

Mass Combat Rules

In mass combat, the fight is on a much larger scale than a regular fight. Up to thousands of combatants take part of a fight, all of whom are condensed into a single statblock rather than rolling separately for each individual creature.

• Army Statistics

- The description of each army is presented in a standard format. Each category of information is explained below.
- **Name:** This is the name of the army. This could be a mercenary company's name, such as "Thokk's Bloodragers," a formal regiment number such as "7th Royal Cavalry," or an informal name such as "militia from Redstone."
- **Alignment:** An army's [alignment](#) has no effect on its statistics, and is just a convenient way to summarize its attitude with two letters. It is usually the same [alignment](#) as a typical unit in that army.
- **Size:** The army's size determines not only how many individual units exist in the army, but also the army's Army Level. **Type:** This lists the nature of the army's individual units, such as "[orcs](#) (level 1)" or "[trolls](#)." These rules assume all units in an army are essentially the same; if an army of 100 [orc](#) 1 (meaning 1st-level orcs) actually has a few [half-orc](#) warriors or some [orc barbarians](#), their presence has no effect on the army's statistics. If an army has a large number of units that are different than the typical unit in that army, and these differences are enough to change the army's stat block, it is generally best to treat the group as two separate armies with different stat blocks.
- **hp:** An army's [hit points](#) equal its Army Level $\times$ the average hp value of 1 unit of the army. For example, orc warriors have 23 hp, so an Army Level 1 army of warriors has $23 \times 1 = 23$ hp. Note that only damage from other armies can reduce an army's hp; a non-army attacking an army is mostly ineffective, though you can treat the attacker as a Fine army if you want to determine the outcome of the attack.
- **Army Challenge Rating (Army Level):** This is based on the CR of an individual unit from the army and the army's size, and scales like CRs for monsters. To determine Army Level, see [Table: Army Sizes](#) and apply the modifier for the army's size to the CR of an individual unit in the army. If an army's Army Level would go below 1, it goes to 0, -1, -2 accordingly. An army of Army Level more than -2 would not be an army.
- **Defense Value (DV):** This is a static number the army uses to resist attacks, much like an individual creature's AC. The army's DV is equal to the creature's base AC + modifiers according to the Table: Army sizes.
- **Offense Modifier (OM):** This is a modifier added to a d20 roll to determine the army's chance of success, much like an individual creature's [attack bonus](#). The

army's OM is equal to its base attack+the modifiers according to the table. If the army has the ability to make ranged attacks, that's mentioned here. Melee attacks and ranged attacks use the same OM unless an ability says otherwise.

- **Army Damage:** This is the damage the army does. This damage is equal to the base creature, with an adjustment for size of army according to the table. Resources can improve this damage.
- **Tactics:** These are any army tactics the army has at its disposal.
- **Resources:** These are any army resources the army has at its disposal.
- **Special:** This section lists any special abilities the army has.
- **Speed:** This number indicates how many 12-mile [hexes](#) the army traverses in a day's march. Marching through difficult terrain halves the army's speed. Use [Table: Movement and Distance](#) to determine the army's speed based on the speed of its individual units.
- **Morale:** This number represents how confident the army is. Morale is used to determine changing battle tactics, whether or not an army routs as a result of a devastating attack, and similar effects. Morale is a modifier from -4 (worst) to +4 (best). a new army's starting morale is equal to unrest of the kingdom. Morale can be further modified by the army's commander and other factors. If an army's Morale is ever reduced to -5 or lower, the army disbands or deserts and you no longer control it. Modifiers to Morale in battle do not carry over to the Army after the battle.
- **Consumption:** This is how many Build Points (BP) an army consumes each month representing the cost to feed, hydrate, arm, train, care for, and pay the units. An army's base Consumption is equal to its Army Level/2. If you fall behind on paying the army's Consumption, reduce its base Morale by 2; this penalty ends when you catch up on the army's pay.
- **Commander:** This entry lists the army's commander and level, as well as its ranks in **Warfare (Lore)**, **Intimidate** and **Athletics**. The commander must be able to communicate with the army (possibly using [message](#) spells and similar magical forms of communication) in order to give orders or provide a bonus on the army's rolls.

