

D&D 5E MASS COMBAT SYSTEM

V.5

RULES FOR RAISING AND LEADING ARMIES IN BATTLE

Unearthed Arcana (March 2016, “When Armies Clash”) offered an initial take on a mass-combat battle system. However, this system of stands, regiments, and 20-foot squares was miniature-intensive and awkward to scale up to armies of hundreds or thousands of troops over big distances typical of major battlefields. This supplement adapts some of the best ideas from the other battle system into a new alternate system for unit-based, tactical mass combat between armies ranging from hundreds to many thousands (even tens of thousands).

It also contains detailed rules for strategic campaign elements—including ruling and developing territories by constructing improvements for raising, training, and maintaining armies. Finally successful adventurers have something that the amount of treasure they can sink into is virtually inexhaustible.

Now you can experience D&D with a “total war” feel!

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HOW TO FIGHT A BATTLE

This battle system parallels the regular rules for combat between individuals when possible. The battle plays out over rounds; the combatants each take a turn every round; combatants can both move and attack (or some other action) each round; miniatures are used to represent combatants moving and fighting on a battle map. When terms are not specifically defined in these rules, presume that they have the same definition as in the standard rules. There are key differences in combat between individuals and mass combat, which these rules will detail below.

SCALE IN MASS COMBAT

These rules use miniature figures (or tokens) and a battle map or board marked in a grid of square spaces, just like small-scale combat. (A hexagonal board is more accurate for movement and may be used instead, and variant rules for hex spaces will be provided parenthetically.) However, the scale of time and space are different in mass combat.

Time. Each round of mass combat represents approximately 3 minutes.

Space. A single square represents about 150 feet on each side. (A hex would represent about 150 feet from one corner to its opposite corner.)

Diagonals. Squares that touch only at a corner are considered adjacent. When calculating distance for range or movement, every other diagonal space counts as two. For example, a space that is two spaces away in a diagonal line counts as a distance of three. (The advantage to using a hexagonal battle map is that there are no diagonals to worry about.)

Miniatures. All miniatures (or tokens) used to represent army units need to fit in a single space on the battle map. Unlike small-scale combat in which larger creatures take up a larger facing, in mass combat there are fewer larger creatures in the space of a single unit.

FACING AND FLANKS

Unlike the standard rules for individual combat, units in mass combat always face in a specific direction and have flanks (rear sides) that are more vulnerable. Whether using a grid of squares or a hexagonal board, the space directly behind the

unit and the spaces immediately left and right of that space are **rear flanks**. A unit has **advantage** on its melee attack if it is attacking from any of the three rear flank spaces of the target enemy unit.

When a unit changes facing, its flanks change correspondingly (no matter what direction is faced, they are always the three spaces behind the unit). Facing automatically changes when a unit moves or attacks. A unit immediately changes to the facing most directly aimed at the enemy unit it is trying to attack. When a unit moves from one space to another, it immediately changes facing to the direction of this movement. However, a unit can change its facing to any desired direction once per round of battle (on its own side's or the enemy side's turn) as a **reaction**.

MOVEMENT

As in the standard rules for individual combat, units in mass combat can both move their **speed** and make an **attack** (melee or ranged) when taking their turn. A unit can move before or after making its attack (or both if its speed is high enough). A unit that does not attack can **dash** instead, moving twice its speed that turn. Normally a unit cannot move through a space occupied by another unit.

Like opportunity attacks in the standard rules, a unit normally provokes a **counterattack** when it moves away from an enemy unit to which it is currently adjacent. If a unit chooses not to attack, it can **disengage** instead, moving its speed without provoking counterattack by enemy units that turn.

However, units in mass combat normally cannot move from a space adjacent to an enemy unit into a different space that is also adjacent to that enemy unit. In other words, a unit within melee range of an enemy normally can't continue to march around the opponent to reposition itself. A unit that is surrounded so that there is no adjacent space that isn't still adjacent to one or more of the surrounding enemy units is effectively pinned down and can't move (even with disengage).

Spaces on a battlefield can be designated as **difficult terrain**. In general, any topographical feature more rugged than plains, meadow, or field is considered difficult. Moving into a space of difficult terrain costs twice as much of a unit's speed allotment. In other words, a unit with a speed of 1 can move into difficult terrain only if it doesn't attack and takes the Dash action instead.

ADVANTAGE & DISADVANTAGE

Checks in mass combat can have advantage and disadvantage too. However, unlike the standard rules, in mass combat it is necessary to count the number of factors granting advantage and imposing disadvantage.

A check is made with advantage whenever there are more factors granting it than there are factors imposing disadvantage, and a check is made with disadvantage whenever there are more factors imposing it than there are factors granting advantage. If the factors granting advantage and imposing disadvantage are equal in number then the check is made normally.

SEQUENCE OF BATTLE

Mass combat battles follow this sequence of steps from beginning to conclusion:

- 1) Initiative
- 2) Deploy units
- 3) Side A makes morale checks
- 4) Side A moves units and makes attacks
- 5) Repeat steps 3 & 4 for Side B
- 6) Repeat steps 3, 4, & 5 until one side wins
- 7) Resolve casualties

INITIATIVE

At the start of battle, the leader of each side (referred to as its “general”) makes an **Intelligence** or **Charisma** check (whichever is better) to determine the whole army’s initiative. A fighter of the **Battle Master** archetype who has the Student of War class feature also adds his/her proficiency bonus to the check. Other features that improve initiative in individual combat (e.g., Feral Instincts, Alertness feat) do not apply in mass combat.

If the DM wants the battle’s momentum to swing back and forth more wildly, initiative can be rolled again *at the start of each new round*.

DEPLOY UNITS

After determining the initiative order, each side forms up in battle position. The DM indicates a portion of the battlefield as the starting area for each army, with a “no man’s land” of empty spaces between them. All of an army’s units must be deployed within their indicated area. The DM may

have units deploy one at a time in reverse order of initiative, or the whole army in full without seeing the other side’s formation, or based on the story.

MORALE CHECKS

At the start of each side’s turn in the initiative order, a **morale check** is made for every unit in the army that 1) suffered damage from attack since the start of its last turn, or 2) is currently **routing**. The first round of battle typically is the only round in which no morale checks are made. The units may make their morale checks in any order (usually decided by the general).

MOVE AND ATTACK

On a side’s turn in the initiative order, all units in that army take their turn. Units act one at a time in whatever order is decided by the unit leaders or the army’s general). Each unit can **move** its speed and **take one action** (typically attacking). A unit’s leader decides whether to move first, take the unit’s action first, or (if the unit’s speed is sufficient) to break up movement and use of its speed before and after taking an action.

Instead of using its action to attack (see “Attack and Damage” below), a unit can choose to **Dash** or **Disengage** (see “Movement” above). A unit also may choose to take one of these actions:

Help. A unit can use its action to support the melee attack of another unit that is also adjacent to the same enemy unit. The supported unit gains advantage on its next melee attack before the start of that side’s next turn.

Hide. A unit occupying a space of difficult terrain filled with dense cover (such as forest) can use its action to hide. Until it moves into a space that doesn’t provide such cover, the actual location of the unit isn’t clear to the enemy. The first enemy attack attempted into a hidden unit’s space has disadvantage. Also, the hidden unit’s first attack against an unaware enemy unit has advantage. Once a hidden unit attacks or is attacked, its location is revealed and it is no longer hidden. Units in Stealth-disadvantaged armor can’t hide.

Ready. A unit that wants to intercept or ambush the enemy may take the Ready action on its turn so that it can act on the enemy’s turn using its **reaction**. The readying unit may choose to attack an enemy unit when one moves into an adjacent space or into range of its ranged attack.

Certain special abilities also allow a unit to take a **bonus action** on its turn. Furthermore, each unit can take one **reaction**, which can occur on its side's turn or the other side's (such as when a unit changes its **facing** on the enemy's turn). When a unit takes a reaction, it can't take another one until the start of its side's next turn.

Counterattack is the most frequent reaction. A unit can make a counterattack when an adjacent visible enemy unit moves into another space that is not adjacent to it. The counterattacking unit uses its reaction to make one melee attack against the provoking unit.

RESOLVE CASUALTIES

The above sequence of battle is repeated until every unit in one side's army is *eliminated*, *routing*, *routed*, or otherwise removed from the battlefield. Afterward, look at each unit and subtract its current number of troops from its original number at the start of battle. The difference is each unit's **casualties**, and their fate is linked to the outcome of the battle.

Battle won. For an army that wins the battle, *one-third* of its casualties are killed. The remaining *two-thirds* are wounded and will recover in time to fight again. Recovery typically takes several weeks, but having magical healing can reduce this to just a few days.

Battle lost. For an army that loses the battle, *two-thirds* of its casualties are killed. The remaining *one-third* are wounded: Half of these are “walking wounded” who escape to rejoin what is left of the defeated army, but the other half are captured by the winning army.

MORALE

Morale is the fighting spirit and cohesion of an army unit. When a unit's morale cracks, a critical mass of individual soldiers in it lose courage, discipline, or order. At first the soldiers are just wavering, but unless panic is checked eventually the troops will flee or scatter. Even worse, panic is contagious and influences the morale of nearby units. Panicked troops, especially with the help of a heroic commander, may regain their wits and rejoin the fight—but the day is lost for an army when all of its units lose morale and are routing.

Morale checks are a roll of **1d20 + the unit's morale bonus** (DC 10). A unit that succeeds on this check maintains morale. Multiple factors can grant advantage or impose disadvantage on morale checks:

MORALE ADVANTAGE FACTORS

Unit hasn't been attacked since last morale check
Unit is adjacent to 2+ friendly units that aren't

wavering or **routing**

Unit is not adjacent to any enemy units

Unit has a hero commander leading it

Unit without a hero commander leading it is adjacent to the army's general

MORALE DISADVANTAGE FACTORS

Unit has lost half or more of its starting number
Unit is already **wavering** or **routing**

Adjacent to 2+ enemy units but no friendly units

Enemy unit(s) adjacent to a **rear flank**

Adjacent to 2+ friendly units that are **wavering**

Adjacent to any friendly units that are **routing**

Unit's leader or army's general captured or killed

WAVERING

A unit that fails a morale check is **wavering**. A wavering unit is losing courage and cohesion. As its front ranks buckle, its back ranks hesitate and fall back. A wavering unit has disadvantage on attacks and subsequent morale checks and is more vulnerable to attack.

