

WARFARE





hen great heroes like Ajax, Hector, or Achilles participate in a war, the story is about them fighting other heroes. Enemy heroes. The Trojan War is just a backdrop for these individuals' epic stories.

So if that's the story you want to tell—of great armies clashing in the background while heroes and villains duel each other in single combat—then you don't need rules for warfare. You can just play out normal encounters while a huge battle is described happening around the heroes and their enemies, like some particularly dramatic background music.

This system, by contrast, assumes that even in a fantasy world, armies are important. Heroes can fight other heroes, but it takes an army to capture and hold territory—and to defend a domain against a villain's army. Each army's tactics, the units deployed, and who won is important—as is how they won. So while the characters still need to stop the villain in a thrilling combat, the characters' army also needs to defeat the villain's army to fully secure victory.

USING THESE RULES

These rules don't worry overmuch about where the player characters are during a battle, or exactly what they're doing. Most are probably off adventuring or fighting the leaders of the villain's army. They're not on the battlefield trying to micro-manage their own army. But that army is still an extension of the characters. Each unit gains benefits in battle based on a player character's class (see **Martial Advantages** on page 111), but a character's features, traits, spells, and feats mostly help make them better at fighting monsters. Characters aren't designed to fight armies. So these rules let the characters focus on fighting monsters and villains while their army tries to take and hold the villain's territory, or to stop the villain's army from taking territory of its own.

Players and GMs who like these rules and want to use this system in their games should make sure that everyone understands wars are about armies. The players and the GM control their own

side's units, but the characters, the monsters, and the NPCs should always be focused on undertaking the personal challenges and one-on-one combat they're best at.

With all this in mind, we think everyone will find a lot of value in these rules. As an overview, this section presents just a few of the ways players and GMs can use this warfare system in your games.

COMBAT AND BATTLE

To keep clear the differences between warfare and characters engaging in combat, this book uses "combat" to refer to characters and monsters skirmishing using the game's normal rules. "Battle" is used to refer to armies clashing using the warfare rules.

WE'RE ADVENTURING!

Just because the heroes go off on adventures doesn't mean the rest of the world stops short, waiting in suspended animation for them to return. Armies are a fantastic tool that can be used to create tension in a game while the heroes are off adventuring.

Giving the villain of the adventure an army to attack the heroes' domain, the domains of their allies, or even just the place they live is a great way to get the players engaged with warfare. A GM can pause and say "Meanwhile..." as they describe a scenario in which the heroes' domain is threatened and the players must use the heroes' army to defend it.

DOWNTIME WARFARE

One of the most canonical uses of warfare is to give the players more—and more interesting—things to do during downtime, or at any time between group adventures when the characters are free to be more self-directed. In the time between one adventure and another, the players have a chance to come up with their own goals and motivations. And having characters be officers in a domain with a standing army, even a small one, opens up all sorts of new opportunities for story and game play.

The players might decide to use the characters' army proactively. Send it somewhere to liberate

a town or temple, or to clear out a forest infested with cultists. Send it to blockade a road and force a confrontation with a local warlord. Or they might use it reactively based on challenges the GM places in front of them, like a rebellion or an uprising. Between adventures, unlimited possibilities for drama and action arise, and warfare can easily factor into these.

EPIC FINALE

The most spectacular use of this system is to simulate a climactic confrontation between a heroic organization and a villainous realm. The easiest and most fun way to do this is to run and resolve the battle first, then the combat, even though both are actually happening simultaneously. This works much the same way that players in combat resolve their characters' actions in distinct turns, even though in reality the characters are all moving and attacking at the same time.

When this is done, mark down who wins the battle and on which turn. Then, on that turn of the combat, the winning officers each gain a Morale Surge they can use at any time (see the sidebar). The warfare rules have been designed to, on a whole, resolve faster than character combat. This is not wholly realistic, but it is dramatic—and it allows the game to continue to focus on the heroes and their actions. Their army will win or lose before the end of the combat, and the victors gain a sudden and dramatic bonus reflecting the rush of adrenaline.

Of course, this requires some willing suspension of disbelief, since the players will have already resolved the battle before starting the combat. So they know who's going to win—and on what turn—going into their own final fight. But even if this causes characters to change their behavior in what is technically a metagaming sense, it can easily be explained as the characters being the ones who trained the forces fighting outside—and as such, being instinctively aware that those forces are going to win (or lose!), even if that wasn't strictly obvious during the actual running of the battle.

A battle can, of course, take longer than a combat! This isn't a problem if the winner of the battle is the same domain as the winner of the combat.

But even if that's not the case, when a domain's commanders lose a combat (whether they died, surrendered, were banished to another dimension, and so on) their troops automatically undertake the Retreat maneuver. (The rest of this chapter explains maneuvers and all the other rules for warfare.)

MORALE SURGE

A character experiences a sudden rush of adrenaline upon hearing the herald's news of victory on the field of battle. As a bonus action, the character can move half their speed and take one additional action, on top of their regular action and movement. The character can use this benefit once, and loses it if they don't use it before taking a long rest.

BRINGING THE SIEGE

When the GM decides that it's time for a battle to begin, each side can attempt to bring the siege. This section of the rules vaguely emulates the behavior of European military conflicts from the eleventh century to the fifteenth century. During these times, the majority of battles were sieges—one army attacking a fortification, rather than two armies facing each other in the field. The major question of the time was: Which side would mobilize first and lay siege to the other side's castle or keep?

The warfare rules simulate this historical setup by requiring both domains to make an opposed Operations test at the start of each battle. The winner decides whether they will attack the villain's stronghold, defend their own stronghold, or meet on a different field of battle. In the case of a tie (or if the GM determines that it's not appropriate for a particular battle to involve a stronghold), both armies meet at a location away from either stronghold.

SEIZING THE INITIATIVE

The army that defends its domain's stronghold gains the benefits of the fortifications of that stronghold. The army that attacks has more flexibility in its tactics and is said to have seized the initiative. All units in that army's vanguard rank get a free activation at the start of the battle. While the

attacking army is taking this free activation, the units of the defending army can use reactions only.

USING THE GRID

One of the keys to keeping battles fun is making sure everyone has room to maneuver. Each side in the battle has a 4×5 grid—twenty spaces in total—on which to place their infantry and artillery units. Cavalry and aerial units do not use the grid.

If one side of the battlefield is completely filled with troops, that side is left with no room to maneuver and the game turns into a slog. As such, these rules work best with each side controlling twelve or fewer units.

MAKING TESTS

Throughout these rules, you'll see references to units making tests. Just like with the rules for running domains, tests in warfare are analogous to your character making ability checks—you roll a d20, add a modifier, and compare the total to a fixed DC or some other value. If the result is equal to or greater than the value it's compared to, the test succeeds. Tests can likewise be made with advantage and disadvantage, just like ability checks.

When a unit attacks another unit, it first makes an Attack test opposed by the opposed unit's Defense. To successfully execute a special maneuver, a unit must succeed on a Command test with a DC based on the complexity of the maneuver. (Attack, Defense, and Command are three of the modifiers that are part of every unit's battle statistics, discussed in more detail below.)

STARTING SMALL

The best way to test out these rules is to start with a small battle, wherein each player controls just one unit. There are then a commensurate number of units on the opposing side, controlled by the GM. A battle of this size—perhaps two opposing forces trying to take over a small town—gives everyone, including the GM, the chance to learn the system and get their feet wet.

It might seem like a fun idea to start with a huge battle! An epic confrontation with dozens of units on each side! But this system will quickly bog down

ALLIED AND OPPOSED

In the warfare rules, "allied units" refers to all units that are part of an army or are friendly to that army. "Opposed units" refers to all units that are part of the army fielded by the other side in a battle, or which are friendly to that other side's army. The same usage applies when talking about opposed commanders. This allows the rules to read properly from the perspective both of players running their characters' army and the GM running a villain's army, by avoiding terms like "enemy" that might be misread as referring only to the units of the villain or GM's side.

If any part of the rules allows a unit to affect allied units, the unit can also affect itself (assuming it meets all other criteria for the specific effect).

under that kind of setup, and there are better ways to create this epic feel. These rules don't model individual soldiers, which means that players and GMs are free to redefine the scale of battle to suit their needs. If you want to run an epic battle, simply say that each unit represents a legion of five thousand soldiers rather than a squad of fifty or some other smaller number.

Alternatively, many of what are considered huge historical battles were actually a series of smaller related skirmishes. So if you want to replicate this kind of massive battle, you can use this system to play out specific skirmishes within a larger war. Using different battlefield setups each time, you'll play out the battle for the port, then the battle for the tower gates, and finally the battle for the city, with the results of each battle affecting the next.

LARGER BATTLEFIELDS

Each player character involved in a warfare battle can command a number of units equal to their proficiency bonus, which means players can eventually control up to six units each! If your group has five or six players, that can mean battles with thirty units or more on a side!

Any time you play a battle with more than fifteen units on a side, it's recommended that the battlefield be expanded by adding ranks (rows) and

files (columns) to the field, so that there are always openings and empty spaces. As a general rule of thumb, add one new column for every three units beyond fifteen. Once you've added two columns, add another row: a second vanguard row with the same rules for deployment as the original vanguard row.

EXPANDING THE BATTLEFIELD

Units per Side	Add...
15 or fewer	Nothing; use the 4 × 5 grid for each side
16–18	One column
19–21	Another column
22–24	One vanguard row
25–27	Another column
28 or more	Another column

DOMAIN ARMIES

Not all domains need an army. Depending on the campaign or the nature of the specific adventure you're playing, domains for the characters and the villains are still useful for the additional features they grant, even without these warfare rules. A heroic organization might act behind the scenes, or lend aid to other domains in the form of special units that can be mustered and sent to help allies. But if an enemy has an army marching on the characters' stronghold—or vice versa—creating an army is the best way to play out that scenario!

UNITS

Each army is made up of units. Each unit is a collection of soldiers (including monsters) with the same ancestry, training, gear, and type.

An army defends a domain and fights battles for the domain's officers (either the player characters or the villains controlled by the GM). While the characters confront an opposed domain's leaders in an epic combat, the armies loyal to both sides clash in an epic battle. The characters and the villains issue orders, but the soldiers who fight and die in response to those orders are the ones who take and hold the field—the ones who win or lose the war.

ANATOMY OF A UNIT

The following is a typical unit, so let's check out its stats.



Human Infantry



COMMANDER _____
REGULAR, LIGHT, HUMAN, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+3	12	+2	12	+1	+2

TRAITS
•Adaptable



There are a lot of numbers and symbols at use here, but you'll quickly get used to them. And you'll find much more information on all these stats and how they're used in the sections that follow.

NAME

Every unit has a name. For normal units, that name is just a combination of the unit's ancestry and type—for example, Human Cavalry, Elf Artillery, or Hobgoblin Infantry. Some units have more descriptive names, though, such as Human Shield Maniple or Bugbear Heavy Claw. Special units might follow either format. And unique units have quotation marks around their names, to indicate that there is only one of these special units anywhere in the world.

COMMANDER

Every unit also has a commander. This is the creature that issues orders to the unit in battle—usually one of the officers in charge of the domain fielding the unit.

The rules don't worry too much about how exactly a human paladin locked in combat with an evil enemy cleric is able to make their intentions known to the unit they command out on the battlefield. The system is deliberately abstract. Runners and heralds are tasked with conveying such orders, and minor magics can facilitate communication between a commander and their troops.

But beyond that, a unit knows what its commander wants because the commander has trained that unit. As well, each unit is assumed to have sergeants and subcommanders who know what to do if the commander is incapacitated, killed, or turned into a slimy toad.

BATTLE STATISTICS

This section describes the statistics found on a unit card. Lots more information on all these statistics and examples of how they're used can be found in the following sections.

Attack (ATK) is a measure of a unit's tactical effectiveness—its ability to successfully execute an attack order and engage an opposed unit. A successful Attack test can inflict casualties on an opposed unit, but is only half of the process of making an attack. Attack is opposed by Defense and improved by experience.

Defense (DEF) is a measure of a unit's ability to maneuver in such a way that it can avoid an opposed unit's attack, or minimize it so much that it fails to make a noticeable dent in the unit's casualties. Defense is improved by experience.

Power (POW) is a measure of a unit's physical prowess in battle. When the halberds strike, the arrows fall, or the lances pierce, how much force is behind them? Making a Power test is the second part of making an attack, and inflicts even more casualties on an opposed unit. Power tests made for other reasons do not deal damage unless the rules say so. Power is opposed by Toughness and improved by equipment.

Toughness (TOU) is a measure of a unit's physical hardiness—its ability to withstand successful attacks and keep fighting. Toughness is improved by equipment.

Morale (MOR) measures a unit's ability to maintain discipline in the face of overwhelming odds, powerful magic, exotic enemies, and death. Failing a Morale test inflicts casualties just as Attack tests and Power tests can, since a soldier who is terrified and flees is just as ineffective as a dead soldier. Morale is improved by experience.

Command (COM) is a unit's ability to correctly interpret complex orders and execute them successfully. Command is improved by experience.

Number of attacks (the sword icon) represents the number of times a unit can organize itself to attack other units in one round of battle. Most units have only one attack. Number of attacks is improved by experience.

Damage (DMG) is the number of casualties inflicted on a successful Power test made after a successful Attack test. If some part of the rules grants a bonus to damage, that bonus applies only to the Power test made as part of an attack. Damage is improved by equipment.

Size is an abstract measure of a unit's ability to maintain morale and unit cohesion, and to carry out orders. Size determines a unit's **casualty die** (see below), and so determines how much damage a unit can take. The bigger a unit's size, the more effective it is at staying in the fight.

Movement is another of a unit's battle statistics, but does not appear on the card because all units have a movement of 1.

CASUALTIES

During warfare, the number of casualties a unit can suffer but still keep on fighting is represented by the **casualty die**. A casualty die is based on a unit's size, and is placed on the unit card during battle with the number of casualties the unit has remaining facing up. For example, a size 6 unit would begin with a d6 casualty die, with the 6 facing up.

If a unit is ever reduced to half its maximum casualties or fewer, it is **diminished**. The first time a unit is diminished in a battle, it must succeed on a DC 13 Morale test or immediately suffer 1 casualty.

If a unit's casualty die ever reaches 0, the unit is **broken** and is removed from the battle. A broken unit might be able to be rallied to return to the battle, or it might be disbanded and permanently lost.

These rules don't worry about the exact number of soldiers or monsters in a unit. Likewise, casualties usually mean soldiers killed by enemy action, but not always. A soldier who is disoriented or too terrified to act, or who cannot see or hear or understand their commanders' orders, is just as ineffective as a dead soldier. For this reason, even though a unit might be removed from the battlefield when broken, there is a chance that it can be rallied later by gathering together scattered soldiers, bolstering their resolve, and organizing them for battle again.

TYPE

A unit's type is represented by a weapon symbol. Type determines what a unit can do in battle, who it can attack, and who it can be attacked by. There are four types of basic unit: infantry, artillery (including siege weapons), cavalry, and aerial. For the purpose of improving experience and equipment (see below), cavalry and aerial units use the same tables.

Type	Symbol	Type	Symbol
Aerial		Cavalry	
Artillery		Infantry	
Artillery (Siege)		Infantry (Levy)	

EXPERIENCE

Experience is a combination of how much training a unit has and how much fighting it's seen. More experienced units gain bonuses to Attack, Defense, Morale, and Command, as well as additional attacks, as indicated on the Unit Experience

Bonuses table. But different types of units learn different lessons in battle.

Units gain experience by surviving battles, according to how experienced they already are (see **Improving Units** on page 104). Each section of the table starts with the lowest level of experience at the top, with each subsequent level below indicating the next improvement.

The bonuses on these tables are **not cumulative**. If a veteran infantry unit survives a battle and improves to become elite, its Attack modifier goes up by 1, not by 2.

The number of stars in a unit card's upper left corner indicate the unit's level of experience. Levies and regular units have no stars, veteran units have one star, elite units have two stars, and super-elite units have three stars.

LEVIES

Levies are infantry troops who have zero training and no experience, typically laborers and townsfolk. They know their likely fate in battle, but they believe enough in a domain's cause to fight and die for it—or they fear the price of not fighting even more.

Levies cannot have their gear or experience improved. They automatically disband after every battle and must be mustered again for the next battle.

EQUIPMENT

Equipment describes a unit's arms and armor. Heavier units have better weapons and armor, granting them bonuses to Power, Toughness, and Damage (except for artillery units), but they might not be as flexible in battle as a lighter, more mobile unit. As with experience, different types of units gain different benefits from improving their equipment.

Units improve their equipment by having their domain pay for those improvements (see **Improving Units** on page 104). Each section of the Unit Equipment Bonuses table starts with the baseline level of equipment at the top, with each subsequent level below indicating the next improvement.



UNIT EXPERIENCE BONUSES

Infantry Experience	Additional Attacks	Attack	Defense	Morale	Command
Levies	+0	-1	-2	-2	-1
Regular	+0	+0	+0	+0	+1
Veteran	+0	+1	+2	+2	+2
Elite	+1	+2	+4	+4	+2
Super-elite	+1	+3	+6	+6	+3

Cavalry and Aerial Experience	Additional Attacks	Attack	Defense	Morale	Command
Regular	+0	+0	+0	+0	+0
Veteran	+0	+1	+1	+1	+2
Elite	+1	+2	+2	+2	+4
Super-elite	+1	+3	+3	+3	+6

Artillery Experience	Additional Attacks	Attack	Defense	Morale	Command
Regular	+0	+0	+0	+0	+0
Veteran	+1	+2	+1	+1	+1
Elite	+1	+4	+2	+2	+2
Super-elite	+1	+6	+3	+3	+3

UNIT EQUIPMENT BONUSES

Infantry Equipment	Power	Toughness	Damage
Light	+0	+0	+0
Medium	+2	+2	+0
Heavy	+4	+4	+0
Super-heavy	+6	+6	+1

Cavalry & Aerial Equipment	Power	Toughness	Damage
Light	+0	+0	+0
Medium	+1	+1	+0
Heavy	+2	+2	+0
Super-heavy	+3	+3	+1

Artillery Equipment	Power	Toughness
Light	+0	+0
Medium	+1	+1
Heavy	+2	+2
Super-heavy	+3	+3



ANCESTRY

Ancestry affects all of a unit's stats, and in many ways is the defining attribute of a unit. Ancestry also determines what traits a unit has.

