Note: For the most part, this rule expansion follows the normal rules for D&D. However, whenever these rules contradict the normal rules for D&D, these rules take precedence.

Before Battle
1: Each unit begins with a Unit Info Card, a Tactics Track Reference Card, and a Commander minicard.
2: **Terrain** rules should be conveyed before battle begins. Example terrain is as follows:
    - Ruins: Difficult Terrain. ½ cover if inside. Unit can take a bonus action to up to ¾ cover. Can't shoot at units on other side.
    - Forests: Difficult Terrain. ½ cover if inside. Can't shoot at units on other side.
    - Fields: Difficult Terrain. If shooting a target on the other side, they have ½ cover.
3: **Scale** is 1" equals 10 feet.
3: **Determining Initiative:** Initiative is ranked based on the Dexterity Modifier of the unit plus the Dexterity modifier of the unit's commander. Ties alternate between sides, starting with the defender.
4: Each unit decides which Tactics Track to use and sets their rank to 0

Tactics Track	Rank						
	-3	**-2**	**-1**	**0**	**1**	**2**	**3**
Defensive	+2 AC, -2 Atk, -2 Dmg	+2 AC, -2 Atk, -1 Dmg	+ 2AC, -2 Atk	+2 AC, -2 Atk	+2 AC, -2 Atk	+2 AC, -1 Atk	+2 AC
Aggressive	+2 Atk, -2 AC, -2 Morale	+2 Atk, -2 AC, -1 Morale	+2 Atk, -2 AC	+2 Atk, -2 AC	+2 Atk, -2 AC	+2 Atk, -1 AC	+2 Atk
Supporting	+2 Morale, -1 Atk, -2 Dmg	+2 Morale, -1 Atk, -1 Dmg	+2 Morale, -1 Atk	+2 Morale, -1 Atk	+2 Morale, -1 Atk	+4 Morale, -1 Atk	+4 Morale
Vicious	+2 Dmg, -1 AC, -2 Morale	+2 Dmg, -1 AC, -1 Morale	+2 Dmg, -1 AC	+2 Dmg, -1 AC	+2 Dmg, -1 AC	+4 Dmg, -1 AC	+4 Dmg

Note that the Atk modifier modifies the DC for saving throws from attacks/spells/abilities caused by the unit, as well as the attack modifiers from attack rolls. The Dmg modifies the damage of each hit caused by the unit.

The Round:
1: Each unit that is not engaged in melee combat may choose to change their Stance from Close to Open or vice-versa. A unit must be in a Stance, you cannot choose to have no Stance.
Close Stance:
- Shield Wall: +1 to AC
- Follow-through: At the end of the round, this unit may elect to move up to half their speed in any direction if all units they're engaged with Flee or Rout.
- Sturdy: +2 to Morale Checks

Open Stance:
- Skirmishers: Up to 10 additional NPCs in the unit may attack each round (meaning a max of 30 instead of the usual 20)
- Unsupported: -2 to Morale Checks

2: Set each unit's Total Damage Received to 0.
3: Each unit whose commander is still alive increases the rank on their Tactics Track by 1. If the unit was at Rank 0 or higher at the beginning of the round, they may <u>instead</u> choose to switch to Rank 0 on

another Tactics Track. (Ignore this step in the first round)

4: Descending through initiative order, each unit takes their turn- the unit moves, takes bonus actions, and actions. The unit including the commander all move together, at the speed of the slowest character in the unit. Bonus actions and actions are first performed by the commander and then by the unit.

<u>Commander turn:</u> The commander will move with the unit, but take their bonus actions and actions separately. Commanders do theirs before the unit.

Note that Commanders may choose to perform any special bonus or move actions that the unit can perform.

Special Commander actions:

1) If a unit is engaged in melee, as a free action the commander can call out the commander of the opposing unit. If the opposing unit's commander accepts, they duel- both commanders can only attack and be attacked by each other. If the opposing unit's commander declines, the opposing unit's Tactics Track Rank is reduced by 1. A commander can only duel one enemy commander at a time.
   1. Once a duel is initiated, the commanders stay dueling until one is slain or one's unit flees/disengages/routs.
   2. Commanders that are dueling begin each round the same distance as the units are from each other. Typically this means they're adjacent to each other, but if the unit is making melee attacks using lances, for example, they may not be.

