indicate that a unit can only move one square every 2, 3 or 4 rounds. For example; A unit with a move rate of 1/2 can only move one square every other round.

Melee and Range attacks:

A unit never gets more than one attack per round. If the typical character in the unit normally gets multiple attacks, average the total attack bonuses of all the creature's attacks to calculate its attack bonus. Likewise, average the total damage caused by each attack.

Feats

If all (or most) of the creatures than make up a unit have a feat, the unit has that feat. Many feats work as they normally do (Far Shot, for example, increases the range of weapons).

Feats that affect adjacent targets still work, but are all targeted against creatures in the same unit (the maximum iterative attacks from Great Cleave being eight).

Creatures' Special Abilities

- Hydras and similar multi-attacking but essentially non-magic-using creatures use the above rules for multi-attacks.
- Creatures with special attacks (basilisk, dragons, wraiths, medusa, etc) should be treated as casting one appropriate spell each round (flesh to stone, cause fear, fireball, death spell, etc). Breath weapons are treated as area of effect spells. Refer to "Chapter 6 – Magic" for more information.
- Creatures with special defenses can either be treated as casting one appropriate spell per round (coeurls, troglodytes, etc) or as ignoring mundane damage entirely (shadows, wraiths, elementals, etc).
- Units of trolls or any creatures with regeneration ability regain 1HP x the HD of the creature x the number of creatures in a counter every other round of combat. (Trolls regenerate normally if used as singular creatures.)

Other Considerations

If the majority of the unit have a special ability (the Barbarian Rage, for example), then this too applies to unit combat.

Bonuses to attack, damage and related rolls are applied to the units.

Unit types:

Unmounted Units:

These form the core of most forces. These include infantry, skirmishers and archers. These units receive no special bonuses or penalties.

Mounted Units:

If the creatures that make up a unit are mounted, the unit counters represent both them and their mounts. If the unit is mounted upon mounts that are Large or bigger, then the unit gains a +2 circumstance bonus to attacks against any unit that is not mounted or that is not equipped with reach weapons. The unit uses its mounts' speed for movement. In addition, the mounts' highest average damage of its highest damaging attack is added to the unit's average damage for melee attacks. If the mounts are armored, the unit receives an AC bonus equal to half (round down) of the mounts' armor bonus (e.g., chainmail barding would add a +3 to the unit's AC).

If the unit is riding in chariots, the above applies, but the unit also gains a +2 attack bonus.

NOTE: If a mounted character is attacking a creature smaller than its mount's size, it gains a +1 bonus to attack for having the higher ground.

Flying Units:

Flying units are determined the same as regular units (for example, a unit of mounted griffon riders would be created the same as regular mounted units). However, if a flying unit attacks a grounded unit from above, it is considered to be flanking the unit from the side. In addition to the +2 flanking bonus, it also receives a +1 attack bonus for being on higher ground.

Intelligent Mounts:

The above rules assume that the mounts are unintelligent. As such, it is assumed that they are not the target of attacks, therefore their hit dice are not included in the Unit's Hit Points. However, in special cases, such as troops riding dragons or other fierce monsters capable of carrying the fight without a rider, add the number of Hit Points for the mount as well. For example, if the rider had 30 hit points and the mount 40, the effective hit point count would be 70 per creature.

Mobs:

A mob is a unit that is a large, disorganized mass. Mobs are generally made up of creatures whose intelligence scores are too low for disciplined order, such as a pack of hyenas or a group of gargoyles or a mass of villagers with torches and pitchforks. Mobs move as one unit and have the following characteristics:

- A mob can not be flanked.
- A mob's first melee attack is always considered a charge, even if it doesn't move the normally required two squares.
- A mob can not form a Phalanx Formation.
- A mob can not set weapons against a charge.
- For all range attacks, only those counters who have direct line of sight to the enemy may attack.

Morale checks are made as for standard units, with these differences:

- Mobs do not gain any bonus to morale checks.
- A mob must make a (DC 10) morale check before every charge, if it fails this check it doesn't rout, it simply doesn't attack that round.
- A mob must make a (DC 10) morale check each round that it receives damage.
- A routed mob cannot be rallied.

Chapter 2 – Monsters

In addition to the units as defined in chapter 1, the battlefield may also contain independent monsters. These can be any creature that is not a member of a unit. A monster is never counted as part of a unit.

Examples of Monsters:

- **A red dragon finds the war an opportune time to attack both armies.**

- **A unit of gnomes has befriended a couple of ogres that are accompanying them on their raid of the local village.**

- **An invading army of githyanki are accompanied by two or three beholders.**

Monsters are in all ways identical to units, with the following exceptions:

- A monster never makes a morale check, so has no need for a morale modifier.
- Each monster occupies one square on the battle matt. (If you want 2 or more similar monsters to stay together on the battlefield, simply make them a unit instead.)
- Monsters can move through both allied and enemy units.
- They move through allied units without restriction. The friendly creatures that make up the unit simply move aside (getting closer together). If a monster stops in a unit, you can simply place the figure that represents the monster on top of a unit counter.
- They can fight their way through enemy units at an effective speed of one square per round. To do this they make a normal melee attack against the unit. If they succeed in doing at least one point of damage to the unit, the monster can then move in that same round into the square occupied by the counter it was attacking. Otherwise it remains in the square it was in.

Stat Block

Because a Monster is a standard D&D creature, you can use a standard stat block, with the following exceptions:

Hit Points:

Each monster is a single independent creature with its own Hit Points.

Move Rate:

All Monster moves are double moves. The move rate for a monster is figured the same way as it is for a unit.

Melee and Range attacks:

A Monster only gets one attack per round. If the monster normally gets multiple attacks, average the total attack bonuses of all the monster's attacks to calculate its attack bonus. Likewise, average the total damage caused by each attack.