Ancestry	Symbol	Ancestry	Symbol
Dragonborn		Human	
Dwarf		Kobold	
Elf		Lizardfolk	
Fiend		Monstrous	
Giant		Orc	
Gnoll		Special	
Gnome		Undead	
Goblinoid			

The bonuses a unit gains because of its ancestry have very little to do with any of the stats that creatures of those ancestries have in the core rules. The warfare rules are concerned with how well creatures organize, take orders, and maintain morale and unit cohesion, none of which are necessarily related to how well creatures fight in single combat.

TIER

A unit's tier, represented by a Roman numeral on its card, is a measure of the unit's overall power or nastiness. Tier I units are the least powerful (and thus the easiest to put onto the battlefield), while Tier V units are the most powerful.

All units after Tier I have unit dependencies that determine how many units of a specific tier are needed to field a unit of a higher tier. For example, you can field an unlimited number of Tier I units, but you must have more Tier I units than Tier II units.

TRAITS

Each unit also has a collection of traits—maneuvers or special features that it can employ in battle. The names of each unit's traits are listed on its unit card, keying to the descriptions in the **Unit Traits** section on page 126 in this chapter. This keeps the unit cards small and useful in battle, and means players don't have to constantly pick each card up to read what its traits can do in the middle of a battle. Printer-friendly cards are available on page 314.

BUILDING AN ARMY

As soon as a group of characters founds an organization, they muster four Tier I units of the players' choice from any ancestry the GM agrees the organization has access to. These are leaderless soldiers—probably regular light troops from other failed domains, looking for someone to serve.

As an option, any time a domain musters a Tier I unit, it can muster two levies instead. This can boost the size of a starting army by making it some combination of levies and regular troops. However, levies automatically disband at the end of the next battle they fight in.

Six ancestries are presented in this book—humans, elves, dwarves, orcs, goblinoids, and undead. Each ancestry features nine units covering different types and tiers. Whenever an organization musters new units, they must be from an ancestry the GM agrees the organization has access to, chosen from the nine units noted and following the rules for unit command and unit dependencies (detailed below).

(If you use *Strongholds & Followers* in your game, you can optionally use the rules that allow characters to attract a variety of followers, including new units, when they build or take over a stronghold.)

Units mustered by a heroic organization belong to that organization. Each unit needs a commander (see **Unit Command and Dependencies** below)

who must be an officer in the organization. These units gain experience through battle (unless they're levies), and the organization can spend gold to improve any unit's equipment.

Gaining additional units can be accomplished in three ways:

- An officer of the organization can use a domain action during intrigue to muster one unit from any ancestry the GM agrees the organization has access to (see the **Operations** section on page 23 in the **Domains & Intrigue** chapter). Units mustered in this way belong to the organization and persist from battle to battle until they are disbanded. They must conform to the rules for unit dependencies.
- An officer of the organization can muster the organization's special unit by succeeding on an Operations test during intrigue (see the **Operations** section on page 23, and the details of

special units in each organization's write-up in the **Domains & Intrigue** chapter). This unit disbands after the next battle it is used in, and must be mustered again before it can be used again. This unit ignores unit dependencies.

- An officer of the organization can recruit new units from NPC realms by succeeding on a Diplomacy test during intrigue (see the **Diplomacy** section on page 20 in the **Domains & Intrigue** chapter), gaining the use of that realm's special unit. Units gained by diplomacy disband after the next battle they are used in, and return to their home domain. Additional diplomacy is necessary if they are to be fielded again. These units ignore unit dependencies.

All units, regardless of how they are raised, need a commander. Units that conform to the rules for unit dependencies can be used to unlock new units based on their tier, but units that ignore



unit dependencies cannot. For example, a Tier III unit mustered as an organization's special unit or recruited through diplomacy does not count toward being able to muster a Tier IV unit.

UNIT ANCESTRY

The GM determines which ancestries an organization has access to when raising units. It's reasonable to assume a dwarf officer would know other dwarves, and that the officer's heroism has become known in their homeland. So when this heroic dwarf puts out the call, a unit of dwarves arrives! That said, a dwarf officer might be an exile, or might have been raised in a human city and have no real connection to any ancestral home. If so, the GM might decide that a different ancestry is available instead.

If the characters' organization is on good terms with a nearby NPC elf domain—perhaps because of interactions during a previous adventure—it's reasonable to assume that the organization can muster elven units. But the only way to muster the Court Jesters—a special aerial unit of veteran sprites with medium equipment belonging to a fey court domain—is through Diplomacy.

UNIT TYPES

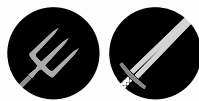
There are four types of units—infantry, artillery, cavalry, and aerial. Each has different base stats, and because of the rules governing which units can attack other units (see **Attacking**) and the rules for deployment, each has a specific role to play in warfare.

INFANTRY UNITS

Infantry are the meat-and-potatoes troops for any domain.

They are not as flashy as artillery or cavalry, but they are harder to kill, having higher Toughness than other units of the same tier and ancestry. Infantry are often used to protect artillery units.

Infantry have very few legal targets in a battle. They can attack only adjacent units (in front, behind, to the left, or to the right of the infantry unit), and can't attack cavalry or aerial units at all. But infantry also have access to more maneuvers than other units. Only infantry units can use the Follow Up maneuver, which gives them free movement after an adjacent opposed unit breaks or



moves away from them. This helps infantry quickly move into position to get closer to the opposed side's center rank—where all the squishy archers are usually hiding!

Infantry can also make use of the Set for Charge maneuver, which gives them a chance of inflicting casualties on any cavalry or aerial unit that attacks them. They cannot attack those more mobile units back, but they are not completely defenseless against them.

Infantry also include a domain's levies—the untrained troops who have either volunteered to support a domain or been pressed into service. Levies are cheaper than other Tier I units, with officers able to muster two units of levies instead of any other Tier I unit. But they have poor stats compared to other infantry units, and those stats cannot be improved. Levies disband after every battle.

The best use of levies is to defend a domain's rear rank against enemy cavalry. They often won't last long, but they'll force an opponent to waste actions wearing them down.

ARTILLERY UNITS

Artillery units include both archers and siege engines.



Mostly archers.

Artillery units can attack any other unit on the field, which means they're a domain's best defense against enemy aerial units. Those are thankfully rare, but archers' ability to pick targets from across the battlefield makes them incredibly good at two things—forcing Morale tests by diminishing opposed units, and breaking opposed units that have only 1 casualty remaining, regardless of where those units are.

Additionally, archers and cavalry can be coordinated to pick out a single enemy cavalry unit and wear it down, since archers and cavalry can attack any cavalry unit. Many battles begin with both sides using archers and cavalry in this way, trying to eliminate opposing cavalry before they can go on the offensive.

The downside, of course, is that archers are incredibly squishy. They have low Defense and Toughness compared to other troops of the same tier and ancestry. For this reason, they must be

deployed in the center rank of the battlefield, and a large part of the strategy of a domain's officers typically involves keeping their archers alive.

Siege Engines are usually Tier II units, so they're harder to muster. They can attack any other units and inflict a lot of casualties—but most require an entire round between attacks doing nothing (loading the catapult or trebuchet, winding the ballista, and so forth). Combined with the fact that they're the only unit that can damage fortifications (which they automatically hit!), siege engines are typically only mustered when a domain is fighting an opposing force with fortifications, and are then used to batter down those walls and towers.

CAVALRY UNITS

Cavalry units move fast and hit hard.

They are so mobile that they belong to no specific rank, ranging across the battlefield to attack other cavalry, and pick off those infantry and artillery units foolish enough to leave themselves exposed.

Cavalry units have greater Power than other units of the same tier and ancestry, and they're one of the few Tier I units that deal 2 damage on a successful Power test. This means they can cause most Tier I units to become diminished with a single successful attack—a size 6 unit taking 1 casualty from a successful Attack test, and then 2 more casualties from a successful Power test!

Many battles begin with both sides trying to neutralize the other's cavalry. Units with the Archers trait are particularly good at this.

AERIAL UNITS

Flying units are rare, with most of them in Tier III and having stats comparable to an average Tier II unit. This is because aerial units can attack any other unit (in the same manner as artillery units) but very few units can return fire against them! Only artillery and other aerial units can attack an aerial unit.

Mustering aerial units gives a domain a major advantage over an opposed domain that has no aerial units with which to defend itself. But while they have clear advantages in battle, aerial units are squishy. They have higher Attack modifiers than other units of the same tier and ancestry,

but their need to be lightly armed and armored compared to other units gives them lower Defense and Toughness.

Properly used, aerial units can make a big difference in a battle, but they do not represent instant victory. Rather, much of their usefulness is psychological. An army without aerial units facing an army with aerial units often feels as though it's on the defensive, even if it has archers enough to handle the situation.

UNIT COMMAND AND DEPENDENCIES

A couple of restrictions affect how many units a domain can field, and which units it can field. This stops a battle from growing too large to manage, and simulates the fact that any army will have a very small number of elite units supported by a broad base of regular units. It also prevents domains from fielding an army made up of only one or two extremely nasty units that can't be defeated by a regular army.

UNIT COMMAND

An officer can command a number of units equal to their proficiency bonus. Every unit a domain fields—both regular units and special units, no matter how those units are gained—must have a commander.

Normally, only a domain officer (a player character member of a heroic organization, or the NPC leader and lieutenants for an enemy realm or some other opposed domain) can command units. But the GM might decide to let NPCs allied with a heroic organization command units as well. This is useful in scenarios that demand larger armies but have a small number of players.

UNIT DEPENDENCIES

Each unit's tier represents not only its power level relative to other units. It represents the relationship wherein higher-tier units require many lower-tier units to support them, as follows:

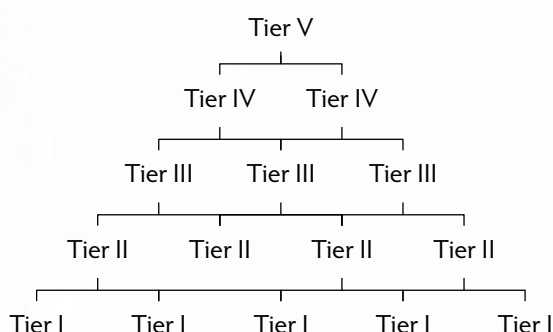
- There is no limit to the number of Tier I units (including levies) a domain can field.
- A domain can field a number of Tier II units one less than its current number of Tier I units.
- A domain can field a number of Tier III units one less than its current number of Tier II units.



- A domain can field a number of Tier IV units one less than its current number of Tier III units.
- A domain can field a number of Tier V units one less than its current number of Tier IV units.

Remember that whenever a domain raises a regular Tier I unit, it can raise two units of levies instead. Because these levies are also Tier I, they are a quick way of increasing unit numbers to unlock more powerful units—at the cost of fielding much squishier units at the base of an army!

An example large army of fifteen units lead by a Tier V unit would look like this:



A domain's special unit, as well as units raised through diplomacy, ignore unit dependencies. These units can take to the battlefield regardless of what other units are in play for a domain.

IMPROVING UNITS

For each of the units in play for a domain, experience and equipment can both be improved. Units gain experience through battle, and better equipment with money.

IMPROVING EXPERIENCE

The only way to improve a unit's experience is through battle, as follows:

- Regular units become veteran units if they survive their first battle. Easy!
- Veteran units become elite units if they survive three more battles. Much harder.
- Elite units become super-elite units after surviving four more battles (eight total).

Levies cannot be improved, as the untrained troops who make up those units are considered to go back to their lives as soon as their task in battle is done.

IMPROVING EQUIPMENT

A domain can spend money to upgrade a unit's equipment from light to medium, medium to heavy, and so forth, requiring only a domain action.

(**Modifying Units** on page 23 in the **Domains & Intrigue** chapter has all this information.)

A domain can upgrade as many units as desired with a single domain action, and those units can be upgraded to any level the domain can afford, from light to super-heavy. A domain can upgrade any units it controls.

Upgrade from...	Cost
Light to medium	500 gp × the tier of the unit
Medium to heavy	1,000 gp × the tier of the unit
Heavy to super-heavy	2,000 gp × the tier of the unit

VOLUNTARILY DISBANDING UNITS

Players and GMs might end up with an army fit to a purpose that decisively wins a climactic battle! But now a domain needs a different army for the next threat. To create the opportunity to muster new units, a domain's officers can voluntarily disband any units the domain controls during an extended rest. (The GM determines what an extended rest means in the campaign, but one week of downtime spent managing a domain is a good rule of thumb.) Units must be disbanded carefully, though, or the relationships of unit dependencies might be broken.

WARFARE FEATS

In campaigns that use the optional rule for feats, player characters can take any of the following feats to improve their units' stats in warfare.

TACTICAL LEADER

Each unit you control has +2 to Attack.

AGILE LEADER

Each unit you control has +2 to Defense.

LEAD FROM THE FRONT

Each unit you control has +2 to Power.

UNSTOPPABLE LEADER

Each unit you control has +2 to Toughness.

PERSUASIVE LEADER

Each unit you control has +2 to Morale.

STRATEGIC LEADER

Each unit you control has +2 to Command.

THE BATTLEFIELD

The battlefield is a grid five spaces wide, divided into two sections for the two opposing forces in a battle. Each section is four rows deep, with each row called a rank.

The topmost row in each section is the **vanguard**, which faces the opposed army. Behind the vanguard is an army's **reserve** rank, followed by the **center** rank, followed by the **rear**.

In addition to these four ranks, each side also has a **front**, which comprises the vanguard plus all enemy ranks. If a unit controlled by a domain moves from that domain's vanguard into the opposing side's vanguard, or even all the way into the opposing side's rear rank, they are still in the controlling domain's front.

REAR						REAR
CENTER						CENTER
RESERVE						RESERVE
VANGUARD						VANGUARD
VANGUARD						VANGUARD
RESERVE						RESERVE
CENTER						CENTER
REAR						REAR

With the exception of the reserve rank (see **Stacking** below), a space can only hold one unit.

SETUP

At the start of a battle, all officers commanding units roll initiative. After initiative is determined for a battle, each character and NPC acting as a commander deploys their units in reverse initiative order. In other words, whoever acts last in the combat gets to place all their units first in the battle.

If you are playing a battle alongside combat, use the same initiative order for both.

CASUALTY DICE

During deployment, each unit commander places a die on every unit they control. This is the casualty die representing the number of casualties the unit can suffer before it breaks. The number of casualties the unit has remaining should be facing up. So a size 6 unit would begin with a d6 casualty die, with the 6 facing up.

Some domain features can increase the size of a unit's casualty die. **Increasing a casualty die** means upgrading from a d4 to a d6, a d6 to a d8, and so forth. Decreasing a casualty die means downgrading in the same way.

As a unit suffers casualties, its casualty die is **decremented**. This means the number on the die is decreased by 1, so that a 6 becomes a 5, a 5 becomes a 4, and so forth. Under certain circumstances, the die is **incremented**—increased by 1—to indicate that a unit's battle readiness is being restored. A unit that has its casualty die decremented from 1, indicating that it has lost its last casualty, is **broken** and removed from the field.

Unless otherwise noted, no unit can gain casualties beyond the maximum value on its casualty die.

Once all units are placed, battle can begin. During battle, units are activated by the characters and NPCs controlling them in initiative order.

COLLAPSING RANKS

At the start of any round (including the first), if a rank contains no units or fortifications (see below), that rank collapses and is no longer part of the battlefield. The ranks in front of and behind the collapsed rank are now next to each other. Ranks that remain on the field keep their name and rules. For instance, if a rear rank collapses, the center rank next to it remains the center rank.

DEPLOYMENT

When deploying units, artillery must go in the center rank. Infantry can be deployed in the vanguard, center, reserve, or rear ranks. Cavalry and aerial units are not placed in any rank, but can move freely across or above the battlefield.

STACKING UNITS

Units in the reserve rank can be stacked when deployed. When units are stacked, only the top unit can be targeted. Units under a stack are treated as though they were not on the battlefield for the purpose of being subject to attacks or effects.

Only the top unit of a group of stacked units can be activated. If that unit leaves the stack, the unit beneath it is now on top of the stack and can be targeted. Because a unit can't move into a space occupied by other units, units can only leave a stack during a battle, they can't enter one.

ACTIVATION

On each commander's turn (whether that commander is a player character or an NPC controlled by the GM), they activate all the units they control in any order. Each unit must finish its activation before another unit can be activated.

Each unit can take actions and move, in either order. The actions a unit can undertake during its activation include the following:

- Attack another unit
- Use a magic item
- Attempt a maneuver
- Move 1 additional space (march)
- Hold (do nothing)

Unless a unit holds and does nothing, it can move and take an action, take an action and move, or move and move (called a march).

ATTACKING

When a unit attacks, its choice of targets is determined by its unit type. (These parameters are sometimes referred to as the "order of battle.") The units of both sides are able to attack as follows:

- **Infantry units** can attack any adjacent unit—one in front, behind, to the left, or to the right. They cannot attack diagonally.
- **Artillery and aerial units** can attack any unit.
- **Cavalry units** can attack other cavalry units, and any infantry or artillery units that are exposed (see **Unit Conditions** on page 107).

