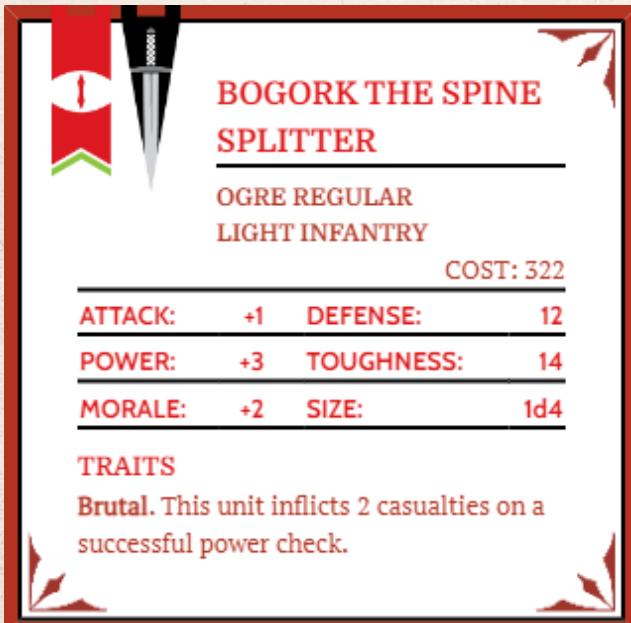


Battle

Setup

Place all the unit cards involved in the battle on the table where everyone can see them. Feel free to let players with no units control any extra units the party has recruited.

Anatomy of a Unit



Our **Bogork the Spine Splitter** have the following keywords: *Ogre* (*ancestry*), *Regular* (*experience*), *Light* (*equipment*), and *Infantry* (*type*). Each keyword has an associated chart showing you which bonuses you get from each keyword.

- Attack:** When your unit attacks an enemy unit, you roll a D20 and add your unit's attack modifier.
- Defense:** To succeed on the attack, the result of your roll must equal or exceed the enemy's Defense (10 + Mod).
- Power:** If your unit succeeds on its attack, it's time to see whether your unit is strong enough to inflict additional casualties.
- Toughness:** Any successful attack will have *some* consequences, but to succeed on the Power check, the result of your roll must equal or exceed the enemy's toughness (10 + Mod).
- Morale:** Morale is a unit's most important stat. Failing a Morale check decrements the unit's casualty die. Losing morale = losing soldiers.
- Size:** The hit points of your unit, which is represented by a casualty die placed on its unit card. A unit begins a battle with its casualty die on its highest face (e.g. "6" for D6, "8" for D8, etc.). A unit's die is **decremented**, reduced by one, each time it fails a Morale check and each time it takes casualties.

Encounter

While the PCs are fighting the bad guys, their armies are clashing nearby. Roll initiative and set up your encounter normally and run it as you would any other.

Deployment

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.

Battlefield ²

The battlefield consists of a grid made up of squares, each measuring 30 ft. by 30 ft. Only one unit can occupy any square at a time, *except Aerial unit*.

Movement

When a unit is given an order, it can move up to its speed *unless it's engaged*. By default, all units have a base movement speed of 30 ft., *except for Cavalry, which move at 60 ft.*, unless specified differently on their unit cards. Units can move only to adjacent squares, not diagonally.

Range

All melee units can access any square adjacent to them, while ranged units can reach squares up to two spaces away, unless specified differently on their unit cards.

Issuing an Order

On a player's turn, they may issue one **order** to a fresh allied unit. The default order is "Attack!" A unit may have other possible orders, as described on its card. Each turn, the GM may issue an order to a number of enemy units equal to the number of players. The GM may choose to have all enemy units act when the main villain acts. Or "give" units to several different enemy characters to act at different points in the initiative order. **Using battle magic also counts as issuing an order.** Issuing an order to a unit exhausts it. An exhausted unit cannot carry out an order again until it is refreshed. All units on the battlefield begins the battle refreshed. Once all units are exhausted, all units are immediately refreshed.

- Attack:** Order an allied unit to attack an enemy unit.
- March:** Order an allied unit to move a further distance determined by its movement speed.
- Hold:** Order an allied unit to stay put (do nothing).



Attack

Choose an attacking unit and a legal defending unit, as follows.

- **Levies:** Can be attacked by any units.
- **Infantry:** Cannot be attacked by infantry while levies are on the field.
- **Archers:** Cannot be attacked by infantry or levies while an allied infantry protects (in front of) them.
- **Cavalry:** Can attack any units.
- **Aerial:** Can only be attacked by archers and aerial units. Can attack any unit.
- **Fortification:** Can only be attacked by siege engines.
- **Siege Engine:** Can attack infantry, levies, archers, and fortifications. Cannot be attacked, except by aerial units, while any allied infantry, archers, or cavalry protects (in front of) them.