Chapter 3 – NPCs

In addition to the creatures that make up units, each unit may also contain one or more NPCs. These NPCs are "embedded" in the units. They move when the unit moves. Each NPC in a unit occupies the amount of space that is standard for his creature size, but this does not increase the space occupied by the unit. The other creatures in the unit move closer together than normal to accommodate the NPC. The NPC doesn't have to be the same type or level of creature that makes up the unit, and is never counted as part of the unit.

Examples of NPCs

- **A vampire is the leader of an extremely large unit of skeletons and has surrounded himself with an elite guard of 5 fourth level evil clerics. The vampire would be an NPC and the 5 clerics would each be an NPC.**

- **The next kingdom over is attacking your homeland. The general has placed a couple of sorcerers in four or five of his rear units. Each of the sorcerers would be an NPC. If the general is in a unit, he will also be an NPC.**

- **A unit of kobolds has a kobold wizard as a leader and he has two dire wolves protecting him. The kobold leader is an NPC, and the dire wolves are NPCs.**

NPC are in all ways identical to Monsters, with the following exceptions:

NPCs can leave a unit and act independently on the battlefield, but they start out in a unit and most will stay within that unit through the battle.

NPCs move through allied and enemy units the same way that monsters do.

Chapter 4 – PCs

The PCs role in the war needs to be determined before the battle begins. One option is to have each PC be a unit leader. He will make all of the decisions for the unit that he is embedded in. Another option is for each of the PCs to be at different locations across the battlefield performing separate, independent actions. A third and perhaps the most "typical" option is to have all of the PCs acting together as a small independent squad.

PCs are in all ways identical to NPCs with the following exceptions:

Stat Block

You can use your standard character sheet, with the following exceptions:

Move Rate:

All PC moves in D&D Wars are double moves. The move rate for a PC is figured the same way as it is for a unit.

Melee and Range attacks:

Unlike monsters and NPCs - PCs' attacks (and damage) are the same for D&D Wars as they are for D&D Combat. Because all moves are double moves, a PC can not move and attack in the same round (except for a charge as described below).

PC Squads

When the PCs are working together in a group (as they normally do in standard D&D combat) we will refer to them in D&D Wars as a "squad". This squad is NOT a unit. It is simply an efficient way to track the location of the PCs as a group. Only PCs can make up a squad. (A small group of NPCs would be a unit.)

The squad is represented on the battle matt by a single counter. Its move rate is determined by the slowest member of the squad. It can move through allied units and fight its way into enemy units as a monster does. A squad moves as a unit does, but otherwise each individual PC acts as he chooses, attacking, casting spells or performing any other acts as he would normally do in a combat situation.

On any round that he does not move, or charge, the PC is free to perform any other action that he could normally be able to do in one round (6 seconds).

Affecting Morale

PCs may also affect unit morale through their actions, as shown on the following table:

PC Action	Morale Bonus to Unit
Slaying enemy unit leader	+2
Slaying enemy officer/ spellcaster	+1
Seen destroying enemy war machine	+1
Fleeing battle/going down	-4
Slaying 10% or more of enemy unit in one attack	+1

PCs earn experience point awards by two means: through normal combat awards for creatures that they themselves defeated in combat, and through story awards given based on character level and challenge of the scenario.

Chapter 5 – The Battlefield

After the DM has determined the scale to be used for the battle (how many feet is represented by one square on the battle mat) he can drawn the battlefield map on the combat grid.

Terrain

Terrain features—such as difficult terrain—function the same in D&D Wars as in the standard 3.5 rules with these additional added rules:

If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

Difficult Terrain:

Difficult terrain hampers movement. Each square of difficult terrain counts as 2 squares of movement. You can't charge across difficult terrain.

Flying and incorporeal creatures are not hampered by difficult terrain.

Forest:

Forests are considered difficult terrain. Units in a forest gain +2 to AC from missile attacks or from any attacks from flying units. Units in a forest firing missiles have a -2 attack penalty.

Hills:

Units gain no benefits if charging up a hill. In addition, if two units are engaged in melee while on a hill, the unit that has the higher ground gains a +1 attack bonus.

Rivers/Lakes:

Any unit whose native element is not water that enters a sizeable body of liquid has its speed reduced by half while crossing and cannot charge while any of the unit is in the water.

Structures:

Structures provide damage reduction. Units within fortifications receive damage reduction if they are

Structure	DR
ruins	1
Sturdy wooden buildings, Light stone buildings	2
Small Stone Keep, Heavy Stone building	3
Stone Castle	4

guarding the walls, or firing range weapons. Units in fortifications that are not exposed or attacking receive no damage. Units firing from the top of a wall receive +1 attack bonus for being on higher ground.

Damage reduction is always applied to the initial damage before adjusting for counter or unit size.

Movement

Moving through different terrain has different costs, as shown below. If a unit cannot spend the required number of movement costs to enter a square, they instead pay what they can each round until they have entered a square, but count as being in their old square until that time. The costs are below:

- Light forests: counts as 2 squares of movement
- Heavy Forests/Jungle: counts as 3 squares of movement
- Ruins/Very Rocky: counts as 3 squares of movement
- Building: counts as 4 squares of movement
- Castle: counts as 5 squares of movement
- Down a Slope: 3 squares count as 2 squares of movement
- Up a Slope: counts as 2 to 4 squares of movement, depending on grade
- Swamp: counts as 4 squares of movement
- Sand or Rocky Desert: counts as 2 squares of movement

Placing the armies

Before placing the armies, the players and the DM must decide what role each player will have in the battle. Some players may only want to control their own PC and that is all. This is a perfectly acceptable option. However, no one is likely to want to sit back and just watch while the DM conducts a war between two or more armies. At least the players should control units and NPCs in their friendly armies while the DM controls the opposition armies and monsters. Ideally, players will control most, if not all, of the units and NPCs in all of the armies and perhaps the monsters as well. This would be a good time to bring in another group of players to handle the oppositions army. Of course this all depends on the size and complexity of the planned battle.

