

20
system



CRY HAVOC

CRY HAVOC™

AN EVENT BOOK
by
SKIP WILLIAMS



MALHAVOC PRESS®





CRY HAVOC

An event book featuring the definitive d20 mass combat system

BY SKIP WILLIAMS

Requires the Dungeons & Dragons® Core Rulebooks, published by Wizards of the Coast, Inc.

This book utilizes updated material from the v. 3.5 revision.

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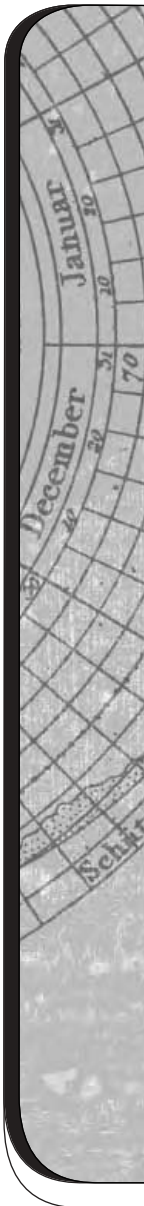
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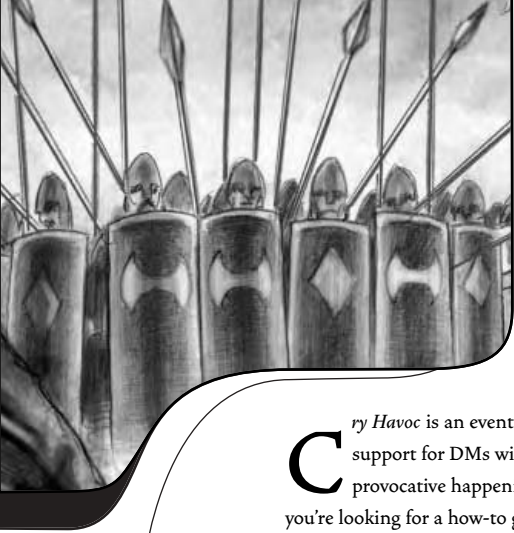
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War in Your Campaign

Cry havoc, and let slip the dogs of war.

—William Shakespeare, *Julius Caesar*, Act iii. Sc. 1.



Cry Havoc is an event book that provides advice and rules support for DMs wishing to incorporate a sensational and provocative happening—a war—into their campaigns. If you're looking for a how-to guide for implementing a major event into your game, the event book line from Malhavoc Press is for you.

WHAT'S AN EVENT BOOK?

Each event book takes a major event that could have interesting repercussions on your campaign and examines it thoroughly from every angle. It provides DM advice on staging the event, involving the player characters (PCs), and making changes to the campaign based on the natural consequences of the event. In short, it's everything you need to make the event a part of your own game. The campaign is still *yours* in every way—the event book merely serves as a guide. It doesn't force you into structured plots or leave you with no idea of what happens next.

Previous event books have covered the death of a deity (*Requiem for a God* by Monte Cook) and the impact of a meteorite on a fantasy world (*When the Sky Falls* by Bruce R. Cordell).

Here's a short chapter-by-chapter outline showing how this book presents the guidelines for introducing a war into your campaign.

1. **Preparing for the Event:** Discusses the background planning the DM must do before introducing the event into the campaign.
2. **Integrating the Event:** Offers a detailed look at various options for staging the war, as well as its many repercussions upon society, the economy, and even the campaign world as a whole.
3. **Unit Combat:** Offers detailed rules for running fairly small battles involving a few dozen to a few hundred creatures. The rules presented here closely parallel the combat rules for the d20 System, so both players and DMs can grasp them quickly.
4. **Battlefield Magic:** Offers conversion notes for using standard d20 magic with the unit combat system in Chapter Three. Some new spells with battlefield applications appear here as well.
5. **Battlefield Skills and Feats:** Offers conversion notes for using standard d20 skills with the unit combat system in Chapter Three. A new skill and several new feats with battlefield applications appear here as well.
6. **Army Combat:** Offers abstract rules for running large-scale battles and even whole wars using just paper and pencil and a few dice rolls.
7. **Prestige Classes:** Provides three new prestige classes that thrive on the battlefield.

8. **Adventure Ideas:** Offers war-related adventure ideas suitable for various character levels and campaign styles.

WHY WAR?

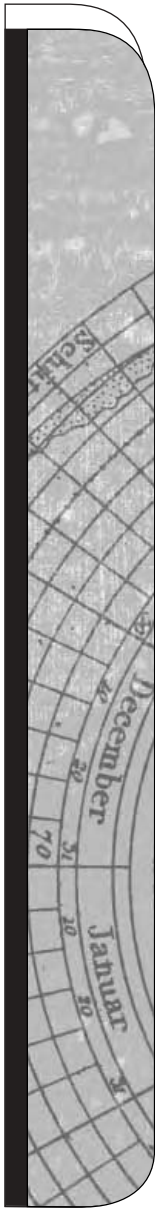
You might want to introduce a war into your campaign for any of several reasons. War can set the tone of a campaign world, herald large-scale changes in its political structure, or simply provide new adventuring options for characters who have grown bored with the same old plotlines.

The sheer drama and grandeur of warfare can add sparkle to a campaign—nothing quite equals the sights and sounds of armies on the march. The measured tramp of booted feet on the road; the color and pageantry of military standards, coats of arms, and uniformed troops; the sight of cheering commoners waving flags as their troops pass in review—all these elements bring with them a special sort of excitement. Eventually, this movement of troops culminates in the flash of steel in the morning sun and the clash of arms as two armies meet, struggling for supremacy on the battlefield. By playing up these aspects, you can use a war to bring out the heroic nature of your world.

The foregoing describes the bright side of war, but it has a grim side as well. Troops and animals can become mired in a muddy field on a cold, rainy day, or have to flee for their lives before invading forces, or end up starving in a ravaged countryside. Treachery and deadly ambushes can put a quick end to even the best-laid plans. Finally, the grim picture of carrion feeders flocking to the aftermath of a battle brings home the reality of war in a way that nothing else can. By emphasizing these aspects, you can use war to underscore the gritty realism of your world.

War touches nearly every aspect of life in the area where conflict rages and sometimes in locales far removed from the fighting as well. Player characters who live in a country at war may find themselves eluding press gangs or perhaps running press gangs of their own. Some might take more active roles and serve their country by fighting on the battlefield, commanding troops, carrying messages, or performing any of myriad other tasks suited to their abilities.

Even when a war is far away, adventurers can still feel its effects. They may find themselves shelling out extra gold the next time they shop for supplies, and some goods may be unavailable at any price. War also tends to bring intrigue to distant places, as diplomats, spies, and saboteurs work to bring allies into the fray and to keep their foes from doing the same.



About the Author

Skip Williams began working in the game industry in 1976, while still in high school, as a part-time clerk in TSR, Inc.'s Dungeon Hobby Shop in Lake Geneva, WI. In subsequent years he served as a TSR gopher, doing everything from packing orders to mowing the company lawn to staffing convention booths. Since then, he has worked as a convention director, a magazine editor, a magazine columnist, a tournament developer, and a game designer.

On TSR's design staff he lent his talents to many product lines and co-created the SAGA game system for the Dragonlance line. As a senior RPG designer at Wizards of the Coast, Skip co-designed the 3rd Edition of the Dungeons & Dragons game, authored the Monster Manual, and co-designed such diverse works as the new edition of the Forgotten Realms Campaign Setting, the Chainmail game, and Deities and Demigods. He has served as Dragon Magazine's "Sage" for nearly 15 years and, at present, is a freelance game designer.

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Malhavoc Press

Malhavoc Press is game designer Monte Cook's d20 System imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. Malhavoc Press products exhibit the mastery of the 3rd Edition rules that only one of its original designers can offer.

Other Malhavoc Press event books include *Requiem for a God* and *When the Sky Falls*. Also look for *The Diamond Throne*, a sourcebook for Monte Cook's *Arcana Unearthed*, coming soon. Most current titles are available to purchase in either print or electronic (PDF) format at <www.montecook.com>.

Any war can present new challenges to the PCs in a campaign, no matter what their level. Epic-level characters can hardly ignore a large-scale invasion—especially if other epic-level characters lead the invading army—but even low-level characters can find roles to fill.

War also provides an excellent opportunity to make a change in your campaign world. You can eliminate aspects you don't like, such as troublesome nonplayer characters (NPCs) or even whole countries. At the same time, you can introduce new elements, such as new allies for the PCs, new villains, or even new cultures and religions.

In short, war can take center stage in your campaign, provide a backdrop for the action, serve as a vehicle for change, or merely provide the occasional adventure hook. Few campaign developments can prove so versatile.

USING THIS BOOK

Because *Cry Havoc* is a "how-to" book for your game, most of the chapters contain boxed "Checklist" sidebars that boil down the guidelines in that section to a few clear steps. As you go through the book, use these checklists to help you make some notes about implementing the guidelines presented there in your own campaign. Other boxes, labeled "Key Terms," are designed to help you keep track of the new concepts this book introduces.

Throughout *Cry Havoc*, a dagger (†) is used to signify a spell, feat, or skill introduced in this book. Otherwise, all references to spells, feats, and other rules pertain to the three Core Rulebooks: the *Player's Handbook*, the DMG, and the MM.

Bonus source material and additional ideas to augment the information in *Cry Havoc* appear on Monte Cook's website. To find the links to these free web enhancements, visit the book's product page online at <http://www.montecook.com/mpress__Havoc.html>.

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Preparing for the Event

The ambassador scanned the treaty draft with a scowl and a wrinkled brow that had little to do with the fading light in the council chamber. With a derisive snort, he took up the document and twisted it into a crumpled mass. Rising from his seat, he dropped the mangled treaty in a brazier and stormed out of the chamber as a blue cloud of smoke began to rise from the burning parchment. A pair of advisors, who had watched the outburst in grim silence, stood motionless as the flames consumed the treaty. "I guess this means war," said one presently.

Most fantasy campaigns feature violence in plenty, so a war may seem like a natural development—and perhaps it is. Indeed, the real world has seen no shortage of wars. Nevertheless, you need to give some thought to such a major event before you set it into motion, especially if you expect your player characters to become heavily involved.

THE WAR—NEAR OR FAR?

A war can happen just about anywhere in your campaign world, so it pays to consider its placement. Should it be near the characters' base of operations or in some distant land?

A DISTANT WAR

A war doesn't have to occur on your PCs' doorstep to have a significant impact on your campaign. You can regard a war as distant anytime the fighting occurs in a place so far removed from your PCs' normal haunts that they are unlikely to stumble onto a battle or find their homes under siege.

A distant war offers several advantages over a conflict closer to home. You can introduce the event fairly quickly, often simply by announcing that war has broken out somewhere. Your players probably don't know the combatants or the territory very well, so a sudden announcement of war shouldn't provoke too many questions.

If you want to present a war that your PCs have the option to ignore if they wish, a distant one is your best bet. The conflict probably won't affect them directly, and they can choose other pursuits if desired. But a distant war can still affect the PCs indirectly, and you can provide plenty of opportunities for them to get involved (see the next chapters for details).

A distant war can also serve as a way to draw your PCs' attention to an area of your campaign world that they have so far overlooked. If you have some great adventure ideas for the lands in the frozen north or the tropics, you can use a war to lure the characters there.

Although it has many benefits, a distant war also has some drawbacks. It might be difficult to get your PCs excited about—or even interested in—a war that takes place in an area they don't know well and don't particularly care about. Even if the characters decide to check out the war, you may find yourself scrambling to provide details about the people and places involved in it if you haven't prepared enough material.

A WAR RIGHT IN THE NEIGHBORHOOD

A war could happen anywhere in your world, so why not right where the PCs live? A local war requires more planning and more careful staging than a distant one. For one thing, you probably can't

get away with just announcing the onset of war. As residents of the war-torn area, the PCs will rightly expect to see the war clouds gathering ahead of time and possibly have a chance to flee the area, try to prevent it, or do something that will give their side an early advantage. You'll need to drop some early hints about the brewing conflict and provide the PCs with opportunities to influence the coming events, at least in a small way.

A local war does offer one significant advantage over a distant one—the PCs cannot simply ignore it. The conflict will probably threaten people, places, and institutions that the PCs care about, and they might literally come face to face with enemy troops if they don't flee the area.

If you're depending on the war to help you alter your campaign world, a local war offers better possibilities than a distant one because it takes place right where the characters are most active. Your PCs will witness the changes as they occur and could very well take a hand in them. Of course, they might also intervene to prevent changes they don't like, but that's fine too. Nothing cements a PC's ties to the campaign like taking an active role in shaping its history.

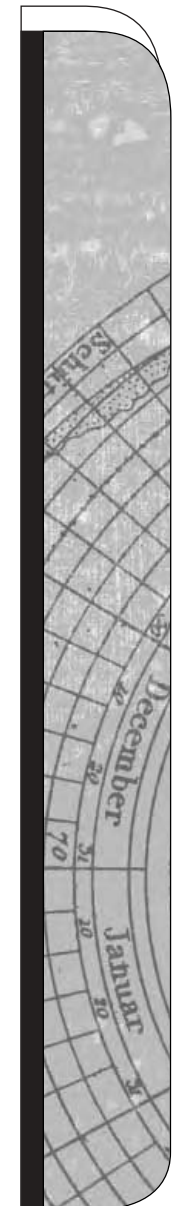
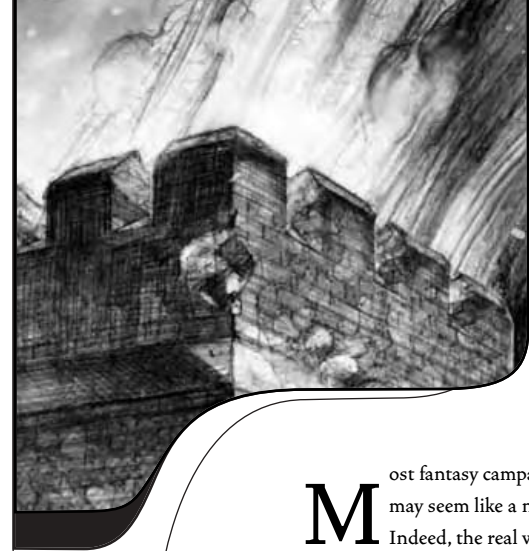
WHO'S FIGHTING?

A war typically requires at least two sides to fight each other, although a conquering army trundling through an unresisting countryside still constitutes a war of sorts. The conflict might involve armed forces from various sources—national armies from several different countries, private armies fielded by wealthy landowners or adventurers, whole tribes of humanoids, large groups of monsters, and so on.

Although a war can have many different participants, all with differing goals, these factions usually resolve themselves into only two sides, with groups that share similar goals gathering on either side. Once the war has ended, groups of allies often splinter, sometimes rearranging themselves into new sides for yet another war. Such a secondary war might involve only one belligerent from each side of the previous conflict, or it might involve all the previous combatants, but in a different arrangement.

WHY GO TO WAR?

The motivations for going to war can prove as diverse as the nations and groups involved in the conflict. In most cases, however, nations go to war to secure something that they cannot obtain any other way, or something that might prove too expensive, too difficult, or too humiliating to obtain any other way. For the purpose of this discussion, the reasons for war fall into four



basic categories: territorial, economic, ethnic, and ideological disputes. These motivations by no means constitute a complete list, and the borders between the categories often prove somewhat blurry. Nevertheless, these root causes can form a useful basis for your decisions about why a war might start, what signs of its coming

the characters might see, and what events might end the conflict.

Checklist

- Where will the war take place?*
 - A distant war (far from the PCs' normal haunts)*
 - A local war (close to the PCs' normal haunts)*
- Decide who's fighting.*
- Decide why the war is occurring.*
 - Territorial dispute*
 - Economic dispute*
 - Ethnic dispute*
 - Ideological dispute*
- Decide what form the war will take.*
 - International war*
 - Proxy war*
 - Cold war*
 - Civil war*
- Decide what each side must do to win the war.*

TERRITORIAL DISPUTES

One side desires the land the other side controls, or insists that it has a better claim to that land. Territorial disputes may arise as a result of previous wars in which one side seized territory from the other, or as complications of political marriages or dynastic succession, or just out of simple greed.

A long period of diplomatic or economic maneuvering usually precedes a

territorial war. During this period, both sides try to solidify their claims on the disputed territory.

Once a territorial war begins, it usually does not end until one side successfully invades and holds the disputed territory, or until the defender decisively repulses the invader.

ECONOMIC DISPUTES

One side perceives that it has suffered (or will suffer) a loss of wealth or potential wealth because of the economic or political practices of the other side. Sometimes a war that appears territorial actually has an economic foundation because one or more of the belligerents seeks some economic advantage—be it access to resources, access to markets, or just safe routes for trade or travel.

The period before an economic war usually features attempts by at least one side to secure trade agreements or concessions from the other, or to ensure a steady supply of needed goods or resources by some means short of war. These prewar maneuvers might go on for decades before one side runs out of patience and resorts to force of arms.

Economic wars sometimes end when one side deems the cost too high. In that case, some sort of diplomatic settlement or concession usually terminates the conflict before either side actually achieves a military victory. Otherwise, the war ends when one side either gains decisive control over the disputed resource (mines, a key port, an agricultural region, or the like) or defeats the other so soundly that the loser must concede the dispute.

ETHNIC DISPUTES

One side believes itself oppressed or unfairly divided by geographic boundaries. Some ethnic wars arise simply because one group cannot bear the differences it perceives in another group, or because it covets another group's wealth or political power.

Ethnic disputes often involve territory, but the goal in seizing that territory is to secure ethnic unity or to control key cities or other sites that have special meaning to one side or the other. Ethnic disputes may also involve economics, but here the goal is usually to deprive the other group of its resources, or even to wipe out the other group entirely.

Ethnic wars usually simmer for a long time before any fighting erupts. Once the war begins, it tends to grind on until one side either virtually annihilates the other or forces it into utter submission. Such a result, of course, breeds further resentment and inevitably causes more wars in the future.

IDEOLOGICAL DISPUTES

Ideological wars revolve around mere ideas. Different religious beliefs drive many such conflicts, but an ideological war can also involve such intangibles as lifestyles, social practices, or philosophical concepts.

Ideological wars often prove exceptionally brutal because the conflict seldom ends until one side must admit utter defeat. Even then, resentments arising from such a war can fester for generations.

Ideological wars often follow the same pattern as ethnic wars, with trouble starting gradually and building into open conflict over time. A sudden provocation, however, can cause war to flare more quickly as well.

KINDS OF WARS

Whatever their causes, wars can take many forms. A useful (though by no means definitive) list of war types follows.

International Wars: These conflicts involve nations, or substantial sections of nations, pitted directly against one another. One side usually invades the other, but not always. The two sides may content themselves with merely probing one another's borders.

An international war fits most people's conception of what a war in a fantasy setting should be. Substantial armies go on the march and seek out the enemy for pitched battles. An international war offers player characters ample opportunities for heroics both on and off the battlefield, and success consists of defeating the enemy.

Proxy Wars: These conflicts also involve opposing nations, but the main combatants choose to fight each other indirectly through third parties. The belligerents may send their armies to another country to fight it out, or they might support their allies indirectly with money, equipment, and advice.

A proxy war may call for more prudence and delicacy from the PCs than an international war. Simply defeating the enemy may not suffice. The characters might have to cover their tracks, win with a minimum of casualties (on their own side, on the enemy's side, or both), and avoid offending or harming bystanders.

Cold Wars: Both sides seek victory, but the conflict remains largely political or diplomatic. Fighting is sporadic and usually involves only small portions of each side's true military power. Small proxy wars may result from a prolonged cold war.

Like proxy wars, cold wars usually call for a more discreet approach than an openly declared war requires. Often success means avoidance of a larger-scale war.

Civil Wars: All the combatants come from the same political entity, and they fight either to gain undisputed control of that entity, or to change its political, economic, or social structure in some way. One side in a civil war often desires to break away and form its own country, or to join with another political entity.

Civil wars often present PCs with a wide variety of moral dilemmas. They may find themselves pitted against neighbors, friends, or even members of their own families. They may very well find themselves opposing foes who share the same alignments and general goals, but hold different loyalties.

Treachery abounds in a civil war, but one being's treachery is another's patriotism.

ENDING A WAR

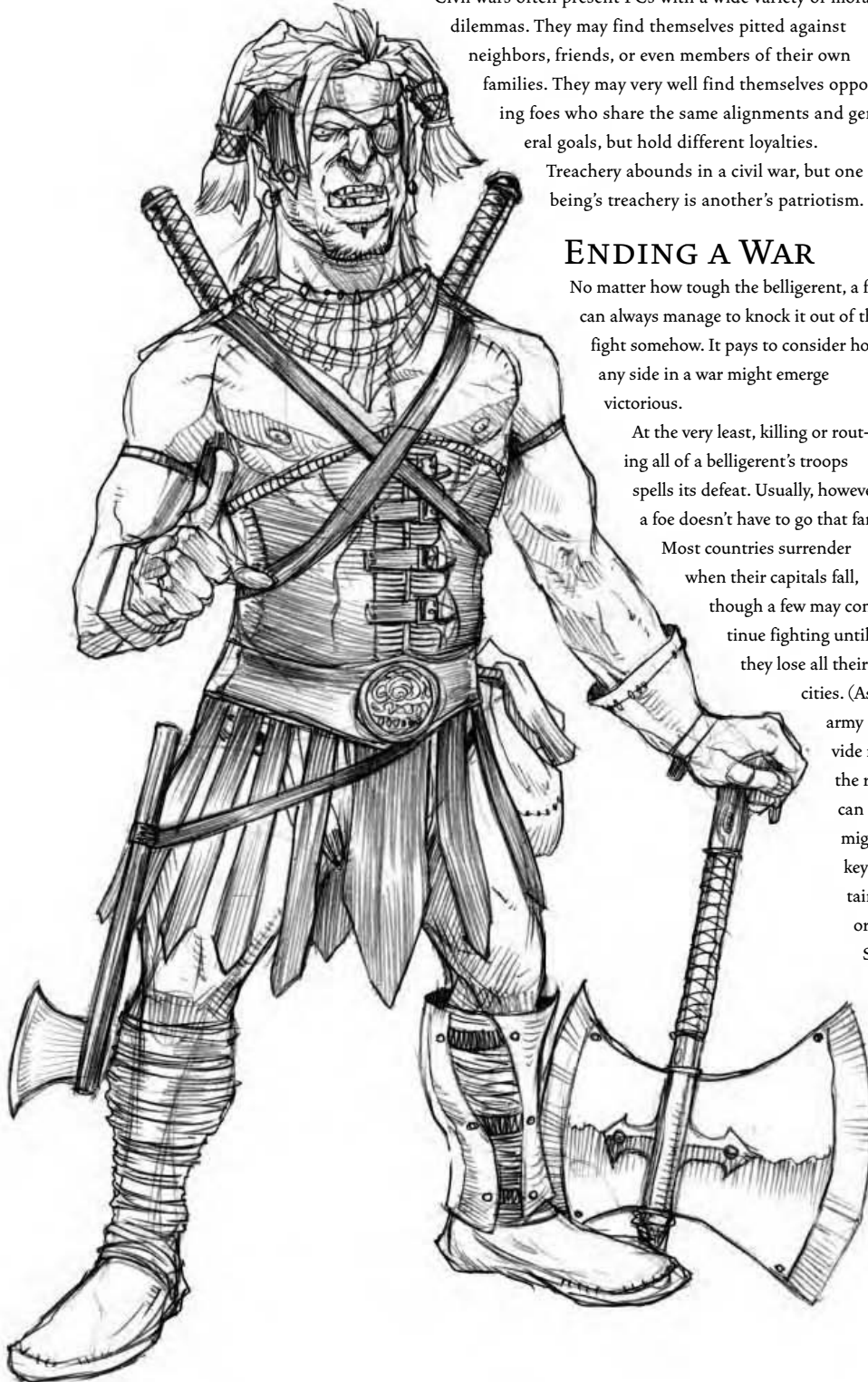
No matter how tough the belligerent, a foe can always manage to knock it out of the fight somehow. It pays to consider how any side in a war might emerge victorious.

At the very least, killing or routing all of a belligerent's troops spells its defeat. Usually, however, a foe doesn't have to go that far.

Most countries surrender when their capitals fall, though a few may continue fighting until they lose all their

cities. (As noted in Chapter Six, maintaining an active army in the field requires cities and towns to provide money for maintenance and replacements for the ranks. An army denied the support of cities can disintegrate quickly.) Other belligerents might have to surrender if the enemy controls key pieces of terrain in the area, such as mountain passes, road junctions, agricultural regions, or other areas that produce vital resources.

Sometimes, a country may sue for peace if it simply loses too many battles in too short a time. Eliminating a key leader, such as a monarch or senior general, can also force a belligerent out of a war.



Key Terms

Belligerents: The principal nations or groups involved in a war

Civil War: A war in which the belligerents belong to the same country or political entity (at least at first)

Cold War: A war fought mostly through intrigue and diplomacy

Commander: An individual who commands armies or troops within armies

Distant War: A war that takes place outside the territories that the PCs usually frequent

Economic Dispute: A cause for war that hinges on trade, resources, or wealth

Ethnic Dispute: A cause for war that hinges on differences, real or perceived, between groups

Ideological Dispute: A cause for war that hinges on conflicting ideas

International War: A war involving nations as the belligerents, fought primarily through open battle

Local War: A war that takes place inside the territories that the PCs usually frequent

Proxy War: A war that the belligerents fight indirectly through third parties

Territorial Dispute: A cause for war that hinges on the possession of land

Integrating the Event

The sentry had been watching the sun sink in the west for some time. The shadows of the battlements grew ever longer, and presently the catwalk where the sentry paced became a patch of early dusk. The sun set in a crimson haze, its orb as red as blood. It was an odd color for a sunset, and the sentry was sure it boded ill. As her weary eyes scanned the horizon, she noted a sight that seemed odder still—a vast dust cloud. “A coming storm?” she wondered aloud. Leaning on the parapet and squinting into the dying light, she saw a mass of tiny figures against the last vestiges of the setting sun, just below the rising dust. Cavalry, she realized. Cavalry by the score! Dropping her shield and spear, the sentry sprinted down the catwalk toward the alarm gong. The enemy was in sight!

By now you have decided where your war will take place, who’s fighting, why they’re fighting, and what each side must do to win. Now you need to decide how to incorporate the war into your game.

PLAYER CHARACTERS AT WAR

When planning for the war, consider early what part the PCs might play in the conflict. Their degree of involvement remains the players’ choice in large part, but you must at least offer options.

Depending upon the players’ interests and your campaign plans, some options will prove better than others.

PCS AS TROOPS

The player characters can simply join the army and fight in battles as troops—elite troops, perhaps, but in the end merely troops. In this arrangement, the PCs are subject to their superiors’ orders most of the time, and they will probably have little time for their own pursuits.

Life as a soldier usually holds very little appeal for a player character. Soldiers generally experience a great deal of boredom, interspersed with brief periods of mortal danger that offer little chance for great rewards or even for escape. On the other hand, low-level characters may find even a soldier’s meager pay worth their time. Furthermore,

participation in a military campaign could introduce a player character to important NPCs in your game world, and perhaps to many not-so-important NPCs who can serve as key allies or foes later in the character’s career.