- **Siege engines** can attack any unit, and can attack fortifications.

Some units, typically infantry in the rear rank, might have no opposed units that are legal targets. (Units can attack allied units if compelled to do so by some effect, or just for fun.)

With a legal target selected, an attacking unit makes an Attack test against the target's Defense. If the Attack test succeeds, the attacking unit inflicts 1 casualty on its target and then makes a Power test against the target's Toughness. If the Power test succeeds, the attacking unit inflicts additional casualties equal to the unit's noted damage.

The attacks of artillery units are ranged attacks. The attacks of infantry, cavalry, and aerial units are melee attacks.

MOVEMENT

When a unit moves, it must move into an empty adjacent space—a space in front, behind, to the left, or to the right of its current space. Units cannot move diagonally. Units that have movement greater than 1 can move into successive empty spaces. A unit can move through other units only if it has a special feature that says so.

Though the front ranks of both sides in a battle are usually separated a little to make it easier to tell one side from another, units in one front can move into the opposing side's front if there is an empty space there. Units can then move normally through the opposing side's ranks as long as there are empty adjacent spaces for them to move into.

If a unit is in the rear rank of its army and moves backward, it is permanently removed from the battle.

BONUS MOVEMENT

A unit might gain "+1 to movement," which means the unit moves 1 extra space both when it moves and if it uses its action to move. (Which is to say, if it marches, it moves 2 extra spaces.)

A unit might suffer a penalty to movement (indicated by "-1 to movement"). If a unit with the normal speed of 1 and no bonuses to movement suffers a -1 movement penalty, it cannot move or march.

UNIT CONDITIONS

Just like the conditions that affect characters, a number of unit conditions summarize the state of an army's units during the battle.

Broken. A unit that breaks becomes broken. It has lost its last casualty and is removed from the battle. Broken units can be reformed, usually by rallying.

Disbanded. A disbanded unit is removed from the game and cannot be reformed by normal means.

Disorganized. A disorganized unit does nothing on its next activation while it attempts to regain unit cohesion.

Disoriented. A disoriented unit can either take an action or move, but not both. Unless otherwise stated, this unit condition lasts until the end of the unit's next activation.

Exposed. A unit is exposed if there are no units between it and the leftmost or rightmost battle-field edge, or if there are no units in any rank to the rear of the unit. Units in the center and reserve of an army's ranks cannot be exposed as long as that army has its own units in both its rear rank and anywhere in its front. (See **Exposed** below for more information.)

Hidden. When a unit is hidden, other units have disadvantage on Attack tests against it.

Misled. A unit that is misled cannot attack, and spends its next activation moving randomly into an available space. Cavalry and aerial units cannot be misled.

Weakened. A unit that is weakened has disadvantage on Attack tests and Power tests.

ACTIONS, REACTIONS, AND BONUS ACTIONS

Each unit has the same types of actions in battle as a character does in combat—one action, one bonus action, and one reaction.

Each unit gets only one action per activation. If a unit gets multiple attacks, it makes those attacks as one action. If it has access to multiple actions, perhaps as a result of maneuvers or unit traits, it must choose which action to use on its activation.

A unit can use a bonus action only if some trait or other feature grants it a bonus action. A bonus action is used on the unit's activation, either before or after it attacks or moves. If a unit gets multiple bonus actions from traits or features, it must choose which one to use on its activation.

If a unit has a reaction, it can use that reaction during its own activation or on another unit's activation. Once a unit uses a reaction, it cannot use another one until its next activation. If the reaction interrupts another unit's activation, that unit can continue its activation after the reaction resolves.

RESOLVING MULTIPLE REACTIONS

When resolving multiple reactions between units, the defending unit gets the first chance to resolve a reaction. Then the attacking unit can use its reaction, followed by the defending unit's allies, then the attacking unit's allies.

EXPOSED

Cavalry can attack exposed units. A unit is exposed if there are no units between it and the leftmost or rightmost battlefield edge, or if there are no units in any rank to the rear of the unit. By definition, all units in the rear ranks are always exposed. Units in the center and reserve of an army's ranks cannot be exposed as long as that army has its own units in both its rear rank and anywhere in its front. As soon as either of those conditions is no longer true, units in the center or reserve can become exposed. See the diagram below for more information.

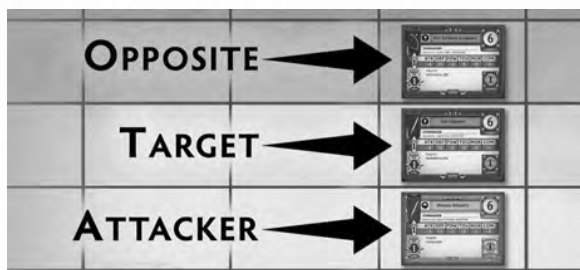
RANK COLLAPSED						
REAR	EXPOSED	EXPOSED	EXPOSED			REAR
CENTER	Skeletal Archers	Skeletal Archers	Skeletal Archers			CENTER
RESERVE		EXPOSED	NOT EXPOSED		EXPOSED	RESERVE
		Zombie Infantry	Zombie Infantry		Zombie Infantry	
VANGUARD			EXPOSED	NOT EXPOSED	EXPOSED	VANGUARD
			Zombie Infantry	Zombie Infantry	Human Infantry	
VANGUARD	EXPOSED	NOT EXPOSED		NOT EXPOSED	EXPOSED	VANGUARD
	Zombie Infantry	Human Infantry		Human Infantry	Human Infantry	
RESERVE		NOT EXPOSED			NOT EXPOSED	RESERVE
		Human Infantry			Human Infantry	
CENTER		NOT EXPOSED	NOT EXPOSED			CENTER
		Human Archers	Human Archers			
REAR		EXPOSED	EXPOSED			REAR
		Human Peasants	Human Peasants			

"FORWARD" AND "BACK"

If the rules ever refer to a unit moving forward or back, those directions are relative to the unit's rear rank. Forward is moving away from the rear and back is moving toward the rear.

"OPPOSITE"

Some rules refer to the unit opposite a target. This means the unit on the other side of the target from the attacker.



MORALE TESTS

When a unit is subject to magic or specific events, the rules sometimes call for that unit to succeed on a Morale test. This includes such events as a unit being diminished, when it must succeed on a DC 13 Morale test or suffer 1 casualty. Likewise, whenever a unit is affected by an opposed unit's battle magic, in addition to resolving the other effects of the magic, that unit must succeed on a DC 13 Morale test or suffer 1 casualty.

Unless otherwise stated, the DC for any Morale test is 13.

TOKENS

Some unit traits and magic items can put tokens on units, with the trait or item description noting what effect the tokens create. When a unit with tokens on it activates, it immediately suffers the effect of the tokens. If a token inflicts damage, the unit takes damage for each token on it. At the end of the unit's activation, make a DC 12 Power test for each type (acid, fire, etc.) of token on it. On a success, remove one token of that type.

For example, a unit targeted by another unit with the Flaming Weapons trait and in a space containing an acid pool created by a *wand of acid pool* might have two fire tokens and one acid token on it

at the beginning of its activation. It suffers 3 damage (1 for each fire token and 1 for the acid token), then removes one fire token and one acid token.

DIMINISHED, BROKEN, AND DISBANDED

A unit is **diminished** when its current casualties are half or less than its starting casualties. The first time a unit becomes diminished, it must succeed on a DC 13 Morale test or suffer another casualty. Each unit does this only once per battle.

A unit is **broken** and removed from the battle after it suffers its last casualty. This does not mean that every soldier in the unit is dead, but those who survive are left confused, panicked, squabbling—or might simply have fled. Broken units can be reformed with the Rally maneuver and certain martial advantages.

If a unit breaks and later fails a Morale test to rally, it is **disbanded**. (Certain martial advantages and other effects can also cause a unit to disband.) A disbanded unit is permanently destroyed. It is removed from the battle and cannot be rallied or reformed by normal means.

DEFEAT

At the end of each round of battle, after all officers on both sides have activated all their units, each side determines the current **point value** of their army. This total is based on the tier of each unit in the army, with Tier I units (including levies) worth 1 point, Tier II units worth 2, Tier III units worth 3, and so on.

At the end of any round, if one side has **more than twice the point value** of the other, that side has won the battle. Each commander on the losing side must immediately attempt the Retreat maneuver for each of their units (see **General Maneuvers** below).

AFTER THE BATTLE

Immediately after the battle, all units that were broken but not disbanded can execute the Rally maneuver. (This excludes units that have already been rallied during the battle, as a unit can rally only once per battle.)

Units that succeed at the Retreat or Rally maneuvers gain casualties at a rate of 1 per week, incrementing the casualty die until they have their full casualties once again.

Units that survive the battle, including those that rallied at the conclusion of the battle, can increase their experience, as discussed in **Improving Units** (page 104).

Levies immediately disband after the battle, as they are always temporary units. New levies must be mustered from scratch for the next battle. Likewise, special units go their own way, and units mustered through alliances or diplomacy return to their home domains.

ONGOING EFFECTS

Any ongoing effects, tokens, or unit conditions automatically end for all units once the battle is over. It is assumed that once battle is no longer a priority, surviving troops and their officers can quickly resolve any problems a unit is having.

GENERAL MANEUVERS

Maneuvers represent complex operations that a unit can attempt during its activation. Some maneuvers are made as reactions in response to specific events or conditions, as described in the maneuver.

Some maneuvers require a successful test, with the battle statistic and DC noted in the maneuver. On a failed test, the unit cannot perform the intended maneuver. However, it can still move or attack during its activation (though it can't do both).

Some maneuvers can be attempted only by certain types of units. Other maneuvers can be attempted by units of any type. Certain maneuvers (Follow Up, Rally, Retreat, Set for Charge, and Withdraw) can be undertaken by any appropriate units. Other maneuvers can be undertaken by appropriate units only if a martial advantage allows units to be trained to use the maneuver (indicated by the prerequisites).

This section collects maneuvers that are either generally available, or which can be assigned by martial advantages. Additional maneuvers are

available as traits assigned to specific units, and are found in **Unit Traits** (page 126).

FEINT

Prerequisite: Rogue martial advantage

As an action, choose an adjacent opposed unit and an empty space adjacent to that unit. This unit moves into the adjacent space and makes an opposed Command test against the target unit. On a success, the opposed unit moves into the space this unit just vacated.

FIND COVER

Prerequisite: Ranger martial advantage

As a reaction to moving, this unit can make a DC 13 Command test. On a success, any opposed unit attacking this unit has disadvantage on Attack tests until its next activation.

FOLLOW UP

Prerequisite: Infantry

As a reaction to an opposed unit adjacent to this unit breaking or moving out of its space, this unit makes a DC 8 Command test. On a success, this unit moves into the opposed unit's former space.

MOBILITY TRAP

Prerequisite: Barbarian or monk martial advantage

As a reaction when an opposed cavalry or aerial unit successfully attacks this unit, this unit makes a DC 13 Command test. On a success, the attacking unit's type becomes infantry and this unit places the attacking unit in any empty space closest to this unit. The attacking unit's type reverts back at the beginning of its next activation, and it is removed from its temporary space.

RAGE CHARGE

Prerequisite: Barbarian martial advantage

As an action, this unit makes a DC 13 Command test. On a success, the unit moves up to 5 spaces. If it ends this movement adjacent to an opposed unit, it can attack that unit.

RALLY

Prerequisite: Any broken unit

After the battle, this broken unit makes a DC 13 Morale test (no action required). On a success, the unit reforms with 1 casualty. If a 20 is rolled on the d20 for the test, the unit reforms with 2 casualties. On a failure, the broken unit disbands.

RALLYING

Each unit can be rallied only once per battle—either at the end of the battle using the Rally maneuver, or beforehand by the use of a martial advantage or some other special feature. At the end of a battle, after a victor has been declared, all broken units automatically attempt the Rally maneuver, unless they have already been rallied by some other means. (As a battle progresses, players should keep track of which units have already been rallied.)

If a commander has a reaction that allows them to rally a unit during another unit's activation (for example, as a reaction to being broken by an opposed unit's successful attack) the rally is executed immediately. If the unit successfully rallies, the unit that triggered the reaction then finishes its activation. (In the example above, it would proceed to the Power test, potentially inflicting more damage on the just-rallied unit.)

RETREAT

Prerequisite: None (any unit)

This unit makes a DC 8 Command test. On a success, the unit is removed from the battle and its current casualties are recorded. On a failure, the unit suffers 1 casualty as opposed units take parting shots at it. If this does not break the unit, it is removed from the battle and its current casualties are recorded.

A commander must attempt the Retreat maneuver for all their units if the commander's army is defeated in battle. But a commander can also attempt the Retreat maneuver with any unit on its activation in order to save the unit from a potentially worse fate.

SET FOR CHARGE

Prerequisite: Infantry

As a reaction to suffering a casualty from a successful Attack test from a cavalry or aerial unit that is not using the Archers trait, this unit makes a DC 13 Command test. On a success, the attacking unit suffers 1 casualty.

STRAFE

Prerequisite: Fighter martial advantage

As a reaction to succeeding on a Power test made as part of an attack against an opposed artillery or infantry unit, this unit makes a DC 13 Command test. On a success, two adjacent opposed units in the same rank as the target unit each suffer 1 casualty.

VOLLEY

Prerequisite: Fighter martial advantage

As an action, choose two adjacent units and make a DC 13 Command test. On a success, this unit attacks both units. On a failure, the unit attacks only one unit of its choice.

WITHDRAW

Prerequisite: Artillery or infantry

As a reaction to failing a Morale test, this unit can move back into an empty space instead of suffering a casualty. If there is no empty space behind this unit, it cannot use this maneuver.



MARTIAL ADVANTAGES

Between adventures and during downtime, player characters work with the units they command, whether training them or crafting items for them. Infantry units trained by a barbarian character fight quite differently than infantry units trained by a rogue. Likewise, wizards and clerics both craft wands and scrolls for the sergeants who command their troops, but these items grant very different boons.

These traits and items are called martial advantages, and are unlocked as the character's domain grows in size (from winning battles). A character's martial advantages typically apply to all the units that character controls as a commander, unless the text of the martial advantage says otherwise.

Multiclass characters can choose martial advantages from any of their classes. For example, a wizard/druid can choose from either the Wizard Martial Advantages table or the Druid Martial Advantages table each time they gain new a martial advantage based on their domain's size. However, those choices are permanent once made, and can't be swapped out.

Many of the martial advantages described in the tables below use the shorthand "DS" for the domain size of the commander's realm.

BATTLE MAGIC

Some commanders gain access to battle magic, allowing them to create magic items designed for war that can be distributed among the units they control. Only one item can be used on a commander's turn. These items are limited use, and expend their magic either immediately or at the end of the battle. Each martial advantage creates a single item per battle.

Whenever a unit is affected by an opposed unit's battle magic, in addition to resolving the other effects of the magic, that unit must succeed on a DC 13 Morale test or suffer 1 casualty.

Wands. Wands must be given to artillery or aerial units during deployment. A magic wand belongs to the specific unit it is given to, and can be used every round.

Scrolls. Magic scrolls are single-use items. They are not assigned to any specific unit at deployment, but can be assigned to any unit by its commander at any time.



BARBARIAN MARTIAL ADVANTAGES

Barbarians favor lightly armored, highly mobile troops. These soldiers sometimes don't last long, but they can carve a path through any battlefield.

Domain Size	Martial Advantages
1	Furious Assault, Mobility Training
2	Berserkers
3	Mobility Trap
4	Rage Charge
5	Blood Fever

Furious Assault. Each light infantry unit this commander controls has +1 to movement and inflicts 1 additional casualty on a successful Attack test.

Mobility Training. Each light infantry unit this commander controls automatically succeeds on the Command test for the Follow Up maneuver (page 109), and can immediately make an attack against an adjacent opposed unit when it completes that maneuver.

Berserkers. Each infantry unit this commander controls automatically succeeds on the Morale test when it becomes diminished. Each diminished infantry unit this commander controls has advantage on Power tests.

Mobility Trap. Each light infantry unit this commander controls has the Mobility Trap maneuver (page 109).

Rage Charge. Each light infantry unit this commander controls has the Rage Charge maneuver (page 109).

Blood Fever. Once per battle, a diminished unit this commander controls can make a DC 13 Command test. On a success, each diminished unit this commander controls gains a free activation. Attack tests made during this activation have advantage.

BARD MARTIAL ADVANTAGES

As characters who excel at inspiring comrades in the middle of battle, bards make excellent leaders. They focus mostly on battle magic to inspire their soldiers or trick the forces of the enemy, but their troops also enjoy the benefits of being well taken care of.

Domain Size	Martial Advantages
1	Song of Battles Won, Troops of Fame and Great Renown
2	Scroll of Mass Hypnosis
3	Scroll of Omund's Trumpet
4	Tale of Heroes Bold
5	Impassioned Speech

Song of Battles Won. An opposed unit has disadvantage on Attack tests against any unit this commander controls if that defending unit has fewer casualties than the attacker.

Troops of Fame and Great Renown. As a reaction to being deployed, a unit this commander controls chooses an opposed commander. Each unit controlled by that commander must succeed on a Morale test ($DC = 11 + DS$) or suffer 1 casualty.

Scroll of Mass Hypnosis. As an action, the unit with this scroll chooses a number of opposed units equal to this commander's domain size +1. Each chosen unit must succeed on a Command test ($DC = 13 + DS$) or become disorganized.

Scroll of Omund's Trumpet. As an action, the unit with this scroll can cause each allied unit to have advantage on Power tests and Morale tests until the end of that unit's next activation.