2) As an Action, the commander may attempt to encourage their unit; they make a DC 12 Persuasion, Insight, or History check. On a success, increase the unit's Tactics Track Rank by 1.
   1. A commander may choose to do this as a Bonus Action instead, but the DC increases to 15 and if they fail, reduce the unit's Tactics Track Rank by 1.

<u>Commander attacks:</u> If the commander is in a duel, they make their attacks against the opposing commander as per normal D&D rules. If they're attacking the unit, make the attack as if attacking a single member of the unit and record the damage done, but don't apply it just yet; all damage is applied at the end of the round. <u>Note that all commander attacks do max damage, but you still roll to hit as normal. The damage on their cards are reflected as die codes so you know how much to double.</u>

<u>Unit Movement:</u> A unit in melee follows all the rules for movement in D&D, treating the unit as if it's one character. So if it moves out of combat without disengaging it will take an attack of opportunity.

Special Unit actions:

1) Charge: A unit that dashes as its action and ends adjacent to an enemy unit may also take the Attack action against the unit it moved adjacent to.

<u>Unit Attacks:</u> To determine how many members in the unit hit their opponent:

1) Determine how many characters in the unit are eligible to attack:
   1. If the unit is in Close Stance, up to 20 characters can attack (obviously less if they have less than 20 remaining in the unit)
   2. If the unit is in Open Stance, up to 30 characters can attack (obviously less if they have less than 30 remaining in the unit)

2) To determine how many hit, first determine what one of the unit members would need to roll in order to hit a member of the target unit. Don't forget modifiers from Tactics and Stance, and that Advantage would count as a +5 and Disadvantage would count as a -5. Once the d20 roll needed to hit is determined, roll 1d6 to determine the appropriate divisor, then divide the number of eligible attackers by the divisor listed in the following table:

D20 Roll Needed	Divisor (roll d6 to determine which column to use)					
	1	2	3	4	5	6
1-5	2	1	1	1	1	1
6-12	3	2	2	2	2	1
13-14	5	4	3	3	2	2
15-16	6	5	4	4	3	2
17-18	7	6	5	5	4	3
19	15	10	8	8	7	6
20	20	20	20	20	15	10

So the math formula is Number of Eligible Attacking Characters / Divisor from the table above. Round any fractions up. This will tell you the number of Hits scored.

3) To determine the amount of damage the unit deals, multiply the number of Hits scored by the Max damage for the weapon used. For example, if there are 10 hits and they do 6 damage maximum, that means the unit dealt 60 damage.

4) Do this for each attack the unit can make (including by any mounts), and add the damage from all the attacks together to determine the Total Damage Dealt.

5) If the unit commander attacked the target unit, add the damage they dealt to the Total Damage Dealt

6) Apply the Total Damage Dealt to the target unit's Total Damage Received

7) **Slain Commanders:** If the unit's commander is killed, immediately reduce the unit's Tactics Track Rank by 1. Discard the enemy unit's Commander Card. If they were killed in a duel, also increase the Tactics Track Rank of the unit that defeated him by 1.

8) **Area effect damage:** To determine how many targets are hit by area effect spells/weapons, first determine if the target is in Open or Close Stance:
   1. If they're in Close Stance, all of the members of the unit are standing shoulder to shoulder in 10 files. Diagram is below.
   2. If they're in Open Stance, every member of the unit is standing 5 feet apart from every other member of the unit. Diagram is below.
   3. Use the Divisor table above to determine how many succeed and how many fail the saving throw, based on what an individual in the unit would need to roll to make the save. The formula is Number of Targets / Divisor. Round any fractions up.
   4. Pass or fail, always use the average amount of damage.
      1. If there are any lingering effects (ie poison or whatever), ignore it and instead apply disadvantage to the target unit for the next round.
   5. Since unit commanders can only be directly targeted while in a duel, they cannot be included in the area of effect if the unit is targeted. You use the calculation referenced in section 1).1.1. and 1).1.2, below, to determine how much damage is applied to them. If an area of effect is cast while in a duel, it only affects the opposing commander and not the unit.