One way to make a soldier’s life more palatable to a PC is to limit the level of commitment required.

Between battles, a PC soldier might successfully request some personal time to go adventuring. Alternatively, the army might make a limited enlistment—say, for only a month or so—available to worthy individuals. Such part-time or short-duration military service can be a good and profitable way for a PC to spend time between adventures.

Some PCs clearly don’t have what it takes to fight on the battlefield, but their talents might still benefit the army in a variety of

other ways. For example, a PC soldier could serve as a bodyguard, messenger, or scout. These roles (particularly the latter two) can allow a PC considerable freedom of action in carrying out orders.

PCS AS COMMANDERS

Even a low-level PC stands out as an individual of exceptional ability when viewed against the backdrop of an entire army made up of warriors and commoners. A moderately successful PC who has gained a level or two may enjoy some notoriety among the soldiers, many of whom might aspire to follow him and share in his fortunes. Likewise, the senior commanders in an army may view such a player character as a person of either reasonable competence or exceptional luck (or both), who is more than fit to lead troops into battle.

To be an effective commander, a PC must have some interest in the war and at least a modicum of tactical sense. It also helps if the character belongs to a player who has some interest in mass warfare, though many valid options exist for those who do not. A PC’s troops can receive assignments far removed from the battlefield, such as guarding or transporting supplies, securing vital points (bridges, crossroads, and the like), scouting the trail for the main army, or capturing deserters and enemy spies.

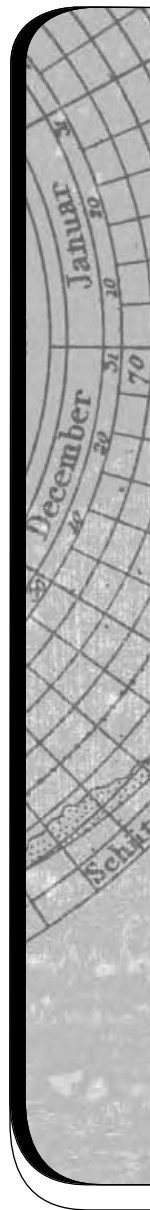
Of course, having a military command doesn’t mean a character must spend all his time fighting. Opportunities for roleplaying abound for officers, who must regularly deal with superiors, subordinates, civilians, and prisoners.

Like a soldier, a PC commander might enjoy great freedom of action at times and have to follow his orders to the very letter at others. Any commander, however, often finds himself improvising on the spot, and he may occasionally decide that ignoring his orders altogether is the best course of action. In the latter case, however, the character had better be able to show outstanding results and provide a very good excuse for disobeying a superior.

PCs who own land or hold titles can raise, train, and command troops of their own. Doing so can give them a real stake in the fates of their troops, as well as in the outcome of the war overall.

PCS AS SPECIAL OPERATIVES

Most PCs find this role the most comfortable. For the most part, special operatives don’t get involved in mass battles. Instead, they engage in espionage, counterespionage, reconnaissance, sabotage, and a variety of other covert activities. Their missions may range from rescuing prisoners to kidnapping enemy leaders. For the most part, such a mission resembles a standard adventure. Special



Key Terms

Commander: Someone who leads an army or a smaller group of troops within an army

Mercenary: A soldier, commander, or special operative who fights primarily for pay, or one who organizes groups of soldiers to fight for pay

Special Operative: An individual whose contributions to a war go beyond any direct role on the battlefield, such as a spy, spy catcher, scout, or saboteur

Troops: A collective term for the soldiers who fight in a war

operatives can usually count on a reasonable degree of independence as well as the usual rewards for getting the job done.

PCS AS MERCENARIES

Some PCs may decide to go into the warmaking business for themselves. They might hire themselves out as commanders, special operatives, or common troopers for pay, or they might invest some gold in recruiting their own troops to fight for pay. This latter option offers all the responsibilities and opportunities that serving as a commander does, but it also gives the player character the option of negotiating her rate of pay (and that of her soldiers) and deciding which tasks she and her troops will undertake.

RUMORS OF WAR

No matter where you've decided to place your war, it will send ripples throughout your campaign world. You just need to make sure the PCs notice those ripples.

INTRODUCING A DISTANT WAR

If the war occurs some distance from your PCs' usual base of operations, you can get away with presenting it as an accomplished fact rather than leading up to it slowly through foreshadowing. Any of the following options work well for introducing a distant war.

- The player characters overhear NPCs or travelers discussing the war.
- The PCs note a sudden spike in the cost of goods or equipment. "On account of the war," the local merchants explain.
- The player characters encounter refugees on the move. Such an encounter might involve a few wealthy merchants who have decided to live abroad for awhile, or small clusters of peasants fleeing violence directed at them, or a veritable flood of people displaced from their homes.
- Clerics representing (or claiming to represent) members of a repressed sect appear in the streets, calling for volunteers to defend the faithful. (This tactic can prove particularly effective if one or more of the PCs is a member of the sect, or if they have an important NPC ally who is a member.)
- Agents of the belligerent powers approach the PCs with offers of mercenary work.
- The characters' own government asks them to perform any number of tasks, from escorting diplomats to espionage.
- The PCs' government decides to join the war and send troops of its own—including the PCs.

INTRODUCING A LOCAL WAR

A war in the PCs' own neighborhood calls for careful staging. Since wars usually take a good while to get started, you can use the period while the conflict is building to foreshadow the conflict. You should plan to drop enough clues to let reasonably observant players know that a serious dispute is brewing. Then when war finally breaks out, it will seem a natural outgrowth of events in the campaign rather than some catastrophe you just decided to dump on your players.

Indications that a local war looms should relate to the causes for the war. Some specific suggestions for each kind of dispute follow.

SIGNS OF A TERRITORIAL WAR

The side that wields political control over the disputed territory may attempt to evict foreigners and seal the borders. Its leaders may also attempt to move loyal settlers into the territory or replace the local rulers with people they regard as reliable. Such maneuvers can directly affect the PCs in a number of ways. The characters might find themselves among the foreigners ousted from the area, or they might undertake missions on behalf of the government, such as securing the borders, dealing with unfriendly rulers, or even serving as interim friendly rulers.

The side that lacks political control over the disputed area may press its claim to the territory with religious leaders and with its own people. Its leaders might try to subvert or bribe local political leaders, or even attempt to neutralize them through various means, including assassination. They may encourage their own people to settle the disputed zone, either in hopes that they might sway the rest of the population toward revolt against the present political system, or just to provide a base of sympathetic commoners to supply their armies, should war break out. Once again, the PCs can easily become involved in planning or executing any of these measures.

SIGNS OF AN ECONOMIC WAR

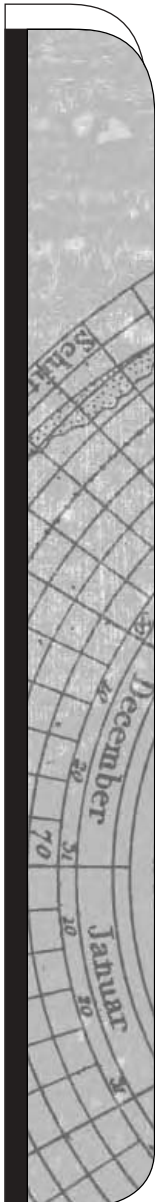
The PCs might hear about or encounter trade delegations representing both sides of the coming war. They also might accept offers to join such delegations or to serve as guards or escorts for the delegates when they enter foreign territory.

Smuggling and raiding may increase if the delegations fail to reach any agreements—and sometimes even when they do. Player characters should have ample opportunities to intercept smugglers, become smugglers themselves, or simply stumble across smuggling operations. Likewise, PCs might accept the task of defending against raiders, become raiders themselves, or simply witness a raid.

One side may attempt to pressure the other with an embargo or boycott of certain goods. This tactic may raise the prices of goods that the PCs buy, and it should certainly encourage more smuggling and raiding.

Checklist

- Decide how to introduce the war.
- Consider ways that the war will impact the PCs.
- Determine the reactions of key NPCs (especially the clergy) to the war.
- Determine the war's popularity with the common folk.
- Consider what role the PCs might play in the war.
 - Troops
 - Commanders
 - Special operatives
 - Mercenaries
- Draw out a map showing the portion of your world where the war is to take place.
- Determine potential sites for battles.
- Determine potential sites for war-induced disasters (famine, plague, rebellion, etc.).
- Consider how the war might end, including postwar consequences.



SIGNS OF AN ETHNIC WAR

The two sides may trade epithets and insults for years. The PCs might hear such exchanges directly or learn about them through a newfound acquaintance.

The PCs may witness frequent but fairly small outbreaks of violence. Characters who remain unaware of the building ethnic tensions

may find themselves inadvertently sparking such violence by bringing a friend or hireling into the wrong place, or by making an innocent remark that causes tempers to flare.

An all-out war may break out right after a particularly egregious incident of violence, such as the assassination of a key figure, a massacre, or the destruction of some important shrine or landmark. In such a case, war may come about very quickly after years of uneasy peace.

Alternatively, an ethnic war can break out when a particularly jingoistic leader arises on one side or the other and whips up the people's desire to fight. It may take the leader weeks, months, or years to fan the flames of war, and

the player characters may encounter this leader several times over the course of his career. In fact, the leader might be a particular friend or foe of the PCs.

SIGNS OF AN IDEOLOGICAL WAR

As noted in the previous chapter, ideological wars often follow the same pattern as ethnic wars. In this kind of dispute, the divine spellcasters among the PCs might detect signs of the looming war before anyone else does. Perhaps their superiors and peers share tidbits of information with them about the coming conflict, or maybe they call upon the PC and her comrades to defend the faith—or themselves—from gangs of rivals. A divine spellcaster might also receive warnings of the coming war directly from her god (if she has one). Player characters may also encounter proponents of one side or another trying to rally people to their cause, or chiding the populace for clinging to the “wrong” ideas.

WAR AND THE COMMON FOLK

The PCs are probably central to your campaign world (as well they should be), but plenty of other characters live there too. When war strikes, it affects everyone.

LOWER CLASSES

The lowest ranks of your world's society—typically the low-level commoners who till the fields and provide most of the unskilled labor—probably have little interest in the war. They may dread the appearance of enemy troops in their fields and homes and the possibility of conscription, but beyond such personal concerns, they tend to care very little about the conflict. Usually, farmers and laborers simply want any war to end quickly, with as little damage to their persons and homes as possible. When in doubt about a war or other grave social issue, they often look to the clergy for guidance (see Religion and War, below).

Members of the lowest social classes don't always feel ambivalence about wars, however. Such people often have deep emotional ties to their communities, religions, and cultural traditions, and they can become enthusiastic about ethnic and ideological conflicts. They may also feel personal interest in some territorial disputes, particularly if they have a reason to dislike the positioning of an area's current political borders.

People of the lowest classes feel the most removed from economic conflicts because they don't think that victory or loss will affect them very much. That supposition may not be true, but they're likely to think it is. Such people may be inclined to grumble if their own leaders make the first moves in an economic war.

MIDDLE CLASSES

This tier of society contains the bulk of the professionals, merchants, and skilled craftspeople, in addition to well-to-do farmers, elders, clergy, and other minor leaders. Middle-class people usually have a keener interest in any kind of war than the lower classes do. Such characters may have business or social interests affected by the war, and they also tend to have more education and better awareness of the war's causes and likely outcome than their lower-class brethren do.

Middle-class people usually show the most enthusiasm for economic or territorial wars, and they carefully watch for opportunities to benefit from such conflicts. They may be the first to call for moderation in ethnic or ideological conflicts, though they too can harbor enthusiasm for such causes.

UPPER CLASSES

The nobility, the senior clergy, and the wealthiest professionals and business people are likely to become directly involved in the war, since they typically provide the bulk of the civic and military leadership. They also stand to lose more in defeat and to gain more in victory than any other segment of the society.

Most people in this group show at least lukewarm support for any war, especially after it starts.

RELIGION AND WAR

Thanks to their roles as religious leaders in their communities, members of the clergy can have a great impact on how the bulk of the population thinks and feels about the war. Members of the lowest classes in a society usually give considerable weight to the opinions of the clergy, largely because clerics have some education and

routinely provide the common folk with needed advice and aid. They also represent the gods, and the common folk usually want to please the divine powers.

AREN'T THE GODS ON OUR SIDE?

In a world where gods can grant divine spells and control nature—or even reality itself—all those involved in a war would like to think they have the gods on their side. Sometimes the gods do take sides in wars, but for the most part, they tend to remain aloof from mortal affairs. Even when deities do take an interest in a mortal war, they might not all support the same side, and some may even change sides if the mood strikes them, as tales such as the *Iliad* make clear.

When a god takes an active interest in a war, the clerics who serve him probably do know where he stands on the disputed issue. Gods have many ways to make their opinions known, such as granting visions to the faithful, sending omens, or even appearing in the flesh.

A deity who disdains personal involvement in a conflict leaves his clerics considerably less sure what to tell the faithful. In such cases, members of the clergy typically consider the god's dogma in relation to the dispute. If they decide that the war supports the deity's general goals, they come out in favor of it. Clerics may also

decide to support a war for political reasons, perhaps to do a favor for a ruler who treats the clergy well, or simply to place themselves on the winning side. They do not usually put political considerations before their ideals, but exceptions do exist, particularly among chaotic or evil clergy.

SUPPORTIVE CLERGY

When members of the clergy decide to support a war, most of the faithful follow their lead. If the majority of civilians in a country receive encouragement from the clergy, the war becomes popular. Popularity doesn't guarantee victory, of course, but it tends to help the troops fight harder, and it can also help the army recruit new troops and replacements (see Chapters Three and Six for details).

ANTAGONISTIC CLERGY

As one might expect, support for a war tends to fall off when members of the clergy oppose it. Even the clergy, however, cannot dampen support for a genuinely popular war, especially an ethnic or ideological conflict that really has the common folk fired up.

Intervention by the clergy can dispel the people's fears and persuade them to support a war that they might not otherwise care about, but even clerics have a difficult time putting the brakes on true war fever among the people.



NEUTRAL CLERGY

Members of the clergy seldom remain ambivalent about a war, but in many cases they split over the issue of support, with some sects supporting the conflict and others opposing it. Such competing efforts tend to cancel each other out, making the clergy effectively neutral about the war.

THE ECONOMICS OF WAR

Most fantasy campaigns take place in medieval settings that have decentralized economies dependent on an agricultural base. Except in the cities, every community in such a setting is fully self-supporting, relying only on the goods and services that it produces itself. Such economies prove remarkably resistant to disruption, even in a war, unless the conflict despoils vast swaths of the countryside. But even if enemy troops destroy one season's crops, most countries can get along on stored supplies until the next harvest.

Labor shortages arising from the widespread conscription of troops can deal more serious economic damage to a country. Even the most productive land won't produce anything of value without people to work the fields. Likewise, armies foraging for supplies can diminish an area's economic productivity, at least for a short time. See Chapter Six for details.

Most wars however, still have some economic impact. Shortages of goods and labor result in higher prices, and such conditions can provide many opportunities for the ambitious.

SHORTAGES

A medieval community can usually survive on what it produces, but its people rely on trade for most luxuries and manufactured goods. Trade usually declines sharply in a war zone, so nearly everything other than very basic commodities tends to rise in price. Even the basics can become more expensive, since workers who leave their jobs to fight lower the area's overall productivity, and armies in the field tend to consume any surpluses that exist. Metal items (especially armor and weapons), mounts, most textiles, alcoholic beverages, spices, ceramics, and glass all tend to rise in price by 25% to 100% or more because of wartime shortages. Prices usually don't rise evenly along the whole spectrum of goods, however. For example, the price of metal items in a community that can produce its own might rise by 25% because of increased demand, but since no other factors limit the supply, the price increase remains on the low end of the range. A similarly modest price increase might apply to alcoholic beverages, since most communities can produce those on their own—assuming that a surplus of grain is available. Imported goods such as spice or silk, however, might increase in price by 100% or more because of the difficulty of transporting trade goods through a war zone.

Conversely, supplies of some goods may increase during a war, driving prices down. Such a situation can occur when the government imposes artificial constraints, such as a ban on imports or a special tax. Actions such as these are more common in economic conflicts than in any other type.



Price increases might not occur immediately, and in some cases they need not occur at all. In general, however, goods that communities cannot produce themselves or that require a lot of labor tend to increase in price quickly during a war.

OPPORTUNITIES

Wartime shortages can present many opportunities for enterprising PCs. Characters who take note of the war's coming might stock up on goods that will become scarce later, hoping to sell them for a tidy profit. Others might simply choose to part with a few surplus items they have lying around while prices are high. Still other characters might attempt to import or smuggle in goods that the war has made scarce.

WAR-INDUCED DISASTERS

A war qualifies as a calamity all by itself, but wars often spawn other misfortunes. In many cases, one war-induced disaster can give rise to another. For example, a widespread plague might depopulate a country, and the lack of people to work the fields might then result in famine.

FAMINE

War-induced famines typically affect fairly small areas that have temporarily lost or exhausted their food supplies. Castles or cities under siege are good candidates for famine, as are areas where

foraging armies have stripped the land of everything edible. An area that lost its stockpile of seed during a war in a previous year might also suffer from famine and food shortages until its farmers can secure new supplies.

When a war depopulates the countryside, nearby cities could suffer from famine for years to come until resettlement restores their agricultural support base or until their leaders can secure new food supplies.

PLAGUE

More troops may fall to disease than to the enemies' swords, thanks to bad food, tainted water, crowded conditions, exhaustion, and exposure to bad weather. Worse still, a plague can sweep through a besieged city even more quickly than it can overwhelm a military camp, thanks to extreme crowding, poor sanitation, hunger, and general stress. Even a sparsely populated area can experience disease outbreaks if large numbers of battlefield casualties or animal corpses lie decaying in the open for a long period.

REBELLION

Civilians and troops may become fractious under the pressure of a war. Rebellions can erupt spontaneously if a war erodes a government's authority, particularly if that government has been oppressive or if substantial segments of the population are sympathetic to the enemy. Troops may refuse orders or turn on their commanders when deprived of supplies or pay, or when they lose faith in their commander's ability to lead them effectively.

Invading armies often encounter serious difficulties in maintaining control of areas that they have conquered or overrun. Such problems can occur for no other reason than that the civilians (and perhaps soldiers who have left the defeated army and returned home) decide to make life difficult for the outsiders.

AFTER THE WAR

Wars seldom end abruptly, just as they seldom begin quickly. Defeated armies may retreat and regroup, so as to carry on the fight another day. Victorious armies might have to halt their advance to rest and get new supplies. A change in season might make it all but impossible to move armies overland, with rain or snow closing roads and sapping the troops' energy.

Unless one side achieves a particularly crushing victory, the diplomats, forced into the background when the war began, come to the fore again when the pace of the war slows. To them falls the task of sorting out the terms of one side's surrender and determining the actual outcome of the war. Even when one side wins a swift and decisive military victory, its leaders might choose to negotiate a settlement with the losers just to save the trouble and expense of occupying the loser's territory. Postwar diplomacy nearly always favors the victors, who might compel the losers to cede territory, change trade policies, pay tribute, relocate their citizens, or outlaw religions that the victors find distasteful.

No matter how a war ends, its effects may continue for some time. The war-induced disasters discussed in the previous section might make life uncomfortable for both the victor and the van-

quished for years to come. A defeated people may resent the victors for generations, thereby planting the seeds of future wars.

Governments that have pushed forward with unpopular wars might become unpopular themselves—a situation that often leads to civil unrest and sometimes even civil wars. Disrupted trade may never recover, particularly if merchants have found new markets for their goods elsewhere, or if nations recovering from war cannot keep their trade routes secure.

A war's legacies need not prove entirely negative, however. A war can sweep away old injustices or render implacable and dangerous foes impotent. Perilous areas might become safe for travel, trade, or settlement. Most importantly, new and more effective leaders may come to the fore and guide their people to new heights.



Unit Combat

The line of elven archers walked slowly forward, distrusting the spongy layer of lichen and moss underfoot. Luminous fungi on the cavern walls around them bathed the vast chamber in an unwholesome glow. For some time, the rustle of their cloaks and armor was the only sound, but presently they detected the faint creaking of leather and the sound of panting animals. The worg riders swept into view from around a massive, natural column and loosed a storm of arrows.

Combat between units works much like combat between individuals. Unit combat, however, requires a slightly more abstract approach in order to keep battles running smoothly and quickly.

GENERAL PRINCIPLES

The guidelines presented in this chapter allow quick resolution of battles involving anywhere from several dozen to a few hundred troops. Since speed of resolution is paramount, this system glosses over certain elements of battle that miniature wargames might handle in some detail.

The unit combat system takes standard d20 character combat concepts and expands them to unit scale. This approach keeps the terms, procedures, and die rolls familiar to players who already know the d20 System, and it allows character-to-character interactions and roleplaying within the scope of a much larger battle.

THE FUNDAMENTALS

A few fundamental assumptions form the basis for the rules presented here.

1. A unit has an attack bonus, an Armor Class, a speed, and all other statistics that an individual creature has. Each of a unit's statistics is the average of that statistic over all the creatures in the unit.
2. A unit in combat acts in much the same way as an individual would. A unit can take almost any action in combat that a character can, and resolution of its actions occurs in much the same way.
3. A unit in combat seldom can assess the battle as a whole. Thus, it remains preoccupied with what's happening immediately around it.

WHAT IS A UNIT?

Any collection of creatures moving and fighting together can be considered a unit. A typical unit (called a *homogeneous unit*) consists of at least 10 creatures of the same kind, all with identical armor and weapons. It's quite possible, however, to form a unit with mixed equipment, mixed spells, or even mixed creatures (called a *mixed unit*).

A unit works like a character in many ways. A unit is the building block of a force in the same way that a PC is the building block of an adventuring party. A single figure on a battle mat represents a unit in a battle just as it does a character in an adventure, except that a unit figure represents anywhere from 10 to 50 actual creatures.

A unit on the battlefield can attack other units, or it can attack individuals. Conversely, both individuals and units can attack a unit. The term "combatant" refers to any entity fighting on the battlefield—either a unit or an individual.

UNIT COMBAT SEQUENCE

Like combat between individuals, unit combat is cyclical—that is, the order in which units act does not change from battle round to battle round. Generally, unit combat runs as follows.

1. Unless an ambush or other circumstance makes the troops and commanders on one side of a battle unaware of their enemies, units begin ready to fight and are not flat-footed, as creatures in individual combat often are.
2. The commander-in-chief for each division involved in a battle makes a command check (see page 20) to determine initiative for the battle.
3. The commander-in-chief for each division directs the units under her command to act. The commander-in-chief with the highest initiative check result acts first, followed by the one with the next highest, and so on. Units on each side make morale checks as necessary when they or their foes act.
4. When all the commanders-in-chief have acted, Steps 2 and 3 repeat until the battle ends.

UNIT COMBAT STATISTICS

Several fundamental statistics determine how well a unit performs in combat. This section summarizes these statistics, and the following sections detail how to use them. You can keep track of each unit's statistics using copies of the unit record sheet on page 133.

UNIT ATTACK BONUS

A unit's melee attack bonus is:

Average base attack bonus + average Strength modifier + size modifier + weapon damage modifier + miscellaneous modifiers.

A unit's ranged attack bonus is:

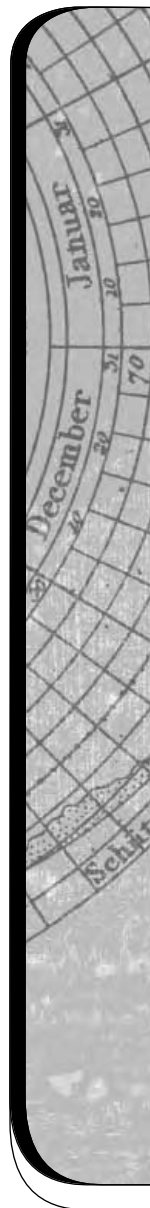
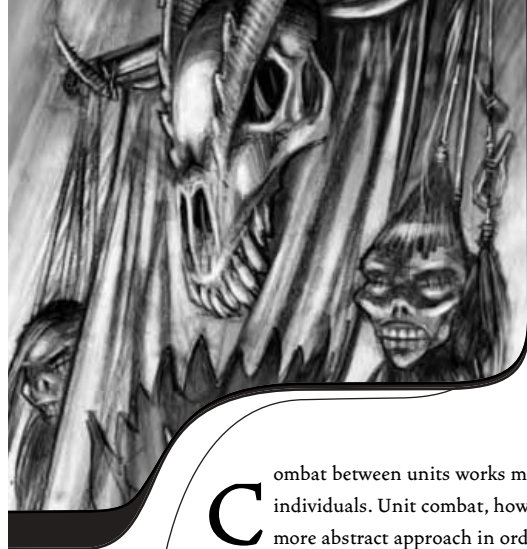
Average base attack bonus + average Dexterity modifier + size modifier + range modifier + weapon damage modifier + miscellaneous modifiers.

AVERAGE BASE ATTACK BONUS

A unit's base attack bonus equals the average base attack bonus of all the creatures in it. For a homogeneous unit, this value equals the base attack bonus of a single member. To determine the average base attack bonus for a mixed unit, first find the base attack bonus for each creature in it. Then multiply each of these values by the number of creatures to which it applies, add up the results, divide by the total number of creatures in the unit, and round down.

A base attack bonus of 6 or higher allows a unit to attack more than once when it uses a standard unit attack, just as it allows an

{cont'd on page 16}



Unit Combat Basics

The following sections outline the basics of unit combat for the convenience of players and DMs during play. But this sidebar is only an outline—full descriptions of the concepts in this section follow.

Except where noted, unit combat follows the rules given for combat between individuals in Chapter Eight of the Player's Handbook.

Battle Rounds

Unit combat takes place in one-minute battle rounds rather than the six-second rounds used for combat between individuals. This slower pace represents the lengthy grind of battle and the difficulty of coordinating large groups in a combat situation.

Initiative

During the first battle round of a fight, the commander-in-chief of each division involved makes a command check (see Giving Orders, page 35) that serves as an initiative check. Each round that the fight continues, divisions act in initiative order.

Attacks

A unit can move and attack once (one full attack) per battle round. A unit that does not move can make a double attack (two full attacks) each battle round.

Attack Roll

A unit attacks as a group, making one attack roll for all the creatures in it and using their average attack bonus. This roll represents how effectively the creatures in that unit fought. The higher the unit's attack roll, the more hits it scores (see Table 3–3). Because the creatures in a unit attack more or less in unison over the course of a one-minute battle round, the unit can hit an opponent more than once with each attack.

Damage

Each hit from a unit deals one damage factor (5 hit points) to an enemy unit, or standard damage for the weapon and wielder to an enemy individual.

Armor Class

A unit's Armor Class is the average of the Armor Class values of the creatures in it.

Hit Points (Damage Factors)

A unit's ability to withstand damage is roughly equal to the total hit points of all the creatures in it. Divide the hit points of each creature by 5 and round down to find the number of damage factors the unit has. The sum of all the individual creatures' damage factors equals the damage factors of the whole unit. Successful attacks against a unit reduce its damage factors. The unit's total decreases as creatures in it die or drop out because of injuries.