Tale of Heroes Bold. Each unit this commander controls has advantage on Attack tests when there are two or more opposed units adjacent to it.

Impassioned Speech. Once per battle as a bonus action, a unit this commander controls chooses a number of allied units that are broken equal to the commander's proficiency bonus. Each unit that succeeds on a DC 12 Morale test gains $1d4 + 1$ casualties and is returned to the battle according to normal deployment rules, restoring collapsed ranks if necessary. If there is no legal space for a unit to return to, it disbands.

CLERIC

MARTIAL ADVANTAGES

As fighting priests, clerics master a dangerous combination of martial prowess and battle magic. They excel at healing troops and rallying them in battle—and the heavy infantry they train hit hard.

Domain Size	Martial Advantages
1	Divine Rally, Wand of Healing
2	Heavy Training
3	Exorcizers
4	Blessing of Strength
5	Scroll of Mass Healing

Divine Rally. At the beginning of this commander's turn, a broken unit the commander controls that has not already been rallied can make a DC 13 Morale test. On a success, it gains 1d4 casualties and is returned to the battlefield according to normal deployment rules. Additionally, the unit has +2 to Defense and Toughness until the end of the battle.

Wand of Healing. As an action, the unit with this wand chooses any unit. The target unit's casualty die is incremented by 2.

Heavy Training. Each medium, heavy, and super-heavy infantry unit this commander controls inflicts 1 additional casualty on a successful Power test.

Exorcizers. Any unit this commander controls automatically succeeds on Attack tests and inflicts 1 additional casualty against any undead or fiend unit.

Blessing of Strength. Each unit this commander controls has +2 to Power and Toughness.

Scroll of Mass Healing. As an action, the unit with this scroll chooses a number of units its commander controls equal to the commander's proficiency bonus. Each of those units gains 4 casualties.

DRUID

MARTIAL ADVANTAGES

Druids are dedicated to defending not just their groves but all of the natural world. Their battle magics muster the power of nature to protect their armies, and to devastate their enemies.

Domain Size	Martial Advantages
1	Nature's Boon, Wand of Grasping Roots
2	Scroll of Torrential Rain
3	Lynx Soldiers
4	Bark and Root
5	Scroll of Storms

Nature's Boon. Each unit this commander controls has +2 to size, to a maximum of size 12. This bonus is only active while this commander controls the unit.

Wand of Grasping Roots. As an action, the unit with this wand chooses a target unit, which must succeed on a Power test (DC = 11 + DS) or become disoriented.

Scroll of Torrential Rain. As an action, the unit with this scroll chooses a rank on the battlefield. Each unit in that rank has disadvantage on Attack tests until the end of this unit's next activation.

Lynx Soldiers. Each unit this commander controls is immune to the effects of terrain, has +1 to movement, and automatically succeeds on the Command test for the Follow Up maneuver (page 109).

Bark and Root. Each infantry and artillery unit this commander controls has +2 to Toughness. Additionally, each time any unit this commander controls ends its activation, roll a d4. On a 4, that unit's casualty die is incremented by 1.

Scroll of Storms. As an action, the unit with this scroll chooses a rank on the battlefield. Each unit in that rank must succeed on a Power test (DC = 11 + DS) or suffer 2 casualties. On each of this unit's subsequent activations, the storm moves one rank toward the opposing side's rear rank, affecting each unit in that rank. Once the storm affects the opposing side's rear rank, its effect ends.

FIGHTER MARTIAL ADVANTAGES

Fighters excel in warfare. Their soldiers are the most highly trained on the battlefield, and they know an astonishing range of techniques to direct and engage troops in the middle of a battle.

Domain Size	Martial Advantages
1	Heavy Training, Martial Rally
2	Strafe
3	Charge
4	Volley
5	Field Promotion

Heavy Training. Each medium, heavy, and super-heavy infantry unit this commander controls inflicts 1 additional casualty on a successful Power test.

Martial Rally. At the beginning of this commander's turn, a broken unit the commander controls that has not already been rallied can make a DC 13 Morale test. On a success, it gains 1d4 casualties and is returned to the battlefield according to normal deployment rules. Additionally, the unit gets two activations this turn, instead of one.

Strafe. Each aerial and cavalry unit this commander controls has the Strafe maneuver (page 110).

Charge. When any cavalry unit this commander controls makes a successful Power test as part of an attack, that unit can use a reaction to deal 1 casualty to any unit opposite it.

Volley. Each artillery unit this commander controls has the Volley maneuver (page 110).

Field Promotion. Once per battle, as a reaction to a unit this commander controls diminishing or breaking an opposed unit, increase that unit's Attack, Power, Morale, and Command by 2, and the unit gains one additional attack. At the end of the current battle, it loses these bonuses.

ILLRIGGER MARTIAL ADVANTAGES

The illrigger is a fighting hellknight whose soldiers call upon fell powers to terrify their enemies. (A PDF containing the Illrigger class is available on the MCDM store at shop.mcdmproductions.com.)

Domain Size	Martial Advantages
1	Death Commandos, Infernal Rally
2	Terror Troops
3	Scroll of Hellfire
4	Execution
5	The Ruin of the World

Death Commandos. When any infantry unit this commander controls succeeds on a Power test as part of an attack, the target unit must succeed on a DC 13 Morale test or suffer 1 additional casualty.

Infernal Rally. At the beginning of this commander's turn, a broken unit the commander controls that has not already been rallied can make a DC 13 Morale test. On a success, it gains 1d4 casualties and is returned to the battlefield according to normal deployment rules. Additionally, the unit gains an additional attack, has +1 to movement, and has advantage on Attack tests and Power tests. At the end of each activation, decrement the unit's casualty die.

Terror Troops. Infantry and cavalry units this commander controls have the Harrowing trait.

Scroll of Hellfire. As an action, the unit with this scroll chooses a target unit, which must make a Power test (DC = 13 + DS). The unit gains 4 fire tokens on a failure, or 2 fire tokens on a success. Each fire token inflicts 1 casualty.

Execution. As an action, a unit controlled by this commander chooses an allied unit with 1 casualty. That unit disbands, and one unit this commander controls has advantage on Attack tests and Power tests until the end of the battle.

The Ruin of the World. As an action, a unit this commander controls causes all allied cavalry units to immediately activate in any order. On this activation, whenever one of those units resolves an Attack test, that unit can decrement its casualty die and make an immediate free attack. It can continue doing so as long as it has casualties remaining.

MONK MARTIAL ADVANTAGES

Monks work closely with the common folk, training them to defend themselves against cruel overlords. They rarely train heavily armed or armored troops, but their levies fight as well as any infantry, and cavalry fear all units trained by a monk.

Domain Size	Martial Advantages
1	Hidden Reserves, Levy Training
2	Mobility Trap
3	Focused Resolve
4	Like Water
5	Mind over Body

Hidden Reserves. A reaction to breaking, an artillery or infantry unit this commander controls can roll a d4. The unit does not break, and remains in its space with casualties equal to the result of the roll. Each unit can use this martial advantage once per battle.

Levy Training. Each unit of levies this commander controls has +2 to Attack, +2 to Power, and +1 to damage, and has advantage on the Command test for the Set for Charge maneuver (page 110).

Mobility Trap. Each light infantry unit this commander controls has the Mobility Trap maneuver (page 109).

Focused Resolve. Each unit this commander controls has advantage on Power tests to resist battle magic. Additionally, as a reaction to activating, each infantry and artillery unit this commander controls can remove one token before that token's effects are resolved.

Like Water. Choose a light infantry unit this commander controls, and an opposed unit that is adjacent to the infantry unit and has an empty space opposite it. If this unit succeeds on a DC 15 Command test made as an action, it moves through the opposed unit into the empty space opposite it, and the opposed unit suffers 1 casualty.

Mind over Body. Once per battle as a reaction when a unit this commander controls finishes its activation, that unit selects all the units this commander controls. Power tests against each of the selected units fail until the unit's next activation.

PALADIN MARTIAL ADVANTAGES

When the paladin calls, soldiers answer. Troops loyal to these dedicated warriors fight with fervor, and enemies fear facing them—especially cavalry trained by a paladin, which are among the most effective forces on the field.

Domain Size	Martial Advantages
1	Righteous, Templar's Rally
2	Scroll of Clarity
3	Cavaliers, Hell's Hammer
4	Blessing of Speed
5	Scroll of Templar's Blessing

Righteous. When any unit this commander controls succeeds on a Morale test, it can use a reaction to gain advantage on its next Attack test. Additionally, any opposed unit diminished by a unit this commander controls has disadvantage on the Morale test.

Templar's Rally. At the beginning of this commander's turn, a broken unit the commander controls that has not already been rallied makes a DC 13 Morale test. On a success, it gains 1d4 casualties and is returned to the battlefield according to normal deployment rules. Additionally, the unit has +2 to Attack and Power until the end of the battle.

Scroll of Clarity. As an action, the unit with this scroll chooses a number of units equal to this commander's proficiency bonus. Roll a d4. Each unit's casualty die is incremented by that amount.

Cavaliers. Each cavalry unit this commander controls has advantage on Attack tests and +1 to damage.

Hell's Hammer. Each infantry and cavalry unit this commander controls has advantage on Power tests against any undead or fiend unit.

Blessing of Speed. Each infantry unit this commander controls can make one additional attack.

Scroll of Templar's Blessing. As an action, the unit with this scroll chooses a unit. Until the end of the battle, that unit's size increases by 2 (but not above 12), it gains one additional attack, and it automatically succeeds on Command tests.

RANGER MARTIAL ADVANTAGES

Taking advantage of a ranger's experience in the wilds, ranger-trained troops are used to operating behind enemy lines and in hostile terrain. Moreover, the skill of their archer units are legendary.

Domain Size	Martial Advantages
1	Archery Training, Scout Training
2	Rough Terrain Training
3	Find Cover
4	Pin Them Down
5	Coordinated Fire

Archery Training. Each artillery unit this commander controls has advantage on Power tests.

Scout Training. Choose a number of light infantry units this commander controls equal to half the commander's domain size rounded up. Each of those units has the Scouts trait (see **Unit Traits**).

Rough Terrain Training. Any unit this commander controls cannot become disorganized. Additionally, each unit this commander controls ignores terrain penalties, and has +1 to movement in normal terrain.

Find Cover. Each unit this commander controls has the Find Cover maneuver (page 109).

Pin Them Down. When any artillery unit this commander controls makes a successful Attack test against another unit, that unit takes -1 to movement until the end of its next activation.

Coordinated Fire. As a reaction to being activated, any artillery unit this commander controls can choose an opposed unit. Each allied artillery unit that succeeds on a DC 8 Command test can immediately attack the opposed unit.

ROGUE MARTIAL ADVANTAGES

Soldiers trained by a rogue are highly mobile and well skilled in the use of dirty tricks. Rogue-trained scouts might not last long behind enemy lines, but they will wreak havoc while they stand.

Domain Size	Martial Advantages
1	Mobility Training, Skirmishers
2	Poison Arrows
3	Scout Training
4	Feint
5	Infiltrators

Mobility Training. Each light infantry unit this commander controls automatically succeeds on the Command test for the Follow Up maneuver (page 109) and can immediately make an attack against an adjacent opposed unit when it completes that maneuver.

Skirmishers. If any infantry or artillery unit this commander controls moves before it attacks, it has +2 to Attack tests for that activation, and it can immediately move 1 space after it attacks.

Poison Arrows. When any artillery unit this commander controls succeeds on a Power test as part of an attack, it places one poison token on the target unit. Each poison token inflicts 1 casualty.

Scout Training. Choose a number of light infantry units this commander controls equal to half the commander's domain size rounded up. Each of those units has the Scouts trait (see **Unit Traits**).

Feint. Each infantry and artillery unit this commander controls has the Feint maneuver (page 109).

Infiltrators. Once per battle as a reaction to activating, a unit this commander controls can choose a diminished opposed infantry unit adjacent to that unit. This commander takes control of the opposed unit.

SORCERER MARTIAL ADVANTAGES

Specializing in battle magic, sorcerers craft scrolls and wands designed to inflict maximum damage to as many units as possible, and can take down even the most hardened soldiers.

Domain Size	Martial Advantages
1	Sorcerous Training, Wand of Fire
2	Invisibility
3	Scroll of Translocation
4	Fire Shield
5	Scroll of Earthquake

Sorcerous Training. Each unit this commander controls has advantage on Power tests to resist battle magic and the traits of special units.

Wand of Fire. As an action, the unit with this wand targets an opposed unit, which must succeed on a Power test (DC = 13 + DS) or suffer 1 casualty and gain one fire token. Each fire token inflicts 1 casualty.

Invisibility. Each unit this commander controls starts the battle hidden. A unit ceases to be hidden when it inflicts 1 or more casualties on another unit.

Scroll of Translocation. As an action, the unit with this scroll chooses a unit in any rank and moves it into any empty space on the battlefield. If this unit is an opposed unit, it can succeed on a Power test (DC = 11 + DS) to avoid being moved.

Fire Shield. When any opposed infantry, cavalry, or aerial unit makes a successful Attack test against a unit this commander controls, that opposed unit must succeed on a Power test (DC = 13 + DS) or suffer 1 casualty.

Scroll of Earthquake. As an action, the unit with this scroll chooses a rank on the battlefield. Each unit in that rank must succeed on a Power test (DC = 13 + DS) or suffer 2 casualties and become disorganized.

WARLOCK MARTIAL ADVANTAGES

A warlock's dread patron empowers highly diverse battle magic, letting them reshape the battlefield, protect their soldiers, and terrorize enemies.

Domain Size	Martial Advantages
1	Scroll of Illusory Soldiers, Wand of Acid Pool
2	Patron's Curse
3	Scroll of Blood Magic
4	Flaming Hooves
5	Scroll of Hell's Maw

Scroll of Illusory Soldiers. As a reaction to the end of deployment, the unit with this scroll creates an illusory duplicate of a unit this commander controls. The new unit has all the same stats and traits as the original unit, except it has half the original unit's casualties, can't gain more casualties than this number, and is always diminished.

Wand of Acid Pool. As an action, the unit with this wand chooses a space and puts an acid token there. Any unit that moves into that space or starts its turn there suffers casualties equal to the number of acid tokens in the space, then removes one acid token.

Patron's Curse. If any heavy or super-heavy unit this commander controls makes a successful Power test made as part of an attack, the target unit is disoriented until the end of its next activation.

Scroll of Blood Magic. As an action, the unit with this scroll chooses a number of diminished allied units equal to this commander's proficiency bonus. Each unit can immediately make an attack against a legal target. If the Attack test is successful, the unit has advantage on its Power test.

Flaming Hooves. Whenever a cavalry unit this commander controls succeeds on a Power test made as part of an attack, add a fire token to the unit targeted by the test. The fire token inflicts 1 casualty.

Scroll of Hell's Maw. As an action, the unit with this scroll chooses an opposed unit, which must make a Power test (DC = 15 + DS). On a success, the unit suffers 1d6 casualties. On a failure, the unit is consumed and disbands.

WIZARD MARTIAL ADVANTAGES

Few armies can stand resolved to fight while a wizard's lightning rips through them or opposed units appear from thin air to attack. A wizard specializes in battle magic that can both protect the troops they train and let their units unleash cataclysmic power upon the battlefield.

Domain Size	Martial Advantages
1	Arrows of Dancing Lights, Wand of Lightning Storm
2	Wall of Fire
3	Scroll of Translocation
4	Antimagic Shield
5	Scroll of Cataclysm

Arrows of Dancing Lights. When any artillery unit this commander controls succeeds on an Attack test against an opposed unit, each allied unit attacking that opposed unit has advantage on Attack tests until the end of the opposed unit's next activation.

Wand of Lightning Storm. As an action, the unit with this wand chooses a target unit. That target unit and each unit adjacent to it must succeed on a Power test ($DC = 11 + DS$) or suffer 1 casualty.

Wall of Fire. As a reaction to the end of deployment, choose four adjacent spaces on the battlefield and note the line along one edge of those spaces. Any opposed unit that crosses that line suffers 1d4 casualties.

Scroll of Translocation. As an action, the unit with this scroll chooses a unit in any rank and moves it into any empty space on the battlefield. If this unit is an opposed unit, it can succeed on a Power test ($DC = 11 + DS$) to avoid being moved.

Antimagic Shield. Each unit this commander controls is immune to the effects of wands and scrolls, and automatically succeeds on any Power test against the traits of opposed units.

Scroll of Cataclysm. As an action, the unit with this scroll chooses 5 ranks that are adjacent to each other. Each unit in each of these ranks must succeed on a Power test ($DC = 13 + DS$) or suffer 1 casualty and become disorganized.

OPPOSING COMMANDERS

When running the army controlled by the villain or some other NPC, the GM must track which units belong to which NPC commanders. Each opposing commander facing off against the characters-as-commanders acts in initiative order, just like the characters. When an opposing commander acts, they can activate all the units they control.

Each opposing commander can command a number of units equal to their proficiency bonus (just like player character commanders), with that proficiency bonus determined by the opposing commander's Challenge Rating.

For example, Lord Saxton's despotic regime has five officers—Magus Therin, Prelate Ellingwood, Sir Anglim, Lady Morgant, and Lord Saxton himself—who are the commanders of that domain's forces during warfare. Lord Saxton is CR 8, giving him a proficiency bonus of +3 and allowing him to control three units. The rest of his officers are CR 3, with their +2 proficiency bonus allowing them to each control two units.

In general, the GM decides which units each NPC officer controls before the battle starts, to suit their own ideas of how the battle should go. (The adventure in this book assigns units to specific officers, but even there, the GM is free to move things around.)