9) **Mounted Units:** A mounted unit's mounts will take actions as normal. Typically, this means that a mount can only take the Dash, Disengage, or Dodge action. However, mounts cannot be targeted directly by any attacks or effects. If the

rider is defeated, then its mount is also defeated.

10) **Attacking Single Characters:** Sometimes notable NPCs or siege weapons will operate as single characters. Any ranged attack made by a unit against them has Disadvantage and the target is treated as if they're in Half cover. Any melee attack made by a unit against them has Advantage. Any damage caused by a unit against a Single Character is reduced by half of the Single Character's AC.

   1. Attacks made by commanders or other Single Characters against them are made as normal. Note that if a Single Character is in Melee combat and either the Single Character or the unit's commander declares a duel that is accepted, only the commander may attack the Single Character and vice-versa.

11) **Unit Ranged Combat Special Rules:**

   1. Unit ranged attacks at enemies engaged in melee is not allowed.

   2. Unit ranged attacks never gain the benefit of Multiattack- if you're using a ranged attack, the unit can only fire once.

   3. If a unit is making a ranged attack while mounted, treat the target as if it's Cover is one step better- so a target in the open has Half cover, a target with Half cover has Three-Quarters cover, and a target with Three-Quarters cover has Total cover.

12) **Stance and Tactics Track Modifiers do not apply to commanders**

End of Round:

1) Starting with the unit with the LOWEST initiative and ascending from there, if the unit that has taken any damage you must determine how many casualties the unit has taken:

   1. Divide the Total Damage Received by the max HP of the unit members' basic stats. So for example, assume the target unit is made up of Thugs, and during the course of the round they received 60 damage. Since Thugs have 32 HP apiece, The result is 1 with a remainder of 28. This means you've killed 1 enemy, but what happens with the remainder?

      1. If the remainder is less than half the max HP of the unit members' basic HP, ignore it

      2. Otherwise, if the remainder is half or more of the max HP of the unit members' basic HP:

         1. If the commander is not in a duel: The attacking player may choose to either apply 4d6 damage to the commander OR kill one additional unit member

         2. If the commander is in a duel, or is dead: Kill one additional unit member.

2) Next, if the unit's Unit's Commander was defeated, discard the unit's commander card (if it hasn't been already). Since the Commander is dead, the unit never increases their Tactic Track Rank at the start of a round, and therefore also cannot change Tactic Tracks.

3) Finally, if the Unit has taken any casualties it must make a Morale Check.

   1. This is a d20 check plus modifiers. The DC is dependent on how many members are left in the unit versus the unit's starting size:

      1. If the unit has 76%-100% of its starting size, the DC is 6

      2. If the unit has 51%-75% of its starting size, the DC is 10

      3. If the unit has 26%-50% of its starting size, the DC is 14

      4. If the unit has 1%-25% remaining, the DC is 18

   2. To make the check, roll a d20 and add the following modifiers to it:

      1. The unit's Tactics Track Rank (this could be a negative if the Rank is less than 0)

      2. Any modifiers to Morale Checks based on the unit's Stance or Tactics Track

      3. If the unit is in melee combat, -3 for each unit it is in melee with.

   3. If the unit somehow only has its commander remaining, it automatically Routs, and cannot

make the Charisma Saving Throw in section 2).1.8. to prevent it.
4. If the check is successful, the unit stays in the fight
5. If the check fails, reduce the unit's Tactic Track Rank by 1.
6. If the check fails by 5 or more, the unit also Flees:
    1. Reduce the unit's Tactic Track Rank by 1 more.
    2. If it's not engaged in melee, it moves up to its movement speed directly towards the nearest table edge. If that takes it off the board, it's routed.
    3. If the unit is engaged in melee, it moves its movement speed directly away from the largest unit it's in melee with, and all enemy units that were engaged with it that are in Close Stance may make an attack of opportunity against it, calculated as per the unit making an attack rules above. The attacking unit(s) commanders may make an attack as well, following the normal D&D rules for attacks of opportunity, but only against the unit.
7. If the the check fails by 10 or more, the unit Routs. Take the unit off the table.
8. If the unit failed by 5 or more and it still has a commander, the commander can make a DC 12 Charisma Saving Throw to keep their unit in line:
    1. If the saving throw fails, there is no effect
    2. If the saving throw succeeds, and the Morale Check failed by:
        1. 5-9: treat it as if the Morale Check failed by 1 instead (meaning the unit just reduces it's Tactic Track Rank by 1).
        2. 10 or more: treat it as if the check failed by 5 instead (meaning the unit Flees instead of Routs).
4) On to the next round!