Size	Number of Units	Stat Adjustment	Army Level	Hp	Damag e Adjust ment
Fine	1	N/A	Level	x1	
Diminutive	10	+2	Level +1	x1.5	
Tiny	25	+4	Level +2	x2	
Small	50	+6	Level +3	x2.5	
Medium	100	+10	Level +4	x3	
Large	200	+12	Level +5	x3.5	+1 Dice
Huge	500	+16	Level +7	x4	
Gargantuan	1,000	+20	Level +9	x5	
Colossal	2,000	+24	Level +11	x6	+1 Dice

- *Each day that an army spends at rest (no movement and no battle), it heals a number of hit points equal to its Army Level. Once per day, you may attempt a Diplomacy Check or a War Lore Check against your army's level based DC. If you succeed, your army heals a number of additional hit points equal to its Army Level. An inactive army heals back to its full hit points after a single month, no matter how many hit points it lost. This healing is a combination of actual wound healing and gaining new units to replace those who were killed (meaning you don't have to track individual losses and resize armies). These units can be recruited from sympathetic locals, replacements from your own settlements, or forced conscripts from conquered lands. If circumstances make these replacement options unavailable or unlikely, the GM is free to limit how much an army can heal.*
- *You can purchase the following improvements to your army in order to ensure they are fully capable for whatever combat you have in store for them.*

Resource	Description	Price
Healing Potions	Each unit is equipped with several healing potions. At any point during a battle, the commander can take a commander action to order them to drink their potions. The army heals a number of hit points equal to twice its total Army Level.	1 BP per size

Improved Armour	Increase AC by 2.	3 BP per size of army. Increase Consumption by 1.
Magic Armour	Increase AC by total 4.	15 BP per size of army. Increase Consumption by 2.
Improved Weapons	Increase OV by 2.	3 BP per size of army. Increase Consumption by 1.
Magic Weapons	Increase Damage dice by 1	15 BP per size of army. Increase Consumption by 2.
Mounts	The army is mounted on horses or other war-trained animals. Increase DV, OM and Damage by half the base creature's Level	1 Bp per animal level x Army size. Add Mount level to Consumption.
Ranged Weaponry	The army is provided with a ranged option such as bows or crossbows. They can participate in the ranged phase of combat.	1 BP per size of army. Increase Consumption by 2.
Shields	The army is provided with shields to block blows	1 BP per size of army. Increase Consumption by 2.

Siege Weapons	Your army includes catapults, rams, trebuchets, ballistae, and other siege engines designed to break down fortifications. Your army gains a ranged option against other armies. If you spend 1 day using the "Siege" option, lower the fortification value of one building of your choice in your hex by 1.	2 BP per Army Size. Increase Consumption by 1
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Battle Phases

Mass combat takes place over the course of four battle phases: the **Tactics Phase**, the **Ranged Phase**, the **Melee Phase** and the **Morale Phase**. A phase doesn't denote a specific passage of time, leaving the GM latitude to determine how long a mass combat takes to resolve. For example, a battle in a muddy field after a rain could take place over hours and involve several short breaks to remove the dead from the battlefield, but still counts as one battle for the purposes of these rules. If there is an extended break (such as stopping at nightfall to resume combat in the morning) or the battle conditions change significantly (such as the assassination of a commander, the arrival of another army, and so on), the GM should treat each period of combat between armies as one battle. The battle phases are as follows.

Each turn of combat, a commander may take only 1 commander action.

1. Tactics Phase: The GM decides what battlefield modifiers apply to the battle. The commanders each select a tactic their respective armies will use during the battle.

1.A: Commander's initiative. To determine which army goes first, the commanders must determine if they use Warfare Lore, Intimidate or Athletics for their initiative. Commanders gain access to a special reaction based on their choice.

Warfare Lore: **Trigger:** The opposing commander has determined its tactic. **Effect:** If you succeed at a Hard (+2) warfare lore check against a DC of your army's Army Level, you can change the tactic your army is using this turn. If your opponent rolled athletics for initiative, gain a +2 circumstance bonus to this check.

