*“The Ways of War”*

War is simply a foundation of mortal life, from conquests of expansion, religious crusades, and dynastic feuds between rival nobles. It is a good thing for any aspiring lords, ladies, and tribal warchiefs alike to learn how to lead their people into battle.

Leaders use the *“Command”* skill to issue orders and inspire fealty among their troops. An army is divided into units, each unit has its own set of stats and each require a commander. The formulas to determine a units stats are listed below.

* *Condition*  
   A combination of both morale and health. (Bulk + Discipline Bonus)
* *Bulk*  
   This stat represents how many fighters a unit consists of.  
  (Total fighting men divided by 10)
* *Discipline*  
   A unit’s discipline represents their total training and loyalty.  
  (CMDR’s Command “Leadership” skill is its base. It is then modified using the listed bonuses and penalties. The number in the 10s place is your Discipline Bonus “DB”)
* *Gear*  
   A units gear determines how much damage the unit can take and dish out.  
  (this stat consists of two numbers “X/Y”)
* *Speed*  
   Determines how far the unit can move in a round. (each point is 100m)

*Discipline Modifiers*

Listed here are the various benefits and penalties that can be applied to a units “Discipline”.

| ***\*Modifier*** | ***\*Effect*** |
| --- | --- |
| Victory | +10 Discipline |
| Defeat | -20 Discipline |
| Long Campaign | -10 Discipline/ year spent away. |
| Insufficient Rations | -30 Discipline/ week without resolve |

*Unit Gear*

Listed here are the different types of gear a unit can use. Remember, this represents the average among your unit and for this average to be maintained one must have an amount of gear of the desired type greater than half your units “Bulk”. Any excess gear (meaning more than half the bulk) is added to the units “Condition”.

| ***\*Type*** | ***\*DMG*** | ***\*Armor*** | ***\*SPD*** | ***\*Cost*** |
| --- | --- | --- | --- | --- |
| Simplistic | 1d6 | 4 | -0 | 250 |
| Standard | 2d6 | 6 | -1 | 500 |
| Advanced | 2d8 | 8 | -2 | 1000 |
| Masterwork | 2d12 | 10 | -2 | 2000 |
| Mounts | +1D | -- | +5 | 2000 |

*Other Equipment*

The equipment listed below act as temporary bonuses and advantages that can be deployed during the planning stage of combat. How long it takes for the effect to occur is dependent on the item in question.

| ***\*Item*** | ***\*Deploy*** | ***\*Effect*** | ***\*Cost*** |
| --- | --- | --- | --- |
| Healing Potion | 0 | Restores 1d6 Bulk |  |
| Magicka Potion | 0 | Restores 1d4 Magicka |  |
| Stamina Potion | 0 | Restores 1d8 Condition |  |
| Whetstones | 1 | +1d4 damage for 2 RND |  |
| Platings | 1 | +2 Armor for 2 RND |  |
| Palisades | 2 | Adds a DMG shield to one front of your unit (5 HP/layer) |  |
| Poisons | 0 | 1d4 DMG every other RND for 4 RNDs |  |
| Saboteurs | 3 | Destroys 1 piece of enemy equipment |  |

*Unit Types*

Defined here are the four different types of units one can lead to war and their benefits.

* *Warriors*  
   A unit of warriors excel at melee combat.  
  *-Benefit*: Warriors can chose to reduce their Armor for 1 RND and add twice the amount to their DMG for the round.  
  *-Penalty*: They inflict ½ damage when at range, and have a max range of 3.
* *Archers*  
   Archers are fast moving, light combatants that excel at range.  
  *-Benefit*: Archers have a max range of 10.  
  *-Penalty*: Archers inflict ½ damage in melee combat.
* *Mages*  
   Battlemages and war wizards are a mighty force to have on the fields of battle.  
  *-Benefit*: Mages can be equipped with spells for use in combat.   
  *-Penalty*: Same as Archers & Mages have a limited amount of magicka to spend on their spells.  
  *-Magicka*: Race Mod+Bulk+DB  
  *-Spells*: Spells known by the unit function in the same way as their “Normal” variants. DMG is the same, RNG uses the same number--just on a different scale--and other benefits work as normal. Although, healing magic restores “Condition”, NOT bulk. A unit of mages can have a total amount of known spells equal to their “Bulk”. Each spell level counts as a new spell.
* *Supporters*  
   This is a non-combat focused unit, preferring to lend aid to the army through various trades.  
  *-Benefit*: Reduces the time it takes to perform “Encampment” actions and to deploy equipment by 1, to a minimum of 1.  
  *-Penalty*: Has no ranged abilities and deal ½ melee damage.

