

Demesnes & Domination Mass Combat Errata

ADDED & CHANGED:

Damage Resolution has been simplified and changed for easier and faster gameplay:

Pg. 46; Mass Combat Damage: Any damage rolled automatically removes that many Hit Die worth of soldiers from the damaged unit, rounded up. For example, a unit of 10 1HD soldiers with spears rolls 1d6 for damage; dealing 4 damage which is the equivalent to 4HD worth of soldiers in the enemy unit is removed.

- Units with individual soldiers that are less than 1 hit die count as 1/2 hit die for damage. This means for every one point of damage inflicted, that unit loses two soldiers. For example, a unit of 10 1HD soldiers with spears rolls 1d6 for damage; dealing 6 damage against a levy unit of 20 Normal Men soldiers The levy unit loses 12 individuals from the unit.
- Any unit that has heroes in their ranks that are in the front line roll separately and add any damage they provide to the total done by the unit. However, this exposes the hero to also taking any damage rolls made by the unit. *For example*, a unit with a player character fighting takes 7 damage. The unit loses 7 1HD soldiers and the player character also takes 7 points of damage.
- *Original mass combat damage has since been changed to Simulation Damage*

Pg. 47; Maximum Mass Combat Damage Rule: This option allows for quicker combat without needing to do additional damage dice rolling but has more deadly results- When a unit takes damage, they lose Hit die worth of soldiers damage equal to the full weapon damage die.

Pg. 47: Exhaustion: All units have to rest after a maximum of six mass combat rounds if they are moving, casting spells, and/or attacking. Any unit that doesn't rest accrues a -1 to every attack, AC, morale checks, and saves for every combat round they keep active after six.

- Any unit that only moves less than 1/2 their movement speed doesn't incur exhaustion for the movement.

Pg. 47; Multiple Hit-die Soldiers and Monsters: units that make up of soldiers that each have multiple hit dice, the amount of soldiers or monsters removed from the unit is rounded down.

- Example: A unit of 10 Ogres where each ogre has 3 Hit Die is attacked by a unit of 20 archers. The Ogre unit takes 10 damage total, where 10 Hit Die worth of Ogres are removed rounding it down to 3 ogres are removed from the unit.

Pg. 47; Mass Combat Spell Damage: As stated earlier, any spell that inflicts damage eliminates a number of hit die worth or enemy units equal to the amount of dice rolled. Any successful saves instead deal 1/2 the amount of hit die worth of damage, rounded down.

Pg. 47: Hit Die = Hit Points: Due to the function of hit die to keep track of the number of units fighting, then hit dice essentially function as hit points from traditional combat but zoomed out to account for a full minute of combat instead of 10 seconds.

Pg. 47: Unit Groups below 10 soldiers: When a unit gets reduced to less than 10 remaining soldiers, roll morale again. If it's a failure, then the remaining unit flees. If they hold their morale then the unit can still fight but incur a -1 to attacks and to their morale score. Any additional hit against the unit requires a morale check to maintain fighting.

REMOVED

Pg. 45; Mass Combat Unit Make-up damage multiplier: Removed the multiplier to damage for both on foot (x10) and mounted units (x5) since that was only applied to the prior damage resolution from an earlier printing where units had Hit Points instead of subtracting hit die worth of soldiers or monsters from damage.

Pg. 47; Mixed Units (optional) damage multiplier: Removed the multiplier to damage (x10)