

Short Summary



Troop based war system for Ironsworn

1. Define the situation.
 1. Are you attacking or defending?
 2. Is it close combat or ranged combat?
 3. Which unit class / troop is attacking
 4. How do they compare in numbers?
 5. How do they compare in skill?
 6. Do you or the attacker have any special advantage?
2. Example
 1. I am the **attacker**

2. Close combat

3. My **cavalry** attacks his **warriors**

4. Slight numbers advantage for my **cavalry**

5. My **wits** stat for **cavalry** is 3 vs. **iron** stat of the **enemy commander** is 1

1. $3-1=2$ **difference in ability**

6. I attack from behind and they are out of position

3. Translation into Modifiers

1. All calculations happen from the attacker's point of view!

2. Look up table 1: Table Class vs. class modifier: +1

3. Also **Table 1**

4. Look up **Table 2**: Attacker's number situation: +1

5. Look up **Table 3** : Your stats and enemy's stats AND **Table 4** Relevant attributes per class and calculate Attacker stat - Defender stat: 2 difference -> modifier +1

6. Add 1 if the attacker has a clear advantage and subtract 1 if the defender has any clear advantage in this situation: +1

4. Calculate the total modifier with this formula:

```
Total Modifier = Unit Class Modifier + Number Difference  
Modifier + Ability Difference Modifier + Custom Modifier
```

Total modifier = $1 + 1 + 1 + 1 = 4$

5. Apply the modifier either to the action die or the challenge die according to this flowchart. Do you have the advantage or the enemy?

Your Role	Modifier Sign	Modified Die	Formula
Attacker	Positive	Action Die	Action Die + Total Modifiers
Attacker	Negative	Challenge Die	Challenge Die + abs(Total Modifiers)
Defender	Positive	Challenge Die	Challenge Die + Total Modifiers
Defender	Negative	Action Die	Action Die + abs(Total Modifiers)

Example splits challenge dice 3,4.

Example Split	Resulting Split	Challenge Dice
-3 and 3	2 + 1	5, 5
-2 and 2	1 + 1	4, 5
-1 and 1	1 + 0	4, 4
0 and 0	0 + 0	3, 4

I am the attacker and the modifier is positive. So as in the first line of the table, I add it to the Action die.⁷

Action die + 4

6. Interpret Miss, Weak Hit or Strong Hit. Here is the whole example summarized.

Combat action	style	Class diff.	Numbers	Ability difference	Ability modifier	Custom modifier	total modifier
My cavalry attacks his warriors from the back	Close	1	Slight advantage 1	Wits 3 vs iron 1= 2	1	Attack from behind 1	4



Appendix:

Table 1 Class vs. class modifier

Combat Type	Attacker	Skirmishers	Warriors	Archers	Cavalry
Close Combat	Skirmishers	0	-1	2	-2
	Warriors	2	0	3	-1
	Cavalry	2	1	3	0
Ranged Combat	Skirmishers	0	1	-2	1
	Archers	2	3	0	1

Table 2 Attacker's number situation

Roll (0-100)	Number Situation
0-5	Outnumbered (-2)
6-15	Lower numbers (-1)

Roll (0-100)	Number Situation
16-75	Equal (+0)
76-85	Slight advantage (+1)
86-100	Great advantage (+2)

Table 3 Your stats and enemy's stats (example)

Stat	Value	Stat	Value
heart	1		2
iron	2		1
edge	2		2
wits	3		1
shadow	1		3

Table 4 Relevant attributes per unit class

Unit Type	Relevant Attribute
Skirmishers	Heart
Warriors	Iron
Archers	Edge
Cavalry	Wits

Table 5 Ability difference modifier

Difference in ability	Ability modifier
0	0
1	1
2-3	2
4+	3

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