

MASS COMBAT (ver 0.6)

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In large battles most combatants are not played individually but are formed to Units, that act as a single entity. Unit possesses most of the characteristics of the main creature type that participates in it, but it has a few adjustments to make one easier to run in combat. It's up to referee, which creatures will be formed to Units, but usually very large monsters like dragons and giants are treated as single creatures even in mass combat situations.

Creating Units

Units can be Small, Medium or Large. The precise number of creatures in an Unit is not counted, but general idea can be deducted from their HD. A Small Unit has hit dice equal to ten plus twice the creature's base hit dice. A Medium Unit has twice this number, and a Large Unit has three times this number. Thus, a Small Unit of 1 HD soldiers would have 12 hit dice, Large Unit of 2 HD gnolls would therefore have 42 hit dice.

Unit has an attack bonus equal to the creature's usual attack bonus. A Small Unit has a number of attacks equal to its usual attack sequence. A Medium Unit has twice this sum, and a Large Unit has three times as many attacks. Thus a Small Unit of orc warriors would have single attack at +1 bonus, Large Unit of ogres would have three attacks at +4 bonus.

Damage caused by Units is counted in Hit Dice not Hit Points, unless they attack single opponents (in which case they cause maximum damage with each successful attack.

Unit has an armor class equal to that of its base creature type. Its morale, saving throws, movement and other statistics are also equal to that of the base creature type. Unit also has any special abilities possessed by their base creature type.

Most Units want regular pay or they will mutiny. Usually the sum is 20 times regular pay per month for Small Unit, double for Medium and triple for Large one.

Running Units

Units are treated as single opponents, usually subject to enemy attacks and actions as if

they were a single target. Units act and fight just as any other creatures do, with a few major exceptions to reflect the way that Large swarms of foes can threaten even mighty heroes.

Units can make one full round of attacks against any foe within melee reach each round. Thus, a single Unit pitted against four heroes can attack each of the four heroes every round.

Single heroes fighting against Units are not very effective - usually any successful hit by them against Unit counts as 1 HD of damage.

Direct damage spells work normally against Units in range, for instance Fireball cast by 8th level Magic-User causes 8HD of damage. Other spells work if they can affect all the members in the unit, otherwise they likely fail in battle. The Referee will have a final say in this matter.

Rare Units with innate magical abilities can use one of these powers each round against one single target. Using an ability does not cost a Unit its attacks for the round.

Units under some semblance of control can do one non-combat action a round, such as breaking down a door, building a barricade, or otherwise doing the sort of things that a swarm of people could accomplish in a round. Units without firm leadership are unlikely to be able to pull off such feats of coordination, and will instead just blindly blunder in the direction of their shared interest.

Morale

Units usually have to check morale as soon as they are reduced to half hit dice. Green units, undisciplined peasants or wild animals must also check morale as soon as they take any damage at all. Morale check is also rolled if the outlook of battle seem hopeless to participating Units.

Morale checks are made by rolling 2 dice, if the result is higher than the Morale value, the enemy breaks. As a guideline, typical monsters have 4 + their HD for morale rating.

Cowards	3-4
Poor	5-6
Average	7
Elite	8-9
Fanatics	10-11
Fearless	12

Broken Units are destroyed, with survivors scattering if they can. Large and Medium Units that have lost half their HD but are not broken are reduced to next smaller size.

Unit quality

Units that survive battles become tougher and more stubborn.

Quality	Survived	ML bonus
Green*	no battles	0
Normal	1 battle	+1
Veteran	4 battles	+2
Elite **	8 battles	+3

* Check morale on first damage

** Elite Units gain +1 to hit and +1HD

Unit abilities

Units sometimes have special abilities based on their sheer numbers or innate quality.

Overwhelm: The Large numbers of the Unit can threaten a foe otherwise far beyond the Unit's power to harm. If pitted against enemy at least one size smaller than itself, the Unit can overwhelm on the second round of melee with that enemy. Thus a Large Unit can try to overwhelm Medium Unit, Small Unit can overwhelm single man sized opponents. Overwhelming Unit causes maximum automatic damage to smaller opponent.

Blood Like Water: In place of an attack, the Unit swarms over its foe, utterly heedless of casualties. The Unit automatically hits all targets in contact with it. This violence comes at a price; any victims of Blood Like Water treat any of their attack rolls made against the Unit in their next turn as automatic hits. This ability is usually only possessed by mindless foes or fanatically determined enemies.

Scouts: Lightly armored Units can be used as scouts with suitable leaders (thieves, etc). Scout Units can appear in enemy rear or flanks.

Fear: Heavy horsemen and Large monsters cause fear on the charge. Target must take Morale check.

Upgraded equipment: You can upgrade Unit's equipment, as long as it does not change to different Unit type (foot infantry to ranged, ranged to mounted, etc.). Non-Fighters Units can never be upgraded.

Upgraded item cost is twenty times of normal item cost for Small Unit, double that for Medium Unit and triple for Large Unit.

