

Fate's Edge Combat Compendium: Expanded Combat Rules

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1 Mass Combat Rules

1.1 Army Scale Combat Framework

In Fate's Edge, armies are treated as specialized followers with unique capabilities and limitations. This framework allows for engaging mass combat without overwhelming complexity.

1.1.1 Army as Cap 5 Followers

Army Type	Specialties	Capabilities
Infantry Regiment	<ul style="list-style-type: none"> • Melee Combat • Formation Fighting • Siege Operations 	<ul style="list-style-type: none"> • +5 dice to melee actions • Can assault fortifications • Provides +2 dice to allied melee actions
Cavalry Squadron	<ul style="list-style-type: none"> • Mounted Combat • Rapid Movement • Flanking 	<ul style="list-style-type: none"> • +5 dice to mounted actions • Can reposition freely • Provides +2 dice to flanking actions
Archery Corps	<ul style="list-style-type: none"> • Ranged Combat • Area Suppression • Defensive Support 	<ul style="list-style-type: none"> • +5 dice to ranged actions • Can target multiple enemies • Provides +2 dice to defensive actions
Siege Engineers	<ul style="list-style-type: none"> • Siegecraft • Engineering • Construction 	<ul style="list-style-type: none"> • +5 dice to siege actions • Can build fortifications • Provides +2 dice to engineering actions

1.2 War Clocks System

Large-scale conflicts are tracked through persistent war-level clocks that represent ongoing conditions and pressures.

1.2.1 Supply Lines Clock (8 segments)

Tracks the flow of resources to the army:

- **0-2 segments:** Adequate supply, no penalties
- **3-5 segments:** Stretched supply lines, -1 die to all actions
- **6-7 segments:** Critical shortages, -2 dice to all actions, Fatigue 1 per day
- **8 segments:** Supply collapse, army becomes ineffective, begins retreat

Advancement Triggers:

- Enemy raids on supply convoys (+1)
- Extended campaign duration (+1 per week)
- Difficult terrain or weather (+1)
- Political interference (+1)

1.2.2 Morale Clock (6 segments)

Tracks troop effectiveness and willingness to fight:

- **0-1 segments:** High morale, +1 die to all actions
- **2-3 segments:** Standard morale, no modifiers
- **4-5 segments:** Low morale, -1 die to all actions, desertion risk
- **6 segments:** Collapse, army routs or surrenders

Advancement Triggers:

- Heavy casualties (+1)
- Loss of key leaders (+1)
- Defeat in battle (+2)
- Extended combat without rest (+1 per week)

1.2.3 Strategic Position Clock (8 segments)

Tracks control of key locations and tactical advantages:

- **0-2 segments:** Superior position, +1 die to all actions
- **3-5 segments:** Balanced position, no modifiers
- **6-7 segments:** Disadvantaged position, -1 die to all actions
- **8 segments:** Strategic collapse, forced retreat or surrender

Advancement Triggers:

- Loss of key fortifications (+2)
- Enemy control of supply routes (+1)
- Superior enemy numbers (+1)
- Failed tactical maneuvers (+1)

1.3 Command Actions and Leadership

Leaders can coordinate multiple units through specialized command actions.

1.3.1 Lead Action for Armies

Requirements: Presence + Command skill, appropriate position

Effect: Coordinate up to three army units for a combined action:

- **Controlled Position:** All units gain +1 die, one unit can act as Cap 6
- **Risky Position:** All units act normally, one unit can act as Cap 5
- **Desperate Position:** All units act at -1 die, one unit can act as Cap 4

Complications:

- 1-2 CP: Communication breakdown, one unit acts independently
- 3-4 CP: Command structure compromised, -1 die to all units next round
- 5+ CP: Complete command collapse, all units act independently with -2 dice

1.3.2 Tactical Maneuvers

Maneuver	Requirements and Effects
Flanking Attack	<ul style="list-style-type: none"> • Requires cavalry or mobile infantry • Successful opposed roll (Wits + Tactics vs. opponent's Wits + Tactics) • Success: Enemy position shifts from Controlled to Risky, or Risky to Desperate • Complications: Units become exposed, -1 die to defensive actions