Attack Options

An attacking unit has the following basic options available.

Attack: A unit can move and make a full attack (melee or ranged), or make a full attack and move. A unit that does not move can make two full attacks (see Double Attack, below). In unit combat, a unit always makes a single attack at its highest melee attack bonus for an attack of opportunity or the first attack of a charge, and a full attack in most other cases (see Chapter Eight in the Player's Handbook).

Charge: A charging unit attacks twice—once with a single melee attack as part of the move, and once with a full attack after the move. When making the charge, the unit moves up to its speed in a straight line or gentle curve, then makes a single melee attack with a +2 charge bonus on the attack roll. The unit also takes a –2 penalty to its Armor Class until its next turn. It then makes a full attack (just like a standard unit attack) immediately after charging, but without the charge bonus.

Double Attack: A unit that does not move (except to adjust its position) can make two full attacks.

Double Move Charge: A unit can move up to double its speed in a charge and make a single melee attack.

Spells

A unit can move and cast a spell that would normally have a casting time of one standard action in individual combat. A unit that does not move (except to adjust its position) can cast a spell with a casting time of up to one minute. To cast a spell with a longer casting time, a unit must remain stationary (except for adjusting its position) for the entire time required to complete the casting.

Saving Throws

Each of a unit's saving throw bonuses equals the average of that saving throw bonus for all the creatures in it.

Movement

Each unit has a speed measured in feet. It can move that distance as well as attack or cast a spell with a casting time of one standard action. The unit can move before or after attacking or casting.

A unit can also move twice in a battle round (that is, move twice its speed), provided that it does not attack or cast a spell. It can also run, but only if ordered to do so.

Unless it is under orders to the contrary, a unit must move toward the closest enemy it can see.

A unit in melee contact with an enemy unit (that is, within 50 feet of it) cannot move away unless ordered to do so. If so ordered, it breaks melee contact, usually provoking an attack of opportunity from the enemy unit.

Death, Dying, and Healing

Each time a unit takes damage from a melee or ranged attack, it suffers casualties, losing one damage factor (5 hit points) worth of creatures for each successful hit against it. When a unit consists only of creatures with more than 5 hit points each, every hit the unit takes wounds a creature. Wounded creatures in a unit take damage from melee or ranged attacks before nonwounded creatures do, but a unit loses a creature only when it runs out of hit points. Some kinds of terrain and spells that affect areas may wound several creatures in a unit without killing any of them.

Wounded creatures in a unit can receive magical healing, which reduces the damage they have suffered.

Unless otherwise noted, consider any creatures that are eliminated from units as dying (between –1 and –9 hit points, inclusive). Use of the Heal skill during a battle cannot return such a creature to the unit, though the quick application of a healing spell may allow recovery (see Injury and Death, page 44).

A unit continues functioning at its full capacity until it has no more creatures in it. Do not remove a unit from the battlefield until it has lost its last creature.

Grids and Miniatures

Unit combat takes place on a square grid with one square equal to 50 feet. Simply place markers or figures on the grid to indicate the positions of units.

Orders

In the noise and confusion of battle, units do not always do exactly the right thing. When left to its own devices, a unit attempts to attack whichever enemy happens to be closest to it. A skilled commander, however, can order a unit to attempt more intricate maneuvers than it could manage on its own.

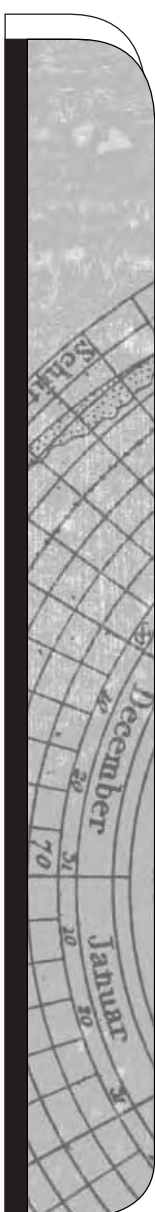
Morale

Morale is a measure of how well the unit stands up to adversity. A unit checks morale whenever it takes damage, and in certain other circumstances as well.

Base Line and Rendezvous Point

Each force involved in a battle treats one edge of the battlefield as its base line—usually the edge from which it entered the battle. A unit that fails a morale check often retreats toward its base line.

The troops in any unit have orders to go to a prearranged place on the battlefield when they don't know what else to do. Troops that find themselves without orders and without nearby enemies to attack can move toward this rendezvous point.



individual to attack more than once when using the full attack action (see Chapter One of the *Player's Handbook*).

Examples: The following examples demonstrate how to calculate a unit's base attack bonus.

1. A unit of 10 ogres has a unit base attack bonus of +3. Each ogre has a base attack bonus of +3. Since this value is the same for all creatures in the unit, the average equals +3.
2. A unit of five ogres and five bugbears has a unit base attack bonus of +2. Each ogre has a base attack bonus of +3, and each bugbear has a base attack bonus of +2. Multiplying +3 by 5 (the number of ogres) gives a result of 15, and multiplying +2 by 5 (the number of bugbears) gives a result of 10. Dividing the total of those values (15+10=25) by 10 (the number of creatures) gives a final result of +2 (25 ÷ 10=2.5, rounded down).

AVERAGE STRENGTH MODIFIER

Use the general procedure described above to determine this value.

Examples: The following examples demonstrate how to calculate a unit's average Strength modifier. Use the same method to calculate its average modifier for any other ability score, substituting the appropriate value for the Strength modifier.

1. A unit of 10 ogres has an average Strength modifier of +5. Each ogre has a Strength score of 21, which provides a +5 Strength bonus. Since this value is the same for all creatures in the unit, the average equals +5.
2. A unit of 5 ogres and 5 bugbears has an average Strength modifier of +3. Each ogre has a Strength modifier of +5, and each bugbear has a Strength modifier of +2. Multiplying +5 by 5 (the number of ogres) gives a result of 25, and multiplying +2 by 5 (the number of bugbears) gives a result of 10. Dividing the total of those values (25+10=35) by 10 (the number of creatures) gives a final result of +3 (35 ÷ 10=3.5, rounded down).

SIZE MODIFIER

This modifier works exactly like the size modifier for individuals. In a mixed unit, use the size modifier of the majority of creatures. If there is no majority, use the size modifier for the largest creature.

RANGE MODIFIER

This modifier works exactly like the range modifier for individuals.

WEAPON DAMAGE MODIFIER

A unit of thugs armed with knives should expect worse results in battle than a unit of warriors armed with greatswords. A unit receives a bonus on its attack rolls based on the average damage of its creatures' weapons. This modifier incorporates other modifiers that also apply separately to unit attack rolls, such as the average Strength modifier and weapon enhancement modifier. In effect, such modifiers count twice, though the weapon damage modifier does not count them at full value.

To calculate the weapon damage modifier, first refer to Table 3-1, which shows the average result for each kind of damage die.

TABLE 3-1: AVERAGE WEAPON DAMAGE

Base Damage Die Size	Average Damage
1	1
1d2	1.5
1d3	2
1d4	2.5
1d6	3.5
1d8	4.5
1d10	5.5
1d12	6.5

If a weapon deals more than one die of damage, multiply the value from the table by the number of damage dice that weapon deals. Add to this result the wielder's damage modifier (one and a half times Strength bonus for a two-handed weapon, equal to Strength bonus for a one-handed weapon, one-half times Strength bonus for an off-hand weapon, or equal to Strength penalty for any weapon), plus any enhancement bonuses for magic weapons and weapons made from special materials. Then find the result on Table 3-2 to determine the weapon damage modifier.

TABLE 3-2: WEAPON DAMAGE MODIFIERS

Average Damage*	Modifier
1 or below	-3
2	-2
3	-1
4-5	+0
Greater than 5	1/5 average damage**

* If a number falls between two entries on the table, use the lower value. For example, if the average damage is 3.5, the modifier is -1. If the average damage is 5.5, the modifier is +0.

** Round down. For example, if the average damage is 11.5, the modifier is +2 (11.5 ÷ 5 = 2.3, rounded down).

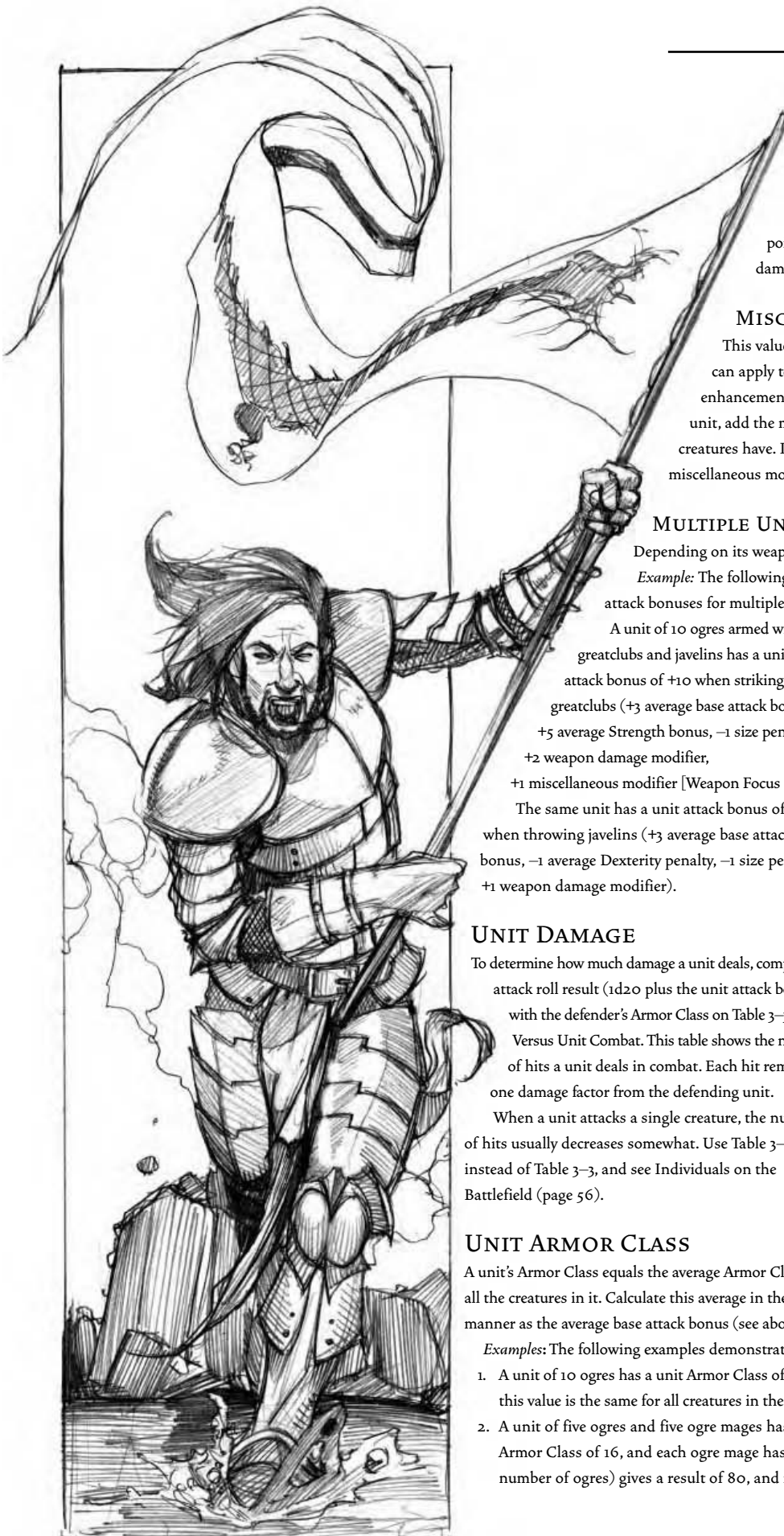
For a unit armed with mixed weapons, calculate the weapon damage modifier as though all creatures in the unit were using the weapon that the majority of them wield. If there is no majority weapon, use the one that deals the highest average damage.

Examples: The following examples demonstrate how to calculate a unit's weapon damage modifier.

1. A unit of 10 ogres using greatclubs (base damage 2d6) has a weapon damage modifier of +2. According to Table 3-1, the average damage for 1d6 is 3.5. Multiplying this value by 2 gives the average base damage for 2d6 as 7.

An ogre has a +7 bonus on damage rolls for Strength when using this weapon (+5 Strength bonus times 1.5 for a two-handed weapon). No enhancement bonuses or other modifiers apply. The average damage for this weapon is 7 + 7 = 14 points. Table 3-2 gives the weapon damage modifier as 1/5 of the average damage, or +2 (14 ÷ 5 = 2.8, rounded down).

2. A unit of 10 ogres using javelins (base damage 1d8) has a weapon damage modifier of +1. According to Table 3-1, the average damage for 1d8 is 4.5 points.



An ogre has a +5 bonus on damage rolls for Strength when using this weapon (one times Strength bonus for a thrown ranged weapon). No enhancement or other bonuses apply.

The average damage for this weapon is $4.5 + 5 = 9.5$ points. Table 3–2 gives the average as $1/5$ of the average damage, or $+1$ ($9.5 \div 5 = 1.9$, rounded down to 1).

MISCELLANEOUS MODIFIERS

This value includes all the assorted combat modifiers that can apply to attack rolls in a d20 game, such as weapon enhancements, racial combat bonuses, and the like. In a mixed unit, add the miscellaneous modifier that the majority of its creatures have. If the majority of creatures do not share a single miscellaneous modifier, use the highest one.

MULTIPLE UNIT ATTACK BONUSES

Depending on its weaponry, a unit may have various attack bonuses.

Example: The following example demonstrates how to calculate unit attack bonuses for multiple weapon types.

A unit of 10 ogres armed with greatclubs and javelins has a unit attack bonus of +10 when striking with greatclubs (+3 average base attack bonus, +5 average Strength bonus, –1 size penalty, +2 weapon damage modifier, +1 miscellaneous modifier [Weapon Focus feat]).

The same unit has a unit attack bonus of +2 when throwing javelins (+3 average base attack bonus, –1 average Dexterity penalty, –1 size penalty, +1 weapon damage modifier).

UNIT DAMAGE

To determine how much damage a unit deals, compare its attack roll result (1d20 plus the unit attack bonus) with the defender's Armor Class on Table 3–3: Unit Versus Unit Combat. This table shows the number of hits a unit deals in combat. Each hit removes one damage factor from the defending unit.

When a unit attacks a single creature, the number of hits usually decreases somewhat. Use Table 3–4 instead of Table 3–3, and see Individuals on the Battlefield (page 56).

UNIT ARMOR CLASS

A unit's Armor Class equals the average Armor Class of all the creatures in it. Calculate this average in the same manner as the average base attack bonus (see above).

Examples: The following examples demonstrate how to calculate unit Armor Class.

1. A unit of 10 ogres has a unit Armor Class of 16. Each ogre has an Armor Class of 16. Since this value is the same for all creatures in the unit, the average equals 16.
2. A unit of five ogres and five ogre mages has a unit Armor Class of 17. Each ogre has an Armor Class of 16, and each ogre mage has an Armor Class of 18. Multiplying 16 by 5 (the number of ogres) gives a result of 80, and multiplying 18 by 5 (the number of ogre mages)

Changes to a Unit's Attack Bonus During a Battle

Using spells that enhance combat capabilities during a battle may change a unit's attack bonus. Whenever a unit receives an effect that improves the recipient's attack rolls, its attack bonus improves by the amount of that additional bonus. Any effect that increases the recipient's damage rolls applies to the average weapon damage, and it may or may not increase the unit's weapon damage modifier.

The unit record sheet on page 133 includes spaces for the unit's average weapon damage, which can prove useful for quickly recalculating unit attack bonuses.

In some cases, an effect can improve both a unit's attack bonus and its weapon damage modifier, thus potentially raising the unit attack bonus by more than the amount of the additional bonus. For example, a unit of ogres fighting with greatclubs has a unit attack bonus of +10 (+3 average base attack bonus, +5 average Strength bonus, –1 size penalty, +2 weapon damage modifier, +1 miscellaneous modifier [Weapon Focus feat]). If this unit receives an effect that gives it a +2 morale bonus on both attack rolls and weapon damage, its unit attack bonus rises to +13 (+3 average base attack bonus, +5 average Strength bonus, –1 size penalty, +3 weapon damage bonus [$7 + 7 + 2 = 16 \div 5 = 3.2$, rounded down], +3 miscellaneous modifier [Weapon Focus feat], +2 morale bonus).

gives a result of 90. Dividing the total of those values ($80 + 90 = 170$) by 10 (the number of creatures) gives a final result of 17 ($170 \div 10 = 17$).

UNIT HIT POINTS

A unit has no hit points of its own, but its ability to withstand damage is roughly equal to the total hit points of all the creatures in the unit. Successful attacks against a unit deal *damage factors*, which damage the creatures in it. Damage factors apply to individual creatures within the unit according to the guidelines below, eventually causing them to die or drop out due to injury, just as the loss of hit points would.

Divide each creature's hit points by 5 and round down to determine how many damage factors it can withstand. A creature always has at least 1 damage factor. In a unit composed of creatures that have more than one damage factor apiece, all damage factors from a given attack apply to a single creature until it dies. Any excess damage factors then apply to the next creature until it dies, and so forth. Area spells and some terrain effects constitute exceptions to this rule (see pages 62 and 75). If an attack does not deal enough damage factors to slay a creature, it simply remains wounded. Damage from subsequent attacks affects wounded creatures first.

In a mixed unit, allocate hits evenly among all the kinds of creatures in the unit. Distribute hits to wounded creatures first, spreading them out among different creature kinds as evenly as possible, with those that have the lowest Hit Dice absorbing any odd hits. Then allocate hits to nonwounded creatures, starting with the ones that have the lowest Hit Dice.

To ease bookkeeping during a battle, prepare a sheet for each unit, showing all the creatures in it along with their damage factors. Create one row of blanks or boxes to represent the damage factors for each creature, and arrange all the creatures in the unit into a single column. Checking off one complete row of blanks or boxes eliminates that creature from the unit. Checking off all the blanks or boxes eliminates the entire unit. (You can fill in your blank unit record sheet according to the example on page 132.)

Examples: The following examples demonstrate how to calculate damage factors.

1. In a unit of 10 ogres (each with 26 hit points), each ogre has 5 damage factors. Each ogre has 26 hit points. Dividing 26 by 5 gives a result of 5 damage factors per ogre ($26 \div 5 = 5.2$, rounded down). To record this unit's damage factors, make 10 rows of five boxes each, one row per ogre in the unit (see the example on page 132).
2. In a unit of five ogres (each with 26 hit points) and five ogre mages (each with 37 hit points), each ogre has 5 damage factors, as noted above, and each ogre mage has 7 damage factors. Each ogre mage has 37 hit points. Dividing by 5 gives a result of 7 damage factors per ogre mage ($37 \div 5 = 7.4$, rounded down). To record this unit's damage factors, make alternating rows of seven boxes (representing the ogre mages) and five boxes (representing the ogres), starting with a row of five boxes.

UNIT SPEED

A creature's speed in unit combat is 10 times its normal speed rating (in keeping with the one-minute battle round used for unit combat), rounded down to the nearest multiple of 50 feet (in keeping with the unit ground scale). Regardless of the creature's normal speed rating, it always has a speed of at least 50 feet in unit combat.

A unit's speed is the same as that of the slowest creature in it. A unit can run, but only when ordered to do so (see Acting With Orders, page 37).

UNIT SPACE AND REACH

A unit's space depends on the size of the creatures in it. Multiply the space entry for the creatures in the unit by the number of creatures to determine its space. For example, a unit of 10 humans has a space of 50 feet (5 feet times 10). For a mixed unit, use the space rating of the majority of creatures to determine the unit's space. If the majority of creatures do not share a space rating, use the largest space. Table 3–13 shows spaces for units.

A unit's reach is the same as the reach of the creatures in it. For a mixed unit, use the reach of the majority of creatures as the unit's reach. If there is no single reach shared by the majority of creatures, use the largest reach.

Because the unit combat system uses a much larger ground scale than individual combat does, reach has much less impact on unit battles than it does on individual combat (see Unit Attacks of Opportunity, page 20, and the Guard order, page 40). Basically, a unit can make a melee attack against a combatant in an adjacent square (and only an adjacent square), no matter what its reach is.

SPECIAL ATTACKS

Units have whatever special attacks the creatures in them have. See Chapter Four for rules governing special attacks in unit combat.

SPECIAL QUALITIES

Units have whatever special qualities the creatures in them have. See Chapter Four for rules governing special attacks in unit combat.

UNIT SAVING THROWS

Each of a unit's save bonuses equals the average of that save bonus for all the creatures in it. When a unit suffers an attack that allows a saving throw, it makes one saving throw for all the creatures affected by the attack, and all the creatures succeed or fail the saving throw together. A unit automatically succeeds at a saving throw if its die roll is a natural 20, and it automatically fails if its die roll is a natural 1.

Examples: The following examples demonstrate how to calculate unit save bonuses.

1. A unit of 10 ogres has average save bonuses of Fortitude +6, Reflex +0, and Will +1. Since these values are the same for all creatures in the unit, the averages equal the save bonuses for a single ogre.
2. A unit of five ogres and five bugbears has average save bonuses of Fortitude +4, Reflex +2, and Will +1. Each ogre has save bonuses of Fortitude +6, Reflex +0, and Will +1, as noted above. Each bugbear has save bonuses of Fortitude +2, Reflex +4, and Will +1.

For the unit's Fortitude save, multiplying +6 by 5 (number of ogres) gives a result of 30, and multiplying +2 by 5 (number of bugbears) gives a result of 10. Dividing the total of those values (30+10=40) by 10 (number of creatures) gives a final result of +4.

For the unit's Reflex save, multiplying +0 by 5 (number of ogres) gives a result of 0, and multiplying +4 by 5 (number of bugbears) gives a result of 20. Dividing the total of those values (0+20=20) by 10 (number of creatures) gives a final result of +2.

For the unit's Will save, multiplying +1 by 5 (the number of ogres) gives a result of 5, and the result is the same for the bugbears. Dividing the total of those values (5+5=10) by 10 (the number of creatures) gives a final result of +1.

ABILITIES

Each of a unit's ability scores equals the average of that ability score for all the creatures in it. For a homogeneous unit, these values are the same as those for a single member. Calculate the averages for a mixed unit in the same manner as save bonuses, above.

When a unit must make an ability check, the unit as a whole makes a single check, and the result applies to the whole unit. A +2 circumstance bonus applies to any ability check a unit makes. This bonus reflects the fact that the entire unit works together, and its members render assistance to comrades who need help.

SKILLS

Each of a unit's skill modifiers equals the average of that skill modifier for all the creatures in it. For a homogeneous unit, these values are the same as those for a single member. Calculate the averages for a mixed unit in the same manner as save bonuses, above. If a skill requires training, a unit cannot use it unless the majority of the creatures in the unit have ranks in that skill. Count only the creatures with ranks in that skill toward the average.

When a unit must make a skill check, the unit as a whole makes a single check, and the result applies to the whole unit. A +2 circumstance bonus applies to any skill check a unit makes. This bonus reflects the fact that the entire unit works together, and its members render assistance to comrades who need help.

FEATS

A unit can use a feat only when its commander shares a feat with it (see the Share Feat order, page 42) or when the majority of the creatures in the unit have that feat. See Chapter Five for rules governing feats in unit combat.

UNIT MORALE BONUS

A unit's morale bonus is:

Hit Dice + average Wisdom modifier.

HIT DICE

For a homogeneous unit, use the Hit Dice of an individual creature in the unit. In a mixed unit, use the Hit Dice of the majority of creatures in the unit. If there is no majority Hit Dice value, use the highest Hit Dice of any creature in the unit.

AVERAGE WISDOM MODIFIER

Calculate a unit's average Wisdom modifier in the same manner as the unit's average Strength modifier (see page 16).

Examples: The following examples demonstrate how to calculate unit morale bonus.

1. A unit of 10 ogres has a unit morale bonus of +4. Each ogre has 4 Hit Dice and a Wisdom modifier of +0 (for an average Wisdom modifier of +0). Adding the Hit Dice (4) to the average Wisdom modifier (+0) gives a result of +4 (4+0).
2. A unit of five ogres and five ogre mages has a morale bonus of +6. Each ogre has 4 Hit Dice, and each ogre mage has 5 Hit Dice. Since there is no majority, use the larger Hit Dice value (5).

Each ogre has a Wisdom modifier of +0, and each ogre mage has a Wisdom

modifier of +2. Multiplying +0 by 5 (the number of ogres) gives a result of +0, and multiplying +2 by 5 (the number of ogre mages) gives a result of 10. Dividing the total of those values (0+10=10) by 10 (the number of creatures) gives a final result of +1. Adding the Hit Dice (5) to the average Wisdom modifier (+1) gives a unit morale bonus of +6.

BASE LINE AND RENDEZVOUS POINT

Each division (a group of allied units) treats one edge of the battlefield (usually the edge from which it enters the battlefield) as its base line. Before the battle commences, the commander-in-chief deploys the units in the division within a move or a double move of their division's base line. Allied divisions usually have the same base line, but not always. During a battle, commanders may order their units to retreat toward their base line, or the units may flee in that direction if their morale fails.

Each division involved in a battle also has a rendezvous point, a prearranged place on the battlefield where its troops have orders to go when they don't know what else to do. Troops that find themselves without orders and without nearby enemies to attack can move toward their rendezvous point.

A division's rendezvous point is typically either the center of the battlefield or the center of an enemy's base line. Other rendezvous points also are possible, at the DM's option.

Checks in a Unit Battle

During a battle round, any combatant can use a standard action to make any check that normally requires one standard action in individual combat, plus any number of checks that normally would be free actions. A combatant can make a check that requires up to one minute as a double action. Longer tasks require additional double actions—one for each minute required. Taking 10 on a check takes no extra time in a unit battle. Taking 20 on a check requires at least a double action.

INITIATIVE

In a unit battle, each division checks initiative once at the beginning of the battle. Thereafter, all divisions involved in the battle act in initiative order each battle round.

INITIATIVE CHECKS

At the start of the battle, each commander-in-chief makes a command check (see Giving Orders, page 35) that functions as the initiative check for his division. The commanders-in-chief then act in initiative order each battle round, counting down from the highest

command check result to the lowest, to direct their divisions. If more than two commanders-in-chief are controlling divisions on the battlefield, writing down the initiative order helps to keep the action smooth.

If two or more commanders-in-chief have the same initiative result, use the total command check modifiers for each to break the tie, with the highest modifier going first. If a tie still exists, the affected commanders-in-chief must roll again to determine their initiative order.

Flat-Footed: Most battles take considerable time to get started. Unlike individual combat, in which characters might find themselves in danger fairly abruptly, this delay

gives the participating troops plenty of time to prepare themselves. Thus, units are not flat-footed at the beginning of a battle or battle round, except when ambushed or surprised.

UNIT AMBUSH AND SURPRISE

When a battle begins, units that are unaware of the enemy are flat-footed at the beginning of the battle and remain so until they take an action. Otherwise, units are never flat-footed.

THE BATTLE ROUND

Each battle round represents about one minute of fighting in the game world.