Wavering is removed from a unit at the start of its turn if 1) the unit did not attack on its last turn and 2) the unit did not lose any more of its number since its last morale check.

ROUTING

A wavering unit that fails another morale check is **routing**. A unit that is routing must use its action to **Dash** and move away from all enemy units toward the map's closest edge at which it can escape the battlefield. At the start of each following turn, it makes another morale check. On a success, the unit rallies and returns to action but is still **wavering**. If a routing unit leaves the battlefield, it is removed from the fight (“routed”) and can no longer rally.

Creatures that are immune to being frightened suffer the effects of morale due to disorganization rather than panic. When routing, they do not run away from the battle but instead mill about in a random direction until they regain cohesion (rally).

ATTACK AND DAMAGE

As in the standard rules for individual combat, units in mass combat make attack checks to resolve the outcome of their melee and ranged attacks. **Attack checks** are a roll of **1d20 + the unit's melee or ranged bonus** against the target unit's Armor Class. Multiple factors can grant advantage or impose disadvantage on attacks:

ATTACK ADVANTAGE FACTORS

Attacking a **rear flank** of the target unit

Attacking a **front facing** of the target unit when a friendly unit is attacking one of its **rear flanks**

Making melee attack against an enemy unit that is already **wavering** or **routing**

Attacking from higher ground (e.g., hill, tower)

Attacking an enemy unit occupying inhibiting terrain (e.g., river crossing, mire, ice)

ATTACK DISADVANTAGE FACTORS

Attacking unit is **wavering**

Making ranged attack while adjacent to any enemy

Making ranged attack against an enemy unit behind cover (e.g., immediately behind another unit, occupying wooded terrain, behind a ridge)

Attacking from lower to higher ground (e.g., uphill)

Attacking unit occupies inhibiting terrain (e.g., river crossing, mire, ice)

CALCULATING DAMAGE

Unlike in the standard rules for individual combat, the amount of damage caused by an attack in mass combat is not rolled separately. The base damage total that a unit causes on an attack equals its unit **damage rating x current number of troops**. However, the percentage of this base damage total that the unit actually inflicts depends on how its attack roll result compares to the target unit's AC:

ATTACK ROLL RESULT

Exceeds AC by 5+, or "20" on the roll	100% damage
Exceeds AC by 1-4	+10% damage per point
Equals AC	50% damage
Misses AC by 1-4	-10% damage per point
Misses AC by 5+	No damage

An attack that hits the target unit's AC exactly represents approximately half (50%) of the damage potential of the attacking unit being brought to bear. As the attack roll increasingly exceeds the AC, a higher percentage is brought to bear—up to the full 100% when the roll beats the AC by 5 or more or is a natural “20” (like a critical hit).

Conversely, as the attack roll falls further short of the AC, a lower percentage is brought to bear—down to only 10% when the result is 4 below the AC. An attack is completely ineffectual and causes no damage if the roll misses by 5 or more.

INFILCTING LOSSES

Multiply the attack's base damage total by the attack roll result's percentage (rounding down). Divide this product by the target unit's **hit points** (rounding down) to determine the number of enemy troops taken out of action by the attack. A unit reduced to 0 troops is **eliminated**.

For example, a light infantry unit of 150 troops makes a melee attack against a unit of 120 archers (AC 13, HP 9). The unit's attack roll is 8 on the d20 with +3 melee attack bonus for a result of 11, which misses the archers' AC by 2. The light infantry unit causes 30% (50%–20%) of its 450 base damage, or 135. This mostly ineffectual attack reduces the number of archers by 15 (135 divided by 9). There are 105 archers remaining.

HEROES IN BATTLE

Player-character heroes should play a major role in mass combat. They can take command of units. One of them even could be the army's general. However, it is impractical to have these heroes fight using the standard rules of individual combat in a mass battle where the scale of time and space is so much greater.

Instead, treat each hero as part of one of the army's units. The hero shares the unit's space and

moves with it. If the hero is appointed as the unit's leader, that unit has advantage on its morale checks while the hero remains with it. Heroes on their side's turn may choose to leave the unit they are currently with and move to any other unit in their army up to 4 spaces away (or further, if the hero can teleport distances greater than 600 feet).

HERO POINTS

Each player-character starts the battle with a number of **hero points** equal to his or her character level. These hero points are an abstract representation of the hero's power to influence the tide of battle by bolstering a unit, guiding its attack, protecting soldiers from harm, or helping to take out more enemy soldiers. Heroes can spend these points to grant a bonus of **+1 per point** to any of the following:

- a morale check
- an attack check
- AC against one attack
- damage rating for one attack that the hero reasonably can affect (i.e., a fighter without powerful ranged attacks can't reasonably improve a unit's ranged damage)

Hero points may be spent after a roll is made but before the outcome is determined. To receive a bonus from a hero, that hero must have been with the unit at the start of the current turn (i.e., a hero who moves from one unit to another on his side's turn cannot grant a bonus to the newly joined unit until the other side's turn).

A hero can spend a maximum number of hero points on any one bonus equal to his or her proficiency bonus (e.g., a 6th-level hero can spend up to 3 points for a maximum bonus of +3). Furthermore, a hero can provide only one bonus per turn. However, if there are multiple heroes with a unit then that unit can receive one bonus from each hero, which can be combined.

HERO INJURY AND DEATH

Heroes can be injured or even killed in mass combat. When the unit the hero is with gets attacked by an enemy unit, compare the enemy unit's attack roll result also to the hero's AC. If this result hits the hero's AC too then the hero takes damage.

Rather than using the unit type's damage rating, actually roll the individual weapon damage die with a damage bonus of +1 for light units, +2 for medium units, and +3 for heavy units. If the enemy unit's attack roll is a natural "20" then the damage against the hero is a critical hit and the weapon's damage die is rolled twice. For example, a hero struck by a light infantry unit armed with short swords would take $1d6 + 1$ slashing damage (or $2d6 + 1$ on a critical hit).

A hero reduced to 0 hit points by enemy attack is incapacitated and must immediately make three **death saving throws** in a row. With 1 or fewer failures, friendly soldiers retrieve and stabilize the hero (though the hero still can be subsequently captured or killed if the unit is eliminated). With 2 failures, the hero stabilizes—but is captured by the enemy! If all 3 rolls are failures, the hero dies before help arrives.

HOW TO MAKE AN ARMY

Excepting otherworldly fiends that can summon armies of demon spawn or necromancers who can animate legions of the dead, most mortal leaders can make an army only by recruiting and paying people to fight for them. Typically armies are made by rulers of some defined territory—be it a barony, a city-state, or a kingdom—but other kinds of organizations, such as tribal confederations, religious orders, criminal syndicates, and rebel alliances, can raise armies too.

Armies typically are recruited from among the population living in a defined territory—which can be exclusively local for city-states and clans but can be regional or even more widespread for vast religious orders or sprawling empires. In real-world premodern history, the vast bulk of the population was needed for agricultural labor and only a very small percentage (perhaps 5%) could be available to fight. In the fantasy worlds of *Dungeons & Dragons*, where adventurers seem more common than farmers and females are just as physically strong as males, easily 10% of the population could be available for military service.

Treasure must be spent to maintain an army. Even soldiers defending their homeland still must be provided with a living. Whether soldiers are paid actual coins or an equivalent value in housing, food, and goods, money still must be spent every month an army is kept in service. If a leader can't afford to pay the month's upkeep then

most soldiers will expect to be released. Only patriotic volunteers may be willing to continue serving for a few months with pay in arrears. Army units released from service return to their home places and no longer receive pay. It may be possible to recall these units to the army in the future, but they lose experience with every season that passes after being released.

Mercenaries—standing units of professional soldiers-for-hire—are readily available in any war-torn land. While never as numerous as the locals, mercenaries can provide extra troops who will serve as long as they are paid (or until another army offers them more money). The chief limitation of mercenaries is loyalty. It is not unheard of for a mercenary unit to be bribed by the enemy and switch sides before (or even during!) a battle.

Mercenaries require a contract guaranteeing pay for at least two months (even if released sooner) plus a signing bonus for each soldier of usually one-quarter the “Cost of Equip” of that unit type. Furthermore, mercenary soldiers demand pay that is at least 50% more than and often twice the normal amount for that unit type.

Whether to hire mercenaries is always a question of cost versus benefit. A leader short on cash up front often finds it cheaper to hire mercenaries for short service rather than paying to raise and equip troops from scratch. Furthermore, mercenaries can behave badly (particularly when pay is late) and tend to be increasingly unpopular over time with the local population.

Regardless of how it is made, maintaining an army requires a vast amount of money—more than even the richest of adventurers have. As a result, the cost of most armies is defrayed by ongoing financial support, such as taxation, tithes, dues, or annual stipends from a monarch.

UNIT TYPES

Army units are classified as one of four broad types—melee infantry, missile infantry, cavalry, or artillery. Each broad type is further subdivided into a series of distinct unit types that range from light (less survivable or destructive but less costly and more numerous) to heavy (more survivable or destructive but more costly and less numerous). Some armies also may have units of special forces, such as spellcasters.

UNIT STATISTICS

Much as individual characters and monsters, an army unit’s statistics, sometimes referred to as its **stat block**, provide the essential information needed to run it on the battlefield.

Armor Class: A unit’s AC is a measure of its defense against attack based on protective gear equipped by the soldiers and their collective Dexterity. Mounted troops receive a +1 bonus (included in their stat block) to their armor class to reflect the added cover and maneuverability provided by the mount.

Hit Points: A unit’s hit points represents the durability of each individual soldier in it (generally equivalent to a Medium size or fighter hit die plus Constitution modifier.) For mounted troops, approximately half the hit points of the mount (usually a warhorse) are added (included in the stat block) to reflect the extra survivability and damage absorption provided by the creature.

Speed: This is the number of spaces on the battlefield the unit can move on its side’s turn.

Morale: This is the unit’s bonus added to the d20 roll when making a morale check.

Melee/Ranged Attack: This is the unit’s bonus added to the d20 roll when making an attack against an enemy unit. Next to the ranged attack bonus (in parentheses) is the **range** of the attack in numbers of spaces on the battlefield.

Melee/Ranged Damage: This number is the base damage inflicted by each soldier when the unit makes an attack. It generally is equivalent to half the weapon’s damage die plus Strength or Dexterity modifier (rounding down). Mounted troops receive a +1 bonus (included in their stat block) to their melee damage rating to reflect the added force provided by the mount.