Defensive Formation	<ul style="list-style-type: none">• Requires disciplined infantry• Successful opposed roll (Wits + Tactics vs. opponent's Wits + Tactics)• Success: Allied units gain start Controlled for defensive actions, +1 die to defense• Complications: Reduced mobility, -1 die to offensive actions
Combined Arms Assault	<ul style="list-style-type: none">• Requires coordination of 2+ different unit types• Successful Lead action with all participating units• Success: All units gain +2 dice for one action, +1 effect• Complications: Units become entangled, -1 die to all actions until reorganized

2 Environmental Combat

2.1 Environmental Hazards and Clocks

Environmental factors create dynamic combat scenarios that evolve over time.

2.1.1 Fire Hazard Clock (6 segments)

- **0-1 segments:** Minor fire, no immediate danger
- **2-3 segments:** Spreading fire, -1 die to actions in affected area
- **4-5 segments:** Intense fire, Harm 1 to anyone in area per round
- **6 segments:** Inferno, area becomes impassable, Harm 2 to anyone caught

Advancement:

- Flammable materials present (+1)
- Strong winds (+1)
- Failed suppression attempts (+1)

Suppression Actions:

- Water/chemical suppression: Body + Athletics (DV 2), success reduces clock by 1
- Firebreak creation: Wits + Survival (DV 3), success reduces clock by 2
- Magical suppression: Wits + (Appropriate Art) (DV 2), success reduces clock by 1-3

2.1.2 Flood Hazard Clock (8 segments)

- **0-2 segments:** Rising water, difficult terrain
- **3-5 segments:** Deep water, swimming required, -1 die to actions
- **6-7 segments:** Strong current, risk of being swept away
- **8 segments:** Catastrophic flood, area submerged, automatic Harm 2

Advancement:

- Heavy rainfall (+1)
- Dam/levee failure (+2)
- Poor drainage (+1)

Survival Actions:

- Swimming: Body + Athletics (DV 2), failure results in being swept 1 zone
- High ground seeking: Wits + Survival (DV 3), success grants Controlled position
- Rescue attempts: Presence + Command (DV 2), success saves endangered allies

2.2 Terrain Effects

2.2.1 Choke Points

Narrow passages that limit movement and tactical options:

- Only 2 characters can engage in melee at once
- Ranged attackers have -1 die due to limited targets
- Flanking becomes difficult (-2 dice to flanking attempts)
- Successful choke point control grants +2 dice to defensive actions

2.2.2 Elevated Positions

Higher ground that provides tactical advantages:

- Characters on high ground gain start Controlled vs. opponents below
- Ranged attacks from high ground gain +1 effect
- Melee attackers from below suffer -1 die
- Moving to or from elevated positions requires successful Athletics roll

2.2.3 Cover and Concealment

Environmental features that provide protection:

- Light cover: +1 die to defense rolls, start Controlled vs. ranged attacks
- Heavy cover: +2 dice to defense rolls, -1 die to attacker's actions
- Concealment: Start Controlled vs. detection, -1 die to attacker's perception
- Moving between cover positions requires successful Stealth roll

3 Siege Warfare

3.1 Extended Combat Scenarios

Siege warfare creates persistent conditions that affect both attackers and defenders over extended periods.