A battle round begins with the actions of the commander-in-chief with the highest initiative result and proceeds, in order, from there. Subsequent battle rounds use the same initiative order estab-

lished at the beginning of the combat. When a commander's turn comes up in the initiative sequence, she performs an entire battle round's worth of actions, directing each of her units to act. (For exceptions, see Unit Attacks of Opportunity below, Giving Orders on page 35, Miscellaneous Unit Actions on page 31, and Hero Challenges on page 59).

As with individual combat, a battle round usually refers to a span of time from one initiative number in one battle round to the same initiative number in the next battle round. Any effect that lasts a certain number of rounds ends just before the same initiative count on which it began. Alternatively (but less often), a battle round may run from the time the first unit under the commander-in-chief with the highest initiative result acts until the last unit under the commander-in-chief with the lowest initiative result acts.

DIRECTING TROOPS

During his turn, each player activates each unit he controls, one at a time, and directs its actions on the field of battle. A player must activate each unit under his control once per battle round, even if he decides it will do nothing that round. A player can activate multiple units at once only if they are in a formation (see page 36).

The DM resolves actions for each unit before moving on to the next unit's turn. However, certain events, such as attacks of opportunity, readied actions, and orders issued to formations, can interrupt a unit's action.

What an Activated Unit Can Do: Once activated, a unit can act for 1 battle round (see Unit Actions, page 21). Most units simply attack the nearest enemy when activated; however, a commander can order units to attempt more intricate actions (see Acting With Orders, page 37). While a player can activate any unit on the battlefield, commanders must be fairly close to their units (at least in line of sight) to give them orders.

MELEE CONTACT

A unit can strike any enemy adjacent to it (that is, within 50 feet) with a melee attack, regardless of its reach, as long as it has line of effect to that enemy. When one unit makes a melee attack against another, the two units are in melee contact with each other. They remain so until one unit breaks melee contact, usually by moving away. Breaking melee contact usually provokes an attack of opportunity.

Enemy units can be adjacent to each other without being in melee contact. Melee contact begins only when one of the adjacent units makes a melee attack against the other, except when two enemies occupy the same square.

UNIT ATTACKS OF OPPORTUNITY

Unlike individual creatures, units do not threaten the areas around them. A moving unit can pass right by an enemy unit without hindrance. When a unit is in melee contact with another unit, however, it usually cannot move away without provoking an attack of opportunity from its foe.

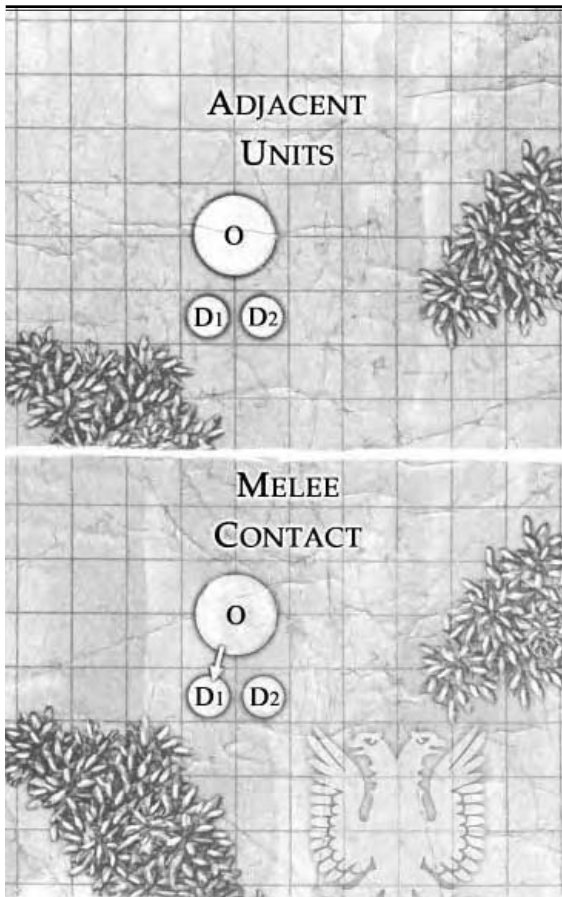


Diagram 1: Adjacent Units and Melee Contact

In the top diagram, two units of dwarves (*D1* and *D2*) are adjacent to a unit of ogres (*O*), and vice versa. The units are 50 feet apart, and the units are not in melee contact. Then the unit of ogres (*O*) makes a melee attack against one of the dwarf units (*D1*), which it can do because the two units are adjacent. Units *O* and *D1* are now in melee contact. Units *O* and *D2* are not yet in melee contact.

PROVOKING AN ATTACK OF OPPORTUNITY

A unit provokes an attack of opportunity from an enemy in the following situations.

- When it makes melee contact with an enemy unit that has greater reach
- When it is in melee contact with an enemy unit and uses a move action to move at least 50 feet, even if it remains adjacent to the enemy unit and decides to remain in melee contact
- When it is in melee contact with an enemy unit and adjusts position at least 50 feet, even if it remains adjacent to the enemy unit and decides to remain in melee contact
- When it deliberately breaks melee contact with an enemy unit without moving (an action that a unit with greater reach than its foe might choose to take)
- When it is in melee contact with an enemy unit that has greater reach, and a failed morale check forces it to break melee contact and move away
- When it attempts certain types of special attacks, such as bull rushes or overruns

OTHER CONSIDERATIONS

If a unit that was in melee contact with more than one enemy unit moves or adjusts position, it provokes an attack of opportunity from each of those units.

In some cases, a commander can orchestrate a withdrawal from melee contact (or a maneuver while in melee contact) without provoking an attack of opportunity from the foe (see *Kinds of Orders*, page 37).

A unit moving through the squares around an enemy unit might provoke an attack of opportunity if the latter has orders to guard those squares.

Many other circumstances that would provoke attacks of opportunity in individual combat, such as casting spells or making ranged attacks when an enemy is nearby, do not do so in unit combat.

MAKING AN ATTACK OF OPPORTUNITY

An attack of opportunity is a single melee attack made at the unit's highest melee attack bonus. Unlike an individual in combat, a unit can make one attack of opportunity each time an enemy provokes one. Thus, it can make any number of attacks of opportunity each battle round—even against the same foe if that foe provokes more than one. When a unit makes more than one attack of opportunity in a turn, it uses its highest melee attack bonus for each.

Always resolve an attack of opportunity before continuing with the rest of the battle round. In most cases, doing so will interrupt the actions of the unit that provoked the attack of opportunity. Simply resolve the attack of opportunity, then complete the current turn, resolving any morale check the unit that proved the attack of opportunity might have to make along with other actions. If a unit provokes an attack of opportunity at the end of a turn, resolve it before proceeding to the next turn.

RANGED DEFENSIVE FIRE

A unit armed with thrown or ranged weapons can throw or shoot once at any foe that tries to move into melee contact with it, provided that it is not already in melee contact with another foe. This ranged attack occurs just before the attacking unit makes melee contact. If the attacker is charging and opts to throw weapons (see page 28), the defensive fire occurs first.

A commander can order a unit with ranged weapons to cover a portion of the battlefield and shoot enemies that traverse the area (see *Give Defensive Fire* order, page 40).

UNIT ACTIONS

When activated, a unit can take a small number of actions. In a normal battle round, it can perform either a standard action and a move action, or a double action. It can also perform as many free actions as the circumstances allow. The abilities of a unit's commander often limit how many free actions it can accomplish (see page 33).

Unit Action Types: As with individual combat, an action's type tells you how long it takes to perform within the framework of the one-minute battle round, and how far the acting unit can move.

The four types of unit actions are: standard actions, move actions, double actions, and free actions.

Unless noted otherwise in an action's description, resolve actions immediately for each unit. If a particular action provokes an attack of opportunity, however, resolve that first, as noted above.

STANDARD ACTIONS

A standard action allows a unit to attempt a significant activity on the battlefield and still have time to move, either before or after the standard action. The most common type of standard action is the attack action, which allows a unit to make one melee or ranged attack, or a series of melee or ranged attacks if its base attack bonus is sufficiently high. Other common standard actions include casting a standard-action spell, concentrating on an active spell, activating a magic item, and using a special ability.

As noted earlier, a unit can usually take one standard action and one move action in a battle round. A unit that takes a standard action cannot also take a double action, and vice versa. A unit that takes a standard action and does not actually move any distance on the battlefield can adjust position (see Adjust Position, page 33).

MOVE ACTIONS

A move action allows a unit to move its speed or perform a similar action, such as climbing or getting up from a prone position. A unit can move twice as a double action.

Certain activities that require move actions in individual combat, such as picking up an item, putting away a weapon, or pulling an item out of a backpack, are free actions for units because a battle round is much longer than a regular round.

A unit that takes a move action that does not actually cause it to move any distance on the battlefield can also adjust position (see

Adjust Position, page 33).

For example, getting up from a prone position requires a move action but does not involve movement on the battlefield; therefore a unit that takes this action can also adjust position.

DOUBLE ACTIONS

A double action consumes almost all a unit's effort during a battle round, leaving it little if any time to do other things. A unit that

takes a double action cannot also take a standard action during the same round, and vice versa.

A unit that takes a double action but does not actually move any distance on the battlefield can also adjust position (see Adjust Position, page 33).

Line of Sight and Line of Effect

Line of sight refers to the ability to see an object, creature, or effect. A unit that doesn't have line of sight to a target cannot see it but might still be able to attack it, subject to certain limitations and penalties (see page 49).

Anything that blocks vision (such as solid walls, tall trees, darkness, or smoke) can block line of sight in the same way.

Line of effect refers to the ability to send a projectile, melee attack, or magical effect between two points. Combatants with blocked line of effect cannot attack (see page 49).

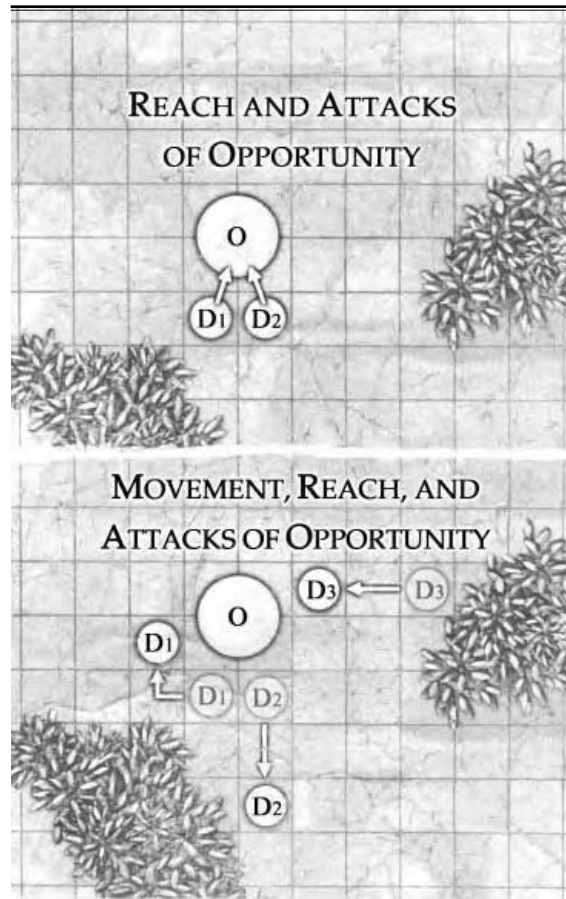


Diagram 2: Movement, Reach, and Attacks of Opportunity

Unit D1 from the previous example, which is already in melee contact with unit O, makes a melee attack against unit O. Unit O has greater reach (10 feet) than unit D1 (5 feet), but there is no attack of opportunity because unit D1 started its turn in melee contact with unit O.

Unit D2 from the previous example, which was not already in melee contact with unit O, can make a melee attack against unit O, but must make melee contact to do so. Because unit O has greater reach (10 feet) than unit D2 (5 feet), unit O makes an attack of opportunity against unit D2 before unit D2 can attack.

A unit of dwarves (D3) joins the melee from the previous example by moving next to unit O and making melee contact. Thanks to its greater reach, unit O makes an attack of opportunity before unit D3 can attack.

Unit D1 receives the Melee Maneuver order and moves to flank unit O. Unit D1 normally would provoke an attack of opportunity from unit O because it was in melee contact with unit O before moving. The Melee Maneuver order, however, gives unit D1 a chance to avoid the attack of opportunity by making an opposed Dexterity check against unit O. Unit O's greater reach, however, gives it a +5 bonus to the check (see the orders descriptions, page 41).

During unit O's turn, it attacks unit D2 and forces it to make a morale check. Unit D2 fails the check and must fall back (see Morale, page 54). Because unit O has greater reach than unit D2, it makes an attack of opportunity against unit D2 when it breaks melee contact.

FREE ACTIONS

Free actions consume only a very small amount of time and effort, so performing them doesn't affect what the unit can accomplish over the course of a whole battle round. A unit can perform one or

more free actions while taking another action normally. However, the DM must put reasonable limits on what a unit can really do for free. Some free actions, such as falling prone, require orders from a commander, and a unit that does not receive such an order cannot perform the action, even though it would take only a negligible amount of time.

NOT AN ACTION

Sometimes a unit activity is not an action at all because it is part of some other action. For example, a unit might fight defensively as part of an attack or a double attack action.

RESTRICTED ACTIVITY

In some situations (such as during a surprise round or after receiving a *slow* spell), a unit may be unable to take a full battle round's worth of actions in a round. In such cases, the unit can take only a single standard action or a single move action each battle round (plus free actions as normal). A unit so restricted can't take a double action, though it can start or complete a double action by using a standard action (see page 31).

ATTACKS AND DAMAGE IN UNIT COMBAT

A unit's attack roll represents how effectively the creatures in that unit fight as a whole. The results vary depending on whether the unit is fighting an enemy unit or an enemy individual.

UNIT VERSUS UNIT

To determine the number of hits scored with a given attack roll, find the attack roll result in the first column of Table 3-3 (see next page), then read across to the column whose header matches the target unit's Armor Class. The resulting value is the number of hits the attacking unit scored per 10 creatures it contains.

UNITS ATTACKING INDEPENDENT

INDIVIDUALS

An individual who has not joined a unit is subject to attack from any enemy capable of aiming an attack into her square. Individuals who have joined allied units have additional advantages and disadvantages in combat (see *Individuals on the Battlefield*, page 56).

Ranged Attacks: Resolve ranged attacks by units against individuals using Table 3-3. When two or more individuals occupy the same square, a unit must attack all of them simultaneously. Use the average Armor Class for all the individuals in the square, and spread out the resulting hits as evenly as possible among the targets, allocating any odd hits to the individuals with lower Armor Classes.

Melee Attacks: If two or more individuals occupy the same square, a unit must attack all of them simultaneously. Against up to five individuals in the same square, use Table 3-4 on page 25 if the individuals are no more than one size category larger than the creatures in the unit and Table 3-3 if they are two or more size cate-

gories larger. Against six or more individuals of any size, use Table 3-3. An attacking unit that has greater reach than the defenders gains a +2 bonus on its attack rolls against up to five individuals in a square, but not against six or more. In both cases, use the average Armor Class for all the individuals in the square, and spread out the resulting hits as evenly as possible among the targets, allocating any odd hits to the individuals with lower Armor Classes

INDIVIDUAL VERSUS UNIT

Individuals use Table 3-4 on page 25 to make both melee and ranged attacks against units. See *Individuals on the Battlefield* (page 56) for additional information.

DAMAGE

Each hit against a unit deals 1 damage factor.

Each hit against an individual deals the normal amount of damage for the weapon type and the wielder (rolled as though for individual combat). For example, a unit of greataxe-wielding ogres that scores five hits against an individual deals 5d12 points of damage, plus any bonuses for Strength, weapon enhancements, or other factors that may apply.

Combat Shortcut: Attack Rolls

A close look at Table 3-3 reveals that a unit of 10 creatures scores five hits when its attack roll exactly matches the target's Armor Class. The attacker scores one extra hit for every 2 points by which the attack roll result exceeds the defender's Armor Class, and one fewer hit for every 2 points by which the attack roll result falls short of the defender's Armor Class. Knowing that, you can quickly determine the number of hits the attacker scores with any attack roll.

UNIT ACTIONS WITHOUT ORDERS

An unactivated unit has not yet received any orders. An activated unit may also lack orders if no commander is present to issue them.

Units left to act on their own in a battle spend most of their time either moving around or attacking each other. Some units can also use magic without orders.

SUMMARY OF UNIT ACTIONS THAT DON'T REQUIRE ORDERS

A unit can perform any of the following actions without receiving an order from a commander. The following sections discuss all these actions in detail.

Standard Unit Attack: A unit without orders must attack any enemy unit or individual with which it is in melee contact. If several enemies are in melee contact with the unit, it can attack any one of them.

If there are no enemies in melee contact with the unit, it can make a ranged attack against the nearest enemy, or move toward the nearest enemy and make a ranged attack against it. If the unit is close enough to the nearest enemy to move into melee contact, it can do so and make a melee attack.

TABLE 3-3: UNIT VERSUS UNIT COMBAT

Attack Roll *	Number of Hits** Against Armor Class																													
	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
1	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
2	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
3	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
4	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
7	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
8	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
9	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
10	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0			
11	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0			
12	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0			
13	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0			
14	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0			
15	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0			
16	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0			
17	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0			
18	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0			
19	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0			
20	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0			
21	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0			
22	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	1			
23	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1			
24	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	2			
25	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2			
26	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	3			
27	16	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	6	5	4	4	3	3			
28	16	16	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	4			
29	17	16	16	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	7	6	5	5	4	4			
30	17	17	16	16	15	15	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	6	5	5			

* Attack roll = 1d20 roll plus the unit's attack bonus.

** Number of hits per 10 creatures in the attacking unit. (Double the number of hits or roll twice on the table for a unit of 20 creatures, quintuple the number of hits or roll five times on the table for a unit of 50 creatures, and so forth.)

Double Unit Attack: A unit without orders can make a double attack against an enemy in melee contact with it. If several enemies are in melee contact with the unit, it can attack any of them, but it must make both attacks against the same enemy if possible.

If there are no enemies in melee contact with the unit, it can make a double ranged attack against the nearest enemy.

Standard Charge: If there is no enemy in melee contact with the unit, it can move up to its speed in a fairly straight line and make a single melee attack against the closest enemy, provided that it can end its move in melee contact with that combatant. A +2 charge bonus applies to this attack roll. The charging unit can then make a full attack (standard unit attack action) against the same enemy, but without the +2 bonus.

Double Move Charge: If there is no enemy in melee contact with the unit, it can move up to twice its speed in a fairly straight line and make a single melee attack against the closest enemy, provided that it can end its move in melee contact with that enemy. It cannot make a full attack against that enemy in the same round.

Move: If there is no enemy in melee contact with the unit, it can move up to its speed toward the nearest enemy. If there are no enemies in line of sight, it can move toward its rendezvous point instead.

Double Move: If there is no enemy in melee contact with the unit, it can move up to twice its speed toward the nearest enemy. If there are no enemies in line of sight, it can move toward its rendezvous point instead.

TABLE 3-4: UNIT VERSUS INDIVIDUAL COMBAT

Attack Roll *	Number of Hits** Against Armor Class																													
	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
5	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
6	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
7	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
8	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
9	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
10	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
11	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
12	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
13	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
14	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
15	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
16	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
17	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
18	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0			
19	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0			
20	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0	0			
21	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0	0			
22	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0	0			
23	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0	0			
24	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0	0			
25	10	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0	0			
26	10	10	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0	0			
27	10	10	10	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0	0			
28	10	10	10	10	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0	0			
29	10	10	10	10	10	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0	0			
30	10	10	10	10	10	10	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	0			

* Attack roll = 1d20 roll plus the combatant's attack bonus.

** Number of hits per individual attacking a unit, or per 10 creatures in a unit attacking an individual. (Double the number of hits or roll twice on the table for a unit of 20 creatures, quintuple the number of hits or roll five times on the table for a unit of 50 creatures, and so forth.)

Magic Actions: A unit without orders can cast a spell, use a magic item, or use a spell-like or supernatural ability against an enemy in melee contact with it, or against the closest enemy if there are none in melee contact. In the latter case, it can first move up to its speed toward the nearest enemy for the purpose of using its spell, magic item, or spell-like or supernatural ability. Such a unit also can dismiss a spell it has cast.

Miscellaneous Actions: A unit can perform other actions without orders as given on Tables 3-9 and 3-10.

Do Nothing: A unit that doesn't receive any orders can simply stand its ground if there are no enemies in melee contact with it.

STANDARD UNIT ATTACK

A standard unit attack takes a standard action. In 1 battle round, a unit can move its speed (or take some other move action) and make a full attack, or make a full attack and then move (or take some other move action).

Number of Attacks: If an attacking unit can make more than one attack per action because its base attack bonus is high enough to merit additional attacks, or because the creatures in it have multiple weapons (or double weapons), or for some special reason (such as a feat or a magic item), the unit makes multiple attacks, just as though the creatures in it were using the full attack action from the *Player's Handbook*.

Optional Rule: Reduced Hits From Damaged Units

If it bothers you that a unit reduced to one creature can fight as well as a unit of 10 creatures, you can use the table below to adjust the hits a unit scores when it is not at full strength. To use this table, find the number of creatures left in the unit in the first column, then read across to the column whose header matches the number of hits indicated by Table 3-3 or Table 3-4 to find the revised number of hits. If Table 3-3 or 3-4 indicates more than 10 hits, check this table twice, once at the 10 value and once for the remainder. For example, if a unit of nine creatures gets a result of 12 hits from Table 3-3, it actually gets only 10 hits (9 hits from the 10 column and 1 more from the 2 column).

Table 3-5: Hits From Damaged Units

Creatures In Unit	Hit Result From Table 3-3										
	0	1	2	3	4	5	6	7	8	9	10
1	0	0	0	0	0	1	2	3	4	5	6
2	0	0	0	0	0	1	2	3	4	5	6
3	0	0	0	0	0	1	2	3	4	5	6
4	0	0	0	0	1	2	3	4	5	6	7
5	0	0	0	0	1	2	3	4	5	6	7
6	0	0	0	0	1	2	3	4	5	6	7
7	0	0	0	1	2	3	4	5	6	7	8
8	0	0	0	1	2	3	4	5	7	7	8
9	0	0	1	2	3	4	5	6	7	8	9

Melee Attacks: A unit can strike any enemy adjacent to it (that is within 50 feet) with a melee attack, regardless of its reach, as long as it has line of effect to that enemy. Making a melee attack puts the unit into melee contact with the enemy.

Ranged Attacks: A unit armed with ranged weapons can shoot or throw them at any target that is within the weapons' maximum range and in the unit's line of sight (see sidebar on page 22). When shooting or throwing ranged weapons without orders, the unit simply aims for the nearest enemy. Unlike individual combat, using a ranged weapon in unit combat does not provoke attacks of opportunity from foes adjacent to the unit, even if they are in melee contact with it.

To determine how far any ranged attack (or spell) can carry across the battlefield, simply count the squares between the attacker and the target. Count the target's square, but not the attacker's.

A penalty applies to any ranged attack roll for which the distance to the target is greater than one range increment for the weapon. Table 3-6 gives the modifiers for common ranged weapons.

Crossbows: A unit equipped with preloaded heavy crossbows can fire them once (at its full attack bonus) using the standard attack action. Loading a heavy crossbow requires a move action.

A unit equipped with light or hand crossbows can fire them once as an attack action and reload them immediately as a free action. A unit that does not reload on the turn it fires must use a move action to reload later.

A unit equipped with repeating crossbows (light or heavy) can fire them at their normal rate of attack, provided that their magazines contain enough bolts.

Thrown Weapons: Because of the ground scale used for unit combat, most thrown weapons are useful only against targets in adjacent squares or in melee contact with the throwers. In unit combat, no range penalties apply to a weapon thrown at a target in an adjacent square or in melee contact with the thrower's unit.

If a thrown weapon has a maximum range of 100 feet or more (that is, if all the weapon's range increments add up to at least 100 feet), it can be used to make a ranged attack against targets within that range. For such attacks, range penalties apply normally.

Choosing an Enemy to Attack: A unit acting without orders that begins its turn in melee contact with a single enemy unit or individual must attack that target. The unit can make either a melee or a ranged attack against that enemy, or it can cast a spell if it has that ability.

If a unit acting without orders begins its turn in melee contact with multiple enemy combatants, it can attack any one of them with a melee attack, ranged attack, or spell (if able), but it must attack one of them. Likewise, when a unit begins its turn adjacent to one or more enemy units or individuals, it must attack one of those enemies if it can do so.

If a unit acting without orders can make a ranged attack and it does not begin its turn in melee contact with or adjacent to any enemy, it attacks (or casts a spell at) the closest enemy combatant, provided that the latter is within range. For the purpose of ranged

TABLE 3-6: ATTACK ROLL PENALTIES FOR RANGED ATTACKS

Weapon	Incr.*	RANGE TO TARGET (IN 50-FOOT SQUARES)																							
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Crossbow, light†	80'	+0	+0	-2	-4	-6	-6	-8	-8	-10	-10	-12	-14	-14	-16	-18	-	-	-	-	-	-	-	-	-
Crossbow, heavy†	120'	+0	+0	+0	-2	-2	-2	-2	-4	-4	-6	-6	-8	-8	-10	-10	-12	-12	-14	-14	-16	-16	-16	-18	-18
Crossbow, hand	30'	+0	-4	-8	-10	-14	-18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Javelin	30'	+0	-4	-8	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Longbow	100'	+0	+0	-2	-2	-4	-4	-6	-6	-8	-8	-10	-10	-12	-12	-14	-14	-16	-16	-18	-18	-	-	-	-
Longbow, composite	110'	+0	+0	+0	-2	-2	-4	-4	-4	-6	-6	-8	-8	-8	-10	-10	-12	-12	-14	-14	-16	-16	-18	-	-
Shortbow	60'	+0	+0	-2	-4	-6	-8	-8	-10	-12	-14	-16	-18	-	-	-	-	-	-	-	-	-	-	-	-
Shortbow, composite	70'	+0	+0	-2	-2	-4	-4	-6	-6	-8	-8	-10	-14	-16	-18	-	-	-	-	-	-	-	-	-	-
Sling	50'	+0	-2	-4	-6	-8	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

* Range increment

† Includes repeating crossbows

attacks, the closest enemy combatant is the one that is in line of sight and the shortest distance away along a straight line drawn between any part of the unit making the attack and any part of the target unit. If the closest enemy is an individual, draw a straight line between any part of the acting unit and any corner of the square that the individual occupies. When a unit moves, its closest enemy might be different than the closest enemy for the purpose of ranged attacks (see *Moving Toward the Closest Enemy Unit*, page 30).

A unit making a ranged attack at the closest enemy can first move toward that enemy to decrease the range, or it can stand and fire, or it can move (or charge) to enter into melee contact if it is close enough to do so.

If a unit cannot make a ranged attack and it does not begin its turn in melee contact with or adjacent to any enemy unit or individual, it usually either moves toward the closest enemy or stands its ground, though it may also choose to cast a spell if it has that ability. See the section on movement for details.

Automatic Misses and Hits: There are no automatic hits or misses in unit combat.