Special Abilities: These are the choices in special abilities available to that unit type.

Cost to Equip: This is the number of gold pieces needed to equip each soldier with the weapons and armor specified in the unit’s description. If you wish to arm the unit with different equipment, the cost difference between the listed and desired equipment is added (for example, putting heavy infantry in splint armor instead of chain mail adds 125 gp to the cost).

Pay: This is the number of gold pieces that must be paid for the wages and upkeep of each soldier in the unit every month of active service.

MELEE INFANTRY UNITS

Foot soldiers that fight in hand-to-hand combat are classified as melee infantry. Usually a substantial portion, if not the bulk, of an army consists of these types of infantry units.

MILITIA

Armor Class	11
Hit Points	8
Speed	1
Morale	+0
Melee Attack	+1
Melee Damage	2
Ranged Attack	—
Ranged Damage	—
Special Abilities	<i>fleet, mobile, stride</i>
Cost to Equip	6 gp
Pay	6 gp/month

Militia are non-professional foot troops gathered for short-term military service, usually defense of their local region. Consisting of common farmers or townspeople, militia typically are not well trained or equipped. Even with battle experience, they are best used as support infantry.

Militia are troops on a budget. Each soldier typically is equipped with padded armor and a sickle or club (farm tools improved into weapons).

LIGHT INFANTRY

Armor Class	13
Hit Points	10
Speed	1
Morale	+1
Melee Attack	+3
Melee Damage	3
Ranged Attack	—
Ranged Damage	—
Special Abilities	<i>charge, fleet, mobile, outflank, set, stride</i>
Cost to Equip	30 gp
Pay	12 gp/month

Light infantry are foot troops given light-weight weapons and armor to maximize maneuverability and minimize cost. Often recruited from rural

clans or urban underclasses, they are accustomed to a squalid lifestyle and don't expect much pay. Armies from poor regions may consist almost entirely of light infantry, though even richly funded armies typically employ at least some as scouts or pickets to screen flanks. Many armies treat them as disposable blockers.

Light infantry are the most affordable professional troops. Each soldier typically is equipped with leather armor and a shield and armed with a short sword and a spear.

MEDIUM INFANTRY

Armor Class	16
Hit Points	11
Speed	1
Morale	+2
Melee Attack	+4
Melee Damage	4
Ranged Attack	—
Ranged Damage	—
Special Abilities	<i>charge, counterstrike, defend, great attack, outflank, mobile, set, sweep</i>
Cost to Equip	90 gp
Pay	30 gp/month

Medium infantry are moderately armed and armored foot troops for service in an army's main line of battle. These soldiers are trained professionals usually recruited from urban citizens or farming families with a history of military service. Medium infantry are the most numerous type of unit in many standard armies.

Medium infantry are a balance of durability and cost. Each soldier typically is equipped with scale mail and a shield, or chain mail alone, and armed with a longsword and pike.

HEAVY INFANTRY

Armor Class	18
Hit Points	12
Speed	1
Morale	+3
Melee Attack	+5
Melee Damage	5
Ranged Attack	-
Ranged Damage	-
Special Abilities	<i>charge, counterstrike, defend, great attack, surge, sweep</i>
Cost to Equip	105 gp
Pay	60 gp/month

Heavy infantry are the best armored and armed foot soldiers. They are deployed as shock troops or as a defensible anvil around which lighter troops operate. These soldiers are motivated professionals usually recruited from the surplus offspring of leading urban citizens or rural landowning families.

Heavy infantry are the most durable foot troops but also the most expensive. Each soldier typically is equipped with chain mail and a shield and armed with a battleaxe.

MISSILE INFANTRY UNITS

Foot soldiers primarily used to make ranged attacks are classified as missile infantry. Most armies employ at least a few units of these types of infantry, and missile troops make up a majority of some armies.

SKIRMISHERS

Armor Class	11
Hit Points	8
Speed	1
Morale	+1
Melee Attack	+2
Melee Damage	2
Ranged Attack	+3 (range: 2 spaces)
Ranged Damage	2
Special Abilities	<i>fleet, mobile, parting shot, sharpshooter, stride, volley</i>
Cost to Equip	2 gp
Pay	12 gp/month

Skirmishers are semiprofessional missile infantry equipped with cheap, simple ranged or thrown weapons. They are commonly used to harass the enemy's forward units and flanks.

Skirmishers are considered cheap, disposable missile troops. Each soldier typically is unarmored and armed with a light hammer or sickle and a sling along with a pouch full of bullets.

ARCHERS

Armor Class	13
Hit Points	9
Speed	1
Morale	+2
Melee Attack	+3
Melee Damage	3
Ranged Attack	+4 (range: 3 spaces)
Ranged Damage	4
Special Abilities	<i>fleet, mobile, parting shot, sharpshooter, stride, volley</i>
Cost to Equip	40 gp
Pay	30 gp/month

Archers are professional light missile infantry equipped with better armor and weapons. More reliable than loose skirmishers, archers are the most commonly used missile troops in regular armies.

Archers are valued by most commanders and considered worth protecting. Each soldier typically is equipped with leather armor and armed with a handaxe and a shortbow or light crossbow.

BOWMEN

Armor Class	15
Hit Points	10
Speed	1
Morale	+3
Melee Attack	+4
Melee Damage	4
Ranged Attack	+5 (range: 4 spaces)
Ranged Damage	5
Special Abilities	<i>fleet, mobile, parting shot, sharpshooter, stride, volley</i>
Cost to Equip	110 gp
Pay	60 gp/month

Bowmen are elite medium missile infantry equipped with more protective armor and the best weapons for raining down injury and death from afar. Recruited from the surplus population of hearty freeborn farmers, they tend to be relatively rare except in the best (and wealthiest) of armies.

Bowmen are expensive and highly prized for their potent ranged attacks as well as their competence in melee too. Each soldier typically is equipped with studded leather and armed with a warhammer and a longbow or heavy crossbow.

CAVALRY UNITS

Mounted soldiers that fight from horseback—melee combat or ranged—are classified as cavalry. Mounted troops are more expensive to raise and maintain than infantry and for that reason usually fewer in number, but mounted units provide a great advantage in mobility and power.

MOUNTED ARCHERS

Armor Class	14
Hit Points	18
Speed	2
Morale	+2
Melee Attack	+3
Melee Damage	4
Ranged Attack	+3 (range: 3 spaces)
Ranged Damage	4
Special Abilities	<i>charge, fleet, mobile, parting shot, ride-by, volley</i>
Cost to Equip	540 gp
Pay	90 gp/month

Nomadic or herding peoples of steppe and grassy plains commonly ride horses starting in childhood and grow to become highly skilled riders. Many learn to fight with a bow while moving on horseback. Such skill commands premium pay.

Though often considered wild or barbarous by city dwellers, mounted archers are a prized combination of missile troops and light cavalry. Each soldier typically is equipped with studded leather armor (wild nomads more typically wear hide) and armed with a scimitar and shortbow. They ride sturdy light warhorses armored in padded bardings and bred to life on dry plains.

LIGHT CAVALRY

Armor Class	15
Hit Points	18
Speed	2
Morale	+2
Melee Attack	+3
Melee Damage	4
Ranged Attack	+3 (range: 2 spaces)
Ranged Damage	3 (javelin, once per battle) <i>charge, fleet, mobile, outflank, parting shot, ride-by</i>
Special Abilities	
Cost to Equip	525 gp
Pay	60 gp/month

Villagers in the countryside of many kingdoms rely on horses and can be recruited to serve as light cavalry. They are commonly used as outriders to skirmish with enemy advances or as pursuit troops to harry retreating enemy units.

Light cavalry are the most readily available (and replaceable) mounted troops. Each soldier typically is equipped with studded leather armor and a shield and armed with a scimitar and javelin. They ride a light, swift kind of warhorse (rouncey) armored in padded bardings.

MEDIUM CAVALRY

Armor Class	17
Hit Points	20
Speed	2
Morale	+3
Melee Attack	+4
Melee Damage	5
Ranged Attack	—
Ranged Damage	—
Special Abilities	<i>charge, counterstrike, great attack, mobile, outflank, mobile, ride-by, sweep</i>
Cost to Equip	710 gp
Pay	90 gp/month

Horsemen from the middling classes of the countryside sometimes choose to become professional soldiers and can be recruited as medium cavalry. They are commonly used to chase off light cavalry, ride down missile troops, and turn the flanks of the enemy's infantry line.

Medium cavalry are widely used mounted troops, but they are valuable and not always readily replaceable. Each soldier typically is equipped with scale mail and a shield and armed with a longsword and spear. They ride a strong, fast kind of warhorse (courser) armored in scale mail bardings.

HEAVY CAVALRY

Armor Class	19
Hit Points	22
Speed	2
Morale	+4
Melee Attack	+5
Melee Damage	6
Ranged Attack	–
Ranged Damage	–
Special Abilities	<i>charge, counterstrike, great attack, ride-by, surge, sweep</i>
Cost to Equip	845 gp
Pay	120 gp/month

Horsemen from aristocratic landowning families of the countryside often become professional knights serving in the role of heavy cavalry. Highly spirited and skilled, they are the ultimate shock troops capable of shattering the flanks—sometimes even the frontlines—of enemy infantry.

Heavy cavalry are the most powerful and valuable troops an army can have, but they also can be overly aggressive and difficult to replace if killed in large numbers. Each soldier typically is equipped with chain mail and a shield and armed with a longsword and lance. They ride the largest, strongest kind of warhorse (destrier) armored in chain mail bardings.

ARTILLERY UNITS

War machines that troops use to hurl heavy projectiles at enemy forces and fortifications are classified as artillery. Pulled by draft animals and crewed by teams of specialists, artillery can be very expensive to raise and maintain but can wear down an enemy from great distances.

Resistance. Artillery units take half damage from regular ranged weapon attacks (those made by missile infantry and cavalry).

Limited Mobility. Artillery units can either move or take one action on their turn, not both. They change facing only when moving or attacking and cannot do so as a reaction. They cannot move through difficult terrain, dash, or disengage, but their speed is increased by 1 when moving on a well-maintained road.

Morale. When artillery fails a morale check and routs, only the crew flees. The machines themselves remain in their current space.

Positional. After moving, medium engines must spend 1 turn repositioning before they can attack again. Heavy engines cannot move (except to change facing) once deployed.