Athletics: **Trigger:** You used the Relentless Brutality tactic this turn, your army hits with an OM check. . **Effect:** If you succeed at a Hard (+2) athletics check, you devastate the opposing army's front line. The army is frightened 1 for this turn (frightened 2 on a critical success). If the opposing army used Intimidate for it's initiative, this becomes frightened 2 (3 on a critical success).

Intimidate: **Trigger:** Your army deals damage to the opposing army.. **Effect:** If you succeed at a Very Hard (+5)Intimidate check vs the opposing army's Army Level DC, your ruthless tactics reduce the enemy's morale. The army's Morale is reduced by 1, 2 on a critical success. Gain a +2 circumstance bonus to this check if the opposing army used Warfare Lore for initiative.

1.B: Commander's action: The Commander can take a special commander action amidst the following list:

Determine Tactics: An army begins with its tactics set at standard. A commander can change to a different tactic using the determine tactic. The commander rolls the same skill they used for initiative against a Hard (+2) DC of the army's level. The commander gets a +1 circumstance bonus to this check if they have a means of carrying their voice over the entire battlefield (GM's choice). Morale applies as a Status Bonus or Penalty to this check.

Critical Success: The new modifiers apply for this phase as well as the modifiers from the old tactic

Success: The new modifiers apply for this phase.

Failure: The tactic stays the same

Critical Failure: The Army loses it's tactic and defaults to a standard tactic. Reduce Morale by 1.

Bolster Morale: The commander attempts to rally their troop's Morale, they roll the same skill they used for initiative against a DC of the army's level. The current Morale score is applied as a circumstance bonus or a penalty to this check.

Critical Success: Morale increases by 2

Success: Morale increases by 1

Failure: Morale stays the same

Critical Failure: Morale lowers by 1.

2. Ranged Phase: Any army with the ability to make ranged attacks may make one attack against an enemy army. This phase typically lasts for 1 round (one attack) as the two armies use ranged attacks while they advance to melee range, and then use melee attacks thereafter. The battlefield's shape and other conditions can extend this duration. If both armies have ranged attacks, they may choose to stay at range and never approach each other for melee (at least until they run out of ammunition, though the Consumption cost of maintaining an army generally means the army is capable of many shots before this happens). Armies without ranged capability can't attack during this phase, but may still rush forward.

3. Melee Phase: The armies finally clash with melee attacks. Each commander selects a strategy using the Strategy Track, then each army makes an attack against another army. Repeat the Melee phase until one army is defeated or routs, or some other event ends the battle.

4. Morale Phase: After each round, any army that has taken damage reduces its Morale by 1. An army whose Morale is at -5 or below automatically takes the Withdraw tactic action next turn, and is considered Routed.

Battlefield Conditions

In some mass combats, the specifics of a battlefield won't impact either army, but sometimes the battlefield will itself decide the outcome. The modifiers listed below apply only for the duration of the battle. Naturally, the GM should exercise judgment regarding any conditions that don't seem to apply to one of the armies (such as darkness and an army with [darkvision](#), or fog and an army with [scent](#)).

At the GM's discretion, large-area spells such as [move earth](#) might allow armies or commanders to manipulate the battlefield conditions before a conflict.

Advantageous Terrain: Generally, if one army occupies a position of superiority (such as being atop a hill, wedged in a narrow canyon, or protected by a deep river along one [flank](#)), the defending army increases its DV by 2.

Battlefield Advantage: If an army is particularly familiar with a battlefield, its OM and DV increase by 2.

Darkness: Darkness reduces all armies' OM by 2 and DV by 3.

Dim Light: Dim light reduces all armies' OM by 1.

Fog: Fog reduces damage by half and gives the armies a +2 bonus on Morale checks to use the withdraw tactic.

Fortifications: An army located in a fortification adds the fortification's Defense to its DV. a settlement's Defense is determined by the types of buildings it contains, as detailed in the kingdom-building rules. If the game isn't using the kingdom-building rules, a typical fortification increases DV by 8.

Rain: Rain reduces all armies' OM by 2 and DV by 3.

Sandstorm: a sandstorm counts as fog and deals 1 hp of damage to all armies during each Ranged and Melee phase.

Snow: Snow affects ranged attacks like rain, and affects damage like fog.