Roll an Attack Check

Roll a D20 and add your unit's Attack bonus. If the result equals or exceeds the defending unit's Defense, the attack succeeds, which immediately **inflicts a casualty**¹ and prompts a Power check. Rolling a 20 on an Attack check is a critical hit and the attacking unit makes two Power tests against the target.

Charge

Some units and all Cavalry have a special attack maneuver called **Charge**. A Charge is an attack with advantage on the Attack check. On a successful Power check, a Charge inflicts two casualties, and the charging unit becomes engaged with the defending unit.

Flanking

"Flanking" an enemy means positioning two or more units within 30 feet of them on opposite sides. When an enemy is flanked, you have advantage on Attack check against them.

Roll an Power Check

For your unit to inflict a bonus casualty, you must make a **Power check** against the defender's Toughness. Roll a D20 and add your unit's Power bonus. If the result equals or exceeds the defending unit's Toughness, you inflict a bonus casualty! Decrement the defender's casualty die by one. Rolling a 20 on a Power check is a critical hit and the casualty is doubled.

If its casualty die already shows "1" and takes a casualty, remove the unit from the battle unless it is **rallied**.

Rally

Any unit that would be removed from battle can be **rallied**. Their commander makes a DC 15 Morale check. On a success, the unit remains in the battle with its casualty die at "1", but it cannot be rallied again. Rolling a 20 on a Rally check is a critical hit and the unit reforms with 2 casualties. On a failure, the unit is removed from battle.

Diminished

Once a unit loses half its size - for example, if its d6 casualty die reads "3" or less - it is **diminished**. While diminished, it must make a DC 15 Morale check **each time it suffers a casualty**. If it fails, it immediately suffers another casualty. *Levies are always considered diminished.*

Engage and Disengage

Some attacking units can **engage** a defending unit. While engaged, both units may only attack each other. Unless otherwise specified, the attacking unit can choose to disengage as an order. The defending unit cannot disengage. As an order, the attacking unit can make a DC 13 Morale check to disengage on a subsequent turn. *An engaged unit cannot Charge*

Ordering a Retreat

If either side believes they're losing the battle, they can order their entire fresh army to retreat during their turn. All units must pass an immediate Morale check and leave the battlefield, ending the battle. However, retreat might be impossible due to circumstances like unfavorable terrain or enemy encirclement, mostly at the GM's discretion.

Victory

The GM will determine the victory conditions for a battle, but here are some typical situations:

- If the enemy leader is defeated, the army immediately disbands.
- If either side loses all their infantry, their remaining units retreat.
- If the PCs are defeating in battle, their army disbands. It can, later, reform depending on the consequences for losing the encounter.
- The enemy leaders may surrender because their army is about to be eradicated.

Defeat

If one army is defeated (i.e., all its units have eliminated or quit the field), the characters on the winning side gain a bonus action each round, which can be used to make an attack or cast a spell with casting time of "one action".

This represents the morale bonus the winners gain for defeating the losers and helps lead the encounter more rapidly to its natural conclusion.

Champions



Champions are important and powerful characters who are leading a unit. A champion might be your character, a NPC your character hired, or a master from one of your guilds. When leading a unit, the champion moves with the unit. Moreover, the champion does not take any damage. They can lead other units, retreat, or be captured, but never face any risk of death except in *combat* with another champion. It's important to recognize that you, the player, control your army. The units do what you want them to do. This remains true regardless of what character is leading the troops.

Battle

A battle unfolds when two or more armies, consisting of numerous units, collide on the battlefield. Each turn of the battle spans 1 minute (equivalent to 10 rounds of combat), during which each champion can command a quantity of units up to their proficiency bonus. The champion leading the units on the battlefield has the option to decide whether to charge forward."

Unit Benefits

If assigned to an active unit, said champion becomes the unit's leader and gains the following benefits:

- +1 Attack for each basic attack the champion has (an additional +X based on the Champion's weaponry). This does not include attacks from feats or special abilities such as the monk's flurry of blows.

Note: In order to split from an active unit. The unit must make a DC 10 Morale Check or else take a -2 morale penalty until the next turn of the battle.

Special Units

If not assigned to an active unit, a champion calculates his unit stats as a **special unit**. Each champion may take a single "action" during his or her unit's activation. The possibilities follow:

- Order the unit to Attack
- Use a Magic Item
- Cast a Spell

Note: In battle, single-target spells are often inefficient.