Shooting Arc. Medium and heavy engines cannot make attacks against adjacent enemy units (light engines and cannon may).

LIGHT ENGINES

Armor Class	15
Hit Points	50
Speed	1
Morale	+3
Melee Attack	–
Melee Damage	–
Ranged Attack	+5 (range: 4 spaces)
Ranged Damage	15 (3d10)
Special Abilities	–
Cost to Equip	265 gp
Pay	135 gp/month

Light engines are large tension machines, such as a ballista or scorpion. The cost of each light engine in a unit includes the machine itself, the cart needed to transport it and its ammunition, a draft animal to pull the load, and a crew of two specialists trained to operate it.

MEDIUM ENGINES

Armor Class	15
Hit Points	100
Speed	1
Morale	+3
Melee Attack	–
Melee Damage	–
Ranged Attack	+5 (range: 6 spaces)
Ranged Damage	25 (5d10)
Special Abilities	–
Cost to Equip	535 gp
Pay	270 gp/month

Medium engines include the large torsion catapult or counterweight mangonel. The cost of each medium engine in a unit includes the machine itself, the wagon needed to transport it and its ammunition, two draft animals to pull the load, and a crew of four specialists trained to operate it.

HEAVY ENGINES

Armor Class	15
Hit Points	150
Speed	–
Morale	+3
Melee Attack	–
Melee Damage	–
Ranged Attack	+5 (range: 8 spaces)
Ranged Damage	40 (8d10)
Special Abilities	–
Cost to Equip	900 gp
Pay	350 gp/month

Heavy engines are huge counterweight machines, such as a trebuchet. The cost of each heavy engine in a unit includes the machine itself, the wooden carriage needed to transport it and its ammunition, four draft animals to pull the load, and a crew of four laborers and four specialists trained to operate it.

CANNON

Armor Class	19
Hit Points	75
Speed	1
Morale	+3
Melee Attack	–
Melee Damage	–
Ranged Attack	+6 (range: 12 spaces)
Ranged Damage	40 (8d10)
Special Abilities	–
Cost to Equip	1,600 gp
Pay	390 gp/month

Gunpowder seems virtually magical to people who have never encountered such weapons before. The cost of each cannon in a unit also includes the wheeled gun carriage needed to transport it and its ammunition, two draft animals to pull the load, and a crew of six specialists trained to operate it.

SPECIAL FORCES

Armies also can include special units that differ from regular infantry, cavalry, and artillery. Special forces can be very powerful, but they tend to be rare and can be extremely expensive.

The most notable are magic users. Spellcasters banded together as a unit have an average level of 3 (while some individuals may be higher level, in order to gather enough numbers to constitute a unit the majority of members are only 3rd level).

BARDS

Armor Class	15
Hit Points	21
Speed	1
Morale	+4
Melee Attack	+5
Melee Damage	5
Ranged Attack	+5 (range: 3 spaces)
Ranged Damage	4
Special Abilities	<i>Cure (x4+), inspiration (x2), magic strike (x2)</i>
Cost to Equip	–
Pay	200 gp per battle

Bards who gather into an army unit invariably are from a College of Valor and have more proficiency with weapons and armor. Bards generally fight only for a greater good and may waive their pay (or ask only for a portion of it to be donated to support their college) if the cause is a noble one.

Each bard typically is equipped with a chain shirt and armed with a rapier and shortbow. At key moments they can strike with more powerful magic such as *thunderwave* or *shatter*.

Cure. Four times during each battle (or additional times by sacrificing one of their *magic strike* uses), the bards can reduce damage caused to themselves or to one unit adjacent to them by 4 x the number of bards. This can be done on either side's turn as a reaction.

Inspiration. Twice during each battle, the bards can give one unit adjacent to them a +1d6 bonus to an attack roll or morale check. This can be done on either side's turn as a reaction after a roll is made but before the result is determined.

Magic Strike. Twice during each battle, the bards can unleash a magic strike instead of their normal melee or ranged attack on their side's turn. The strike targets one enemy unit 1-3 spaces away, automatically hits (as if rolling "20"), and causes 6 damage (magic, thunder).

CLERICS

Armor Class	16
Hit Points	21
Speed	1
Morale	+5
Melee Attack	+4
Melee Damage	5
Ranged Attack	+5 (range: 2 spaces)
Ranged Damage	4 (magic, radiant)
Special Abilities	<i>bless</i> , <i>cure</i> (x4+), <i>magic strike</i> (x2), <i>protection</i>
Cost to Equip	-
Pay	200 gp per battle

Clerics who serve in an army unit are almost always of the Life, Tempest, or War domain and have proficiency with heavy armor. Clerics will fight only in armies that serve the cause of their deity and often will waive their pay or ask only for a portion of it to be donated to their temple.

Each cleric typically is equipped with chain mail and a morningstar or warhammer. They attack at range with the cantrip *sacred flame*. At key moments they can strike with more powerful magic such as *spiritual weapon* or *guiding bolt*.

Bless. By sacrificing one of their *cure* uses, the clerics can grant to themselves or one unit adjacent to them a +2 bonus to all attack rolls and morale checks until the end of the following round. This can be done as an action on their turn, but not while their *protection* ability is active.

Cure. Four times during each battle (or additional times by sacrificing one of their *magic strike* uses), the clerics can reduce damage caused to themselves or to one unit adjacent to them by 4 x the number of clerics. This can be done on either side's turn as a reaction.

Magic Strike. Twice during each battle, the clerics can unleash a magic strike instead of their normal melee or ranged attack on their side's turn. The strike targets one enemy unit 1-3 spaces away, automatically hits (as if rolling "20"), and causes 6 damage (magic, force at range 1, radiant at range 2-3).

Protection. By sacrificing one of their *cure* uses, the clerics can use their magic to shield themselves or one unit adjacent to them. The recipients gain a +2 bonus to armor class until the end of the following round. This can be done as an action on their turn, but not while their *bless* ability is active.

DRUIDS

Armor Class	14 (see <i>wild shape</i>)
Hit Points	21 (see <i>wild shape</i>)
Speed	1 (see <i>wild shape</i>)
Morale	+4
Melee Attack	+5
Melee Damage	5 (magic, except in <i>wild shape</i>)
Ranged Attack	-
Ranged Damage	-
Special Abilities	<i>cure</i> (x4+), <i>magic strike</i> (x2), <i>wild shape</i> (x2)
Cost to Equip	-
Pay	200 gp per battle

It is rare for druids to take part in military affairs. Druids will only fight when they believe one side is defending the natural order and often will waive

their pay or ask only for a portion of it to be used to repair damage done to nature.

Each druid typically is equipped with hide armor and a shield and armed with the *shillelagh* cantrip. At key moments they can strike with more powerful spells like *thunderwave* or *moonbeam*.

Cure. Four times during each battle (or additional times by sacrificing one of their *magic strike* uses), the druids can reduce damage caused to themselves or to one unit adjacent to them by 4 x the number of druids. This can be done on either side's turn as a reaction.

Magic Strike. Twice during each battle, the druids can unleash a magic strike instead of their normal melee or ranged attack on their side's turn. The strike targets one enemy unit 1-3 spaces away, automatically hits (as if rolling "20"), and causes 6 damage (magic, thunder at range 1, radiant at range 2-3).

Wild Shape. Twice during each battle, the druids can take on the form of a wolf (+11 hit points and +1 to speed, but -1 to AC). This can be done as an action on their turn, and the druids can change back to normal at any time on their side's turn. They can remain in beast form for as many rounds as they wish—but cannot use their *cure* or *magic strike* ability while using *wild shape*.

MAGES

Armor Class	13 (<i>mage armor</i>)
Hit Points	17
Speed	1
Morale	+3
Melee Attack	+5
Melee Damage	4 (magic, lightning)
Ranged Attack	+5 (range: 2 spaces)
Ranged Damage	5 (magic, fire)
Special Abilities	<i>escape</i> , <i>magic strike</i> (x5), <i>shield</i>
Cost to Equip	—
Pay	200 gp per battle

Mages (wizards and sorcerers) are the spellcasters most likely to participate in military affairs, often for power or profit. Mages waive or reduce their pay only rarely when the cause is dear to them.

Each mage typically is protected by the *mage armor* spell and armed only with a staff. They attack with the cantrips *shocking grasp* and *fire*

bolt—and at key moments strike with more powerful magic such as *burning hands*, *thunderwave*, *flaming sphere*, or *shatter*.

Escape. By sacrificing one of their *magic strike* uses, the mages can use their magic (*expeditious retreat*) to disengage and move 1 space. This can be done on either side's turn as a reaction.

Magic Strike. Five times during each battle, the mages can unleash a magic strike instead of their normal melee or ranged attack on their side's turn. The strike targets one enemy unit 1-3 spaces away, automatically hits (as if rolling "20"), and causes 6 damage (magic, fire or thunder).

Shield. By sacrificing one of their *magic strike* uses, the mages can use their magic to shield themselves against attack. They gain a +5 bonus to armor class for the rest of the current turn. This can be done on either side's turn as a reaction after a roll is made against them but before the result is determined.

PALADINS

Armor Class	18
Hit Points	25
Speed	1
Morale	+5
Melee Attack	+5
Melee Damage	5
Ranged Attack	—
Ranged Damage	—
Special Abilities	<i>cure</i> (x1+), <i>protection</i> , <i>smite</i> (x3)
Cost to Equip	—
Pay	200 gp per battle

Paladins are elite special forces not uncommon in armies at war with evil hordes. Paladins will fight only for armies that serve the cause of their deity and often will waive their pay or ask for a portion of it to be donated to their temple or holy order.

Each paladin typically is equipped with chain mail and a shield and armed with a longsword. At key moments their sword blows can be imbued with radiant power.

Cure. Once during each battle (or additional times by sacrificing one of their *smite* uses), the paladins can reduce damage caused to themselves or to one unit adjacent to them by 4 x the number of paladins. This can be done on either side's turn as a reaction.

Protection. By sacrificing one of their *smite* uses, the paladins can use their magic to shield themselves or one unit adjacent to them. The recipients gain a +2 bonus to armor class until the end of the following round. This can be done as an action on their turn.

Smite. Three times during each battle, when the paladins hit with their melee attack they also can smite the enemy with divine power. The attack has a +4 bonus to damage (magic, radiant), which increases to +6 versus undead and fiends.

