

FIELDS OF BATTLE

MINIATURE BATTLE RULES
FOR CASTLES & CRUSADES



TROLL
LORD
GAMES

CASTLES & CRUSADES: FIELDS OF BATTLE

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Bowbe, Dirty Bowbe's Roadhouse, Taxus, Ataxus are creations of Casey W. Christofferson. Bowbe also appears in *Bard's Gate* by Necromancer Games; Authors Casey W. Christofferson, Shane Glodowski, and Clark Peterson.



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FIELDS OF BATTLE

PRELUDE

His cold grey stare scanned the hoarfrost-coated horizon as he took a deep breath of the crisp, cold air. Ahead of him, a forest of spears undulated ever nearer like a swarm of springtime ants on a fresh-baked cake as they came across the hill, crushing the frosty ground under foot into a slick mud as they trod ever forward. Lumbering here and there amongst this forest were the gaunt and haunted tree-like figures of trolls. Their wild manes flecked with ice, their greenish-grey skin looking no less like some lichen and moss-mottled aberration of a cursed willow grove.

Despite the unnatural height of the twisted trolls and the length of the spears borne by the chattel, one figure among the host stood out from the rest. Red-maned and primeval in form strode the hulking mass of a giant of the hyperborean wastes. Its bare flesh gleamed like a polished mammoth tusk in the glare of new-lit sunlight on ice, as it barked orders and laid to and fro with a bullwhip nearly twice his own 15-foot frame.

Turning his eyes to the ridgeline behind him, he took stock of the hasty defenses his clansmen had crafted and noted the intensity in their gaze. Their fingers clenched and unclenched on haft of axe, hilt of sword, and shaft of spear, as they stared wild-eyed at the approaching horde. More than a few brave men trembled at the sight of the red and white giant presenting itself upon their ancestral lands as a would-be conqueror.

With luck, their defenses would be enough. Bowbe willing, his years spent on the battlefield, waging war in far-flung climes and for various banners, would bear fruit this day. Then again, he surmised... knowing the capricious deity as he did, anything that could happen probably would. If it be his death, then let it be with his blade in his hands and the corpses of his foes strewn about him in ruin. A fitting death was all he could ask for, he thought, as he slowly and deliberately chewed a hole in his tongue. He mixed the blood with his spit, and let his spittle, ever so slowly, run down his stubbled chin.

“Draw them in, you Bowbe’s!” he shouted at length, blood and froth spraying from his mouth as he howled to his host. “Let them waste their legs crossing our field. Let this ice and mud be the last their wicked feet ever touch upon our heath! Let them pay in blood

for entering our lands and threatening our kin!” Lifting a curious, long-bladed spear begotten in some unknown land over his head in his left hand and his sword in his right, he howled wildly into the frosty morning air. His howls echoed in the throats of all who stood with him that morning. He turned his head to the hulking beast that stalked ever toward their position and staked the spear in the ground at his feet as he pointed the length of his sword at the head of the giant. “By Bowbe, your head is mine!”

With that, he sucked his tongue and clenched his teeth in a grimace. The coppery taste of his own blood dripped slowly down his throat. Already, he could feel the faint tingle of the wrath burning with electric intensity in his limbs as his heart began to race. “Soon, Bowbe. Very soon.”



INTRODUCTION

Warfare between vast forces of men and monsters or man versus man is a common backdrop in fantasy fiction and world mythology. This bloody tapestry is woven from the flesh and blood of heroes and kings, or aptly enough, villains and traitors. Such glorious conflict may serve as the setting for fantastic campaigns, but is often avoided or presented only in the most watered-down form due to problematic or overly complicated game mechanics.

In the common role-playing game experience, more often than not, the running, planning, and deployment of battlefield forces and the final outcome of victory hinge on the tertiary activities of the player characters and their behind-the-scenes machinations. Adventures are frequently designed to avoid placing the characters directly on the battlefield. Instead, these adventures typically place the characters “on the sideline” or behind enemy lines, where they pursue renegade generals, wizards, or clerics, rather than placing them in the thick of combat where they belong.

In such instances, when the player characters miraculously slay the evil wizard in his lair or stage a commando raid on the palace of the wicked king and kill him, their side automatically wins the war! No other general seizes power, no other villain steps in to drive enemy forces against their allies, and the whole enemy army collapses into a bottomless chasm. While succeeding at their task in such sideline adventures may leave the PCs content overall, bypassing the true climax of the campaign—the epic battle—often leaves the players feeling somewhat empty and dissatisfied with the game session. Players want to experience the battle; they want their characters to slug it out in the trenches with the armies like the heroes of their favorite movies or books.

By its very nature, the *Castles and Crusades*™ fantasy role-playing game’s elegant game mechanics (called the SIEGE Engine™) readily lend themselves to the blending of standard game play with classic battlefield struggles. This simple, straight-forward, easy-to-use system easily simulates battles between hundreds and even thousands of combatants in a single gaming session. The *Fields of Battle*™ modification to the SIEGE Engine™ places the PCs and their arch enemies on the same battlefield, right alongside the forces of combatants, allowing their skills and abilities to have a direct impact on the wars they wage.

The *Fields of Battle*™ version of the SIEGE Engine™ is designed for quickness and ease of play. To simulate large-scale warfare using the *Fields of Battle*™, players can use whatever markers they have on hand to represent troop units, or they can use the game’s included markers and terrain provided by Fat Dragon Games™. Alternative markers could include dice, chips, jelly beans, counters, plastic army men, or simple symbols and arrows drawn on a blank sheet of paper or dry erase mat. Basically, one need not spend a fortune collecting numerous game pieces to represent vast armies in order to enjoy playing out important campaign battles. Luckily, *Fields of Battle*™ includes enough counters to play through the introductory battles included with this product. Players will also need a set of dice: d4, d6, d8, d10, d12, and a d20.

Taken further, *Fields of Battle*™ may easily be played as a game of tactical fantasy battles. In this instance, players need only the precursory *Castles & Crusades Quick Start Rules* and the contents of this boxed set to get a quick handle on the basic terminology of SIEGE Engine™ combat. The *Castles & Crusades Quick Start Rules* are available for free online at <http://www.trolllord.com/store/index.html>

Fields of Battle™ and Other Game Systems

While *Fields of Battle*™ is as a mass combat system designed for use with *Castles & Crusades* (C&C), the system is highly adaptable to your favorite fantasy role-playing game, especially those games (old or new) using a 20-sided die (d20) for game resolution. Converting for use with d20-based games, in fact, is easiest overall, as these games have similar game concepts to those presented within C&C and *Fields of Battle*™: armor class (AC), hit points (hp), hit dice (HD), attack bonuses (AB), movement rate, morale, and saving throws. Additionally, many of the monsters and player races will be familiar to d20 gamers. Still, Game Masters (called Castle Keepers in C&C) unfamiliar with d20-based games can easily master these game concepts, making *Fields of Battle*™ a viable mass combat system for those games, as well—with a little translation work on the Game Master’s part.



CHAPTER I: FORCE STRUCTURE

TROOP UNITS

The various corps of troops is divided into units. These units can range from a single heroic individual to the mightiest host. Forces may also be comprised of various classes and levels when determining their might and vanquishing difficulty. This gives the Castle Keeper (CK) a lot of flexibility when designing units.

THE INDIVIDUAL OR HERO UNIT

In any armed force, success sometimes comes down to the bravery and skill of a single individual. In *Fields of Battle*, certain individuals stand out and fight on their own; they are counted as individual units rather than as portions of larger combat units. These individuals are called hero units, and they may be comprised of a single PC, NPC, or creature of massive size. Massive creatures falling into the category of hero units include giants, dragons, and other beings that can cause substantial damage throughout broad areas of the battlefield, or that can single-handedly oppose large groups of enemies (See **Table 1-8 Battlefield Space for Squads and Creatures of Huge Size or Larger**, page 6, for more information; See **Chapter 5** for information on hero-versus-unit combat).

THE SQUAD

A squad is the basic organizational unit of normal troops. A single squad is the smallest increment of these types of units, but can be included in any range of larger combat units: all larger units are measured on the basis of how many squads they contain.

Squads generally include members of the same class and ability level, with each member carrying the same or similar gear. Squads of small- and medium-sized figures are organized on a base 5 formula; medium-sized units have 5 members, and small-sized units have 10 members (or twice as many as medium-sized units). Large units consist of only 2 members per squad.

Heroes, being PCs and important NPCs, are usually not considered part of the “squad count,” as they generally act independently as hero units. However, heroes may embed themselves within a unit, providing them with special bonuses (See **Embedded Heroes** in **Chapter 5: Heroes at War**); in such instances, the hero does become part of the squad count and fights as part of that squad, thereby losing the ability to act individually (unless they are spellcasters). If the hero remains a hero unit, though, she can still affect one or more allied units: all allied units within sight of a hero who can witness her victorious deeds on the battlefield may gain morale boosts (See **Morale** in **Chapter 4: Combat**).

RACIAL MODIFIERS & RACIAL COMBAT MANEUVERS

Many of the standard races have peculiar strengths and weaknesses on the battlefield. These are reflected in racial modifiers for squads comprised of members of a particular race. If a squad consists of a single racial type, these modifiers apply as described in their squad lists, or can easily be deduced from their description in *Monsters and Treasure*.

RACIAL MODIFIERS IN MIXED SQUADS

In squads consisting of mixed races, racial modifiers are granted based on the majority race. If there is no majority race, then all are treated as their human or humanoid average components. For example, a squad comprised of three humans and two elves would qualify as human infantry.

RACIAL COMBAT MANEUVERS

Units composed of members of a particular race can also perform special combat maneuvers on the battlefield. These maneuvers are detailed in **Chapter 4: Combat**.

FACING

Unit size affects the number of members in the unit and the unit's facing size. A facing of 1 means the unit occupies a square of 1 inch on each side on a battle mat or piece of graph paper. For individual hero units and squads (see below), the scale is 1 unit = 10 ft. A unit can attack an adjacent unit in melee; the attacked unit can be adjacent to any of the attacking unit's facing sides. If you are playing a larger scale battle involving units larger than squads, the facing unit scale should be adjusted accordingly; for example, a platoon is roughly 5 times larger than a squad, so its facing is 50 ft., not 10 ft. So, when using platoons as your base unit, 1 facing unit = 50 ft.

Facing is more important in epic-scale battles than in dungeon crawl adventures, as facing implies the direction the array of forces attacks or defends as a unified force.

LARGER FORCE GROUPINGS

Units larger than squads certainly exist on the battlefield. To simplify things, assume any groupings larger than squads that carry similar weapons, are similar level, and use similar gear make up platoons, companies, and battalions, depending on how many squads comprise them. Each of these larger groupings of like squads is referred to as a force. Depending on the scale of the battle to be played out, Castle Keepers may choose a larger force size as the standard unit size for the battle instead of using squads. In this case, simply modify the attacks, facing, damage, etc., to apply to the standard unit size chosen rather than to the squad. Hero units have the same modifiers no matter the chosen basic unit size.

TABLE 1-1: UNIT SIZE COMPARISON (SQUAD AS BASE UNIT SIZE)

SIZE OF FORCE	BASE FACING UNIT	NUMBER OF MEDIUM TROOPS
SQUAD:	1	5
PLATOON: 5+ Squads	5	25+
COMPANY: 5+ Platoons	25	125+
BATTALION: 5+ Companies	125	655+
BRIGADE: 2+ Battalions	250	1310+
DIVISION: 2+ Brigades	500	2620+

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Army: Armies consist of mixed brigades, battalions, and companies of similarly armed and armored hosts. Armies can be of any size acceptable in your campaign setting.

Unless scattered all over the battlefield, forces should be counted in their most basic groupings and battle formations. Swordsmen should be grouped with swordsmen, cavalry with cavalry, and archers with archers.

Mixing squads with larger units can quickly become unwieldy, so the CK may wish to start with a larger base unit for large-scale battles to help keep things simple and facings workable. For example, if starting with platoons, the base facing of a platoon is 1, not five, and larger units scale up accordingly (i.e., a company's facing is then 5, or 5 times that of a platoon, and a battalion's facing is 25, or 5 times that of a company, etc.). The ratios remain the same, and whatever base unit size you choose becomes a base facing of 1.

TABLE 1-2: FACINGS WITH PLATOON AS BASE UNIT SIZE

UNIT SIZE	BASE FACING UNIT	FACING SCALE
Platoon	1	1 unit = 50 ft.
Company	5	
Battalion	25	
Brigade	50	
Division	100	

TABLE 1-3: FACINGS WITH COMPANY AS BASE UNIT SIZE

UNIT SIZE	BASE FACING UNIT	FACING SCALE
Company	1	1 unit = 250 ft.
Battalion	5	
Brigade	10	
Division	20	

TABLE 1-4: FACINGS WITH BATTALION AS BASE UNIT SIZE

UNIT SIZE	BASE FACING UNIT	FACING SCALE
Battalion	1	1 unit = 1250 ft.
Brigade	2	
Division	4	

TABLE 1-5: FACINGS WITH BRIGADE AS BASE UNIT SIZE

UNIT SIZE	BASE FACING UNIT	FACING SCALE
Brigade	1	1 unit = 2500 ft.
Division	2	

Platoon: As stated above, a platoon is roughly comprised of 5 to 10 squads of similarly armed and armored individuals of equivalent level and fighting abilities. A sergeant of at least two levels higher than any of the basic squad members commands the platoon. Sergeants interpret the orders given them by their superiors and pass them down to the squad leaders and occasionally directly to individuals. Sergeants also enforce discipline at the personal level for troops in most armies. Nobles mixed into platoons frequently serve as lieutenants, offering an additional link in the chain of command.

Company: Companies are comprised of similarly armed and armored platoons. In smaller battles, companies may be comprised of mixed platoons of differing abilities and armaments, such as platoons of archers, cavalry, and infantry in smaller battlefield engagements.

A company is run by a captain, who is typically one to three levels higher than the sergeants under his command. Occasionally, however, the wealthy purchase a captain's rank for themselves or their children. In such cases, the captain may not have more class levels than his men—in fact, he may not possess any! Such captains are usually assisted by a Master Sergeant of the appropriate level who interprets his commands. Captains interpret the orders given them by their superiors and pass this information to sergeants. Generally, captains and Master Sergeants acquire their jobs by proving themselves in battle to their superior officers, and as such, they are likely to be the toughest combatants on the battlefield outside of hero units.

Battalion: A battalion is comprised of 2 to 4 companies. Like companies, battalions may consist of mixed companies of supporting troops, such as various mixes of infantry, cavalry, and missile units in the same fighting force. In battalions, majors generally command the various forces, though their actual rank's title may vary from army to army. These majors typically answer to a greater overall battalion commander, such as a colonel. Battalion officers may be of any level, as their ability to give orders is not usually dependent upon their personal prowess in battle. Their rank designations are more likely dependent upon a noble title or wealth enough to purchase the rank as they are upon any actual battlefield experience or bravery.

Brigades: Brigades are comprised of 2 to 4 battalions. As with companies and battalions, brigades are typically mixed fighting forces having companies deployed to serve various purposes but in much greater numbers. A general typically commands a brigade. However, the general's actual title is dependent on the cultural composition of the armed force. A brigade's general is the on-the-ground commander of his force. Like battalion officers (majors), brigade generals are just as likely to have gained their jobs through hereditary or financial means (the money to pay his force) rather than earned through legitimate battlefield promotion.

THE FORCES ARRAYED

FACING WIDTH AND FORMATIONS

The facing width of a unit has no bearing on the distance it may travel; each unit's speed is determined by its race's standard movement rate as detailed in the following *Castles & Crusades* books: *Monsters & Treasure™* or the *Players Handbook™*. The facing width, as detailed above, represents the amount of space occupied by the forces arranged in their fighting formation. Facing width is thus determined by the width of a squad multiplied by the number of squads in a combat unit. Typically, a squad occupies a width of 10 ft. on the battlefield. A division of 1000 medium-sized spearmen contains 200 individual squads. When arranged in a line, this division occupies a facing width of roughly 2000 feet.

The squads of a unit may be arranged in rows, or split apart in picket lines to protect them from missile fire, magic, breath weapons, or other dangers, so long as their commander has a sufficient command presence (See **Command Presence**, page 12) to continue giving them effective orders. Thus, the previously mentioned division of spearmen may be divided into any number of rows within the command presence of its officer, such as 5 battalions of 200, 10 companies of 100, or any other necessary unit breakdown.

RATIOS OF MEMBERS TO UNITS

The relationship between the size of a unit and its members is expressed as a simple ratio. For hero units, that ratio is 1:1, meaning the unit is comprised of 1 member. For the members-to-unit ratios of other squads, the squad members' actual physical size affects the number present in the unit. For instance, a squad comprised of small creatures has a 10:1 ratio. **Table 1-6** provides more ratios by squad size. For simplicity's sake, it is best for CKs to only include like-sized creatures in a squad.

TABLE 1-6: MEMBERS-TO-UNIT SQUAD RATIO

Members' Size	Members-to-Unit Ratio
Large	2 to 1
Medium	5 to 1
Small	10 to 1
Single Hero	1 to 1

For units larger than squads, simply multiply this ratio by the number of squads comprising the unit. For example, a platoon of medium-sized creatures comprised of 5 squads has a multiplier of 5, so the ratio for the platoon is 5 to 25, i.e., (1 unit x 5) to (5 members x 5). The platoon has 25 members and can be divided into 5 squads for command purposes, or can, instead, simply act as 1 unit.

These unit ratios are an abstract representation of the number of individuals in a unit and the amount of space they occupy on the battlefield; they are not meant to be a literal representation, and are merely intended to facilitate the fast-paced and frenzied aspect of massive battles using the SIEGE Engine™ mechanic.

TABLE 1-7: RATIOS FOR LARGER UNITS

Unit Size	Ratio by creature size		
	Large	Medium	Small
Platoon	5 to 10	5 to 25	5 to 50
Company	25 to 50	25 to 125	25 to 250
Battalion	125 to 250	125 to 625	125 to 1250
Brigade	250 to 500	250 to 1250	250 to 2500
Division	500 to 1000	500 to 2500	500 to 5000

Using this, you can estimate that 10 small-sized creatures (such as kobolds or goblins) in a 10-foot area (1 inch) of a battlefield can stand side to side in a combat-readied stance. They threaten an equivalent area of adjacent enemy foes in melee combat. In the same amount of space (1 inch or 10 ft.) on the battlefield, 5 medium-sized creatures (such as humans, orcs, or elves) can stand in a combat-readied stance and threaten an equivalent area of adjacent enemy foes in melee combat; or two large-sized creatures (ogres or trolls, for example) can stand in a combat-readied stance and threaten an equivalent area of adjacent enemy foes in melee combat.

Combatants may only affect enemy foes they are in melee contact with, unless they are using weapons with reach such as lances or pole-arms, or are creatures such as giants or larger. In this event, combatants may attack opponents at a distance equal to the battlefield space they occupy. Hero units are considered to occupy and threaten the same battlefield space as a single squad, unless they are creatures of huge

size or greater. Use the table below to determine battlefield space for larger creatures when using the squad as the basic unit.

Creatures of huge size or larger (see **Table 1-8** below) may fight in concert with one another, but they are considered hero units for the purposes of mass combat resolution, as they typically deal damage over a great swath of the battlefield and thus face individual units as if they were in squad formations (See **Chapter 5** for more information on hero units in combat).

TABLE 1-8 BATTLEFIELD SPACE FOR SQUADS AND CREATURES OF HUGE SIZE OR LARGER*

Creature Size**	Occupied/Threatened Area	Ratio
Small (Creatures under 5 ft. tall or long)	1 inch	10 to 1
Medium (Creatures between 5 and 7 ft. tall or long)	1 inch	5 to 1
Large (Creatures over 7ft. tall to 10 ft. tall or long)	1 inch	2 to 1
Huge (Creatures over 10 ft. to 18 ft. tall or long)	2 inches	1 to 1
Gargantuan (Creatures over 18 ft. tall to 25 ft. tall or long)	3 inches	1 to 1
Colossal (Creatures over 25+ ft. tall or long)	inches	1 to 1

*Squads or hero units consisting of small, medium, or large creatures occupy 1 inch.

***Fields of Battle* delineates larger sizes here than those found in *Monsters & Treasure* book due to the importance of size to battlefield scale and the impact massive creatures have on facing units.

When using squads as the basic unit, a scale of 1 inch equals 10 ft. of battlefield space. Alternately, if using these rules for determining the outcome of battle on a sheet of plain paper, use 1/4th an inch as the standard for size and measuring distance. If using these rules with graph or hex paper, consider one graph square or one hexagon to be the equivalent of the 10-foot standard.

To play out battles with larger numbers of opponents, increase the basic unit from squad to platoon, or from platoon to company, and so on. Unit Hit Points (See **UHP** below) of the larger battle groups are still multiplied by the number of individual squads they represent.

Example: A Castle Keeper and her group want to play out an epic battle depicting a force with 1000 elven archers in its host. The overall combination of forces on both sides totals 10,000 individual combatants engaged in battle. The Castle Keeper and the players agree that rolling dice for each squad or platoon in the battle, although fun, may take far longer than desired to tell the story of their battlefield adventure. So, the Castle Keeper and players decide to use battalion-sized forces as the base unit size in place of squads or platoons for determining their size on the battle mat, facing, number of attack rolls, and Unit Hit Points for their force.

CHAPTER 2: SQUARING OFF: FORCE STRENGTH

On average, a squad is only as strong as its members. The *Fields of Battle*[™] mass combat system is designed for flexibility and ease of use, and may be made as complicated or as simple as the CK and players desire it to be. Unit stats are similar to individual stats, allowing CKs to instantly gauge the toughness of each “member” of the squad, platoon, or company.

FORCE DEFINITIONS

The following definitions apply to all units.

Ratio: The number of individuals in squad. This ratio is 10:1 for small, 5:1 for medium, and 2:1 for large creatures. Individual or hero units, including very large creatures like giants and dragons, have a 1:1 ratio. **Table 1-6** shows this members-to-unit ratio; **Table 1-8** details creatures of huge size or larger and includes the members-to-unit ratio. The ratio may be changed for larger scale battles to represent greater numbers of combatants. This ratio represents how many members occupy an inch on the battle mat.

HD: The hit dice average of the members of the combat force. For PC races, this number is their class hit die. For monster units, this number is the size and number of the die used to calculate the monsters’ hit points.

HP: The base hit points of a single individual in the unit. Hit points are used for hero-versus-hero combat (as per standard SIEGE engine rules) and hero-versus-unit combat (detailed in **Chapter 5**). For large-sized monsters and larger—the latter being hero units—this number is determined by the CK from their hit point entry in *Monsters and Treasure*[™]. The remaining hero units (PCs and NPCs) have their normal hit points by class. For simplicity’s sake, if hit points are needed for individuals within a small- or medium-sized unit, use **Table 5-1: Squad Information for Hero-Versus-Squad Combat**, page 20) for hit point totals.

UHP: The base Unit Hit Points. Unit Hit points are calculated from the unit’s base creatures’ hit dice, size multiplier, and the number of members. UHPs are used for unit-versus-unit combat. CK’s should revert back to hit points when dealing with hero-versus-hero combat and hero-versus-unit combat.

See the **Calculating Unit Hit Points** sidebar for details.



CALCULATING UNIT HIT POINTS

To calculate Unit Hit Points, determine the maximum hit points of a base individual from a unit; use the base creature’s or base class’ hit dice (HD) to determine. Multiply this total by the unit’s size multiplier (**Table 2-1** below), and then multiply the result by the ratio (the number of individuals comprising a squad from **Table 1-6: Members-to-Unit Squad Ratio**). This equation works for infantry, missile units, aerial units, and rabble. Cavalry and aerial wings use a slightly different formula: cavalry add the mount and rider’s maximum hit points together (see **Cavalry/Aerial Wing UHP Equation** below) before multiplying by the size and ratio multipliers.

Unit Hit Point (UHP) Standard Equation: (Maximum hit points of the unit creature) x size multiplier (rounded up) x ratio.

Cavalry/Aerial Wing UHP Equation: (Mount’s maximum hit points + rider’s maximum hit points) x the mount’s size multiplier (rounded up) x ratio.

TABLE 2-1: SIZE MULTIPLIERS FOR UNIT HIT POINTS

Size Multiplier

Small: x 1/3

Medium: x 1/2

Large: x 2/3

Example 1: A goblin squad would be calculated as follows: 1d6 HD (6 hp maximum for the goblins) x 1/3 (small-sized creature multiplier) = 2 x 10 (ratio 10:1) = 20 UHP

Example 2: A squad of human 1st-level fighters would be calculated as follows: 1d10 HD (10 hp maximum for the fighters) x 1/2 (medium-sized creature multiplier) = 5 x 5 (ratio 5:1) = 25 UHP

Example 3: A squad of 1st-level fighters mounted on medium warhorses would be calculated as follows: 1d10 HD (10hp maximum for the fighters) + 3d10 HD (30 hp maximum for the medium warhorses) = 40hp x 2/3 (large-sized mounts’ multiplier rounded up) = 26 x 2 = 52 UHP.

TABLE 2-2: BASE UNIT HIT POINTS BY HIT DICE AND SIZE*

HD	Small	Medium	Large
d4	13	10	5
d6	20	15	8
d8	26	20	11
d10	33	25	13
d12	40	30	16

*Table 2-2 shows base UHP for 1-HD creatures of the appropriate hit dice type. Multiply by the unit’s HD to get total UHP by size/hit dice type.

UNIT DESCRIPTION

The unit description is similar to the monster descriptions given in *Monsters & Treasure*[™]. The unit description statistics block provides an easy reference for battle information for Castle Keepers and players for running their combat scenarios.

Unit Type/Number: For example, goblin infantry, human cavalry, and so on. This entry lists the number of squads in parentheses beside the unit type.

Size/Ratio: The size and ratio of the troop unit (from **Table 1-6**).

HD/UHP: The hit dice of an individual within the unit and the unit's overall Unit Hit Points.

Move: How quickly a unit can move together across open ground (its movement rate).