Combat

In fantasy battles, epic clashes occur when two powerful figures confront each other amidst the chaos. While their units engage in combat, the commanders face off, seemingly halting the world around them. A commander may refuse to join combat by succeeding on a DC 15 Morale Check.

At this point, **combat** is conducted using all of the standard D20 rules, a round is six seconds long, all magic items and feats come into play, and so forth.

Champions who are not presently engaged in combat are eligible to join only in the following rounds.

Initiative

- If a unit representing a champion has been wounded prior to entering combat, that champion's hit points are adjusted pro-rata basis (See Special Units in the Appendix).
- At the end of ten rounds, if one champion wishes to withdraw from combat, and the other does not, the unit of the willing combatant makes another power check, if it succeeds, combat continues.
- Champions cannot target units during combat.
- Any champion, controlled by another player, that wasn't previously in combat is now in combat as well.



Champion Abilities

Champions choose powers based on their sources of strength (e.g., a barbarian selects martial powers). Multi-classed characters can choose from all their available sources.

Source	Classes
Arcane	Sorcerer, Warlock, Wizard, Artificer
Divine	Cleric, Druid, Paladin
Martial	Barbarian, Fighter, Ranger
Skilled	Bard, Monk, Rogue

Note: You know a number of Champion abilities equals to your Power Tier (see Appendix on Special Units).

Arcane Abilities

Battle Magics are spells that can be used one per day, having powerful lingering effects on both sides of fight. All battle magics end when the battle does.

- **Shield:** (battle magic) Target: 1 unit. Increase the Defense of one unit by your power tier as long as you're alive or until you use another battle magic.
- **Dispel Magic:** (battle magic) Target: 1 unit benefiting from battle magic. Any battle magics affecting that unit end.
- **Summon Allies:** (battle magic) Target: none. Roll on the "Units Raised By Keep" table (pg 17). That unit appears on the battlefield. They disappear if you use another battle magic, if the battle ends, or if they are removed from the battlefield. The casualty die is based on your power tier (d4/d6/d8).
- **Arcane Equipment:** (battle magic) Target: 1 unit. Increase the Power of one unit by your power tier as long as you're alive or until you use another battle magic.
- **Portent:** (battle magic) Target: none. Roll a number of d20 equal to 1 + your power tier and note the results. You may replace any rolled d20 with one of these results instead (removing the noted result). If you cast another battle magic, this effect ends and all remaining results are lost.
- **Find Weakness:** (battle magic) Target: 1 unit. Decrease the Defense of one unit by your power tier as long as you're alive or until you use another battle magic.
- **Betrayal:** (battle magic) Target: 2 units. Choose one of the two affected units. If possible, it attacks the other unit.
- **Hold:** (battle magic) Target: 1 unit. Target unit is exhausted.

- **Fire and Lightning:** (battle magic) Target: 1 unit. Attack: +6, Power: +9. Enemy unit damaged by this attack must make a DC 15 Morale save or decrement their casualty die twice.
- **Hellish Rebuke:** (battle magic) Target: Your unit. Whenever your unit takes a casualty, make a Power check against the unit that caused the casualty as though your unit had attacked it.
- **Terror:** (battle magic) Target: 1 unit. Target unit makes a number of DC 15 Morale saves equal to your power tier, decrementing their casualty die on each failed save.
- **Invisible Troops:** (battle magic) Target: 1 Unit. Target unit cannot be seen or targeted until it makes an attack or until you cast another battle magic.
- **Absorb Souls:** (battle magic) Target: 1 Unit. Whenever target unit inflicts a casualty, increment the casualty die of that unit by 1 (to a maximum of their starting size) as long as you are alive or until you use another battle magic.
- **Undead Troops:** (battle magic) Target: 1 unit that just failed their Rally check. Roll on the "Units Raised By Keep" table (pg 17). A skeleton version of that unit appears on the battlefield. They disappear if you use another battle magic, if the battle ends, or if they are removed from the battlefield. The casualty die is based on your power tier (d4/d6/d8).
- **Shrink:** (battle magic) Target: 1 unit. Decrease the Power of one unit by your power tier as long as you're alive or until you use another battle magic.
- **Fly:** (battle magic) Target: 1 unit. Target unit changes type to Aerial as long as you're alive or until you use another battle magic. If this effect ends while the unit is in the air, it suffers 2 casualties.

Divine Abilities

Otherworldly powers bless your forces on the battlefield, keeping them safe from lethal attacks while bolstering their souls.