RANGERS

Armor Class	15
Hit Points	25
Speed	1
Morale	+5
Melee Attack	+5
Melee Damage	4
Ranged Attack	+7 (range: 4 spaces)
Ranged Damage	5
Special Abilities	<i>cure</i> , <i>longstrider</i> , <i>mark</i> (x3)
Cost to Equip	–
Pay	200 gp per battle

Armies that fight against rampaging hordes of monsters may be able to attract elite units of rangers. Depending on the cause, the rangers have been known to waive or reduce their pay.

Rangers recruited for military service invariably practice the archery fighting style. Each ranger typically is equipped with studded leather armor and armed with a longsword and longbow.

Cure. By sacrificing one of their *mark* uses, the rangers can reduce damage caused to themselves or to one unit adjacent to them by 4 x the number of rangers. This can be done on either side's turn as a reaction.

Longstrider. By sacrificing one of their *mark* uses, the rangers gain +1 to their speed for the rest of the battle. This can be done as an action on their turn.

Mark. Three times during each battle, as a bonus action the rangers can mark one enemy unit up to 2 spaces away as their quarry for the rest of the battle. The rangers have a +2 bonus to damage whenever they hit this unit. They can have only one enemy unit marked at any time.

WARLOCKS

Armor Class	12
Hit Points	21
Speed	1
Morale	+3
Melee Attack	+5
Melee Damage	6 (magic, poison)
Ranged Attack	+5 (range: 3 spaces)
Ranged Damage	5 (magic, force)
Special Abilities	<i>madness</i> , <i>magic strike</i>
Cost to Equip	–
Pay	200 gp per battle

It is very unusual for warlocks to band together. When they do so, it is ordinarily with fellow pact practitioners and at the guidance (or manipulation) of their otherworldly patron. Given that the mysterious plans of their patron are almost never clearly revealed to them, warlocks are hesitant to waive or reduce their pay.

Each warlock is typically equipped with studded leather armor and attacks with the cantrips *poison spray* and *eldritch blast* (extended by the *eldritch spear* invocation). At key moments they can strike with more powerful magic such as *arms of Hadar* or *hellish rebuke*.

Madness. Once during each battle, as an action the warlocks can use their magic to drive enemies mad with terror. One enemy unit adjacent to the warlocks must immediately make a morale check with disadvantage on the roll.

Magic Strike. Once during each battle, the warlocks can unleash a magic strike instead of their normal melee or ranged attack on their side's turn. The strike targets one enemy unit 1-3 spaces away, automatically hits (as if rolling "20"), and causes 6 damage (magic, necrotic at range 1, fire at range 2-3).

Note: Unlike regular army units, spellcaster units possess all the special abilities listed in their block. As experienced adventurers, spellcaster units never have less than 1 experience (Trained). If the DM wishes spellcaster units to improve as they gain more experience, considering allowing them each time a regular unit would gain another ability to choose one appropriate special ability from those available to regular units (such as Defend for paladins or Stride for rangers).

UNIT SPECIAL ABILITIES

Potential for greater discipline and organization is the edge that free humanoid races (humans, elves, dwarves, and the like) have over hordes of monsters. It is discipline and organization that allows the armies of people to train special abilities in mass combat. Most types of monsters are too savage or wild for such training.

The particular special abilities available to a unit depends on its type. Units don't automatically have these abilities—they gain a number of them based on unit experience. The unit leader chooses which abilities from the list available to that unit type. During downtime between battles, a unit can **retrain** (and in some cases reequip) to replace one special ability with another available. Given enough time, a unit can be retrained to have an entirely different set of abilities.

CHARGE

When this unit uses its action to Dash, it can take a bonus action after moving to make a melee attack. If the unit moves at least 2 spaces in a straight line before taking this bonus action, it has advantage on the attack roll.

COUNTERSTRIKE

When this unit is the target of a melee attack that misses its AC by 5 or more, it may make a counterattack against the attacking enemy unit.

DEFEND

If this unit is equipped with shields, it can use its reaction to impose disadvantage on one melee or ranged weapon attack (not magical spells) made against it.

FLEET

This unit can take a bonus action on each of its turns to perform the Dash or Disengage action.

GREAT ATTACK

If this unit is equipped with versatile or heavy melee weapons, on its turn when it rolls a "20" on a melee attack or eliminates an enemy unit, it then can make one melee attack as a bonus action against an enemy unit it can reach this turn.

MOBILE

This unit can move from a space adjacent to an enemy unit into a different space that is also adjacent to that enemy unit. Additionally, this unit can move through a space occupied by a friendly unit that is not adjacent to an enemy unit.

OUTFLANK

This unit can use its reaction to prevent one adjacent enemy unit from using its *Mobile* special ability until the start of that unit's next turn. Also, this unit can make a counterattack even when an enemy unit takes the Disengage action.

PARTING SHOT

When this unit takes the Disengage action, it can use a bonus action after moving to make a ranged attack against an enemy unit to which it was adjacent prior to moving.

RIDE-BY

When this cavalry unit attacks an enemy unit, it doesn't provoke a counterattack from that enemy unit for the rest of the turn, whether it hits or not. Additionally, this cavalry unit can move from a space adjacent to the enemy unit it attacked into a different space that is also adjacent to that enemy unit.

SET

If this unit is equipped with spears, pikes, or polearms, it can take a bonus action on its turn to set to receive enemy cavalry. The unit cannot take this bonus action if it occupies or moves through difficult terrain on its turn. Until the start of its next turn, melee attacks by enemy cavalry against the unit's front facings (not rear flanks) have disadvantage. Additionally, this unit has advantage when it makes a melee attack with the Ready action or a counterattack against an enemy cavalry unit before the start of its next turn.

SHARPSHOOTER

Less than impenetrable total cover is not a factor imposing disadvantage on this unit's ranged attacks. Also, add +1 to the range of this unit's ranged weapon attack (not magical spells).

STRIDE

Moving through difficult terrain (nonmagical) costs this unit no extra movement.

SURGE

When this unit makes a melee attack that hits the enemy unit's AC by 5 or more (or with a "20" on the roll), it gains advantage on its next morale check. The enemy unit hit has disadvantage on its next morale check.

SWEEP

If this unit doesn't move on its turn and uses its action to make a melee attack, it can take a bonus action to make a second melee attack against a different enemy unit that is adjacent to it and to the first enemy target.

VOLLEY

If this unit doesn't move on its turn and uses its action to make a ranged attack, it can take a bonus action to make a second ranged attack against a different enemy unit that is within range and adjacent to the first enemy target.

UNIT EXPERIENCE

The longer a unit remains together and the more battles fought, the more experience the unit will accrue. Experience improves a unit's quality. At each level of experience, the unit acquires a new tier of benefits:

Exp	Level	Benefits
0	Green	No abilities -1 to morale
1	Trained	1 ability +0 to morale
3	Disciplined	2 abilities +0 to morale
6	Proven	2 abilities +1 to morale, attack, HP
10	Veteran	3 abilities +1 to morale, attack, HP
15	Crack	4 abilities +1 to morale, attack, HP
21+	Elite	4 abilities +2 to morale, attack, HP

Chiefly, level of quality determines how many **special abilities** a unit actually has (up to 4 at "Crack" and "Elite"), chosen from among the list based on unit type. "Green" units begin with 1 lower morale rating, a penalty removed as soon as they are blooded and "Trained" by experience. At key levels of quality, units earn a bonus (up to +2 at "Elite") to melee and ranged attack ratings, morale rating, and each soldier's hit points.

A unit gains 1 experience for every battle in which it fights (making or facing at least one attack). If a unit hasn't been eliminated or routed from the map and its side wins the battle, the unit gains 2 experience (instead of 1). The unit retains and continues to accrue experience as long as it remains in service to the army. Troops released to their homes (no longer paid or supported by the army) will lose experience as more time passes.

If a unit reduced by casualties integrates **replacement troops**, the unit's overall level of experience can go down. A unit can replace up to one-quarter of its total number without losing experience. If it replaces more than one-quarter to one-half of its total number, it loses one-quarter of its experience (round down). If it replaces more than one-half to three-quarters of its total number, it loses half of its experience. If it replaces more than three-quarters of its total number, experience automatically drops to 1 (Trained).

UNIT RACE

In general the race of troops does not have an effect on a unit. The default assumption is that the typical unit consists of humans (and perhaps a few half-elves and maybe half-orcs) or mostly humans with other races mixed in. For units that consist entirely of other player-character races, use the standard unit templates but with appropriate restrictions. Halflings and gnomes are Small and can't use heavy/two-handed weapons needed for some special abilities. Dwarves are unlikely to field cavalry (except possibly pony-mounted crossbowmen). Elves typically don't field heavy cavalry or heavy infantry. Dragonborn units can use their breath weapon for a +1 bonus to damage for a single melee attack once per battle.

If the DM wants to reflect an advantage inherent to the longer-lived races, use bonus **experience**. Dwarves begin with 2 experience. Elves begin with 4 experience.

MONSTER UNITS

It wouldn't be D&D unless heroes and their armies have the opportunity to face hordes of screaming monsters on the battlefield. It is important to keep in mind that monsters tend to be more dangerous than the average human (or common person of other civilized races for that matter). Even a unit of the weakest of monsters is likely to tear apart human militia of equivalent number. A major reason why monster invasions tend to be so devastating at the start is because the hordes frequently outnumber the unprepared guards and emergency troops of civilized lands.

Tide of war turns against monster invasions only when experienced, highly skilled armies emerge. The difference maker is combined-arms tactics of melee infantry, missile troops, cavalry, and artillery with an edge provided by discipline and unit special abilities—all things almost unheard of among savage monsters. Crack heavy cavalry and elite bowmen are more than a match for even vast hordes of orcs and goblins.

GUIDELINES

Monster units closely follow the monster's own stat block. The guidelines below detail how to adapt a monster's stat block into an army unit. A large number of example monsters follow.

Armor Class & Hit Points. These carry over unchanged from the monster's stat block.

Speed. A speed of 20, 25, or 30 in the monster's stat block converts into 1 speed for a unit. For every additional increment of 10-30 feet beyond a speed of 30 feet, the unit's speed increases by 1 (i.e., 40-60 feet is speed 2, 70-90 feet is speed 3, etc.). If a monster's stat block has a speed of 15 or slower, as a unit it can move at a speed of 1 or take an action on its turn, not both.