AC: The armor class of the squad and its individuals by armor type and dexterity bonus. The AC for cavalry equals the average of the rider's armor class and his mount's. The *Castles & Crusades Players Handbook* provides information on armor class ratings by armor and shield type.

Attacks/Attack Bonus: Provides weapon and damage information for the unit's standard attack methods and its Attack Bonus (AB) modifier. This feature is equivalent to the base to-hit bonus (plus bonuses) in *Castles & Crusades* and is distinct to each class as detailed in the *Players Handbook*. The listed modifier is added to the attacker's d20 attack roll during combat. All monsters possess a bonus to hit equal to their number of hit dice. For example, a 5-HD monster has a +5 to-hit bonus (called attack bonus (AB) in *Fields of Battle*) in combat. Special character abilities (like Weapon Specialization) and attributes (strength and dexterity) may add to the attack and damage bonuses. Some monster units, such as units comprised of trolls, may receive multiple attacks per combat round. Unit-versus-hero combat is handled slightly differently, with the attacking unit receiving attack and damage bonuses as per **Table 5-1: Squad Information for Hero-Versus-Unit Combat**, page 20.

Squad Formation: This section provides hit point totals for individuals within a unit and standard attack and damage bonuses for when a squad swarms a hero unit in hero-versus-unit combat (See **Chapter 5: Heroes at War**). Large units cannot form squad formations versus hero units. Instead, they fight hero units as per standard SIEGE Engine rules.

Special: Any special magical or physical attacks or abilities, including any racial combat maneuvers (See **Racial Combat Maneuvers** in **Chapter 4: Combat**).

Saves/Primes: Standard primes for an individual and the unit these individuals comprise.

Face: The battlefield space of a unit. Using the squad standard, a face equals 10 feet of battlefield space or 1 inch. **Table 1-1** through **Table 1-5** provide unit facing information.

Morale: Typically, morale equals the unit's base hit dice (HD) within the unit's description. The higher the unit's HD, the more heavy training it has received, or the more willpower the creatures comprising the unit have, either of which makes the unit less likely to break and run in the face of harrowing assault by an enemy force or deadly magic. A commander's charisma modifier influences the morale of units under her command, as per command bonus rules to morale (see **Command Bonus**, page 12), and is added to the unit's morale total during combat. Morale may be modified by a scenario based or Castle Keeper influenced intangible such as elite status, religious fury, or cultural tenacity.

See **Morale** in **Chapter 4: Combat** for further details on how morale checks work.

Spells/SPELL-Like Abilities: This section lists the typical spells memorized by all members of a magic-using unit or the unit's spell-like abilities.

The following is an example of a unit description stat block for a standard kobold squad:

KOBOLDS (1 Squad)

Size/Ratio: Small/10:1

HD/UHP: 1d4/13 UHP

Move: 30 ft.

AC: 15

Attacks/Attack Bonus: Spear (1d6)/+1 AB or Short Bow (1d6)/+1 AB

Squad Formation: HP 3, Spear (1d6 + 4)/+5 AB or Short Bow (1d6 + 4)/+5 AB

Special: Darkvision 60 ft. Light Sensitivity (-2 to hit in bright light); kobold combat maneuver (guerilla action)

Saves/Primes: P

Face: 10 ft. (1 inch)

Morale: +1

Spells/SPELL-Like Abilities: None

TROOP TYPES

Troop types in *Fields of Battle*™ fall into the following categories and functions.

INFANTRY

Infantry (foot-soldiers or grunts) is the most common troop type on the battlefield. Infantry is organized by weapon type and similar abilities, and it performs the below-listed tasks.

INFANTRY FUNCTIONS

Guard Action: Infantry holds terrain and leaves a "footprint" on the battlefield. Boots on the ground equal possession of terrain.

Assault: Infantry marches against enemy positions, eradicates all foes, and seizes their territory.

Masking: Infantry masks the movement of more elite troops such as cavalry, or provides a mobile shield wall for advancing archery units.

Patrol: Infantry moves from set points along a defensive front and scours the land for enemy scouting units or probing attacks.

Infantry uses the standard formula to calculate Unit Hit Points.

MISSILE UNITS

Missile units include archers, slingers, crossbowmen, and other units with ranged weapons. Missile units typically wear light armor so they can carry extra ammunition.

MISSILE UNIT FUNCTIONS

Ambush: Missile units lie in wait for enemies to pass and waylay them with a rain of missile fire.

Harass: Missile units fire and retreat, depleting enemy forces and drawing them into surprise attacks by waiting infantry or cavalry.

Direct Artillery: Missile units directly fire at large masses of enemy combatants to completely destroy them. This tactic is very effective

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and devastating, and is especially used in large engagements.

Indirect Fire: Missile units “arch” missiles into the mid ranks of enemy forces to cause massive damage. Indirect fire is more fully explained in (Chapter 4: Combat).

Missile units use the standard formula for calculating Unit Hit Points.

CAVALRY

Cavalry includes any troops on the battlefield who are mounted on beasts such as horses, worgs, or other mountable creatures. Specialized mounted combatants, such as dragon riders, typically

fall into the function of hero units, yet their hit points are determined using the cavalry’s UHP method. Because of the speed and devastating abilities generally possessed by even low-level cavalry units, cavalry is greatly feared on the battlefield.

In general, cavalry squads are counted at their mounts’ size ratio and speed. Knights on horseback, for instance, use the large-sized ratio (2:1) due to their mounts’ size, while goblins on worgs use the medium-sized ratio because worgs are medium-sized creatures.

Some monster races are known to ride worgs, dire wolves, and even dire boars into battle as mounts. These creatures make great cavalry mounts due to their size, speed, and viscous attacks.



A cavalry unit's UHPs are determined similarly to that of other units, except the mount's maximum hit points are added to the rider's (See **Calculating Unit Hit Points**, page 7, for more details).

A cavalry unit's AC is the average AC of the mount and rider. Its movement rate is equal to the mount's movement rate. This movement rate may be adjusted based on the weight of barding and the rider's armor.

Cavalry units use the attack bonus of the rider, and they deal whatever damage the rider deals + 1 die of damage equal to the mount's most damaging attack. For example, a 1st-level knight mounted on a heavy warhorse has an attack bonus of +0 (modified to +1 for strength), and deals 1d8+1 points of damage with her lance. Targets take an additional 1d6+3 points of damage from the heavy warhorse's hoof attack.

Cavalry units add the riders' HD and the mounts' HD together to determine the HD bonus for their base morale score. For example, the knight on the heavy warhorse would have a +5 morale score (1 HD for the knight + 4 HD of the heavy warhorse=5).

CAVALRY FUNCTIONS

Force Disruption: Cavalry moves behind and around enemy ranks to disrupt the chain of command or immobilize reinforcements. Cavalry may be sent to attack the enemy's lightly guarded supply chain, kill porters, and seize foodstuffs in an attempt to starve out the enemy vanguard.

Skirmish: Mounted archers more quickly move into range of enemy units, attacking from the flanks. They foil enemy archers by destroying lightly armored enemy missile units before they become an issue.

Charge: The most important tactical combat maneuver of cavalry is the heavy charge (detailed in **Chapter 4: Combat**). Heavy cavalry charges affect a large swath of the battlefield, often destroying everything in their path.

AERIAL UNITS

These rare units, called "wings," are comprised of flying beings of large size or smaller. In other words, aerial units may be comprised of creatures as big as griffons but not as large as dragons or rocs; the latter creatures would be treated as hero units. Aerial units bring a third dimension to the battlefield. They may be another form of cavalry, such as a wing of Pegasus-riding elven lancers, or they may be comprised of intelligent flying creatures with some vested interest in the outcome of the battle (such as gargoyles) or evil flying monkeys.

An aerial Wing's UHPs are determined as per a cavalry unit's (See **Calculating Unit Hit Points**, page 7, for more details).

A wing's AC is the average AC of the mount and rider. Its movement rate is equal to the mount's movement rate. This movement rate may be adjusted based on the weight of barding and the rider's armor.

Like cavalry units, aerial wings use the attack bonus of the rider, and they deal whatever damage the rider deals + 1 die of damage equal to the mount's most damaging attack.

AERIAL WING (CAVALRY) FUNCTIONS

Close air support: Aerial units fire from fast-moving, elevated positions over the battlefield.

Bombardment: Drop stones or burning oil casks on enemy positions.

Troop Insertion: Deploy allied troops behind enemy positions or into fortifications.

Interdiction/Assault: Aerial units can land between enemy troops and allied positions, possibly landing at the flanks or rear of their enemies.

Charge: Some aerial units like a nightmare-mounted cavalry, for example, may begin a charge in the air and complete it against foes on the ground.

Aerial wings use the standard cavalry formula to calculate Unit Hit Points.

RABBLE

A rabble comprises any force of untrained combatants, such as peasants, urban mobs, slaves, or other civilians pressed into combat. A rabble still falls into the same ratio category as any other combat force; however, the rabble cannot enter into any specific battle formations or perform any trained combat actions.

Rabble units use the standard formula for calculating Unit Hit Points. Human commoners typically have a HD of 1d4 for the purposes of calculating UHP. Their armor class and weapons depend on whatever they have on hand or have been outfitted with. Rabble units are unsteady in combat and have a morale of +0.

RABBLE FUNCTIONS

A rabble is often driven before trained forces to soak up arrows or absorb charges, allowing trained forces to slow enemy advancement to their advantage.

Mask Troop Movement: A rabble stands between trained enemy troops and more important allied troops, denying the enemy direct-line-of-sight attacks—at least until the rabble is destroyed.

Fodder: A rabble soaks up damage and helps deplete the enemy's resources.



CHAPTER 3: MOVEMENT AND SCALE

BATTLEFIELD SCALE

Normally, 1 tabletop inch represents 10 feet when operating on the squad scale. For simplicity's sake, unit movement, facing, range, and magical effects are all converted to inches. These inches may be as large as you wish, but should be no smaller than 10 ft. For movement rates, allot one inch for every 10 feet of movement speed the unit possesses. For instance, a kobold unit's movement rate of 30 feet would equal 3 inches of movement on the battlefield.

Terrain conditions like hedgerows, soft ground, sand, or magical conditions may affect the movement rate of units on the battlefield. Such modifiers to the movement rate are dependent upon scenario descriptions of the battlefield map or conditions that arise during the course of a battle, such as via magical effects. When used against large forces, where the platoon is the standard, the change in number of individuals affects the Unit Hit Points of the force, so the damage from the magical effect remains consistent.

RANGE AND SCALE

Ranges for missile attacks, ranged spells, and spell effects should be converted to 1 inch per 10 feet of range. Note, when playing larger scale battles, the maximum range and area of effect for spells and missile weapons remain as per their spell description. In other words, a fireball has a 40-foot diameter regardless of the change in face to units due to greater numbers of individuals.

ELEVATION

For bow and crossbow attacks, add 10 feet to the range increment for every 20 feet of elevation, up to 60 feet maximum. Thus, an archer with a longbow (range increment 100 feet) standing atop a 20-foot-high bastion increases the range increment with the longbow to 110 feet. If the archer were in a 60-foot-tall tower, the range increment would increase to 130 feet. The archer's longbow distance cannot be increased farther than 130 feet by elevating himself more than 60 feet.

INCLINE

Moving up an incline causes attackers to suffer a reduction in their speed. Moving down an incline causes no penalties to movement. See **Table 3-1** for penalties to moving up an incline.

Defending an embankment or incline offers the defender a +1 to hit due to the height advantage over an opponent. Even with the speed reduction, being on high ground is preferable in battle.

Table 3-1: Terrain/Movement Effects

<i>Crossing Trench/Ditch:</i>	½ Movement.
<i>Lightly Wooded Terrain:</i>	½ Movement (Elves/Halflings move at ¾ speed).
<i>Wet/Swampy Ground:</i>	¼ Movement.
<i>Hill or Grade:</i>	-5ft. per 10-degree grade; maximum penalty of ¼ speed and 45-degree grade.
<i>Spiked Hill or Grade:</i>	As per hill; combatants suffer 1d4 points of damage per 10 feet of movement.

MOVEMENT ACTIONS

The following actions may be ordered by a commander as non-combat movement actions.

Enter Formation: A group of similar squads or units may spend a round getting into combat or marching formations.

Double Time: Troops may move double their movement speed across unimpeded terrain.

Climb: Any movement requiring troops to pass over trenches, ditches, or hedgerows requires the unit to scale the terrain obstacle. Getting across or to the top of the obstacle requires one round per 10 feet.

Rally: All like units return to formations, forming "whole" units from wounded ones.

Forage: Units ordered to forage might scavenge the battlefield and the dead for arrows, weapons, equipment, potions, rations, and the like.

Heal: Where a sufficient number of healers, potions, or other healing methods are available, troops hold their formation and take healing and libations.



CHAPTER 4: COMBAT

COMBAT IN FIELDS OF BATTLE

In general, combat is resolved similarly to standard combat using the SIEGE Engine™ rules. Initiative is rolled, movements and positions are taken, and attacks and counter attacks are made. Combat is resolved by making attack rolls for individual squads, platoons, companies, or larger units versus targets who threaten their space. If a platoon of 10 squads makes an attack, it is far simpler to roll just one attack roll for all 10 squads. A successful hit damages all opponents whose armor class may be struck and who are within range of the platoon's attack. In the case of melee attacks, that means all foes within melee range of the attacking force.

Charges, magical bonuses, special attacks, and missile attacks all take place normally, with few differences other than morale and scale. Elevation, weather, cover, and other terrain factors are the same as in standard SIEGE Engine™ combat. A full combat example is provided in the **A Combat Sequence in Action** section of this chapter.

Hero-versus-unit combat is handled slightly differently, as units gain certain attack and damage bonuses against a swarmed hero. This type of combat is detailed in **Chapter 5: Heroes at War**.

INITIATIVE

Initiative in *Fields of Battle*™ is decided with a roll of a d10, just as it is in *Castles & Crusades*, with the highest roll taking initiative. However, battlefield units add their battlefield commander's charisma modifier, if any, to their initiative. This benefit reflects their commander's strength in leading and inspiring the troops. Hero units (including NPCs and the PCs) do not gain this bonus on the battlefield, and they roll their own initiative, acting on their own turn, just as they would during a normal combat round. This reflects the battlefield importance of heroes. Using the *Fields of Battle*™ combat rules, their actions take place just as they would when using the normal SIEGE Engine™ rules. In the event of an initiative tie, heroes always go before combat units. All other units re-roll.

Initiative Example: War-clan leader Wrothgar Yimmysclaw of the Frostbone Clan leads his barbarian horde (army) against their mortal enemies, the ice ghouls of the White Wastes. His opponent is the Ghoul Lord Issavul. Wrothgar has a +1 charisma bonus, and his foe, Issavul, has a +2. Issavul gets a modified 6 and Wrothgar a modified 4 on a 10-sided die. Issavul wins initiative for his army, so the ghouls act before Wrothgar's men. Wrothgar has two heroes on his side, they being his twin son and daughter, Kulung and Uma. Their initiative scores are 3 and 8, respectively. Issavul has one hero, a remorhaz, and it scores a 4 initiative.

As the battle commences, Uma takes the first action, followed by Issavul's entire force, except for his remorhaz hero, who acts after Issavul's forces. Next, Wrothgar's forces attack, and then Kulung takes his action at the end of the battle round.

BATTLEFIELD COMMANDERS

Forces larger than individual squads need commanders to give orders and focus their attacks. Commanders are generally NPCs who are mid- to high-level versions of the troops they command. For example, the commander of a company of swordsmen is generally a renowned, skilled swords master, and an expert archer often leads other elite archers. However, some high commanders may have achieved their leadership role through heredity or through their wealth, so not all of them will be battle-proven leaders.

COMMAND BONUSES

In addition to adding their charisma modifiers to their army's initiative, commanders provide this same charisma modifier as a morale bonus to any required morale checks (See the **Morale** section for information on morale checks) made by units in their command who are within their command radius (See **Command Presence** below). Units tied together through an unbroken chain of command receive the morale bonus of the army's primary general; those outside the command link use the command bonus of the officer closest to their unit with the highest charisma bonus. Command bonuses stack with any applicable morale boosts, such as those provided by knights and bards. For some creatures, like orcs, command bonuses can be strength-based (CK's discretion).

COMMAND PRESENCE

Commanders have a quotient for leadership called command presence. The commander's command presence is the radius by which units under his command can see him and are willing to follow his orders; it is also his ability to directly lead a number of units within that defined radius.

COMMAND PRESENCE RADIUS

The command presence radius equals 1 inch (square or hex) of radius per level or HD + 1 space increment per point of charisma bonus. Additionally, the command presence radius can be extended 1 inch per 500 gp spent in payment or promise of loot (See **Purchasing Command Presence** below for details). For some creatures, like orcs, command presence can be strength-based (CK's discretion).

COMMANDED UNITS

A commander may only directly command a specified number of units. For each hit die she possesses, she may command two units. Additionally, she may command one extra unit per point of her charisma modifier and one extra unit per 500gp spent in loot offered to her troops to further her command presence. Thus, a 10th-level fighter with a charisma score of 16 can command 20 squads based on her level, plus two squads because of her 16 charisma modifier (20+2). If she also spends 2000 gp to bolster her troops, she can then command an additional four squads, bringing the total squads under her command for the battle to 26.

COMMAND PRESENCE OVERLAP: CHAIN OF COMMAND

Command presence overlaps from commander to commander, technically making the army's primary general the officer with the highest command presence. So, as long as that general's command presence touches or envelops the command presence of his sub-officers, and that sub-officer's command presence touches or envelops the command presence of his sub-officers, then all allied units on the battlefield are de-facto under the command of that general (or lesser officer leading the army, as the case may be), and thereby gain his command bonus to initiative and morale rolls.

PURCHASING COMMAND PRESENCE

Command presence may also be achieved through promise of loot and bounty. Regardless of whether fighting for gods, king, or country, the truth is that most armies require payment for their services. Thus, a relatively low-level noble may still raise an army and serve as its leader, so long as the noble has the coin with which to prove his dominion over the forces. His money buys him units; for every 500gp spent in loot, he can command one unit directly. His command presence radius is 1 inch per 500 gp spent in payment or promise of loot to his army, in addition to any actual command presence possessed by the wealthy commander, up to a command radius of 10 inches. Any additional forces are then tied to this ruler by means of standard command overlap.

IN COMMAND

Units within the command radius of a commander are considered "in command." If they are in command within an unbroken chain of command, then these units gain the highest officer's morale bonus, usually the general's. If the chain of command is broken, then the units gain the morale bonus of the closest commander (who outranks their squad leader) with the highest charisma modifier. Thus, if a unit is within the command presence of two commanders, and one commander has no charisma bonus, but the other has a charisma of 16, granting an attribute bonus of +2, then the unit gains a +2 to morale bonus—until that commander is slain, or until the unit moves out of his command radius.

All combat formations and certain combat maneuvers require a unit be in command to perform them (See **Combat Maneuvers** and **Combat Formations** below).

COMMAND COMMUNICATION

A commander's orders are usually transmitted by instruments or banners, and frequently, commanders of platoon-sized units or larger have some form of training in the martial use of signal horns, drums, or any other instrument capable of being heard clearly at distances of one-fourth mile or more for this communication. The flags, banners, and standards commanders use as communication devices only have a communication range of line of sight.

Of course, in a game of fantasy adventure, magic also affords many alternatives to historical battlefield communication. Magic, such as *silence* spells and *obscuring mist*, can also disrupt an army's communication lines. Magic communication, of course, is limited to a spell or item's listed range.

HIGH COMMANDERS

Typically, majors, colonels, generals, and so on give their orders to other commanders, even though they possess a command presence of their own, and they often have their own private battalions of bodyguards under their direct leadership. High commanders of armies need not be higher level than their sub-commanders. Indeed, they may have less front line combat experience and rely on their knowledge of tactics and their leadership skills to win the day. High commanders may give orders to other commanders in their force who are within their command presence, and may continue to command their own personal squads, as well. Allied commanders not within the command presence radius of the high commander do not gain morale bonuses for their troops, but are likely apprised well enough of the battle plans prior to the engagement to continue the fight.

Troops within the immediate command presence of the highest level commander gain the commander's charisma bonus to their morale checks.

DEITIES

In truly epic combat, divine intervention is not unheard of. It is generally accepted and expected by worshippers on opposing sides of a conflict to pray for the favor of their deities. Cosmologically speaking, theologians believe most battles between religious factions are mirrored in the heavens or on other planes, with a god's celestial army battling another god's army on heavenly battlefields, or with demons battling angels on other planes above and below the terrestrial battlefield on behalf of their commanding powers. In some rare instances, however, it is possible—depending on the campaign setting—a deity might manifest as an avatar on the battlefield to aid praying worshippers. In such instances, the deity supplants any allied commanding officers.

Deities and avatars are counted as both a general and a hero unit on the battlefield. While on the field, deities maintain possession of all their standard manifested powers and abilities. Worshippers of a manifested deity/avatar *never* fail Morale Checks, so they need not make any while their deity remains in their presence. However, the appearance of a manifested power upon the field of battle forces an immediate morale check at +10 to CL from the opposing host, unless their deity manifests, as well. A deity's command presence extends the length of the entire battlefield, as they are both seen and heard on a supernatural level.

DEMONS, CELESTIALS, DRAGONS

The command radius of a celestial, demon, or dragon is equal to 1 inch per HD of the being. These creatures offer a +3 morale bonus to their allies, and force a -3 morale bonus to their enemies.

Unless playing in a super powerful and super mythical campaign where manifestations of supreme powers and their agents is a common theme, the Castle Keeper should be careful about playing the "God Card."

MORALE

Morale is the willingness of a unit or army to advance and fight, and it's their ability to withstand the horrors faced on the battlefield without breaking and running. Quite simply put, morale is the measure of the unit's honor and bravery. In *Fields of Battle*, morale is measured in the form of a save versus fear, otherwise known as a charisma save.

MORALE CHECKS

Listed with each unit's stat block is a morale score. This score merely reflects the unit's HD. The unit's morale check and its success or failure is resolved like any other attribute check, but the morale score is added to the roll instead of the HD—even though they are likely the same (it is only *likely* the same because some creatures, like dwarves, have a bonus to their morale score, while gnolls and rabble units are unsteady in battle and begin with a +0 morale; undead never check morale and do not have a morale score, and cavalry units add the riders' HD and the mounts' HD together to determine morale). CKs should be sure not add both the unit's HD and its morale score to the attribute check; a unit may, of course, add morale bonuses gained from its commander and any other applicable morale bonuses. Units with mental as their primary attribute or that are of high hit dice will more likely succeed in their morale checks, remaining steadfast in the battle.

The challenge level (CL) for a morale check is determined by a number of circumstances, ranging from the death of a battlefield commander or hero unit, to suffering massive casualties against superior odds. **Table 4-1: Morale Check Conditions** lists the conditional modifiers that force a morale check. All applicable conditions stack. Additionally, two morale-causing situations are more fully discussed below: the loss of a commander and being out of command presence.

MORALE CHECK: LOSS OF THE COMMANDER

The loss of a commander can demoralize a unit. If the commander falls or is captured and the troops are outside the command presence of another officer, treat the unit as being out of command presence (see below), which requires a morale check (CL 3; 1 for being out of command presence and 2 for witnessing their commander's fall or capture). If a commander is lost while the troops are in the command presence of another commander, however, the troops must also make a morale check (CL 2 for witnessing their commander's fall or capture) to accept the new commander's orders. Morale (charisma) checks for a unit to accept a new commander's authority do not include the new commander's charisma modifier, as the unit is not effectively under her influence at the time of the morale check. Keep in mind that a commander may only command as many units as her command presence allows, so that can affect her ability to gain command of the unit.

MORALE CHECK: OUTSIDE THE COMMANDER'S COMMAND PRESENCE

Units that have fallen out of their commander's command presence must immediately make a morale check without benefit of the commander's charisma bonus at CL 1. If the force's morale check succeeds, it continues to execute its last received command. If the force fails its morale check, the unit loses its action for that combat round.

Units outside the commander's command presence fight defensively and move to withdraw or retreat from attackers should the fight go against them, but they take no other actions. If units remain outside a leader's command presence for more than four rounds and do not attack or take any actions, they desert the field if possible. If the unit is otherwise attacked during this time or forced to defend itself, it does so, though it makes no effort to move forward or capture objectives on the battlefield without the guidance of a commander.

TABLE 4-1: MORALE CHECK CONDITIONS

Morale checks are forced for any of the following conditions. The listed challenge level modifier indicates the added difficulty to the morale check. Morale conditions stack, so units may suffer from more than one CL modifier. Note that undead units never need to check morale.

Forced Morale Check	Challenge Level Modifier
Unit is out of the command presence of an immediate commander	+1
Unit suffers a loss of half or more of its UHP in a single round	+1
Unit leader with highest command presence bonus is slain, captured, or immobilized	+4
Platoon* loses over half of its squads	+2
Immediate commander is slain, captured, or immobilized	+2
Opposition possesses more powerful magic	+1
Units outnumbered by opposition by 2 to 1	+1
Opponent unit is impervious to unit's attack damage	+2
Celestial, demon, or dragon of at least 12 HD manifests on the battlefield.	+3 or More**
Deity manifests on the battlefield (allies)	None required
Deity manifests on the battlefield (opposition)	+10 or More**

* Refers to any configuration of troops made up of smaller sub units as determined by the unit ratio set up for the battle.

**The power of a supernatural being such as a powerful celestial, dragon, or demon has a minimum effect on morale of at least +3, and potentially more as determined by the Castle Keeper, or as agreed upon by the players in a non *Castles & Crusades* game of *Fields of Battle*. A deity's presence adds +10 to the challenge level of the morale check, or more at the CK's discretion.

WHEN MORALE BREAKS

A number of things occur when morale breaks.

WITHDRAWAL

Units immediately disengage their attacks and attempt to withdraw from the battle. They use their action to take a full move away from any engaging unit in the easiest possible direction. If the unit encounters a friendly unit during its route, the encountered unit may allow it to pass, or its commander may attempt to assume command of the withdrawing forces (See **Regaining Command** below).