1) Place the Units

After the DM has drawn the battlefield terrain it is time for the armies to position their units. If one group is the aggressor, the defending armies place their units first. Otherwise each army rolls 1d20. The winning side decides if they want to place their units first or last. It is normally advantageous to places your units last.

All of the counters for a single unit must be placed together in a relatively compact formation. Units can be placed as desired. Units can be adjacent to each other, but can not overlap. [Recommendation: Use poker chips, or cardboard squares for counters with different colors for each unit. Then you can place figures representing NPCs and PCs on top of these.]

After all of one side's armies have been placed the other army can place its units. These can be placed in any logical location with no unit closer than 6 squares to any of its opponents. The DM has the final say as to where units are allowed to be placed. He may want to rule that faster units be placed in front of slower units. There may be some units that will not enter the battlefield until sometime after the battle starts. There may be some areas of the map where certain units are not allowed.

2) Place the Monsters

After all of the units for all armies are placed, place the monsters. These must be placed in squares that are not occupied by a unit. [You can use figures so long as they will fit in one square.] A monster that is allied with an army can be placed no closer than 8 squares to an enemy unit and must be closer to an allied unit than it is to any enemy unit. A monster that has no allied army (will attack anybody) must be placed an equal distance from two units of opposed forces and at least 8 squares away. If this is not possible, place it at least 12 squares away from a unit of a randomly determined army.

3) Place NPCs

After placing all of the units and monsters, place all of the NPCs. Each NPC will start the battle in a unit. Until or unless an NPC leaves a unit, it is considered embedded in the unit. The location of the figure in the unit does not represent its exact location within the unit, but only indicates that that NPC is embedded somewhere within that unit. There must always be at least one more counter in a unit than the total number of NPCs in the unit.

4) Place the PCs

Lastly, have each player place his or her PC. Like NPCs, each PC must start the battle in an allied unit. If all of the PCs start in the same unit, place a single figure in that unit to represent the PC's squad.

Chapter 5 – Combat

Overview

The number of hit points in a unit, or in a single unit counter, are quite small compared to the number of hit points that a singular creature has. This is to simplify combat. Each counter may represent several creatures but the counters hit points are about the same as they would be for a single creature, regardless of the scale of the battle matt. A counter with 10 creatures in it when using15 ft. squares might have the same number of hit points as a counter with 400 creatures in it when using 100 ft. squares. This allows Unit to Unit Combat to be the same regardless of the scale of the battle. That also means that the damage done to units by singular creatures becomes very small. It

makes very little sense for a singular creature to attack a unit unless it can affect a large number of creatures in the unit, or it can do massive damage. It also means that the potential damage that a unit can do to a singular creature is quite large. This is all especially true at the larger scales.

The Attack Roll:

To score a hit that deals damage, a unit must roll the target unit's Amour Class or better.

Melee Attack Roll: 1d20 + base attack bonus + Strength modifier + size modifier

Ranged Attack Roll: 1d20 + base attack bonus + Dexterity modifier + size modifier

Note that size modifier refers to creature size as normal, not to the overall Unit Size.

Calculating Damage:

When an attack is made, the damage indicated is handled differently depending on who is attacking who as described below:

Units attacking Units

-Melee Attacks-

When a unit's melee attack is against another unit, the damage indicated is the damage made by one counter. Multiply the damage by the number of counters involved in the attack.

Example: A unit is engaged in melee with another unit. When the unit makes a successful attack, only the counters that are on the front line are doing damage. Multiply the damage by the number of counters that have at least one side adjacent to counters belonging to the enemy unit. The damage is subtracted from the unit's hit points.

-Range Attacks-

Most ranged weapons are propelled upwards in a diagonal 45 deg. arc when used in mass combat. This allows for maximum range, as well as ensuring that all the archers or javelin-throwers in a unit can shoot at the same time. Thus, for most ranged attacks every counter can shoot at once, so long as at least one counter has direct line of sight to the enemy. Any reduction in accuracy caused by this indirect attack is more than compensated for by sheer volume of fire. For calculating damage, figure the area of effect by comparing the number of counters in the attacking unit to the number of counters in the unit being attacked. Because the arrows will fall in an area approximately the same size as the attacking unit, multiply the damage by the number of counters in the smaller of the two units. If it becomes necessary to determine which squares lie in the area of effect, overlay an outline of the attacking counters over the

unit they are attacking, centering it over the enemy unit counters.

Crossbows have a far flatter trajectory. When resolving crossbow attacks, only those counters who have direct line of sight to the enemy may attack. Multiply the damage by the number of counters that attack.

Collateral Damage

If one or more monsters, NPCs or PCs are in a unit when it takes damage from another unit they may receive some damage as well. If the attack is a charge or a melee attack, these singular characters can avoid any damage by simply staying back away from the front line. If they are on the front line, calculate their damage as if the unit had attacked them (refer to "Units attacking Singular Creatures" below). If a unit receives damage from ranged weapon attacks these creatures may receive damage, but only if all the counters in the unit received damage. In that case, the singular creature takes the indicated damage unless it makes a (DC 10) reflex save for half damage. If the singular creature took a total defense action on its last round, it receives half damage (or no damage if it makes its reflex save).

Units attacking Singular Creatures

A unit may only attack a singular creature if the creature is not in an enemy unit.

-Melee Attacks-

When a unit's melee attack is against a single independent creature (a monster, an NPC or a PC), the damage indicated is the damage done by one creature in the unit. Multiply the damage by the number of creatures involved in the attack. If the unit is surrounding the creature, it receives a +2 flanking bonus to the attack.

