**“Warfare, Step by Step” by Colton Horn, aka Dirk McThermot**

1. **Bring the Siege**
   1. The opposed domains make a contested Operations test. The winner chooses whether to attack the opponent’s stronghold, or to defend their own. (This might also have some other effect.)
   2. In the event of a tie, or if the GM determines that it’s not appropriate for a battle to involve a stronghold, both armies meet at a location away from either stronghold.
2. **Roll for Initiative**
   1. All officers commanding units in the battle roll for initiative in the standard way. This initiative value is also used in the combat between the officers, assuming that is happening at the same time as the battle.
3. **Deploy Units**
   1. The commanders deploy all their units in *reverse initiative* order.
      1. Infantry units may be deployed in any rank.
      2. Artillery units must be deployed in the Center rank.
      3. Cavalry and Aerial units are deployed in the “not in formation” box next to the grid.
   2. If any commanders have access to magic wands, they are given to Artillery or Aerial units during deployment. Each unit can only have 1 wand.
4. **Process the Effects of Domain Defense Levels**
   1. If any of the domains’ defense levels are not at level 0, process their associated effects if applicable to the battle.
5. **Seize the Initiative**
   1. If one army is attacking the other’s stronghold, the attacking army has seized the initiative. All units in that army’s Vanguard rank get a free activation, in any order that the respective commanders desire. The units of the defending army can only use reactions.
   2. If step 1 resulted in a tie, or the battle isn’t taking place at a stronghold, then this step is skipped.
6. **Collapse Empty Ranks**
   1. If a rank contains no units or fortifications, it is collapsed.
7. **The Battle**
   1. In initiative order, each commander goes through their units and activates each one, one at a time. After a unit finishes its activation, mark it with an ‘X’ token. Each unit can move 1 space and take an action:
      1. Attack.
      2. Use a magic item. (Wands can be used every round. Scrolls are one-time use. A commander can only use 1 magic item on their turn.)
      3. Attempt a maneuver.
      4. Move 1 additional space (“march”).
      5. Hold (do nothing).
   2. If a unit attempts a maneuver as its action but fails, it can still *either* attack *or* move if it hasn’t done so already.
   3. If a unit uses its reaction, mark it with an ‘R’ token. Then delete that token on that unit’s next activation.
      1. If a “chain reaction” occurs, resolve them in this order: the defending unit > the attacking unit > the defending unit’s allies > the attacking unit’s allies.
   4. After all units have been activated, calculate the total point values of each army:
      1. Tier I unit = 1 point, Tier II unit = 2 points, etc.
      2. At the end of the round, if one army has a total point value **over twice** the point value of the other, that army wins. Once this happens, skip to step 8.
   5. Increment the round number.
   6. Check for any empty ranks and collapse them.
   7. Delete all ‘X’ tokens from the units, as well as any others that need to be removed.
   8. Go back to 7a and keep going until there is a victor.
8. **A Victor is Declared**
   1. Make a note of the round on which the battle ended. During the combat, on that round, the winning army’s officers will all get the benefits of a “morale surge.”
9. **The Losing Army Retreats**
   1. All units of the losing army still on the battlefield must make a DC 8 Command test as they attempt the Retreat maneuver. On a success, the unit is removed from the battlefield with its current casualties recorded. On a failure, it suffers 1 casualty - if this does not break it, it is removed from the battlefield with its current casualties recorded.
10. **Rally and Disband Units**
    1. All levy units from both armies are permanently disbanded.
    2. Any other units of both armies that are broken AND were not rallied before this point can now attempt to Rally for free: the unit makes a DC 13 Morale test. On a success, the unit reforms with its casualty die set to 1. If a nat 20 is rolled, the unit reforms with its casualty die set to 2. If the unit fails the MOR test, it permanently disbands.
11. **Army Management**
    1. Delete any units that disbanded.
    2. For every surviving unit:
       1. Note down its current casualty die value.
       2. Increment the number of battles it’s survived and increase its experience if applicable.
12. **“Healing” Units**
    1. All damaged units increment their casualty die by 1 each week/domain turn.