If the unit is not recalled to battle by a commander, it continues moving at its full movement rate away from the battle. If it is attacked again and suffers additional casualties, a second morale check must be made. If the second morale check is successful, the

unit continues its steady retreat until it has left the engagement area (the tabletop or whatever agreed upon boundary exists for the battlefield). If the second morale check is failed, however, the unit is now in a route (See **Route** below).

REGAINING COMMAND

If an adjacent commander is present at the end of a unit's withdrawal or is later encountered during the withdrawing unit's trek, the commander may attempt to regain command of the unit by making a successful charisma check. A unit commander whose troops have failed their morale check may not make this attempt. The challenge level of this check is equal to the number of withdrawing units. If the commander's check is successful, the units join with the other units under her command presence. Player characters and other hero units may also make this command attempt. If the charisma check is failed, the unit enters a route, fleeing the battlefield as quickly as possible.

ROUTE

When a second morale check is failed, or if a commander's attempt to regain control of a withdrawing unit fails, the withdrawing unit enters a route. A route is the complete, utter breakdown of command; the routed unit is in a state of sheer panic and terror. Routed units suffer a -3 armor class penalty, and they attempt to flee the battlefield as quickly as possible, moving up to 3 times their movement rate. If a routed unit encounters other allied combat units in its flight path, the encountered unit must also make a morale check, or it deserts with the routed forces. If the new unit succeeds in its morale check, it remains steady in the fight, but the routed unit continues to flee the battle. When the routed unit ultimately exits the battlefield, it is considered destroyed or lost; it cannot return to the battle.

If another commander encounters the routed unit, he may attempt to halt its route, though he does so with a charisma check at CL 4. This commander must not be a commander who has previously failed to bring a unit under command. If the commander succeeds, the routed units fall into formation with other troops within his command presence. Only one last-ditch attempt to regain command of a routed unit is possible. If it fails, the routed unit is lost for the duration of the battle.

COMBAT ACTIONS

MELEE

Attack rolls are made by adjacent foes to overcome targeted armor class. Damage is dealt and subtracted from the Unit Hit Points. When squads are destroyed, their numbers are removed from the larger force. Damaged squads who maintain morale are absorbed by other squads of similar composition (*i.e.*, swordsmen join up to form full squads of swordsmen from wounded ones). Units with reach weapons may attack squads at the end of their reach but not those adjacent to them. Units with a longer reach or reach weapons may reach over allies and attack enemies in their threatened area just as in standard combat.

COMBAT MANEUVERS

Charge: A charge attack may be attempted by units at least as far away as their maximum movement rate, but no more than double it. A successful charge attack deals an additional +2 damage, though the attack unit takes a -4 penalty to its armor class.

Cavalry Charge: This is a special cavalry maneuver can be made by cavalry units with good morale and within an officer's command presence (in command). In order for a unit to charge, it may not be impeded by difficult terrain, such as ditches, hedgerows, fences, and the like. During a cavalry charge, the cavalry moves double its normal movement rate, and it deals an additional +2 points of damage with a successful attack. The charge affects every unit within its path whose armor class it successfully hits. The cavalry unit suffers a -4 penalty to its AC until its next combat turn.

Note: Lances deal double damage when used during a charge. Pikes and long spears set firmly to receive a charge make their attack roll prior to being struck by charging opponents; set attacks deal double damage on a successful hit versus charging enemies. Setting to receive a charge is a special maneuver, and it requires a morale check to issue orders to the defending unit.

Ranged Attacks: Ranged attacks are divided into direct fire and indirect fire (see below).

Direct Fire: Direct fire works exactly like a standard missile attack. Missile squads can fire on targets within their direct line of sight, applying standard penalties or bonuses for range, cover, concealment, and elevation to their attacks.

Indirect Fire: Indirect fire is the use of missile weapons to carpet an area of the battlefield. Units may only fire indirectly at long range or longer, as battlefield conditions make use of indirect fire nearly impossible at closer ranges and leave missile squads exposed to retributive actions by enemy forces. Firing indirectly is a full-round action requiring the entire force's concentration to launch a hail of fire on a single area of the field of battle.

To make an indirect fire attack, make a normal missile attack roll and subtract any penalties for range, cover, or concealment. On a successful hit, roll damage, and apply the damage, including any bonus damage, to every unit or individual caught in the attack radius, which is equivalent to 1 inch per two squads firing. Thus, 10 archery squads participating in an indirect fire attack may affect a 5-inch radius on the battlefield with this devastating attack.

MOUNTED ARCHERS

Unlike heavy cavalry and lancers, mounted archers serve as an effective mobile force for flanking enemy formations. Mounted archers typically ride smaller, faster mounts and are less heavily armored than their heavy cavalry cohorts. Mounted archers may move up to half their movement rate and fire during their turn. Typically, they can move twice as far as archers travelling on foot. Mounted archers take a -2 to their attack roll while firing from a mounted position. This penalty combines with any range increment penalties.

MAGICAL ATTACKS

Magic works in *Fields of Battle*[™] as it does within the SIEGE Engine[™] rules. Area of effect spells still affect a radius, line, or individual. The range of most spells is converted into 1 inch of battlefield space per 10 feet of range. Duration remains the same, and any saves are rolled as normal. A spell's radius or area of effect remains the same as its spell description in the *Castles & Crusades Players Handbook*. In squads or larger units of spellcasters, CKs should assume all equal members have the same spells and number of spells per spell level.

A magical attack may include using a scroll, wand, staff, or rod.

More powerful spellcasters rarely serve in units but are, instead, hero units due to their ability to so quickly change the tide of battle.

RACIAL COMBAT MANEUVERS

Each humanoid race has its own preferred style of combat. These racial styles have been developed through unending millennia of tried-and-true combat methods. These racial maneuvers provide certain combat bonuses, as detailed below. Racial maneuvers require one round to activate.

DWARVES

The warlike dwarven heritage runs deep, and so too does the dwarven motto: Clan above all. This sensibility proves itself time and again in the deep underground halls and high-mountain passes, where every dwarf relies on his kinsman for defensive advantage against all foes.

Dwarven Resolve: Dwarven resolve runs so deeply that they add their natural resistance to fear to their morale, gaining a +2 to all morale checks.

DWARVEN COMBAT MANEUVER

Dwarven Mantlet: So long as 50% of the dwarves in a battle group are still standing and within 20 ft. of each other, the dwarves gain a +1 bonus to AC against all foes.

ELVES

None amongst the eldest races of the world have the expertise or express such virtuoso in ranged combat as the elves. Elves approach warfare as an artist approaches a blank canvas. Their chaotic nature and creative flourish make them unpredictably dangerous foes who can quickly shake an opponent's composure.

ELVEN COMBAT MANEUVERS

Elven Artillery: Elves have millennia of practice in coordinating their attacks with deadly precision. Elven archery units gain a +2 bonus to indirect fire attacks. Additionally, these attacks cover a 50% larger area than indirect fire attacks attempted by non-elves.

Battle Sagacity: The combination of long lifespan and unpredictable nature allow elven units to undermine an opponent's confidence in their leader. As such, units directly engaged in combat with elves gain no morale bonus from their direct commander.

GNOLLS

Gnolls are mischievous and brutal by nature, preferring superior numbers, flank attacks, and ambushes to straight-up fights, despite the fact they are physically imposing creatures and quite deadly in combat. That is, until they get hurt! Gnolls begin making morale checks at 20% casualties.

GNOLLISH COMBAT MANEUVER

Dirty Dogs: Gnolls deal 1 extra point of damage when attacking from the flanks or rear!

GNOMES

Gnomes often serve as sapper units in the vein of goblins and kobolds. In their own benighted warrens, they fight from narrow chambers that give them a tactical advantage and deny enemies entry into their sanctuaries.

GNOMISH COMBAT MANEUVER

Badger's Bite: Gnomes gain a +1 to damage when fighting from a fortified position such as a wall, corridor, or tunnel if they are not flanked by enemies.

GOBLINS

Nefarious and wicked to the core, goblins are as smart as humans and, pound-for-pound, twice as cruel. Like their larger, more brutish cousins, goblins exploit any advantage when it comes to embedding their blades in the soft flesh of their enemies.

GOBLIN COMBAT MANEUVER

Goblin Swarm: Anytime goblins can mass against an opponent's flank or rear, they gain an additional +1 to hit in addition to any bonuses they gain for flanking. If their strike is successful, they immediately force a morale check (challenge level 1 +1 for each flanking unit) from their target. Targets failing their morale check are forced to retreat from the onslaught, lest they find themselves enveloped in the clutches of the goblin swarm. The swarm continues to gain its advantages to hit for as long as they manage to muster attacks while outnumbering opponents. Targets that fail their morale and have no place to retreat are destroyed.

HOBGOBLINS

Perhaps the most militaristic of the goblin races, hobgoblins are highly focused on victory, and they are well-versed in tactics. These disciplined warriors keep quality equipment and well-organized supply lines.

HOBGOBLIN COMBAT MANEUVERS

Iron Morale: Hobgoblins are steady in the face of battle; hobgoblin units are considered to have mental primary attributes when making any required morale checks during battle (morale CB 12).

Focus at Arms: +1 to damage with one specific weapon as defined by their unit equipment.

KOBOLDS

Irascible, cowardly, and hate-filled creatures, these tiny devils of the deeps are seldom found in surface conflicts. That said, their intense battles with gnomes, goblins, and other races in the vast caverns of the Darkness are well documented. Being weak in a stand up-fight, any battle group facing kobold units with superior numbers forces the kobolds to take a morale check or retreat from danger, seeking out friendlier terrain or bottlenecks in which to use their small stature to greater advantage. Despite this, pursuing enemies often face heavy casualties from the dangerous *gifts* kobolds are known to leave behind.

KOBOLD COMBAT MANEUVER

Guerilla Action: Kobolds who remain embedded in an area for more than 1 turn (6 rounds) automatically sap and dig, altering the terrain. This action grants the kobolds a +4 bonus to AC while they remain in their positions. Upon vacating their defensive positions, any units moving through the area formerly occupied by kobolds do so at 50% of their movement or suffer 2d6 points of damage from traps, pitfalls, snares, etc. A guerilla action may only be taken by kobold units once in any given engagement.

OGRES

True brutes on the battlefield, ogres are the ultimate shock troops when engaged in combat with more diminutive opponents.

OGRISH COMBAT MANEUVER

Disconcerting Strength: Those unfortunate enough to find themselves engaged in hand-to-hand combat with ogres must contend with the pummeling blows ogres can deliver. Opponents with fewer hit dice than the ogre units must make a morale check when facing ogres, or they suffer a -2 to attack rolls against the ogre units for the duration of their contact with them. Opponents with greater hit dice, however, realize quickly the ogres are merely worthless meat bags whose heads are meant to adorn the spears outside of Bowbe's War Lodge.

ORCS

Stupid, ignorant, and intensely violent, orcs thrive on destruction and bloodletting. Orcs care little whose blood flows, so long as they survive to reap the bounty of their butchery.

ORCISH COMBAT MANEUVER

Bloodlust: If an orc squad has inflicted wounds on another squad, the orc squad gains a challenge level reduction of 2 to any required morale saves. The injured squad need not be an opponent's squad for orcs to gain the benefit of bloodlust. In fact, some orc commanders may order the destruction of allied forces in order to get their forces "blood up," instilling courage in them for further combat.

A COMBAT SEQUENCE IN ACTION

When squads of combatants come into contact with one another, make one attack roll versus the armor class of the adjacent opponents, acting in initiative order. Opponents may be from mixed units and have differing armor classes, so a successful roll against one unit may not affect another. If the attack roll successfully strikes the armor class of any adjacent opponents, roll damage based on the weapon type and damage adjustments of the attacking unit. Multiply this damage times the number of attackers adjacent to an enemy unit. This number represents the total damage dealt by the attackers.

Divide the Unit Hit Points (UHP) of defending squads by the total damage dealt. The resulting number indicates the number of squads defeated in that combat round.

Combat Example: A platoon of 10 squads numbering a total of 50 elven swordsmen makes a successful attack roll versus a platoon comprising 12 squads of adjacent orcs. The attacking elves are actually in contact with 6 of the 12 squads of orcs. The elves roll 1d8+1 for damage and get a 6 for the total damage. The 6 orc squads in contact

with the elf force then receive 36 points of damage. The orcs have 20 Unit Hit Points (UHP) per squad. One squad is destroyed and another must make a morale check after suffering over half of its unit hit points in damage. The unit succeeds, so the player marks the unit as wounded and records the damage the unit suffered.

The orc unit succeeds its morale check and the battle continues.

Regrouping and moving into position so that more of their units are in contact with the elf front, the 11 remaining orc squads assault the elves. They roll a 16+1, effectively hitting the elves' armor class. The orcs roll a 4 for damage and multiply it times their 11 contacting squads, dealing 44 points of total damage. The elves lose 2 squads immediately, as they also have 20 Unit Hit Points. One unit suffers 4 points of damage, but does not need to make a morale check.

The remaining 8 squads of elves rally for another attack, slashing deeply into the orcs with their next attack. They roll a 15, again striking the orcs, doing 5 points of damage (5x8=40), effectively killing two units of orcs and reducing their platoon to 9 squads.

The 9 squads attack the 8 squads of elves, but roll a 2 and miss! The elves respond in kind, attacking and rolling a 19, striking successfully again. This time they score 8 points of damage times the 8 squads, which results in 64 points of damage! They destroy 3 squads of orcs, and the wounded squad is also lost. The orc platoon is now degraded to 4 squads, which is less than half the squads it had at the beginning of the engagement.

MORALE CHECK MOMENT!

As the orcs have lost over half of their platoon to the elves, they must make a morale check for the remainder of the platoon. Their challenge level for their morale check is +2 for losing half their squads, and +1 for being outnumbered two to one, for a total of CL 3. This leaves the orcs needing to roll a 21 or better on their d20 roll to avoid failing their morale check and withdrawing from the combat. The orcs gain a +1 to their die roll for their morale score and a +1 to their die roll, as their chieftain promised them 500 in gold for participating in battle. They roll a 10, however, and their morale fails. They withdraw 30 feet from the elves in preparation of departing the battlefield.

The elves reply with a call to Thayaleon the Tree Lord and strike true and charge the retreating orcs. They rush forward on the withdrawing orcs striking them with a 15, dealing 8 more points of damage multiplied by 8 squads, or 64 more points of damage, destroying 3 more squads. The remaining squad fails its morale check, is routed, and destroyed as it turns to run.

ADVANCED INFANTRY TACTICS IN A FANTASY WORLD

Although the *Fields of Battle*™ version of the SIEGE Engine™ works exceptionally well for re-enactments of historical battles, the game is, after all, intrinsically designed for fantasy role-playing.

In fantasy combat, supernatural beings, wizards, and priests of powerful deities may be present on the fields of battle. These beings may have the ability to summon allies to the battlefield or call forth devastating mass-effect spells at will. It is also likely the combatants include aerial or burrowing creatures. Such beings are

alien to the classical historical battlefield, but they have abilities that may be similarly applied to a modern theater of combat.

For this reason, fantasy combat and tactics are more readily aligned with their modern counterparts, with *fireball* spells similar to rocket or artillery attacks and *invisibility* spells mimicking modern stealth technology.

Additionally, Castle Keepers and players who attempt to move their troops using classic historical maneuvers will quickly find their forces annihilated when confronted by a dragon's breath weapon or by area-effect magic like *lightning bolt*.

Fantasy combat requires units be more spread out across the battlefield to avoid mass eradication of entire platoons. In realms of fantasy, long rows of forces are eschewed for smaller echelon, wedge (pyramidal), or diamond formations for troop movement. High mobility and the ability to quickly close gaps between enemy squads is seen as a key to victory in such battlefields, as generals must get their forces to close with enemies before the *fireball* spells fly or *web* spells trap entire squads in their sticky threads.

Unlike most historical battles, generals and commanders in the fantasy genre must move with their forces. Rather than issuing commands with flag, trumpet, and drum atop a hill, commanders must be able to react and counter the tides of war up close to give their commands as chance for success. Although such items are still used, flags and banners can be obscured with *wall of fog* or similar spells, much like smoke grenades are used to mask troop movements in modern battle, after all. And *silence* spells may smother the sounds of drums and trumpets, leaving units deaf to signals ordering them to charge or retreat.

In other words, fantasy armies are trained to start from loosely dispersed troop arrangements. They move quickly towards opposing forces while making tactical feints and masking maneuvers to confuse their foes and blunt the power of enemy magicians and missile units. At the last moment, they form ranks while directly engaged with enemy forces, using their opponents to shield themselves from further missile and magical assault.

COMBAT FORMATIONS

To enter a combat formation, a unit must be in full command of an officer. Units not in direct command may not enter a combat formation. Units in an existing formation remain in the formation they were in, even if their commander is slain, but must make any appropriate morale checks to remain engaged in the battle!

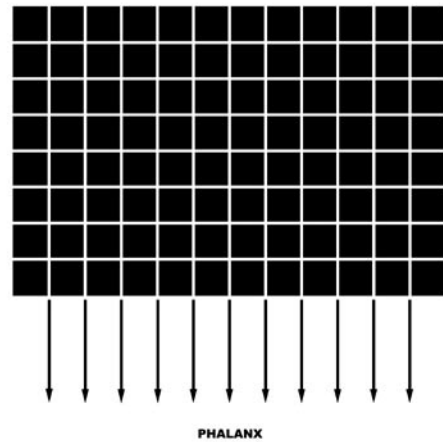


Picket Line: A loose formation which allows other units to pass through its ranks with no penalties. While in a picket line, units may only attempt direct fire attacks or melee attacks; they must form up when attempting any other formation attacks or defenses. A picket line has two advantages: the units in the picket line do not impede the movement of allied forces, and the picket line can span a broad area of the battlefield while remaining under the command of a single commander—as long as a portion of the picket line

remains within the commander's command presence, the entire line also remains within it. A picket line requires a minimum of five squads to form and takes a round of movement action to achieve.



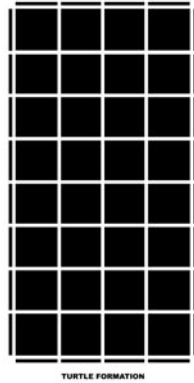
Shield Wall: A shield wall provides a barrier of shields butted together, bristling with a line of spears to fill a breach or gap upon the battlefield that has protected flanks or sides. Its purpose is to make a wall against cavalry attacks, as horses become skittish when being driven against what they perceive as an immovable object. Without a protected flank, a shield wall is susceptible to flanking attacks or being skirted by enemy cavalry units, who may then strike the shield wall from behind. Any force armed with shields may enter a shield wall formation. Units in a shield wall gain a +2 to AC from frontal attacks, but they suffer a -1 penalty to AC when attacked from the rear or its flanks, in addition to any flanking bonuses the enemy receives from attacking its sides. A shield wall is typically an immobile formation that requires one full round to form. Units must be in the command presence (in command) of a commander to create a shield wall. A minimum of ten units are required to form a shield wall. Typically the shield wall is immobile but may be moved at ½ its movement rate if the commander makes a successful charisma check whose challenge rating is equal to ½ the number of units forming the wall.



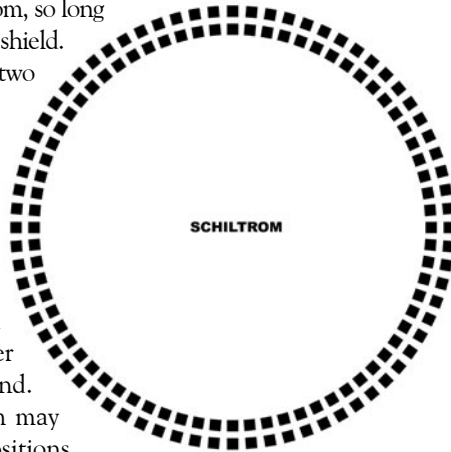
Phalanx: A phalanx is a multi-layered formation comprising a wall of spears and shields. This tight formation can move forward, laterally, or retreat, but it lacks turn-on-a-dime mobility. Like a shield wall, it is susceptible to attacks from the rear and flanks. A phalanx is always considered to be set to receive a charge due to the interlocking nature of the formation. Phalanx formations gain a +3 to AC, as at least one-fourth the unit is considered to have cover. Phalanx units gain 2 attacks when armed with a standard spear, reflecting the bristling rows of spears. Phalanx units armed with pikes or long spears gain 3 attacks due to the ranks involved.

Forming a phalanx requires a minimum of 12 units stacked in either two rows of six or three rows of four or any mathematical permutation of that ratio. It is required that the units are armed with spears, pikes, long spears, or other pole-arms. It takes two full rounds to form a phalanx.

Turtle: This formation increases the overall armor class of the unit by +4 to its flanks, rear, and center mass, where shields are held overhead to protect against bow fire. The formation is +2 AC to its front. When in a turtle formation, the unit may move at half its movement rate, but may only attack from the exact front of the turtle. The turtle formation is rectangular in shape, and it requires a minimum of six units to create the formation. Forming the turtle takes two full rounds.



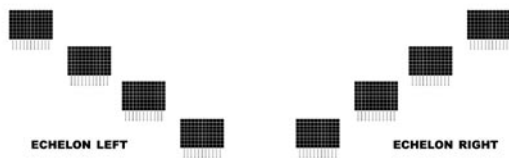
Schiltrom: A complicated formation which is a cross between the shield wall and phalanx but in a circular- or doughnut-shaped configuration. A typical schiltrom requires hundreds or even thousands of men to properly form, and it involves the interlocking of shields and spears to form a defensive wall to deny a cavalry charge. It takes four rounds to form a schiltrom. A schiltrom may be formed around archers as a defensive structure for them to fire from within. Spearmen in a schiltrom gain half cover or +4 to their armor class, and they deal double damage to charging enemies. Bowmen hiding within the schiltrom gain a concealment bonus of +4 to their armor class. A schiltrom may be created from mixed units, but it requires a minimum of 20 squads to form a schiltrom, so long as half of the units bear a shield. Forming the schiltrom takes two full rounds.



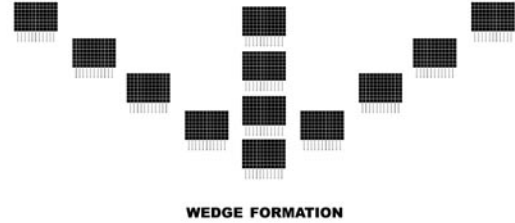
Schiltrom's are generally immobile formations, but may be coaxed into moving at up to one-fourth speed if the commander succeeds a charisma check equal to half the number of units under his command. Once mobile, the schiltrom may be used to assault enemy positions.

MOVEMENT FORMATIONS

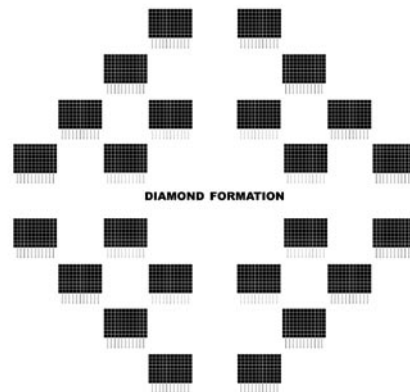
Echelon: An echelon formation is a staggered line with a leading edge and a flanker situated off to its left or right. Units in an echelon maintain a distance of 10-20ft. back from one another. The echelon provides protection against indirect fire missile attacks or magical radius-effect spells, but little protection against magical line attacks, such as *lightning bolts*. The echelon grants a +2 to the formation's armor class versus indirect fire and +2 to saves versus area-effect attack spells. An echelon requires a minimum of four units, with one leading edge and one short edge. An echelon may be created during the movement phase in lieu of moving.



Wedge: A wedge movement formation is similar to an echelon, with even numbers of units on both sides of a leading unit. This formation offers some protection against magical line attacks, but exposes the leading units to magical radius effects and indirect missile fire. Formations in a wedge receive a +2 to saves versus magical line effects and +2 to armor class versus ballistae and direct-fire missile attacks. A minimum of three units are required to create a wedge. The wedge requires one movement round to form.



Diamond: This formation includes a leading unit, wings, and a trailing unit of reserves to fill in any units lost as combatants move across the field of battle; the combined formation is shaped like a diamond, thus its name. Diamond formations provide moderate protection against most attacks, depending on the distance the units keep from one another. The diamond formation offers +1 to armor class and +1 to saves versus magic. The diamond formation takes one round to form, and it requires a minimum of four squads to achieve the diamond shape.



Battle Line: The most common of ancient historic movement formations, the line may extend from horizon to horizon. Lines are efficient in crossing great expanses of terrain, but are exposed to a variety of attacks. A minimum of two units standing side by side creates a battle line.



Marching Order: The line is used by armed forces to get to the battlefield. It is seldom used in actual combat, however, because it exposes the force to flank attacks or magical line assaults. Two units with one following the other are sufficient to create a marching order.

Certainly, there are many other battle formations—ancient or contemporary—that would prove acceptable to use in a *Fields of Battle* scenario. Castle Keepers wishing to extend the options should research other maneuvers and convert them to game terms.

CHAPTER 5: HEROES AT WAR

HEROES IN BATTLEFIELD COMBAT

Hero units participate in *Fields of Battle*™ combat in exactly the same manner as they do in standard SIEGE Engine™ combat. While armies act on their commanders' initiative, heroic PCs and NPCs (who may very well be commanders) act independently of the armies, moving on their own initiative scores within a round—unless they embed themselves within a unit, whereupon non-spellcasters lose their individual action (See **Embedded Heroes**, page 22) and become a part of the unit's attack, while spellcasters attack with spells on their unit's initiative.

Typically, heroes face off against other heroes on the battlefield; however, situations may arise where the hero is directly assaulted by one or more enemy units. In this circumstance, the hero directly faces the direct ratio/number of individuals comprising the encountered units. Thus, a hero unit coming into contact with a squad of orcs (medium-sized creatures) faces 5 orcs. A hero unit encountering a squad of goblins (small-sized creatures) faces 10 goblins, and so on. This resolution of scale is called squad formations (See **Squad Formations** below for more details). Units in squad formations receive attack and damage bonuses against heroes. Squad formations are only used for small- and medium-sized units battling heroes. Large units, which consist of two troops, cannot fight in squad formation, so they battle hero units via the standard SIEGE Engine rules.