Player characters in mass combat

Player Characters can have very different roles in mass combat and only imagination is the limit. Some possible considerations are given:

- * If players are directing their own army, they can fulfil the central command function, giving orders to their Units and bolstering morale. If Unit sees their Fighting-Man commander banner in vicinity, they can re-roll their failed Morale checks and will fight more viciously.
- * Cleric's healing and blessing can have similar effect, and some of their spells can directly effect the outcome of battle.
- * Thieves can sneak light units to enemy rear and attack vulnerable units with surprise.
- * Magic-Users might be shielded by small bodyguard unit, so that they can hurl devastating spells to battle from safe distance.
- * Referee may allow Player Characters to join units as well - in that case they don't act independently but as a part of the unit - giving it +1 bonus to hit, damage and Morale.

SAMPLE UNITS

Peasant Mob

Movement: 12"
 Armor Class: 10
 Hit Dice: 12 / 24 / 36
 Attacks: +0 / +0x2 / +0x3 (melee)
 Range: melee only
 Damage: 1d6 HD (pitchfork)
 Save: as Monster <1
 Morale: 5 (green Unit)
 Monthly Cost: 20 / 40 / 60

Desperate farmers mustered to defend their village, angry peasants chasing the perceived wrongdoers or mob frenzied by charismatic cult leader.

Human Light Foot Infantry

Movement: 12"
 Armor Class: 13 (leather armor & shield)
 Hit Dice: 12 / 24 / 36
 Attacks: +1 / +1x2 / +1x3 (melee)
 Range: melee only*
 Damage: 1d6**
 Save: as F-M 1
 Morale: 6 (normal), 7 (veteran) or 8 (elite)
 Monthly Cost: 40 / 80 / 120

These soldiers can be trained to be scouts. Some Units may be equipped with thrown weapons* (sling - range 18'', javelin - range 6'') or spears** (double damage against charging cavalry or monsters).

Human Heavy Foot Infantry

Movement: 9''
Armor Class: 15 (chain armor & shield)
Hit Dice: 12 / 24 / 36
Attacks: +1 / +1x2 / +1x3 (melee)
Range: melee only*
Damage: 1d6**
Save: as F-M 1
Morale: 6 (normal), 7 (veteran) or 8 (elite)
Monthly Cost: 60 / 120 / 180

These soldiers are better equipped and paid than light foot infantry. Sometimes these Units are equipped with throwing axes* (range 3), spears** or pole-arms** (double damage against charging cavalry or monsters).

Human Archers

Movement: 12''
Armor Class: 12 (leather armor)
Hit Dice: 12 / 24 / 36
Attacks: +1/+1x2/+1x3 (short bow or dagger)
Range: 15''
Damage: 1d6
Save: as F-M 1
Morale: 6 (normal), 7 (veteran) or 8 (elite)
Monthly Cost: 100 / 200 / 300

Sometimes these Units are equipped with shields, especially during sieges.

Human Crossbowmen

Movement: 12''
Armor Class: 12 (leather armor)
Hit Dice: 12 / 24 / 36
Attacks: +1/+1x2/+1x3 (crossbow or short sword)
Range: 18''
Damage: 1d6
Save: as F-M 1
Morale: 6 (normal), 7 (veteran) or 8 (elite)
Monthly Cost: 80 / 160 / 240

Sometimes these Units are equipped with shields, especially during sieges. Some Units (especially garrisons) may be equipped with heavy crossbows, range becomes 24''.

Human Longbowman

Movement: 12''
Armor Class: 12 (leather armor)
Hit Dice: 12 / 24 / 36
Attacks: +1/+1x2/+1x3 (longbow or dagger)
Range: 21''
Damage: 1d6
Save: as F-M 1
Morale: 6 (normal), 7 (veteran) or 8 (elite)
Monthly Cost: 200 / 400 / 600

Probably the best human ranged Unit wielding the famous longbow. Sometimes these Units are equipped with shields, especially during sieges.

Human Light Cavalry

Movement: 24''
Armor Class: 13 (leather armor, shield)
Hit Dice: 12 / 24 / 36
Attacks: +1/+1x2/+1x3 (short bow or hand weapon)
Range: melee only*
Damage: 1d6
Save: as F-M 1
Morale: 6 (normal), 7 (veteran) or 8 (elite)
Monthly Cost: 200 / 400 / 600

These Units can be trained as scouts. Sometimes they are equipped with short bows* to act as mounted archers (range 15'').

Human Medium Cavalry

Movement: 18''
Armor Class: 15 (chain armor, shield)
Hit Dice: 12 / 24 / 36
Attacks: +1/+1x2/+1x3 (sword)
Range: melee only
Damage: 1d6*
Save: as F-M 1
Morale: 6 (normal), 7 (veteran) or 8 (elite)
Monthly Cost: 300 / 600 / 900

Some Units can be equipped with lances*, which cause double damage on the charge.