You may need to arrange figures on a standard 5 ft. grid to visualize how many singular creatures in the unit can attack at the same time. Once you have determined the average number of creatures that can attack, multiple the damage by this number.

Example: A unit of orcs is attacking a PC that has moved into the center of their unit. The PC (a 5 ft. character) is surrounded by orcs (also 5 ft. creatures). On a 5 ft. grid, the square the PC is in can be attacked by all 8 surrounding squares (don't forget the 4 corners). Therefore the unit of orcs not only gets a +2 flanking bonus to their attack, if the attack is successful the damage is multiplied by 8.

-Range Attacks-

Only those creatures in counters that have direct line of sight to the target may attack. Calculate the number of creatures that can attack by multiplying the number of creatures on one side of a counter by the number of counter sides in the unit that have direct line of sight to the target. Multiply the damage by the number of creatures (not counters) that attack.

Singular Creatures attacking Units

When a singular creature attacks a unit, the damage indicated is the amount of damage inflicted on singular creatures in the unit. Divide the indicated damage that by the number of creatures in one counter, rounding down. Note that this means, if there are more creatures in a counter than the number of hit points of damage, the unit receives no damage at all.

Example: An NPC is attacking a unit. When the NPC makes a successful attack, divide the damage by the number of creatures represented by one counter in the unit, rounding down. The damage (if any) is subtracted from the unit's hit points.

Singular Creatures attacking other Singular Creatures

When a singular creature attacks another singular creature, the indicated damage is applied to that creature. This is exactly the same as in standard D&D combat rules.

If there are multiple singular creatures involved, you may want to use a separate battle matt (or a portion of the larger one that is off to one side) and set it up with each square representing 5 ft. to resolve this "mini battle" using standard D&D combat rules.

Other Considerations

Combat in D&D Wars starts with the standard D&D v3.5 combat rules and adds custom rules for handling the large number of combatants involved in mass combat. For any situations not covered here, use the standard combat rules as presented in the *Players Handbook* and the *Dungeon Masters Guide*.

Bonuses to attack, damage and related rolls are applied to units.

The rules for flat-footed combatants are not used in unit combat.

In addition, the following rules are never used in unit combat:

Miscellaneous Actions, Injury and Death, Aid Another, Bull Rush, Disarm, Grapple, Mounted Combat, Overrun, Trip.

The Combat Round

As with regular combat, a combat round represents 6 seconds in the game world (with 10 rounds in a minute of combat). In one round, each unit, monster, NPC and PC will normally have a chance to act.

Initiative

Before the first round of combat begins, each unit and each monster makes an initiative check, adding their initiative modifier. Units that have an embedded leader (NPC or PC) also add their leader's charisma modifier. The DM finds out what order the units and monsters are acting in, counting down from highest result to lowest, and each unit or monster acts in initiative order, with the check applying to all rounds of the combat.

All independent creatures (PCs and NPCs) start combat in a unit. As long as they remain in a unit they act on that unit's initiative.

If an independent creature leaves a unit and is on the battlefield on his own, in subsequent rounds he will have a unit initiative of his own, which will be one less than the initiative of the unit he left. If the PC or NPC enters a unit his initiative becomes the same as the unit he enters.

If the PCs are together in a squad, when the squad leaves its original unit each PC receives a separate unit initiative. Each PC makes an initiative roll. The results of these rolls are compared to determine each PCs initiative order. The highest receives an initiative order that is one less than the unit he left. The others take an initiative order behind his, from highest to lowest.

Every round each unit, and each monster, NPC or PC that is not in a unit, acts in initiative order, from highest to lowest. Singular creatures that are in a unit act during that unit's initiative in the "in-unit actions" phase.

On its turn each monster, NPC, and PC that is not in a unit performs one full-round action. This will be a move action or an attack action.

On its turn each unit's actions are performed and resolved in this order:

1. Morale check
2. In-unit actions
3. Change formation
4. Unit action (one action only – move action, attack action, or defense action)

Morale Checks

Morale checks must be made for units in combat when various circumstances come about.

Morale Circumstance	Save DC
The first time the unit receives any damage	8
The unit is flanked (first round that it is flanked only)	10
The unit suffers damage from a siege weapon or area spell	15
Unit hit points reduced to half original score	15
Unit Hit Points reduced to quarter original score	20
Unit suffers damage and enemy receives none in one round of melee combat	10
Unit is hit by enemy of three times (or greater) Hit Points.	15
Unit sees friendly unit fleeing nearby	15
The unit is attacked by a ferocious creature, such as a dragon (Game Master's discretion).	15
Unit leader leaves the unit or is incapacitated or killed	20
Unit sees friendly unit wiped out nearby	20
Unit attempting to rally	20

The following modifiers apply to morale checks:

Morale Source	Modifier
Unit contains a PC	+2
Unit has a PC Leader	+ PC's Charisma modifier
Morale Modifier*	+/- morale modifier
Unit Leader with Leadership feat	+ Leader's character level
Player Character actions	See PC section
Unit already fleeing	-4
Enslaved Unit **	-4

Morale modifiers can come from any source. For example, the Bless spell grants a +1 morale attack bonus, but in this case would also give +1to morale checks.

** Includes any unit whose members have been forced into combat against their will and/or without pay or rewards.

If a morale check is failed, a unit will automatically Disengage during its next action, and then will continue to leave the battlefield as quickly as possible. A unit can rally by making a Morale check against a DC of 20, which is rolled at the start of each of its turns. PC's do not have to flee with units they are attached to. It is quite possible to charge an already fleeing unit. Attacking routed units in this manner gives a +2 circumstance bonus to the attack roll and of course they will not retaliate unless they rally. A unit that fails to be rallied for two rounds in a row scatters and can no longer be rallied.