Morale. A monster unit's morale starts at +0. If the creatures have 4 or more hit dice, add +1. If the creatures are described as being particularly aggressive (orcs) or organized (hobgoblins), add +1. Add +1 for monsters wearing medium armor or with natural armor yielding AC 15 or lower; this increases to +2 for monsters wearing heavy armor or with natural armor yielding AC 16 or higher. Monsters described as particularly craven, selfish, or lazy may have disadvantage on morale checks after losing just one-quarter (25%) of their unit's number of troops (instead of half, like normal).

Attacks & Damage. The unit's melee and range attack bonuses are taken from the monster's stat block. To determine the unit's damage rating, calculate the monster's maximum damage result of their best attack and divide it in half (rounding down). For each additional multiattack, add one-quarter of the maximum damage result to the previously calculated damage rating.

For bonus damage on a hit (such as an extra die of damage) or being near the monster (such as a fiery aura), add +1 to the damage rating for every 4 full points of maximum damage result if no saving throw is allowed; for every full 6 if the damage happens only once per turn or if a save is allowed for half damage; for every full 8 if a save is allowed to negate damage entirely.

Range. To determine the range of an attack, look at the maximum distance of the attack in the monster's stat block. A maximum distance up to 50 feet is a range of 1 space for a unit (in other words, adjacent only). If the maximum distance is 50-150 feet, the range is 2 spaces; up to 450 feet is 3 spaces; over 450 feet is 4 spaces.

Monster Abilities. Most monster abilities don't translate easily to units in mass combat. Monsters that have many or unique special features in their stat block generally are not appropriate troops in mass combat. As much as possible, convert any feature in the monster's stat block into a similar or comparable unit stat bonus or special ability available to army units.

Special features that cause **area damage** (such as breath weapons) can be converted into a special attack. Look at the maximum allowed distance to determine range as above (or convert it to range of 1 but only in a special circumstance). Area damage automatically hits for full damage (as if rolling "20" on an attack roll). To determine the damage rating, calculate the maximum damage result and divide it by 4 (round down). If the monster's feature recharges on a 5-6, it can be used 3 times during a battle, +1 more time for each recharge number better than 5 (e.g., 4 times for recharge 4-6).

Mounted Monsters. As with regular mounted units, monsters riding other monsters in battle gain +1 to AC, +1 to melee damage, and extra hit points equal to $\frac{1}{2}$ (round down) the mount's. The unit's speed is that of the ridden monster.

EXAMPLE MONSTER UNITS

GOBLINS (SMALL)

Armor Class	15
Hit Points	7
Speed	1
Morale	+0
Melee Attack	+4
Melee Damage	4
Ranged Attack	+4 (range: 3 spaces)
Ranged Damage	4
Special Abilities	Disengage or Hide as bonus action

GOBLIN WORG-RIDERS (CAVALRY)

Armor Class	16
Hit Points	20
Speed	2
Morale	+1
Melee Attack	+4
Melee Damage	5
Ranged Attack	+4 (range: 3 spaces)
Ranged Damage	4
Special Abilities	-

ORCS

Armor Class	13
Hit Points	15
Speed	1
Morale	+2
Melee Attack	+5
Melee Damage	7
Ranged Attack	+5 (range: 2 spaces)
Ranged Damage	4 (once per battle)
Special Abilities	move 1 space toward enemy unit as a bonus action

HOBGOBLINS

Armor Class	18
Hit Points	11
Speed	1
Morale	+3
Melee Attack	+5
Melee Damage	6
Ranged Attack	+3 (range: 4 spaces)
Ranged Damage	4
Special Abilities	-

HOBGOBLINS ON HIPPOGRIFFS (CAVALRY)

Armor Class	19
Hit Points	20
Speed	2 (ground or flying)
Morale	+4
Melee Attack	+5
Melee Damage	7
Ranged Attack	+3 (range: 4 spaces)
Ranged Damage	4
Special Abilities	-

SKELETONS (INFANTRY)

Armor Class	13
Hit Points	13
Speed	1
Morale	+1
Melee Attack	+4
Melee Damage	4
Ranged Attack	+4 (range: 3 spaces)
Ranged Damage	4
Special Abilities	immune to poison

SKELETONS (CAVALRY)

Armor Class	14
Hit Points	24
Speed	2
Morale	+2
Melee Attack	+4
Melee Damage	5
Ranged Attack	-
Ranged Damage	-
Special Abilities	immune to poison

WIGHTS

Armor Class	14
Hit Points	45
Speed	1
Morale	+2
Melee Attack	+4
Melee Damage	7
Ranged Attack	4 (range: 4 spaces)
Ranged Damage	7
Special Abilities	resistance to necrotic and nonmagic weapons that aren't silvered; immune to poison

MANES (DEMON, SMALL)

Armor Class	9
Hit Points	9
Speed	1
Morale	+0
Melee Attack	+2
Melee Damage	4
Ranged Attack	—
Ranged Damage	—
Special Abilities	resistance to cold, fire, and lightning; immune to poison

DRETCHES (DEMON, SMALL)

Armor Class	11
Hit Points	18
Speed	1
Morale	+0
Melee Attack	+2
Melee Damage	5
Ranged Attack	—
Ranged Damage	—
Special Abilities	<i>fetid, resistance</i>

Fetid. Once per battle, impose disadvantage on one melee attack by living creatures (unless they are immune to poison).

Resistance. Damage from cold, fire, and lightning is reduced by half; immune to poison.

HEZROUS (DEMON, LARGE)

Armor Class	16
Hit Points	136
Speed	1
Morale	+4
Melee Attack	+7
Melee Damage	20
Ranged Attack	—
Ranged Damage	—
Special Abilities	<i>resistance, stench</i>

Resistance. Damage from cold, fire, lightning, and nonmagic weapon attacks is reduced by half; immune to poison.

Stench. Living creatures have disadvantage on melee attacks (unless immune to poison).

LEMURES (DEVIL, MEDIUM)

Armor Class	7
Hit Points	13
Speed	1 (either move or take action)
Morale	+0
Melee Attack	+3
Melee Damage	2
Ranged Attack	—
Ranged Damage	—
Special Abilities	resistance to cold; immune to fire and poison

SPINED DEVILS (SMALL)

Armor Class	13
Hit Points	22
Speed	2 (flying)
Morale	+2
Melee Attack	+2
Melee Damage	5
Ranged Attack	+4
Ranged Damage	3
Special Abilities	resistance to cold and nonmagic weapons that aren't silvered; immune to fire and poison

BEARDED DEVILS (MEDIUM)

Armor Class	13
Hit Points	52
Speed	1
Morale	+4
Melee Attack	+2
Melee Damage	9
Ranged Attack	—
Ranged Damage	—
Special Abilities	resistance to cold and nonmagic weapons that aren't silvered; immune to fire and poison

NIGHTMARES (FIEND, LARGE)

Armor Class	13
Hit Points	68
Speed	2 (3 flying)
Morale	+1
Melee Attack	+6
Melee Damage	13
Ranged Attack	—
Ranged Damage	—
Special Abilities	immune to fire

MEZZOLOTHS (FIEND, MEDIUM)

Armor Class	18
Hit Points	75
Speed	2
Morale	+3
Melee Attack	+7
Melee Damage	8
Ranged Attack	-
Ranged Damage	-
Special Abilities	<i>cloudkill, resistance, teleport</i>

Cloudkill. Once per battle, fill one adjacent space with poisonous fog. This attack automatically hits (as if rolling “20”) for 10 damage (poison).

Resistance. Damage from cold, fire, lightning, and nonmagic weapon attacks is reduced by half; immune to acid and poison.

Teleport. Use action to teleport 1 space, or reduce damage rating to 4 to teleport after attacking.

NYCALOTHES (FIEND, LARGE)

Armor Class	18
Hit Points	123
Speed	2 (ground or flying)
Morale	+3
Melee Attack	+9
Melee Damage	20
Ranged Attack	-
Ranged Damage	-
Special Abilities	<i>resistance, teleport</i>

Resistance. Damage from cold, fire, lightning, and nonmagic weapon attacks is reduced by half; immune to acid and poison.

Teleport. Use action to teleport 1 space, or reduce damage rating to 10 to teleport after attacking.

OGRES (LARGE)

Armor Class	11
Hit Points	59
Speed	2
Morale	+1
Melee Attack	+6
Melee Damage	10
Ranged Attack	+6 (range: 2 spaces)
Ranged Damage	8 (javelin, once per battle)
Special Abilities	-

HILL GIANTS (HUGE)

Armor Class	13
Hit Points	105
Speed	2
Morale	+2
Melee Attack	+8
Melee Damage	21
Ranged Attack	+8 (range: 3 spaces)
Ranged Damage	17 (rock, once per battle)
Special Abilities	-

FROST GIANTS (HUGE)

Armor Class	15
Hit Points	138
Speed	2
Morale	+2
Melee Attack	+9
Melee Damage	31
Ranged Attack	+9 (range: 3 spaces)
Ranged Damage	23 (rock, once per battle)
Special Abilities	immune to cold

FIRE GIANTS (HUGE)

Armor Class	18
Hit Points	162
Speed	1
Morale	+3
Melee Attack	+11
Melee Damage	31
Ranged Attack	+11 (range: 3 spaces)
Ranged Damage	23 (rock, once per battle)
Special Abilities	immune to fire

YOUNG RED DRAGONS (LARGE)

Armor Class	18
Hit Points	178
Speed	2 (3 flying)
Morale	+3
Melee Attack	+10
Melee Damage	21
Ranged Attack	Automatic
Ranged Damage	24 (breath weapon, fire)
Special Abilities	<i>breath weapon, immune to fire</i>

Breath Weapon. Three times per battle when flying over an enemy unit, automatically hit for full damage (as if rolling “20”).

UNIT SIZE & TROOP NUMBERS

There are limits to the number of combatants that effectively can share the same 150-foot space. Effective unit numbers vary by unit type:

Infantry (small size)	125–250
Infantry (medium size)	100–200
Infantry (large size)	50–100
Cavalry (mounted)	50–100
Light Engines	15–30
Medium Engines	10–20
Heavy Engines	5–10
Cannon	15–30
Special Forces (spellcasters)	10–100
Monsters (huge size)	25–50
Monsters (gargantuan size)	10–25

Flying creatures need more space than those on the ground and are treated as one size category larger in terms of maximum numbers (e.g., Large flyers take up space as if Huge in size).