Human Heavy Cavalry

Movement: 12''
Armor Class: 17 (plate armor, shield)
Hit Dice: 12 / 24 / 36
Attacks: +1/+1x2/+1x3 (lance, sword)
Range: melee only
Damage: 1d6*
Save: as F-M 1
Morale: 6 (normal), 7 (veteran) or 8 (elite)
Monthly Cost: 400 / 800 / 1200

Human knights with best equipment available, including barding for horses. On charge the lance* causes double damage.

Dwarven heavy infantry

Dwarven crossbowmen

Uncommon dwarven Units demand more pay and ale than their human counterparts. Their statistics are similar to human ones with following modifications:

- * Movement 6
- * Morale +1
- * Saves as F5
- * Ogres, trolls and giants cause half damage against them
- * Dwarves feel comfortable fighting in underground and notice most stonework anomalies
- * Monthly Cost:
 - * Heavy Infantry 80/160/240
 - * Crossbows 100/200/300

Elven heavy infantry

Elven archers

Elven Units are rare and more mobile than their human counterparts. Their statistics are similar to human ones with following modifications:

- * Archers have short bows and long swords, heavy infantry has spears and long swords
- * Both Units wear chain mail and move 12''
- * Morale +1
- * Attacks get +1 to hit orcs
- * Elven Units can be used as scouts, as they have the ability of moving silently and are nearly invisible in their gray-green cloaks.
- * Monthly Cost:
 - * Heavy foot 100/200/300
 - * Archers 200/400/600

Orc light infantry

Orc heavy infantry

Orc archers

Chaotic characters may wish to employ Orcs. Their Units are similar to human analogues with following modifications:

- * Orcs can see in darkness
- * In bright light they gain -1 penalty to attack
- * They are chaotic and may break more easily (Morale -1) or may ignore specific instructions in battle.
- * Monthly Cost:
 - * Light foot 20/40/60
 - * Heavy foot 30/60/90
 - * Archers 60/120/180

Special Units, including monsters, usually need some extraordinary circumstance to be available for hire.

Human Berserkers

Movement: 12''
Armor Class: 12 (leather armor)
Hit Dice: 12 / 24 / 36
Attacks: +3 / +3x2 / +3x3 (melee)
Range: melee only
Damage: 1d6
Save: as F-M 1
Morale: 12 (fearless)

Barbaric men mad with battle-lust.

Halfling Scouts

Movement: 6''
Armor Class: 12 (leather armor)
Hit Dice: 12 / 24 / 36
Attacks: +1 / +1x2 / +1x3 (dagger)
+4/ +4x2 / +4x3 (sling)
Range: 18''
Damage: 1d6
Save: as F-M 5
Morale: 6 (normal), 7 (veteran) or 8 (elite)

Halfling Units are very rare but should not be laughed at. They are deadly accurate with their missiles, very resistant to magic and exceptional at scouting, being nearly invisible in underbrush or woodlands. Ogres, trolls and giants cause half damage against them

Goblin wolf riders

Movement: 15''
Armor Class: 12 (leather armor)
Hit Dice: 14 / 28 / 42
Attacks: +1/+1x2/+1x3 (short bow)
+2/+2x2/+2x3 (fangs)
Range: 15''
Damage: 1d6
Save: as F-M 1
Morale: 6 (normal), 7 (veteran) or 8 (elite)

Goblin archers riding wild wolves may be acting as scouts for chaotic armies.

Gnoll Raiders

Movement: 9''
Armor Class: 14 (chain armor)
Hit Dice: 14 / 28 / 42
Attacks: +1 / +1x2 / +1x3 (halberd)
Range: melee only
Damage: 1d6*
Save: as F-M 2
Morale: 8 (normal), 9 (veteran) or 10 (elite)

Sometimes gnolls work for powerful chaotic warlords because they are promised pillage and loot. Their preferred weapon is halberd, which causes double damage against charging cavalry or monsters on a hit.

Ogre mercenaries

Movement: 9"
Armor Class: 14
Hit Dice: 18 / 36 / 54
Attacks: +6 / +6x2 / +6x3
Range: melee only
Damage: 1d6+2 (great club)
Save: as Monster 4-6
Morale: 8 (normal), 9 (veteran) or 10 (elite)

Sometimes bands of ogres hire out as mercenaries - for gold, beer and chance to eat plenty of human meat. They cause fear on charge. Luckily such bands are rare.

Undead Horde

Movement: 6"
Armor Class: 12 (rags and pieces of armor)
Hit Dice: 12 / 24 / 36
Attacks: +1 / +1x2 / +1x3
Range: melee only
Damage: 1d6
Save: as Monster 1
Morale: 12 (fearless)

Skeletons and zombies, raised by dark magics, shambling mindlessly towards the enemy. They can use Blood like Water ability.

Swarm of Vermin

Movement: 12"
Armor Class: 10 (none)
Hit Dice: 12 / 24 / 36
Attacks: special
Range: special
Damage: 1d6
Save: as Monster <1
Morale: 10 (fanatics)

Units like these consist of thousands of gnawing rats, stinging insects or other such small critters, forced together by magics. These swarms can only attack with Blood like Water ability.