MARTIAL ADVANTAGES FOR OPPOSED COMMANDERS

The units of the villain's army gain the benefits of martial advantages just as the units of the characters' army do. However, the GM does not track which martial advantages each unit has based on their commander. (That would be too much to ask of the GM, who is already doing a lot!) Instead, all opposed units benefit from the same martial advantages, with the number of those advantages determined by the opposed domain's domain size. The GM chooses the martial advantages for the villain's army based on the general character types of any of the commanders of the opposed domain—spellcaster, knight, or assassin.

SPELLCASTING COMMANDER

Enemy mages, shamans, necromancers, cult leaders, and grand viziers all qualify as enemy spellcasting commanders, as do any NPCs built around a class with spellcasting ability.

Domain Size	Martial Advantages
1	Sorcerous Training, Wand of Fire
2	Patron's Curse
3	Scroll of Torrential Rain
4	Fiery Defense
5	Scroll of Firestorm

Sorcerous Training. Each unit this commander controls has advantage on Power tests to resist battle magic and the traits of special units.

Wand of Fire. As an action, the unit with this wand targets an opposed unit, which must succeed on a Power test (DC = 13 + DS) or suffer 1 casualty and gain one fire token. Each fire token inflicts 1 casualty.

Patron's Curse. If any heavy or super-heavy unit this commander controls makes a successful Power test made as part of an attack, the target unit is disoriented until the end of its next activation.

Scroll of Torrential Rain. As an action, the unit with this scroll chooses a rank on the battlefield. Each unit in that rank has disadvantage on Attack tests until the end of this unit's next activation.

Fiery Defense. Choose a number of allied units of this commander's choice equal to half this commander's domain size rounded up. Each infantry, cavalry, and aerial unit that makes a successful Attack test against one of the chosen units must succeed on a Power test (DC = 13 + DS) or suffer 1 casualty.

Scroll of Firestorm. As an action, the unit with this scroll chooses an opposed unit, which must make a Power test (DC = 13 + DS). The unit suffers 1d4 + 2 casualties on a failure, or 2 casualties on a success.

KNIGHT COMMANDER

Any heavily armed and armored enemy leader qualifies as a knight commander. Spellcasters who wear heavy armor might also play the part of a knight commander instead of a spellcaster commander, at the GM's determination.

Domain Size	Martial Advantages
1	Death Commandos, Heavy Training
2	Cavaliers
3	Charge
4	Volley
5	Well-Motivated

Death Commandos. When any infantry unit this commander controls succeeds on a Power test as part of an attack, that target unit must succeed on a DC 13 Morale test or suffer 1 additional casualty.

Heavy Training. Each medium, heavy, and super-heavy infantry unit this commander controls inflicts 1 additional casualty on a successful Power test.

Cavaliers. Each cavalry unit this commander controls has advantage on Attack tests and +1 to damage.

Charge. When any cavalry unit this commander controls makes a successful Power test made as part of an attack, that unit can use a reaction to deal 1 casualty to any unit opposite it.

Volley. Each artillery unit this commander controls has the Volley maneuver (page 110).

Well-Motivated. When an infantry unit this commander controls inflicts casualties with a successful Power test, the unit can use a reaction to suffer 1 casualty and attack again.

ASSASSIN COMMANDER

Master thieves, expert rangers, and any other stealthy, highly mobile, high-damage-output NPCs qualify as enemy assassin commanders.

Domain Size	Martial Advantages
1	Scout Training, Skirmishers
2	Poison Arrows
3	Mobility Training
4	Execution
5	Coordinated Fire

Scout Training. Choose a number of light infantry units this commander controls equal to half the commander's domain size rounded up. Each of those units has the Scouts trait (see **Unit Traits**).

Skirmishers. If any infantry or artillery unit this commander controls moves before it attacks, it has +2 to Attack tests for that activation, and it can immediately move 1 space after it attacks.

Poison Arrows. When any artillery unit this commander controls succeeds on a Power test as part of an attack, it places one poison token on the target unit. Each poison token inflicts 1 casualty.

Mobility Training. Each light infantry unit this commander controls automatically succeeds on the Command test for the Follow Up maneuver (page 109), and can immediately make an attack against an adjacent opposed unit when it completes that maneuver.

Execution. As an action, a unit controlled by this commander chooses an allied unit with 1 casualty. That unit disbands, and one unit this commander controls of the commander's choice has advantage on Attack tests and Power tests until the end of the battle.

Coordinated Fire. As a reaction to being activated, any artillery unit this commander controls can choose an opposed unit. Each allied artillery unit that succeeds on a DC 8 Command test can immediately attack the opposed unit.

CHOOSING COMMANDER ROLES

The GM has no obligation to tie martial advantages to the classes or NPC stat block names of an opposed domain's officers—only to let those roles inspire them as desired. Likewise, for monstrous commanders, the GM should focus more on the monster's role as a leader, rather than automatically assigning them the role of a specific commander based on their stat block.

This makes the characters' army more flexible than the villain's army, because the units of the characters' army will have a much wider array of martial advantages available to them. However, each of the player's units benefits only from a single set of advantages. Having an entire army run under one set of martial advantages creates many efficiencies that make the villain's army easier to run, and ultimately just as effective as the characters' army.

As an example, consider that Lord Saxton and Lady Morgant are evil knights. Saxton has two spellcasters in his court (Magus Therin and Prelate Ellingwood) and an assassin (Sir Anglim). This means that between the leader and his lieutenants, Saxton has access to any of the three opposed commander types.

Saxton's domain is size 2, so the GM gets to pick three martial advantages (two for size 1 and one for size 2), which can be chosen from any of the three opposed commander tables—one advantage from each table, all three from one table, or any other combination.

EXPANDING MARTIAL ADVANTAGES

In addition to the martial advantages gained from any of the three opposed commander tables, the GM is free to choose martial advantages from the character class tables as well. If one of a realm's officers is known to do magical deals with a mysterious supernatural figure, a martial advantage from the warlock table makes sense. However, a GM who does this should avoid any advantages that would allow a realm's commanders to rally troops in the middle of a battle. The ability to rally a unit during the fight is intentionally framed as a heroic action. And more importantly, if both sides can rally their troops in the middle of battle, that battle will drag on tediously and quickly stop being fun.



FORTIFICATIONS

A fortification is a structure occupying a number of spaces on the battlefield, typically on the side of the force that is the defender in the battle. Units in those spaces gain benefits based on the type of fortification. The GM determines which fortifications are available to each side in the battle (both existing fortifications and fortifications raised during play) and in which spaces those fortifications appear.

Each fortification provides a bonus to Morale for all allied units of the side that controls the

fortification, regardless of where those units are on the battlefield. (If there are multiple fortifications on the battlefield, allied units use the highest bonus to Morale for any of their side's fortifications.) As well, each fortification provides a bonus to Defense for any units in the same space as the fortification, and a tower fortification provides a bonus to Power for any artillery units in the same space. (Siege weapons cannot be placed on towers.)

The Basic Fortifications table provides a breakdown of fortifications, their sizes, and the bonuses

BASIC FORTIFICATIONS

Fortification	Size	Morale*	Defense**	Power***	Hit Points
Stone fence	1–2 spaces	+1	+2	—	4
Guard tower	1 space	+1	+2	+2	6
Town walls	3–4 spaces	+2	+2	—	8
City gates	5 spaces	+2	+2	+2	8
Keep	2 × 2 spaces	+3	+2	+2	10
Castle	4 × 2 spaces	+4	+2	+2	12

* All allied units in the battle

** All allied units in the fortification

*** Artillery units in the fortification

they provide. All bonuses provided by a fortification are lost if the fortification is destroyed. A rank with a Fortification in it does not collapse when there are no units in that rank.

Units in fortifications can't be exposed.

MOVING

Leaving a fortification costs no extra movement, but it costs 1 extra movement to move into a space with a fortification. The units defending a fortification can break like any other unit, or can use the Retreat maneuver to depart the fortification (page 110). Doing so might allow an opposed unit to move into that space and gain the benefits of that fortification.

DAMAGING A FORTIFICATION

Only units with specialized traits can damage a fortification, with those traits specifically calling out fortifications in their descriptions. (See **Unit Traits** on page 126.) Units with a specific siege trait—Siege Engine, Siege Weapon, Fast Siege Weapon, and Fast Siege Weapon (Heavy)—can attack and automatically hit a fortification, with no Attack test or Power test necessary.

CONTESTED FORTIFICATIONS

A fortification can be empty and still grant its bonus to Morale for the units of the army that control the fortification. But as soon as a unit moves into the area of a fortification controlled by the opposing side, that fortification becomes contested and no one gains a Morale bonus for it. If the only units in the area of a fortification are opposed units, then the fortification becomes occupied by that opposing army, and only the opposing army gains the fortification's bonus to Morale.

When two units attack each other and both are in the area of the same fortification, neither gains any of the fortification's bonuses to Defense or Power.

HIT POINTS AND SIEGE WEAPONS

Fortifications have hit points based on their size.

When a unit damages a fortification, that damage is assigned to the entire fortification, not any specific part of it. This means that fortifications occupying more than 1 space can't be targeted in any specific space, and they remain standing in all their spaces until the fortification is wholly destroyed.

When a fortification is reduced to 0 hit points, it is destroyed in all its spaces, and any unit in those spaces must make a DC 13 Morale test with disadvantage. On a failure, the unit suffers 1 casualty.

PLACEMENT

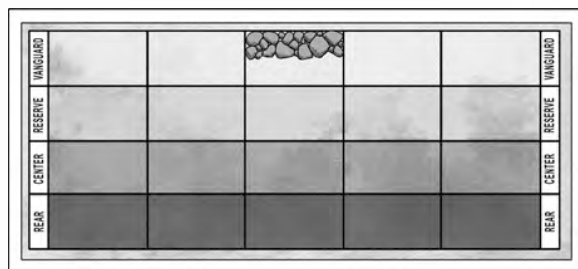
The GM decides each fortification's position on the battlefield, though fortifications are almost always on the defending side. Walls and gates do not have to be in the vanguard, but many scenarios will place them there to represent the idea that the defenders are behind those fortifications for the protection they offer. That being said, the GM might well decide to put the city gates in the center rank, so the setup of fortifications isn't meant to be taken too literally.

TYPES OF FORTIFICATIONS

The following are the most common fortifications, showing their typical placement on the battlefield. These are not the only possibilities, though, and the GM is free to use towers and walls in any combination to build unique fortifications, calculating those fortifications' hit points accordingly.

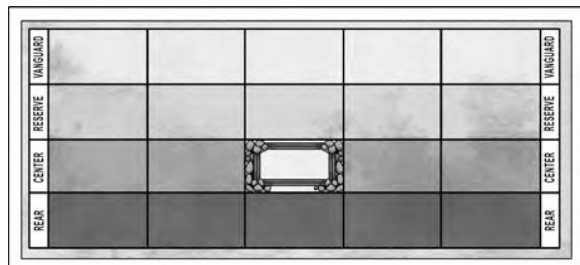
STONE FENCE

This short wall provides protection for only one or two units. It might be used in a short battle in which a handful of units fight over a small town.



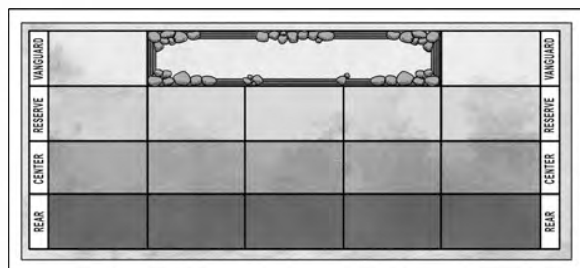
GUARD TOWER

This is a lone tower, atop which an artillery unit can leverage height and superior position to maximize the chance of inflicting casualties on enemy forces.



TOWN WALLS

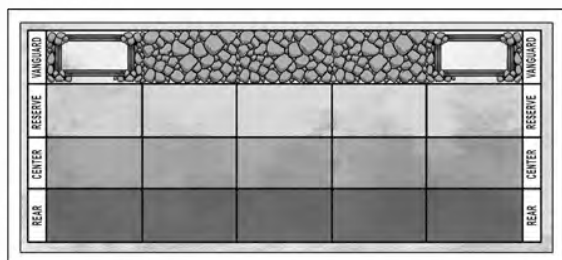
This larger version of the stone fence offers protection for even more units.



CITY GATES

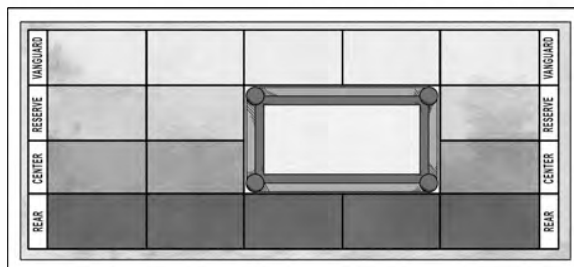
A sturdy town wall is abutted by towers on either side of it! A large city gate is shown below, while a smaller one would have two towers with just a one- or two-space wall between them—and would have fewer hit points.

Each gate space is either a tower space or a wall space. Artillery units that move from a tower space to a wall space lose the bonus to Power that a tower provides.



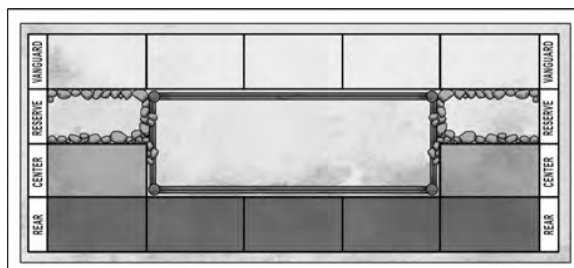
KEEP

A keep is a collection of towers clustered closely together, and essentially acts as a large tower.



CASTLE

A castle represents the largest fortification typically found on a battlefield, built up of both walls and towers to provide maximum benefit for infantry and artillery.



TERRAIN

Terrain represents general effects that change the nature of the battlefield, from fog to rain to dense forest. Units of certain ancestries feature soldiers that are historically used to fighting in certain types of terrain, allowing those units to ignore the penalties terrain imposes. At the same time, certain terrain offers advantages for specific types of units.

FOG

Fog obscures vision and creates strange auditory effects. A sergeant's command shouted from the other side of the battlefield might echo through the fog to sound like it's coming from just a few feet away, making it difficult for troops to hear their orders.

Any artillery unit in fog has disadvantage on Attack tests. Any unit that rolls a 1 on a Command test while in fog becomes disorganized.

FOREST

Trees act as natural cover, making archers almost useless in forest fighting. While in forest terrain, any artillery unit has disadvantage on Attack tests.

MUD

Mud, including terrain near or in a swamp, stymies movement. Any unit in mud must march in order to move 1 space, and it does not benefit from any bonuses to movement.

RAIN

Rain obscures vision just like fog, and creates muddy ground to combine aspects of both those terrain types. While in rain, each unit must march in order to move 1 space, any artillery unit has disadvantage on Attack tests, and any unit that rolls a 1 on a Command test becomes disorganized.

PLAINS

The wide-open expanses of plains are excellent for cavalry units, providing them with maximum maneuverability. While in plains terrain, any cavalry unit has +2 to Command.

MOUNTAINS

Mountains feature treacherous slopes, steep cliffs, and falling rocks, and units unaccustomed to moving in such conditions routinely lose soldiers. While in mountain terrain, any unit that moves must succeed on a DC 8 Power test or suffer 1 casualty.

SCENARIOS

Scenarios change the shape of the battlefield, creating unique developments that might challenge forces on one or both sides, negate one side's advantage in numbers, or make some units useless!

BRIDGE

When two armies fight over a bridge, each side's vanguard rank is reduced to a single space, and cavalry units cannot be used. This scenario often comes down to a battle between artillery and aerial units.

DEFEND THE PASS

In this scenario, one side occupies the pass while the other side must break the first side's defense, minimizing the field for one side. Cavalry units cannot be used in the battle, and artillery units can target only enemies in the same column. This sort of battle lends itself to a small army taking on a much larger one.

CHARGE THE HILL

This scenario uses a normal battlefield, except the defender's rear rank is at the top of the hill and each rank in front of it is farther down the slope. Any unit moving uphill must succeed on a DC 8 Command test to march 2 spaces. On a failure, the unit moves 1 space instead. (If a unit's movement is limited, as when moving through mud, it might be able to march only 1 space and might not be able to move at all on a failure.)

Any infantry unit that moves 1 space downhill before attacking inflicts 1 additional casualty on a successful Power test made as part of an attack against a target unit that is downhill from them. Cavalry units attacking from the high side of the hill have advantage on Attack tests against any units.

This scenario allows a small number of units at the top of the hill to defend against a larger army at the bottom of it.

COMMANDERS ON THE FIELD

Sometimes two armies meet in a field and neither side is defending anything. In this scenario, the commanders of the armies are leading their troops against each other, rather than fighting face to face.

Each commander chooses a unit to lead. If two units each led by opposing commanders end up adjacent to each other, a commander can forego issuing an order to their unit to instead challenge the opposing commander to single combat. This is an opposed Command test. The victor decides whether the single combat proceeds.