Wind: Rain reduces all armies ranged OM by 2.

Army Tactics

Tactics are options an army can use to influence aspects of a battle. a newly recruited army doesn't know any of these tactics unless specified by the GM. An army learns new tactics by being victorious in battle (see Victory, Rout, or Defeat). An army can know a number of tactics equal to half its Army Level, minimum 0.

When a battle begins, the commander selects one tactic to use for that battle (if the army doesn't know any tactics, the army uses the standard tactic). At the start of each Ranged or Melee phase, the commander may try to change tactics by attempting a Hard (+2) Warfare Lore, Intimidate or Athletics check. This check is done against a DC of a level equal to the Army Level.

Critical Success: The new modifiers apply for this phase as well as the modifiers from the old tactic

Success: The new modifiers apply for this phase.

Failure: The tactic stays the same

Critical Failure: The Army loses it's tactic and defaults to a standard tactic. Reduce Morale by 1.

As with battlefield conditions, gaining benefits from a tactic is subject to GM discretion. (For example, you may not get the expert flankers benefit if you cannot actually [flank](#) your enemy).

Tactics marked with an asterisk (*) are default tactics all armies know; these do not count toward the number of tactics an army knows.

Cautious Combat: Your army fights cautiously in order to maintain morale. Decrease its OM by 2, and add 2 to all its Morale checks.

Cavalry Experts: Your army's OM increases by 2 against armies that aren't mounted. The army must have the mount resource to use this tactic.

Defensive Wall: Your army fights defensively, taking actions to protect fellow units as needed. Decrease its OM by 2, and increase its DV by 2.

Dirty Fighters: Your army uses trickery and unfair tactics to gain an advantage at the start of a battle. For one Melee phase this battle, its OM increases by 6. (After that Melee phase, the opposing army knows to be ready for such tricks.)

Expert Flankers: Your army is skilled at surrounding the foe and distracting them, at the cost of spreading out too much and being more vulnerable. Increase its OM by 2, and decrease its DV by 2.

False Retreat: Once per battle, your army can make a false retreat, luring a target enemy army deeper into your territory. On the phase your army makes a false retreat, it doesn't attempt an Offense check. On the phase after it uses this tactic, increase its OM and DV by 6 against the target army.

Full Defense: Your army focuses on [total defense](#) of the battlefield. Increase its DV by 4, and decrease its OM by 4.

Relentless Brutality: Your army throws caution to the wind and attacks with savage and gory vigor. Increase its OM by 4, and decrease its DV by 4.

Siegebreaker: Your army targets another army's siege engines in an attempt to destroy them. If your army damages the target army, your army attempts a second Offense check; if successful, destroy one of the target's siege engines. This tactic has no effect on enemy armies without siege engines.

Sniper Support: Your army holds some ranged units in reserve to attack a target enemy army during the Melee phase. If your army damages the target army in the Melee phase, it deals 2 additional points of damage from these ranged attacks. The army must have ranged attacks to use this tactic.

Shields up!: Your Army reduces its damage taken by 5 for this turn. Your OM reduces by 2. Requires shields equipment.

Spellbreaker: Your army has specialists who can disrupt enemy spellcasting. Increase its DV by 4 against armies with the spellcasting ability.

Standard*: Your army's attacks have no additional modifiers to its OM, DV, or damage.

Taunt: Your army is skilled at taunting its opponents, provoking stupid mistakes and overconfidence in battle. The target army commander must attempt a Hard (+2) Warfare Lore, Intimidate or Athletics check vs your army's level at the start of each Melee or Ranged phase;

Critical Success: The target army is immune to this tactic

Success: Nothing happens

Failure: The target army takes -2 to OM and DV

Critical Failure: The target Army takes a -4 to OM and DV

Withdraw*: Your army tries to escape from all armies attacking it. The commander attempts a Warfare Lore, Intimidate or Athletics check against each army attacking it to maintain discipline. If all of these checks are successful, your army may withdraw from the battlefield or treat the phase as a Ranged phase. If only some are successful, you may withdraw or treat the phase as a Ranged phase, but enemy armies in the battle may attack you as if you were in Melee. Whether or not the checks are successful, reduce your army's OM and DV by 2 for the rest of this phase. On a critical success on any of the checks, do not reduce your army's OM and DV.