Critical Hits: There are no critical hits in unit combat.

Shooting or Throwing Into a Melee: If unit shoots or throws a ranged weapon at a target that is in melee contact with an ally, the unit takes a -4 penalty on its attack roll. If the target or any part of it is at least 100 feet away from the nearest ally, the unit can avoid the -4 penalty by aiming at the part that is 100 feet away from the ally. The attacker must take the range for such a directed attack into account, however.

Attacks Against Individuals: When a unit attacks an enemy individual in melee combat, use Table 3–4 to determine the number of hits scored, provided that the target is no more than one size category larger than the unit's members. The reduced values on Table 3–4 reflect a unit's inability to bring all its melee attacks to bear against a single foe. If the enemy individual is at least two size categories larger than the creatures in the attacking unit, however, use Table 3–3 to determine the number of hits.

Once you have determined the number of hits from the appropriate table, roll the damage dice for each hit based on the weapons used and the wielders' Strength scores.

DOUBLE UNIT ATTACK

A double unit attack requires a double action. A unit can make a double melee attack only if it does not move (except to adjust position, see page 33) before or after attacking.

A double unit attack works just like a standard unit attack, except that the unit makes two full attacks. Resolve the first full attack completely before resolving the second.

Crossbows: Heavy crossbows are not usable in a double attack because they require reloading after each shot. A unit armed with light or hand crossbows can fire them twice (each time at its highest attack bonus) in a double attack. A unit armed with repeating crossbows (light or heavy) can use them normally in a double attack, provided that their magazines hold sufficient numbers of bolts.

STANDARD CHARGE

As a standard action, a unit that can end its move in melee contact with an enemy can move up to its speed and make a single melee attack against that target (see *Moving Toward the Closest Enemy Unit*, page 30), followed by a full attack. If the unit cannot end its move in melee contact with an enemy, it must attempt a double move charge (see page 28) instead if possible. Otherwise, it merely makes a double move toward the enemy.

Movement: As in individual combat, a charging unit must move before the attack, not after. Furthermore, it must move along the shortest available path to the nearest square from which it can attack the target. Once it enters that square, it makes a single melee attack at its highest melee attack bonus. The charging unit gains a $+2$ bonus on its attack roll but takes a -2 penalty to Armor Class for 1 round.

Unlike a charging individual, a charging unit must move in a fairly straight line. During the movement portion of a charge, a unit can turn only 45° to the left or right for each square it moves forward.

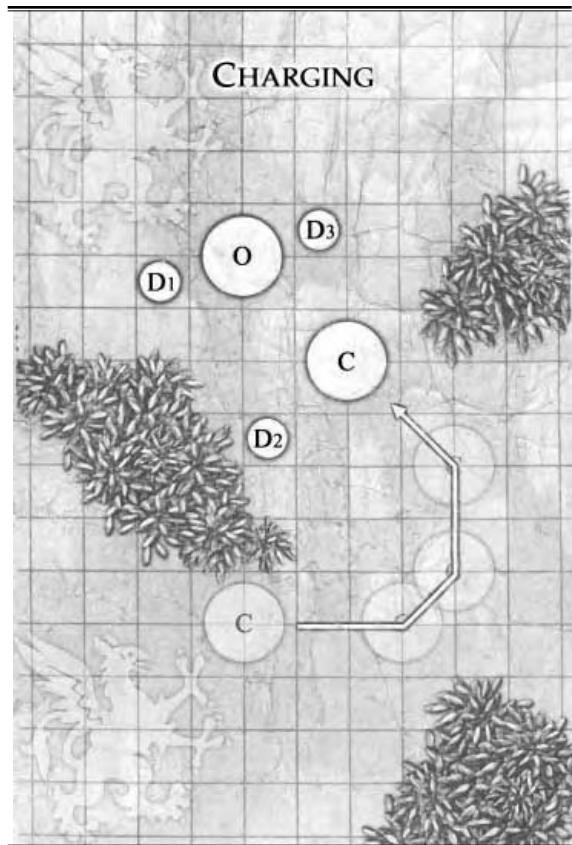


Diagram 3: Charging

A cavalry unit (C) wishes to charge a unit of ogres (O). Unit C cannot charge through the trees or through the intervening dwarf unit (D2). Unit C begins its charge by moving 50 feet directly to its right. It cannot move diagonally without passing through the trees. To clear the trees, unit C must move another 50 feet to the right. It then moves diagonally (it cannot make a 90-degree turn toward unit O because it is charging). For the remainder of its movement, unit C continues toward unit O, never turning more than 45 degrees for each square as it moves forward. As soon as it gets adjacent to unit O, it must stop and attack.

Restrictions: A unit cannot charge if it begins its turn in melee contact with an enemy, or if its path of movement would take it through another unit or through any terrain feature that would slow its movement.

Enemy Morale: A unit subjected to a charge attack might have to make a morale check (see page 54).

Extra Damage Associated With a Charge: A mounted unit armed with lances deals extra damage when it charges. Double the unit's weapon damage modifier.

If an enemy unit subjected to a charge attack has weapons that it can set versus a charge and has orders to guard the surrounding area, it deals double damage to the charging unit.

Attacks of Opportunity: A charging unit that makes melee contact with an enemy that has greater reach provokes an attack of opportunity from that enemy.

Second Attack: After making a standard charge (with the associated melee attack), a unit can immediately make a standard unit attack (see page 25) against the enemy it has just charged. (In effect, charging gives a unit one free melee attack.) The +2 bonus for charging doesn't apply to this second attack.

Thrown Weapons in a Charge: A charging unit armed with throwing weapons can hurl those weapons just before it makes melee contact instead of making a free melee attack.

DOUBLE MOVE CHARGE

As a double action, a unit that can end a double move in melee contact with an enemy may move up to twice its speed and make a single melee attack against that enemy. If a double move would not place the charging unit in melee contact with the enemy, the unit makes a double move toward the enemy instead.

A double move charge follows all the rules for a standard charge, except that the unit does not get to make a standard unit attack after its charge attack. If the charging unit elects to throw weapons before closing to melee range, the throw is the only attack the unit makes.

UNIT MAGIC ACTIONS

Units can cast spells and use magic items just as individuals can.

UNIT SPELLCASTING

When a homogeneous unit casts a spell, each creature in the unit casts the same spell more or less simultaneously. In a mixed unit containing some spellcasters and some nonspellcasters (or spellcasters whose available spells differ), the player controlling the unit decides which spell it will cast, and every spellcaster in the unit who can cast that spell does so.

Casting a One-Action Spell: A unit can use a standard action to cast a standard-action spell, but it can cast only one such spell each battle round. The unit can move and then cast the spell, or cast the spell and then move. The spell takes effect as soon as casting is complete.

Spells castable as free actions don't count toward a unit's limit of a single standard-action spell each round. See Chapter Four for more information on spells.

Spells With Casting Times Longer Than a Single Action: A unit can cast a spell with a casting time of up to one minute as a double action. The spell takes effect just before the unit acts on its next turn.

A unit must use multiple double actions, or a combination of double and standard actions, to cast a spell with a casting time of more than one minute. For example, if a unit casts a spell that normally has a casting time of 7 rounds (1 minute, 6 seconds), it begins the spell with a double action and finishes it during the next battle round with a standard action. When a unit uses a standard action to finish a spell, it takes effect as soon as the casting is complete. When a unit uses a double action to finish a spell, it takes effect just before the unit acts during its next turn.

In any case, a unit can adjust its position (see page 33) once during any round in which it uses a double action for casting a spell.

Concentration: A spellcasting unit must concentrate to cast a spell, just as an individual must. The same kinds of situations that distract individual spellcasters can also distract spellcasting units, except that units don't have to worry about attacks of opportunity when casting spells (see below). A unit that fails a Concentration check while casting loses the spell, just as an individual does.

When a unit attempts a spell with a casting time that extends over more than 1 battle round, any damage the unit takes during the casting can disrupt the spell. Allocate the damage to the spellcasting unit normally. After the attack roll, the spellcasting unit must make a Concentration check (DC 15 + the spell's level + the number of hits the unit took in the attack) using the average Concentration modifier for the spellcasters in the unit. If the check succeeds, all the spellcasters in the unit cast their spells successfully. If it fails, all the spellcasters in the unit lose their spells—that is, the spells count against the casters' spells per day as though cast successfully, but they have no effect.

Concentrating to Maintain a Spell: Some spells require continued concentration to maintain their effects. Concentrating to maintain a spell counts as a standard action for a unit.

Any situation that could break a unit's concentration when casting a spell can also keep the unit from concentrating to maintain a spell.

Attacks of Opportunity: Unlike an individual spellcaster, a unit casting a spell does not provoke attacks of opportunity from foes adjacent to it, even if those foes are in melee contact with it.

Aiming a Spell in Unit Combat: A unit can always receive a spell that it casts on itself. A spellcasting unit can also try to cast a spell on an enemy unit, or on an allied unit if the spell is beneficial.

A unit without orders casting a spell at an enemy must aim it at the closest one available. For the purpose of spellcasting, determine the nearest enemy unit in the same fashion as you would the nearest enemy for ranged attacks (see page 26).

A unit without orders casting a spell at an allied unit must aim it at the closest one. For the purpose of spellcasting, determine the nearest allied unit in the same fashion as you would the nearest enemy for ranged attacks (see page 26).

A unit typically aims its spells at the center of an empty square on the battlefield, at the center of a square containing an enemy or allied unit, or at the creatures in an enemy or allied unit, as

appropriate for the spell. The nature of the spell itself determines how the spellcasting unit must aim it (see Chapter Four for details).

Touch Spells in Unit Combat: After casting a spell with Touch range, a unit can deliver the spell by touching an ally (or touching itself), or it can try to touch an enemy during the same battle round that the spell would normally take effect.

To touch an ally, a unit must be adjacent to it. To touch an enemy, a unit must be in melee contact with it. If the unit delivering the touch spell begins its turn in melee contact with the enemy that is to receive the spell, the acting unit does not provoke an attack of opportunity from the enemy. If the unit delivering the touch spell does not begin its turn in melee contact with that enemy, it must move into melee contact with it before delivering the touch spell. Delivering a touch spell against an enemy with a greater reach provokes an attack of opportunity. Damage resulting from such an attack cannot cause the spellcasting unit to lose the touch spell because it already has been cast, but if the acting unit suffers casualties from the attack of opportunity, it loses the spells that the casualties were holding (if any) along with the creatures themselves.

A unit needs no attack roll to deliver a touch spell to itself or to an ally. To deliver a touch spell to an enemy, the acting unit must make an attack roll against the enemy, using the latter's touch Armor Class. Each hit the acting unit scores delivers the touch spell to one creature in the enemy unit (or to an enemy individual), to a maximum of the number of touch spells the attacking unit actually holds.

A unit that casts a touch spell need not deliver it right away. It can hold a touch spell effect until it casts another spell, makes an attack, or takes some action that requires it to touch something else (such as picking up or manipulating objects on the battlefield).

UNIT MAGIC ITEM ACTIVATION

Units equipped with magic items can use them in battle. When a homogeneous unit uses a magic item, every creature in the unit uses the same item more or less simultaneously. In a mixed unit containing some creatures equipped with magic items and some that have none (or that have different items), the player controlling the unit decides which item the unit will use, and every creature in the unit that can use the item does so.

Spell Completion Items: Activating a spell completion item, such as a scroll, is the equivalent of casting the spell stored in it and takes the same amount of time.

Spell Trigger or Command Word Items: Activating a spell trigger item or command word item, such as a wand or *boots of speed*, usually requires a standard action. An item with a longer activation time requires a double action or multiple double action, or a combination of double actions and a standard action, as noted in the section on unit spellcasting.

Use-Activated Items: Using a use-activated item typically requires no action for a unit.

Aiming Item Effects: The unit activating an item that produces an aimed effect must aim it in the manner required for the spell it contains.

DISMISS A SPELL

A unit can use a standard action to dismiss a spell, provided that the spell is dismissible.

USE SPECIAL ABILITY

When the creatures in a unit have special abilities, the unit uses them in the same manner as it would use spells or magic items. In a homogeneous unit, every creature in the unit uses the same special ability more or less simultaneously. In a mixed unit containing some creatures that have special abilities and some that do not (or creatures with different special abilities), the player controlling the unit decides which ability the unit will use, and every creature in the unit that can use that ability does so.

The kind of action a unit needs to use a special ability varies according to the ability. A unit uses a standard action for any ability that normally requires a standard action, a double action for any ability that normally requires a full-round action, and no action for an ability that normally requires no action.

Spell-Like Abilities: Using a spell-like ability works like casting a single-action spell unless its description specifies a longer time for activation. As with a spell, a distraction can disrupt the use of a spell-like ability.

Supernatural Abilities: Using a supernatural ability requires a standard action unless its description specifies a longer or shorter time for activation. Some supernatural abilities, such as a monk's fast movement, don't require actions at all. No situation can disrupt the use of a supernatural ability.

Extraordinary Abilities: Unless otherwise stated, using an extraordinary ability does not require an action. If the ability's description states that it does require an action, then a unit requires a standard action to use it. This process works like casting a single-action spell unless the ability's description specifies a longer or shorter time for activation. No situation can disrupt the use of an extraordinary ability.

OTHER UNIT COMBAT ACTIONS

Most other combat actions mentioned in the *Player's Handbook* are possible for units. Such actions work the same way for units as they do for individuals, except where noted in their descriptions. Many such actions, however, are available only to units acting under orders (see Tables 3–9 and 3–10).

Most actions that would provoke attacks of opportunity in individual combat do not do so in unit combat. The descriptions of the actions specify any exceptions to this rule.

MOVE ACTIONS

Most move actions involve moving a unit from one place on the battlefield to another. Some, however, involve manipulating a unit's equipment or making movements too small to change its situation. Move actions in the latter category allow a unit to adjust its position without actually moving anywhere. Such actions are conveniences because a unit can perform them and still take a standard action in the same battle round.

ESCAPE FROM ENTANGLEMENT

An entangled combatant can try to escape as a move action. Escape usually also requires a successful saving throw or ability check, depending on what caused the condition. See the description of the entangling weapon, spell, or effect for details.

MOVE

The simplest move action for a unit is moving at its land speed. A unit that uses this action can't adjust position the same round.

A unit that moves without orders must move directly toward the nearest enemy. See *Moving Toward the Closest Enemy*, below, for a definition of the nearest enemy.

Breaking Melee Contact: When a unit is in melee contact with an enemy (see page 20), it cannot move away unless ordered to do so, or unless the result of a morale check forces it to do so. A unit forced to move away from melee combat because of a failed morale check does not provoke attacks of opportunity unless the enemy has greater reach than it does.

Nonstandard Modes of Movement: Many nonstandard modes of movement, including burrowing, climbing, jumping, flying, and swimming, fall into a separate category. In most cases, a unit cannot use one of these modes of movement without orders unless it has a speed rating for that mode. For example, a unit of humans may be able to swim, but it cannot do so without orders because it has no swim speed. Of course, many units cannot use a particular mode of movement at all. For example, a unit that lacks a fly speed cannot fly, even if ordered to do so.

The DM might make certain exceptions to this rule. For example, units storming a castle probably don't need orders to climb the walls or jump the moat. Likewise, animals trained for war might jump fairly narrow gaps without orders.

MOVING TOWARD THE CLOSEST ENEMY

A unit that moves or charges without orders moves its speed toward the nearest enemy unit or individual.

To determine the closest enemy combatant for the purpose of movement, find the shortest path between the unit that is about to move and any enemy combatants within its line of sight. On an open battlefield free of obstacles, the shortest path is the shortest straight line between any part of the acting unit and any part of an enemy unit. In the case of enemy individuals, trace the path from any part of the acting unit to any corner of the square containing the individual.

On a battlefield strewn with obstacles, the shortest path is the one that requires expending the least movement, or that requires the least time in the case of obstacles that the unit cannot negotiate in a single round. In some cases, the shortest path to an enemy might not be a straight line because the moving unit must maneuver around impassable terrain or skirt terrain that would slow it down.

Moving Directly Toward the Closest Enemy: A unit moving without orders must move along the shortest path to the nearest square from which it can attack the closest enemy. Once it enters that square, it stops moving and attacks. If it doesn't have enough

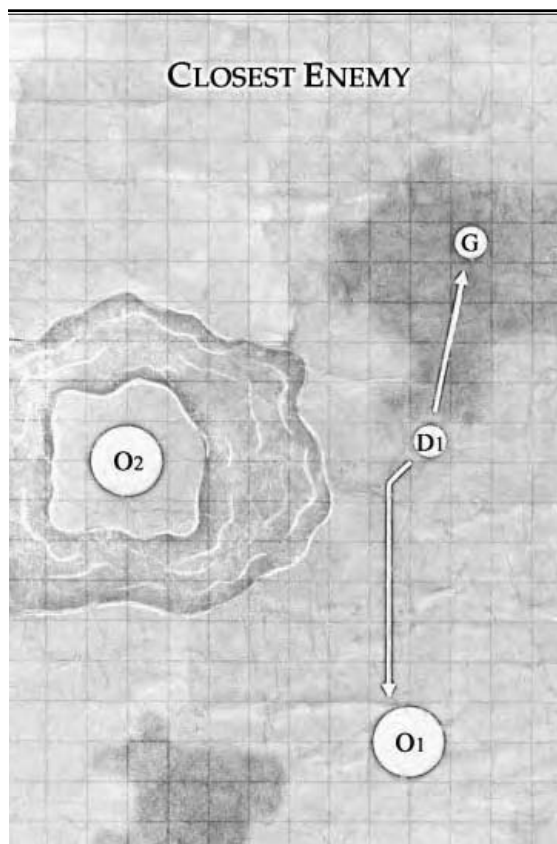


Diagram 4: The Closest Enemy

The unit of dwarves (D1) finds itself near several enemies. When acting without orders, it must attack the closest enemy combatant.

As the crossbow bolt flies, the closest enemy is a unit of gnolls (G), 250 feet away; two units of ogres (O1 and O2) are both 350 feet away. If unit D1 makes a ranged attack, it must attack unit G.

Unit D1 can instead move to make a melee attack. Although unit G is only 250 feet away as the crossbow bolt flies, it will take D1 500 feet of movement to reach the closest square from which it can make a melee attack against unit G, thanks to the broken ground (shaded area) between it and unit G.

Units O1 and O2 are both 300 feet distant, but unit O2 is on an island in a lake. Unit D1 cannot move adjacent to unit O2 without receiving an order, so it must attack unit O1 (if it attacks at all).

speed to make melee contact with the enemy after a single move, it must move a second time. This second move is toward the same enemy unless a different enemy unit is now in line of sight and closer than the original target. In this case, the unit moves toward the closer enemy instead.

Units With Ranged Attacks: When a unit is capable of making a ranged attack, it can attack the nearest enemy without receiving an order, or it can move toward that enemy and then throw or shoot a ranged weapon (see *Choosing an Enemy to Attack*, page 26).

Enemies a Unit Cannot Reach: If there is no way for the moving unit to reach a particular enemy (for example, some kind of impassible terrain separates the unit from that combatant), that enemy does not count as the closest one for the purpose of

movement. It might, however, still count as the closest enemy for the purpose of ranged attacks.

No Enemy in Line of Sight: If a unit moving without orders has no enemies within line of sight, it can still move toward enemy units nearby.

If not distracted by other units in its line of sight, a unit notices any enemy units within 100 feet (usually because of noise, dust of battle, or some other indirect means) and can move toward the closest of them. Units must ignore enemy individuals they cannot see.

If a unit moving without orders has no line of sight to any enemy and there are no enemy units within 100 feet, the unit moves toward its rendezvous point (see page 19) instead, provided that the average Intelligence score of its members is 3 or higher. A unit with an average Intelligence score of 2 or lower must stand its ground instead.

A unit moving toward its rendezvous point without orders follows all the rules for moving toward the nearest enemy without orders. Once it reaches the rendezvous point, it must stand its ground until it receives an order to do something else or until an enemy comes within its line of sight. In the latter case, it may either stand its ground or move toward or attack that enemy.

Standard Modes of Movement: When tracing the shortest path to an enemy unit, a moving unit ignores paths that require modes of movement it cannot use at all or cannot use without orders. For example, a unit without a climb or swim speed ignores paths that would require it to cross a lake or climb a cliff.

Multiple Modes of Movement: If a unit has more than one movement rating, it traces the path to the nearest enemy unit using the mode of movement that will bring it into melee contact with the enemy the quickest. This mode is usually (but not always) the one with the highest speed rating.

To determine which of two speeds would bring the unit closer to the enemy, divide the faster speed by the slower one, and use the result to determine the relative progress. For example, a unit with a land speed of 300 feet and a climb speed of 150 feet moves only half as fast when climbing as it does using normal movement. Thus, each foot the unit must climb is equal to 2 feet of normal movement for the purpose of determining the shortest path to an enemy.

Unseen Dangers: A unit moving without orders cannot avoid hazards it cannot perceive, such as *spike growth* spells or hidden pits.

Unseen Barriers or Obstacles: A unit moving without orders must move as though any barrier or obstacle it cannot see is not there. Upon encountering an obstacle, the unit moves through it if possible. If the barrier proves impassable, the unit maneuvers around it toward its original destination by the shortest path it can perceive. If no shorter path is obvious to the unit, randomly determine which direction it moves around the barrier or obstacle.

MANIPULATING ITEMS

In most cases, moving or manipulating an item is a free action for a unit, as noted on page 33. The manipulations described below, however, require more time and thus count as move actions.

Pushing: A unit designated as crew for a piece of artillery, a wagon, or some other wheeled device can push that object as a move action.

Reloading Crossbows: A unit equipped with heavy crossbows or repeating crossbows (light or heavy) can reload them as a move action. Reloading light or hand crossbows counts as a free action, though doing so limits the number of attacks a unit can make (see page 26).

RALLY

A unit that has routed (see page 56) can rally itself by making a successful morale check (see page 55). A successful rally counts as a move action for the unit. If a rally attempt fails, the unit makes a double move in the direction of the rout.

REDIRECT A SPELL

Some spells allow casters to redirect their effects against new targets or areas. (A note about this quality appears in the information about applicable spells in Chapter Four.) When the spell no longer affects the original target for any reason, the unit that cast the spell can redirect it without an order, but only at the same target or at the closest enemy (or the closest ally, if the spell is beneficial). Redirecting a spell requires a move action from the casting unit, but it does not require concentration (see Unit Spellcasting, page 28).

STAND UP

A unit that has dropped prone can stand up as a move action. A unit that has knelt or sat down can stand up as a free action.

MISCELLANEOUS UNIT ACTIONS

This category includes actions that don't fit neatly into the other categories.

START/COMPLETE DOUBLE ACTION

This action lets a unit start some action that normally requires a double action as a standard action in one round and complete it in the following battle round with another standard action of the same kind. For example, if a spell normally requires a double action to cast, a unit could move its speed and then begin casting as a standard action. The next round, the unit could use another standard action to finish the spell and then move its speed.

USE FEAT

Some feats, such as Ride-By Attack, let units use special actions in combat. Such maneuvers usually count as standard actions (but not always), and some require orders. Check the notes in Chapter Five to be sure.

Using a feat that provides a benefit to some normal function (such as Weapon Focus) is not an action. The use of such a feat does not require an order unless the action it modifies requires one.

USE SKILL

Most skill uses count as standard actions, but some might be move actions, full-round actions, free actions, or something else entirely. Most skill use in battle requires orders. The skill descriptions in the *Player's Handbook* and the notes in Chapter Five explain how to use skills in combat.

Siege Engines

These large weapons may prove useful or interesting in unit battles from time to time. The crew for any siege engine can occupy the same space on the battlefield as the weapon itself.

Heavy Catapult: This big, immobile engine requires a crew of five Medium creatures. The catapult can fire only into a cone that the controlling player chooses during the weapon's setup. The cone begins at one corner of the catapult's space and extends to its maximum range (see Chapter Four for a discussion of cones).

Preparation: Loading a heavy catapult and preparing it to fire requires a double action for the entire crew. Initially pointing or re-pointing the device (that is, choosing the cone where it will fire) takes 10 minutes in addition to the loading and preparation time. Three to four crew members can operate the device in 30 minutes. Fewer than three crew members cannot operate a heavy catapult at all.

Firing: The controlling player picks out an intersection on the grid to target with the heavy catapult. To actually fire the weapon, one member of the crew must attempt a Profession (siege engineer) check (DC 20).

If the check succeeds, the missile lands in one of the four squares adjacent to the intersection (roll 1d4 to determine which). A unit in that square takes the damage noted on the table below. An individual in that square also takes damage as noted but may attempt a Reflex save (DC 15) of half.

If the Profession (siege engineer) check fails, the missile lands near a grid intersection other than the one targeted. Use the procedure for determining where a miss with a splash weapon lands (see Chapter Eight in the Player's Handbook) to determine the grid intersection near which the impact occurs, then find the square where the missile actually lands by rolling 1d4, as noted above.

Light Catapult: This siege engine is a smaller, lighter version of the heavy catapult and operates in the same manner, except as noted here. Two Medium crew members can load and prepare or point this device as a standard action and fire it twice as a double action. One person can crew a light catapult, but he needs a double action to aim it and another double action to fire it once.

A full crew can push a light catapult at half the creatures' normal speed. A single creature cannot push the catapult.

Ballista: The ballista is essentially a very large crossbow. A single Medium operator can load and fire it once per round.

Firing: To determine the results of firing a ballista, roll 1d20 and refer to Table 3–3, using the straight die roll result as the attack roll result. No modifiers of any kind apply to this roll.

One creature can push the ballista at one-half its normal speed.

Ram: A crew of 10 Medium creatures can use this device to attack an object (see page 50) as a standard action, or to make two attacks against an object as a double action.

Firing: To determine the results of attacking with a ram, roll 1d20 and refer to Table 3–3, using the straight die roll result as the attack roll result. No modifiers of any kind apply to this roll.

A crew of five to nine creatures can attack once with the ram as a double action. A crew of four or fewer cannot use it at all.

Siege Tower: A siege tower is a large wooden structure (up to 30 feet high) fitted with one or more ladders and mounted on wheels or rollers. Its crew wheels it up against a wall so that attackers can climb the ladder, thereby reaching the top of the wall while enjoying the benefit of cover.

A siege tower's wooden walls are usually about a foot thick. Its interior has two levels, each of which can hold as many creatures as can fit in one square (see page 48). The lower floor usually sports arrow slits for archers.

When the tower is empty, a crew of four Medium creatures can push it at one-half their speed.

Table 3–7: Siege Engines

Weapon	Cost	Individual Damage	Unit Damage	Range Increment	Crew	Space	Hardness	AC	Damage Factors
Catapult, heavy	800 gp	5d6 points	3 factors	200 feet (100 feet min.)	5	1	8	6	11
Catapult, light	550 gp	3d6 points	2 factors	150 feet (100 feet min.)	2	1/2	8	8	7
Ballista	500 gp	3d6 points	varies*	120	1	1/4	10	10	7
Ram	2,000 gp	4d6 points	—	—	10	1	8	8	12
Siege tower	1,000 gp	—	—	—	4	1	9	2	24

* Use Table 3–3 to determine damage factors to a unit from a ballista.