Normally the number of combatants in a unit falls around the middle of the range listed on the table. While technically there is no minimum number of troops in a unit, the lower number in the listed range is the minimal threshold for a unit to be considered normal strength. If a unit falls too far below this number, the commander often will look for reinforcements or even combine it with another understrength unit of the same kind to bring total numbers back above this threshold.

The high-end number in the range represents the absolute maximum number of troops in a unit that can still operate in one battlefield space. As the unit's number of troops approaches this maximum, the ranks become congested until the commander must break the oversized unit apart into two separate smaller units.

REGIMENTS

For epic battles between tens of thousands of troops, the scale of mass combat can be increased by using regiments. Each **regiment** consists of five units of identical type and quality with their total number of troops “stacked” together. For example, 5 identical units (same experience, abilities, and equipment) each of 200 heavy infantry would make one regiment of 1,000 heavy infantry.

Regiments use exactly the same rules as units. Units in a regiment move, attack, suffer losses, and make morale checks collectively like one oversized unit. However, a regiment is represented on a battle map by a Large-size figure/token taking up 4 squares (2x2). If a regiment is routed or eliminated, all units in it are removed or destroyed.

EXPERIENCE DECAY

Units that fight in many battles together will become exceedingly experienced and skilled at their work. However, skill level will decay over time if not kept up through active use or at least periodic drill and practice.

If a unit is **released** from the army when no longer needed (or no longer can be afforded), the soldiers will disperse across the surrounding territories looking for homes and work. Some may wait or at least will remain available to be called back in the future, but as more times passes more of the soldiers will drift away, their experience lost, and the skill even of those who remain will decay. A released unit that remains available in the surrounding region will lose 1 **experience** to decay per season (3 months or a fraction thereof) that passes before being recalled. However, if there is an appropriate unit creation improvement in the territory of the muster (e.g., a shooting range/grounds for missile infantry) and at least a couple weeks to retrain before the army marches, a recalled unit will have at least that facility's minimum provided level of experience.

If a unit is kept in a home territory and **supported** by an upkeep improvement, skill decay is slowed. Supported units lose only 1 experience per year (12 months or fraction thereof, at least 3 full months) that passes before being reactivated. As with recalled units, an appropriate unit creation improvement will ensure the unit has at least that facility's minimum provided level of experience.

Units that are **stationed** in a stronghold are in a constant state of readiness. They do not lose experience to decay.

HOW TO KEEP AN ARMY

Maintaining an army, especially a permanent standing force, is demanding and extremely expensive. Not only do troops need to be housed, fed, and paid, but units also need to be properly equipped and trained. Normally this requires the resources of a region or a large organization, particularly for more than a few hundred troops. However, there are ways that player-character heroes might come to command a larger army.

The most straightforward way is for heroes to be appointed for a time to lead, or temporarily recruit their own force from among, the existing army of a region. The government of the region pays the cost of the army, though the heroes may be invited to contribute treasure to support or improve the units. The other way is for heroes to gain sufficient revenue to raise and support units of troops on their own. Rarely can heroes find enough treasure through adventuring to afford such costs for long. One or more of the following methods usually is needed to maintain an army.

State subsidy. A ruler or government can give heroes a fixed sum of gold pieces (sometimes a one-time grant but often annually) in the understanding that it should be used to maintain a fighting force. Subsidies commonly range from 25,000 gp (to maintain a single unit), to 250,000 gp (to maintain a cohort of a thousand archers and infantry), up to 1 million gold pieces (enough to maintain a legion of a couple thousand cavalry, infantry, and bowmen). A subsidy is called “tribute” when extracted by threat.

Custom duties. Government revenue is very commonly collected indirectly through duties paid on commerce. These include tolls to pass roadway checkpoints, gate entry tolls, and port shipping fees. Heroes may be awarded the oversight and use of custom duties for a town or even a region. Each settlement will generate 1d4 gp (if the economy is weak), 1d6 gp (typical economy), or 1d8 gp (flourishing economy) times its population (normally 1,000 to 25,000) each month. Duties tend to be less unpopular than direct taxes, except to the merchants and traders who pay them.

Dues or tithes. Dues or tithes are similar to an annual subsidy except that they are paid by an organization, such as a religious order or a factional alliance. An organization can grant heroes some of its dues or tithes to maintain a

fighting force. Depending on the heroes’ reputation, the followers of the organization may be supportive or hostile to the idea. Only the richest of priesthoods or largest alliances could afford to surrender more than 1 million gold pieces of tithes or dues. Payment is called “tribute” when extracted by threat.

Resource concession. Most territories have some valuable natural resource worked by local laborers. Cash-strapped governments can give heroes exclusive rights to the profits of a resource site. This generates 1d4 gp (for a poor concession like a small fishery), 1d6 gp (for a concession of typical value like a lumber mill), or 1d8 gp (for a rich concession like a silver mine) times its labor force (typically one-quarter of the population of the surrounding nearby settlements) each month.

Taxes. In virtually every country, the ruler or government collects money directly from the population it controls. The ruler or government may assign the heroes to collect direct taxes for a settlement or even region to maintain an army. A commonly accepted tax rate is 3 gp per family per season (3 months). *To determine the number of families, divide the total population by 4 and round down.* A tax rate up to 6 gp will provoke complaint, especially if maintained for more than a few seasons. A tax rate up to 9 gp will cause misery among the poor and often violent rioting.

Territorial grant. A country may grant land to heroes, who will be expected to govern it and use its resources to maintain an army to defend it and the country. Sometimes this territory may be already developed—in which case the heroes will gain the custom duties, taxes, and possibly even resource concessions it contains. More commonly undeveloped territory (often in borderlands) is ceded to heroes to improve as they see fit to attract settlers and support an army. Holders of a territorial grant are expected to obey the laws and commands of the ruler or government that gave them the land—otherwise they will be in rebellion.

Founding a domain. Some heroes choose not to depend on any existing realm and instead venture into ungoverned wilderness to stake out undeveloped land for their own. If they win over (or conquer) the local population or attract settlers then taxable villages, towns, or even a city may arise. The heroes can use the land to build strongholds and other improvements to raise and maintain troops and improve their quality.

BUILDING IMPROVEMENTS

Wilderness can be developed or sparsely used land can be further improved in order to support heroes and their army. A convenient and natural division of territory is an amount of land equal to one full day's journey on foot from one edge to the other edge (24 miles). Each territory that is 24 miles across (or a 12-mile radius from a central point) can contain up to 24 **construction points** worth of improvements.

There are three types of improvements: *Unit Upkeep*, *Unit Creation*, and *Strongholds*. Each improvement costs a number of the territory's available construction points. A construction project also has a **cost** in gold pieces for supplies and to hire (or import) necessary labor and requires an amount of **time** to complete. Work can continue while the character paying for the project is away, but only 1 day of progress is made for every 3 days the character is away. However, if a **master builder** (a skilled hireling that typically earns 4 gp/day and can work on one project at a time) is hired, work can continue at normal pace even when the character is away.

Settlements in a territory compete with improvements for space and workers. Each **village** (population up to 1,000) reduces a territory's available construction points by 2, each **town** (up to 6,000) by 4, and each **city** (up to 25,000) by 8. If a territory runs out of construction points, the only way to build more improvements for an army is to expand into another territory.

UNIT UPKEEP IMPROVEMENTS

These improvements use land to provide shelter and livelihood or income to troops when they are not mustered in the army. Each improvement will support 1 unit of a particular type. They can be built multiple times in the same territory to provide more units with support. Once completed, each upkeep improvement covers the entire monthly **pay** of its supported unit.

COMMON FARMS

Construction Cost	6,000 gp
Construction Time	-
Benefit	Support 1 unit of light infantry or skirmishers

Commons are fields and meadow shared by poor farmers who live close by in huts. Only the poorest soldiers are content to live like this, collectively harvesting grain and raising pigs and chickens. Common farms use up **3 construction points**.

SMALLHOLDER FARMS

Construction Cost	15,000 gp
Construction Time	30 days
Benefit	Support 1 unit of medium infantry or archers

Smallholder farms are privately used fields and meadow. Each farm is sufficient to sustain a family living in a nearby cottage. Soldiers of a middling sort expect this kind of lifestyle.

Smallholder farms use up **3 construction points**.

FREEHOLDER FARMS

Construction Cost	30,000 gp
Construction Time	30 days
Benefit	Support 1 unit of heavy infantry or bowmen

Freeholder farms are privately owned land tracks. Each farm provides for an extended family and their farmhands living in a sizable farmhouse. Soldiers of a better class demand such a lifestyle. Freeholder farms use up **3 construction points**.

PASTURAGE

Construction Cost	15,000 gp
Construction Time	-
Benefit	Support 1 unit of light cavalry

Pasturage is open grazing land for cattle and sheep herded by poor horsemen and their families, who live in moveable tents or scattered hovels.

Pasturages use up **3 construction points**.

RENT FARMS

Construction Cost	25,000 gp
Construction Time	60 days
Benefit	Support 1 unit of medium cavalry or mounted archers

Privately used smallholder farms are not owned by those who work them. Often these tenants are

semi-free peasants that must pay regular rents for the use rights to their land. These rents yield income that provides for the lifestyle a better or more exotic sort of horsemen expects. Rent farms use up **3 construction points**.

FIEF FARMS

Construction Cost	30,000 gp
Construction Time	150 days
Benefit	Support 1 unit of heavy cavalry

Commons often are farmed by poor serfs bonded to the land and living in a little hamlet of hovels. They owe labor to raise crops and animals for a nearby manor house. This house, the land, and its serf labor are given as a fief to provide a high lifestyle to a knightly horseman and his family. Fief farms use up **3 construction points**.

BUILDER WORKS

Construction Cost	10,000 gp
Construction Time	30 days
Benefit	Support 1 unit of light, medium, or heavy engines

When specialist troops who make and operate engines aren't serving in the army, they typically work as builders. Their draft animals pull the cranes, levers, and pulleys made from their disassembled engines. Consisting of a walled yard, a few cottages, a stable, and warehouses, builder works use up **2 construction points**.

FOUNDRY

Construction Cost	30,000 gp
Construction Time	30 days
Benefit	Support 1 unit of cannon

When specialist troops who make and operate cannon aren't serving in the army, they typically work in a foundry casting metal slabs, bells, and statues. Their draft animals pull the bellows and haul weight. *Only a territory with at least one foundry can raise cannon units.* Consisting of a walled yard with forges surrounded by brick houses, a stable, warehouses, and a slag waste pit, a foundry uses up **2 construction points**.