Victory, Rout, Or Defeat

An army is victorious if all of its enemy armies flee the battlefield or are defeated. The aftermath of the battle can be different for each army, and depends on whether it was defeated, routed, or victorious.

Defeated: If an army's [hit points](#) are reduced to 0, it is defeated. a defeated army may have a few survivors, but they are so demoralized and wounded (and probably captured by the enemy) that the army no longer exists as a cohesive unit and can't be used again in mass combat. If your army is defeated, reduce your kingdom's Economy, Loyalty, and Stability according to the size of the army (see table below.)

A general can take an advisor action on its turn to roll Loyalty vs Kingdom DC in order to negate this penalty, with the following results:

Critical Success: Penalty is negated

Success: Penalty is lowered by 1

Failure: Nothing happens

Critical Failure: Penalty is increased by 1.

Army Size	Economy	Loyalty	Stability
Fine	0	0	0
Diminutive	0	-1	0
Tiny	-1	-1	0
Small	-1	-1	-1
Medium	-2	-2	-2
Large	-3	-2	-2
Huge	-4	-2	-2
Gargantuan	-4	-2	-3
Colossal	-4	-3	-3

Routed: If the army routs, reduce its base Morale by 1. If the army's current hp are lower than the army's Army Level, increase its [hit points](#) to its Army Level. a routed army refuses to fight until the general succeeds at a Loyalty check during your kingdom's Upkeep phase (you may attempt this check once per turn). Note that a routed army can still be attacked by enemy armies, and can attempt Offense checks in battles—it just can't initiate a battle.

Victorious: If your army is the last one left on the battlefield (not counting other friendly armies), it is victorious. Each time an army wins a battle, your general can attempt a Hard (+2) Loyalty check against your kingdom's DC. If you succeed at this check, your army learns a new tactic and its base Morale increases by 1

(maximum of Morale +4). If the army's current [hit points](#) are lower than the army's Army Level, increase its [hit points](#) to its Army Level.

Special Abilities

Part of the fun of playing out a war in a fantasy game is the fact that you aren't limited to real-world troops.

Though most recruited units are warriors or [fighters](#), you may be able to recruit an army of [paladins](#), [clerics](#), or other characters with abilities useful in mass combat.

You might even be able to recruit monsters, whether [humanoids](#) such as [goblins](#), [trolls](#), and [orcs](#), or exotic creatures such as [centaurs](#) and [worgs](#). These creatures could have monster special abilities useful in mass combat. a typical kingdom doesn't have access to monster armies unless it has formed alliances with such creatures, either through formal Diplomatic edicts or befriending them during adventures.

You can use the following special abilities as inspiration to generate additional army abilities of your own. Unless otherwise stated, the effects of these special abilities (other than hp damage) end when a battle ends. Note that you count as your own ally for abilities that effect allied armies.

Ability Damage/Drain: The army gains the Drained condition, taking damage equal to its level and reducing it's maximum HP by 1 per level.

Alchemy: Once per battle, the army can heal itself as if it had the healing [potions](#) resource. This doesn't cost BP.

Amphibious: The army can move in or Army Levelloss bodies of water and ignore Defense from water barriers.

Animal Companion: The army's [animal companions](#) increase the army's OM by 1. Alternatively, the army gains the mount ressource without it costing BP.

Attack of Opportunity: When engaged in melee, if the opposing army retreats or uses a ranged action, this army has a free attack on them.

Aquatic: The army increases its OM and DV by 1 against armies in the water or on ships. The army decreases its OM by 2 against armies on land (unless the army also has the [amphibious](#) special ability, in which case it doesn't have this OM penalty).

Great Courage: The army is immune to fear effects and automatically succeeds at Morale checks to avoid a rout.

Bleed: When this army deals damage in melee, the target army takes a persistent 1d6 points of bleeding damage at the start of the next phase. If the army's Army Level is above 10, this damage goes to 2d6. **Special:** If another power refers to this power, change the type of damage appropriately.

Blindsense: The army reduces its OM and DV penalties by half from [darkness](#), [invisibility](#), and weather.