3.1.1 Siege Conditions Clock (10 segments)

Tracks the overall progress and strain of siege conditions:

- **0-2 segments:** Initial siege, minor inconveniences
- **3-5 segments:** Established siege, supply concerns begin
- **6-8 segments:** Prolonged siege, significant strain on defenders
- **9-10 segments:** Critical siege, imminent collapse or breakthrough

Advancement Triggers:

- Successful siege engineering (+1)
- Defender supply depletion (+1)
- Disease outbreak (+2)
- Reinforcements arrival (-1 to +2 depending on side)

3.2 Resource Management During Siege

3.2.1 Rapid Supply Clock Filling

During sieges, the Supply Clock fills more rapidly:

- **Daily Filling:** +1 segment per day without resupply
- **Critical Shortages:** +2 segments if supply line is cut
- **Rationing:** +1 segment per day when on half rations

Mitigation Actions:

- Foraging: Wits + Survival (DV 3), success slows supply depletion by 1 day
- Supply smuggling: Presence + Subterfuge (DV 4), success adds 2 segments to supply
- Local procurement: Presence + Diplomacy (DV 2), success adds 1 segment to supply

3.2.2 Fatigue Accumulation

Characters gain Fatigue more rapidly during extended sieges:

- **Daily Accumulation:** +1 Fatigue per day without adequate rest
- **Combat Conditions:** +1 additional Fatigue per combat encounter
- **Poor Conditions:** +1 additional Fatigue per day in unsanitary conditions

Recovery Actions:

- Rest and recuperation: Requires safe conditions and adequate supply
- Medical treatment: Wits + Medicine (DV 2), success removes 1 Fatigue
- Magical healing: Wits + Vitalism (DV 2), success removes 2 Fatigue

3.3 Siege-Specific Actions

3.3.1 Siege Engineering

Action	Requirements and Effects
Construct Siege Tower	<ul style="list-style-type: none"> • Requires engineering expertise and materials • Wits + Engineering (DV 4) over 3 days • Success: Provides +2 dice to assault actions, start Controlled for wall climbing • Complications: 1-2 CP delays construction, 3+ CP causes partial collapse
Dig Approach Trench	<ul style="list-style-type: none"> • Requires significant workforce and time • Body + Engineering (DV 3) over 5 days • Success: Provides cover for assault troops, -2 dice to defender's ranged attacks • Complications: 1-2 CP causes delays, 3+ CP results in cave-in or enemy counter-mining

Build Battering Ram	<ul style="list-style-type: none"> • Requires carpentry skills and sturdy materials • Wits + Craft (DV 3) over 2 days • Success: +2 effect on door/gate breaking actions • Complications: 1-2 CP causes minor damage, 3+ CP results in ram destruction
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3.3.2 Defensive Preparations

Action	Requirements and Effects
Reinforce Walls	<ul style="list-style-type: none"> • Requires building materials and labor • Body + Engineering (DV 3) over 2 days • Success: +2 dice to defense against siege weapons, reduces breach damage by 1 level • Complications: 1-2 CP causes work delays, 3+ CP results in structural weakness
Prepare Boiling Defenses	<ul style="list-style-type: none"> • Requires fuel and projectiles • Wits + Warfare (DV 2) as immediate action • Success: +1 effect on defense against climbers, start Controlled vs. assault • Complications: 1-2 CP causes minor burns to defenders, 3+ CP results in friendly fire

Dig Defensive Ditches	<ul style="list-style-type: none">• Requires significant excavation effort• Body + Engineering (DV 3) over 3 days• Success: -1 die to attacker's approach, +1 effect on defense against cavalry• Complications: 1-2 CP causes flooding or collapse, 3+ CP creates liability for defenders
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4 Magic Duels

4.1 High-Stakes Magical Combat

Magical duels require special considerations for pacing, risk management, and dramatic tension.

4.1.1 Counterspelling Mechanics

Interrupting Spellcasting:

- Opposed roll: Wits + Arcana (caster) vs. Wits + Arcana (counter-speller)
- Success: Interrupts Channel phase, caster takes 1 CP
- Critical success: Completely disrupts spell, caster takes 2 CP
- Failure: Counter-speller takes 1 CP, original casting proceeds

Defensive Magic:

- Shield spells: Can be maintained as ongoing effects (1 Fatigue/round)
- Ward creation: Wits + Geomancy/Thaumaturgy (DV 3), creates lasting protection
- Spell absorption: Requires specific talents, converts incoming magic to beneficial effect