SINGLE COMBAT

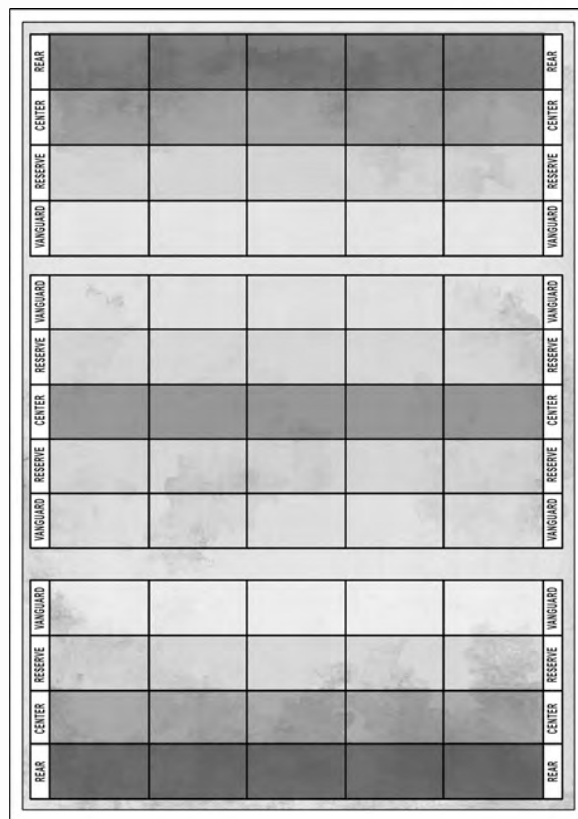
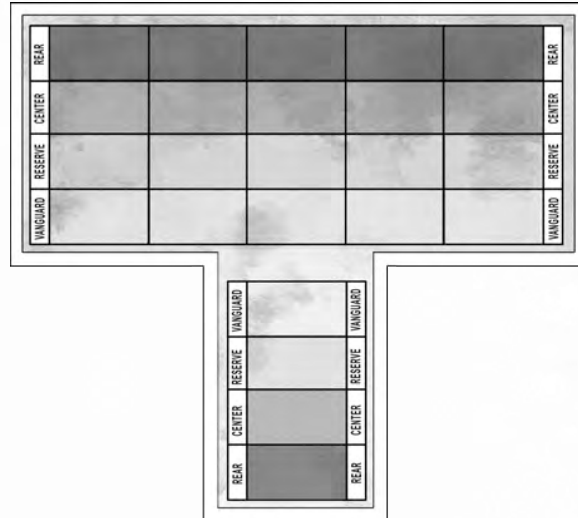
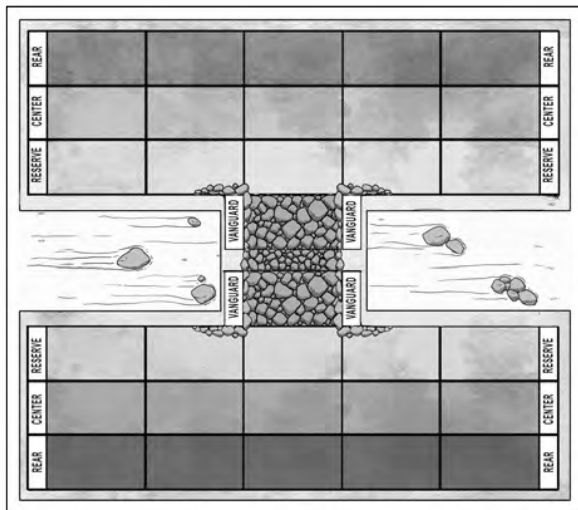
The battle is paused, and the two leaders enter combat together, rolling initiative again after each round. Either commander can yield as an action, in which case their unit suffers 1 casualty. If one commander drops to 0 hit points or dies outright, the unit they commanded immediately breaks and the single combat is over, though the battle can continue.

BATTLE OF THREE ARMIES

This scenario imagines two different allied armies attacking a third army. This scenario allows one large army to fight off two smaller armies.

The defending army has no rear rank, but it has two vanguard ranks and two reserve ranks. If one of those vanguard ranks collapses, units in the defending army's center rank and the reserve rank behind the collapsed vanguard are both exposed to the army the collapsed vanguard faced.

*Bridge scenario battlefield (below),
Defend the Pass scenario battlefield (top right), and
Battle of Three Armies scenario battlefield (right)*



UNIT TRAITS

Over and above the statistics found on each unit card, a unit's traits define what it is able to do during battle. **Unit Traits Descriptions** (below) breaks out every trait found across all units in *Kings & Warfare*, plus those in the special unit deck (page 144). Each unit has the name of each of its traits printed on its card but not the full description, for two reasons. First, it would make the cards too large. And second, it would require players to pick a unit card up every activation to read what its traits can do. Easier to print the traits out for all players involved in the battle.

If the text of a trait conflicts with the base-line rules in this book, the text of the trait takes precedence.

RECHARGE

The notation "Recharge X–Y" means a unit can use a trait once, and that the trait then has a random chance of recharging during each subsequent activation. Each time the unit activates after using the trait, roll a d6. If the roll is one of the numbers in the recharge notation, the unit regains the use of the trait.

LEGAL TARGET

Where a trait refers to a legal target, this means any target that a unit could normally make an Attack test against.

UNIT TRAIT DESCRIPTIONS

Traits are presented in alphabetical order.

AAAUUGH!!! When this unit breaks, all adjacent units suffer 1 casualty.

Adaptable. This unit has advantage on Morale and Command tests.

Aerial Bombardment. If this unit spends an activation doing nothing, it can use its next activation to target a fortification by making a DC 13 Power test. On a success, it deals 1d4 + 2 damage to the fortification.

Amphibious. This unit does not suffer movement penalties when fighting underwater, or in rain or mud.

Arcadian. This unit has advantage on Power tests to resist battle magic.

Archers. This unit can attack any opposed unit. Successful Power tests the unit makes against opposed units that are not exposed inflict only 1 casualty.

Armored Carapace. This unit suffers no casualties from artillery Attack tests.

Barbs. An opposed infantry unit that makes a successful Power test as part of an attack against this unit suffers 1 casualty.

Battle Hymn. This unit has a bonus to Morale equal to its commander's domain size, as do allied units while adjacent to this unit.

Better than One. When this unit attacks an opposed unit, it can also attack any other adjacent opposed unit.

Big. This unit has advantage on Power tests against units whose casualties are lower than this unit's.

Blanket Fire. As an action, choose a rank on the battlefield. Attack each unit in that rank. Recharge 4–6.

Blinding. When an opposed unit fails an Attack test against this unit, the opposed unit is disoriented.

Burning. Each opposed unit that activates adjacent to this unit suffers 1 casualty.

Burrow. As an action, remove this unit from the battlefield. On its next activation, place the unit in any empty space. The unit is disoriented until the end of that activation.

Chaos Vulnerability. This unit has disadvantage on Power tests to resist battle magic.

Charge. If this unit moves at least 1 space before it attacks, it has advantage on Attack tests for this activation as long as the target is in the direction the unit moved.

Chorus of Victory. As an action, choose a rank on the battlefield. Each allied unit in that rank increments its casualty die and has advantage on Attack tests until the end of its next activation. Recharge 6.

Close Range. This unit has advantage on Attack tests and Power tests against adjacent units.

Cloud of Darkness. Opposed units have disadvantage on Attack tests against this unit.

Collateral Damage. When this unit makes a successful Power test against an infantry or artillery unit, the unit opposite the target also suffers 1 casualty.

Consume. As an action, this unit targets an opposed unit with lower casualties than it that it can attack. The target must succeed on a DC 15 Power test or break. Recharge 5–6.

Corrode. When this unit makes a successful Attack test against an opposed unit, that unit takes –2 to Attack and Defense. Each opposed unit can be affected by this trait only once per battle.

Corrosive Breath. As an action, choose three adjacent opposed units. Each unit must succeed on a Power test ($DC = 8 + \text{this unit's size}$) or suffer 2 casualties and gain one acid token. The acid token inflicts 1 casualty. Recharge 5–6.

Create Dead. If this unit causes an opposed unit to break, replace that unit with a Ghoul Infantry unit under the command of this unit's commander. The new unit can act on the commander's next turn.

Damage Resistant. Successful Attack tests against this unit inflict no casualties. Successful Power tests inflict casualties normally.

Daylight Weakness. While in direct sunlight, this unit has disadvantage on Power tests.

Dead. This unit always succeeds on Morale tests, and cannot be diminished.

“Dig!” As an action, choose a space containing an opposed fortification and remove this unit from the battlefield. On the unit's next activation, the target fortification takes 2d6 damage and this unit breaks as though it were in that space.

Dire Hyena Mounts. This unit has advantage on Attack tests against diminished units.

Disruptive. When an opposed unit adjacent to this unit activates, it has a 25 percent chance of doing nothing on that activation.

Draconic Ancestry. This unit cannot be disorganized or weakened, and it is immune to the Harrowing trait.

Dragonkin. If there is an allied dragon in the battle or if this unit's commander has some sort of draconic ancestry, this unit has advantage on Attack tests, Command tests, and Morale tests.

Drone. As an action, choose a rank on the battlefield. Each opposed unit in that rank must succeed

on a DC 15 Power test or suffer 1 casualty and be unable to move on its next activation. This unit can use this trait only once per battle.

Elf-shot. When this unit succeeds on a Power test as part of an attack, the target unit must succeed on a DC 10 Power test or become weakened until the end of its next activation.

Embiggen. As a reaction to activating, this unit's size increases to 8. Its casualty die becomes a d8 and is incremented twice. Until the end of its activation, the unit has advantage on Attack tests and Power tests. This unit can use this trait only once per battle.

Eternal. This unit has advantage on Morale tests against undead or fiend units, and on the Morale test to attack units with the Harrowing trait.

Ethereal. This unit has +1 to movement. It can move through other units, but only if it can end its movement in an empty space. Other units do not gain bonuses to Defense from fortifications against this unit's attacks.

Fade. After a successful Attack test, this unit can move back 1 space. Opposed units cannot use the Follow Up maneuver in response.

Fast Siege Weapon. This unit can attack a fortification. It automatically hits (no Attack test or Power test needed) and deals 3 damage.

Fast Siege Weapon (Heavy). This unit can attack a fortification. It automatically hits (no Attack test or Power test needed) and deals 5 damage.

Fearless. This unit automatically succeeds on Morale tests.

Fearsome. As a reaction to making an Attack test, this unit forces the target to succeed on a Morale test ($DC = 8 + \text{this unit's size}$) or suffer 1 additional casualty.

Feast. At the end of this unit's activation, if any diminished unit is adjacent to it, increment this unit's casualty die.

Fire Blast. As an action, this unit forces two adjacent opposed units to each make a DC 13 Power test. On a failure, a unit suffers 2 casualties. Recharge 5–6.

Fire Breath. As an action, this unit forces three adjacent opposed units to each make a Power test ($DC = 8 + \text{this unit's size}$). On a failure, a unit

suffers 2 casualties and gains a fire token. The fire token inflicts 1 casualty. Recharge 5–6.

Fire Immunity. This unit does not suffer casualties from traits or other effects with “burning,” “fire,” or “flame” in their names, or from fire tokens.

Flaming Weapons. When this unit makes a successful Power test as part of an attack, it adds a fire token to the target in addition to the normal effects of the test. The fire token inflicts 1 casualty.

“Follow the Standard!” When this unit succeeds on a Power test as part of an attack, each cavalry unit the unit’s commander controls can use a reaction to immediately make an attack against the target of the Power test.

Guerrillas. When this unit succeeds on an Attack test against any opposed infantry or artillery unit (but not siege weapons), that unit is disoriented.

Gulp. As an action, this unit forces an opposed infantry or artillery unit (but not a siege engine) to make a DC 15 Power test. On a failure, the target unit is diminished (or is broken if it was already diminished). Recharge 5–6.

Hallucinatory Spores. As an action, this unit forces a legal target to make a DC 15 Power test. On a failure, the opposed unit attacks one of its own allied units of this unit’s choice on the opposed unit’s next activation.

Hard Hats. This unit has +2 to Defense against attacks from aerial units.

Harriers. If this unit succeeds on a Power test as part of an attack, this unit becomes the target unit’s only legal target on its next activation.

Harrowing. Any opposed infantry, cavalry, or aerial unit must first succeed on a Morale test (DC = 10 + this unit’s tier) when it attacks this unit. On a success, the attacking unit is not affected by any unit’s Harrowing trait for the rest of the battle. On a failure, the attacking unit’s activation ends.

Heroes of the Myriad Worlds. Once per battle as a bonus action, this unit can gain advantage on Attack tests and Power tests until the end of its activation.

Holy. Undead and fiend units have disadvantage on Attack tests and Power tests against this unit.

Hop. For its movement, this unit can move to any empty space on the battlefield.

Implacable. This unit cannot unwillingly be moved or teleported, and it can ignore any effects of terrain.

Indistinct. Attack tests for ranged attacks made against this unit have disadvantage.

Inexorable. This unit is immune to any effect that would hinder or stop its movement, or that would deny it the ability to use actions.

Inspire Fear. Whenever this unit leaves an opposed unit diminished, all goblinoid units in the same rank as this unit can immediately attack a legal target.

Into the Breach. When this unit successfully executes the Follow Up maneuver, it has +2 bonus to Defense until the beginning of its next activation.

Invisibility. This unit cannot be attacked until it successfully attacks an opposed unit.

Jaunt. In place of its movement, remove this unit from the battlefield. It returns to the space it left, or an unoccupied space of the GM’s choice if that space is occupied, at the start of its next activation. Recharge 5–6.

Lightning Breath. As an action, choose a rank on the battlefield. Each unit in that rank must succeed on a Power test (DC = 8 + this unit’s size) or suffer 2 casualties. Recharge 5–6.

Load the Bones! While any diminished unit is adjacent to this unit, this unit has +2 damage against opposed fortifications.

Magic Resistant. This unit has advantage on Power tests to resist battle magic.

Magical Adept. As a bonus action, this unit forces an opposed unit to make a DC 13 Power Test. On a failure, allied units have advantage on Attack tests against the opposed unit until the end of the battle. Recharge 5–6.

Maneuver: Detonate. As an action, this unit deals 1d4 + 2 damage to an adjacent fortification. Recharge 3–6.

Maneuver: “Evasive Maneuvers!” As a reaction when an opposed artillery unit makes an Attack test against this unit, impose disadvantage on the opposed unit’s Attack test. Recharge 5–6.

Maneuver: “Fire!!” As a reaction to a successful Power test made against a target unit, add a fire token to the target. The fire token inflicts 1 casualty. Recharge 4–6.

Maneuver: “Hold the Line!” As a reaction to being diminished, this unit makes a DC 13 Command test. On a success, this unit ignores the casualties that caused it to become diminished, and is not diminished.

Maneuver: “Lancers! Flank Them!” As a reaction when an opposed cavalry or aerial unit inflicts 1 or more casualties on an allied infantry or artillery unit, this unit makes a free attack against that opposed unit.

Maneuver: “Land and Charge!” While this unit has the aerial type, it can use a bonus action to make a DC 11 Command test. On a success, this unit’s Power tests have +2 damage on this activation, but the unit’s type becomes cavalry. At the end of its next activation, the unit regains the aerial type. Recharge 4–6.

Maneuver: Outflank. As an action, move this unit into any empty space. Any opposed unit that executes the Follow Up maneuver in response has disadvantage on the Command test.

Maneuver: “Prey on the Weak.” As a reaction to an exposed opposed unit being diminished, this unit makes a DC 10 Command test. On a success, the unit makes an attack against the opposed unit.

Maneuver: Repair. As an action, a fortification this unit is on or adjacent to recovers 1d4 + 2 hit points, up to its starting hit points.

Maneuver: “Spit Upon Their Horns.” As a reaction to succeeding on a Power test made as part of an attack, this unit makes a DC 13 Command test. On a success, the target unit suffers 1 additional casualty.

Maneuver: Strafe. As a reaction to succeeding on a Power test made as part of an attack against an opposed artillery or infantry unit, this unit makes a DC 13 Command test. On a success, two adjacent opposed units in the same rank as the target unit each suffer 1 casualty.

Maneuver: Testudo. As a reaction to suffering 1 or more casualties from an opposed artillery or aerial unit’s Attack test, this unit makes a DC 13 Command test. On a success, any opposed unit targeting this unit has disadvantage on Power tests until this unit’s next activation.

Mass Protection Against Evil. Any opposed infantry or artillery unit must succeed on a DC

15 Morale test to enter the vanguard rank of this unit’s side.

Meld. As a reaction to a successful Attack test against an infantry or artillery unit, this unit can move into the target unit’s space. While this unit is in the target’s space, the target unit cannot move and can attack only this unit. Units attacking either unit in this space have a 50 percent chance of targeting the wrong unit.

Mobile. This unit has advantage on the Command test when using the Follow Up maneuver, and can move back 2 spaces when using the Withdraw maneuver.

Nature’s Bond. When an allied infantry or artillery unit suffers 1 or more casualties, this unit can take the casualty instead. This unit must deploy in its side’s front.

None. This unit has no traits.

Noxious Fog. As an action, this unit places two poison tokens in each of 4 adjacent spaces. Any unit that moves into a space with one or more of these poison tokens or that activates there suffers 1 casualty per token. Each space loses one poison token at the end of this unit’s subsequent activations. Recharge 5–6.

Pack Tactics. When an adjacent unit that also has this trait successfully uses the Follow Up maneuver (page 109), this unit can move into any empty space adjacent to this unit’s current position.

Pike Training. This unit automatically succeeds on Command test for the Set for Charge maneuver.

Point Blank. When this unit succeeds on a Power test as part of an attack against an adjacent unit, it inflicts 1 additional casualty.

Poisonous. When this unit succeeds on a Power test as part of an attack, the target unit is also weakened until the end of its next activation.

Pool of Soul’s Blood. Any opposed infantry or artillery unit adjacent to this unit cannot leave its space.

Quadruped. For its movement, this unit becomes a cavalry unit until the end of its activation. The unit leaves the grid and then returns to the space it left at the end of its activation (or to its army’s reserve rank if that space is occupied). Recharge 5–6.

Ram Riders. When this unit succeeds on a Power test as part of an attack, the target unit must

Reckless. This unit can take disadvantage on any Attack test in order to have that Attack test inflict an additional 1 casualty.