Blindsight: The army takes no penalties to its OM and DV from [darkness](#), [invisibility](#), or weather.

Bombs: This ability functions as the [breath weapon](#) ability.

Bravery: Any Frightened condition inflicted on the army is reduced by 1.

Breath Weapon: The army can make ranged attacks. In the Ranged and Melee phases, it deals +1d6 points of damage of the appropriate element. This damage moves to 2d6 if the Army Level of the army is above 10.

Brew Potion. The army can create healing [potions](#) for itself or another army without needing any of the building requirements described in the healing [potion](#) resource. You must pay the BP cost for these [potions](#) as normal.

Burn: This ability functions as [bleed](#).

Burrow: The army can dig under one fortification (or City Walls) by spending a Ranged or Melee phase moving. In later phases, it ignores that fortification's Defense. During the phase the army uses [burrow](#), it can attack or be attacked only by armies using [burrow](#) or [earth glide](#).

Cannibalize: Reduce Consumption by 1 per army size (minimum 0) for any week in which the army wins a battle and is allowed to feed on fallen corpses.

Harming Font: In the Melee phase, the army deals +1d4 points of damage against a living target army. If the army with this ability is [undead](#), instead of dealing extra damage to an enemy army, it can use this ability to heal itself; if it takes an OM penalty equal to half its Army Level for one Ranged or Melee phase, it heals a number of [hit points](#) equal to its Army Level.

Healing Font: In the Melee phase, the army deals +1d4 points of damage against an [undead](#) target army. Instead of dealing extra damage to an enemy army, the army can use this ability to heal itself; if it takes an OM penalty equal to half its

Army Level for one Ranged or Melee phase, it heals a number of [hit points](#) equal to its Army Level.

Climb: The army treats the Defense of fortifications as 25% lower than normal. This benefit doesn't apply if the fortification can't reasonably be climbed (such as a moat or [wall of force](#)).

Construct: The army is immune to [disease](#), [fear](#), [paralysis](#), and [poison](#).

Create Sandstorm: Once per battle, the army can affect the field of battle with the sandstorm battlefield condition. The sandstorm lasts for the rest of the battle.

Create Spawn: If the army destroys a living army of equal or greater size, it may immediately recover a number of [hit points](#) equal to twice its Army Level or create a new army of its type but two sizes smaller than itself.

Resistance: See the entry for significant defense.

Darkvision: The army takes no OM or DV penalties in dim light or darkness.

Disease: If the army damages an enemy, the enemy becomes diseased and takes a cumulative –1 penalty to its OM and DV each day after the battle. Curing the [disease](#) requires a successful Stability check modified by this penalty, and allows the army to reduce this penalty by 1 each day thereafter until the penalty is gone.

Earth Glide: The army ignores fortifications made of earth or stone and can [burrow](#) under other fortifications as if using the [burrow](#) special ability.

Evasion: An army that attacks this army halves its OM bonus from the spellcasting ability and halves the extra damage from the [breath weapon](#) ability.

Fast Healing: Each Ranged or Melee phase, this army regains a number of [hit points](#) equal to half its [fast healing](#) value. Outside of battle, each hour the army regains a number of [hit points](#) equal to its [fast healing](#) value.

Fearsome Presence: During the tactics phase, the opposing army becomes Frightened 2. This condition lasts only for the first ranged or melee phase.

Ferocity: The army continues to fight even if demoralized or nearly [dead](#). If the army is defeated or routed, it may continue to act for one more Melee phase, and its OM and DV are reduced by 4 for that phase.

Flight: If the army doesn't attack in the Melee phase, it can't be attacked with melee attacks except by an army with flight. The army ignores Defense bonuses from City Walls, but not other fortifications.

Flurry of Blows: In the first Melee phase, increase the army's OM by 1. In the second and subsequent Melee phases, increase it by 2 instead.

Grab: The army's units latch onto their opponents, making it difficult to escape. The target army takes a –2 penalty on checks to resist a rout or use the withdraw tactic.

Healing: Once per battle, the army can heal a number of [hit points](#) equal to half its Army Level.