Fighters with Combat Dominance or Extra Attack may use these abilities when fighting units, just as they would in standard SIEGE Engine combat. So, a high-level fighter with initiative over a weaker squad should have no problem in defeating the squad quickly or at least forcing a morale check!

SQUAD FORMATIONS

When hero-versus-unit combat takes place, the opposing unit should, more often than not, be treated as if it is in squad formation. At the CK's discretion, units of creatures with a militant background, such as humanoid foes (goblins, orcs, hobgoblins, and the like), have at least a rudimentary knowledge of battle tactics; they know how to form battle ranks to increase both their offensive and defensive output while working together as a squad. Squad formations are intended for use with units of medium- and small-sized creatures. When heroes face units of large or larger size, combat is resolved via the standard SIEGE Engine rules.

Giving monsters of small and medium size the opportunity to form ranks when facing player characters gives monsters more traction in the game, allowing the Castle Keeper to continue using old standbys without fear of classic monsters like goblins becoming irrelevant to good storytelling. As a rule, it is best to avoid using squad formations whenever the combined HD of a squad is greater than the HD of a single PC. Thus, 10 orcs (medium-sized creatures with a total of 10 HD) making two squad formations versus a party of four 5th-level characters (total of 20 HD) in a battlefield

setting would be appropriate. While the HD of the two orc squads combined in this situation is certainly higher than a single PC's HD, the presence of the other three heroes of equivalent HD ensures the advantage to the heroes, who combined, have more HD than the two squads. However, the same two squads attacking a single PC would be quite inappropriate, resulting in the outright slaughter the lone hero—which isn't fun for any player. Additionally, pitting the same two orc squads against a party of 1st-2nd-level characters in a dungeon situation would likewise not be appropriate. In such an instance, the individual orcs should prove an appropriate challenge to the PCs in their own right!

For hero-versus-unit combat, the CK should consult **Table 5-1: Squad Information for Hero-Versus-Unit Combat** below, which provides special attack and damage information for squad formations by a squad's component creatures' size. The attack and damage bonuses provided indicate a squad's ability to surround and overwhelm an individual, proving that squad formations of even low-level creatures can be deadly. The chart provides the attack and damage bonuses for a standard 1-HD unit. CKs should add a +1 to attack bonus for each HD above 1 the unit has to the attack bonus; additionally, CKs should add any strength or dexterity bonuses, any embedded hero unit's bonuses, and any character class special abilities like Weapon Specialization, and any other applicable bonuses to the base attack and damage bonuses provided on the chart for units in squad formations. An example battle scenario is included below.

TABLE 5-1: SQUAD INFORMATION FOR HERO-VERSUS-UNIT COMBAT

Unit Size	Ratio	Hit Die	Individual HP per HD Per Squad*	Attack Bonus**	Damage Modifier**
Small	10:1	1d4	3	+5	Weapon+4
Small	10:1	1d6	4	+7	Weapon+6
Small	10:1	1d8	6	+8	Weapon+8
Medium	5:1	1d8	6	+5	Weapon+4
Medium	5:1	1d10	8	+6	Weapon+5
Medium	5:1	1d12	10	+7	Weapon+6

*This number only reflects an average hit point total per hit die for an individual troop member within the unit when conducting hero-versus-unit battle formation combat. Small- and medium-sized creatures have three-fourths their standard HD in hit points per hit die. CKs may wish to alter the base hit points listed for elite units.

**The chart assumes a 1-HD unit, so add +1 to the attack bonus for each additional HD. Add any applicable bonuses (embedded hero, strength or dexterity, or special class abilities, etc.) to the base standard. Additionally, cavalry add their mounts' natural attack to the damage.

UNIT SIZE, RATIO, HIT DIE, AND HIT POINTS PER HD

In *Castles & Crusades*, monsters, like player character classes, have differing hit die reflecting their physical ability to withstand damage. Hit points per hit die per squad have been calculated on **Table 5-1** for ease of use in game, so that combat between a hero unit and an enemy squad may be resolved more quickly. **Table 5-1** assumes each individual within a small- or medium-sized unit has at least three-fourths its hit dice in starting hit points. A hero need only deal the amount of damage listed (per hit die) to

down a squad member. Additionally, because unit members are so closely packed together in formation, the hero may, depending on the damage dealt, actually kill more than one unit member with his attack, slicing or bashing through his intended victim with his weapon to the swarm beyond.

A hero's kills diminish a unit's combat effectiveness (See **Attack Bonus and Damage Modifier** below).

ELITE SQUAD FORMATIONS

Certain squads may be comprised of enemies with more than one hit die, such as a squad of 3rd-level fighters. When dealing with multiple-HD squads, simply multiply a unit's HD by the hit points listed for an individual member in **Table 5-1**, and then increase both the attack and damage bonuses by +1 for each additional hit die added.

Elite Squad Formation Example: in the case of a squad of 3rd-level fighters (a medium-sized unit with d10 as its base HD), each individual member comprising the unit would have 24 hp (the base 8 hp per member from **Table 5-1** multiplied by 3 HD=24). Therefore, a hero would have to cause 24 hit points of damage to one member to remove him from the squad. This unit would have an attack bonus of +8 and a damage bonus of +7 (the unit gains +1 for each added hit die, which becomes +2 for the additional 2 HD; this is added to the base +6 attack and +5 damage listed on **Table 5-1**, which, when increased by 2 each, becomes +8 attack and +7 damage).

Additionally, an elite force doesn't have to mean a higher HD unit. Instead, it might mean a tougher-than-normal unit. To create such an elite standard unit, the CK should boost the squad's listed hit point total by one or two points, possibly maxing out the HD. Next, the CK might even consider further boosting the squad's toughness with a constitution modifier bonus, further bolstering the unit's hit points. Finally, the unit might possess magical weapons and/or better armor. All these things would make a standard unit more difficult to remove from the battlefield.

DAMAGING A SQUAD FORMATION

When the hero attacks a squad formation, he deals direct hit point damage against a creature within the unit, attacking as per normal SIEGE Engine combat. In this instance, a squad member's hit points are as per **Table 5-1** per hit dice. As the number of squad members dwindles, the unit's effectiveness degrades, resulting in a reduced attack bonus and a reduced damage bonus, as detailed above.

If a hero decimates a squad or more single-handedly, the hero grants a +1 morale bonus to all allied units within sight of her deeds, for as long as she remains visible. When a unit takes a 50% loss or more of its squad in hero-versus-squad combat, the unit is forced to make a morale check at CL 1 to continue fighting.

ATTACK AND DAMAGE MODIFIERS OF DAMAGED SQUAD FORMATIONS

As a unit loses members, its battle proficiency suffers, causing attack and damage penalties to be applied against its standard combat bonuses listed in **Table 5-1**. A unit's size (small or medium) affects how penalties are assessed. In small-sized units, for every two members lost, the unit suffers a -1 to its attack and damage bonuses;

in a medium-sized unit, the loss of one member causes the unit to suffer a -1 to its attack and damage bonuses. The starting bonuses are listed in the chart by unit size and HD type.

Hero-Versus-Unit Combat Example: A squad of 10 goblins harasses Saragun, a 5th-level ranger, on the battlefield. The goblin squad has a total of 10 HD (10 x 1 HD creatures=10 HD), and each goblin has 4 hit points each, per **Table 5-1** (goblins are small, 1HD creatures, so, as the chart indicates, each individual goblin has 4 hit points). The goblins attack the ranger with their spears. They have a +7 to-hit bonus due to their superior numbers; they roll a 14 on their d20 attack roll, resulting in a 21, which is good enough to penetrate the ranger's AC 13 (studded leather armor). Their damage capacity is 1d6+6 (+6 damage bonus from **Table 5-1**) points of damage with their spears. Rolling a 2 on the d6, the goblins deal 8 points of damage to the ranger with their phalanx of spears.

The ranger, being an expert in battling such creatures, bears into their onslaught with his trusty longsword. The 5th-level ranger has a base attack bonus of +4 for his level, but he is strong (16 strength, +2) and has a +1 longsword, so he gains +3 to hit, giving him a total attack bonus of +7. He rolls a 10 on his d20 attack roll; adding his +7 attack bonus, he has an 18 for his attack roll, which succeeds in hitting a goblin (AC 15). The ranger's damage capacity is 1d8+8 (+2 strength, +1 sword, and a +5 damage bonus against goblins for his Combat Marauder ability=+8). He rolls a perfect 8 on his damage roll and adds his +8 damage bonus, thereby dealing a total of 16 points of damage to the goblin unit. As indicated above, while the hero concentrates on one individual within the unit, his attack may actually down more than one individual if it is potent enough. Divide the total number of damage dealt by the base hit points per die of the attacked creatures to see how many unit members are killed; if enough damage is done to wound an additional member but not kill him, the remaining damage is dropped, and the creature is unaffected. In the ranger's case, his 16 points of damage is enough to kill 4 members of the unit (16 damage/4 hp each=4); he literally scythes through their bodies with his bold strokes. The goblin force, now reduced by 4 members, suffers a -2 penalty to both its to-hit and damage bonuses listed on **Table 5-1** (for every two members lost in a small unit, the unit suffers a -1 penalty).

The remaining 6-member goblin unit attacks again. Having lost 4 members, their small-sized goblin unit's attack and damage bonuses are now +5 to hit and +4 to damage. They roll a 17; adding +5, they get a 22, and again successfully strike the ranger. Their damage die roll equals 4+4, and thus the remaining goblins deal another 8 points of damage to the ranger, bringing him to 16 points of damage.

The ranger strikes again on his next attack, hitting with a total score of 18 for a total of 11 points of damage. Since 11 can be divided evenly by 4 twice, the goblin unit loses 2 more troops, leaving only 4 remaining (the additional damage is dropped). The goblin squad's attack and damage bonuses suffer an additional -1 penalty, reducing them to +4 to hit and +3 to damage. Additionally, because the goblin unit has suffered a 50% loss or more at this point, the unit must roll a morale check (a charisma check versus fear) to hold, as they have suffered massive casualties. The challenge level of the save in this instance is equal to the HD of their opponent +1 for suffering heavy casualties.

Against the 5th-level ranger, the goblins have a challenge level of 6 for the morale check (5 for the ranger's HD + 1 for suffering casualties=6). The goblins do not have mental prime attributes, so their charisma check starts with a challenge base of 18 and is modified by CL 6, thereby requiring a challenge class of 24. Even if the goblins rolled a natural 20, they could not overcome their fear of the ranger with their +1 morale score, so the goblins fail their morale check; they flee the battlefield on their turn.

HEROES IN BATTLE

Heroes and officers provide an important component to any battle. Their presence adds to their allies' morale, and their deeds inspire their forces to victory. Likewise, their defeat and failure can thoroughly demoralize allies who witness these events. This chapter deals with the possible combat activities PC and NPC heroes may take upon a battlefield, either as commanders or as individual hero units.

EMBEDDED HEROES

Some heroes may wish to be embedded directly with perspective units, taking the place of corporals, sergeants, and the like. In this instance, the heroes are not considered solely as "individuals." Embedded heroes who are not spellcasters do not take individual attacks, rather some of their attack bonuses or special abilities are folded into the bonuses and abilities of the overall unit; spellcasters may cast a spell on their unit's initiative. Only one hero may be embedded with a unit at any given time.

Embedded heroes double the Unit Hit Point total of the unit they are attached to and add whatever specialized bonus a character of their level brings to his squad. This reflects the greater number of hit points, better equipment, and, in general, more efficient or specialized attack style. While in squad formation, however, the embedded hero maintains his own hit points, but the other squad members have the standard HP listed on the chart; so one member of the unit will be harder for the hero to kill. Also, the embedded hero becomes the de-facto commanding officer of the unit, adding his charisma bonus, if any, to morale checks his unit may be forced to make.

Thus, a unit of spearmen led by Gweyeth the Strong, a 3rd-level fighter, would look like this:

HUMAN SPEARMEN (Fighter 1 with embedded 3rd-level fighter) 1 squad

Size/Ratio: Medium/ 5:1

HD/UHP: 1d10/UHP 50*

Move: 30 ft.

AC: 15 (Scale Mail, Shield)

Attacks/Attack Bonus: Long Spear (1d8+3)/+3 AB or Short Sword (1d6+2)/+2 AB

Squad Formation: HP 8 x 4 and Gweyeth HP 21, Long Spear (1d8+8)/+9 AB or Short Sword (1d6+7)/+8 AB

Special: Weapon Specialization (long Spear, +1 bonus to hit and damage), +1 strength modifier, embedded 3rd-level fighter hero (Gweyeth's presence adds +1 to hit and damage and a +1 morale bonus as their commander—charisma 14)

Primes: Strength, Wisdom, Constitution

Morale: +2*

Spells/Spell-Like Abilities: None

*Embedded assets provided by the presence of Gweyeth the Strong.

Likewise, heroes embedded within units in unit-versus-unit combat are struck on any hit that would strike their own AC; they receive the damage amount suffered divided by their unit ratio (rounded down) directly to their hit point total. Depending on the hero's hit point total, it is possible for the embedded hero's entire squad to be decimated while he still stands. He then fights as a hero unit, or he joins up with another unit. While fighting in squad formation in hero-versus-unit combat, the embedded hero receives direct damage from the attacking hero opponent.

Example: In unit-to-unit combat, a squad of gnoll archers fires on Erutanth the bard's medium-sized unit. Erutanth is a 4th-level bard and has 25 hit points. The gnolls score a hit on her unit, dealing 6 points of damage. Erutanth's unit suffers 6 points of Unit Hit Point damage, but Erutanth personally suffers 1 point of damage (6 points of damage divided by 5, the unit's medium-sized ratio (rounded down)).

Special: Spellcasters embedded with a standard unit may still cast their spells normally on their unit's turn. Many of these spells may grant special effects and powers to their unit. Note: If the spellcaster is using a spell which requires a full round of concentration to use, the embedded spellcaster's unit may take no action other than to defend itself while the caster prepares the incantation.

EMBEDDED HEROES' ASSETS

With the exception of spellcasters, heroes embedded with units forfeit their independent actions upon embedding themselves with a unit; spellcasters, however, may cast spells (only) as an individual action on the unit's initiative, but may not make hand-to-hand attacks as an individual. While embedded, a hero's presence bolsters the abilities of the unit, granting certain bonuses dependent upon the hero's class and level. In the example above, Gweyeth the Strong, a 3rd-level fighter, granted his unit of spearmen a +1 bonus to to-hit and damage rolls.

A hero may disengage from their unit at any time or join another unit if they so desire. Any time the hero embeds himself within a unit, that unit gains all the applicable advantages the hero's class and level provide from being embedded. CKs should consult the class information below to determine the specifics of these benefits.

ASSASSINS

Although not a frontline fighters by any stretch of the imagination, the assassins' preference for covert death dealing make them ideal strike commandos, snipers, and slayers of enemy captains. Generally, assassins work alone behind enemy lines, infiltrating the ranks of opposing forces and dispatching opponents unseen. High-level assassins may pose as enemy leaders, using their disguise to sway the events of the battle in favor of their patron.

EMBEDDED ASSETS

An assassin character embedded with troops offers the following advantages:

ASSASSIN LEVEL

1-4: +1 to damage whenever they attack from flank, rear, or from concealment/cover.

- 5-8: +2 to damage whenever they attack from flank, rear, or from concealment/cover.
- 9-12: +3 to damage whenever they attack from flank, rear, or from concealment/cover, +1 to saves vs. poison.
- 13-16: +3 to damage whenever they attack from flank, rear, or from concealment/cover, +2 to saves vs. poison.
- 17-20: +4 to damage whenever they attack from flank, rear, or from concealment/cover, +2 to saves vs. poison.
- 21st+: If an embedded assassin studies an opposing unit for 3 rounds and his unit has initiative, he can direct the unit to perform a standard Sneak Attack, granting the unit a +2 bonus to hit and a +4 bonus to damage. Additionally, if the unit's Sneak Attack is successful, the assassin may take the opportunity to make a death attack on the unit's direct commander (or the overall commander if that commander is in range).

BARBARIANS

Barbarian heroes often serve as mercenary commanders, leading from the front rather than the rear, and intimidating both allies and enemies with their ferociousness in combat. They are also likely to lead howling hordes of fearless warriors against firmly entrenched positions that more "civilized" soldiers fear to assault. Barbarian PCs and NPCs actively seek out large monsters and enemy commanders, challenging them to single combat.

EMBEDDED ASSETS

A barbarian character embedded with troops offers the following advantages:

Barbarian Level

- 1-4: The barbarian's unit may take one attack during the entire battle at a +4 to hit, or the unit may receive +4 to any action where a physical attribute check is required due to the ferocity instilled by the barbarian.
- 5-8: The barbarian inspires his unit to make a single attack against **two** adjacent foes once during the entire course of the battle.
- 9-12: +1 to damage. The unit fights to -6 hit points and has damage reduction 1 point per physical blow.
- 12-16: **Berserker's Morale:** +1 to hit and +2 damage. So long as the barbarian is up and fighting, the unit cannot fail morale checks.
- 17-21: **Ancestral Hero:** The barbarian's unit gains two full additional hit die for the purposes of attack rolls and Unit Hit Points.

BARDS

Bard heroes offer great bonuses to an allied army's morale and fighting ability. Although adequate as frontline fighters, bards frequently assist commanders in relaying orders, using drums or trumpet signals to communicate their messages, or they aid leaders in swaying the tide of battle with inspirational speeches to the troops. A bard's golden-tongued words can embolden men to hold the breach when all else seems lost, ensuring them that the sacrifice of their lives is well worth the prize being sought in battle.

EMBEDDED ASSETS

Embedded bards grant their allies all bard song bonuses that apply, plus the bonuses detailed below, meaning a bard's Exalt ability stacks with the bonuses below. A bard character embedded with troops offers the following advantages:

Bard Level

- 1-4: **Morale Bonus:** The bard's unit is considered to be prime in charisma for the purposes of morale checks; in addition, all charisma-based saves, including morale checks, receive a +1 bonus.
- 5-8: +1 to damage. **Morale Bonus:** The bonus for all charisma-based saves increases to +2.
- 9-12: **Morale Bonus:** The bonus for all charisma-based saves increases to +3.
- 13-17: +2 to damage. **Morale Bonus:** The bonus for all charisma-based saves increases to +4.
- 18-20: **Morale Bonus:** The high-level bard's presence within his unit makes it immune to morale saves and other fear checks. Additionally, other units within sight of the bardic hero gain +4 to their morale saves.
- 21+: The bard's Exhort Greatness extends to the entire unit, granting the unit +2 to attack rolls and two HD of temporary hit points.

CLERICS

The religious warrior priests of their faith, clerics wield amazing power on the battlefield. Evil and neutral priests can animate fallen troops to fight again. Clerics can turn or rebuke enemy squads of undead, reducing the strength of enemy forces. Clerics quite literally command the power of the gods upon the battlefield with their power over life and death.

EMBEDDED ASSETS

Clerics retain the ability to cast spells and turn undead when embedded with a unit. Likewise, area-effect spells that overlap the size of the unit (10 ft.) the cleric is embedded in affect all members of the unit. A cleric character embedded with troops offers the following advantages:

Special: High-level clerics can summon hero units and other creatures of the inner and outer planes to do their bidding on the battlefield. These units calculate UHP and attacks as any other unit.

DRUIDS

Possessing great power over nature, druids may call upon the forces of nature to change the events and outcomes of battles. The ability to summon their own units, to warp battlefield conditions with their control of weather, and to transform areas of open plain into impassable thorn or marsh make these individuals useful heroes upon the battlefield. A druid character embedded with troops offers the following advantages:

EMBEDDED ASSET

Druids retain the ability to cast spells on their units turn when embedded with a unit. Likewise, area-effect spells that overlap the size of the unit (10 ft.) the druid is embedded in affect all members of the unit.

Special: High-level druids can summon units of beasts to the battlefield that fight under their command and move on the unit's initiative. To determine the UHP of these beasts, use the unit statistics block generation rules found in **Chapter 2**.

FIGHTERS

Fighters often serve as commanders and leaders on the battlefield. Being more refined in their training than the typical warrior, they bring the brunt of their many abilities and professional training to bear in battle. They help units take on enemy formations, aid in destroying fortifications, and often challenge enemy officers to single combat.

EMBEDDED ASSET

Fighters grant a portion of their combat abilities to units they are embedded with. A fighter character embedded with troops offers the following advantages:

FIGHTER LEVEL

- 1-3rd:** +1 to hit, +1 bonus damage (Hero present only, and stacking with standard fighter bonuses).
- 4th-7th:** One Combat Dominance bonus attack vs. d6 or smaller hit die per combat round (stacks with standard fighter bonuses of elite fighter units of 4 HD or greater).
- 8th-13th:** +2 to hit and +2 damage.
- 14th+**: One Extra Attack granted to the entire unit.

ILLUSIONISTS

Cursed are the names of illusionists upon the lips of professional fighting men! Illusionists are possibly more dangerous than any other class to soldiers in enemy formations. Illusionists have the power to create the impression of larger forces and more powerful allies. Their imaginative arcane flourishes may be used to conceal large swaths of the battlefield, to masquerade troops of soldiers as a copse of trees, or to hide quagmires with the illusion of safe, flat land.

EMBEDDED ASSET

Illusionists retain the ability to cast spells on their units turn when embedded with a unit. Likewise, area-effect spells that overlap the size of the unit (10 ft.) the illusionist is embedded in affect all members of the unit. An illusionist character embedded with troops offers the following advantages:

Sharp Senses: Embedded illusionists grant a +1 for every 4 levels of the Illusionist to saves versus illusion saving throws.

Special: High-level illusionists can create "virtual" units and even armies to do their bidding through the binding of powerful illusion magic. These units have the same UHP, HD, and the like of their true counterparts.

KNIGHTS

Knights live for the thunder of hooves and the crash of steel on steel. Born and bred for the battlefield, knights often serve as officers and commanders of large legions of troops, and with very good reason: knights have 1.5 times the normal command

presence of other character classes due to their specific martial training in mass combat. Knights improve everyone around them, offering bonuses even to non-knights, who are awed in the presence of such martial expertise.

EMBEDDED ASSETS

Knights are at their best when embedded with cavalry; however, foot soldiers also benefit from the unit bonuses knights offer.

Most of the knight's embedded assets are clearly listed in the *Castles & Crusades Players Handbook*. The knight's abilities stack with all other units within their command presence. Thus, a knight's powers may stack with units in their command presence who also have embedded heroes within them.

KNIGHT LEVEL

- 21+:** The knight's renown is such that his battlefield bonuses to units in his command presence are doubled for their duration.

MONKS

Monks move with great speed upon the battlefield and are often deployed to take out enemy wizards and priests with their devastating stunning attacks and high saving throws. Monks also make great spies and scouts, as their ground speed at high levels may rival that of a charging stallion.

EMBEDDED ASSETS

Monks offer a wide variety of defensive- and movement-based assets to any force they are embedded with. A monk character embedded with troops offers the following advantages:

Monk Level

- 1-5:** +1 Armor class bonus versus missile weapons, +1 to constitution and charisma saves, including morale checks.
- 6-10:** +2 AC bonus versus missile weapons, +2 to constitution and charisma saves, including morale checks.
- 11-15:** +10 ft. to unit's movement rate. Unit attacks as if the entire unit possesses a +1 magical weapon for purposes of damage reduction and immunities.
- 16-19:** +3 AC bonus versus missile weapons. Unit attacks as if the entire unit possesses a +2 magical weapon for purposes of damage reduction and immunities.
- 20+:** The unit may deal one Death Strike per battle. The Death Strike uses the embedded monk's level for purposes of determining if the unit is higher level than its opponents. The monk's level must exceed the entire HD of the opponent unit to be successful. For instance, an embedded 20th-level monk can easily affect a medium-sized unit of 3 HD creatures or lower (3 HD x 5 members=15 total HD), while a 21st-level monk can affect a medium-sized unit of 4 HD.

PALADINS

Paragons of their deities and devoted holy warriors, paladins are frequently designated leaders of cavalry and infantry troops, their courage emanating out into the other ranks. Paladins challenge the

most powerful and most evil of opponents. They are the first to take the field and the last to leave it—be it in a coffin or guarding the retreat of others, allowing them to escape to fight another day.

EMBEDDED ASSET

Paladins grant various bonuses to defenses and saves to units that they are embedded with. Since a unit occupies 10 ft. of space (1 inch), a paladin of 6th-level or higher will encompass the unit with her Aura of Courage at all times, granting the entire unit +4 to fear saves, including morale checks. A paladin character embedded with troops offers the following advantages:

PALADIN LEVEL

- 1-5:** +1 Armor class bonus and +1 to saving throws versus evil opponents.
- 6-8:** +2 Armor class bonus and +2 to saving throws versus evil opponents; +2 to constitution saves.
- 9-12:** +1 damage bonus versus evil opponents.
- 13-16:** +2 damage bonus versus evil opponents.
- 17-19:** +3 damage bonus versus evil opponents.
- 20+:** The entire unit may Smite Evil as a 9th-level paladin (using their embedded paladin's charisma bonus to hit + any other to-hit bonuses) once per battle.

RANGERS

Rangers frequently lead archer squads or recon units to scout out enemy forces for weaknesses. Their units may also act as skirmishers and marauders, attacking enemy hero units. With the ability to quickly defeat enemies on the battlefield, rangers make invaluable hero units.

EMBEDDED ASSETS

In addition to their own special abilities, rangers embedded with a unit offer the following bonuses:

Ranger Level

- 1-4:** +1 to damage against humanoid/giant opponents.
- 5-8:** +2 to damage against humanoid/giant opponents; +1 saves and AC versus the ranger's favored enemy.
- 9-12:** +3 to damage against humanoid/giant opponents; +2 saves and AC versus the ranger's favored enemy.
- 13-16:** +4 to damage against humanoid/giant opponents; +3 saves and AC versus the ranger's favored enemy.
- 17-20:** +5 to damage against humanoid/giant opponents; +4 saves and AC versus the ranger's favored enemy.