4.1.2 Backlash Cascade Effects

In magical duels, multiple sources of CP can create cascading consequences:

- Each 1 rolled during Channel generates immediate CP for opponent to spend
- Failed Weave actions generate CP that can be spent by either participant
- Environmental magical effects can generate additional CP sources
- Spell collision (two spells affecting same target) creates 1 CP for each caster

Cascade Management:

- Players can spend Boons to mitigate incoming CP during cascade
- Talents like "Backlash Soothing" can reduce cascade effects
- Environmental control can limit cascade opportunities

4.2 Environmental Magic in Combat

4.2.1 Terrain-Altering Spells

Spell Type	Effects and Complications
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Wall of Stone	<ul style="list-style-type: none"> • Creates barrier (10 ft square per success) • Provides full cover, +3 dice to defense for protected allies • Complications: 1-2 CP causes unstable construction, 3+ CP results in collapse • Duration: 3 rounds + 1 round per additional success
Fog Cloud	<ul style="list-style-type: none"> • Creates concealment area (20 ft radius per success) • -2 dice to ranged attacks, start Controlled vs. visual detection • Complications: 1-2 CP causes fog to drift unpredictably, 3+ CP creates dangerous density • Duration: 2 rounds + 1 round per additional success
Entangle	<ul style="list-style-type: none"> • Restrains targets in area (15 ft radius per success) • Opposed roll to move (Body + Athletics vs. spell effect) • Complications: 1-2 CP affects allies, 3+ CP creates permanent vegetation • Duration: 2 rounds + 1 round per additional success

4.2.2 Area Control Spells

Spell Effect	Combat Applications
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Zone of Truth	<ul style="list-style-type: none">• 20 ft radius area where lies are detected• Social actions gain start Controlled• Deception attempts automatically generate 1 CP• Duration: 5 rounds, 1 Fatigue/round to maintain
Haste/S low	<ul style="list-style-type: none">• Doubles or halves movement rate for affected targets• Hasted allies gain +1 die to actions, Slowed enemies -1 die• Requires concentration (1 Fatigue/round)• Duration: 3 rounds + 1 round per additional success
Fear Aura	<ul style="list-style-type: none">• 15 ft radius fear effect• Enemies suffer -1 die, start Desperate for attacks• Allies gain +1 die, start Controlled for defense• Duration: 2 rounds + 1 round per additional success

5 Combat Quick Reference

5.1 Position Effects Summary

Position	Advantages	Disadvantages	CP Risk
Controlled	+1 die to actions Start Controlled	Limited tactical options May become predictable	Low
Risky	Standard action options Balanced engagement	Moderate consequences Pressure from opponents	Moderate
Desperate	High-stakes potential Opportunities for heroics	Severe consequences Outnumbered/disadvantaged	High

5.2 Harm Integration Quick Reference

Harm Level	CP Generation	Dice Penalty	Recovery
Minor (-)	1 CP on next 2 rolls	None	Natural rest or basic treatment
Moderate (=)	1 CP on next roll	-1 die to relevant actions	Medical treatment (DV 2)
Severe (>)	2 CP on next roll	-2 dice to relevant actions	Extended medical care (DV 3)
Critical (†)	3 CP on next roll	Out of action until treated	Major medical intervention (DV 4)

5.3 Tactical Clocks Summary

Clock Name	Segments	Effects	Triggers
Mob Overwhelm	6	<ul style="list-style-type: none"> • Enemy numbers become advantage • -1 die per 2 segments 	<ul style="list-style-type: none"> • Reinforcements arrive • Flanking successful
Fatigue Spiral	4	<ul style="list-style-type: none"> • Exhaustion affects performance • +1 Fatigue per segment 	<ul style="list-style-type: none"> • Extended combat • Environmental strain
Morale Collapse	6	<ul style="list-style-type: none"> • Fear undermines effectiveness • -1 die to social actions 	<ul style="list-style-type: none"> • Ally incapacitation • Horrific injuries