Companions: Once per battle, the army may increase its OM or an allied army's OM by 1 for the rest of the battle.

Animal: This ability functions as [animal companion](#).

Immunity: If an army is immune to a particular special ability (such as [poison](#)), an enemy army with that ability doesn't gain those benefits against this army. For an army with many immunities, also see significant defense.

Incorporeal: The army has double its resistance bonus against non magical attacks. Attacks with the positive or force trait deal normal damage. It automatically succeeds at checks to [withdraw](#). It has a mobility advantage in all kinds of terrain.

Inspired: The army increases its OM by 1 and gains a +2 bonus on checks against fear and routs. Alternatively, the army may apply these bonuses to an allied army in the same battle.

Invisibility: Any army attacking this army takes a –2 penalty to its OM for that attack. Any army attacked by this army takes a –2 penalty to its DV against its attacks. Armies that can't see [invisible](#) creatures can't prevent this army from withdrawing.

Ki strikes: The army's attacks count as magic weapons.

Lay on Hands: This ability functions as Healing Font

Light Blindness: The army decreases its OM and RV by 2 in bright light.

Light Sensitivity: The army decreases its OM and RV by 1 in bright light.

Low-Light Vision: The army takes no penalties for dim light.

Mindless: The army is always at a morale of 0, and is immune to effects that the mindless condition makes you immune to, but must always use standard tactics and strategy.

Mobility: If the units have a form of mobility that gives them an advantage in the battlefield's terrain (such as [boggards](#) in a swamp), increase the army's OM by 1 for that battle against armies without such mobility.

Paralysis: Each time the army hits an enemy army, reduce the enemy army's DV by 1.

Petrification: This ability functions as [paralysis](#).

Poison: This ability functions as [bleed](#).

Rage: Once per battle, the commander may order the army to [rage](#). Increase the army's OM by 2, decrease its DV by 1, and add a +1 bonus on its checks against fear and routing. While this is in effect, the army can't use the tactics cautious combat, defensive wall, expert flankers, hold the line, sniper support, or withdraw; nor can it use the defensive or cautious strategies. If using such a tactic or strategy, you immediately switch to the standard tactic or strategy.

Regeneration: The army regains a number of [hit points](#) equal to half its [regeneration](#) value each Ranged or Melee phase. When an army with [regeneration](#) is reduced to 0 hp, it is defeated only if at least one enemy army survives at the end of that phase to finish off the regenerating creatures. Outside of battle, the army regains a number of [hit points](#) equal to half its [regeneration](#) value each hour.

Rend: The army increases the damage it deals by 1.

Resistance: See the entry for significant defense.

Rock Catching: The army increases its DV by 1 against ranged attacks. This increases by an additional 1 if the army is attacked with siege weapons or thrown rocks.

Rock Throwing: The army can make ranged attacks. In the Ranged phase, it deals +4 points of damage.

Scent: The army reduces its OM and DV penalties from [darkness](#), [invisibility](#), and weather by half.

Significant Defense: The army has a resistance to a variety of damages. Reduce all damage it takes from opposing armies by the value of the resistance, unless the opposing army has the appropriate weapons to bypass the resistance. In addition, increase its DV by 5 against attacks that lack the required type. For example, a small army of Clay Golems would reduce the damage taken by an opposing army without adamantite weapons by 10, and would have a DV of 5 higher against them.

Sneak Attack: The army increases its OM by 1 when making an ambush, when using the expert flankers tactic, or on the phase after using the false retreat tactic.

Spell Resistance: The army increases its DV by 6 against armies with the spellcasting ability.

Spellcasting: If an army's units can use magic (from either [spell-like abilities](#) or actual spellcasting), increase its OM and DV by half the spell level of the highest-level spell the individual unit can cast. If any of the army's offensive spells has a range greater than [touch](#), the army can make ranged attacks. Cantrips do not count for the OM and DV increases.

Swarm: The army ignores DV bonuses from armor resources. It can't [harm](#) an army with the [incorporeal](#) or significant defense ability. It automatically succeeds at checks to [withdraw](#).

Teleportation: The army ignores the Defense of fortifications. It automatically succeeds at checks to [withdraw](#). Ethereal travel and similar effects also grant this ability. An army with [teleportation](#) can travel to any hex on the same day (its speed is irrelevant and not hampered by difficult terrain).