In-Unit Actions

This refers to the actions of singular creatures (PCs or NPCs) that are in a unit.

Normally the order in which they act is determined by those in the unit, as long as they all agree. As long as there is no combat between creatures that are in the same unit, each singular creature can do anything that they could normally do in one round; this includes performing as many actions as they would normally be allowed in one (6 second) combat round with a few exceptions, listed below. All singular creature actions within a unit are resolved before that unit acts. If the unit is performing a move action or a charge, all singular creatures within the unit must also perform a full-round move action (a double move) to stay in the unit.

If an singular creature is in an enemy unit, one round of in-unit combat will be resolved during that unit's turn. All in-unit actions will be resolved in this order:

1. The unit makes one free attack against each enemy singular creature within the unit.
2. Allied singular creatures in the unit act.
3. Enemy singular creatures in the unit act.

Example: A sorcerer teleports over into the middle of a large enemy unit on his own unit's initiative. On the initiative of this enemy unit, the unit attacks the sorcerer. Then, enemy singular creatures in that unit can attack the sorcerer, and they all act before the sorcerer does. After all these in-unit actions have been resolved, the unit makes its unit action as normal.

Change Formation

Once each round, the counters that make up a unit can be re-arranged as desired so long as no counter is moved further in the direction the unit is moving than the forward most counter. This will typically be to accommodate the shrinking size of the unit, but as long as each of the counters has at least one side (not just a corner) adjacent to another counter in the unit and there are no "holes", the unit can be re-arranged as desired. The only other requirement is that no counter that is currently engaged in combat and touching an enemy unit can be moved.

Unit Actions

Each round a unit can make only one unit action. This will be either a unit move action, a unit attack action, or a unit defense action

Unit Move Actions:

Move: The unit can move up to the number of squares indicated by its move rate in any direction including diagonally (no penalty for moving diagonally). The unit maintains its current formation while moving. A unit is not required to move and can simply stay where it is.

Disengage: When two units are engaged in melee combat, either unit can, on its initiative, move away from the other at its normal move rate. When it does so, the other unit can attempt one free attack as they move away. This attack is made with a +2 bonus to hit. This is the only time that an attack of opportunity is used in these rules.

Regroup: Once a battle progresses, units can be worn down pretty fast. Sometimes it is advantageous to regroup two or more partially depleted units into one full one. As long as the units have similar specs, simply use a move action to move one unit to the other one. Revise the unit specs as required to reflect the new averages (if required) and add up the total number of hit points. Divide the number of hit points by the maximum number of hit points per counter (rounding up) to determine the number of counters in this new unit. You may change the unit's formation as desired. The new unit takes the initiative slot occupied by the unit whose move action created the new unit.

Split Up: There may come a time where one unit needs to separate into two units. Use a move action to move some of the counters away from the others. Revise the number of hit points for each group. You may change both unit's formations as desired. The new unit takes an initiative slot one less than the original unit. Any singular creature that is in the original unit can select which unit it wishes to stay with. A unit can divide as often as desired, but no unit can divide more than once in one round.

Pass Through: As part of its move action, a unit can pass through another allied unit. On the unit's turn it simply moves through the occupied area of the other unit. A unit must end the movement phase completely in unoccupied squares. If it cannot do so, then both units can perform no other action for the rest of the round, until the first unit has moved completely out of the other unit's area.

Unit Attack Actions:

Charge: The only time a unit can move and attack in the same round is when it uses the charge action.

The unit must start its round at least two squares away from the unit it is charging. The charging unit moves in a straight line up to a maximum of its move rate and ends up in a square adjacent to an opposing unit in order for it to successfully perform a charge attack. At the end of the move, it makes a melee attack (refer to "Melee Attack" below) and receives a +2 to attack and -2 to AC for this one round.

A unit may choose to move adjacent to an enemy unit and not charge. In this case it does not make an attack this round, but must wait until the following round to attack. The other unit, of course, may attack on its initiative, or

may move away without penalty (no disengage action required).

Melee attack: Whenever a unit makes a melee attack against another unit, one or more counters of the attacking unit must be in a square that has one of its 4 sides touching one of the 4 sides of a counter in the other unit. These represent the creatures that are in the front ranks, and the only creatures that are involved in the fight this round. An attack roll is made. On a successful attack, a damage roll is made as normal.

Range attack: If the unit has range weapons and it is within the maximum range of an opposing unit it can make a ranged attack. It can not make a ranged attack unless there is at least one open square between the counters in its unit and the counters in the unit that it is attacking. No unit can attack with range weapons on the same round that it makes a melee attack.

Because of the distances involved, it is important to observe the standard rules governing range increments. Each range weapon has a listed range increment. For projectiles there is a -2 attack penalty for each range increment beyond the first and the maximum range is ten times the range increment. Calculate the range as the closest distance between the units, measured in feet, not in squares.

Attacking Multiple Units

A unit can only engage in a melee attack against one other unit. It can't attack another unit without first defeating, or disengaging from that unit. However, while engaged in melee combat with one enemy unit, another enemy unit can attack you on another side. As many other units can attack yours as there is room for one of their counters to come up against one of yours. Each of these units receives a +2 flanking bonus to their attacks. [This is why a good general will pay special attention to the formation and positions of all of the units in his army. You don't want to get surrounded!] A unit comprised of creatures immune to flanking in regular combat cannot be flanked. A unit may make a separate melee attack against each unit that is currently engaging it in battle.

A unit that is not engaged in melee combat can make ranged attacks on multiple enemy units as long as they are all within range. Each counter can fire only at a single unit. Make a separate attack roll against each unit. Before attack rolls are made, declare how many counters are firing and at which unit. If the attack is successful, use the number of counters that were firing to determine damage.