Siege Engine Crews

The crew number given on the above table assumes Small or Medium creatures. A larger or smaller creature counts as some multiple of a Medium crew member, as follows.

Table 3–8: Creature Size Equivalents

Size	Medium Creature Equivalent	Size	Medium Creature Equivalent
Fine	1/100	Large	4
Diminutive	1/25	Huge	9
Tiny	1/4	Gargantuan	16
Small	1	Colossal	36
Medium	1		

OTHER MISCELLANEOUS ACTIONS

Units can perform most other miscellaneous actions mentioned in the *Player's Handbook*. These actions work the same way for units as they do for individuals, except where noted in their descriptions. Most, however, require orders (see Table 3–10).

FREE ACTIONS

Free actions don't take any significant time at all in a battle, though the DM may limit the number of free actions a unit can perform during its turn. Units can use any of the free actions described below without orders. Table 3–9 incorporates additional free actions that do require orders.

ADJUST POSITION

A unit that otherwise moves no actual distance on the battlefield in a round (usually because it has swapped a move for one or more other move actions, such as standing up), can adjust its position as

a free action either before or after its action for the round. The maximum distance it can move in such an adjustment equals its space. For example, a unit of 10 humans has a space of 50 feet, so it can move up to 50 feet whenever it adjusts position.

A position adjustment is equivalent to a 5-foot step for an individual, except that the unit moves much farther. Unlike a 5-foot step, adjusting position while in melee contact with an enemy (see page 20) provokes an attack of opportunity if the adjustment is at least 50 feet. If the enemy has greater reach, however, a unit can stop outside that reach and then adjust position so as to “slip underneath” on its next action without provoking an attack of opportunity.

Any situation that would prevent an individual from making a 5-foot step (such as climbing or swimming) also prevents a unit from adjusting position.

A unit that adjusts position without orders must follow the rules for moving without orders—that is, it must adjust toward the

TABLE 3–9: COMMON UNIT ACTIONS

Standard Actions	Order Required?	Double Action	Order Required?
Attack (melee)	No	Cast a spell	Varies ¹
Attack (ranged)	Varies ¹	(more than standard-action casting time)	
Attack (unarmed)	Yes	Double move charge	No ¹
Activate a magic item	Varies ¹	Deliver <i>coup de grace</i>	Yes
Cast a spell (standard-action casting time)	Varies ¹	Double attack	No
Cast a counterspell	Yes ²	Run	Yes
Charge	Varies ¹		
Concentrate to maintain an active spell	No	Free Action	Order Required?
Dismiss a spell	Yes	Adjust position	No ⁴
Drink a potion	No	Draw a weapon	No
Guard	Yes	Drop prone	Yes
Read a scroll	No	Pick up an item	No
Ready (triggers a standard action)	Yes	Sheathe a weapon	No
Total defense	Yes	Stand up from kneeling or sitting	No
Turn or rebuke undead	No	Retrieve a stored item	No
Use spell-like ability ³	No ¹	Cast a quickened spell (or a free-action spell)	No
Use spell on self	No	Cease concentration on a spell	No
Use spell on ally	Varies ¹	Drop an item	No
Use supernatural ability ³	No ¹	Kneel or sit	Yes
Withdraw from melee contact	Yes	Load a light or hand crossbows ⁵	No
Move Actions	Order Required?		
Move	Varies ⁴		
Direct or redirect an active spell	Varies ¹		
Stand up from prone	No		
Load a heavy crossbow	No		
Load a repeating crossbow	No		
Withdraw from melee contact	Yes		
No Action	Order Required?		
Fight defensively	Yes		
Use extraordinary ability ⁶	No		

1. These actions require no orders if the unit's target is the closest enemy combatant or the closest allied combatant (in the case of beneficial effects). Attacking a different target requires an order.

2. To use a counterspell, a unit must make a Spellcraft check to identify the spell the enemy is casting (a free action) and ready the counterspell.

3. Some spell-like or supernatural abilities may take longer to activate, and some may take less time, as noted in the individual ability descriptions.

4. Moving toward the closest enemy requires no orders.

5. If the unit does not reload on the turn it fires, it must use a move action to reload later.

6. Some extraordinary abilities may take longer to activate.

nearest enemy. Thus, a unit adjacent to or in melee contact with an enemy unit cannot adjust position away without an order.

CEASE CONCENTRATION ON SPELL

A unit can stop concentrating on an active spell (such as *detect evil*) as a free action.

CAST A QUICKENED SPELL

A unit can cast a quickened spell (using the *Quickened Spell* feat) or any spell castable as a free action (such as the *feather fall* spell) as a free action. The unit can cast only one such spell in any battle round, but that spell doesn't count toward the unit's normal limit of one spell per round. Thus, a unit can cast a quickened spell and a regular spell in the same round.

DROP AN ITEM

The creatures in a unit can drop items at their feet as a free action. These items land in the square (or squares) that the unit occupies at the time.

MANIPULATE ITEM

A unit can draw or put away weapons, ready or loose shields, retrieve or put away stored items, pick up items (unless it must first use the *Search* skill to find them), or open an unlocked door as a free action. Most of these activities would require move actions in individual combat, but they count as free actions for units because of the longer battle round.

COMMANDERS AND ORDERS

Units function most effectively when commanders guide them. A commander can help a unit attack more efficiently, choose appropriate targets, perform special maneuvers on the battlefield, and carry out other actions not available to units acting on their own.

KINDS OF COMMANDERS

Each division involved in a battle has a commander-in-chief who directs the entire force and determines its place in the initiative sequence (see page 20). Any group of allies fighting together in a battle has at least one division. A division must contain at least 50 creatures, but there is no upper limit to its size.

In addition to its commander-in-chief, each division can have one subcommander for every 100 creatures in it, plus an unlimited number of hero commanders (see page 35). Creatures must meet certain qualifications to serve as commanders.

Serving as a Commander-in-Chief or Subcommander: Any character with an Intelligence score of 3 or higher can serve as a commander-in-chief or subcommander in a division, provided that he trains with the units under his command for a minimum of 60 days sometime before the battle (or successfully gives the *Become Commander-in-Chief* order; see page 38). Once formed, a division can periodically absorb additional creatures at intervals of fewer than 60 days (see Chapter Six).

Commanders and subcommanders represent the permanent command structure in a division. These creatures serve as the division's officers, paymasters, trainers, and disciplinarians. Creatures

TABLE 3-10: MISCELLANEOUS UNIT ACTIONS

Free Actions	Order Required?	Standard Actions	Order Required?
Change form (shapeshifters)	No	Climb (one-quarter unit speed)	Varies ²
Draw a hidden weapon	No	Climb (one-half unit speed)	Varies ²
Feint	No	Extinguish flames	Yes
Light a torch with a tindertwig	Yes	Move a heavy object	Yes ³
Lock or unlock weapon in a locked gauntlet	No	Open a door	Yes
Mount or dismount	No	Overrun	Yes
Pick up casualties	Yes	Stabilize a dying ally (five attempts)	Yes
Prepare spell components to cast a spell	No	Sunder a weapon	Yes
Prepare to throw oil	Yes	Sunder an object	Yes
Stabilize a dying ally (one attempt)	Yes	Swim	Varies ²
Treat caltrop wound, disease, or poison (one ally)	Yes	Treat caltrop wound, disease, or poison (five allies)	Yes
		Use a skill ¹	Yes
Move Actions	Order Required?		
Escape from entanglements ¹	No		
Double Actions	Order Required?		
Stabilize a dying ally (10 attempts)	Yes		
Treat caltrop wound, disease or poison (10 allies)	Yes		

1. Some skills may take longer to use, and some may take less time, as noted in the skill descriptions (see *Player's Handbook*).
2. Units without climb or swim speeds must receive the order to move by climbing or swimming. Units with climb or swim speeds can sometimes climb or swim without orders, if such modes of movement would allow them to establish melee contact with the nearest enemy faster than using normal movement would (see page 30).
3. Units serving as crew for siege engines or vehicles can push their equipment as part of their normal movement.

in the division learn to obey orders from their commander-in-chief and subcommanders as a matter of habit. Neither a commander-in-chief nor a subcommander must be anyone special, they are just individuals the troops know and trust (or fear).

A commander-in-chief cannot command more than one division, nor can a single creature serve as both a commander-in-chief and a subcommander. Likewise, a subcommander can have only one subcommand.

A commander-in-chief or subcommander can also serve as a hero commander if the character qualifies to do so, and in well-run divisions this arrangement occurs frequently. Hero commanders have less authority on the battlefield than commanders-in-chief or subcommanders do, but they have considerably more flexibility.

Serving as a Hero Commander: Hero commanders represent extra command know-how added to a division as circumstances permit. Any creature that has an Intelligence or Charisma score of at least 11 and meets one of the following additional criteria can serve as a hero commander in a division.

- A base attack bonus of +4 or higher
- Five or more ranks in Bluff, Diplomacy, Intimidate, or Profession (military commander)†
- The Battle Leader† or Leadership feat

A hero commander can serve with a division after training with it for at least 10 days. At the end of that period, the hero commander receives an assignment to command a single unit. He can also take command of a unit with the Assume Unit Command order (see page 38). A hero commander can command more than one unit, but each extra one requires an extra 10 days of training.

A hero commander can also take command of units during a battle with successful command checks (see page 36), or assume the position of subcommander or commander-in-chief on the field if needed.

Command Hierarchy: All the subcommanders in a division are subordinate to its commander-in-chief. Hero commanders serve outside the command hierarchy, though they might join it during a battle. See diagram, this page.

GIVING ORDERS

To give an order, a commander must have some way to communicate with her troops. Most orders can be given simply by speaking, but the commander can also use hand signals, bugle calls, flags, or some other means.

Commanders can give orders only to activated units. Her ability to issue orders also depends on her place in the command hierarchy, the distance between herself and the unit receiving the order, and other factors.

Commander-in-Chief: A division's commander-in-chief can give orders to any activated unit in his division that is within 500 feet, provided that both he and the unit receiving the orders have line of sight to each other. If either does not have line of sight to the other, the commander-in-chief must be within 100 feet to give orders to the unit. A commander-in-chief cannot give orders to troops that are not part of his division, even if they are his allies,

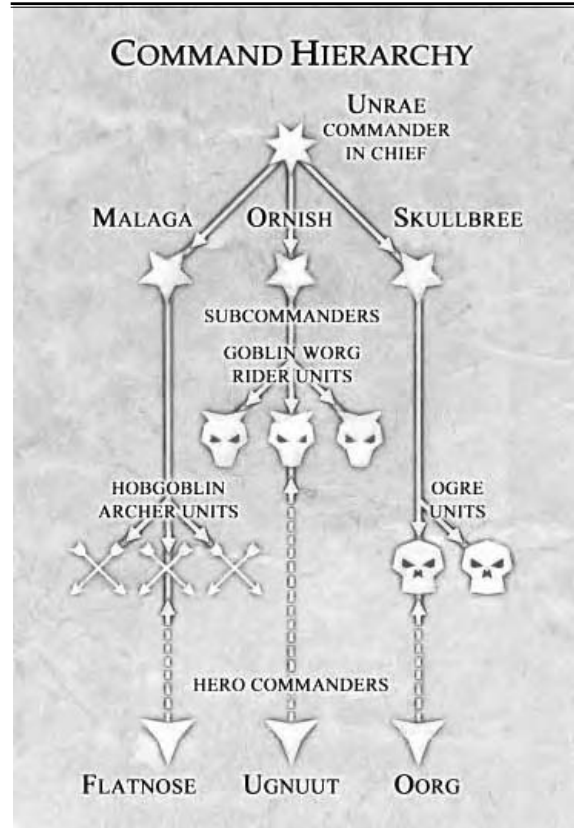


Diagram 5: Command Hierarchy

This diagram displays the command hierarchy for a force with one division and several subcommands and hero commanders.

Unrae, the commander-in-chief, can give orders to any unit in the division. The three subcommanders, Malaga, Ornish, and Skullbree, can give orders only to the units in their subcommands.

The three hero commanders, Flatnose, Oorg, and Ugnuut, begin the battle attached to specific units, and can give orders only to those units (unless they assume command of other units during the battle).

but he may issue orders to units within his own division that have subcommanders or hero commanders assigned to them.

Subcommander: A subcommander can give orders to any activated units in her subcommand. She cannot issue orders to units in another subcommand (even within her own division), or to units in a different division, even when such troops are allies of her division.

A subcommander can give orders at one-half the range a commander-in-chief can (that is, 250 feet when she and the unit receiving orders have line of sight to each other, or 50 feet when they do not).

Hero Commanders: A hero commander must be in the same square with the units he commands to issue orders, unless he has successfully assumed a command position within the division (see page 38). If a unit occupies more than one square, a hero commander can issue orders to it from any square it occupies. A hero commander can also attempt to give orders to any allied unit.

Orders with Range Limits: Some orders have their own range limits (see Kinds of Orders, page 37).

Unintelligent Creatures: An unintelligent creature is one with no Intelligence score or an Intelligence score of only 1 or 2. Such a creature can receive only a few kinds of orders given in the normal manner, and then only if it has received special training for war (or has some other special affinity for warfare in the DM's judgment).

Unintelligent creatures can receive orders of any kind from commanders who have some way to communicate with them, such as a *speak with animals* spell. In this case, the effective range for issuing orders equals the range of the mode of communication used, or the range of the command or commander, whichever is lowest.

Command Checks: Giving orders to a unit requires a successful command check. A commander can choose to make a command check in any one of the following ways.

- Roll 1d20 and add the commander's base attack bonus plus her Charisma modifier.
- Make a Profession (military commander)† skill check.
- Make a Diplomacy or Intimidate skill check at a –5 penalty.

The DC for a command check depends on the order and the unit receiving it, as described in the sections that follow. In addition, certain conditional modifiers apply to command checks, as noted in Table 3–12. A commander can neither take 10 nor take 20 on a command check.

Two or more commanders can cooperate to give an order, provided that they are all within command range of each other and of the unit receiving the order. One commander gives the order and the others assist by making their own command checks against DC 10. Each successful check by an assistant grants the commander actually giving the order a +2 bonus on her command check.

Initiative: A division's commander-in-chief makes a special command check at the beginning of the first battle round as an initiative check (see Initiative, page 20). This command check does not allow the commander to give any orders in conjunction with it; she must make a separate command check each time she issues orders to a unit.

Failed Orders: When a commander fails a command check to give a unit an order, the player controlling that unit or commander has the following options.

- Leave the unit to act without orders.
- Try to give the same order (or another order) to the unit again from the same commander. This option counts as another order for both the commander and the unit. The new order is slightly more difficult to give (see Table 3–12: Conditional Command Check and DC Modifiers).
- Try to give the same order (or another order) to the unit from a different commander. This option counts as an order issued by the other commander and as another order received by the unit (see Number of Orders Given, below, and Table 3–12: Conditional Command Check and DC Modifiers).

Number of Orders Given: A commander can issue one order each battle round as a free action. Each additional order he issues during the same round counts as a move action.

The Battle Leader† feat allows a commander to issue one extra order each round as a free action. He can also issue one extra order each round as a free action for every 10 ranks of Profession (military commander)† he has. These two benefits stack.

Timing of Orders: A commander can give an order whenever a unit under her command takes an action that the order can affect. Resolve the attempt to give the order before the unit takes the action.

Only a hero commander can give orders when allied units act (and then only certain kinds of orders; see below). No commander can give orders when the enemy acts.

Orders to Formations: Usually a commander gives an order to a single unit, but several units can receive the same order simultaneously if they are in a *formation*.

A formation is any contiguous grouping of allied units that can receive orders from the commander attempting to issue them. A formation can be in almost any configuration, so long as each of its units is adjacent to at least one other unit.

When measuring the distance between a commander and a formation, trace a straight line from the commander to any unit in the grouping. Units beyond a commander's own command range cannot receive a formation order and therefore are not part of the formation. (Thus, a hero commander can only issue formation orders if he is also a subcommander or commander-in-chief, unless noted otherwise in the order description.) Any unit that cannot receive orders from that commander for any other reason is also not part of the formation.

When a formation receives an order, all the units in it activate together and must perform the same action or actions (see Acting With Orders, next page).

Number of Orders Received: A unit can receive any number of orders in a battle round from any number of commanders. However, each additional order beyond the first is more difficult to give effectively, and orders received from multiple commanders prove less effective (see below).

Conflicting Orders: A unit can receive orders from its commander-in-chief, from its subcommander (if it has one), and from any number of hero commanders assigned to it. From time to time, these commanders might disagree about what the unit should do next, so they may issue different orders. If the unit can obey only one of the orders, the competing commanders must roll to determine which order the unit obeys, using the following procedure.

- Each commander makes the requisite command check for issuing the order, but the DC for each check increases by +5 per commander issuing orders to that unit that battle round.
- The unit receives the order from the commander with the highest check result. All the competing orders automatically fail. Such failed orders count toward the number of orders the commanders who issued them can give, but not against the number of orders the unit has received.
- If the highest check result is not sufficient to actually succeed at the command check, this order fails as well. It counts as an order issued by the commander and received by the unit.

- Each commander involved in the conflict can attempt to issue her order again, according to the rules for dealing with failed orders (see page 36). This result may precipitate further conflicting orders, which the players involved must resolve by the method described above.

ACTING WITH ORDERS

Except where noted in the sections that follow, a unit acting with orders functions exactly like a unit performing the same action without orders.

Formations Acting Under Orders: An order issued to a formation sometimes requires special handling because each unit must take the same action or actions. Simply treat the units in the formation as though each had received the order separately. The units move and act one at a time, just as if they had received orders normally. In some cases, carrying out the orders may cause the formation to break apart. Issuing the March or Attack Any Enemy order to a formation can keep it together, since units operating under those orders can maneuver so as to remain adjacent to each other after moving or attacking.

KINDS OF ORDERS

The following sections describe the various orders available to commanders. Table 3–11 summarizes the options.

Effects and Duration of Orders: Some orders enable a unit to take certain actions that they would otherwise not be able to perform. Such an order lasts until the unit finishes the action. Some actions may last for part of the unit's turn, others until the end of its turn, and still others until the beginning of its next turn or even longer.

Certain orders affect a unit's dice rolls. These orders last until the unit's next turn, but they affect only those rolls made after the unit receives the order.

ORDER DESCRIPTIONS

The description for an order begins with its name and continues with an explanation of how the order works. The *acting unit* is the one taking the actions described, and the *target unit* is the one (if any) against which the acting unit directs those actions.

The order's range appears after the descriptive text. This value is the maximum distance from the unit the commander can be to issue the order. This range applies equally to all commanders, unless a particular commander has a shorter command range. A range entry of "normal" means that the kind of commander giving the order (see Kinds of Commanders, page 34) determines its effective range. To issue an order with a range of 0 feet, the commander must be in the same space as the unit, regardless of her normal command range. Any commander (regardless of command range) can issue an order with a range of "sight," provided that she and the unit receiving the order have line of sight to each other or share the same space.

The order description ends with the base command DC for the order.

ADVANCE TO RENDEZVOUS POINT

A unit receiving this order makes a single or double move (commander's option) toward its rendezvous point. This movement must proceed along the shortest available path, just as if the unit were moving directly toward the nearest enemy.

Range: Sight; **Base DC:** 10

AID ALLY

The unit receiving this order can use the aid another action to assist an allied combatant as a standard action. This action works as described in the *Player's Handbook*, except as noted below.

In a battle, the unit receiving the aid must already be in melee contact with an enemy combatant, and the aiding unit must either be in melee contact with the same enemy or move into melee contact with it during the round. The aiding unit must make an attack roll against Armor Class 10 on Table 3–3 or Table 3–4, as appropriate for the nature of the enemy. If the attack scores at least five hits against a unit or one hit against an individual, the allied unit gains either a +2 bonus to Armor Class or a +2 bonus on attack rolls (player's choice) against the selected combatant for 1 battle round. Hits "scored" by the aiding unit have no direct effect against the enemy unit.

To aid an allied combatant with a skill or ability check, the aiding unit must attempt the requisite check while adjacent to that ally. If the check result of the aiding unit is 10 or higher, the allied unit gains a +2 bonus on the same kind of check for 1 round.

Any number of units can aid one allied combatant, and the bonuses from all successes stack.

Range: Normal; **Base DC:** 5

APPROACH COMMANDER

A unit receiving this order makes a single or double move (commander's option) toward the commander who issued the order. This movement must proceed along the shortest available path, just as if the unit were moving directly toward the nearest enemy.

A unit of unintelligent creatures that have received training for warfare (or are otherwise well suited for war, in the DM's judgment) can also receive this order, but such a unit always makes a double move toward the commander.

Range: Sight; **Base DC:** 5

Optional Rule: Autonomous Units

If your players aren't quite up to the challenge of managing a force on the battlefield, you can give units a bit of autonomy by allowing them the limited ability to issue orders to themselves.

A unit must have an average Intelligence score of 10 or higher to issue itself orders. It can issue one order to itself each battle round by making an Intelligence check instead of the usual command check. No modifier applies to this check for distance from the commander or for the type of creatures in the unit, but a mixed unit takes a –5 penalty on the check.

An autonomous unit can also receive orders from any commanders assigned to it, but any order it gives to itself counts as an additional order received during the round and an additional commander giving the unit orders.

A unit issuing orders to itself cannot influence its own morale checks or attack rolls.

ASSUME UNIT COMMAND

(HERO COMMANDERS ONLY)

By issuing this order, a hero commander joins an allied unit and attempts to become its commander. If the order succeeds, the unit accepts orders from the hero commander for the rest of the battle, even if he has not previously trained with it. He takes a –5 penalty on command checks made to issue orders to any unit with which he has not trained.

A hero commander can take command of any number of allied units in this fashion, though he can issue orders only to the one in the same space with him.

A hero commander can also use this order to take command of an enemy unit. To do so, he must first make a Bluff or Intimidate check. If successful, he can then attempt to give the order.

Range: 0 feet; **Base DC:** 20

ATTACK ANY ENEMY

The commander directs the unit to attack (or make a single move followed by a standard unit attack), charge, or cast a spell at an enemy other than the one closest to it. She can also order the unit to attack any point on the battlefield to which it has line of effect, whether or not it perceives an enemy there. (The commander might, for example, want a unit to attack a foe that she can see but the unit cannot, or to attack a location where she believes an enemy might lurk.) A miss chance applies if the unit does not have line of sight to its target (see Concealment, page 50). The DC for the command check increases by 2 if the enemy is an individual, and by 4 if the unit must attack a point on the battlefield instead of a target it can see.

A unit receiving this order can attempt to climb or swim when moving toward the enemy even if it doesn't have a climb or swim speed, or jump if it doesn't have a fly speed. If the order succeeds, the unit still must make the appropriate Climb, Jump, or Swim check to determine whether the movement occurs as planned.

Range: Normal; **Base DC:** 15

ATTACK EXPOSED ENEMY

When determining the closest target for an attack, charge, or spell, the unit ignores enemies for which any visible condition (such as cover, melee contact with another unit, or concealment) would help to thwart the attack.

Range: Normal; **Base DC:** 5

BECOME COMMANDER-IN-CHIEF

A commander chooses an allied division and attempts to become its commander-in-chief.

If this order succeeds, all units in the division accept orders from that commander for the rest of the battle as though he were their commander-in-chief, even if he has not previously trained with them. He takes a –5 penalty on command checks when giving orders to any unit with which he has not trained. This order has a range of 300 feet, no matter who gives it.

A hero commander or subcommander can take control of any number of allied divisions in this fashion. All the divisions so acquired, along with any subcommanders and hero commanders associated with them, become part of the same division.

This command allows easy replacement of a commander-in-chief who has died in battle. However, a commander can also use it to usurp another character's division or effect a switch in command.

If the division's original commander-in-chief is unconscious, dead, or merely out of range, the commander attempting to assume control makes a command check normally. If the check succeeds, he becomes the new commander-in-chief for all units in the division that are within command range and in line of sight. Units other than these continue to take orders from their original commander-in-chief (if that character can still give orders), but the new commander-in-chief can attempt to add them to his division with another use of this order if they later come within range or line of sight.

If a hero commander or subcommander uses this order to seize control of a division from an active commander-in-chief, the latter must also attempt this order. The two make opposed command checks, as described in the Conflicting Orders section (see page 36). The commander with the highest command check result assumes command of the division, provided that his check actually succeeds. If the highest command check result is not sufficient for success, no one has command of the division. A commander who fails to take over a division or to prevent its takeover can try again, as described on page 36.

When determining the DC modifier based on the creatures in the units receiving this order (see Table 3–12), use the majority of creatures in the division. If no majority exists, use the highest DC modifier that applies.

A hero commander can attempt to take over an enemy division using this order (see Chapter Five). To do so, he must first make a Bluff or Intimidate check. If successful, he can then attempt to give the order.

Range: 300 feet; **Base DC:** 30

BOLSTER ATTACK

The commander coordinates the unit's attacks so it can fight more effectively. The unit gains a +2 bonus on all attack rolls until the beginning of its next turn.

Range: 50 feet; **Base DC:** 10

BOLSTER MORALE

The commander inspires the unit with martial spirit. The unit gains a +2 bonus on all morale checks until the beginning of its next turn.

Range: 50 feet; **Base DC:** 10

CAST COUNTERSPELL

This variant of the Ready Action order lets a unit attempt to counter a spell that an enemy is casting, unless the enemy is an individual who has joined a unit.

To counter an enemy spell, the spellcasters in the acting unit must have the Spellcraft skill and must successfully use it to identify the

spell the enemy is casting. The unit makes the Spellcraft check in the same way as described in Chapter Ten of the *Player's Handbook*, except that it uses the average Spellcraft bonus for all the spellcasters in the unit.

If the Spellcraft check fails, the counterspell attempt fails, and the unit uses up its readied action. If the Spellcraft check succeeds, the unit must have the correct counterspell available, be within range of the enemy for the purpose of casting that spell, and cast it successfully. This process works exactly like an individual casting a counterspell.

The acting unit cannot counter more enemy spells than it has spellcasters with the correct counterspell available. Uncountered spells from the enemy function normally.

Resolve the counterspell attempt before the spellcasting action of the combatant casting the original spell. If more than one unit attempts to counter a particular combatant's spell, resolve each attempt separately.

This order otherwise works just like the Ready Action order.

Range: 50 feet; **Base DC:** 15

DELIVER COUP DE GRACE

A unit receiving this order can perform a *coup de grace* against an enemy combatant.

Against an individual, the *coup de grace* works as described in the *Player's Handbook*, except that each creature in the acting unit automatically hits. (Thus, a unit of 10 ogres scores 10 hits.) Each hit deals maximum damage and requires the target to make a successful Fortitude saving throw (DC 10 + damage dealt) to avoid instant death.

A unit can also perform a *coup de grace* against a whole enemy unit that has become helpless. The number of hits against the target unit equals $(1 + \text{the acting unit's weapon damage modifier}) \times \text{the number of creatures in the acting unit}$. Divide these hits evenly among the helpless creatures. The unit then makes a single Fortitude saving throw (DC 10 + $5 \times \text{damage factors dealt to the majority of creatures}$) to avoid instant death.