Reflector. When this unit fails a Power test against a wand, it can use a reaction to roll a d20. On a 10 or higher, this unit suffers no effect from the wand and the unit activating the wand suffers the effect instead.

Regenerate. Each time this unit activates, increment its casualty die by 1.

Relentless. As a reaction to suffering a casualty that would cause this unit to break, this unit makes a DC 13 Power test. On a success, this unit does not break and has 1 casualty.

Rime. Any opposed infantry or artillery unit adjacent to this unit has its movement reduced to 0 and cannot benefit from bonus movement.

Rock! As an action, this unit can make an Attack test against any opposed unit, with disadvantage if the target is an aerial unit. Recharge 4–6.

Rockbreaker. This unit deals double damage against fortifications.

Rolling Thunder. As an action, this unit makes an opposed Power test against an adjacent opposed unit. If this unit's result is equal to or greater than the target's, the target unit must move back 1 space or break. This unit immediately moves into the target unit's vacated space.

Rush. This unit automatically succeeds on the Command test for the Follow Up maneuver.

Savage. Each successful Attack test by this unit adds a bleed token to a target unit. Each bleed token inflicts 2 casualties.

Scourge of the Wild. This unit has +2 to Attack and +2 to Power against orc, goblinoid, or elf units.

Scouts. This unit can deploy into the rear rank of an opposed army.

Screech. As an action, this unit forces an opposed unit to succeed on a DC 15 Power test or become misled. Recharge 4–6.

Shock Troops. Each time this unit causes another unit to be diminished, this unit gains +2 to Attack and +2 to Power until the end of the battle.

Siege Engine. This unit must spend 1 round of battle doing nothing before each attack. This unit

can attack a fortification. It automatically hits (no Attack test or Power test needed) and deals 1d4 + 2 damage.

Siege Weapon. This unit can attack an adjacent fortification. It automatically hits (no Attack test or Power test needed) and deals 3 damage.

Slam. When this unit succeeds on a Power test as part of an attack, the target unit is also disoriented.

Smoke Screen. When this unit succeeds on an Attack test against another unit, that unit is also disoriented.

Solar Flare. Once per battle as a reaction to targeting a fortification, the damage this unit deals to fortifications is maximized, and it deals that damage to all fortifications in one rank.

Soporific Spores. As an action, this unit forces a legal target to make a DC 13 Power test. On a failure, the opposed unit is disorganized.

Sow Chaos. Each opposed unit within 1 space of this unit has disadvantage on Morale and Command tests, and suffers 1 additional casualty if it fails the Morale test to avoid becoming diminished.

Spike Shot. As an action, this unit forces a target unit to succeed on a DC 12 Power test or suffer 2 casualties and become weakened. An affected unit can repeat this power test at the end of each of its activations to lose the weakened unit condition. Recharge 5–6.

Split. When this unit is diminished, place an identical unit with the same current battle statistics and casualties in an empty adjacent space.

Spores. When this unit is targeted by a successful Attack test from an infantry, cavalry, or aerial unit, the attacking unit must succeed on a DC 13 Power test or become disoriented.

Stalwart. While this unit is diminished, opposed infantry and cavalry units have disadvantage on Power tests against it.

Stinky. Any opposed unit adjacent to this unit has disadvantage on Attack tests.

Stone. Each opposed unit that activates adjacent to this unit suffers 1 casualty.

Stoneskin. As a reaction to suffering 1 or more casualties from any opposed artillery unit, this unit can ignore 1 of those casualties.

Stoneskin. As a reaction to suffering 1 or more casualties from any opposed artillery unit, this unit can ignore 1 of those casualties.

Strength in Numbers. This unit begins the battle with 1 additional casualty for each other undead unit in its army (up to a maximum of 12 casualties).

Stupid. Each time it attacks, this unit has a 25 percent chance of ignoring its intended target and attacking a random adjacent unit.

Swords of the Dragon Lord. When this unit makes a successful Attack test against a target unit, the target must succeed on a DC 13 Morale test or suffer 1 additional casualty.

To the Death. If this unit breaks as a result of an opposed infantry, cavalry, or aerial unit's Attack or Power test, the attacking unit suffers 1 casualty.

Veterans of a Thousand Wars. This unit's movement increases by 1. When attacking units of a lower tier, its damage increases by 1.

Wail. Once per battle, this unit can use an action to force each adjacent opposed unit to make a DC 15 Power test. On a failure, a unit suffers 1 casualty, and its Morale bonus is reduced to 0 until the end of its next activation. On a success, a unit has disadvantage on Morale tests until the end of its next activation.

Warbred. As a reaction to succeeding on a Power test as part of an attack, this unit can make a DC 10 Command test. On a success, this unit can attack again.

Wave. When this unit succeeds on a Power test as part of an attack against an opposed unit, the opposed unit is pushed back 1 space if there is an empty space behind it. If there is no empty space, the opposed unit and the unit behind it each suffer 1 casualty.

Whirlwind. When this unit succeeds on an Attack test against an opposed infantry unit, that unit takes -2 to Attack and Defense. Each opposed unit can be affected by this trait once per battle.

You Follow! Whenever this unit successfully uses the Follow Up maneuver, each goblinoid unit in the rank this unit leaves can move 1 space.

ANCESTRAL UNITS

Many of the units that make up the armies in the warfare rules are organized by ancestry. Six of the most common ancestries are discussed below—humans, elves, dwarves, orcs, goblinoids (including hobgoblins and bugbears), and undead. These ancestries cover many of the peoples and forces that players and GMs might commonly recruit from, with other ancestries available through the special unit deck (see below).

Organizing units by ancestry is completely arbitrary, but still useful. If it makes sense for a specific campaign, any of these ancestries can be easily reskinned and referred to as specific nations, tribes, or domains. In an all-human campaign, dwarf units could represent a line of human mountain folk, while elf units stand in for the soldiers of a steadfast forest realm. In the same way, not all elf units need the same traits. A GM might develop three or four additional traits for different courts of elves in their world, so that only one court gets the Eternal trait.

Each of the standard ancestries features nine units, including a variety of infantry, cavalry, and artillery units covering Tiers I, II, and III. It's possible to build a solid army using just the units from those ancestries, making use of the characters' and NPCs' backgrounds and alliances.

UNITS, NOT CHARACTERS

It's important to note that the way members of a given ancestry organize for war can be very different from how they perform during adventuring or when fighting a dragon single-handed. In other words, the stats a member of an ancestry has in combat are not related to the ancestry's stats in warfare. The things that make a good adventurer don't necessarily make a good soldier. Instead, these rules focus on how members of a particular ancestry might organize in large companies, how good they are at taking orders, how seamlessly they coordinate with dozens of other soldiers, and how they maintain their cool while taking casualties.

As such, the typical stats for an elf, dwarf, or zombie in the core rules don't translate mathematically into a unit's stats. Rather, a unit focuses



on culture, training, and behavior as those things apply to the requirements of a large battle. By the same token, the soldiers represented by units are not adventurers. Though they have solid combat skill, their training is mostly focused on fighting together and not breaking under pressure. A battle in a dungeon or a dragon's lair is not a place for a hundred soldiers trained with pike and shield, accustomed to deploying in formation and to count on the soldiers in front of, behind, and beside them. Army battles take place in wide-open spaces to allow this sort of unit to make best use of its soldiers' training. Cram them all into a series of 10-foot-wide corridors without light, and it drastically reduces their effectiveness.

An army might have some kind of special operations section whose soldiers function more like adventurers, at least in terms of their skill sets. But for the most part, those sorts of soldiers are not the soldiers in a standard unit.

HUMANS

Humans are feeble and weak compared to most of the other ancestries in the book. They have no ancestral bonus to Attack, Power, Defense, or Toughness. What pathetic creatures! However, they are better than most other ancestries at two things: Morale and Command. And as it turns out, these are critical elements to success on the battlefield. Human units are thus less likely to break and run when the battle gets tough or things get weird. And they're better at executing complex commands, which means their infantry are more likely to succeed on maneuvers such as Follow Up and Set for Charge. Taken in combination with the Adaptable trait that all human units have—granting advantage on Morale and Command tests—and humans are an ancestry optimized for warfare.

Many are the commanders who've looked out at a pathetic band of spindly humans and imagined them to be easy pickings—only to experience

real dread and terror when the humans don't break. They don't run. Rather, they stand fast. They hold their ground. And they think tactically. Each ancestry has its own specialty in the field of war. But for humans, their specialty *is* war.

Human armies are versatile. The best armies have a variety of units: infantry, cavalry, and artillery, and humans are equally good at all of these. This means you can field a balanced army, evenly divided between these disciplines. However, it's your army. You should muster the units you think are fun to field. Try an army with lots of archers! Or use your domain's Espionage skill to spy on the enemy, learn their army's composition, and muster units to thwart them!

If you don't know which units your enemy is fielding, try mustering the Hounds of Dalrath. They gain a bonus against most of the units the GM is likely to use.

ELVES

Elf units are better on Attack than other ancestries in this book, representing their hereditary affinity with sword and bow. Elf units include some of the best archers in the game, though they are otherwise physically unimpressive on the battlefield. That said, elf units are highly mobile, making it easier for them to exploit any holes in an enemy's defenses. If a unit breaks or uses the Retreat maneuver, elf infantry will very likely move into position to take advantage of that gap.

As well, elf units have the Eternal trait. Undead and infernal creatures are no different to them than humans, dwarves, or goblins. As such, the soldiers of an elf unit don't experience existential dread at seeing a zombie horde shuffling toward them any more than they do in response to a human horde. This makes them better at holding their ground in





the face of units that strike fear into the hearts of soldiers of other ancestries.

Elf armies favor archers! No surprise there. The Elven Thorns are one of the best artillery units in the game. Weakening opposed units with the Thorns is a powerful strategy likely to contribute to your victory. But the Forest Mist unit is also not to be underestimated.

Like many well-trained infantry units in the book, the Forest Mist gains a bonus to Defense when it moves into a gap left by an opposed unit after a successful Follow Up maneuver. In addition to the Forest Mist's high Defense, they can plunge into gaps of the opposed infantry without worrying too much about taking casualties as a result.

DWARVES

Dwarves are a hardy folk, granting their units greater natural Toughness than the units of other ancestries. This makes them excellent infantry, and dwarf infantry units are among the best in the game. Dwarf units also have the Stalwart trait, meaning that even after a dwarf unit is diminished, it is very hard to break it.

Infantry should be the meat and potatoes of any dwarf army, but dwarves field good artillery and cavalry too! Dwarves favor crossbows for their foot soldiers, and these are devastating at close range. But artillery must deploy into the center rank, so a skilled dwarf commander focuses on using their infantry to open some space in the front rank, and then move their artillery units adjacent to opposed units to maximize their close-range effectiveness.

ORCS

Orcs share the elves' affinity with weapons (granting a bonus to an orc unit's Attack) and have increased Toughness that makes them excellent soldiers. But their most potent asset is the Relentless trait, which allows an orc unit in danger of breaking to keep fighting and stay on the field. An orc unit reduced to the very last of its soldiers can keep fighting almost indefinitely!

Orcs are the traditional enemies of human, elf, and dwarf armies, known for their proud and fierce culture and traditions. But a domain that can avoid conflict to ally with orcs (typically in exchange for assurances of respect for territorial boundaries and mutual defense in times of need) can gain access to powerful units. An entire orc army with the Relentless trait is a thing few enemies are prepared to face. But orc units have a wide array of other traits.

The Bloodwalkers can outflank any enemy, making them the equivalent of super scouts. And the orc cavalry known as the Hellriders ride nightmares, which grant that unit the Harrowing trait. Most enemies find the presence of these hell steeds on the battlefield a serious blow to morale, and opposed artillery struggle to focus on targets whose Jaunt trait allows them to attack, then shift into the Ethereal Plane where they cannot be reached.

PROXYING OTHER STEEDS

Cavalry units gain no bonuses to their stats based on the mount they ride, but different mounts contribute unique traits to their unit. As you can infer from the Hellriders, nightmares add the Harrowing and Jaunt traits to this unit.

A GM who wants to give cavalry units different mounts should easily be able to look at existing mounted units in the game and reverse engineer





what that mount does. Nightmares grant the Harrowing and Jaunt traits. Ram-mounted cavalry get the Ram Riders trait, units with elk mounts get the Spit Upon Their Horns maneuver, and so on.

GOBLINOIDS

Often at the low end of the pecking order under bigger, stronger species, goblins tend to be pressed into service as levies more so than trained troops. But goblinoids also include the powerful bugbears and the hobgoblins, two peoples whose love of regimentation makes them exceptional soldiers. As such, the proper mix of goblins, hobgoblins, and bugbears on the field can prove a match for any other ancestry.

Bugbear units have huge bonuses to Attack and Defense (and are all Tier III units as a result). They also inspire other goblinoid units to greater deeds, so that an army of goblins with a bugbear unit leading them can be a formidable threat! For their part, hobgoblins are fearless combatants and sound strategists, giving hobgoblin units a better Attack than units of other ancestries, and making them the

equal of human units for Morale. Hobgoblin units also make use of the Warbred trait, granting an additional attack after a successful Power test. This can be used to devastating effect as hobgoblin infantry chew through opposing forces—and makes those units easily the equal of humans on the battlefield.

Although goblins are typically no one's first choice for infantry units, their cleverness more than makes up for a lack of physical strength. Goblin Sappers make use of the Dig trait to undermine enemy fortifications, while Goblin Smokers use the Smoke Screen trait to leave opposed units unable to properly retaliate to goblinoid attacks.

An all-goblin army normally focuses on hobgoblins for infantry, artillery, and cavalry. Goblins are useful as levies and maybe one or two specialized units, such as Goblin Sappers if the enemy has a fortification.

Because the Bugbear Heavy Claw unit has traits that can grant free movement and attacks to goblinoid units, it's best to use that unit for an all-goblin army. If you want to spice up an existing army with some goblinoid units, hobgoblins are best.

UNDEAD

Not an ancestry so much as a necromantic tool used by the commanders of evil domains, undead units feature in many NPC-led armies. Low-tier undead units are intended to be expendable, but higher-tier units are quite nasty—and many interesting undead units can be found in the special unit deck.

The baseline units of an undead army are skeletons and zombies. Skeleton units are destroyed relatively quickly, but zombie units can be as hard to take down as orc units. What makes all undead units especially formidable, though, is the Dead trait and the Harrowing trait. The Dead trait means an undead unit never worries about Morale tests and can't be diminished. Because its soldiers aren't alive, they don't worry about their fellow bonebags being ground up by enemy forces.

The Harrowing trait means that most units of mortal creatures are freaked out by the presence of undead on the battlefield. Elf units pay undead no mind, but the units of other ancestries don't like the prospect of fighting against their own forebears risen from the grave. A sense of dread and

foreboding fills the field when undead march, and especially at the beginning of a battle, undead units can have a major advantage!

Undead armies shine once they get past Tier I units. The main purpose of fielding skeletons and zombies is to unlock ghoul, wight, and wraith units! Ghoul Infantry regain lost casualties thanks to the Feast trait, allowing them to feed on the corpses of fallen enemies or allies. And the ghoul artillery unit known as the Fireborn can inflict ongoing damage with fire tokens from their special maneuver.

Deathstormers are wight cavalry units that race across the battlefield on skeletal steeds. And the unique Tier III wraith unit known as the Black Wind is even more powerful. Along with the Dead and Harrowing traits, this unit gains bonus movement and can move through other units thanks to its Ethereal trait. This also means units that the Black Wind attacks gain no benefit from fortifications. If you've amassed a large enough army to field the Tier III units, you probably don't need that Zombie Catapult—but you should probably field it anyway, because it's dope.



Human Infantry

COMMANDER _____
 REGULAR, LIGHT, HUMAN, INFANTRY

SIZE **6**

ATK	DEF	POW	TOU	MOR	COM
+3	12	+2	12	+1	+2

TRAITS
 •Adaptable

DMG **1**

TIER **1**

Human Artillery (Longbow)

COMMANDER _____
 REGULAR, LIGHT, HUMAN, ARTILLERY

SIZE **6**

ATK	DEF	POW	TOU	MOR	COM
+3	10	+2	8	+1	+1

TRAITS
 •Adaptable

DMG **1**

TIER **1**

Human Cavalry (Horse)

COMMANDER _____
 REGULAR, LIGHT, HUMAN, CAVALRY

SIZE **6**

ATK	DEF	POW	TOU	MOR	COM
+3	12	+3	10	+1	+1

TRAITS
 •Adaptable

DMG **2**

TIER **1**

Human Peasants

COMMANDER _____
 LEVIES, LIGHT, HUMAN, INFANTRY

SIZE **6**

ATK	DEF	POW	TOU	MOR	COM
+2	10	+2	12	-1	+0

TRAITS
 •Adaptable

DMG **1**

TIER **1**

Human Aerial (Hawk)

COMMANDER _____
 REGULAR, MEDIUM, HUMAN, AERIAL

SIZE **6**

ATK	DEF	POW	TOU	MOR	COM
+7	11	+3	9	+1	+1

TRAITS
 •Adaptable
 •Aerial Bombardment

DMG **1**

TIER **III**

Human Shield Maniple

COMMANDER _____
 VETERAN, MEDIUM, HUMAN, INFANTRY

SIZE **6**

ATK	DEF	POW	TOU	MOR	COM
+5	14	+4	14	+3	+3

TRAITS
 •Adaptable
 •Maneuver: "Hold the line!" (R)
 •Into The Breach (R)

DMG **1**

TIER **II**

The Hounds of Dalrath

COMMANDER _____
 VETERAN, HEAVY, HUMAN, CAVALRY

SIZE **6**

ATK	DEF	POW	TOU	MOR	COM
+4	13	+5	12	+2	+3

TRAITS
 •Adaptable
 •Scourge of the Wild

DMG **2**

TIER **II**

Human Artillery (Catapult)

COMMANDER _____
 VETERAN, MEDIUM, HUMAN, ARTILLERY

SIZE **6**

ATK	DEF	POW	TOU	MOR	COM
+5	11	+3	9	+2	+2

TRAITS
 •Adaptable
 •Siege Engine

DMG **3**

TIER **II**

Greenstockings

COMMANDER _____
 ELITE, LIGHT, HUMAN, ARTILLERY

SIZE **6**

ATK	DEF	POW	TOU	MOR	COM
+7	12	+2	8	+3	+3

TRAITS
 •Adaptable
 •Fade

DMG **1**

TIER **II**

6

SIZE

Elf Infantry

COMMANDER

REGULAR, LIGHT, ELE, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+4	12	+2	12	+0	+1

TRAITS

- Mobile
- Eternal

1

TIER

6

SIZE

"The Forest Mist"

COMMANDER

VETERAN, MEDIUM, ELE, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+5	14	+4	14	+2	+2

TRAITS

- Into the Breach (R)
- Eternal
- Scouts
- Harriers

1

TIER

6

SIZE

Elf Pegasus Riders

COMMANDER

VETERAN, MEDIUM, ELE, AERIAL

ATK	DEF	POW	TOU	MOR	COM
+7	11	+3	9	+1	+2

TRAITS

- Eternal
- Maneuver: "Land and Charge!"