Trample: The army increases its OM by 1.

Tremorsense: The army reduces its OM and DV penalties from [darkness](#), [invisibility](#), and weather by half.

Trip: Each Melee phase, the target enemy army reduces its DV by 1 until the end of the phase.

Undead: The army is immune to [disease](#), [paralysis](#), and [poison](#). Its consumption decreases by 1 (minimum 1).

Unnatural Aura: This ability functions as [fear](#), but applies only to [animals](#) (including [animal](#) mounts).

Vortex: This ability functions as [paralysis](#), but only against targets on or in the water.

Weakness: If the army is attacked by an army that has an attack that deals damage of the weaknesses type, the army's DV is lowered by 5 against this attack. The defending army also takes increased damage as per its weakness against this attack.

Whirlwind: This ability functions as [paralysis](#).

Wild Shape: Once per battle, the army may gain the aquatic, amphibious, climb, darkvision, flight, [low-light vision](#), or [scent](#) special abilities, but loses the spellcasting ability while this is in effect. The army can end this ability in any later phase.

Raising an army in a kingdom.

Kingdoms have the ability to field armies once per turn. During the event phase, the kingdom can pay the consumption cost of an army they want immediately, and then proceed with the raise army action. As of this moment, the army starts in the city hex of the ruler's choice. The army is assigned a commander of the ruler's choice.

Garrisoning an army: Various buildings allow rulers to garrison their army in order to keep them in reserve and have them cost less in maintenance. Such buildings are outlined in city improvements. If you have an army that is bigger than the allotted space, you can separate it amidst the various buildings you have. An army must be garrisoned in its entirety for it to gain the benefits of garrison. A garrisoned army only costs half of its consumption cost (round down, minimum 0).

Raisin an army: The power of a kingdom's army correlates directly with the power of the kingdom itself. On any turn the ruler orders an army raised, the General proceeds to recruiting adequate targets.

Level of the units: An army's base unit is composed of creatures that are no higher in level than $\frac{1}{4}$ the Kingdom's Level (modified by buildings, modified by the raise army check). Round down, minimum 0.

Demographic of the units: A kingdom can raise armies composed of any ancestry that is currently part of its demographics allocation. Any other military units must be acquired through the use of kingdom projects.

Size of the army: A kingdom can raise an army in size equal to 10 per kingdom size. A size 10 kingdom can thus raise an army of 100, which is a medium army.

Raising an army check: When an army is raised, the general makes a very hard (+5) check against the Kingdom DC, with the following results.

Critical Success: The army is raised immediately and the base unit is considered elite (+1 to level)

Success: The army is raised immediately

Failure: The army is raised next kingdom turn

Critical Failure: The army is raised next kingdom turn, its morale starts at -1 and it has the weak template. The weak template can be removed if the General spends his event action training them next kingdom turn and succeeds at a hard (+2) stability check.

Example: *Queen Freya the Frivolous wants to raise an army. Her kingdom is size 25 and level 8, she has the Fey demographic as Major and the Kobold demographics as minor.*

She orders a force of Kobold Dragon Mages be raised. These are level 2 creatures, and she creates an army of 200 strong, a large army. Her General, Lonnyosph, rolls a Loyalty check and gets a success. The army is raised immediately.

Here is the army's stat block:

Army Name	Lonnyosph's Fist
Commander	Lonnyosph • Warfare Lore: +1 • Intimidate: +12 • Athletics: +10
Composition	200 Kobold Red Dragon Mages level 2
Army Level	4
HP	100
OM	+18
Damage	2d6-1
DV	28
Tactics	Standard
Ressources	None
Special Ability	• Resistance (fire) • Spellcasting (+1 OM, +1 DV) • Sneak attack
Speed	2
Morale	0
Consumption	2

PC's against armies.

Inevitably, PC's will want to see if they can square off against armies. For encounters such as this, it is suggested that the GM draft up an encounter with an enemy that has the "Troop" trait, or 2 or 3 if that is more appropriate.

The scales and numbers in this system are meant for armies squaring off against other armies.