Range: Normal; **Base DC:** 10

DISRUPT SPELL

This variant of the Ready Action order requires a standard action. It allows a unit to try to disrupt a single-action spell that an enemy combatant casts.

To disrupt a spell, the acting unit must be in melee contact with the enemy casting the spell, or be able to make a ranged attack against it, or be able to make melee contact with it in a single move using a charge.

The acting unit makes a single melee or ranged attack against the spellcasting combatant, allocating damage from it normally. After this attack roll, the target must make a Concentration check. The DC is 10 + the spell's level + the damage taken if the target is an individual, or 15 + the spell's level + the number of hits taken if the target is a unit. (An enemy unit uses the average Concentration modifier for its spellcasters for making the check.) If the check succeeds, all the targeted enemy spellcasters successfully cast their

spells. If it fails, they all lose their spells.

Resolve the disruption attempt before the target's spellcasting action. If more than one unit attempts to disrupt a particular enemy's spell, resolve each attempt separately. The target must make one Concentration check for each attack that deals damage to it.

This order otherwise works just like the Ready Action order.

Range: 50 feet; **Base DC:** 15

DROP PRONE

The unit drops prone in the space it currently occupies as a free action. It remains prone until it uses a move action to stand up again (no order required).

A commander can also use this order to make a unit kneel or sit. Standing up from a kneeling or sitting position is a free action that does not require an order.

Range: Normal; **Base DC:** 10

EMBOLDEN UNIT

The commander giving this order mingles with the creatures in the unit, improving and maintaining their morale.

A commander who gives this order successfully can bolster the unit's morale for 1 round. Anytime during that period that the affected unit makes a morale check, the commander also makes a command check. The unit uses the higher of the two results as its morale check result. If the unit acting on this order is also under the bolster morale order, the commander gains a +2 bonus on any command checks made to resolve the unit's morale checks.

The commander must remain in the same space with the unit to substitute her command checks for its morale checks. She can leave if she wishes, but she loses the benefit of the order if she does.

A commander who gives this order to a formation can make morale checks for any unit therein, so long as both the receiving unit and the commander remain part of the formation.

A unit normally gains a +1 bonus on morale checks if a hero or a commander of any kind is with it (see *Morale*, page 54). A unit under this order gains no such bonus from the commander who issued it, but the bonus still applies if another such character is with the unit.

Range: 0 feet; **Base DC:** 10 (see text)

FIGHT DEFENSIVELY

This order is the equivalent of the individual's fight defensively option (see Chapter Eight of the *Player's Handbook*). A unit under this order takes a -4 penalty on all attack rolls for 1 battle round and gains a +2 dodge bonus to AC for the same period.

A unit can fight defensively while using the attack or double attack action. It can also do so when using the standard charge action, but it does not gain the attack penalty and Armor Class bonus until after it makes its initial melee attack in the charge (see *Standard Charge*, page 27).

A unit cannot fight defensively when using the double move charge action.

Range: Normal; **Base DC:** 5

GIVE DEFENSIVE FIRE

This variant of the Ready Action order allows a unit armed with ranged weapons to fire once at any foe that moves into, out of, or within a designated area. (A unit armed with ranged weapons can always shoot at another unit that tries to make melee contact with it; see page 21).

The acting unit uses a standard action to prepare defensive fire (just as it would to ready an action or go on guard; see below). The commander designates a cone-shaped area on the battlefield beginning at one corner of the unit's space and extending to the maximum range of its weapons (see Chapter Four for a discussion of cones). The unit covers that area with its ranged weapons, shooting at any enemy that enters, leaves, or moves inside it.

Give Defensive Fire otherwise works just like the Ready Action order.

Range: Normal; **Base DC:** 15

GUARD

This variant of the Ready Action order allows a unit to exert some control over the squares adjacent to it.

The unit uses a standard action to go on guard. Thereafter, it can attempt an opposed Dexterity check against any enemy combatant that leaves a square adjacent to it. Any unit with greater reach than its enemy gains a +5 bonus on this check. If the guarding unit wins, it makes a single free melee attack against the enemy, which the DM must resolve before the target unit moves. If the guarding unit loses, the enemy manages to stay out of its reach.

A guarding unit automatically makes a single melee attack against any enemy that makes melee contact with it. If such an enemy made melee contact via a charge action, the guarding unit deals double damage with this attack, provided that it has weapons it can set versus a charge.

The guarding unit can make only a single attack per round, unless the creatures in it have the Combat Reflexes feat (see Chapter Five). Failed opposed Dexterity checks made to attack foes moving near the unit don't count as attacks for the purpose of this limit. The guarding unit must attack any foe moving nearby unless it receives the Withhold Attack of Opportunity order (see page 44).

Guard otherwise works just like the Ready Action order.

Range: Normal; **Base DC:** 10

LIGHT TORCH/FIRE

A unit acting under this order can either light torches (if it has them) or start a fire on the battlefield.

Lighting a torch or fire is a free action for units equipped with tindertwigs, or a standard action for units without them. Setting a flammable object alight with torches that are already burning is a standard action for a unit.

Range: Normal; **Base DC:** 10

MARCH

This order allows a unit to move any way the controlling player desires within the limits of its movement capabilities, provided that it does not attack an enemy.

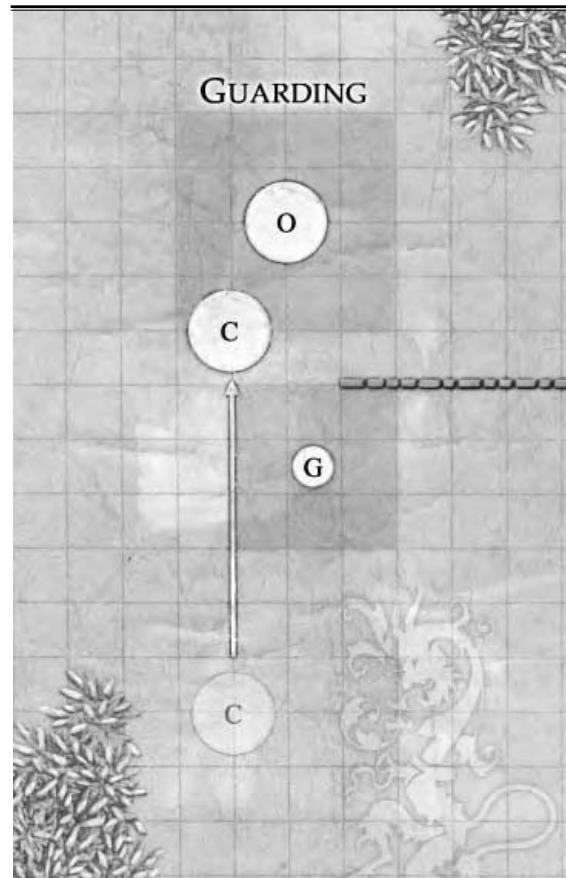


Diagram 6: Guarding

A unit of gnolls (G) and a unit of ogres (O) have both received the Guard order, and each now guards the squares adjacent to it (shaded areas). If a unit of human cavalry (C) armed with lances charges unit O, it must take the path shown, and unit G may get an attack of opportunity against unit C. Units C and G make three opposed Dexterity checks (unit C gets a +5 bonus because it has greater reach). If unit G wins any of the checks, it makes a melee attack against unit C.

Assuming unit C survives the attack (if any) with its morale intact, it can complete its charge. Because unit O also is guarding, it makes an attack on unit C before it can make its charge attack. Despite unit O's 10-foot reach, it does not get an attack of opportunity against unit C, because it, too, has 10-foot reach with its lances. If unit C had been armed with swords (or other nonreach weapons) instead, unit O would have made one attack on unit C because it was guarding, followed by an attack of opportunity against unit C because of unit O's superior reach; both attacks would have taken place before unit C's charge attack.

The unit can make a single move or a double move, at the commander's option. It can attempt to climb or swim if it doesn't have a climb or swim speed, or make a jump if it doesn't have a fly speed. Even if the order succeeds, however, the unit still must make the appropriate Climb, Jump, or Swim check to move successfully using those modes of movement. This order does not enable a unit to cross terrain that is impassable to it.

Range: Normal; **Base DC:** 15

MELEE MANEUVER

The unit receiving this order can adjust position while in melee contact with one or more enemies and avoid some or all of the attacks of opportunity that such movement might otherwise provoke.

If the order succeeds, the unit must choose one enemy combatant with which it is already in melee contact. It can then move up to its speed into any space that can hold it, provided that it remains in melee contact with that combatant. The selected enemy cannot make an attack of opportunity against the acting unit.

If the movement would cause the acting unit to break melee contact with one or more enemies other than the one selected, it must make an opposed Dexterity check against each such enemy (one check result compared against that of each affected enemy in turn). Any combatant with greater reach than its enemy gains a +5 bonus on this check. If the acting unit wins, it breaks contact with that enemy and moves away without provoking an attack of opportunity. If it fails, the movement provokes an attack of opportunity from that enemy.

Range: Normal; **Base DC:** 10

NEW RENDEZVOUS

The unit loses its old rendezvous point (see page 19) and gains a new one for the rest of the battle. The commander giving the order can specify any point on the battlefield as a new rendezvous point, but the DC for the command check increases by 5 if the point designated is not within the unit's line of sight.

Range: Normal; **Base DC:** 10

OVERRUN

A unit receiving this order can use the overrun action to knock an enemy combatant prone and pass through its space. This action works as described in the *Player's Handbook*, except as noted below.

A unit attempting to overrun another uses a standard action to attempt the overrun and a move action to complete it.

The target unit can make an attack of opportunity only if it does not decide to step aside and let the acting unit pass. If the creatures in the acting unit have the Improved Overrun feat, the target unit cannot choose to step aside unless the acting unit decides to allow it.

Any unit knocked prone during an overrun falls down in the space that the target unit occupies. If the acting unit falls prone, its turn ends. If the target unit drives the acting unit back, the latter returns to the space it left to perform the overrun and its turn ends.

A unit that makes a successful overrun moves completely through the opponent's space and stops in a square on the other side. The acting unit can turn 45° to the left or right in the space with the prone target unit to choose a different destination square. If an enemy unit occupies the space that the acting unit enters after the overrun, the latter must immediately attempt an overrun against the new enemy (no additional action required). If the acting unit succeeds again and moves into another space containing an enemy unit, it must attempt another overrun. This process repeats until the acting unit has either moved its speed or failed at an overrun attempt. In the latter case, it ends its turn

either prone in the space occupied by the unit it failed to overrun (if knocked prone by its foe) or standing in the space it left before making the attempt (if not knocked prone by its foe), as noted in the *Player's Handbook*. If, after a successful overrun, the acting unit cannot enter a square on the other side of the opposing unit (because creatures too big to overrun already occupy that space, or because the terrain there is impassable, or because it has run out of movement), it must return to the space it left when it began the overrun.

If a unit tries to overrun an individual, the target cannot step aside to avoid contact; it must attempt an opposed Strength check against the unit (which receives a +4 bonus on this check). If the individual wins, she can push the unit back or knock it prone if she is at least three size categories larger than the creatures in the acting unit. Otherwise, the individual does not fall prone, but the unit continues moving just as though the overrun had succeeded.

Once the unit has completed its overrun attempts for the turn, it stops moving and its turn ends. It can keep moving, however, if it receives the March or Attack Any Enemy order.

Range: Normal; **Base DC:** 10

PERFORM MISCELLANEOUS ACTION

If ordered to do so, a unit can perform most miscellaneous actions mentioned in the *Player's Handbook* but not specifically noted in this section. Some miscellaneous actions, detailed on Table 3–10: Unit Miscellaneous Actions, require no orders.

Range: Normal; **Base DC:** 10

QUICK RALLY

The commander joins a routing unit and attempts to rally it. The unit receiving this order can attempt to rally (see Rally, page 31) as a free action. If the rally attempt fails, the unit routs as normal.

Range: 0 feet; **Base DC:** 15

READY ACTION

The commander prepares the unit to take a standard action later in the turn. The unit takes the ready action as described in the *Player's Handbook*, except that there is no effect on initiative. (A unit's initiative depends only on its commander-in-chief, and the Ready Action order does not change its position in the initiative sequence.)

For the purpose of the ready action, a battle round runs from the time that the first unit under the commander-in-chief with the highest initiative acts until the last unit of the one with the lowest initiative acts.

If the unit takes its readied action before the current round ends, there is no effect on the unit. Otherwise, the unit loses its action for the current round. It remains at the ready during the following round until the player activates it again. At that point, the unit can either drop its readied action and function normally, or it can remain at the ready (player's choice). Neither of these options requires an order.

Range: 50 feet; **Base DC:** 15

RETREAT

A unit under this order makes a single or double move (commander's option) toward its base line. It moves toward the nearest point on the base line along the shortest available path, just as if it were moving directly toward the nearest enemy.

A commander in the same space with a unit of unintelligent creatures can issue this order to it, but the DC increases to 15.

Range: Sight; **Base DC:** 5

RUN

This order allows a unit to use the run action. This action functions as described in the *Player's Handbook*, except as noted below.

A unit can run as a move action or as a double action. Unlike an individual, a unit has to move in a fairly straight line while running. It can turn no more than 45° for each square it moves forward.

A running unit moves toward the nearest enemy or toward its rendezvous point, as appropriate. A running unit that is also under the March order can maneuver in any direction it likes, but it still must move in a fairly straight line, as noted previously.

A unit ordered to run for two or more consecutive battle rounds must make a Constitution check (DC 15) each battle round after the first to continue doing so. The DC for this check increases by 1 for each such check the unit has already made. When the unit fails this check, it must stop running.

A commander in the same space with a unit of unintelligent creatures can issue this order to it, but the DC increases to 15.

Range: Normal; **Base DC:** 10

SHARE FEAT (HERO COMMANDERS ONLY)

This order is available only to a hero commander who has the Battle Leader[†] feat, and it works only with units that have trained with him for 10 days.

The hero commander can direct his troops in such a way that they duplicate the effects of a combat feat he possesses. Feats the commander can share with a unit include Cleave, Combat Reflexes, Dodge, Far Shot, Improved Overrun, Mobility, Mounted Archery, Mounted Combat, Point Blank Shot, Power Attack, Precise Shot, Rapid Reload, Rapid Shot, Ride-By Attack, Shot on the Run, Spirited Charge, Spring Attack, and Trample. The DM can add other combat-oriented feats to this list as well if desired.

Upon giving this order, the hero commander must select one of his own feats. If the order succeeds, the unit can use that feat for 1 battle round, even if the creatures in it do not meet the feat's prerequisites. The hero commander can share only one of his feats with the unit per round, and only while occupying the same space as the unit.

A hero commander can issue this order to a formation only if he is also the subcommander or commander-in-chief for all its units. Units in the formation cannot benefit from this order unless they have trained at least 10 days with that commander. All the units in a formation under this order can share the hero commander's feat, so long as he is in the same space with at least one of them.

Range: 0 feet; **Base DC:** 15

SHIELD WALL

Only a unit equipped with heavy or tower shields can benefit from this order. As a move action, the unit positions its shields to serve as soft cover for 1 battle round. Creatures at the edges of the unit overlap their shields, forming a barrier of sorts, while those nearer to the unit's center hold their shields overhead. This maneuver grants the acting unit a +4 cover bonus to Armor Class but no bonus on Reflex saving throws.

A unit can use a shield wall while attacking but not while charging. It can also use this maneuver in conjunction with the Fight Defensively or Total Defense order, and the bonuses from those orders stack with the one from Shield Wall. A commander attempting to make use of multiple orders in this manner, however, must issue each separately.

Range: Normal; **Base DC:** 5

TAKE OVER SUBCOMMAND (HERO COMMANDERS / SUBCOMMANDERS ONLY)

The hero commander or subcommander chooses an allied subcommand and attempts to become its subcommander.

If the order succeeds, all units in the subcommand accept orders from the new commander for the rest of the battle as though she were their subcommander, even if she has not previously trained with them. She takes a –5 penalty on command checks when giving orders to any unit with which she has not trained. This order has a range of 150 feet, no matter who gives it.

A hero commander or subcommander can take control of any number of allied subcommands in this fashion, so long as the total number of creatures does not exceed 100. All the units so acquired, along with any hero commanders associated with them, become part of the same subcommand.

This command allows easy replacement of a subcommander who has died in battle. However, a commander can also use it to usurp another character's subcommand or effect a switch in command.

If the original subcommander is unconscious, dead, or merely out of range, the commander attempting to assume control makes a command check normally. If the check succeeds, she becomes the new subcommander for all units in the subcommand that are within command range and in line of sight. Units other than these continue to take orders from their original subcommander (if that character can still give orders), but the new subcommander can attempt to add them to her subcommand with another use of this order if they later come within range or line of sight. A commander can also use this order to form a new subcommand out of allied troops not currently assigned to a subcommand. All such troops must be in command range and in line of sight.

If a hero commander or subcommander uses this order to seize troops from an active subcommander, the latter must also attempt this order. The two make opposed command checks, as described in the Conflicting Orders section (see page 36). The commander with the highest command check result assumes the subcommand, provided that her check actually succeeds. If the highest command

check result is not sufficient for success, no one has the subcommand. A commander who fails to take over a subcommand or to prevent its takeover can try again, as described on page 36.

When determining the DC modifier based on the creatures in the units receiving this order (see Table 3–12), use the majority of creatures in the division. If no majority exists, use the highest DC modifier that applies.

A hero commander can attempt to take over an enemy subcommand using this order (see Chapter Five). To do so, she must first make a Bluff or Intimidate check. If successful, she can then attempt to give the order.

Range: 150 feet; **Base DC:** 25

TOTAL DEFENSE

As a standard action, the unit focuses on defending itself from attack.

A unit on Total Defense makes no attacks (including attacks of opportunity) and does not perform any other action except moving its speed for 1 battle round. It gains a +4 dodge bonus to Armor Class during that time.

Range: Normal; **Base DC:** 5

WITHDRAW FROM MELEE CONTACT

A unit under this order can break melee contact with enemies without provoking attacks of opportunity from them.

If this order succeeds but the command check result is below 15, the unit breaks melee contact but remains adjacent to the enemy. If the check result is 15 or higher, the unit can adjust position (see page 33) to any space into which it can fit.

Upon breaking melee contact, the acting unit makes an opposed Dexterity check against each of the enemy combatants that were previously in melee contact with it (one check result compared against that of each affected enemy in turn). Any combatant with greater reach than its enemy gains a +5 bonus on this check. If the acting unit wins the opposed check, the enemy gets no attack of opportunity. Otherwise, the acting unit provokes an attack of opportunity in the process of breaking melee contact.

If the acting unit receives another appropriate order after breaking melee contact, it can make a single or double move, or even attack another unit. (This is an exception to the rule that a unit cannot adjust position and move in the same turn.)

Range: Normal; **Base DC:** 5



TABLE 3—II: SUMMARY OF ORDERS

Order Name	Range	Base DC	Order Name	Range	Base DC
Advance to rendezvous point	Sight	10	Guard	Normal	10
Aid ally	Normal	5	Light torch/fire	Normal	10
Approach commander	Sight	5	March	Normal	15
Assume unit command	0 feet	20	Melee maneuver	Normal	10
Attack any enemy	Normal	15	New rendezvous	Normal	10
Attack exposed enemy	Normal	5	Overrun	Normal	10
Become commander-in-chief	300 feet	30	Perform miscellaneous action	Normal	10
Bolster attack	50 feet	10	Quick rally	0 feet	15
Bolster morale	50 feet	10	Ready action	50 feet	15
Cast counterspell	50 feet	15	Retreat	Sight	5
Deliver <i>coup de grace</i>	Normal	10	Run	Normal	10
Disrupt spell	50 feet	15	Share feat	0 feet	15
Drop prone	Normal	10	Shield wall	Normal	5
Embolden unit	0 feet	10 (see text)	Takeover subcommand	150 feet	25
Fight defensively	Normal	5	Total defense	Normal	5
Give defensive fire	Normal	15	Withdraw from melee contact	Normal	5
			Withhold attack of opportunity	50 feet	10

WITHHOLD ATTACK OF OPPORTUNITY

A unit acting under this order can opt not to make an attack of opportunity against an enemy. If it has also received the Guard order, this order allows it to ignore an enemy moving nearby. If the acting unit has also received the Give Defensive Fire order, this order allows it to ignore an enemy moving so as to trigger that fire.

Range: 50 feet; **Base DC:** 10

INJURY AND DEATH

Hit points work essentially the same way in unit combat as they do in individual combat.

Each melee or ranged hit deals one damage factor (equal to approximately 5 points of damage) to one creature in a unit. Subsequent damage factors apply to wounded creatures first until they run out of hit points. If an attack deals more damage factors than one creature can take, the next creature in the unit takes the excess. Use the unit record sheet you have prepared for each unit to track the damage to creatures.

As noted earlier, spells that affect areas, as well as some kinds of terrain, can damage several creatures in a unit simultaneously. In this case, do not allocate damage over and above what a single creature can take to other creatures.

DEATH AND DYING ON THE BATTLEFIELD

Elimination of a creature from a unit occurs when that creature runs out of damage factors. Such a creature counts as dying (somewhere between -1 and -9 hit points, inclusive) for 1 battle round, regardless of its actual hit point total. While dying, it lies prone in the space its unit occupied at the time it ran out of hit points. If the unit takes up more than one square, randomly determine which square contains the dying creature.

First aid from the Heal skill has no effect on a creature dying on the battlefield. Any sort of magical healing that restores hit point damage, however, restores the dying creature to consciousness. The healed creature has as many damage factors as the effect can give to a wounded creature (see the effect's description in Chapter Four). For example, a dying creature that receives a *cure light wounds* spell from a 1st-level caster has 1 damage factor.

Upon regaining consciousness, the creature can attempt to rejoin its own unit—or any similar allied unit that has lost at least one creature—simply by moving into any square that the unit occupies. The creature makes a double move toward the unit it seeks to rejoin with its next action after regaining consciousness, taking the shortest available path. It cannot move through enemy units or through any impassable terrain in this process. If the creature cannot rejoin a unit in one double move, simply remove it from the battlefield.

If not magically healed by the end of the next battle round after becoming unconscious, a creature eliminated from a unit cannot recover sufficiently to rejoin a unit during the battle, though it is not necessarily dead. Treat any such creatures as individuals for the purpose of stabilization (see *Death and Dying for Individuals*, page 58) thereafter.

Healing cannot return unliving combatants, such as constructs and undead, to the battle after elimination.

CARRYING CASUALTIES

If ordered to do so, a unit can pick up its casualties as a miscellaneous free action and carry them along while it maneuvers on the battlefield. A unit can carry up to two casualties per creature remaining in it.

A unit carrying its casualties suffers no impairments until the number of casualties equals or exceeds the number of creatures

available to carry them. At that point, the unit moves at half speed (unless it drops the excess casualties) and cannot use shields.

In mixed units, each creature smaller than the majority of those in the unit counts as one-half a creature per size category of difference. A creature larger than the majority of those in the unit counts as two creatures per size category of difference. Thus, a creature two size categories smaller than the majority of its unit counts as a quarter of a creature, and one two size categories larger counts as four creatures.

HEROES AND COMMANDERS

Heroes and commanders use slightly different rules for death and dying (see *Individuals on the Battlefield*, page 56).

TEMPORARY HIT POINTS (DAMAGE FACTORS)

When a creature in a unit would otherwise gain temporary hit points (from an *aid* spell, for example), it instead gains extra damage factors at the rate of 1 damage factor per 5 hp, rounded down. Record these extra damage factors on the unit's record sheet. Any subsequent attacks that damage that creature remove these extra damage factors first.

When the effect that granted the temporary hit points ends, the creature loses its extra damage factors. If damage to the creature has already removed these, there is no further effect.

Just as in individual combat, magical healing cannot restore lost temporary hit points.

TABLE 3–12: CONDITIONAL COMMAND CHECK AND DC MODIFIERS

General Modifiers	Check Modifier	
Blocked line of sight ¹	–5	
Commander has not trained with the unit prior to the battle	–10 ²	
Commander-in-chief giving order	+5	
Commander is the same creature type as the unit receiving the order	+5	
Multiple orders given this turn	–5 ³	
Multiple commanders giving orders	–5 ⁴	
Range	Check Modifier	
Commander in same space with unit	+5	
Commander within 50 feet of unit	+0	
Commander more than 50 feet from unit	–5	
CREATURES IN THE RECEIVING UNIT ⁵	DC Modifier	
Creature Type		
Aberration	+5	
Animal	+10 ⁶	
Construct	+5 ⁷	
Dragon	+10	
Giant	+5	
Humanoid	+0	
Magical beast	+5	
Monstrous humanoid	+5	
Ooze	+5 ⁷	
Outsider	+10 ⁸	
Plant	+5	
Shapechanger	+5	
Undead	+10	
Vermin	+10 ⁷	
Formation ⁹	DC Modifier	
Order given to a formation	+1 ¹⁰	

- Refers to line of sight or range between the commander and the unit receiving the order. A unit can receive an order with a range of "sight" only if both the unit and the commander have line of sight to each other, or if they share the same space. A unit does not have line of sight to an invisible commander unless it can see invisible things.
- The commander must have first given an order to assume command of the unit (the Assume Unit Command, Become Commander-in-Chief, or Take Over Subcommand order) to have any chance of giving the order at all. This modifier does not apply to the order used to assume command.
- This modifier applies cumulatively for each order the unit receives after the first, no matter which commander gave the orders (except in cases of conflicting orders; see page 36).
- This modifier applies cumulatively for each different commander who tries to give orders to the unit during the turn (except in cases of conflicting orders; see page 36). The first commander to give the unit an order during a battle round does not take this penalty.
- For a mixed unit, use the creature type in the majority. If no majority exists, use the type with the most Hit Dice.
- A creature of this type has an Intelligence score of 1 or 2. In most cases, units made up of these creatures can receive only orders that unintelligent creatures can understand, and then only if trained for war. A commander who has some way to communicate with these creatures can issue any kind of command to them, provided he is in communication and command range.
- A creature of this type usually has no Intelligence score. In most cases, units made up of these creatures can receive only orders that unintelligent creatures can understand, and then only if trained for war. A commander who has some way to communicate with these creatures can issue any kind of command to them, provided he is in communication and command range.
- This bonus becomes +15 for outsiders with the lawful subtype.
- A formation is a contiguous group of adjacent units (see page 36).
- This modifier applies per unit in the formation.

INCREASES IN CONSTITUTION SCORE AND CURRENT HIT POINTS

An increase in a creature's Constitution score, even a temporary one, can give it additional damage factors (one damage factor per 5 hit points gained). As in individual combat, a creature does not lose the extra damage factors resulting from a Constitution increase first. When the effect that increased its Constitution score ends, the creature immediately loses as many damage factors as it gained from the increase.

NONLETHAL DAMAGE

Nonlethal damage affects units in much the same way as it affects individuals, except that when a creature in a unit accumulates more nonlethal damage than it has damage factors, it loses consciousness and falls prone in the square its unit occupies at the time. If the unit takes up more than one square, randomly determine which square contains the unconscious creature. If the creature later receives magical healing, it regains consciousness and can rejoin a unit, as noted in the Death and Dying on the Battlefield section (page 44). Until that point, it is helpless but not dying. Treat it as an individual for the purpose of recovery.