Taking Damage

The Unit Hit Points are a representation of how much damage a unit can take before they are completely defeated. A counter reduced to 0 Hit Points is considered vanquished, though not all of its members are necessarily

slain; a unit reduced to zero counters is similarly vanquished.

Following an attack in which counters are lost, the defender decides which of the counters to remove. The counters are an abstract representation of creatures remaining in the unit, so they are normally removed from the back side of the unit. This represents the creatures in the rear moving forward to replace the downed creatures in the front. The hit point damage is spread over the entire unit.

Unit Defense Actions:

Set against Charge: If the unit is carrying appropriate reach weapons, they may use their unit action to set against a charge. No move or attack action is allowed this round. This action guards against charging units from all sides. When set against a charge, if a unit charges them, the units make an opposed reflex save. If the charging unit wins the opposed check, it continues with its attack as indicated above. If the unit that is set against the charge wins, it rolls damage as if it had made a successful attack against the charging unit with its reach weapons. The charging unit has been successfully repelled. It remains in adjacent squares but may not attack again until the following round.

If the opposing unit doesn't charge, but instead attacks with a normal melee attack, the set-against-charge unit receives a +2 defense bonus to its armor class vs. melee attacks. The set-against-charge unit can keep this defensive status until it performs an attack action or a move action.

Phalanx Formation: A formation of soldiers advancing under a hail of range attacks may raise their shields to protect themselves at the cost of speed and attack capability. Creating this formation is a full round action. After forming the phalanx the unit may maintain this defense while performing other actions, except as noted. The unit's move rate is reduced by half (to a minimum of 1 square). The unit gains a +8 bonus to its Armor Class vs. ranged weapons, +4 bonus to its Armor Class vs. all other weapons including crossbows. A unit in phalanx formation can not charge. A unit in phalanx formation can not attack with range weapons. They can only attack with reach weapons and they receive a -2 penalty to the attack. On any round after forming the phalanx formation the unit may set against a charge.

A Phalanx Formation also protects any NPCs or PCs in a unit and prevents them from making any attacks.

Recovering Casualties

Unit Hit Points do not track actual deaths in a unit. They are more a measure of its ability to keep fighting through individual death, injury and surrender. At the end of each combat, a percentage of the lost hit points may be automatically recovered as those injured are helped, those

who ran come out of hiding and the death toll is finally tallied.

Ranged Combat: At the end of any battle involving only ranged weapons, 50% (rounded down) of lost Unit Hit Points can be recovered.

Winning Melee Combat: At the end of any battle, the victor may recover 50% (rounded down) of lost Unit Hit Points.

Losing Melee Combat: At the end of any battle, the defeated side may recover 25% (rounded down) of lost Unit Hit Points.

These percentages are modified as follows:

Cleric with healing spells present: +2% per level per cleric (max +10%)

Character with Heal skill rank 4 or greater present: +1% per character (max +10%)

Unit withdrew from combat, or routed: -20%

Chapter 6 – Magic

Singular creatures (monsters, PCs and NPCs) cast spells in D&D Wars as per the standard rules regarding spell casting except as noted below.

Casting Time

All spells listed with a casting time of 1 standard action or less, require one full round to cast. Casting a spell counts as an attack action and no other actions are allowed this round.

Targets

When singular creatures are the target of spells, standard rules apply.

Singular creatures in a unit may not be targeted. This means that if a singular creature is in a unit, it is safe from targeted spells, but may still be affected by area of effect spells.

Singular creatures can only target units if the spells cause Hit Point damage, or if it is an area of effect spell.

Spell Ranges

Touch Spells: A spell with a range of touch requires the caster be in physical contact with the target of the spell. The square occupied by the caster must be in contact with the square containing the target.

Other ranges: Ranges are calculated as the distance in feet between the squares containing the caster and the target.

Saving Throws

Singular creatures and units make saving throws as per the standard rules.

Proportional Saves (Optional Rule)

Using the standard rules, all of the creatures in a unit either make their saving throw or they all fail. This is in keeping with the standard D&D combat rules, but may produce unsatisfactory results. Rather than having the unit make a saving throw, you may use this method of calculating the number of effected counters. Subtract the appropriate saving throw bonus from the DC of the saving throw, subtract one from the result, and multiply the total by five. The result is the percentage of the counters in the area of effect that failed their saving throws. At least 5% will always fail, and at most 95%. [This calculates the average number of creatures in the effected area that would have failed the save and applies that result to the unit.]

Spell Effects

Hit Points: For spells that do Hit Point damage, calculate the total damage the same way as presented for physical attacks.

Some spells do not cause Hit Point damage. If the target of the spell is a singular creature the standard effects are applied. If the target of the spell is a Unit, use the rules below to handle various spell effects.

Buffs: Spells that buff the target, such as *mage armor*, can only be used on the unit the caster is in.

Heals: Spells that heal can only be used on the unit the caster is in. If cast by a unit, multiply the average healing bonus by the number of counters casting the spell. Add the healing bonus to the unit's Hit Points.

Hinders Movement: A spell that affects movement, such as *hold person*, only affect the targeted counters, or the counters that are in the area of effect. The rest of the counters (the unaffected ones) can split away from them and become a separate unit, or they can stay and protect the effected counters. The unit's speed becomes the speed of the targeted counters, but the unaffected counters can move them behind the front lines. If it separates, the new unit will have a unit initiative one less that the unit it left behind.

Penalties: For spells that penalize opponents (imposing negatives, such as -1 to AC or -2 to attacks), multiply the value by the number of effected counters and then divide that by the number of counters in the unit, rounding down. That number (if any) is the penalty applied to the unit.

Charms/Confusion/Etc.: A spell that takes an opponent out of the fight is treated the same as if it deals damage. All

effected counters are removed from the unit for the duration of the spell. (If the spell duration is short, you may want to just turn the counters over.) If it affects a random number of creatures, it will remove a random number of effected counters. If the effected counters are left behind, they may form a new unit when the spell duration expires. This new unit will have an initiative of one less than the original unit.