1

TIER

6

SIZE

Elf Cavalry

COMMANDER

REGULAR, LIGHT, ELE, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+4	12	+3	10	+0	+0

TRAITS

- Mobile
- Eternal

1

TIER

6

SIZE

Elf Artillery (Ballista)

COMMANDER

VETERAN, HEAVY, ELE, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+6	11	+4	10	+1	+1

TRAITS

- Mobile
- Eternal
- Fast Siege Weapon

1

TIER

6

SIZE

Elk Riders

COMMANDER

VETERAN, HEAVY, ELE, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+5	13	+5	12	+1	+2

TRAITS

- Mobile
- Eternal
- Maneuver: "Spit Upon Their Horns" (R)

1

TIER

6

SIZE

Elf Archers (Longbow)

COMMANDER

REGULAR, LIGHT, ELE, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+4	10	+2	8	+0	+0

TRAITS

- Mobile
- Eternal

1

TIER

6

SIZE

Elf Artisans

COMMANDER

LEVIES, LIGHT, ELE, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+3	10	+2	12	-2	-1

TRAITS

- Mobile
- Eternal

1

TIER

6

SIZE

Elven Thorns

COMMANDER

ELITE, SUPER-HEAVY, ELE, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+8	12	+5	11	+2	+2

TRAITS

- Mobile
- Eternal
- Elf-shot

1

TIER

Dwarf Infantry

COMMANDER _____
REGULAR, LIGHT, DWARF, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+3	12	+2	12	+0	+1

TRAITS
• Stalwart

DMG 1

SIZE 6

TIER 1

Bolt Throwers

COMMANDER _____
REGULAR, HEAVY, DWARF, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+3	10	+4	13	+0	+0

TRAITS
• Stalwart
• Collateral Damage
• Point Blank

DMG 1

SIZE 6

TIER 1

Dwarf Engineers

COMMANDER _____
VETERAN, LIGHT, DWARF, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+4	14	+2	14	+2	+2

TRAITS
• Stalwart
• Maneuver: Repair

DMG 1

SIZE 6

TIER 1

Dwarf Artillery (Crossbow)

COMMANDER _____
REGULAR, LIGHT, DWARF, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+3	10	+2	10	+0	+0

TRAITS
• Stalwart
• Close Range

DMG 1

SIZE 6

TIER 1

The Gold Lances

COMMANDER _____
VETERAN, MEDIUM, DWARF, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+4	13	+4	13	+1	+2

TRAITS
• Stalwart
• Ram Riders
• Maneuver: "Lancers! Flank them!" (R)

DMG 2

SIZE 6

TIER 1

Dwarven Highshields

COMMANDER _____
VETERAN, HEAVY, DWARF, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+4	14	+6	18	+2	+2

TRAITS
• Stalwart
• Maneuver: Testudo (R)
• Into the Breach (R)

DMG 2

SIZE 6

TIER 1

Dwarf Cavalry (Ram Riders)

COMMANDER _____
REGULAR, LIGHT, DWARF, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+3	12	+3	12	+0	+0

TRAITS
• Stalwart
• Ram Riders

DMG 2

SIZE 6

TIER 1

Dwarf Artillery (Trebuchet)

COMMANDER _____
VETERAN, HEAVY, DWARF, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+5	11	+4	12	+1	+1

TRAITS
• Stalwart
• Siege Engine

DMG 3

SIZE 6

TIER 1

Dwarf Miners

COMMANDER _____
LEVIES, LIGHT, DWARF, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+2	10	+2	12	-2	-1

TRAITS
• Stalwart
• Hard Hats

DMG 1

SIZE 6

TIER 1

6

SIZE

Orc Infantry

COMMANDER

REGULAR, LIGHT, ORC, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+4	12	+2	12	+0	+1

TRAITS

- Relentless (R)

1

TIER

6

SIZE

Hellriders (Nightmares)

COMMANDER

VETERAN, MEDIUM, ORC, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+5	13	+4	12	+1	+2

TRAITS

- Relentless (R)
- Harrowing
- Jaunt

2

TIER

6

SIZE

Orc Catapult

COMMANDER

VETERAN, MEDIUM, ORC, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+6	11	+3	10	+1	+1

TRAITS

- Relentless (R)
- Siege Engine

3

TIER

6

SIZE

Orc Archers (Longbow)

COMMANDER

REGULAR, LIGHT, ORC, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+4	10	+2	9	+0	+0

TRAITS

- Relentless (R)

1

TIER

6

SIZE

"Bloodwalkers"

COMMANDER

VETERAN, MEDIUM, ORC, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+5	14	+4	15	+2	+2

TRAITS

- Relentless (R)
- Maneuver: Outflank
- Into the Breach (R)

1

TIER

6

SIZE

Orc Wounded

COMMANDER

LEVES, LIGHT, ORC, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+3	10	+2	12	-2	-1

TRAITS

- Relentless (R)
- To the Death

1

TIER

6

SIZE

Orc Cavalry

COMMANDER

REGULAR, LIGHT, ORC, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+4	12	+3	11	+0	+0

TRAITS

- Relentless (R)

2

TIER

6

SIZE

Orc Bone Bows

COMMANDER

VETERAN, HEAVY, ORC, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+6	11	+4	11	+1	+1

TRAITS

- Relentless (R)
- Point Blank

1

TIER

6

SIZE

Wyvern Riders

COMMANDER

VETERAN, MEDIUM, ORC, AERIAL

ATK	DEF	POW	TOU	MOR	COM
+7	11	+3	10	+1	+2

TRAITS

- Relentless (R)
- Poisonous

1

TIER

Goblin Meat Shields

COMMANDER _____
LEVIES, LIGHT, GOBLIN, INFANTRY

SIZE **4**

ATK	DEF	POW	TOU	MOR	COM
+2	9	+1	11	-3	-2

TRAITS
•AAAUUUGH!!!

DMG **1** TIER **I**

Hobgoblin Infantry

COMMANDER _____
REGULAR, LIGHT, HOBGOBLIN, INFANTRY

SIZE **6**

ATK	DEF	POW	TOU	MOR	COM
+4	12	+2	12	+1	+1

TRAITS
•Warbred (R)

DMG **1** TIER **I**

Hobgoblin Archers (Longbow)

COMMANDER _____
REGULAR, LIGHT, HOBGOBLIN, ARTILLERY

SIZE **6**

ATK	DEF	POW	TOU	MOR	COM
+4	10	+2	8	+1	+0

TRAITS
•Warbred (R)

DMG **1** TIER **I**

Bloodfangs

COMMANDER _____
REGULAR, LIGHT, HOBGOBLIN, CAVALRY

SIZE **6**

ATK	DEF	POW	TOU	MOR	COM
+4	12	+3	10	+1	+0

TRAITS
•Warbred (R)
•Maneuver: "Prey on the Weak" (R)

DMG **2** TIER **II**

Goblin Worg-Riders

COMMANDER _____
REGULAR, LIGHT, GOBLIN, CAVALRY

SIZE **4**

ATK	DEF	POW	TOU	MOR	COM
+3	11	+2	9	-1	-1

TRAITS
•AAAUUUGH!!!

DMG **2** TIER **I**

Bugbear Heavy Claw

COMMANDER _____
VETERAN, HEAVY, BUGBEAR, INFANTRY

SIZE **6**

ATK	DEF	POW	TOU	MOR	COM
+7	16	+7	16	+2	+2

TRAITS
•Inspire Fear
•You Follow!
•Into the Breach (R)

DMG **2** TIER **III**

Goblin Sappers

COMMANDER _____
VETERAN, MEDIUM, GOBLIN, INFANTRY

SIZE **4**

ATK	DEF	POW	TOU	MOR	COM
+4	13	+3	13	+1	+1

TRAITS
•AAAUUUGH!!!
•"Dig!"

DMG **1** TIER **II**

Dire Wasp Riders

COMMANDER _____
VETERAN, MEDIUM, HOBGOBLIN, AERIAL

SIZE **6**

ATK	DEF	POW	TOU	MOR	COM
+7	11	+3	9	+2	+2

TRAITS
•Warbred (R)
•Poisonous

DMG **1** TIER **III**

Goblin Smokers

COMMANDER _____
VETERAN, MEDIUM, GOBLIN, ARTILLERY

SIZE **4**

ATK	DEF	POW	TOU	MOR	COM
+5	10	+2	8	+0	+0

TRAITS
•AAAUUUGH!!!
•Smoke Screen

DMG **1** TIER **III**

6

SIZE

Zombie Infantry

COMMANDER

REGULAR, LIGHT, ZOMBIE, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+2	11	+1	13	+0	+1

TRAITS

- Dead
- Harrowing
- Relentless (R)

1

DMG

1

TIER

4

SIZE

Skeletal Cavalry

COMMANDER

REGULAR, LIGHT, SKELETON, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+3	11	+2	10	+0	+0

TRAITS

- Dead
- Harrowing

1

DMG

2

TIER

4

SIZE

Skeletal Archers (Longbow)

COMMANDER

REGULAR, LIGHT, SKELETON, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+3	9	+1	8	+0	+0

TRAITS

- Dead
- Harrowing

1

DMG

1

TIER

6

SIZE

Deathstormers

COMMANDER

REGULAR, LIGHT, WIGHT, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+4	14	+4	11	+3	+3

TRAITS

- Dead
- Harrowing
- Warbred (R)

1

DMG

2

TIER

6

SIZE

"The Black Wind"

COMMANDER

VETERAN, MEDIUM, WRAITH, AERIAL

ATK	DEF	POW	TOU	MOR	COM
+6	11	+5	11	+1	+2

TRAITS

- Dead
- Harrowing
- Ethereal
- Create Dead

1

DMG

1

TIER

4

SIZE

Bonebags

COMMANDER

LEVIES, LIGHT, SKELETON, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+2	9	+1	12	-2	-1

TRAITS

- Dead
- Harrowing

1

DMG

1

TIER

6

SIZE

Fireborn

COMMANDER

VETERAN, HEAVY, GHOUL, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+7	13	+7	12	+1	+1

TRAITS

- Dead
- Harrowing
- Maneuver: "Fire!" (R)

2

DMG

1

TIER

6

SIZE

Ghoul Infantry

COMMANDER

REGULAR, LIGHT, GHOUL, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+5	11	+5	14	+0	+1

TRAITS

- Dead
- Harrowing
- Feast

1

DMG

1

TIER

6

SIZE

Zombie Catapult

COMMANDER

VETERAN, HEAVY, ZOMBIE, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+4	10	+3	11	+1	+1

TRAITS

- Dead
- Harrowing
- Siege Engine
- Load the Bones!

1

DMG

3

TIER



THE SPECIAL UNIT DECK

Of course there was no way to fit every possible unit anyone might think of into a single book, so MCDM had to produce a supplement to *Kingdoms & Warfare*: the special unit deck. This features sixty-four nonstandard units from a variety of additional ancestries and monstrous lineages, including dragons, fiends, more undead, kobolds, giants, black puddings, centaurs, gnomes, elementals, and more!

Ultimately though, the three tiers of units across six ancestries in this book, plus the special units that can be mustered by domains, are enough to run any number of interesting, unique battles without resorting to additional special units—especially when those battles include fortifications and different kinds of terrain.

Moreover, it's our hope that the warfare system and the setup of units is clear enough to make creating new units fun. There's no need to buy the special unit deck just to field a single dragon unit for a battle. Rather, just think about the system as presented, imagine how dragons might work in it, and create your own unit—which will probably end up very close to the official dragon units in the special unit deck!

FOR THE GM: BUILDING THE VILLAIN'S ARMY

Just like the regular game focuses on the characters, these warfare rules are not a competitive exercise.

It's still the GM's responsibility to curate content in order to create drama. So while the GM can use the same rules for building the villain's army as the players use to build the characters' army, it is perhaps more important that the army the heroes face is sufficiently challenging. Likewise, the villain's army should reflect the choices the players and characters have made. The heroes can always get in over their heads, bite off more than they can chew, and end up facing overwhelming odds on the battlefield—just as they can in combat with individual enemies.

The rules used for designing encounters with monsters apply to the warfare rules as well. Thus “more units” is typically a greater challenge than “better units,” just like a standard encounter with many more monsters than characters can quickly become a TPK. The villain's army should obey the rules for unit command and dependencies (part of the **Building an Army** section starting on page 100). But knowing that an army can field one Tier IV unit does nothing to suggest which unit is best for a particular scenario—and not all units of the same type are equal in battle.

Players can muster units only from ancestries they have connections or alliances with, or from ancestries predisposed to lend aid through good roleplaying. But the GM **should make liberal use of monstrous units**, as well as any units from any ancestry that seems reasonable and dramatic. The GM is not restricted by which ancestries they can field, as long as it seems reasonable that the leaders of an opposed domain would have access to those monsters or ancestries.

Deciding which units to field is not a science. It will take interpretation, guesswork, and experience to properly balance a battle—and to figure out that not all battles should be balanced. And this process doesn't stop once the battle begins! A GM might find that they need to discreetly fudge some die rolls or have units use less than optimal tactics because they realize only midway through the battle that they've overloaded the villain's forces—and that the characters' army is about to have a bad day.

In addition to the general advice for players, GMs should keep the following points in mind when building armies for a villainous realm or any other domain fighting against the characters:

- If one side has Tier V units, the other side probably should too. But a few heavily upgraded Tier IV units could balance things out.
- As a general rule, avoid scenarios where one side has many more or much better units than the other side.
- If one side has a super-heavy, super-elite unit, that's fine—as long as it's clear how the other side can make up for that. A good number of veteran medium units might be enough. Strategically, a good army is one with infantry, artillery, and cavalry units. About half an army should be infantry.
- Tactically, an army should focus on breaking the opposing side's front. If one side's artillery and cavalry are used to try and get to the opposing side's center through the rear while infantry attack the opposed vanguard, that side will probably lose because it's dividing its forces.
- Once an opposing side's front is broken, the attacking side's units can move around more. This opens up many different strategies, and lets cavalry and artillery units become more flexible.
- The best use of archers is for picking off units that are close to breaking. (Assuming there are no aerial units to attack!)
- It's reasonable for a GM to design a battle meant to be a rout of the characters' forces. But that should happen only if the players have gotten in over their heads in spite of the GM's best efforts to the contrary.

These rules can always be adjusted for drama and style. Perhaps a particular villain relies on a horde of infantry! But the rules are designed to make it so that an all-infantry army won't be able to bring enough troops to bear to be effective, and will likely inevitably lose to a better-balanced army. Still, GMs should always remember that as with the characters facing off against single foes, **the rules for warfare expect the players to face reasonable challenges and win.** The only time this should change (again, as with the regular game) is if the characters have gotten themselves in over their heads because they've done something foolish—particularly against the GM's advice.

WHEN SHOULD A MONSTER BE A UNIT?

As a rule, opposed units should not be creatures so mighty that the characters would prefer to handle them personally. For example, a 5th-level party's army should not face off against a Red Dragon unit, both because that unit will probably smoke (perhaps literally) the characters' small, relatively inexperienced army—and because the players would most likely prefer that their characters fight that dragon face to face.

Eventually, though, as the characters level up, what was once a major threat becomes a minor issue. A high-level party with a large, experienced army might see a Black Dragon unit flying around the battlefield and shrug. “Our army can take care of it.” These things are relative.

REINFORCEMENTS: THE SECRET WEAPON

Because this is a brand-new system and no one is well familiar with it, players and GMs might find themselves in the middle of a battle that's going badly. “Going badly” means something undramatic is happening. One side is being routed, while the other side faces few challenges leading to an unearned victory. This scenario is bad no matter whether the player characters are the ones routing or being routed.

If this happens, it's a good time for the losing army to deploy their reinforcements. These are new units that arrive on the battlefield in the nick of time to save the day. (Cavalry are traditional reinforcements, but there's no need to be a martyr to tradition.)

Reinforcements should be used sparingly, and should always be a dramatic reveal. As just one example, an NPC domain whose leaders decided to stay neutral despite being courted by both the characters and the villain during intrigue makes an excellent source of unexpected reinforcements for either side. If the reinforcements come to aid the heroes, then the players and their characters gain control over them. The GM decides if reinforcements arrive and which units show up. This is a narrative tool used to keep the tension high, though, not a part of the battle setup.