Environmental Collapse	8	<ul style="list-style-type: none"> • Terrain/fire/building failure • Hazard clock advancement 	<ul style="list-style-type: none"> • Spell effects • Structural damage
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5.4 Follower Combat Integration

5.4.1 Risk Management

2+ CP Spent in Combat:

- Follower may be endangered instead of PC
- GM chooses which follower if multiple present
- Fictional appropriateness determines eligibility
- Follower takes Exposure +1 or Harm 1

Initiative Actions:

- One per scene party-wide
- Cost: Exposure +1 or Harm 1 on follower
- Options:
 - Scout Signal: Ally starts Controlled or +1 effect
 - Distract Draw: Reduce kinetic rail by -1 tick
 - Fetch Carry: Move object through danger

5.4.2 Asset Compromise

Combat in Specific Locations:

- 1-2 CP: Asset becomes Neglected
- 3-4 CP: Asset becomes Compromised
- 5+ CP: Asset destroyed or captured
- Recovery requires downtime or narrative quest

Offensive Activation:

- Cost: 1 Boon
- Must have scope and reach
- Examples:
 - Safehouse provides escape route
 - Spy network provides intelligence
 - Military asset provides reinforcement

5.5 Combat Outcome Matrix

Outcome	Effect	CP I
Clean Success	Intent achieved with no tactical complications	
Success & Cost	Intent achieved, GM spends CP for combat consequences	GM s
Partial	Progress with tactical fork (accept cost OR concede ground)	Play
Miss	No progress; GM spends CP for combat consequences OR offers tactical bargain	GM spends

5.6 Magic Combat Integration

5.6.1 Channel/Weave Backlash

Application to Tactical Situation:

- 1-2 CP: Minor magical mishap (fatigue, minor environmental effect)
- 3-4 CP: Noticeable setback (hazard clock, condition, new pressure)
- 5+ CP: Major turn (scene shift, new foe, severe condition)

Spell Effects on Combat:

- Position shifting: Spells can improve or worsen combat position
- Clock creation: Magic can create or advance tactical clocks
- Consequence generation: Spells generate combat-specific consequences

5.7 Environmental Combat Quick Reference

5.7.1 Common Environmental Hazards

Hazard	Effect	Mitigation
Fire	Harm 1 per round in area	Water/Suppression actions
Falling Debris	Harm 2, start Desperate	Dodge (Body + Athletics, DV 3)
Poison Gas	Fatigue 1 per round	Antidote/Magical cleansing
Extreme Cold	Fatigue 1 per hour	Warmth sources/Protection
Electrical Storm	Harm 1, -1 die to metal weapons	Insulation/Grounding

5.7.2 Terrain Modifiers

Terrain	Advantages	Disadvantages
High Ground	+1 effect ranged, start Controlled vs. below	Difficult access
Narrow Passage	Defensive bonus, control engagement	Limited mobility
Open Field	Mobility, ranged effectiveness	No cover, flanking vulnerable
Urban Environment	Cover options, vertical movement	Complex navigation
Water/Wet	Resistance to fire, mobility challenges	Reduced traction

5.8 Mass Combat Summary

5.8.1 Army Effectiveness Ratings

Rating	Size	Dice Bonus	Special Capabilities
Militia (Cap 2)	50-100	+2	Basic training, local knowledge
Regulars (Cap 3)	100-300	+3	Professional training, discipline
Veterans (Cap 4)	200-500	+4	Combat experience, elite equipment
Elite (Cap 5)	300-1000	+5	Superior training, magical support
Legendary (Cap 6)	500+	+6	Mythic status, artifact support

5.8.2 War Clock Management

During Extended Conflicts:

- Update clocks at the end of each major engagement
- Players can influence clocks through strategic actions
- Critical thresholds trigger narrative consequences
- Clocks can be linked for cascading effects

Victory Conditions:

- Fill 2+ war clocks to critical levels
- Reduce enemy army effectiveness to Militia level
- Achieve strategic objectives (territory control, leadership capture)
- Force surrender through Morale Collapse