REFERENCE

Unit Roll Results Table

D20 Roll Needed	Divisor (roll d6 to determine which column to use)					
	1	**2**	**3**	**4**	**5**	**6**
1-5	2	1	1	1	1	1
6-12	3	2	2	2	2	1
13-14	5	4	3	3	2	2
15-16	6	5	4	4	3	2
17-18	7	6	5	5	4	3
19	15	10	8	8	7	6
20	20	20	20	20	15	10

Tactics Track

Tactics Track	Rank						
	-3	**-2**	**-1**	**0**	**1**	**2**	**3**
Defensive	+2 AC, -2 Atk, -2 Dmg	+2 AC, -2 Atk, -1 Dmg	+ 2AC, -2 Atk	+2 AC, -2 Atk	+2 AC, -2 Atk	+2 AC, -1 Atk	+2 AC
Aggressive	+2 Atk, -2 AC, -2 Morale	+2 Atk, -2 AC, -1 Morale	+2 Atk, -2 AC	+2 Atk, -2 AC	+2 Atk, -2 AC	+2 Atk, -1 AC	+2 Atk
Supporting	+2 Morale, -1 Atk, -2 Dmg	+2 Morale, -1 Atk, -1 Dmg	+2 Morale, -1 Atk	+2 Morale, -1 Atk	+2 Morale, -1 Atk	+4 Morale, -1 Atk	+4 Morale
Vicious	+2 Dmg, -1 AC, -2 Morale	+2 Dmg, -1 AC, -1 Morale	+2 Dmg, -1 AC	+2 Dmg, -1 AC	+2 Dmg, -1 AC	+4 Dmg, -1 AC	+4 Dmg

Note that the Atk modifier modifies the DC for saving throws from attacks/spells/abilities caused by the unit, as well as the attack modifiers from attack rolls. The Dmg modifies the damage of each hit caused by the unit.

Morale Check:
Roll is d20 + Tactics Track Rank + Modifiers from Tactic Track & Stance – 3/enemy engaged in Melee.
76%-100% of its starting size, the <u>DC is 6</u>.   **26%-50%** of its starting size, the <u>DC is 14</u>.
51%-75% of its starting size, the <u>DC is 10</u>.   **1%-25%** remaining, the <u>DC is 18</u>.
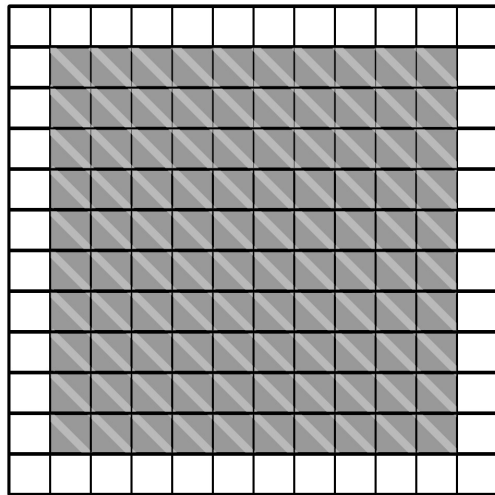
Stances:
Close Stance:
  – Shield Wall: +1 to AC
  – Follow-through: At the end of the round, this unit may elect to move up to half their speed in any direction if all units they're engaged with Flee or Rout.
  – Sturdy: +2 to Morale Checks

Open Stance:
  – Skirmishers: Up to 10 additional NPCs in the unit may attack each round (meaning a max of 30 instead of the usual 20)
  – Unsupported: -2 to Morale Checks

Close Stance

+1 AC
+2 Morale
Follow-Through

Open Stance

-2 Morale
+10 Max
Attacks