**Main Concepts**

**Unit** - A unit is made up of similar creatures that are able to fight together. A unit is usually lead by a commander. A unit without a commander or one that loses its commander has disadvantage on all ability checks, attacks, and saving throws and suffers an immediate penalty to morale (see morale table). When a unit’s morale would drop below -10, it instead immediately dissolves and flees, removing it from the battle. Whenever a unit has less than half its starting Battle Rating and suffers additional losses, it must make a DC 10 morale check or be immediately removed from the battle. The DC of the morale check increases by 2 after every successful check.

**Morale** - Morale measures a unit’s willingness to fight, and changes as the battle progresses. To make a morale check, roll 1d20 and add the unit’s morale to the result. Morale ranges from -10 to +10. At the start of a battle, determine the starting morale of each unit.

|  |  |
| --- | --- |
| Morale Ratings | Morale Description |
| –10 | Openly rebellious |
| –8 | Mutinous |
| –4 | Disgruntled |
| –2 | Shaky |
| 0 | The typical unit |
| +2 | Motivated |
| +4 | Stalwart |
| +8 | Fanatic |
| +10 | Unbreakable |

One way to determine a unit’s morale is by starting at 0 and adding or subtracting based on the table below. Other factors may also influence the morale of a unit, use this table as a guide. Anytime the opposite of a listed factor is applicable, subtract (or add) the bonus instead.

|  |  |
| --- | --- |
| Morale Factor | Morale Bonus |
| Unit has a commander | Commander’s Charisma Modifier (minimum of 1) |
| Unit must fight for their lives with no possible escape | **+4** |
| Unit has strong animosity for the enemy | **+3** |
| Unit is defending their home | **+3** |
| Unit treated well by commander or allies | **+2** |
| Unit is fresh and eager to fight | **+2** |
| Unit has a strong bond with an allied unit | **+2** |
| Unit has personal interest in victory other than survival | **+2** |
| Unit has competent and well prepared commanders | **+2** |
| Unit is near their home or their favored terrain | **+1** |
| Unit is well payed | **+1** |
| Unit has a likely victory | **+1** |
| Unit is well equipped | **+1** |
| Unit is well rested and fed | **+1** |
| Unit is slightly exhausted or jaded by battle | **-1** |
| Unit has recently forced marched or lost allies in battle | **-2** |
| Unit is opposed to the goals of the commander | **-3** |
| Unit is forced to fight a once allied enemy | **-3** |
| Unit faces a powerful foe or is severely outnumbered | **-4** |
| Unit has no commander (or lost one during battle) | **-5** |

**Unit Actions**

**Attack** - You order the unit to go on the offensive, dealing at least minor casualties before the enemy has a chance to exchange blows. Make a Morale (Attack) contest with the target (Roll 1d20 and add morale). A strong or poor attack causes the defender to make a Morale Check that changes their morale on a success (when increasing) or failure (when decreasing). The number of casualties the unit inflict depend on the result of the contest, and the strength of the attacking unit’s Battle Rating. The Base Damage (BD) of the unit is equal to 1 for every 20 Battle Rating (BR). Put another way, **BD = BR/10**.

|  |  |  |
| --- | --- | --- |
| Result of Morale (Attack) Contest | Damage Dealt to Defender | Additional Effect on Defender |
| Attacker wins by 10 or more | BD x 2 | -1 Morale (Automatic) |
| Attacker wins by 5 or more | BD | -1 Morale (DC 16 Morale Check) |
| Attacker wins or ties | BD | -1 Morale (DC 14 Morale Check) |
| Defender wins | BD / 2 |  |
| Defender wins by 5 or more | BD / 4 |  |
| Defender wins by 10 or more | BD / 4 | +1 Morale (DC 14 Morale Check) |

**Exchange of Blows** - Whenever a unit is attacked by the attack action, that unit may make a special counterattack against the attacker if it is within range. Use the rules for the attack action when making a counterattack. Counterattacks do not provoke exchange of blows. A unit may only counterattack once until the start of its next turn.

Optional Rule (Facing): A unit can only counterattack another unit that it can see and is facing.

**Defend** - You order the unit to go on the defensive. All attacks made against a defending unit have disadvantage until the start of its next turn. A unit that is defending can not move.

Optional Rule (Facing): You must choose a direction for the unit to be facing when defending, and the unit can only defend against attacks from that direction.

**Brace** - You order a unit to prepare for a charge. Until the start of this unit’s next turn, this unit can immediately attack any unit that moves adjacent to it. This attack happens before the target unit can attack or take any actions made after moving. A unit that is bracing can not move.

Optional Rule (Facing): You must choose a direction for the unit to be facing when bracing, and the unit can only brace against attacks from that direction.

**Charge** - You order a unit to charge an enemy. As an action, the unit moves up to its movement speed to move adjacent to an enemy unit. If the enemy unit is bracing and facing the charge, the brace breaks and neither this unit nor the bracing unit makes an attack. Any other adjacent enemy units that are bracing may still attack this unit. Otherwise, this unit makes a special attack against the target that does not provoke an exchange of blows. A unit can only charge when it is able to move and not already adjacent to an enemy unit.

**Retreat** - As a last resort, you order a unit to disengage and retreat from combat. As an action, a unit may move away from an adjacent enemy unit. Normally, a unit can not move away from an adjacent unit. Each enemy unit adjacent to it may make a special attack against the retreating unit, these attacks do not provoke Exchange of Blows.

**Special Unit Properties**

**Cavalry** - A unit that is composed entirely of mounted creatures gains two benefits.

* A cavalry unit can continue moving after taking the Charge action, as long as the enemy unit charged was not bracing, and there are no other adjacent enemies. Moving away from the charged enemy allows them to make a special attack that does not provoke Exchange of Blows. Cavalry can move through, but not stop in the same space as, a charged enemy.
* A cavalry unit can take the Retreat action without being attacked by adjacent creatures.

**Misc. Abilities** - There are several abilities that can be applied to an entire unit if every creature in the unit shares the ability. For example, a unit made of Berserkers and Minotaurs may use the Reckless ability to give advantage to the attacker during Morale (Attack) Contests, and a unit full of flying creatures can use their flying speed for their movement.

**Size** - Normally, a unit is represented as a single square on a grid made of 100ft by 100ft squares. If the unit is made of many creatures, you may use multiple squares to represent the size of the unit. As a rule of thumb, a unit should use 1 square for every 400 medium or smaller sized creatures, and another one for every 100 large, 45 huge, or 25 gargantuan creatures.