*Special Units*

*\*Phalanx*

*\*Arbalest*

*\*Sappers*

*\*Guerilla*

*\*Berzerkers*

*\*Cavalry*

*\*Bombardiers*

*\*Healers*

*Epic Units*

*\* Tongues*

*\* War-Wizards*

*\* Elite Knights*

*\* Sword-Singers*

*\* Imperial Legionnaires*

*\* Orcish Battle-Masters*

*\* Bosmeri Rangers*

*\* Holy Crusaders*

*\* Troupe of Giants*

*\* Dragon*

*\*Racial Benefits*

| *\*Races* | *\*Speed* | *\*Magicka* | *\*Offense* | *\*Special* |
| --- | --- | --- | --- | --- |
| *Nord* | +0 | 1 Magicka | +2/M DMG | 5’Fr Ward |
| *Breton* | +0 | 3 Magicka | +1/S DMG | 5’S Ward |
| *Redguard* | +1 | 1 Magicka | +2/M DMG | +1 Condition |
| *Imperial* | +0 | 2 Magicka | +1/M DMG | +10 Discipline |
| *Altmer* | +0 | 5 Magicka | +4/S DMG | 3’ S Weakness |
| *Bosmer* | +2 | 2 Magicka | +3/R DMG | +10/Ambush |
| *Dunmer* | +0 | 2 Magicka | +1/A DMG | 5’Fi Ward |
| *Argonian* | +2 | 2 Magicka | +1 D AMB | Poison Immune |
| *Khajiit* | +3 | 1 Magicka | +1 D AMB | +10/Ambush |
| *Orsimer* | -1 | 1 Magicka | +3/M DMG | +1 Armor |
| *Goblins* | +2 | 1 Magicka | None | None |
| *Reachmen* | +1 | 3 Magicka | +1/S DMG | 3’ Ward |
| *Daedra* | +2 | 4 Magicka | +2/A DMG | 10’ A Ward |

*Code Key*

* *M*: Melee
* *S*: Spell
* *R*: Ranged
* *A*: All
* *Fr*: Frost
* *Fi*: Fire
* *D*: Damage Die
* *AMB*: Ambush Damage

*Unit Recruitment*  
 The rules defined below are how one goes about gaining the service of the various units. The costs listed here are multiplied by the units bulk.

* *Enlisting Units (Monthly Wages)  
   “*Hiring units with monthly wages is called “Enlisting” and is the most common form of recruitment.*”*

| *\*Races* | *\*Warriors* | *\*Mages* | *\*Supports* | *\*Archers* |
| --- | --- | --- | --- | --- |
| *Nord* | 50 | 35 | 30 | 35 |
| *Breton* | 35 | 65 | 30 | 35 |
| *Redguard* | 50 | 40 | 30 | 35 |
| *Imperial* | 45 | 40 | 30 | 40 |
| *Altmer* | 35 | 75 | 30 | 35 |
| *Bosmer* | 35 | 40 | 30 | 50 |
| *Dunmer* | 40 | 60 | 30 | 40 |
| *Argonian* | 35 | 50 | 30 | 35 |
| *Khajiit* | 35 | 40 | 30 | 40 |
| *Orsimer* | 50 | 35 | 30 | 35 |
| *Goblins* | 25 | 30 | 20 | 25 |
| *Reachmen* | 30 | 40 | 25 | 25 |
| *Daedra* | ? | ? | ? | ? |