ROGUES

Rogues may traverse the field of battle as spies and harassing skirmishers, seeking out enemy units and relaying their positions and tactics back to allied units. Rogues may steal the battle plans from an enemy encampment or pilfer an un-holy artifact needed by the enemy to win the day.

EMBEDDED ASSET

Rogues specialize in attacking foes from surprise and stealth. Given the opportunity, they may inflict grievous damage to their opponents. A rogue character embedded with troops offers the following advantages:

ROGUE LEVEL

- 1-4:** +1 to damage anytime they attack from flank, rear, or from concealment/cover.
- 5-8:** +2 to damage anytime they attack from flank, rear, or from concealment/cover.
- 9-12:** +1 to hit/+3 damage anytime they attack from flank, rear, or from concealment/cover.
- 13-16:** +2 to hit/+4 damage anytime they attack from flank, rear, or from concealment/cover.
- 17-20:** +3 to hit/ +5 damage anytime they attack from flank, rear, or from concealment/cover.
- 21st+:** If a rogue's unit has initiative in the first round of battle, the unit may perform an immediate Sneak Attack at double the rogue's standard bonus—granting the unit a +4 bonus to hit and a +8 bonus to damage.

WIZARDS

Wizards can have a profound effect upon the battlefield, and can single-handedly turn the tide of battle by drawing upon their arcane might. A wizard of sufficient level who has buffed himself with powerful mass attack spells and magical defenses can be virtually undefeatable on the battlefield, except by other heroes. The various specialized wizards each have their own value upon the battlefield, be it evokers who call down fire and lightning, abjurers who can protect their forces against attacks, or summoners who can call up instant troops to replenish those who are spent upon the field.

EMBEDDED ASSET

Wizards retain the ability to cast spells when embedded with a unit. Likewise, area-effect spells that overlap the size of the unit (10 ft.) the wizard is embedded in affect all members of the unit. A wizard character embedded with troops offers the following advantages:

Special: High-level wizards can summon hero units and other creatures of the inner and outer planes to do their bidding on the battlefield. These units calculate UHP and attacks as any other unit.



CHAPTER 6: SIEGE WARFARE

In mass combat, it is often necessary for one force to assault a fixed structure and for another force to defend that structure from an invading onslaught. In prolonged engagement scenarios, it is possible that some forces may have entrenched themselves, creating semi-permanent defensive positions. Possibilities for such scenarios are endless. This section provides details for the strength of fixed emplacements and siege equipment. It also provides the penalties and bonuses provided by cover, terrain, and elevation, information which may be needed to fully realize a *Fields of Battle*™ encounter for your *Castles & Crusades*™ game.

Sieges work effectively in fantasy role-playing scenarios as plot hooks and as exciting culminations of long-standing campaigns. Perhaps the PCs are required to take vital information or a holy relic into a stronghold to give the defenders that last piece of material needed to destroy the demonic enemy general. Perhaps the PCs are attempting to infiltrate an enemy base to slay an evil lich generating legions of undead warriors from the bowels of his tower, and the only way into the fortress is through the ranks of undead in their path. Simply defending what the PCs have fought long and hard to seize for themselves is about as “old school” a campaign scenario as it gets for fantasy role-playing games.

SIEGE ENGINES

Siege engines function normally on the battlefield, affecting targeted squares on a hit and random squares on a miss. Listed below are common siege engines. **Table 6-1: Siege Engines** lists the siege engine’s cost, typical damage, range increment, and number of crew to operate at a glance. **Table 6-2: Siege Engine**

Ammunition lists optional ammunition for the siege engines.

BALLISTA

Cost: 500 gp, **Damage:** 3d8, **Area:** 5X5, **Range:** 120 ft., **Crew:** 1 or 2

A ballista is a huge wooden crossbow typically fixed in place, but it may be mounted on rollers, wagons, ships, and the like. Because a ballista is so large, medium- and small-sized users suffer a -4 penalty to their attack rolls when attempting to fire a ballista alone or -2 when firing as part of a crew. A ballista has a range increment of 120 ft. This weapon is primarily used to kill large creatures on the battlefield (such as elephants, ogres, dragons, etc.) exposed within its range. Equally, ballistae may be used to fire flaming spears against siege towers to catch them on fire. A ballista with a crew of 2 may have the weapon prepared to fire every other round. Otherwise, the ballista may fire once every 3 rounds. A ballista takes up a 5-ft. space.

CATAPULT, HEAVY

Cost: 800 gp, **Damage:** 6d6, **Area:** 15x15, **Range:** 200 ft. (minimum range 100 ft.), **Crew:** 4

A heavy catapult hurls huge pieces of stone or bundles of cast iron balls at a range increment of 200 ft., with a minimum range of 100 ft. With a crew of 4 trained siege engineers firing the heavy catapult, it may be winched, loaded, aimed, and fired every other round. Heavy catapults may be loaded on wagons and moved at the bearing weight and speed of the animals hauling it. Otherwise, a heavy catapult may be pushed 10 ft. per round. Heavy catapults take up a space 15 ft. across.

CATAPULT, LIGHT

Cost: 550 gp, **Damage:** 4d6, **Area:** 10x10, **Range:** 150 ft. (minimum range 75 ft.), **Crew:** 2

A light catapult is similar to a heavy catapult: it hurls stones, cast iron balls, or other ammunition. Light catapults have a range increment of 150 ft., with an absolute minimum range of 75 ft. A crew of 2 may winch, load, and fire every other round. Light catapults may be loaded on wagons and moved at the bearing weight and speed of the animals hauling it. Otherwise, it may be pushed 15 ft. per round. Light catapults take up a space 10 ft. across.



FIRING A CATAPULT

A catapult affects an area based on the ammunition used, and firing a catapult requires a keen intellect to understand the proper elevation, arc, and trajectory of its payload. The engineer makes a standard ranged attack roll based on his base attack bonus, adding his intelligence modifier instead of his dexterity modifier for purposes of aiming the attack, and then subtracting any range increment penalties. Targets of a catapult attack may make a dexterity check to take half damage from the attack. The save's CL equals the firing engineer's intelligence modifier. On a roll of natural 1, the catapult shot hurls straight into the air, falls back down, and then lands on the catapult and its crew.

Catapults may be "locked" on a target once their engineer scores a hit. Fired ammunition continues to hit the same area with no additional attack roll required until it is re-aimed. Re-aiming takes one round and requires a new attack roll.

RAM, BATTERING

Cost: 1000 gp, **Damage:** 4d6, **Area:** 1 stationary target, **Range:** —, **Crew:** 10 medium-sized crew or 20 small-sized crew

A battering ram is a huge log, usually with an iron or bronze end cap. Battering rams may be complicated siege engines built with protective covering for the ram team (typically 2-4 squads of infantry) in a wheeled frame with the ram swinging from stout chains. Rams can also be simple affairs, being a log born by strong backs used to hammer against a gate.

A battering ram affords full cover (+10 Armor Class) to the ram team. The ram may strike every other round and deals 4d6 points of damage to wooden structures, but deals only one-half damage to stone, and one-fourth damage to metal (such as a portcullis). A ram of this sort costs 500 gp to construct.

RAM, MAKESHIFT

Cost: Varies, **Damage:** 2d6, **Area:** 1 stationary target, **Range:** —, **Crew:** 10 medium-sized crew or 20 small-sized crew

A makeshift ram deals 2d6 points of damage to wooden structures, and may be used to make a ram attack every other round. Makeshift rams provide no cover, concealment, or protection to their bearers.

SIEGE TOWER

Cost: 2,000gp, **Damage:** —, **Area:** NA, **Range:** —, **Crew:** 20

A siege tower is a wooden structure covered with soaked animal pelts or thin metal sheeting to protect it from catching fire. The inside of the tower is hollow, with ladders built within to allow armed troops

to easily scale its inside with full cover (+10 AC). The top interior floor of the structure is typically affixed with a drawbridge-like front wall that drops, attaching to the wall of an enemy castle, allowing the troops within to storm the battlements and end a siege.

Siege towers are typically constructed at the site of the battle after many weeks and months of siege. They are built to be slightly taller than the wall intended to be breached, thus their cost is reflected in multiples of 20 ft.

The tower's roof provides a firing platform that grants ½ cover or +4 armor class to defenders. The roof is large enough to hold one squad of combatants or 1 ballista and crew.

Siege towers have 50 hp per 10 ft. section and an armor class of 14. They may be pushed or dragged 5 ft. per turn, and they require at least 20 medium-sized creatures, 10 large-sized creatures (such as ogres or horses), or any huge or colossal giant to move it per 20 ft. of height. For example, a 40-ft. siege tower may be pushed into position by 2 frost giants, 20 ogres, or 40 orcs.

Historically, the largest siege towers were nearly 140 ft. tall and 60 ft. wide. They could hold 1000 knights and archers. Such behemoths were outfitted with multiple catapults, ballistae, or cannons; they required hundreds of men to push and pull them into position. Siege towers cost 400 gp per 20 feet in height to construct.

TABLE 6-1: SIEGE ENGINES

ENGINE	COST	DAMAGE*	AREA	RANGE	CREW
Ballista	500gp	3d8	5X5	120 ft.	1 or 2
Catapult, Heavy (min 100 ft.)	800gp	6d6	15X15	200 ft.	4
Catapult, Light (min 75 ft.)	550gp	4d6	10X10	150 ft.	2
Ram, Battering	1,000gp	4d6	1 Stationary Target	—	10-20
Ram, Makeshift	Varies	2d6	1 Stationary Target	—	10-20
Siege Tower	2,000gp	—	NA	—	20+

*A ballista or catapult can fire special ammunition. The special ammunition does damage as listed in **Table 6-2: Special Ammunition.**

SPECIAL AMMUNITION

Boiling Oil: Boiling oil is prepared in cauldrons on rooftops. Boiling oil affects a 10x10 ft. area directly below it and deals 6d6 points of damage. No attack roll is necessary. The oil may be set aflame with fire arrows, whereupon it deals an additional 4d6 points of burning damage before extinguishing in 1d2 rounds. A gallon of oil costs 8 gps.

Falling Stones: Stones may be hurled by defenders on battlements. These stones affect a 10x10 area below the wall and deal 1d8 points of damage.

TABLE 6-2: SPECIAL AMMUNITION

	AMMUNITION	DAMAGE	COST
Ballista	Harpoon	2d8+and anchored to target.	5 gp each
	Flaming Bolts	3d8+1d6 (fire)	2 gp each
Catapult, Heavy	Cast Iron Balls	6d8	10 gp each
	Flaming Oil Cask	6d6 (fire)	32 gp each
Catapult, Light	Cast Iron Balls	4d8	10 gp each
	Flaming Oil Cask	4d6 (fire)	16 gp each
Dropped from Above	Boiling Oil	6d6 (with fire +4d6)	8 gp/gallon
	Falling Stone	1d8	—

Cast Iron Balls: Cast iron balls are expensive and rare, though they are easier to manufacture than the typical fieldstone spheres used as catapult ammunition. Cast iron balls are said to be an invention of dwarves, owing that iron deals double damage against stone structures and fortifications and triple damage to wood. Cast iron balls also have the potential of rolling when they land, causing havoc among ground troops, tearing off legs and pulverizing feet with their strike.

Flaming Bolts: Flaming bolts deal standard damage plus 1d6 points of fire damage. They have a 20% chance of setting ablaze any wooden structure they strike.

Soaked animal skins reduce the chance of wooden structures catching fire. They provide 1d4 rounds of complete fire protection, after which they reduce any fire damage by half.

Flaming Oil Cask: A flaming oil cask is typically an amphora-like jug filled with flaming oil that explodes on contact, hurling its contents throughout the ranks of enemy forces. Flaming oil casks are especially destructive to wooden structures, lighting them aflame, and causing panic (requiring morale checks) to forces adjacent to squads immolated by their fiery payload. These casks usually contain 2-4 gallons of oil and are affixed with a wick that must be lit before launching the payload.

Harpoon: Harpoon ammunition is attached to a length of strong rope up to 100 ft. long, with the rope coiled around a winch and pulley mechanism. Due to the weight of the rope and its effect on the aerodynamics of the harpoon, the firer takes an additional -4 to attack rolls. Harpoons may not fire beyond the length of their rope.

ASSAULTING STRUCTURES

Structures have armor class and hit points. Units attacking structures with the proper gear (rams or mauls for walls) do damage to structures as PCs normally do when kicking in doors and shattering locked chests. Walls and gates that are 10-20 ft. thick tend to have more hit points and more guardians, ensuring they do not get overtaken easily. Rules already exist for climbing walls, breaking stone, and cutting down doors, and they work normally in large-scale combat, with the squad or larger force replacing the individual effort for all except the hero units on the battlefield.

WALLS

Walls come in a variety of shapes and sizes and are made from various materials. Wall hit points are measured by the number of feet of thickness per 10-ft. section of wall. Stone walls have an

AC of 16, reflecting the hardness of the wall and difficulty in damaging it. Wooden walls have an AC of 14, reflecting the hardness of wood and difficulty of damaging it.

TABLE 6-3: WALLS

WALL TYPE	HIT POINTS	AC
Masonry	100 per ft.	16
Reinforced Masonry	200 per ft.	16
Hewn Stone	1000 per ft.	16
Iron	100 per inch	20
Wood	50 per ft.	14

Using the above table, a 15-foot-thick castle wall made from reinforced masonry would have 3000 HP per 10-ft. section of stone. Taking down such a wall would require constant bombardment from catapults and/or magical strikes against the same 10 ft. section of wall to breach it.

Edged melee weapons typically deal no damage to stone walls over 1 ft. thick, no matter what special material the weapon is made from. This is because most melee weapons are designed to overcome armor, cleave flesh, and shatter bone; they are not tools designed to destroy fixed structures. One could argue that the “military pick” would work vs. stone walls since it is a “pick.” The clever CK will remind the player that a military pick is for punching holes in helmets and breastplates, and a pickaxe is designed to carve through stone. Mauls and chisels do normal damage and require no attack roll to hit, so long as the striker is not under attack from defenders. In other words, a lone man hitting a wall section with a hammer and chisel without duress would simply do 1d8 points of damage to the wall per round. This is called tunneling or demolition and is detailed elsewhere in this chapter.

Magic: Magic spells which deal damage to objects also deal damage to walls. Spells such as fireballs and lightning bolts deal structural damage equal to the damage rolled on the dice. Other, more powerful spells such as earthquake, dig, and move earth may be used to easily collapse reinforced walls unless some precaution on the part of the builders is made to protect their structures from such magic.

DEFENSIVE BONUSES

Walls generally have protective features, providing cover for those who stand atop them. This protection is conferred as an armor class bonus due to cover.

Arrow Slits: Piercing a length of bastion wall, arrow slits provide excellent cover for defending missile units. Arrow slits grant 3/4ths cover or a +6 to armor class.

Crenellation: The classic “battlement” or castle top that ridges the edge of the wall. Crenellations confer ½ cover or a +4 to the armor class of defenders.

Earthen Rampart: An earthen rampart is similar to a trench, but elevated to require enemies to move up-hill against defenders crouched and firing or attacking from above them. Ramparts are often lined with sharpened dung-coated stakes, dealing 1d4 points of damage against approaching opponents and reducing

their movement rate as they scale the expanse. They offer a secondary effect of potentially infecting climbers with, requiring a constitution save (CL 4) to avoid their debilitating effects. Beings thus infected suffer a -2 to attacks and damage and may only move at half speed until they finally make a successful constitution save and shrug off the infection. The onset of this dysentery begins 1d12 hours after infection. Ramparts provide ½ cover or +4 armor class to those crouched in the fighting holes atop the rampart.

Improved Range: Archers firing from an elevation gain 10 ft. to their range increment for every 20 ft. of elevation, with maximum bonus of +30 ft. at 60 ft. of elevation.

Trench: Trenches are in essence narrow earthen ditches, providing the most basic of siege protection. Defenders in trenches are conferred 1/4th cover or a +2 to their armor class.

TUNNELING AND SAPPING

The purpose of tunneling and sapping is to dig beneath enemy positions, creating a weakness below the enemy's walls, tumbling them down upon the defenders' heads, and leaving a breach in their defenses. Tunneling or sapping takes place as part of a pre-existing scenario, as digging requires a great amount of work on the part of miners. Tunneling and sapping may also involve counter tunnels and counter sapping to collapse the tunnels of attackers.

Sapping: Sapping is the technique of digging trenches or tunnels to pierce, undermine, or destroy walled fortifications. Typically, experienced engineers are required to sap or mine an area, and do so while protected from enemy fire and counter sappers. In fantasy role-playing games, various races have an affinity to tunneling and mining, which may play a role in the use of such a technique in the campaign setting.

Sappers are also adept at building and maintaining siege equipment on site from on-hand materials. Sapper units come outfitted with the proper tools to perform their job: saws, shovels, hammers, chisels,

and pickaxes. While siege engines demolish fixed emplacements by dealing direct deal direct hit point damage against them, sappers destroy or circumvent fortifications by carving their way through earth and stone at a number of feet or inches per turn, thereby penetrating or collapsing structures.

Tunneling beneath fixed fortifications takes time and requires a great amount of patience on the part of commanders. The charts below give tunneling speed and time for sapper units based on their affinity to earth and stone. A unit of sappers clears a number of cubic feet of earth or stone per round based on the rate listed in the chart.

TABLE 6-4: SAPPING

Race of Sapper Squad	Tunneling Rate per Round		
	Earth	Soft Stone	Hard Stone
Halfling or Human	1 ft.	.5 ft.	.25 ft.
Gnome or Kobold	1.5 ft.	1ft.	.5 ft.
Orc or Hobgoblin	1.75 ft.	1.5 ft.	.75 ft.
Goblin	2 ft.	1.75ft.	1 ft.
Dwarf	2.5 ft.	2 ft.	1.5 ft.
Stone Giant	10 ft.	5ft.	2.5 ft.
Earth Elemental	15ft.	10 ft.	5 ft.
Xorn	20 ft.	20 ft.	20 ft.

Collapsing Walls: Tunneling under walls may cause them to collapse. Typically, sappers dig beneath enemy walls, timbering the roof and sides of their tunnel, but setting these to collapse once the tunnel is vacated by sapper squads. On its turn, a sapping unit may collapse a wall section as its action. Once the tunnel is collapsed, a section of wall equal to the width of the sapper tunnel crumbles, leaving a breach in the fortification.

Tunnels may also be used to secret enemy troops inside of a fortification without the necessity of collapsing the wall at all. Would-be conquerors intending to occupy a captured fortress prefer to keep the structure intact for their own occupation rather than raze it to the ground, so their troops do not collapse tunnels and walls.

Tunneling and Counter Tunneling: A typical sapper tunnel is 10 ft. x 10 ft. wide and is accessible by one sapper squad. Multiple sapper squads may dig multiple tunnels at the same time.

One method of sapper combat is when one sapper crew attempts to collapse the tunnels of another by means of crossing or otherwise weakening the other crew's walls. In game terms, this is simply accomplished by breaching another sapper crew's tunnel and spending a full turn sabotaging it. Collapsing a tunnel causes 1d6 x 10 ft. of tunnel work to collapse. Sapper units caught in a resulting cave-in are instantly destroyed.



CHAPTER 7: AIR AND SEA BATTLES

AERIAL BATTLES

Aerial combat units are generated in the same way as they are in standard mass combat, and combat works the same, except it takes place in three dimensions. A unit's movement rate is based upon the flight speed of the unit's mount.

When a unit is reduced to less than 50% of its hit points, it must land and cannot return to the air again until the unit is healed above 50% of its hit points.

If a single attack reduces an aerial unit to less than 25% of its hit points, the unit plummets from the sky, taking falling damage as well. This falling damage equals to 1d6 per 10 ft. fallen, and is suffered by the entire unit. A dexterity check saves for half damage.

SEA BATTLES

Sea battles differ in some ways to land battles. The most obvious difference is they take place upon the sea, where armor actually makes combatants more vulnerable—they may be hurled overboard and drown, after all! Additionally, even the largest sea battles constrain quarters of melee combatants to ship decks, limiting their movement and mobility. Thus, as often as not, when ships are tied together, no quarter is asked, nor given! There is no retreat, and surrender likely brings the same end for the survivors as defeat.

The flipside to this is that sea battles involve a great deal of artillery fire prior to hand-to-hand engagement, with siege equipment and archers lofting swarms of arrows against the decks and riggings of opposing vessels. Vessels with greater speed and longer range tend to win the day before grapples are even cast!

OH CAPTAIN, MY CAPTAIN

The captain of a warship is the equivalent to the commander in a ground campaign for the purposes of initiative, ship movement, morale, and ballistae and ramming attacks.

ARMAMENT

Most ships may be armed with ballistae or ballistae-type weaponry. Catapults are virtually impossible to use on any except the largest and slowest of battle barges, as the torsion from their firing would shatter the deck and destroy their vessel. That said, in a fantasy game, anything is possible.

BALLISTA, LIGHT (SHIP MOUNTED)

Cost: 600 gp, **Damage:** 2d8, **Range:** 120 ft. (minimum 75 ft.), **Crew:** 1 or 2

A ballista is a huge wooden crossbow mounted to a locking swivel and pivot. Medium- and small-sized crewmen using the giant weapon suffer a -2 penalty to their attack rolls. A light ballista has a range increment of 120 ft. The weapon is primarily used to set ships' sails aflame by firing fiery spears at them, or to hole enemy vessels at the waterline. A ballista with a crew of 2 may have the weapon prepared to fire every other round. Otherwise, the ballista may fire once every three rounds. The ballista takes up a space 5 ft. across.

In ship battles, ballistae attack rolls are based on the captain's level and Intelligence modifier, as his maritime warfare expertise supersedes the skill of crewmen manning the ballistae. For instance, Captain Zarek, a 6th-level fighter with a 15 Intelligence score would add +7 to his crew's ballista attack roll.

MANGONEL (SHIP MOUNTED)

Cost: 1800 gp, **Damage:** 5d8, **Range:** 220 ft., **Crew:** 4

This heavy weapon uses torsion coils to directly fire round shot, stones, or flaming oil casks. It is a heavy, unwieldy weapon that suffers an additional -2 to hit and requires 3 rounds to load and 1 round to re-aim. It occupies a 10 ft. x 10 ft. space on a ship's deck. Mangonels are mounted on ships and battle barges to maintain seaside sieges of port towns and fortresses. An historical example of the mangonel's use is Alexander the Great's siege of Tyre.

Range Increment Penalties: Ballistae and other missile attacks suffer a -2 penalty for each range increment. Thus, a ballista fired at a range of 600 ft. has a -6 penalty to hit due to range penalties; combined with its -2 difficulty penalty for firing the unwieldy siege piece, a ballista fired at this range suffers a total -8 penalty to hit.

COMBAT AND COMBAT ACTIONS

Castle Keepers should treat sea combat as per the mass combat rules for land battles. The sailors and marines aboard the ships form units via the unit size rules, just like in land combat. The only difference between the hand-to-hand melee upon the sea and that on land is that such melee can only take place when ships are lashed together and boarded. This maneuver is detailed in the grappling rules below. If ships are never boarded, then fire and movement rates rule the battles upon the high seas!

Grappling: Once ships are within 30 feet of each other, sailors aboard the ship with the prevailing advantage (i.e., the least damaged and/or the fewest casualties) may attempt to grapple the opposing ship. To grapple, the attacker needs only to make a successful ranged touch attack against the hull's armor class. At least two ropes must be successfully grappled to an enemy ship to successfully lash the ships together.

Allies aboard their attacking ship tie off the ropes, bringing the ships crashing together, shattering any oars not stowed, and forcing all members of each crew to make a dexterity save (CL 5) to avoid falling. Crewmen hanging from riggings gain a +2 to their check. Anyone failing from the rigging has a 50% chance of falling 1d4 x10 ft. to the hard deck, taking 1d6 points of damage per 10 ft. of the fall, or they fall into the water, forcing swim checks. Sailors who fall overboard are lost for the remainder of the battle.

Those on deck who fail their dexterity save and fall must spend the subsequent round getting up.

Cutting Grapples: Cutting grappling ropes takes 1 round per rope. No other action may be taken by a squad while cutting the lines. Assume one rope per squad of marines or sailors aboard ship.

30 CASTLES & CRUSADES

Hulls and Holing: A ship's hull has 50 hp per 10-foot section and an AC of 14 for the purpose of holing or damaging the boat. Ships' hulls are highly vulnerable to *warp wood* spells! A *warp wood* spell cast on the hull of a ship causes it to immediately sink. For battle purposes, the ship and its crew are both lost. It otherwise takes a holed ship 1d10 rounds for a ship to sink completely, allowing other ships to rescue crewmen and marines.

Masts, Rigging, and Sails: Masts have 50 hp each and an AC of 14 for the purpose of cutting them down with weapons. Their sails and have an AC of 10 and 25 hit points; sails take double damage from fire. A ship's speed is reduced by 1/4th for each destroyed mast or sail. Burning sails and rigging fall to the deck, dealing 3d6 points of fire damage the first round, 2d6 the second, and 1d6 the third over a 10 x 20 ft. area directly below the sail. This fire has a 10% chance per round of catching the deck and rails on fire, as well.

Rams and Ramming: A ship's ram deals 5d10 points of damage on a successful hit against an opposing ship. The attack roll is based on the ship's captain's base to hit, with no modifiers for strength or dexterity. Enchanted rams receive any applicable magical bonuses, and captains under the effect a bard's inspiration ability, a *bless* spell, or a *prayer* spell, or any other spell providing relevant bonuses may add those to the attack roll, as well. On a successful hit, the ships are tied together as if grappled. Ships with oars may back away from a sinking vessel if the captain makes a successful Intelligence roll and opts to move his vessel on the next turn. The challenge level of this roll is based on the length of the opposing vessel, adding +1 to the challenge level for every 25 ft. in length.