UNIT CREATION IMPROVEMENTS

These improvements consists of buildings, fields, and other structures needed to raise and train army units. Unlike upkeep improvements, there is no need to build a creation improvement more than once in the same territory (multiple versions provide no additional benefit). The only way to benefit from more than one Bard College, for instance, would be to expand into another territory and build a College there. Creation improvements take up **1 construction point** each.

BARD COLLEGE

Construction Cost	25,000 gp
Construction Time	150 days
Benefit	Attract and retain 1 unit of bards with 2 experience

This tall, ivy-covered stone building looks akin to a stately abbey or guildhall. Once completed, military bards will arrive and make it their base. They will form one trained spellcaster unit. The builder can decide the number of bards in the unit (up to 100). Unless the cause is foolish or offensive, the bards will follow the builder's summons to war and ask for only half normal pay.

DRUID CIRCLE

Construction Cost	10,000 gp
Construction Time	100 days
Benefit	Attract and retain 1 unit of druids with 2 experience

This compound of stone rings and stout wood huts secluded in an old grove, river dell, or hilly valley is a shrine to the natural world. Once completed, druids will arrive and make it their sanctuary. They will form one trained spellcaster unit. The number who come seems random (roll 10d10). So long as the cause isn't offensive to them, the druids will follow the builder's summons to war and accept only half normal pay.

MAGE TOWER

Construction Cost	25,000 gp
Construction Time	150 days
Benefit	Attract and retain 1 unit of mages with 2 experience

This spindly, high tower looks of exotic construction compared to a fortified tower. Once completed, sorcerers or wizards will arrive and claim it as their place of meditation or study. They will form one trained spellcaster unit. The builder can decide the number of mages in the unit (up to 100). Unless the cause is foolish or risky, the mages will follow the builder's summons to war and ask for only half normal pay.

RANGER CONCLAVE

Construction Cost	10,000 gp
Construction Time	100 days
Benefit	Attract and retain 1 unit of rangers with 2 experience

This defensible outpost secluded in a woods or atop a stout hill is provided with abundant clean water, game stock, and forage. Once completed, rangers will arrive and make it their retreat when not on patrol. They will form one trained special-forces unit. The number who come seems random (roll 10d10). Unless the cause is abhorrent, the rangers will follow the builder's summons to war and accept only half normal pay.

TEMPLE

Construction Cost	50,000 gp
Construction Time	400 days
Benefit	Attract and retain 1 unit of clerics & 1 unit of paladins with 2 experience

This massive complex of marble and stone is dedicated to one or more deities. Once completed, clerics and paladins friendly to this religious alignment will arrive and take up duties in the temple. The clerics and the paladins each will form a trained special-forces unit. The number who come is decided by their religious order (roll 10d10 for each unit). So long as the cause isn't objectionable to their religious beliefs, the clerics and paladins will follow the builder's summons to war and accept only half normal pay.

WARLOCK COVEN

Construction Cost	10,000 gp
Construction Time	100 days
Benefit	Attract and retain 1 unit of warlocks with 2 experience

This hidden stone catacombs cut into the earth or the side of a cliff is dedicated to strange occult forces. Once completed, warlocks will arrive and make it their refuge. They will form one trained spellcaster unit. The number who come seems random...or fated (roll 10d10). The warlocks will obey the builder's summons to war and take half normal pay in return for being left alone and unobserved when back.

SIEGE WORKS

Construction Cost	10,000 gp
Construction Time	60 days
Benefit	Reduce "cost to equip" of artillery engines by 50%

This is large walled yard with timber, a lumber mill, warehouses, and a workshop for making gears and levers. These works produce light, medium, and heavy engines (not cannon) more affordably.

LEATHERWORK ARMORY

Construction Cost	5,000 gp
Construction Time	60 days
Benefit	Reduce "cost to equip" of skirmishers, archers, bowmen, light infantry, light cavalry, and mounted archers by 25%

This is a compound of huts for tanning hides, quilting padding, and cutting leather along with a storage building surrounded by a wooden palisade. The armory produces armor of padding, leather, studded leather, and hide more affordably.

STEELWORK ARMORY

Construction Cost	10,000 gp
Construction Time	60 days
Benefit	Reduce "cost to equip" of light infantry and light cavalry by 25%; medium & heavy infantry and medium & heavy cavalry by 50%

This is a compound of smithies for smelting ore and crafting metal along with a storage building surrounded by an iron fence. The armory produces metal weapons and armor more affordably.

BOWYER WORKS

Construction Cost	5,000 gp
Construction Time	60 days
Benefit	Reduce “cost to equip” of archers, bowmen, and mounted archers by 25%

This is a compound of carpentry and fletching huts along with a storage building surrounded by a wooden fence. These works produce bows, crossbows, arrows, and bolts more affordably.

MARE CORRAL

Construction Cost	5,000 gp
Construction Time	60 days
Benefit	Reduce base “cost to equip” light cavalry and mounted archers by 200 gp

This is a large fenced meadow containing barns and stables. Nimble light horses such as rounceys are bred more affordably here. Spirited mares are picked out and trained for war.

STALLION CORRAL

Construction Cost	5,000 gp
Construction Time	60 days
Benefit	Reduce base “cost to equip” medium cavalry and heavy cavalry by 200 gp

This is a large fenced meadow containing barns and stables. Strong heavy horses (coursers and destriers) are bred more affordably here. Spirited stallions are picked out and trained for war.

DRILL FIELD / GROUNDS

Construction Cost	5,000 gp / 10,000 gp
Construction Time	30 days / 60 days
Benefit	Infantry units created in territory start with 1 or 2 experience

This is a large mustering field containing barracks and training yards for hand-to-hand combat. Infantry units created here start out Trained (1 experience). If the more extensive Drills Grounds are built, they start out with 2 experience.

SHOOTING RANGE / GROUNDS

Construction Cost	5,000 gp / 10,000 gp
Construction Time	30 days / 60 days
Benefit	Missile infantry units created in territory start with 1 or 2 experience

This is an elongated field containing barracks and roped-off lanes with arrow butts for ranged shooting. Missile infantry units created here start out Trained (1 experience). If the more extensive Shooting Grounds are built, they start out with 2 experience.

RIDING / TOURNAMENT LISTS

Construction Cost	5,000 gp / 10,000 gp
Construction Time	30 days / 60 days
Benefit	Cavalry units created in territory start with 1 or 2 experience

This is a long, flat field containing pavilions, stables, and roped-off lanes where horseman can practice riding maneuvers, striking a quintain, or jousting. Cavalry units created here start out Trained (1 experience). If the more extensive Tournament Lists are built, they start out with 2 experience.

PROVING RANGE / GROUNDS

Construction Cost	5,000 gp / 10,000 gp
Construction Time	30 days / 60 days
Benefit	Artillery units created in territory start with 1 or 2 experience

This is a large field surrounded by earthen mounds with targets at various marked distances. Just outside are barracks for artillery specialists and warehouses for holding the machines. Artillery units created here start out Trained (1 experience). If the more extensive Proving Grounds are built, they start out with 2 experience.

ARMY STRONGHOLDS

Strongholds are fortified stone buildings meant to protect occupants from attack. Chiefly strongholds maintain troops stationed there for active duty. A large stronghold can serve as the administrative center of a region and house over a thousand troops ready for their lord's command (such units commonly are referred to as a lord's "hearth" troops or "life guards").

Whereas units in upkeep improvements need some days to gather for duty (depending on their distance from the muster point), and previously released soldiers require many weeks to be called back, units stationed in a stronghold are on active duty and can take the field at any time.

Furthermore, strongholds provide a substantial edge in battle—units defending a stronghold are considered to have **higher ground** and **cover** in terms of advantage/disadvantage in mass combat.

Each stronghold can house a number of units (sometimes of particular types). Being stationed in a stronghold covers *half* the monthly **pay** of a unit (as shelter and food are provided there). Multiple strongholds, or a complex of connected strongholds, can be built in the same region to house bigger armies. Most strongholds take up 1 **construction point** each (unless specified otherwise in the description).

FORTIFIED TOWER

Construction Cost	15,000 gp
Construction Time	100 days
Benefit	Station 1 infantry unit or 1 artillery unit (except for heavy engines)

Fortified towers are made of stone and can stand alone watching over the land, or they can be part of a larger fortress connected by stone walls.

OUTPOST / FORT

Construction Cost	15,000 gp / 25,000 gp
Construction Time	100 days / 150 days
Benefit	Station 1 unit (any type) / 1 cavalry or infantry unit plus 1 artillery unit

Outpost and forts are built in borderlands away from other construction. A fort is a higher outpost with walls and watchtowers that can hold artillery.

NOBLE ESTATE WITH MANOR

Construction Cost	25,000 gp
Construction Time	150 days
Benefit	Station 1 cavalry unit and 1 infantry unit

A noble estate is larger and more defensible manor than those found in typical fiefs. Often it is home to the family of the region's overlord, guarded by favorite infantry and cavalry troops. Noble estates must be built in the countryside with open land away from other settlements.

KEEP / GREAT KEEP

Construction Cost	50,000 gp / 100,000 gp
Construction Time	400 days / 600 days
Benefit	Station 3 units (any type) / 6 units (any type)

A keep is a large, broad fortified tower surrounded by a field (bailey) with outbuildings and often with additional chambers underneath (dungeon). A great keep is even bigger and has a gated barbican.

SMALL CASTLE / LARGE CASTLE

Construction Cost	250,000 gp / 500,000 gp
Construction Time	900 days / 1,200 days
Benefit	Station 15 units (any type) / 25 units (any type)

A small castle consists of a large keep overlooking a field (bailey) with outbuildings—all surrounded by a ditch (motte) and wall with corner towers. A small castle takes up 2 **construction points**.

A large castle is a complex of smaller keeps around a master keep—all ringed by a stone wall (curtain) with many towers and gated barbicans. A large castle takes up 3 **construction points**.

PALACE

Construction Cost	500,000 gp
Construction Time	1,200 days
Benefit	Station 20 units of infantry or cavalry only

A *palace* is a vast, ornate structure circled by extensive and gated grounds. It is meant to impress as an administrative and political center. A palace takes up 2 **construction points**.