* *Slave Units (Supplies)*

| *\*Races* | *\*Warriors* | *\*Mages* | *\*Supports* | *\*Archers* |
| --- | --- | --- | --- | --- |
| *Nord* | 15 | 10 | 10 | 10 |
| *Breton* | 10 | 15 | 10 | 10 |
| *Redguard* | 10 | 10 | 10 | 10 |
| *Imperial* | 10 | 10 | 10 | 10 |
| *Altmer* | 10 | 15 | 10 | 10 |
| *Bosmer* | 10 | 10 | 10 | 15 |
| *Dunmer* | 10 | 10 | 10 | 10 |
| *Argonian* | 10 | 10 | 10 | 10 |
| *Khajiit* | 10 | 10 | 10 | 15 |
| *Orsimer* | 15 | 10 | 10 | 10 |
| *Goblins* | 5 | 5 | 5 | 5 |
| *Reachmen* | 10 | 15 | 10 | 10 |
| *Daedra* | ? | ? | ? | ? |

*Order of Combat*

The following rules are how to proceed with the order of combat.

\*Step 1: Prep Phase

* The leaders of every unit must choose an “Unit Action” & a “Leader Action”.
* You may also select 1 piece of equipment to deploy after an amount of rounds equal to the items “Deloy Time”, 0 means that the item is deployed the same round that it is selected.

\*Step 2: Movement Phase

* Every unit can move up to their speed, halting if the come into contact with an enemy unit. Your course of movement must be decided before you move.

\*Step 3: Clash Phase

* Each unit that is adjacent to a hostile unit must choose to either go on the offensive or defensive.
* Roll once on the Fray chart

\*Step 4: The Aftermath

* Each unit can make a Medic test to see how much of the damage they took can be reduced.

*Warfare Actions*

Listed below are the various actions that units and their leaders can take during the prep phase.

\*Unit Actions

* *Advance*: Double the units speed, take a -10 on surprise test
* *Hold*: Remain stationary and increase their defensive test by +20
* *Charge*: Move as normal towards a hostile unit, if your unit reaches your target the unit gains a +20 bonus on their attack test.
* *Cast a Spell*: Cast a single Spell that the unit knows.
* *Scout Ahead*: The unit makes a Discipline test to spot any concealed enemy units along their determined path.

\*Leader Actions

* *Join the Fray*: Grants a +10 bonus to Discipline when defending, attacking, or casting a spell during the Clash phase, but you have a 10% chance of being wounded in a random hit location.
* *Send a Messenger*: Select a course of action for another unit, this takes an amount of rounds equal to 1 per 200m between your unit and the unit you are messaging. GM rolls on the “Message chart”.
* *Abandon the unit*: Leave the unit behind and run from the battle, if you take this action you will be able to leave the combat without risk.
* *Rally the Unit*: Make a Discipline test, restore DOS condition to the unit.

\*Encampment Actions

*Rules for Combat*  
 The following rules define how to handle damage, defense, and tests.

***\*The Clash Test***

* When two units clash they both decide whether they wish to defend or attack.
* They both make a “Discipline Test”
* When Defending, their DOS is added to their AR.
* When Attacking, their DOS is added to their DMG.
* Then BOTH units roll damage.

***\*The Scout Test***

* If the “Scout” unit action is taken, the units DOS is tested against any ambushers DOS to remain hidden.

\*Fray Chart (d%)

1: Allied Commander is wounded (Random hit location)

2-50: Nothing Happens

51-60: Your unit rallies together with the help of a heroic soldier (Your unit restores 1d6 condition)

61-75: Your unit loses a flank and begin to rout (lose 1d4 condition)

76-89: Your unit presses an advantage and takes the enemy's flank (deal an extra 1d4 DMG)

90-99: An enemy champion rallys their comrades (Enemy unit restores 1d6 condition

100: Enemy Commander is wounded (Random hit location)

\*Message Chart (d10)

1: Messenger dies, before delivering the message, without their unit knowing

2: Messenger dies, after delivering the message, without their unit knowing

3: Messenger dies, before delivering the message, their unit is informed

4: Messenger dies, after delivering the message, their unit is informed

5: Messenger is delayed by 1 round

6: Everything goes as planned

7: Messenger finds a shortcut, reducing their time by 1 round

8: Messenger finds a shortcut, reducing their time by 2 rounds

9: Messenger spots an enemy’s weakness, the enemy unit takes an extra d4 DMG when they return  
10: Messenger discovers a crucial flaw in the enemy’s formation, enemy takes an extra d8 DMG when they return

# Siege Battle, coming soon

# Naval Combat, coming soon