NOTE: If a spell or spell-like ability that causes fear has an area of effect large enough to affect an entire unit, then the unit simply routs if it fails its saving throw.

HD: Spells that target a variable amount of HD (e.g., affect X amount of Hit Dice) are treated normally. Simply divide the number of HD to be affected by the number of HD of a typical creature in the unit. Divide the result by the number of creatures in one counter, rounding down. The result is the number of counters affected (if any).

Turning Undead: The standard rules for turning are used to determine how many Hit Dice of undead are affected. Use the above rules to determine the number of counters that represents. If the cleric is powerful enough to affect an entire unit, then the unit routs.

Spells Targeting Single Creatures

When a singular creature targets another singular creature, use the standard D&D spell rules. If he targets a unit, it can only be with a spell that delivers Hit Point damage.

Area of Effect Table							
Spell area		**Number of counters effected**					
Shape	**size**	**5'**	**15'**	**25'**	**50'**	**100'**	**200'**
Circle	5' R.	4	1/2	1/4	1/16	1/64	1/256
Circle	10' R.	12	2	1/2	1/8	1/32	1/128
Circle	15' R.	24	3	1	1/4	1/16	1/64
Circle	20' R.	44	4	2	1/2	1/8	1/32
Circle	30' R.	96	11	4	1	1/4	1/16
Circle	40' R.	172	20	7	2	1/2	1/8
Cone	15'	6	1	1/4	0	1/8	1/256
Cone	30'	24	3	1	1/4	1/16	1/64
Cone	60'	96	11	4	1/2	1/4	1/16
Line	30 ft.	6	1	1/4	1/16	1/8	1/256
Line	60 ft.	12	2	1/2	1/8	1/32	1/256

Area of Effect Spells

Ignore the actual shape and only consider the number of 5 ft. squares the spell covers. Divide the number of 5 ft. squares the spell covers by the number of 5 ft squares covered by one counter, or use the "Area of Effect Table".

Collateral Damage

If one or more monsters, NPCs or PCs are in a unit when it is attacked by an area of effect spell, they may also be affected. If the spell's area of effect includes all of the unit's counters, these singular creatures must also make saving throws, or be effected by the spell as normal.

Units Casting Spells (Optional Rule)

In most D&D settings, magic is rare enough to make having a unit filled with magic users extremely unlikely. All of the magic spells cast in battle will be from individual NPCs or PCs. However, this is fantasy after all - so you may need these optional rules.

All of the rules above apply except as indicated below.

Every creature in the unit must cast the same spell on the same round.

When a unit cast a spell, it is the singular creatures that make up a counter that are each casting the same spell, all directed at a counter in the other unit or a square containing a singular creature. Depending on the spell attempted and other factors, it may be that not all counters in the unit will be able to cast the spell. Even if the counters do not all cast the spell, the entire unit looses this spell slot, and the other counters can not perform any other actions in this round.

[A note regarding line of site; counters in the front ranks block line of site for the counters behind them.]

Units casting Spells Targeting Single Creatures

These types of spells can be directed at a singular creature that is alone on the battle matt, or at another unit. A roll to hit must be made as normal if the spell requires a ranged touch attack to succeed.

The casting counter must be within range and have line of sight to the target square.

If attacking another unit, each counter that is casting a spell must target a different counter. Only those counters that have a target can cast the spell. It may often be the case that some counters are within range and others are not.

Units casting Area of Effect Spells

If an area of effect spell is cast by a unit, it is only cast by counters that have line of site and are within range of the target. It affects as many squares as the same spell would have affected 5 ft. squares in standard combat (refer to the "Area of Effect Table" above). When the target is another unit, it can not affect more squares than are covered by the target unit. The spell receives +1 to the DC for every additional counter that is casting the spell after the first one. [This represents all of the creatures in one counter casting the same spell and affecting as large a total area as possible. Any additional casters will cast their spells into the same area insuring an overlap of effects in this area thus making a successful a saving throw less likely.]

Chapter 7 – War Machines

At the beginning of the battle, siege weapons and other devises must be placed in outlying units as far from the structure that they are intended to assault as possible.

Units and singular creatures can attack siege weapons or siege towers using the rules for attacking singular creatures. A unit may target a siege weapon or siege tower with range weapons, even one located in another unit.

Siege Weapons

Massive weapons of war, siege weapons allow the destruction of fortifications.

All siege weapons have an AC of 3, a Hardness of 5 and 80 hit points. Units fire siege weapons using the rules for range weapons, except as noted below.

Siege weapons do damage to units or singular creatures using the rules for singular creatures attacking units or creatures. They do damage to structures or other siege weapons using the rules for creatures attacking creatures.

The Attack Roll:

To score a hit that deals damage, a siege weapon unit must roll the target unit's Amour Class or better. Catapults and trebuchets attack all targets as if the target had an armor class of 10.

Ranged Attack Roll: 1d20 + base attack bonus+ size modifier

Note that size modifier refers to creature size as normal, not to the overall Unit Size.

Range Increment

This is the figure used to calculate the range penalty to any attack by a siege weapon. Ballistae and similar weapons that work by bow-like action can fire up to ten increments. Catapults and similar weapons that work by throwing action can fire up to five increments. Range increments for war machines work exactly as for normal ranged combat, with a –2 range penalty to the attack roll for each range increment over the first one.

Rate of Fire

This is how many full-round actions the crew must expend to fire and reload the war machine's weapons.

Crew

This is the number of crew required to maintain the war machine at peak efficiency in battle. Each weapon may lose up to a quarter of its crew, rounding down, before its rate of fire is affected. Each crewman lost after this point will cause the rate of fire to be doubled.