- **Revivify:** While you are part of a unit, it automatically succeed on any Rally checks. It still cannot be rallied again.
- **Aura of Courage:** While you are part of a unit, the unit can make two Rally checks with a casualty die of 1 before it is unable to be rallied again.
- **Death Ward:** While you are part of a unit, it automatically succeeds against any Morale checks made to attack Undead.
- **Restoration:** Increment the casualty die of a unit you are part of, by 1 (to a maximum of their starting size). You can use this a number of times per battle equal to your power tier, but no more than once per turn.
- **Heroism:** If a Power check is made against a unit you are part of, you may add your power tier to the Toughness of the unit against that check. You can use this a number of times per battle equal to your power tier, but no more than once per turn.
- **Turn Undead:** The unit you are part of inflicts two casualties on a successful Power check if the target unit is Undead.
- **Bane:** If the unit you are part of inflicts casualties on an enemy unit, the enemy unit must make a morale check as though it were diminished, suffering another casualty on a failed check. You can use this a number of times per battle equal to your power tier, but no more than once per turn.

Martial Abilities

Martial abilities focus on dominating the battlefield through force. The unit you are part of is an extension of your will.

- **Phalanx:** If a Attack check is made against a unit you are part of, you may add your power tier to the Defense of the unit against that check. You can use this a number of times per battle equal to your power tier, but no more than once per turn.
- **Javelineers:** The unit you are part of can attack as though it was the Archer type this turn. You may use this a number of times equal to your power tier.
- **Action Surge:** Remove the exhausted trait from the unit you are part of. You may use this ability a number of times equal to your power tier, but not more than once per turn.
- **Huge Weaponry:** The unit you are part of can re-roll a failed Power check. You may use this ability a number of times equal to your power tier, but not more than once per turn.

• **Goading:** Select a unit that is capable of attacking your unit. They suffer disadvantage on attack rolls against any units that you are not part of. This lasts until either their unit or the unit you are part of is destroyed. You can use this a number of times equal to your power tier.

• **Second Wind:** If your unit did not make an attack this turn, increment the casualty die of your unit by 2 (to a maximum of their starting size). You may use this ability a number of times equal to your power tier.

• **Bulwark:** Your unit doesn't count as diminished until it reaches half its casualty die size minus your power tier (minimum 1). For example, a unit with a d10 casualty die while you're at level 5 (a power tier of 1) isn't diminished until its casualty die is 4 or lower.

Skilled Abilities

Skilled abilities focus on trying to win the battle before it starts, by using underhanded tactics and sabotaging enemy units.

- **Sneak Attack:** The first time the unit you are part of succeeds on a power check against a unit it has not yet damaged, decrement the enemy casualty die by one before inflicting casualties.
- **High Ground:** The unit you are part of has advantage on attacks this turn. This can be used a number of times equal to your power tier.
- **Guerilla Tactics:** The unit you are part of cannot be attacked this turn. This can be used a number of times equal to your power tier.
- **Bewildering Maneuver:** The unit you are part of can attack a unit it normally could not attack this turn. This can be used a number of times equal to your power tier.
- **Assassinate:** After rolling initiative, choose one enemy unit. Someone from your unit covertly assassinates key targets. That unit has disadvantage on Rally and Morale checks.
- **Wall Breaker:** The unit you are part of can sap the walls of a fortification as an action.
- **Sabotage:** After rolling initiative, select one enemy siege weapon. Someone from your unit covertly sabotaged that weapon. It can only attack once every other turn.



Appendix

Fortifications

Leaving a fortification costs no extra movement, but it costs 1 extra movement to move into a space with a fortification. 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 check with disadvantage. On a failure, the unit suffers 1 casualty.

Fortification	Size	Morale ¹	Defense ²	Power ³	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	+2	8
City Gates	5 spaces	+2	+2	+2	8
Keep	2x2 spaces	+3	+2	+2	10
Castle	4x2 spaces	+4	+2	+2	12

¹All allied units on the battlefield

²Any units in the same space as the fortification

³Allied Archers or Siege Engine (Artillery) only

Unit Experience

Level	Attack	Power	Defense	Toughness	Morale
Green	0	0	0	0	0
Regular	+1	0	0	+1	+1
Seasoned	+1	0	0	+1	+2
Veteran	+1	0	0	+1	+3
Elite	+2	0	0	+2	+4
Super-Elite	+2	0	0	+2	+5

Unit Equipment

Level	Attack	Power	Defense	Toughness	Morale
Light	0	+1	+1	0	0
Medium	0	+2	+2	0	0
Heavy	0	+4	+4	0	0
Super-Heavy	0	+6	+6	0	0