Speed: Ships can move at speeds between 2-10 miles per hour, translating to roughly 5-25 ft. per round. Oared ships can double their speed during a ramming attempt, but they can only maintain ramming speed for 1d4 rounds + 1 round for every 10 rowers.

Swinging to the Opposite Deck: Swinging on ropes to the opposite deck is a movement action requiring a successful dexterity check (CL 4). A successful roll places the unit safely on the opposition's deck, as intended. Failure means they fall from the rope and have a 50/50 chance of hitting the deck or falling in the water. Units and characters hitting the deck suffer 2d6 points of damage and must spend the subsequent round getting up.

Forecastles and Sterncastles: Forecastles and sterncastles offer a +2 armor class bonus to their defenders against missile fire due to their elevation and wooden crenellations.



TABLE 7-1 SAMPLE SHIPS

COMMON SHIPS	LENGTH	WIDTH	CREW	ARTILLERY	RAM	OARS	MASTS	SPEED/HOURS	SPEED/ROUND	COST
Carrack	120 ft.	100	82/ +300 passengers	2 ballista/2 mangonels	No	None	3	7 mph	18 ft.	120,000 gp.
Trireme	125 ft.	23 ft.	170	None	Yes	170	1	2 mph	5 ft.	5000gp
Longship	120 ft.	27 ft.	50-80	None	Yes/Optional	25	1	8mph	20 ft.	30,000 gp.
Cog	100 ft.	20 ft.	20/+120 passengers	None	No	None	2	8 mph	20 ft.	5000 gp.
Galley	160 ft	20 ft.	30-50/+30 passengers	4 ballista	Yes/Optional	20/Optional	2	10 mph	25 ft.	60,000 gp.

CHAPTER 8: MAGIC FOR BATTLE

The following are spells and magic items for use on the battlefield, though they may also be useful in a standard *Castles & Crusades* campaign.

BATTLEFIELD SPELLS

BLESSED FIRMAMENT, Level 6 cleric

CT 10 min. R special D permanent
SV none SR no Comp V, S, M

The portents and strength of this spell were said to have first been granted by Krannogh, but later learned by clerics of many faiths. Through its devices, the very foundations of stone walls may be warded against the effects of earth-based creatures, such as xorn, earth elementals, and the like. Such creatures must make a wisdom save or be turned in a similar manner to undead being turned by a cleric. The presence of the *blessed firmament* also allows a structure to save versus a spell's damage (equal to the spellcaster's save) when the structure would not normally receive a save; for instance, *blessed firmament* would allow saves versus such spells as *move earth*, *earthquake*, *transmute rock to mud*, and other spells which could cause the very walls of a terrestrial fortress to come crumbling down. Beings within the walls of a protected structure gain a +2 to saves versus these spells, as well. This spell also grants an increased save versus the effects of a *horn of blasting* or other such magical item, but grants no further effects versus standard physical attacks. **Material Components:** The casting of this spell requires 50 gp worth of powdered sapphire for every 10-foot length of wall foundation to be thus fortified.

SPECTRAL DEFENDERS, Level 6 cleric

CT 2 round per squad R special D 1 min./lvl.
SV none SR no Comp V, S, M

Through interdiction of the cleric's deity, 1 squad of spectral defenders per 2 levels of the caster may be summoned to the defense of the cleric and his allies. These defenders may only be set to a fixed emplacement, such as a parapet, trench, or tower, and may not make any forward movement across the battlefield to attack the cleric's enemies. In other words, they cannot press an attack or pursue fleeing foes. The summoned units are medium size. They have a 5:1 ratio, AC 15, a HD of 1d10, 20 UHP; they receive +1 to their Unit Hit Points per point of wisdom bonus of the summoning cleric. The attack bonus of summoned units is equal to the summoner's wisdom bonus. Spectral defenders are typically armed with a bows and a melee weapon. Their attacks deal 1d8 points of damage regardless of the weapon used. When destroyed, the spectral defenders simply blink out of existence, returning to whichever heaven or hell that they were called from. The casting time for this ritual is 1 round per summoned squad, and requires the sacrifice of a magical weapon or armor of at least +1 enhancement bonus.

WROTH OF BOWBE, Level 3 cleric

CT 1 action R 100 ft. +20 ft./lvl. D 1 rd./lvl.
SV wisdom negates SR yes Comp V, S, M

The Wroth of Bowbe drives individuals within a 10-foot radius into a frenzy of unadulterated violence. Recipients of this spell gain +2 to damage, +2 to charisma saves vs. fear effects (including morale checks), and a -2 to armor class. Clerics of Bowbe have used this spell to cause havoc in the ranks of enemy combatants by enraging entire squads to attack their allies, or upon allied squads who have failed moral, forcing



them to fight to the death. The caster of this spell must temporarily sacrifice 1d8 hp during the casting of this spell and fully curse the name of Bowbe in whatever fashion they deem most aggressive.

PEACE OF TAXUS, Level 2 cleric

CT 1 action **R 100 ft. +10 ft./lvl.** **D 1 rd./lvl.**
SV wisdom negates **SR yes** **Comp V,S,M**

This spell creates a calming effect on all combatants in the area of effect who fail their wisdom save versus this oratory of amity. All creatures within a 20-foot radius who fail their wisdom save are pacified. They instantly drop all weapons and refuse to fight, move, or follow any order that involves bloodshed for the spell's duration.

23RD LEGION OF MALHATER, Level 8 cleric, 8 wizard

CT 1 min. **R 50 ft. +10 ft./lvl.** **D 1 min./lvl.**
SV none **SR no** **Comp V,S,M**

This spell summons a legion of the vengeful damned under the command of the caster. The caster calls into being 1 squad of medium combatants for every 4 caster levels. The summoned demonic forces have 2d12 HD, 60 UHP, AC 18, and a movement of 30 ft. The forces are immune to electricity and poison and subtract 5 points from any fire, cold, or acid damage suffered. They have a +3 Attack Bonus and deal 1d10+1 points of damage per hit. Opposing units encountering the 23rd legion must make an immediate morale check (challenge level equal to the caster's level) or be forced to retreat. **Material Component:** The material spell component for this is a living, good-aligned sacrifice of renowned purity, such as a captured paladin, unicorn, nymph, Pegasus, or the like.

THE KHAN'S REIGN, Level 3 wizard, 3 cleric

CT 1 action **R 100ft. +20 ft/Level** **D instant**
SV Dexterity for 1/2 **SR Yes** **Comp V, S, M**

This spell calls into being a rain of arrows that fills a 30-foot radius with hellfire arrows that rise from the ground, impaling everything in their path. The arrows deal 1d6 points of physical damage +1 point of damage per 3 caster levels and 1d6 fire damage to all targets within the spell's radius. The flames ignite any flammables such as cloth, foliage, and wood.

BATTLEFIELD MAGIC ITEMS

The following magic items are designed for use in large-scale combat situations. They are still useful in normal (non-unit) combat situations, but are less effective in these situations.

Dragon Ram GP 16,000 XP 2500

This large enchanted ram is built in the shape of a dragon coated in iron scales, with the cruel dragon head comprising the head of the ram. The heavy *dragon ram* requires at least 10 medium figures to move it into position at a rate of 5 ft. per round. The scales across the top and sides of the frame grant a +10 bonus to armor class for those pushing it forward. The long log beam is tipped with a dragon-like head, where an unholy flame burns from its ironclad jaws. The dragon ram deals 6d6 points of damage to wooden structures and 3d6 points of damage to stone. The *dragon ram* may be swung to strike every other round. The ram deals an additional 1d6 points of fire damage to wooden structures.

Ram of Thundering GP 15,500 XP 2200

This large enchanted ram is built with an iron-scaled A-frame shape.

The ramming mechanism is capped with a fist-shaped "head." The *ram of thundering* requires at least 10 medium figures to wheel it into position at a rate of 5 ft. per round. The A-frame shielding grants a +10 bonus to armor class. When striking against stone or wood, the *ram of thundering* deals 6d6 points of physical damage and 2d6 points of sonic damage. The shockwave created by the ram's impact forces all foes within a 30-foot cone in front of the ram to make a dexterity save (challenge level 12) or be knocked prone.

Screaming Balls of Ataxus 1000 gp each XP 250

These head-shaped cast iron balls are affixed with a toothy, insane grin. When used as catapult shot, they strike for 6d8 points of damage and act as +1 enchantment for purposes of damage reduction. When they strike their target, they rupture into a cacophony of howling and screeching in a 30-foot radius, forcing a morale check to all within hearing range (CL 4). On a failed check, all run in fear in a direct line away from the screaming.

Horn of Rallying GP4250 XP 1050

When sounded, all allied units within hearing range (maximum range: 1 mile) of the *horn of rallying* gain a +4 bonus to all morale checks and saves versus fear effects for 10 minutes. The horn can only be used 3/day. If used in a non-battlefield situation, all allied individuals within a 100-foot radius gain the +4 bonus on saves versus fear.

Horn of Despair GP 4250 XP 1050

When sounded, all enemy units within hearing range (maximum range: 1 mile) of the *horn of despair* suffer a -4 penalty on all morale checks for 10 minutes. The horn can only be used 3/day. If used in a non-battlefield situation, all enemies within a 100-foot radius suffer a -4 penalty on saves versus fear.

Horn of Heroic Surge GP 4250 XP 1050

When sounded by a commander or heroic unit, all allies within hearing range (maximum range: 1 mile) gain a surge of heroism. This surge provides a +4 bonus to attacks and a +2 bonus to damage for the next 10 rounds. The horn can only be used 1/day. If sounded in a non-battlefield situation, all allies within a 100-foot radius of the sounding horn gain a +4 bonus to hit and a +2 bonus to damage for 1d6+4 rounds.

Battlefield Banner GP 4250 XP 425

This is a large enchanted banner that can be flown from a spear haft or similar item. It appears as a plain white banner until claimed by a new owner. When it is first touched, the banner changes color and design to reflect any crest, coat of arms, symbol, etc., associated with the new owner. If the new owner does not already have an appropriate crest or coat of arms, the banner reveals a new one that reflects the bearer's deeds and personality. Once per day, the bearer of the banner can command the banner to change its appearance, disguising the army's true allegiance or nature and providing an element of surprise for the owner's unit or army. The banner changes back at the bearer's will. Additionally, if the commander of a unit falls, the banner retains the crest of that commander for 24 hours. During that period, someone can use the banner to rally troops and issue commands as if the commander were still alive; the command words are "Rally to the banner of [insert the commander's name]." The banner gives all allies within sight of it a +1 bonus to their morale checks.

CHAPTER 9: BATTLE SCENARIOS

THE BATTLE OF BOWBE'S ROADHOUSE

This *Fields of Battle* scenario takes place at the environs of Dirty Bowbe's Roadhouse. A raider force comprised of orcs, goblins, ogres, and trolls is being led by the orc war band leader Unako Gut-Ripper. The raiding force has broken off from Yorgach's main force. Unako has been ordered across the Mandras River on a mission to pillage the northern farmsteads and wipe out the troublesome Roadhouse once and for all.

Luckily, rangers spied the creatures crossing the Mandras River and hurried to the closest farmsteads to warn them of the threat; they then sent runners to other farmsteads along the path, to the Roadhouse, and onwards to the Ugashtan and the Grove of the Green Man to alert them of the danger and to rally defenders against the horde.

Few have arrived to help the farmsteads, as many defenders and far too many civilians have flooded the Roadhouse Compound since the warning was called. The Ugashtan sent a score of berserkers, and the druids of the grove offered less than a dozen initiates of the Green Man. Also reckoned among the defenders are members of the small band of half-orcs allied with the Bull. The farmers, armed with spears, protect the grounds around the main structure where their children hide; they pray to whatever gods to save them. Added to this is the usual complement of cutthroats and frontiersmen who frequent the Roadhouse.

The druids quickly covered the hillock with sharpened stakes for defense; they placed them everywhere except along the causeway leading up the hill, hoping to force Unako's troops into the teeth of the deadliest defenders.

Arrayed against this meager defense are 140 orcs of the Gut-Ripper tribe, 10 goblin worg riders, 10 goblin sappers, 20 goblin archers, 8 ogres, 4 river trolls, Unako, and a pair of goblin shamans who wield the power of Gathaak.

The remainder of Hummander's Ugashtan Highlanders needs another day to arrive at the Roadhouse. Hummander has moved his war-bands to the east, anticipating Yorgach's crossing in force at the river ford. Even now, leading companies of the Duke Karbosk's army are already heading north along the western banks of the river as a prelude to his own arrival with the majority of his forces. Duke Mandras Karbosk V hopes his city will hold long enough that he may encircle Yorgach the Ravager on the eastern side of the river, where he will crush his enemy in a pincer move against the walls of Dro Mandras itself.

ROADHOUSE HEROES

BULL (He is a chaotic neutral human 10th level barbarian whose vital stats are HP 81, AC 19. His primary attributes are strength, wisdom, and constitution. His significant attribute is strength 18 (20 with gauntlets of ogre power). He carries boots of striding and springing, a +1 glaive, +1 dagger, +1 flaming two-handed sword, +2 breastplate, gauntlets of ogre power, and a +2 amulet of natural armor. Bull has a command presence of 11, and a command bonus of +0.)

Bull's girls have been ordered to stay within the great hall or the beer-garden and see to the last defense should the palisade be overrun. Bull is loath even now to give away the location of the secret door leading away from the Roadhouse hidden within his office. He will, if pressed with extermination, give this secret away to the girls to lead non-combatants from the hill should it come to that. For more information on the girls, see *Haunted Highlands* by Troll Lord Games.

UDRU IRONHAMMER (He is a neutral dwarf 5th level barbarian whose vital statistics are HP 38, AC 19. His primary attributes are strength and constitution. His significant attributes are strength 16 and constitution 16. He wears a +2 breastplate, large steel shield, and a warhammer. He has a command Presence of 6 and a command bonus of +0.)

ROADHOUSE DEFENDERS

MERCENARIES (Human Fighter 1) (2 squads)

Size/Ratio: Medium/5:1

HD/UHP: 1d10/25 UHP

Move: 30 ft.

AC: 15 (Scale Mail, Large Wooden Shield)

Attacks/Attack Bonus: Longsword (1d8+2)/+3 AB

Squad Formation: HP 8, Longsword (1d8+9)/+10

Special: Weapon Specialization (Longsword, +1 to hit/damage), Combat Dominance, Strength 13

Saves/Primes: Strength, Wisdom, Constitution

Face: 10 ft. (1 inch)

Morale: +1

Spells/Spell-Like Abilities: None

OGNARDS (Half-Orc Barbarian 1) (2 squads)

Size/Ratio: Medium/5:1

HD/Ratio: 1d12/30 UHP

Move: 30 ft.

AC: 14 (Mail Shirt)

Attacks/Attack Bonus: Two-Handed Axe (1d12+2)/+2 AB

Squad Formation: HP 8, Two-Handed Axe (1d12+7)/+8 AB

Special: Combat Sense (opponents receive no flank bonus; back and rear attack bonuses halved, +2 when rolling surprise checks), Deerstalker, Intimidate, Primeval Instincts, Half-Orc Traits; Strength 16

Saves/Primes: Constitution, Strength

Face: 10 ft. (1 inch)

Morale: +1

Spell/Spell-Like Abilities: None

HIGHLAND RANGERS (Human Ranger 1) (2 squads)

Size/Ratio: Medium/5:1

HD/UHP: 1d10/25 UHP

Move: 30 ft.

AC: 14 (Studded Leather + 1 Dexterity)

Attacks/Attack Bonus: Longsword (1d8+1)/+1 AB or Longbow (1d6)/+1 AB

Squad Formation: HP 8, Longsword (1d8+7)/+8 AB or Longbow (1d6+5)/+7 AB



Special: Combat Marauder (+1 damage to humanoids and giants), Conceal, Delay/Neutralize Poison, Move Silently, Scale, Survival, Traps, Track; Dexterity 13 and Strength 14
Saves/Primes: Dexterity, Strength, Wisdom
Face: 10 ft. (1 inch)
Morale: +1
Spells/Spell-Like Abilities: None

UGASHTAN WAR BAND (Human Barbarian 3) (4 squads)

Size/Ratio: Medium/5:1
HD/UHP: 3d12/90 UHP
Move: 30 ft.
AC: 15 (Mail Shirt, Large Wooden Shield)
Attacks/Attack Bonus: Bastard Sword (1d10+1)/+3 AB
Squad Formation: HP 30, Bastard Sword (1d10+7)/+10 AB
Special: Combat Sense (opponents receive no flank bonus; back and rear attack bonuses halved), Deerstalker, Intimidate, Primeval Instincts; Strength 13
Saves/Primes: Constitution, Strength, Wisdom
Face: 10 ft. (1 inch)
Morale: +3
Spells/Spell-Like Abilities: None

GREEN MAN OVATES (Human Druid 2) (2 squads)

Size/Ratio: Medium/5:1
HD/UHP: 1d8/20 UHP
Move: 30 ft.
AC: 13 (Hide Armor)
Attacks/Attack Bonus: Spear (1d6)/+1 AB or Longbow (1d6)/+1 AB
Squad Formation: HP 30, Spear (1d6+4)/+5 AB or Longbow (1d6+4)/+5 AB
Special: Spells
Saves/Primes: Wisdom, Constitution, Charisma (morale CB 12)
Face: 10 ft. (1 inch)
Morale: +2 (CB 12)
Spells/Spell-Like Abilities: 0th-first aid x2; create water; 1st—entangle, shillelagh

HIGHLAND SETTLERS (Human Rabble Commoner 1) (4 squads)

Size/Ratio: Medium/5:1
HD/UHP: 1d4/10 UHP
Move: 30ft.
AC: 11 (Leather Jerkin)
Attacks/Attack Bonus: Spear (1d6)/+1 AB
Squad Formation: HP 3, Spear (1d6+4)/+5 AB
Special: Rabble cannot form complex formations; rabble units have notoriously poor morale when faced with heavily armed opponents (they have a +0 morale score)
Primes: Strength, Constitution, Dexterity
Face: 10 ft. (1 inch)
Morale: +0
Spells/Spell-Like Abilities: None

ENEMY HEROES

UNAKO GUT-RIPPER (He is a lawful evil orc 8th level fighter whose vital stats are HP 51, AC 18 (20 shield). His primary attributes are strength and wisdom. His significant attribute is strength 18. He has darkvision 60 ft. His fighter abilities include: Weapon Specialization (battleaxe +2 to hit/damage), Combat Dominance. He carries +1 plate mail, +1 large steel shield, +2 battleaxe (1d8+7 damage), 3 potions of cure serious wounds. Unako's command presence is +11, and is strength-based due to his orcish heritage; his command bonus is +3.)

NEEZLE OLZMAK (He is a chaotic evil goblin 4th level shaman whose vital stats are HP 8, AC 12. His primary attributes are intelligence and dexterity. His significant attributes are intelligence 15 and charisma 14. He has darkvision 60 ft. He carries a +1 quarterstaff, a +1 ring of protection, 3 potions of invisibility, 1 potion of cure light wounds, and 120 gp in various coin and jewels. Neezle can cast the following spells: 0th-ghost sound, dancing lights, message x2; 1st-shield, magic missile, sleep; 2nd-fog cloud, web. Neezle has a command presence of +5 due to his level and charisma bonus; his command bonus is +1.)

XELATISH (He is a lawful evil goblin 5th level shaman whose vital stats are HP 11, AC 12. His primary attributes are intelligence and wisdom. His significant attribute is intelligence 16. He has darkvision 60 ft. He carries a +1 dagger, a +2 ring of protection, a wand of web with 26 charges and 200 gp in various coin and jewels. Xelatish can cast the following spells: 0th-ghost sound, detect magic, message x2; 1st-shield, sleep, color spray x2; 2nd-invisibility, web; 3rd-lightning bolt. Xelatish has a command presence of +5 due to his level; He has a command presence of +6, his command bonus is +0.)

ENEMY FORCES

GOBLIN ARCHERS (2 squads)

Size/Ratio: Small/10:1
HD/UHP: 1d6/20 UHP
Move: 20 ft.
AC: 15
Attacks/Attack Bonus: Short Sword (1d6)/+1 AB or Shortbow (1d6)/+1 AB
Squad Formation: HP 4, Short Sword (1d6+6)/+7 AB or Shortbow (1d6+6)/+7 AB
Special: Darkvision 60 ft.; goblin combat maneuver (goblin swarm)
Saves/Primes: P
Face: 10 ft. (1 inch)
Morale: +1
Spells/Spell-Like Abilities: None

GOBLIN SAPPERS (1 squad)

Size/ Ratio: Small/10:1
HD/UHP: 1d6/20 UHP
Move: 20 ft.
AC: 15
Attacks/Attack Bonus: Light Pick (1d6) or Grenade (2d6, hurled)/+1 AB
Squad Formation: HP 4, Light Pick (1d6+6)/+7 AB or Grenade (2d6+6)/+7 AB
Special: Darkvision 60 ft., Tunneling; goblin combat maneuver

(goblin swarm)

Saves/Primes: P

Face: 10 ft. (1 inch)

Morale: +1

Spells/Spell-Like Abilities: None

The sappers have 3 grenades each, with a range increment of 15ft, affecting an area of 10 ft. for 2d6 points of damage. Grenades may be used to clear areas of spikes and like impediments.

GOBLIN WORG RIDERS (2 squads)

Size/ Ratio: Medium/5:1

HD/UHP: 4d8+1d6/95 UHP

Move: 50 ft.

AC: 15

Attacks/Attack Bonus: Light Lance (1d6 + Bite (2d4))/+1 AB

Squad Formation: HP 28, Light Lance (1d6+ Bite (2d4)+6)/+7 AB

Special: Darkvision 60 ft., Twilight Vision, Scent, Track, Trip; goblin combat maneuver (goblin swarm)

Saves/Primes: P

Face: 10 ft. (1 inch)

Morale: +5 (Mount and rider are a 5-HD creature for purposes of morale)

Spells/Spell-Like Abilities: None

ORC GUT-RIPPER RAIDERS (28 squads)

Size/Ratio: Medium/5:1

HD/UHP: 1d8/20 UHP

Move: 30 ft.

AC: 13

Attacks/Attack Bonus: Longsword or Battle Axe (1d8)/+1 AB

Squad Formation: HP 6, Longsword or Battle Axe (1d8+4)/+5 AB

Special: Darkvision 60 ft., Light Sensitivity (-2 to hit in bright light)

Saves/Primes: P

Face: 10 ft. (1 inch)

Morale: +1

Spells/Spell-Like Abilities: None

OGRES (4 squads)

Size/Ratio: Large/2:1

HD/UHP: 4d8/42 UHP

Move: 30 ft.

AC: 16

Attacks/Attack Bonus: Slam (1d10)/+4 AB or Weapon (by weapon, +3 damage)/+4 AB

Squad Formation: NA

Special: Darkvision 60 ft. Twilight Vision; ogrish combat maneuver (disconcerting strength)

Saves/Primes: P

Face: 10 ft. (1 inch)

Morale: +4

Spells/Spell-Like Abilities: None

TROLLS, RIVER (2 Squads)

Size/ Ratio: Large/2:1

HD/UHP: 6d8/63 UHP

Move: 30 ft.

AC: 16

Attacks/Attack Bonus: 2 Claws (1d4) /+6 AB and Bite (2d6) /+6 AB or Weapon (+3 damage)/+6 AB

Squad Formation: NA

Special: Rend (1d4+1 added damage on 2 claw hits), Darkvision 60 ft., Regeneration 2 UHP per round, Twilight Vision

Saves/Primes: P

Face: 10 ft. (1 inch)

Morale: +6

Spells/Spell-Like Abilities: None

BATTLEFIELD SUMMARY

The Hill: The hill rises to a height of 50 ft, and is crowned by the palisade. The hill has a 45-degree grade, reducing movement of those coming up the hill by to one-fourth speed.

The hill is spiked, dealing 1d4 points of damage to advancing troops for every 10 ft. of movement. The spiked brush grown by the druids may be removed by burning it, whether by a fire-based spell (like *fireball*) or by standard means.

The Palisade: The Palisade is 10 ft. high and has 50 hp per 10 ft. section. The 3 ft. walkway that rings the palisade offers defenders a +4 armor class bonus.

The Gate: The Gate is 10 ft. high and has 100 hps.

The Trench Works: The defenders hurriedly dug this trench along the top of the hill between the druids' spikes and the palisade wall. It is within this trench that the Ugastan hill men and half-orcs defend the Roadhouse. The trench grants a +2 armor class bonus to the defenders within it.

START OF THE CONFLICT

The battle of Bowbe's Roadhouse begins just after sunset (giving the human defenders a -1 penalty to ranged attacks made outside of any light source). The players and Castle Keeper may place the defenders anywhere within the trench, walls, or grounds of the Roadhouse that they deem necessary for their defensive engagement to begin. The orc forces should start their offensive anywhere along the tree-line covering the southeastern side of the map. Starting positions are listed on the map, though the starting points of each individual unit or squad have not been placed, as this should be up to the Castle Keeper (likely playing the Orc Forces) and the players (likely running the defending forces) to decide.

The PCs as heroes likely start within the grounds of the Roadhouse. It is, however, possible the PCs may very well have come upon the battle from the road or from some other adventure in the Haunted Highlands. In this event, it is possible they have come upon the southern conflict unaware of what has transpired since their last adventure in the area. In this case, just place the PCs at any cardinal point at the edge of the battlefield from whichever direction they have been traveling.

THE BATTLE

ROADHOUSE OBJECTIVES FOR VICTORY

To be successful, the defenders of the Roadhouse must meet the following conditions to claim victory:

- Defend the Roadhouse and civilians inside it from the orc force.
- Slay or drive off Unako Gut-Ripper
- Bull Survives
- The defenders hold the Roadhouse until sunrise, whereupon the Ugashtan tribesmen swing south and drive the orcs away. This takes place in the event of a draw in which the orcs cannot take the hill, but Unako and a majority of his army survives.

Possible Tactics: The Ovates of the Green Man impede large groups of orcs at best bow range with *entangle* spells, and the rangers and ovates destroy these forces with arrows. Barbarians defend the trenches until the orcs and goblins close with them for hand-to-hand combat.