Size

This lists how large the war machine is in relation to creatures.

Space

This is the size of the square required for this weapon.

Cost

A guide as to how much it will cost to own this war machine.

Siege Weapon Units

A unit that contains a siege weapon is a separate unit type. It is a standard unit in all ways with the following exceptions:

- The most obvious exception is that the unit contains a siege weapon. A unit can contain only one siege weapon. The figure that represents the siege weapon can sit on top of one of the unit's counters.

Siege Weapons Table								
Weapon	**Damage**	**Crit**	**Range Increment**	**Rate of Fire**	**Crew**	**Size**	**Space**	**Cost**
Ballista	3d8	19-20	120 feet	4	3	Large	5 ft.	500 gp
Catapult, Light	4d6		150 feet (100 ft. min.)	3	2	Large	10 ft.	550 gp
Catapult, Heavy	6d6		200 feet (100 ft. min.)	4	4	Huge	15 ft.	800 gp
Trebuchet	8d6		300 feet (150 ft. min)	3	4	Huge	15 ft.	1,200 gp
Note: Ballista cannot target Units, only singular creatures or objects of at least Huge size.								

- Singular creatures can be in siege weapon units, just as they can in standard units.
- If the siege weapon is destroyed the unit must make a (DC 15) morale check. If it doesn't rout, it becomes a standard unit.
- A siege weapon unit can not have fewer creatures than the minimum number required to operate the weapon, but it can have more. Most units are no larger than required to move, operate and protect the siege weapon. The unit will typically contain just one counter.
- The unit should consist of trained siege weapon operators; otherwise the siege weapon will receive a -4 non-proficiency penalty when fired.
- A siege weapon unit moves at a rate of 15 feet per round (the distance that a siege weapon can be moved in one round). It can't load or fire the weapon on any round that it moves. Neither can it attack with personal weapons.
- The unit (and the unit's counters) Hit Points are separate from the siege weapon Hit Points. Singular creature and unit attacks can target the unit or target the siege weapon.
- In addition to the siege weapon, the unit counters will normally have melee weapons and sometimes range weapons as well. These are used to protect the siege weapon. Any round that the unit counters attack with these personal weapons cannot be used for loading or for firing the siege weapon. For this reason, siege weapon units are typically kept well away from enemy units.
- Any round that the unit is loading or firing the siege weapon counts as a unit attack action. The unit can perform no other action that round. The only exception is that the counters not directly involved in loading or firing the weapon can take a total defense action which gives the entire unit (but not the siege weapon) a +4 bonus to its Armor Class.
- A unit that contains a siege weapon can not charge.
- A siege weapon unit can set against a charge but can not form a phalanx formation. The unit can maintain this set against a charge and still load and fire the weapon as long as there are enough creatures in the unit to circle the siege weapon and still leave the minimum number of creatures required to operate the weapon.
- Siege weapon units can move through allied units, but not through enemy units.

Siege Towers

This device is a massive wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus get to the top of the wall with cover. The top of the siege tower contains a drawbridge capable of dropping down at various heights onto the battlements once moved to an adjacent square. The wooden walls of the tower are usually 1 foot thick and covered with padded rawhide for fireproofing. The creatures inside push it at a speed of 7.5 ft. / round. The creatures all have total cover, and those on higher floors can fire through arrow slits.

The siege tower stands 78 feet tall and is 15 feet wide at its base. It can hold a maximum of 70 medium or small creatures. The siege tower has 100 hit points. Cost 2,000gp.

Siege Tower Units

A unit that contains a siege tower is a separate unit type. It is a standard unit in all ways with the following exceptions:

- The entire unit is contained within a siege tower.
- Siege tower units have -4 to their initiative.
- Regardless of the scale, a siege tower unit starts out with 70 medium or small creatures, 7 counters with 10 creatures each.
- The siege tower occupies one square on the battle matt. The unit counters can be stacked, all members of the unit reside within the tower.
- The counter on bottom move the tower, the other counters can fire arrows through narrow arrow slits (-2 on attack rolls). They can fire on 4 different targets, as long as each target is on a different side of the tower. Damage is reduced by ¼.
- If the siege tower is destroyed the unit must make a (DC 20) morale check. If it doesn't rout, it becomes a standard unit.
- A siege tower unit moves at a rate of 15 feet every other round (the distance that a siege tower can be moved in two rounds). It can't attack on any round that it moves.
- The unit (and the unit's counters) Hit Points are separate from the siege towers Hit Points. Singular creature and unit attacks can target the unit or target the siege tower.
- A siege tower unit can not charge.
- A siege tower unit can move through allied units, but not through enemy units.
- If unopposed, the siege tower unit can lower the towers drawbridge and exit onto a fortified wall beginning on the round after it enters an adjacent square. The counters in the tower can exit onto the wall as a rate of 10 creatures (one counter) per round. Surrounding units can then use the tower as a covered stairway to climb the wall at this same rate.
- Once the tower is in place and the drawbridge lowered, the unit becomes a standard unmounted unit.

Battering Rams

A ram is typically 20 feet long. It takes at least two Huge or larger creature, four Large creatures, eight Medium creatures, or sixteen Small creatures to swing a ram. When adjacent to a structure, no attack role is required. Battering Rams do an amount of damage to a structure equal to 14 plus the total Strength Modifiers of all soldiers wielding the ram. Cost 1,000gp.

Battering Ram Units

Battering rams are normally kept at the rear of the army with other supplies and brought forward only when needed. At that time, a few creatures leave the most forward unit and form a battering ram unit that contains only enough creatures to carry and swing the ram. This unit has only two actions available to it in a round. It can move with the ram at its standard move rate, or it can attack an adjacent structure with the ram. A battering ram unit receives no dexterity bonus to its armor class.