Unit Type

Level	Attack	Power	Defense	Toughness	Morale	Cost Modifier
Aerial	0	0	0	0	+3	2x
Archers	0	+1	0	0	+1	1.75x
Cavalry	+1	+1	0	0	+2	1.5x
Levies	0	0	0	0	-1	0.75x
Infantry	0	0	+1	+1	0	1x
Siege Engine	+1	+1	0	+1	0	1.5x

Unit Traits

Name	Description	Cost
Amphibious	This unit does not suffer terrain penalties for fighting in water or on land.	50
Bred for War	This unit cannot be diminished, and cannot have disadvantage on morale checks.	100
Brutal	This unit inflicts two casualties on a successful power test.	200
Courageous	Once per battle, this unit can choose to succeed at a morale check it just failed.	50
Eternal	This unit cannot be horrified, and it always succeeds on morale checks to attack.	50
Feast	If this unit diminishes an enemy unit, it immediately gains a free attack against that unit.	50
Horrify	If this unit inflicts a casualty on an enemy unit, force a DC 15 morale check. Failure	200
Martial	Inflicts two casualties on a successful power check if this unit's size is greater than their target's.	100
Mindless	This unit cannot fail morale checks.	100
Regenerate	When this unit refreshes, increment its casualty die. This ability ceases to function if the unit suffers a casualty from battle magic.	200
Ravenous	While there is a diminished enemy unit, this unit can spend a round feeding on the corpses. Increment their casualty die.	50
Rock-Hurler	If this unit succeeds on an attack check, it inflicts 2 casualties, against fortifications.	250
Savage	This unit has advantage on the first attack check it makes each battle.	50
Stalwart	Enemy battle magic has disadvantage on power tests against this unit.	50
Twisting Roots	As an action, this unit can sap the walls of a fortification. Siege units have advantage on power checks against sapped fortifications.	200
Undead	Green and regular troops must pass a morale check to attack this unit. Each enemy unit need only do this once.	50

Unit Ancestry

Ancestry	Attack	Power	Defense	Toughness	Morale	Traits
Bugbear	+2	0	0	0	+1	Martial
Dragonborn	+2	+2	+1	+1	+1	Courageous
Dwarf	+3	+1	+1	+1	+2	Stalwart
Elf	+2	0	0	0	+1	Eternal
Elf (winged)	+1	+1	0	0	+1	Eternal
Ghoul	-1	0	+2	+2	0	Undead, Horrify, Ravenous
Gnoll	+2	0	0	0	+1	Frenzy
Gnome	+1	-1	+1	-1	+1	-
Goblin	-1	-1	+1	-1	0	-
Hobgoblin	+2	0	0	0	+1	Bred for War, Martial Advantage
Human	+2	0	0	0	+1	Courageous
Kobold	-1	-1	+1	-1	-1	-
Lizardfolk	+2	+1	-1	+1	+1	Amphibious
Ogre	0	+2	0	+2	+1	Brutal
Orc	+2	+1	+1	+1	+2	Savage
Skeleton	-2	-1	+1	+1	+1	Undead, Mindless
Treant	0	+2	0	+2	0	Siege Engine, Twisting Roots, Hurl Rocks
Troll	0	+2	0	+2	0	Regenerate
Zombie	-2	0	+2	+2	+2	Undead, Mindless



Special Units

Low & Medium-powered individuals (less than 10th level) are best used as part of a unit, adding value but unable to survive alone. Extremely powerful individuals might fare better alone, but casters are safer with protection, like armed guards, rather than being unprotected on the battlefield.

- Refer to the **Unit Ancestry** table for additional bonuses linked to the your heritage.

Tier	Levels	Size ¹	Attack ²	Power ³	Defense ⁴	Toughness	Morale	Power Tier
Apprentice	1 - 2	1d4	+2	+3	+3	0	0	0
Journeyman	3 - 5	1d4	+3	+4	+4	+1	+1	1
Adventurer	6 - 8	1d6	+5	+6	+6	+1	+2	1
Veteran	9 - 11	1d6	+6	+7	+7	+1	+3	2
Champion	12 - 14	1d8	+7	+8	+8	+1	+4	2
Heroic	15 - 17	1d10	+7	+8	+8	+2	+5	3
Legendary	18+	1d10	+8	+9	+9	+3	+6	3

¹If the PC is wounded when combat begins, calculate the value of the size die based on the relative hit point. e.g: A character of 9th level is at 50/110 HP => 0.454 => rounded up => 3 out of 6 on a 1d6. Vice-versa when re-entering battle.

²Add extra +X modifier to the weapon **attack** provided by your weapon.

³Add extra +X modifier to the weapon **damage** provided by your weapon.

⁴Add extra +X bonus to **AC** provided by your equipment.