ORC RAIDERS OBJECTIVES FOR VICTORY

To be successful, the Roadhouse's attackers must meet the following conditions to claim victory:

- Kill Bull
- Raze the Roadhouse
- Slay or take all defenders prisoner

Possible Tactics: Goblin sappers and shamans use fireballs and grenades to clear the hillside of spikes and to destroy gates and walls, making a path for the ogres, trolls, and worg riders to infiltrate the Roadhouse.

Should Unako win, all corpses are beheaded, and their heads are piled upon wagons and presented to Yorgach as tribute. Gold and weapons are divided among the survivors.

THE BATTLE FOR ENDS MEET

Deep in the Darken fold, where the Old Post Road and Southern Way meet, lies the small village of Ends Meet. Once a thriving trade town, it has since fallen on hard times and has slowly wasted away, becoming a rump of a community. The remnants of an old stone wall surround portions of the village. The wall is in ruins, and, in but a few places, rises above three feet. The Cackleburr Inn and Tavern, a small inn and trading post, encompass the pride and joy of the slightly suspicious but overall friendly villagers. They number about 300. They have no master and the town no constable, only an overweight Innkeeper named Otto who, in long years past, wandered the adventurer's road. They are a hearty folk, armed and unafraid.

But the Darkenfold harbors many a beastly creature, not the least of which is a great tribe of orcs, the Bowlgaard. These orcs have built a fortress of sorts across the Mistbane River and to the south along the slopes of the Rhodope Mountains. They Bowlgaard are warlike and filled with tremendous pride in their own arms. Laying claim to the whole stretch of the Mistbane River from Merric Forde to the Millorian Bridge, the Bowlgaard bring open war to Ends Meet and to all those dwelling there.

The orc lord Fulgarth Orange Hair, calling his most hearty followers, then marches north. Following old goat tracks along the mountain slopes, he comes to the ford. There he constructs a camp, fortifies it, and sends forth his scouts. The scouts range across the river, following the hedge running from the ford to the Muddy Wash Bridge that stands upon the northern edge of Ends Meet.

There, in the morning's darkness, the ranger-lass Karen captures an orc and cruelly tortures the beast until it reveals the whereabouts of Fulgarth and the threat the orcs pose. After dispatching the creature, she races to the main road of Ends Meet. In the village, she sounds her great horn, warning the villagers of the coming trouble. The horn blast summons all the able-bodied to gather arms and muster before the Cackleburr Inn. In short order, a troop of 78 men and women gather. They are well armed and armored and quickly vote Otto their Captain. With Karen to guide them, they rush to Merric Forde.

None too soon, for there upon the far bank have gathered Orange Hair's troops; orcs, wolves, and some dark visage creature that lumbers in the background. Even now their foul boots tramp into the stream, walking lock step with pole arms and shields. Orange Hair sounds the horns of war and the battle is on.

FULGARTH ORANGE HAIR'S WAR PARTY

FULGARTH ORANGE HAIR, ORC LORD: (*He is an 8th level orc fighter whose vital statistics are HD 8d10, Hp 54, AC 21. His primary attributes are strength and constitution. His Significant attributes are strength 18 and constitution 16. He carries a +2 battle axe dealing 1d8+7 points of damage and wears +1 full plate with a +1 large steel shield, and boots of haste. He keeps 2d10+200 gp in gold and jewels, and 2 potions of cure serious wounds healing 3d8 points of damage. Fulgarth has a command presence of +11—his command presence is strength-based; his command bonus is +3.*)

Fulgarth leads this well-armed but unruly orc horde. Any orcs outside of the command presence of Fulgarth or his Elite Bodyguard act "out of command presence" for the purposes of engaging enemies. The player of the orc forces must thus be sure to arrange their armies in such a manner as to keep the most of their forces "in check" for the duration of the battle.

ORC HEAVY GUARD, ORANGE HAIR'S ELITE BODYGUARD (2 Squads)

Size/Ratio: Medium/5:1

HD/UHP: 4d8/80 UHP

Move: 30 ft.

AC: 18 (Polish Hussar Armor)

Attacks/Attack Bonus: Halberd (1d10+2, reach 10 ft.)/+6 AB

Squad Formation: HP 6, Halberd (1d10+6, reach 10 ft.)/+10 AB

Special: Darkvision 60 ft., Light Sensitivity (-2 to hit in bright light); orcish combat maneuver (bloodlust); Strength 16;

Command Units: These units have a command presence of +6;
Reach Weapon Initiative: Strikes first at the beginning of combat regardless of its combat order against foes with shorter weapons, once per battle.

Saves/Primes: P

Face: 10 ft. (1 inch)

Morale: +4

Spells/Spell-Like Abilities: None

ORC HEAVY INFANTRY (4 Squads)

Size/Ratio: Medium/5:1

HD/UHP: 2d8/40 UHP

Move: 30 ft.

AC: 18 (Polish Hussar Armor)

Attacks/Attack Bonus: Halberd (1d10+2, reach 10 ft.)/+4 AB

Squad Formation: HP 6, Halberd (1d10+6, reach 10 ft.)/+8 AB

Special: Darkvision 60 ft., Light Sensitivity (-2 to hit in bright light); orcish combat maneuver (bloodlust); Strength 16; **Reach**

Weapon Initiative: Strikes first at the beginning of combat regardless of its combat order against foes with shorter weapons, once per battle.

Saves/Primes: P

Face: 10 ft. (1 inch)

Morale: +2

Spells/Spell-Like Abilities: None

ORC INFANTRY (30 Squads)

Size/Ratio: Medium/5:1

HD/UHP: 1d8/20 UHP

Move: 30 ft.

AC: 13

Attacks/Attack Bonus: Halberd (1d10, reach 10 ft.)/+1 AB

Squad Formation: HP 6, Halberd (1d10+4, reach 10 ft.)/+5 AB

Special: Darkvision 60 ft., Light Sensitivity (-2 to hit in bright light); orcish combat maneuver (bloodlust); **Reach Weapon**

Initiative: Strikes first at the beginning of combat regardless of its combat order against foes with shorter weapons, once per battle.

Saves/Primes: P

Face: 10 ft. (1 inch)

Morale: +1

Spells/Spell-Like Abilities: None

ORC CROSSBOWMEN (3 Squads)

Size/Ratio: Medium/5:1

HD/UHP: 1d8/20 UHP

Move: 30 ft.

AC: 13

Attacks/Attack Bonus: Light Crossbow (1d6)/+1 AB or Short Sword (1d6)/+1 AB

Squad Formation: HP 6, Light Crossbow (1d6+4)/+5 AB or Short Sword (1d6+4)/+5 AB

Special: Darkvision 60 ft., Light Sensitivity (-2 to hit in bright light); orcish combat maneuver (bloodlust)

Saves/Primes: P

Face: 10 ft. (1 inch)

Morale: +1

Spells/Spell-Like Abilities: None

ORC 1ST-LEVEL RANGERS (1 Squad)

Size/Ratio: Medium/5:1

HD/UHP: 1d10/25 UHP

Move: 30 ft.

AC: 15

Attacks/Attack Bonus: Longsword (1d8+1*)/+0 AB or Composite Longbow (1d8+1*)/+2

Squad Formation: HP 6, Longsword (1d8+5*)/+5 AB or Composite Longbow (1d8+5*)/+5 AB

Special: Darkvision 60 ft., Light Sensitivity (-2 to hit in bright light); orcish combat maneuver (bloodlust); Ranger Qualities, +1 damage vs. humans* (added above), elves, halflings, gnomes, and dwarves; Dexterity 16.

Saves/Primes: P

Face: 10 ft. (1 inch)

Morale: +1

Spells/Spell-Like Abilities: None

WOLVES

Size/Ratio: Medium/5:1 (2 Squads)

HD/UHP: 2d8/40 UHP

Move: 50 ft.

AC: 13

Attacks/Attack Bonus: Bite (1d8)/+2 AB

Squad Formation: HP 12, Bite (1d8+4)/+6 AB

Special: Scent, Trip, Twilight Vision, Track

Saves/Primes: P

Face: 10 ft. (1 inch)

Morale: +2

Spells/Spell-Like Abilities: None

1 HEAVY CATAPULT

Cost: 800 gp, **Damage:** 6d6, **Area:** 15x15, **Range:** 200 ft. (minimum 100 ft.), **Crew:** 5

Orc Heavy Catapult Crew

Size/Ratio: Medium/5:1 (1 Squad)

HD/UHP: 1d8/20 UHP

Move: 30 ft.

AC: 15

Attacks/Attack Bonus: Longsword (1d8)/+2 AB or Longbow (1d8)/+2 AB

Squad Formation: NA

Special: Darkvision 60 ft., Light Sensitivity (-2 to hit in bright light); orcish combat maneuver (bloodlust)

Saves/Primes: P

Face: 10 ft. (1 inch)

Morale: +1

Spells/Spell-Like Abilities: None

ENDS MEET'S FORCES

OTTO THE INNKEEPER (He is a lawful neutral 12th level human fighter whose vital statistics are HD 12d10+12, HP 96, AC 23. His primary attributes are strength, charisma, and wisdom. His significant attributes are strength 17(19) and charisma 16. He wears +2 full plate armor, a belt of ogre strength (+2 strength), a +2 large steel shield, and wields a +2 bastard sword called Von Hurstenfury. He has two potions of cure critical wounds. Otto has a command presence of +14; his command bonus is +2).

KAREN (She is an 8th level half elf ranger, whose vital statistics are HD 8d10+8, HP 61, AC 19. Her primary attributes are Strength and Dexterity. Her significant attributes are strength 16 and dexterity 18. She carries a +1 longbow with 20 +1 arrows, and a +2 longsword. Her special qualities are Ranger abilities

and twilight vision. She gains +8 damage vs. humanoid opponents such as ogres, orcs, trolls, giants, goblins, hobgoblins, and bugbears. She wears +2 studded leather armor, a +1 ring of protection and boots of elvenkind. Karen has a command presence of +10; she has a command bonus of +2)

HARDENED MERCENARIES (Human Fighters 5) (1 squad)

Size/Ratio: Medium/5:1

HD/UHP: 5d10+5/137 UHP

Move: 30 ft.

AC: 16 (Banded Mail)

Attacks/Attack Bonus: Long Spear (1d8+2)/+7 AB or Longsword (1d8+1)/+6 AB

Squad Formation: 65 HP, Long Spear (1d8+7)/+12 AB or Longsword (1d8+6)/+11 AB

Special: Weapon Specialization (Long Spear, +1 to hit/damage), Combat Dominance; Strength 13, Constitution 15

Saves/Primes: Strength, Constitution, Charisma (CB 12)

Face: 10 ft. (1 inch)

Morale: +5 (CB 12)

Spells/Spell-Like Abilities: None

PRIAM (He is a neutral human 4th level wizard whose vital statistics are HD 4d4, HP 13, AC 12. His primary attributes are intelligence, constitution, and charisma. His significant attributes are intelligence 14 and charisma 13. He carries a quarterstaff dealing 1d6 points damage and wears +2 bracers of armor. He has a scroll of web. His typically memorized spells include: 0th—dancing lights, light, message, prestidigitation; 1st—shield, sleep x2, magic missile; 2nd—invisibility, protection from arrows, web. Priam has a command presence of +5; he has a command bonus of +1.)

LAOCON (He is a neutral human 4th level cleric whose vital statistics are HD 4d8, HP 20, AC 18. His primary attributes are wisdom, strength, and dexterity. His significant attributes are wisdom 14 and charisma 16. He wears banded mail. He carries a +1 large steel shield and a +1 mace dealing 1d6+2 points of damage. He keeps 2 potions of cure light wounds. His typically memorized spells are: 0th—detect evil, detect magic, first aid x2; 1st—bless, command, cure light wounds x2; 2nd—hold person, spiritual weapon. Laocon has a command presence of +6; he has a command bonus of +2).

MEDIUM INFANTRY (Human Fighter 1) (14 Squads)

Size/Ratio: Medium/5:1

HD/UHP: 1d10/25 UHP

Move: 30 ft.

AC: 15 (Scale Mail, Shield)

Attacks/AB: Long Spear (1d8+2)/+3 AB or Short Sword (1d6+1)/+2 AB

Squad Formation: HP 8, Long Spear (1d8+7)/+8 AB or Short Sword (1d6 +6)/+7

Special: Weapon Specialization (Long Spear, +1 to hit/damage), Combat Dominance; Strength 14

Saves/Primes: Strength, Wisdom, Constitution

Face: 10 ft. (1 inch)

Morale: +1

Spells/Spell-Like Abilities: None

BATTLEFIELD SUMMARY

There is the ruin of a half tower that comprises the Cocklebur Tavern in the western edge of the battlefield. A pair of half-ruined walls provide breastwork on either side of the Post Road as it leads from the forest to the village. The defenders of Ends Meet align themselves here as the Orange Hair's forces approach from the road.

THE BATTLE

FULGARTH'S OBJECTIVES FOR VICTORY

Orc Strategy: Due to Orange Hair's low overall command presence, all units under his command must remain within his command presence or within a 10-inch radius of his commander marker or his elite bodyguard units. Orange Hair's horde barges into Ends Meet with fury, using the heavy catapult and flanking crossbowmen as covering fire. The wolves range the battlefield, picking off units and civilians attempting to flee.

- Enter Ends Meet
- Burn the Tavern
- Slay Otto and Karen

ENDS MEET'S OBJECTIVES FOR VICTORY

Ends Meet's Strategy: Ends Meet's forces seek to catch the orcs in a choke point, making the orcs' superior numbers meaningless.

- Route the Orcs
- Slay or drive off Orange Hair
- Decimate Fulgarth Orange Hair's Elite Bodyguard
- Otto and Karen survive

SUGGESTIONS FOR MULTI-PLAYER GAME

If the scenario is played like a strategy board game, some players may be assigned the roles of the heroes of the various armies, while other players are assigned the role of the various combatant units. For example, one player could take on the orc infantry, and another play orange hair and his bodyguard. Still others could play the wolves, orc rangers, and crossbowmen.

THE ULGAKUR INSURRECTION

A battle scenario for 2-3 players

Deep within the bowels of the earth below the Haunted Highlands is a world unknown to most surface dwellers. Within this hidden world lies a city so secretive, that to even mention its existence upon the surface is to invite one's own death. The Undercity of Ulgakur is a bastion of evil ruled by a merciless Hegemony comprised of demonologists, devil worshippers, assassins, subterranean humans, dark dwarves, and Lluvandro the Dark, a lich who is the only surviving member of the evil adventurers who conquered Ulgakur in the distant ages.

Not all members of the Hegemony who rule the Undercity of Ulgakur maintain a peaceful co-existence. Recently, the lies of Pitch Blacksoul and his twisted sister, Mistress Sinn, have incensed the fury of Zataricon against his arch rival, Nembrol,

and the Grey Clan of Zvarguth. Zataricon seeks the upper hand, and the battle begins as he attacks the Grey Clan's fortress with an aerial assault of his Meshkuri Nightmare Legion.

Infuriated by the lack of discipline amongst the rulers of the hegemony, Lluvandro the Black, Lich Lord and most powerful member of the Hegemony, orders his ghouls into the battle during the sixth round of combat to paralyze all of the combatants so they may be punished in a manner the undead one sees fit. For more information on Lluvandro the Black, see *Dwellers in the Darkness* by Troll Lord Games.

ZATARICON'S LEGION

ZATARICON (He is a lawful evil Meshkuri 11th level knight whose vital statistics are HD 10d10+14, HP 84, AC 23. His primary attributes are Strength and Charisma. His significant attributes are Strength 17 and Constitution 15. He carries a +3 sword of wounding and wears +3 full plate armor and an amulet of shielding and a ring of counterspells (fireball). He bears a +2 medium steel shield. Zataricon always has 3 vials of Meshkuri pain killer, and a potion of feather fall.) Zataricon's command presence is +13 and is enhanced by his knight abilities; his command bonus is +2 but is enhanced by his knight abilities.)

Zataricon has promised his knights a boon of 13000 gold in plunder for their troubles, thus personally ensuring his command over all 50 squads in his army.

ZATARICON'S MOUNT, NIGHTMARE BAT (This large neutral magical beast's vital statistics are HD 5d8, HP 48, AC 16. It attacks with two claws for 1d6 points of damage and a bite for 2d6 points of damage +2d6 points of blood drain per round after. Its special abilities are Dive, Blood Drain, Sonar, Scent, Track, and Terrifying Shriek.)

NIGHTMARE LEGION BAT RIDERS (50 Squads)

Size/Ratio: Large/2:1

HD/UHP: 2d10 + 5d8/79 UHP

Move: 20 ft., 100 ft. (fly)

AC: 16

Attacks/Attack Bonus: Heavy Lance or Longsword (1d8+1 + Bite (1d6))/+1 AB

Squad Formation: NA

Special: Inspire +2, triple damage lance charge, Deflect (+3 overall AC on non move action. **Bite:** Doom bats making a successful bite attack attach to enemy units dealing 2d6 damage per round until they or their target are slain; Reach 10 ft.

Primes: Charisma, Strength, Constitution

Morale: +7

Spells/Spell-Like Abilities: Terrifying shriek: Once per battle, the Doom bats may use their shriek attack. Enemy units within hearing range (4 inches) of the bats must make a charisma save vs. fear (challenge level 5) or be paralyzed for 1d4+2 rounds. Undead are immune to the Terrifying shriek.

ZVARGUTH DEFENDERS

NEMBROL: (He is a lawful evil zvarguth 10th level fighter whose vital statistics are HD 10d10+20, HP 80, AC 20. His Primary Attributes are strength and wisdom. His significant attributes are strength 16(22) and constitution 16. He wears +2 full plate

armor, an amulet of shielding, and a belt of strength (22), giving him an additional +5 to hit and damage. He wields a +2 heavy flail (1d10+9). He keeps a small bag of holding with 2000 gp worth of gems, jewels, and precious jewelry, two potions of cure serious wounds, and a potion of invisibility. Nembrol's command presence is +12; his command bonus is +2; the grey clan sergeants extend his command presence through chain of command.)

The Zvarguth fortress is defended with four ballistae and their crews; the ballistae can fire every other round.

BALLISTAE (4)

Cost: 500 gp, Damage 3d8, Range 120 ft.

Zvarguth Ballista Crew (4 Squads)

Size/Ratio: Small/10:1

HD/UHP: 1d8/26 UHP

Move: 20 ft.

AC: 15

Attacks/Attack Bonus: Short Sword (1d6+2)/+1 AB or Ballista Attack/+4 AB (Weapon Specialization + Mechanical Minded*)

Squad Formation: NA,

Special: Deepvision 120 ft.; +2 vs. Fear; +2 vs. Poison; +3 vs. Magic; Strength 16

Saves: M, P

Face: 10 ft. (1 inch)

Morale: +7

Spells/Spell-Like Abilities: None

*See *The Dwellers in the Darkness* for details on the Zvarguth and their unique abilities.

ZVARGUTH TROOPS (Dwarf Fighter 1) (20 Squads)

Size/Ratio: Small/10:1

HD/UHP: 1d10/30 UHP

Move: 20 ft.

AC: 17

Attacks/Attack Bonus: Heavy Flail (1d8+2)/+3 AB or Heavy Crossbow (1d10)/+2 AB

Squad Formation: HP 8, Heavy Flail (1d8+12)/+11 AB or Heavy Crossbow (1d10+10)/+9 AB

Special: Deepvision 120 ft.; +2 vs. Fear; +2 vs. Poison; Weapon Specialization (Heavy Flail, +1 to hit/damage); Strength 13

Saves: M, P

Face: 10 ft. (1 inch)

Morale: +3

Spells/Spell-Like Abilities: None

GREY CLAN SERGEANTS (Dwarf Fighter 3) (2 Squads)

Size/Ratio: Small/10:1

HD/UHP: 3d10+3/110 UHP

Move: 20 ft.

AC: 18

Attacks/Attack Bonus: Heavy Flail (1d8+3)/+5 AB or Heavy Crossbow (1d10)/+5 AB Heavy or +4 AB Heavy Crossbow

Squad Formation: HP 8, Heavy Flail (1d8+12)/+13 AB or Heavy Crossbow (1d10+10)/+11 AB

Saves: M, P

Face: 10 ft. (1 inch)

Morale: +4

Special: Deepvision 120 ft; +2 vs. Fear, +2 vs. Poison; Weapon Specialization (Heavy Flail, +1 to hit/damage); Strength 13;
Command Unit: These Units have a command presence of +4 and a command bonus of +0.

The zverguth forces array themselves so that a squad of sergeants moves with 10 squads of zverguth troopers. Nembrol keeps himself in the middle of the tower, where he can bark orders to the sergeants, who then relay his will to the masses.

LLUVANDRO'S FORCES

Lluvandro controls the ghouls from the sanctity of his tower. His physical eyes on the battlefield are his unholy champion, Y'bras the Drinker.

Y'BRAS THE DRINKER: (*He is a Chaotic Evil Grave Knight Vampire whose vital statistics are HD 12d12, HP 96, AC 31. His Primary Attributes are Mental and Physical. He attacks with a Slam for 1d8, a Bite for 1d4, or with his +3 two-handed sword, (2d6+6). He wears +2 full plate armor. Ybras has all of the special abilities of a vampire and all of the skills of a 10th-level knight. He may drain 40 points of blood before he is sated.*)

Lluvandro's Ghouls: (25 squads)

Size/Ratio: Medium/5:1

HD/UHP: 2d8/40 UHP

Move: 30 ft.

AC: 14

Attacks/AB: 2 Claws (1d3)/+2 AB and Bite (1d6)/+2 AB

Squad Formation: HP 12, 2 Claws (1d3+4)/+6 AB and Bite (1d6+4)/+6 AB

Special: Darkvision 60 ft. Paralysis (Opposed units must make a Strength Save or be paralyzed for 1d4+1 turns.)

Saves: P

Face: 10 ft.

Moral: +2

Spells/SPELL-LIKE ABILITIES: None

BATTLEFIELD SUMMARY

The fortress walls are 20 ft high and 10 ft wide. They are crenellated, affording the Zverguth a +2 to their armor class, despite the aerial attacks of the Doom Knights.

The crenellations afford +4 to armor class from ground attacks.

The gates have 80 hit points, meaning that two squads of ghouls should tear through them in 4 rounds, affording them entry to the fortress.

THE BATTLE

At the onset of battle, the Zverguth dwarves are hunkered down in their fortress at the center of the battlefield. Zataricon's forces may enter the battle from any direction their player chooses, so long as they are in a swarm within the enhanced command presence of Zataricon.

ZATARICON'S OBJECTIVES FOR VICTORY

- Kill Nembrol
- Destroy Ballistae
- Inflict heavy casualties on Zverguth forces
- Defeat enemy before ghouls arrive

Zataricon's Strategy: Zataricon and his knights seek to humiliate the Zverguth forces by destroying their ballistae and slaying their chieftain. They move to a position where the most Zverguth may be affected by their mounts' horrifying shriek ability before charging in to attack.

ZVARGUTH DEFENDERS' OBJECTIVES FOR VICTORY

Zverguth's Strategy: The Zverguth win the battle if they manage to route Zataricon within 9 rounds of the start of battle. If Zataricon is routed prior to the ghouls entering the fortress, the ghouls pursue Zataricon to his lair. Nembrol intends to fight off the assault with crossbows and ballistae for as long as possible, using the armor of their fortifications to defend them.

- Slay Zataricon
- Route enemies before Lluvandro's ghouls arrive
- Destroy 50% or more of enemy units
- Maintain Ballista for duration of battle

LLUVANDRO'S OBJECTIVES FOR VICTORY

Ghoul Strategy: The ghouls arrive on the 6th round of combat from the side of the battlefield closest to the fortress gates. They attack anyone in their path, clambering up the walls of the fortress in an undead mob or tearing down its gates with their hardened claws. If the ghouls gain entry to the fortress, they seek to paralyze any combatants they come in contact with, moving from one paralyzed unit to the next. Their goal is to capture both leaders if possible. The ghouls move as directed by the will of Lluvandro and are infallible in that they will never fail a morale save.

- Capture Nembrol
- Capture Zataricon
- Paralyze 50% of units they come in contact with.

SUGGESTIONS FOR MULTI-PLAYER GAME

This scenario is ideal for 2-3 players, though more players could join in as player characters, running the officers of the armies, or taking on the rolls of various units such as ballistae crews or as Zverguth Grey Clan Sergeants.

CHAPTER 10: COMMON MONSTROUS & HUMAN UNITS

MONSTER UNITS

BUGBEAR INFANTRY

Size/Ratio: Large/2:1
HD/UHP: 3d8/32 UHP
Move: 30 ft.
AC: 17
Attacks/Attack Bonus: Weapon, typically Halberd (1d10)/+3 AB
Squad Formation: NA
Special: Darkvision 60 ft.
Saves/Primes: P
Face: 10 ft. (1 inch)
Morale: +3
Spells/Spell-Like Abilities: None

CENTAUR CAVALRY

Size/Ratio: Large/2:1
HD/UHP: 4d8/42 UHP
Move: 50 ft.
AC: 14
Attacks/Attack Bonus: Weapon, typically a Heavy Lance (1d8 + Hoof (1d6))/+4 AB or Club (1d6 + 1 + Hoof (1d6))/+4 AB or Shortbow (1d6)/+4 AB
Squad Formation: NA
Special: Darkvision 60 ft., Track (as 5th-level ranger), Woodland Stride
Saves/Primes: P
Face: 10 ft. (1 inch)
Morale: +4
Spells/Spell-Like Abilities: None

DWARF INFANTRY

Size/Ratio: Small/10:1
HD/UHP: 1d8/27 UHP
Move: 20 ft.
AC: 16
Attacks/Attack Bonus: Battle Axe or Warhammer (1d8)/+1 AB
Squad Formation: HP 6, Battle Axe or Warhammer (1d8+8)/+8 AB
Special: Deepvision 120 ft.; +2 saves vs. fear (including morale), +2 saves vs. poison, +3 saves vs. magic, stonecraft; +1 to hit goblins and orcs; dwarven combat maneuver (dwarven mantlet)
Saves/Primes: P
Face: 10 ft. (1 inch)
Morale: +3 (dwarves are fearless, as reflected in their save vs. fear)
Spells/Spell-Like Abilities: None

ELF SCOUTS

Size/Ratio: Medium/5:1
HD/UHP: 1d8/20 UHP
Move: 30 ft.
AC: 15
Attacks/Attack Bonus: Composite Longbow (1d8)/+2 AB or Longsword (1d8)/+1 AB
Squad Formation: HP 6, Composite Longbow (1d8+4)/+6 AB or Longsword (1d8+4)/+5 AB

Special: Enhanced Senses, Move Silently, Spell Resistance, Spot Hidden Doors, Twilight Vision, Weapon Training (+1 to hit with Composite Longbow); elven combat maneuvers (elven artillery, battle sagacity)
Saves/Primes: P
Face: 10 ft. (1 inch)
Morale: +1
Spells/Spell-Like Abilities: None

ELF LIGHT CAVALRY

Size/Ratio: Large/2:1
HD/UHP: 3d10 (light war horse) + 1d8/50 UHP
Move: 60 ft.
AC: 14
Attacks/Attack Bonus: Shortbow (1d6)/+2 AB or Longsword (1d8 + Hoof (1d4+2))/+1 AB
Squad Formation: NA
Special: Enhanced Senses, Move Silently, Spell Resistance, Spot Hidden Doors, Twilight Vision, Weapon Training (+1 to hit with Shortbow); elven combat maneuvers (elven artillery, battle sagacity)
Saves/Primes: P
Face: 10 ft. (1 inch)
Morale: +4 (Mount and rider are a 4-HD creature for purposes of morale)
Spells/Spell-Like Abilities: None

GARGOYLE RAIDERS

Size/Ratio: Medium/5:1
HD/UHP: 5d8/100 UHP
Move: 45ft., 75 ft. (fly)
AC: 16
Attacks/AB: 2 Claws (1d3)/+5 AB and 1 Bite (1d6)/+5 AB and 1 Gore (1d4)/+5 AB
Squad Formation: HP 30, 2 Claws (1d3+4)/+10 AB and Bite (1d6+4)/+10 AB and Gore (1d4+4)/+10 AB
Special: Darkvision 60 ft., Freeze
Saves/Primes: P
Face: 10ft. (1 inch)
Morale: +5
Spells/Spell-Like Abilities: None

GHOULS

Size/Ratio: Medium/5:1
HD/UHP: 2d8/40 UHP
Move: 30 ft.
AC: 14
Attacks/Attack Bonus: 2 Claws (1d3)/+2 AB and Bite (1d6)/+2 AB
Squad Formation: HP 12, 2 Claws (1d3+4)/+6 AB and Bite (1d6+4)/+6 AB
Special: Darkvision 60 ft., Paralysis (Opposed units must make a strength save or be paralyzed for 1d4+1 turns)
Saves/Primes: P
Face: 10 ft. (1 inch)
Morale: NA (Undead never check morale)
Spells/Spell-Like Abilities: None

GNOLL RAIDERS

Size/Ratio: Large/2:1
HD/UHP: 2d8/21 UHP
Move: 30 ft.
AC: 15
Attacks/Attack Bonus: Heavy Flail (1d10)/+2 AB or Composite Longbow (1d8)/+2 AB
Squad Formation: NA
Special: Darkvision 60 ft., gnollish combat maneuver (dirty dogs)
Saves/Primes: P
Face: 10 ft. (1 inch)
Morale: +0 (**Special:** Gnolls require a moral check after taking 20% casualties)
Spells/Spell-Like Abilities: None

GNOME INFANTRY

Size/Ratio: Small/10:1
HD/UHP: 1d8/26 UHP
Move: 20 ft.
AC: 16
Attacks/Attack Bonus: Light Pick (1d4)/+1 AB or Hand Crossbow (1d4)/+1 AB
Squad Formation: HP 6, Light Pick (1d4+8)/+8 AB or Hand Crossbow (1d4+8)/+8 AB
Special: +1 to hit goblins and kobolds, Darkvision 60 ft., Spells; gnomish combat maneuver (badger's bite)
Saves/Primes: P
Face: 10 ft. (1 inch)
Morale: +1
Spells/Spell-Like Abilities: Once per day gnomes can cast the following spells: *dancing lights*, *ghost wind*, and *prestidigitation* as a 1st-level caster

GOBLINS

Size/Ratio: Small/10:1
HD/UHP: 1d6/20 UHP
Move: 20 ft.
AC: 15
Attacks/Attack Bonus: Short Sword (1d6)/+1 AB or Shortbow (1d6)/+1 AB
Squad Formation: HP 4, Short Sword (1d6+6)/+7 AB or Shortbow (1d6+6)/+7 AB
Special: Darkvision 60 ft.; goblin combat maneuver (goblin swarm)
Saves/Primes: P
Face: 10 ft. (1 inch)
Morale: +1
Spells/Spell-Like Abilities: None

GOBLIN SAPPERS

Size/Ratio: Small/10:1
HD/UHP: 1d6/20 UHP
Move: 20 ft.
AC: 15
Attacks/Attack Bonus: Light Pick (1d6) or Grenade (2d6, hurled)/+1 AB
Squad Formation: HP 4, Light Pick (1d6+6)/+7 AB or Grenade (2d6+6)/+7 AB
Special: Darkvision 60 ft., Tunneling; goblin combat maneuver (goblin swarm)
Saves/Primes: P
Face: 10 ft. (1 inch)
Morale: +1
Spells/Spell-Like Abilities: None



GOBLIN WORG RIDERS

Size/Ratio: Medium/5:1

HD/UHP: 4d8 (worgs) + 1d6/95 UHP

Move: 50 ft.

AC: 15

Attacks/Attack Bonus: Light Lance (1d6 + Bite (2d4))/+1 AB

Squad Formation: HP 28, Light Lance (1d6+ Bite (2d4)+6)/+7 AB

Special: Darkvision 60 ft., Scent, Track, Trip, Twilight Vision; goblin combat maneuver (goblin swarm)

Saves/Primes: P

Face: 10 ft. (1 inch)

Morale: +5 (Mount and rider are a 5-HD creature for purposes of morale)

Spells/Spell-Like Abilities: None

HALFLINGS

Size/Ratio: Small/10:1

HD/UHP: 1d8/26 UHP

Move: 20 ft.

AC: 16

Attacks/Attack Bonus: Short Sword (1d6)/+1 AB or Shortbow (1d6)/+1 AB

Squad Formation: HP 6, Short Sword (1d6+8)/+8 AB or Shortbow (1d6+8)/+8 AB

Special: +1 to constitution checks, +2 saves vs. fear (including morale), Duskvision, Hide, Move Silently

Saves/Primes: P

Face: 10 ft. (1 inch)

Morale: +3 (Halflings receive +2 to saves vs. fear)

Spells/Spell-Like Abilities: None

HOBGOBLINS

Size/Ratio: Medium/5:1

HD/UHP: 1d10/25 UHP

Move: 30 ft.

AC: 15

Attacks/Attack Bonus: Longsword (1d8)/+1 AB or Composite Longbow (1d8)/+1 AB

Squad Formation: HP 8, Longsword (1d8+5)/+6 AB or Composite Longbow (1d8+5)/+6 AB

Special: Darkvision 60 ft.; hobgoblin combat maneuvers (iron morale CB 12 morale, focus at arms +1 damage with longsword)

Saves/Primes: P

Face: 10 ft. (1 inch)

Morale: +1 (CB 12 when in iron morale racial maneuver)

Spells/Spell-Like Abilities: None

HOBGOBLIN HEAVY CAVALRY

Size/Ratio: Large/2:1

HD/UHP: 4d10 (heavy warhorse) + 1d10/66 UHP

Move: 50 ft.

AC: 15

Attacks/Attack Bonus: Heavy Lance (1d8)/+1 AB or Composite Shortbow (1d8)/+1 AB

Squad Formation: NA

Special: Darkvision 60 ft.; hobgoblin combat maneuvers (iron morale CB 12 morale, focus at arms +1 damage with longsword)



Saves/Primes: P

Face: 10 ft. (1 inch)

Morale: +5 (Mount and rider are a 5-HD creature for purposes of morale) (CB 12 when in iron morale racial maneuver)

Spells/Spell-Like Abilities: None

KOBOLDS

Size/Ratio: Small/10:1

HD/UHP: 1d4/13 UHP

Move: 30 ft.

AC: 15

Attacks/Attack Bonus: Spear (1d6)/+1 AB or Shortbow (1d6)/+1 AB

Squad Formation: HP 3, Spear (1d6+4)/+5 AB or Shortbow (1d6+4)/+5 AB

Special: Darkvision 60 ft., Light Sensitivity (-2 to hit in bright light); kobold combat maneuver (guerilla action)

Saves/Primes: P

Face: 10 ft. (1 inch)

Morale: +1

Spells/Spell-Like Abilities: None

LIZARDFOLK

Size/Ratio: Medium/5:1

HD/UHP: 2d8/40 UHP

Move: 30 ft., 20 ft. (swim)

AC: 15

Attacks/Attack Bonus: 2 Claws (1d2)/+2 AB and Bite (1d8)/+2 AB or Spear (1d6)/+2 AB

Squad Formation: HP 12, 2 Claws (1d2+4)/+6 AB and Bite (1d8+4)/+6 AB or Spear (1d6+4)/+6 AB

Special: Amphibious, Hold Breath, Swim

Saves/Primes: P

Face: 10 ft. (1 inch)

Morale: +2

Spells/Spell-Like Abilities: None

OGRES

Size/Ratio: Large/2:1
HD/UHP: 4d8/32 UHP
Move: 30 ft.
AC: 16
Attacks/Attack Bonus: Slam (1d10)/+4 AB or Weapon (by weapon, +3 damage)/+4 AB
Squad Formation: NA
Special: Darkvision 60 ft. Twilight Vision; ogrish combat maneuver (disconcerting strength)
Saves/Primes: P
Face: 10 ft. (1 inch)
Morale: +4
Spells/Spell-Like Abilities: None

OGRES, WAR

Size/Ratio: Large/2:1
HD/UHP: 6d8/63 UHP
Move: 30 ft.
AC: 18
Attacks/Attack Bonus: Slam (1d10)/+6 AB or Two-Handed Axe (1d12+3)/+6 AB
Squad Formation: NA
Special: Darkvision 60 ft. Twilight Vision; ogrish combat maneuver (disconcerting strength)
Saves/Primes: P
Face: 10 ft. (1 inch)
Morale: +6
Spells/Spell-Like Abilities: None
War ogres are bred in the goblin pits of the Undercity of Ulgakur. Deadlier and more cunning than their lesser cousins, they prefer heavy cleaving weapons and stout armor.

ORCS

Size/Ratio: Medium/5:1
HD/UHP: 1d8/20 UHP
Move: 30 ft.
AC: 13
Attacks/Attack Bonus: Longsword (1d8)/+1 AB or Battle Axe (1d8)/+1 AB or Shortbow (1d6)/+1 AB
Squad Formation: HP 6, Longsword (1d8+4)/+5 AB or Battle Axe (1d8+4)/+5 AB or Shortbow (1d6+4)/+5 AB
Special: Darkvision 60 ft., Light Sensitivity (-2 to hit in bright light); orcish combat maneuver (bloodlust)
Saves/Primes: P
Face: 10 ft. (1 inch)
Morale: +1
Spells/Spell-Like Abilities: None

ORC BOAR RIDERS

Size/Ratio: Medium/5:1
HD/UHP: 1d8+2d8 (boars)/60 UHP
Move: 40 ft.
AC: 14
Attacks/Attack Bonus: Heavy Lance (1d8 + Gore (2d6))/+1 AB or Shortbow (1d6)/+1 AB

Squad Formation: HP 18, Heavy Lance (1d8 + Gore (2d6) + 4)/+5 AB or Shortbow (1d6+4)/+5 AB
Special: Darkvision 60 ft., Light Sensitivity (-2 to hit in bright light), Twilight Vision; orcish combat maneuver (bloodlust)
Saves/Primes: P
Face: 10ft. (1 inch)
Morale: +3 (Mount and rider are a 3HD creature for purposes of Morale)
Spells/Spell-Like Abilities: None

SAHUAGIN

Size/Ratio: Medium/5:1
HD/UHP: 2d8/40 UHP
Move: 30 ft., 60 ft. (swim)
AC: 16
Attacks/Attack Bonus: Weapon (by weapon)/+2 AB or Talon (1d4)/+2 AB and Bite (1d4)/+2 AB
Squad Formation: HP 12, Weapon (by weapon +4)/+5 AB or Talon (1d4+4)/+5 AB and Bite (1d4+4)/+5 AB
Special: Blood Frenzy, Darkvision 60 ft., Freshwater Sensitivity, Light Blindness, Speak with Sharks, Water Dependent
Saves/Primes: P
Face: 10 ft. (1 inch)
Morale: +2
Spells/Spell-Like Abilities: None

SKELETON INFANTRY

Size/Ratio: Medium/5:1
HD/UHP: 1d12/30 UHP
Move: 30 ft.
AC: 13
Attacks/Attack Bonus: Weapon, typically Spear (1d6)/+1 AB
Squad Formation: HP 10, Weapon (by weapon +6)/+7 AB
Special: Undead, Half Damage from Piercing/Slashing
Saves/Primes: P
Face: 10 ft. (1 inch)
Morale: NA (Undead never check morale)
Spells/Spell-Like Abilities: None

SKELETON CAVALRY

Size/Ratio: Large/2:1
HD/UHP: 1d12 + 3d12 (skeletal light warhorse)/63 UHP
Move: 60 ft.
AC: 13
Attacks/Attack Bonus: Heavy Lance (1d8 + Hoof (1d4+2))/+1 AB
Squad Formation: NA
Special: Undead, Half Damage from Piercing/Slashing
Saves/Primes: P
Face: 10 ft. (1 inch)
Morale: NA (Undead never check morale)
Spells/Spell-Like Abilities: None

TREANTS

Size/Ratio: Large/2:1
HD/UHP: 7d8/74 UHP
Move: 30 ft.

Special: Combat Marauder (+1 damage to humanoids and giants), Conceal, Delay/Neutralize Poison, Move Silently, Scale, Survival, Track, Traps; Strength 13 and Dexterity 14
Saves/Primes: Strength, Dexterity, Wisdom
Face: 10 ft. (1 inch)
Morale: +1
Spells/Spell-Like Abilities: None

HUMAN HEAVY CAVALRY (KNIGHT 1)

Size/Ratio: Large/2:1
HD/UHP: 1d10 plus 4d10 (heavy warhorse)/66 UHP
Move: 50 ft.
AC: 16 (17) (Full Chain Suit, Shield)
Attacks/Attack Bonus: Heavy Lance or Longsword (1d8 + Hoof (1d6+3))/+1 AB
Squad Formation: NA
Special: Horsemanship (Deflect, Cover, Fall Softly, Leap, Charge), Inspire +2 to 12 persons, triple damage lance charge; Charisma 16
Saves/Primes: Charisma, Strength, Constitution
Face: 10 ft. (1 inch)
Morale: +1
Spells/Spell-Like Abilities: None

HUMAN LONGBOWMEN (FIGHTER 1)

Size/Ratio: Medium/5:1
HD/UHP: 1d10/UHP 25
Move: 30 ft.
AC: 14 (Studded Leather Armor + 1 Dexterity)
Attacks/Attack Bonus: Longbow (1d6+1)/+3 AB or Short Sword (1d6)/+1 AB
Squad Formation: HP 8, Longbow (1d6 +6)/+8 AB or Short Sword (1d6+5)/+6 AB
Special: Weapon Specialization (Longbow, +1 to hit/damage), Combat Dominance; Dexterity 13
Saves/Primes: Strength, Dexterity, Wisdom
Face: 10 ft. (1 inch)
Morale: +1
Spells/Spell-Like Abilities: None

HUMAN SPEARMEN (FIGHTER 1)

Size/Ratio: Medium/5:1
HD/UHP: 1d10/25 UHP
Move: 30 ft.
AC: 14 (15) (Scale Mail, Shield)
Attacks/Attack Bonus: Long Spear (1d8+2)/+3 AB or Short Sword (1d6+1)/+2 AB
Squad Formation: HP 8, Long Spear (1d8+7)/+8 AB or Short Sword (1d6+6)/+7 AB
Special: Weapon Specialization (Long Spear, +1 to hit/damage), Combat Dominance; Strength 14
Saves/Primes: Strength, Wisdom, Constitution
Face: 10 ft. (1 inch)
Morale: +1
Spells/Spell-Like Abilities: None

HUMAN RABBLE (COMMONER 1)

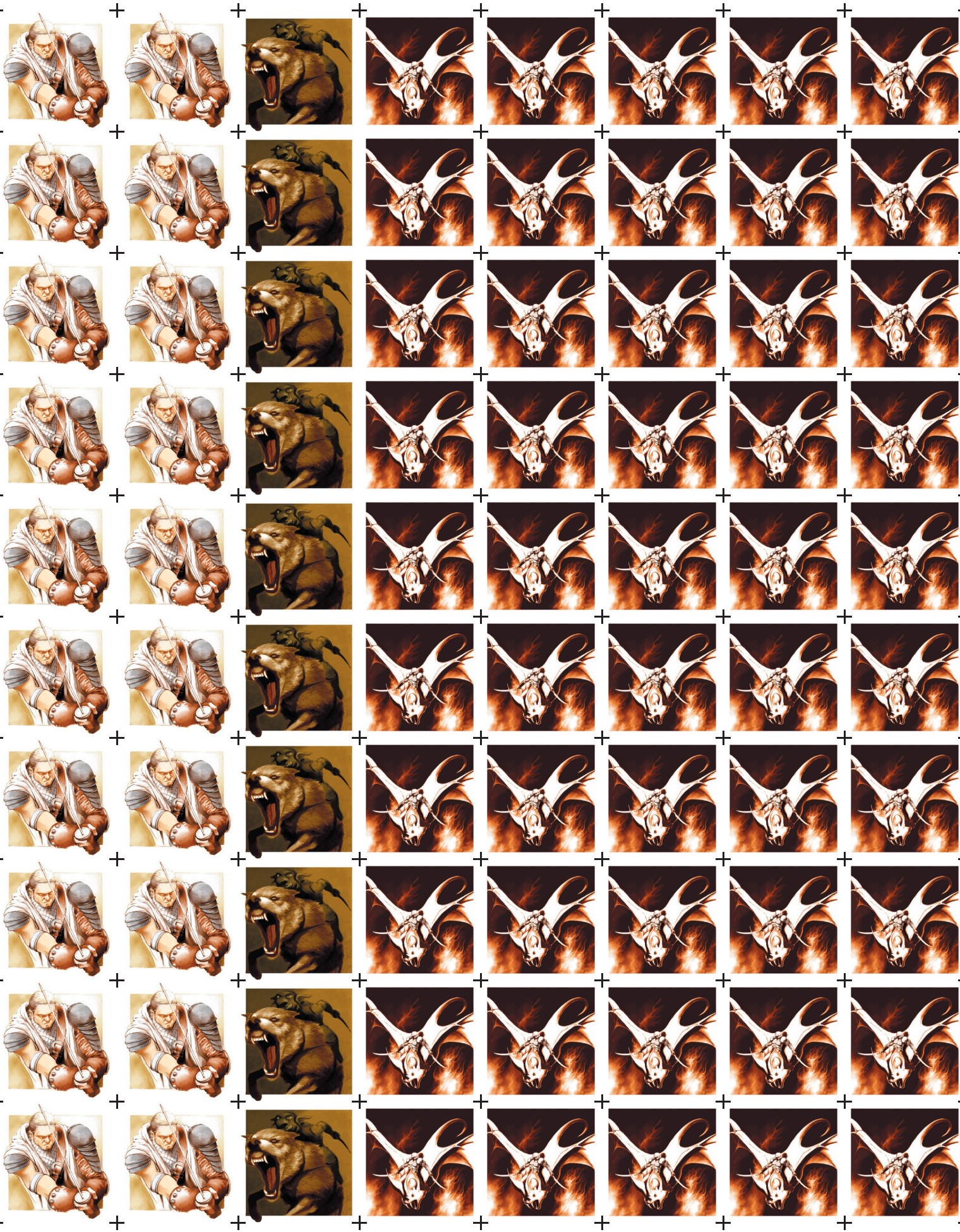
Size/Ratio: Medium/5:1
HD/UHP: 1d4/13 UHP
Move: 30ft.
AC: 11
Attacks/Attack Bonus: Spear (1d6)/+1 AB
Squad Formation: HP 3, Spear (1d6+4)/+5 AB
Special: Rabble cannot form complex formations; rabble units have notoriously poor morale when faced with heavily armed opponents (they have a +0 morale score)
Saves/Primes: Strength, Constitution, Dexterity
Face: 10 ft. (1 inch)
Morale: +0
Spells/Spell-Like Abilities: None

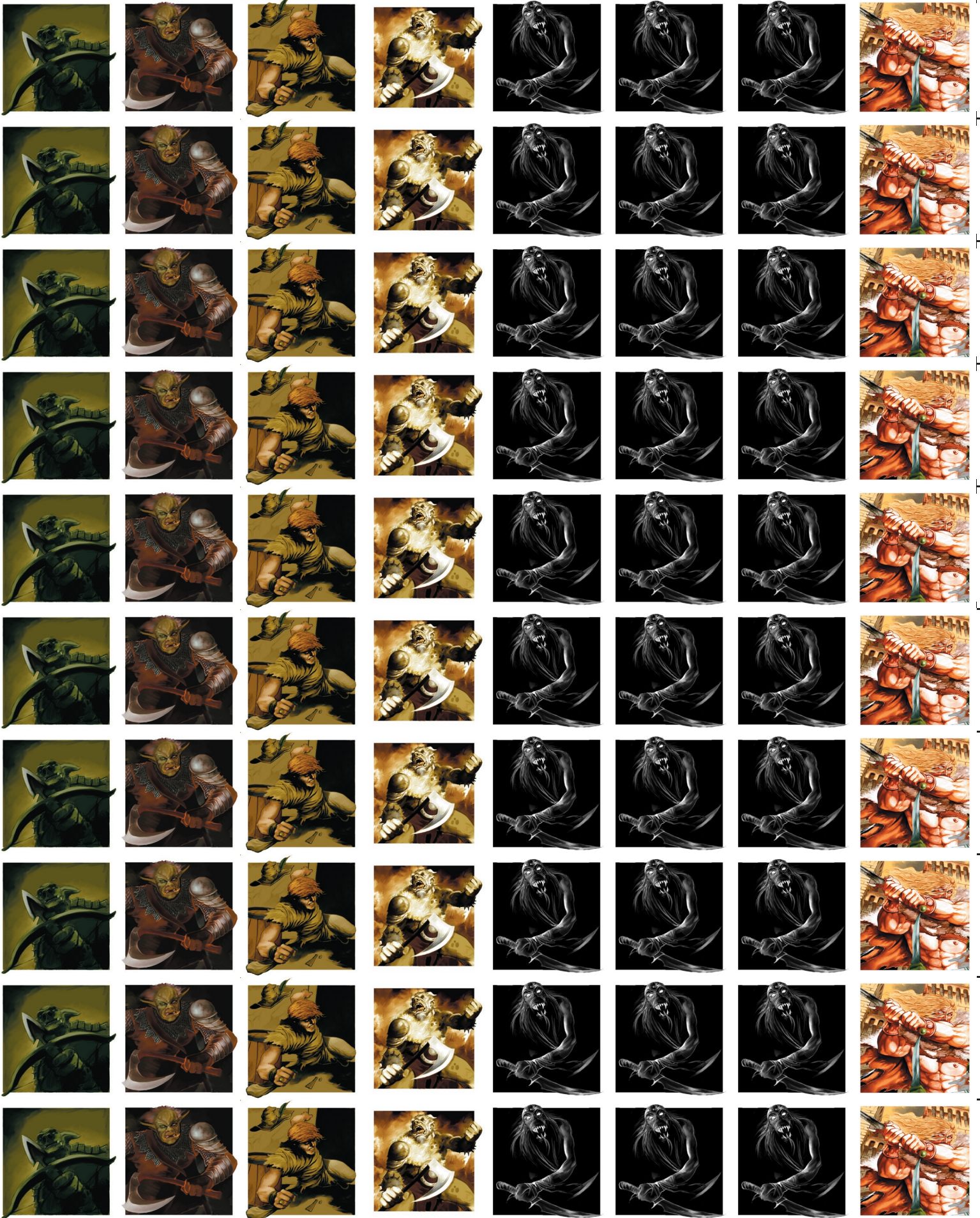
HUMAN WARBAND (BARBARIAN 3)

Size/Ratio: Medium/5:1
HD/UHP: 3d12/90 UHP
Move: 30 ft.
AC: 14 (Mail Shirt)
Attacks/Attack Bonus: Bastard Sword (1d10+1)/+3 AB
Squad Formation: HP 30, Bastard Sword (1d10+7)/+10 AB
Special: Combat Sense (opponents receive no flank bonus; back and rear attack bonuses halved, +2 when rolling surprise checks), Deerstalker, Intimidate, Primeval Instincts; Strength 13
Saves/Primes: Constitution, Strength, Wisdom
Face: 10 ft. (1 inch)
Morale: +3
Spells/Spell-Like Abilities: None









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FACE:
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SPELLS/ SPELL-LIKE ABILITIES:

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SPELLS/ SPELL-LIKE ABILITIES:

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ATTACKS/ ATTACK BONUS:
SPECIAL:
SAVES/PRIMES: /
FACE:
MORALE:
SPELLS/ SPELL-LIKE ABILITIES:

UNIT CARDS: Fill these cards in for each unit type that a player controls based on the unit block found in *Fields of Battle* or those based on units you have created for your own personal *Fields of Battle* combat scenarios. Use these cards to record remaining hit points or special conditions of units on the field. PHOTO COPY THIS SHEET.

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