ABILITY DAMAGE AND ABILITY DRAIN

Ignore ability damage and ability drain attacks unless they affect the majority of the creatures in the unit. In that case, apply the attacks to as many creatures as they would normally affect, beginning with those that have the lowest score in the affected ability. Then recalculate the unit's statistics accordingly.

See the Special Attacks section in Chapter Five for more information.

MOVEMENT AND POSITION

When resolving movement, use miniature figures or other markers to represent the units and their opponents. A grid divided into 1-inch squares is also necessary. The standard scale equates 1 inch on the tabletop (or one 1-inch square) to 50 feet in the game world. Units in adjacent squares are 50 feet apart unless they are in melee contact (see page 20).

TACTICAL MOVEMENT

A unit's speed is 10 times the normal speed rating of the slowest creature in it. A unit can normally move one square for every 50 feet of speed it possesses, rounded down (minimum one square).

HARD GOING

Obstructions, bad surface conditions, steep slopes, or poor visibility can slow movement. Each square of terrain with one of these conditions counts as hard going and costs double for the purpose of movement—that is, each such square traversed counts as two squares moved. If a square contains two or more conditions that constitute hard going, count each separately. For example, each square of broken ground in a forest is double hard going (once for the bad surface conditions and once for the obstruction of the forest itself). Traversing such a square costs four squares of movement. The descriptions of terrain features (see page 60) identify those that count as hard going.

DIAGONAL MOVEMENT

Every second square of diagonal movement on the grid counts as two squares moved. In hard going, every second square moved diagonally counts as four squares moved.



The same rule applies to measuring diagonal distances for other reasons, such as range and spell areas.

MINIMUM MOVEMENT

Regardless of the movement cost for the terrain, a unit can always adjust position (see page 33) into a square, provided that it can stop in that square and that the square does not consist entirely of terrain or a barrier that is impassable for that unit.

MOVING THROUGH A SQUARE

A unit can freely pass through any empty square. When a square contains terrain, an obstacle, or other troops, the situation isn't quite so simple.

Allied Units: A unit can move (but not run or charge) through a space occupied by any allied unit. It cannot stop in such a square unless the allied unit is either prone or considerably larger or smaller than the creatures in the acting unit (see *Creatures of Different Sizes*, below).

Corners: A unit cannot move on the diagonal across the corner of a terrain feature that is impassable for it (though it may be able to attack across such a corner). If the unit could normally move through the terrain feature, it can move across the corner of a square containing it, but it must pay any movement cost for the terrain.

A unit cannot move across the corner of a space containing another enemy unit unless it could normally move through that unit's space (as it might if the unit is an ally, or if its creatures are much bigger or smaller than the ones in the moving unit).

Creatures of Different Sizes: Any unit can move through or stop in a square occupied by a unit (allied or enemy) consisting of creatures at least three size categories larger or smaller than the ones in the acting unit. Entering a square occupied by an enemy provokes an attack of opportunity, and a unit stopped in such a square is in melee contact with that enemy.

Enemy Units: A unit cannot move through the space an enemy unit occupies unless the latter is prone or helpless, or unless the creatures in it are considerably larger or smaller than the creatures in the acting unit (see above).

Hard Going: A unit cannot enter a square if it can't pay the movement cost to traverse it (but see *Minimum Movement*, above). For example, a unit with a speed of 300 feet can move 12 squares on a double move. If the unit moves 11 squares and the next square is a swamp (where each square moved counts as two), it cannot enter that square because it only has one square of movement left.

Nonstandard Movement: Some squares do not allow movement except via some nonstandard means, such as climbing or swimming. See page 30 for nonstandard movement.

Overruns: A unit that has received the overrun order can attempt to move through enemy units (see *Overrun order*, page 41).

Squeezing Through: A unit can squeeze through any space that is at least as wide as one-half its own space. It treats such a space as hard going for the purpose of movement cost. A unit that stops in such a space takes a -4 penalty on its attack rolls and Armor Class while there.

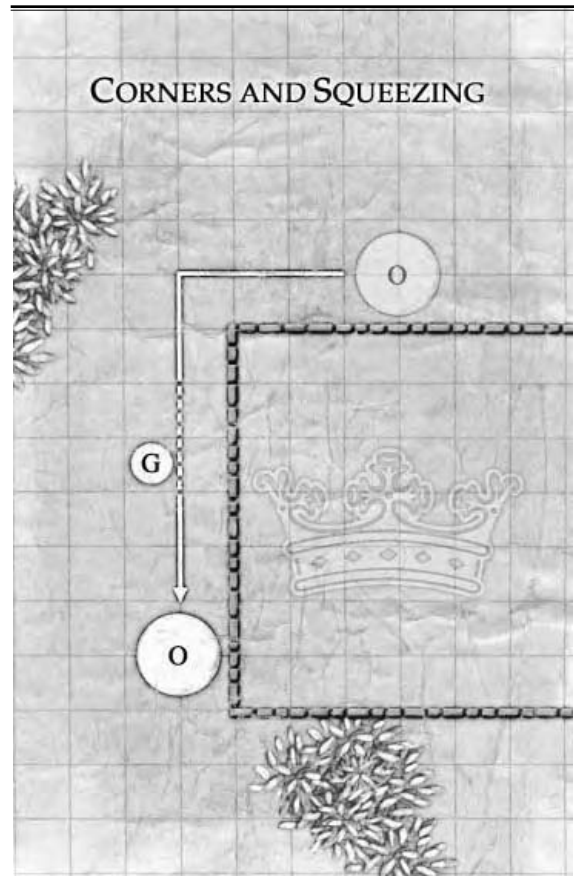


Diagram 7: Corners and Squeezing

A unit of ogres (O) begins its turn adjacent to a 40-foot wall, which is tall enough to be impassable to the ogres. The ogres can move along the wall, but when they reach the corner, they must move completely past it before turning 90 degrees to the left. The ogre unit cannot move diagonally across the corner of the barrier (though it could attack across the corner).

If the ogres continue moving along the wall, they can squeeze through the space between the unit of gnolls (G) and the wall because it is 50 feet wide (half the ogres' space of 100 feet). Squeezing through the gap costs the ogres 100 feet of movement.

Stopping in a Disallowed Square: Should a unit accidentally stop in a square where it is not allowed to stop, it must end its movement by returning to the last square in which it could have stopped.

Tumbling: Units with the Tumble skill can attempt to move through enemy units, as described in the Tumble skill description in the *Player's Handbook*.

Very Small Enemies: Units consisting of Fine, Diminutive, or Tiny creatures can move into or through squares containing allied or enemy units and can stop in such a square. Entering a square occupied by an enemy provokes an attack of opportunity, and a unit stopped in such a square is in melee contact with that enemy.

TABLE 3–13: UNIT SPACE AND REACH

Creature Size	Space*	Squares**	Height	Natural Reach
Fine	5 feet across	1/100	1/2 foot	0 feet
Diminutive	10 feet across	1/25	1 foot	0 feet
Tiny	25 feet across	1/4	2 1/2 feet	0 feet
Small	50 feet across	1	5 feet	5 feet
Medium	50 feet across	1	5 feet	5 feet
Large (Long)	100 feet across	4 (22)	5 feet	5 feet
Large (Tall)	100 feet across	4 (22)	10 feet	10 feet
Huge (Long)	150 feet across	9 (33)	10 feet	10 feet
Huge (Tall)	150 feet across	9 (33)	15 feet	15 feet
Gargantuan (Long)	200 feet across	16 (44)	15 feet	15 feet
Gargantuan (Tall)	200 feet across	16 (44)	20 feet	20 feet
Colossal (Long)	300 feet across	36 (66)	15 feet and up	15 feet and up
Colossal (Tall)	250 feet across	25 (55)	25 feet and up	25 feet and up

* This value is for a unit of 10 creatures. A unit of 20 creatures requires four times this space, and a unit of 50 creatures requires 25 times this space. For example, a unit of 20 Medium creatures is 100 feet across, and a unit of 50 Medium creatures is 250 feet across.

** This value is for a unit of 10 creatures. A unit of 20 creatures fills four times this number of squares, and a unit of 50 creatures fills 25 times this number. For example, a unit of 20 Medium creatures occupies four squares, and a unit of 50 Medium creatures occupies 25 squares.

FLANKING

A unit in melee contact with an enemy gains a +2 bonus for flanking on its melee attack rolls if an allied unit is in melee contact with the same enemy on the opposite side. A unit also flanks any individual with which it shares a square. Units containing creatures that have the sneak attack ability can use it against enemies that they flank, according to the limitations in the *Player's Handbook*.

BIG AND LITTLE CREATURES

IN UNIT COMBAT

The amount of space a unit occupies on the battlefield depends on the size of the creatures in it. Table 3–13 gives the space, squares occupied, and natural reach for a unit of creatures of each size category.

Unit Space: A unit's space marks the border between the fighting area that it occupies and the squares next to it. A unit does not necessarily occupy every inch of its space, but it does control all of it in a battle as it shifts about, attacking and defending. As with individual combat, a unit has no front, back, left, or right.

Height: A unit on the ground controls a space above it equal to its height plus its reach. A unit in the air controls a space equal to its height, plus its reach both above and below itself. A unit's height also determines how certain kinds of terrain affect its movement and combat capabilities (see *Terrain and Obstacles*, page 60).

Natural Reach: Natural reach designates how far the creatures in a unit can stretch to make melee attacks. Because of the unit combat ground scale, natural reach has little effect on unit battles, but it can determine whether one unit can make an attack of opportunity against another.

Reach Weapons: Reach weapons add 5 feet to the reach of a unit of Medium or smaller creatures, and they double the reach of a unit of Large or larger creatures. Unlike individual combat, unit combat

specifies no minimum striking distance for creatures armed with reach weapons.

Examples of Reach Weapons: A unit of humans (size Medium) armed with longswords has a reach of 10 feet (5 feet of natural reach plus 5 feet for the weapon). A unit of ogres (size Large) armed with longswords has a reach of 20 feet (10 feet of natural reach doubled for the weapon).

TABLE 3–14: MODIFIERS ON ATTACK ROLLS

Attacker Is...	Melee	Ranged
Dazzled	–1	–1
Entangled	–2	–2
Flanking defender ²	+2	—
Frightened	–2	–2
Invisible	+2 ³	+2 ³
On higher ground	+1	+0
Mounted	+1 ⁴	Varies ⁵
Prone	–4	— ⁶
Shaken	–2	–2
Units vs. individuals	<i>See Individuals in Unit Combat (page 58)</i>	

1. Modifiers on attack rolls are unnamed. Thus, they stack with each other and with most other modifiers, but not with themselves. A unit cannot, for example, flank the same enemy twice.
2. A unit flanks a defender when both it and an ally on the other side are in melee contact with that defender. A unit also flanks any enemy individual with which it shares the same square. A unit with the sneak attack ability can use it against any defender that it flanks.
3. The defender loses any Dexterity bonus to Armor Class.
4. The mounted bonus applies only when the enemy unit is fighting on foot and the acting unit's mounts are at least one size category larger than the opponent.
5. The modifier on ranged attack rolls made while mounted depends on the attacker's movement during the battle round.
6. Prone units cannot use most ranged weapons, but they can use crossbows at no penalty.

TABLE 3–15: MODIFIERS TO ARMOR CLASS

Defender Is...	Melee	Ranged
Behind cover ¹	+4	+4
Blinded	–2 ²	–2 ²
Concealed or invisible	<i>See Concealment</i>	
Cowering	–2 ²	–2 ²
Flat-footed (including surprised, balancing, or climbing)	+0 ²	+0 ²
Helpless (including paralyzed, sleeping, or bound)	–4 ³	+0 ³
Kneeling	–2 ⁴	+2 ⁴
Pinned	–4 ²	+0 ²
Prone	–4 ⁴	+4 ⁴
Running	+0 ²	+2 ²
Sitting	–2 ⁴	+2 ⁴
Stunned	–2 ²	–2 ²

1. See Cover, this page
2. The defender loses any Dexterity bonus to Armor Class.
3. Treat the defender's Dexterity as 0 (–5 modifier). Rogues can sneak attack helpless or pinned defenders.
4. The Armor Class bonus for kneeling, sitting, or lying prone applies to combatants in the open. These bonuses don't stack with the Armor Class bonus from cover. Treat kneeling, sitting, or prone creatures as smaller than they actually are when determining the combat effects of certain terrain features (see page 60). Cover may block line of sight or line of effect for units that are kneeling, sitting, or prone, depending on what provides the cover (see Cover).

COMBAT MODIFIERS

A unit can often gain some combat advantage by seeking a better position for attack or defense.

FAVORABLE AND UNFAVORABLE

CONDITIONS

Depending on the situation, a unit might gain bonuses or take penalties on its attack rolls. Generally speaking, any situational modifier created by the attacker's position or tactics applies to the attack roll, while any situational modifier created by the defender's position, state, or tactics applies to the defender's Armor Class. The DM decides which bonuses and penalties apply, using Table 3–14: Modifiers on Attack Rolls, and Table 3–15: Modifiers to Armor Class as guides.

COVER

Cover is any object, creature, or effect that could block an attack, such as a wall, tree, or castle battlement. The shield wall order allows a unit to make its own cover and carry it along while moving. (See the diagram, above.)

When a Unit Has Cover: To determine whether a unit has cover, draw a straight line from any corner of the attacker's space to any corner of the defender's space. If at least one such line crosses a battlefield feature that provides cover (see page 61), the defender has cover. A unit has soft cover if a line drawn as described above

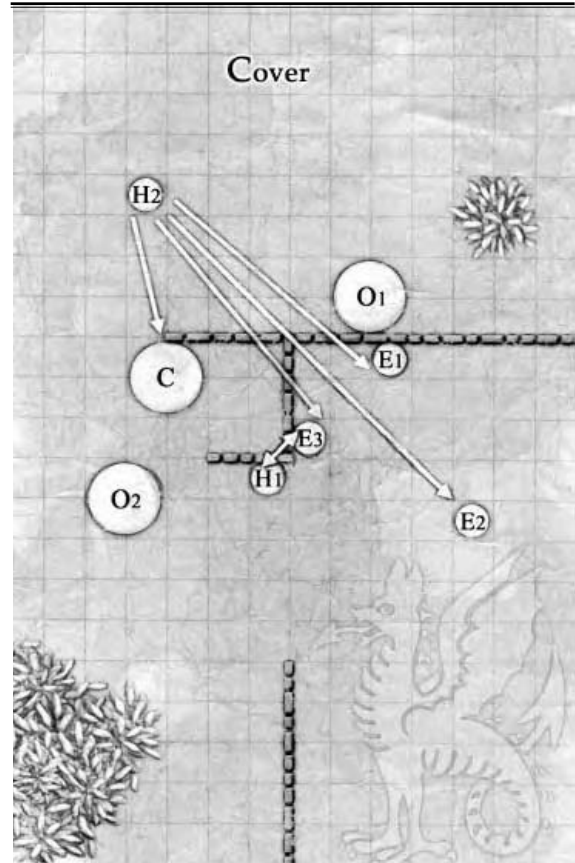


Diagram 8: Cover

Three units of elves (E1, E2, and E3), two units of ogres (O1 and O2), a unit of centaurs (C), and two units of hobgoblins (H1 and H2) are all near a stone wall 3 feet high (a Small barrier).

The elves, centaurs, and hobgoblins all treat the wall as a low barrier. The ogres treat the wall as a negligible barrier.

Units E1 and E3 gain cover against ranged attacks from unit H2 because they are adjacent to the wall. Unit E2 does not gain cover against H2's ranged attacks because it is not adjacent to the wall nor is it closer to the wall than H2.

Unit E1 does not get cover from the wall against attacks from unit O1, as unit O1 is adjacent to the wall and can reach over the barrier (because O1 treats the wall as a negligible barrier and it is adjacent). Nor does O1 gain any cover from the wall against the elves or the centaurs, because the wall is a negligible barrier for it.

Unit E3, however, gets cover from the wall against O2's ranged attacks because the wall is a low barrier for E3, and O2 is not adjacent to the wall.

Unit C gains no cover from the wall against H2's ranged attacks. The wall is a low barrier for C, but C fills more than one square and part of C extends beyond the wall.

Units E3 and H1 gain cover against each other's attacks because the wall is a low barrier for both of them and they must attack each other across the corner in the wall.

passes through another unit made up of creatures the same size category as or larger than the creatures in the unit under attack.

Effects of Cover: Cover gives the defender a +4 cover bonus to Armor Class and a +2 cover bonus on Reflex saving throws against attacks that must cross the cover. It also prevents attacks of opportunity against the unit.

Soft Cover: Intervening creatures and terrain features designated as soft cover grant the unit a +4 cover bonus to Armor Class but no bonus to Reflex saves.

Total Cover: Some terrain features provide total cover and block line of effect. Total cover prevents all attacks against the unit.

CONCEALMENT

Concealment is any effect that might make it difficult for an attacker to determine exactly where a defender is, or that interferes so much with the attacker's ability to aim that actually hitting the target is more a matter of luck than skill.

Degrees of Concealment: Unlike cover, concealment has varying degrees depending on how completely obscured a foe's position happens to be. Table 3–16 summarizes the degrees of concealment.

Also unlike cover, concealment takes into account the attacker's ability to perceive a foe. For example, units containing creatures with darkvision ignore any concealment that darkness might provide.

Concealment Miss Chance: Concealment imposes a miss chance on any successful attack. For each hit an attacker scores against a concealed enemy, the attacker must roll 1d20. If the result is in the miss chance range given on Table 3–16 for the defender's concealment, the attack misses.

When multiple concealment conditions apply to a single defender (behind dense foliage, in total darkness, and subject to a *blur* spell, for example), use only the highest miss chance.

Attacks of Opportunity: An attacker can't execute an attack of opportunity against a foe with total concealment, even if he has pinpointed the defender's location (see Invisibility in Chapter Four).

When Concealment Applies: Concealment applies when a combatant looks into, out of, or through the affected area. For example, when there is dense fog in one square, any unit in it has total concealment (except to opponents in melee contact with it), as does any unit outside the square to which the fog blocks line of sight. The fog also blocks any line of sight that passes through the square.

TABLE 3–16: CONCEALMENT

Concealment	Example	Miss Chance ¹
One-quarter	Light fog; light foliage ²	1–2
One-half	<i>Blur</i> spell, shadows, dense fog ³ , dense foliage ⁴	1–4
Three-quarters	Dense foliage ⁴	1–6
Nine-tenths	Near-total darkness	1–8
Total	Invisible, attacker blind, total darkness, dense fog ³	1–10 ⁵

- Roll 1d20 to confirm each hit. Any result within the range noted means the attack misses.
- Light fog or light foliage provides no concealment to combatants in melee contact.
- Dense fog provides three-quarters concealment to combatants in melee contact with each other and total concealment to those not in melee contact.
- Dense foliage provides one-half concealment to combatants in melee contact with each other and three-quarters concealment to those not in melee contact.
- Combatants with total concealment are effectively invisible. Enemies attacking them must correctly guess what squares they're in to have any chance of successfully attacking them.

Darkness: Areas of shadow, moonlight/starlight, or even total darkness can provide one-half, nine-tenths, or total concealment, depending on how much light there is. Units with darkvision ignore concealment provided by darkness (except for some kinds of magical darkness; see Chapter Four), assuming that the target is within the range of their darkvision. If the unit's darkvision range is not an even multiple of 50 feet, round it down to the next lower multiple of 50 feet (minimum 50 feet). A unit with darkvision can always see enemies in melee contact with it except when magical darkness negates darkvision.

Units with low-light vision can treat near-total darkness as shadows, and shadows as no darkness.

Fog: Treat any finely-divided material suspended in the air or falling through the air as fog. Mist, smoke, vapor, snow, or even rain (whether natural or magical) can obscure vision, providing one-quarter, one-half, or total concealment, depending on its thickness. Neither darkvision nor low-light vision provides any benefit against concealment from such a source.

Foliage: Thick foliage or undergrowth can provide one-quarter or three-quarters concealment. Neither darkvision nor low-light vision provides any benefit against concealment from such a source.

Invisibility: Invisibility provides total concealment, though an opponent may still make a Spot check to note the location of an invisible combatant.

UNUSUAL ATTACKS

This section covers several types of combat that require additional rules. See the Kinds of Orders section (page 37) for other unusual attack actions.

ATTACKING OBJECTS

Combatants can attack objects in the same fashion as individuals do, with the following exceptions.

ORDERS TO ATTACK OBJECTS

A unit can attack an object only if it receives the Attack Any Enemy order. A commander might issue this order to make a unit tear down a barrier, kick in a door, or destroy some other object that she deems worth the effort.

SUNDERING A FOE'S EQUIPMENT

Sundering requires a melee attack and provokes an attack of opportunity from the defender.

Individual Versus Individual: When a sunder attempt involves two individuals, resolve the action exactly as described in the *Player's Handbook*.

Individual Versus Unit: When an individual makes a sunder attempt against a unit, resolve the attempt as you would between two individuals, except that the whole unit makes an attack of opportunity against the individual. If the latter survives (see Units Attacking Independent Individuals, page 23), each of the two combatants makes a normal attack roll. Refer to Table 3–4, using the unit's attack roll result as its Armor Class, to find the number of

hits scored. The individual can strike one object for each hit and deals normal damage to each object struck. She can strike one object multiple times, or a different object with each hit, or choose some other distribution of hits, as she prefers.

Unit Versus Individual: When a unit makes a sunder attempt against an individual, the defender makes one attack of opportunity against the unit, using Table 3–4. Thereafter, each of the two combatants makes a normal attack roll. Refer to Table 3–3 or 3–4 as appropriate for the defender, using her attack roll result as her Armor Class, to find the number of hits. The unit hits the target object once for each hit it scores, rolling damage for each hit as though against an individual creature.

Unit Versus Unit: When one unit makes a sunder attempt against another, each makes a normal attack roll, and each uses the opponent's result as the defender's Armor Class on Table 3–3. Each unit strikes one object for each hit scored, rolling damage as though against an individual creature for each hit.

UNITS ATTACKING UNATTENDED OBJECTS

Resolve attacks by units against unattended objects less than 20 feet long using the same procedure as for unit attacks against individuals (see page 23). Use Table 3–4 to determine the number of hits the unit scores on the object, subtracting one hit for every 2 points of its hardness (rounded down).

If the target object is 20 feet long or more, the unit attacks using Table 3–3, just as if the defender were another unit. Divide any hits the unit scores evenly among all the 10-foot sections of the object that are in melee contact with the unit. Apply the hit reduction described above for the object's hardness after dividing up the hits.

The unit may also try to attack only one 10-foot section of such an object. In this case, the unit uses Table 3–4 to determine the number of hits it scores against the object, unless the unit's space is 10 feet or less (Diminutive or Tiny creatures).

BULL RUSH

Thanks to the ground scale used for unit battle, the bull rush action as described in the *Player's Handbook* isn't very useful in unit combat. A unit can't usually move its foe far enough to force it out of a square.

ORDERS FOR BULL RUSH

A unit can use a bull rush only when it receives the Attack Any Enemy order.

BULL RUSHES ON THE BATTLEFIELD

To make a bull rush, a combatant must be in melee contact with its foe or able to move into melee contact with its foe. As in individual combat, a bull rush is a standard action that provokes an attack of opportunity from the defender. A combatant can also bull rush as part of a charge.

Individual Versus Individual: Resolve a bull rush between two individuals exactly as described in the *Player's Handbook*.

Individual Versus Unit: Only an individual at least two size categories larger than the creatures in a unit can bull rush it. The attack-

er provokes an attack of opportunity from the whole unit (see Units Attacking Independent Individuals, page 23) in so doing. If the individual survives, the two combatants make opposed Strength checks as normal, except that the unit gets a +8 bonus (in addition to the usual +2 bonus that a unit gets when making an ability check), and an additional +4 bonus if the majority of the creatures in it have four or more legs or are exceptionally stable. Also apply the normal bonus for the size of the creatures in the unit to this check.

Unit Versus Individual: A unit can attempt to bull rush any individual, regardless of relative size. Follow the procedure described above, except that the unit gains a +16 bonus on the opposed Strength check.

Unit Versus Unit: Resolve a bull rush between two units as though they were individuals, using Table 3–3 for both attack rolls.

BATTLEFIELD USES FOR BULL RUSH

A successful bull rush pushes a foe out of melee contact with another combatant, provided that the latter does not choose to move with the foe. A successful bull rush also forces a foe balancing on the edge of a precipice or at the edge of a water feature (see Nonstandard Movement, page 30) to make a new Climb or Swim check to avoid falling or going underwater.

A combatant that makes a successful bull rush and decides to move with the foe can push the opponent back a square if it wins the opposed check by at least 50 points.

CAVALRY UNITS AND MOUNTED COMBAT

Any unit of creatures that rides into battle on mounts is a *cavalry unit*. Such a unit functions like a mixed unit except as noted below.

Number of Creatures: A cavalry unit consists of a number of riders and an equal number of mounts. For example, a unit of 10 goblin worg riders consists of 10 worgs and 10 goblins riding them. The mounts may be either combatants or noncombatants (see Mounts for Cavalry Units, page 52).

Attacks: Riders and mounts in a cavalry unit keep their attack bonuses separate. When a cavalry unit attacks, the riders and mounts attack separately. If the mounts are noncombatants, only the riders can attack. Use the average attack bonus for the riders and the average attack bonus for the mounts, as appropriate, for their attacks.

Armor Class: Use the average Armor Class of the riders and mounts. If the mounts are noncombatants, use only the riders' average Armor Class.

Hit Points: Riders and mounts in a cavalry unit keep their hit points separate. Arrange the damage factors on a cavalry unit sheet in pairs, one for the mount and one for the rider. In each pair, put the creature with the most damage factors first. If the mounts are noncombatants, the riders must take all damage from melee or ranged attacks.

Height: Use the mounts' height. If mounts are Large or larger, use the "tall" height for the mount's size category.

Speed: Use the mounts' average speed.

Space and Reach: Use the mounts' average space. Use either the riders' or the mounts' average reach, whichever is longer, if both can attack. If the mounts are noncombatants, use the riders' reach.

Special Attacks: A cavalry unit has whatever special attacks the riders and mounts in it have. The riders and mounts use their special attacks separately.

Special Qualities: A cavalry unit has whatever special qualities the riders and mounts in it have. The riders and mounts use their special qualities separately.

Saving Throws: Riders and mounts in a cavalry unit save separately against effects that require saves, using the average saving throw bonuses for each. In some special cavalry units (such as a unit of paladins with their bonded mounts), the mount can use any of the rider's base saving throw bonuses that are better than its own.

Abilities: Riders and mounts in a cavalry unit keep their ability scores separate. When the unit makes an ability check, it uses either the riders' or the mounts' average ability score, whichever is better for the unit.

Skill: Riders and mounts in a cavalry unit keep their skill modifiers separate. When the unit makes a skill check, it uses either the riders' or the mounts' average skill modifier, whichever is better for the unit.

Feats: A cavalry unit has whatever feats the riders and mounts in it have. The riders and mounts use their feats separately.

MOUNTS FOR CAVALRY UNITS

Creatures can serve as mounts for cavalry if they are at least one size category larger than their riders. All mounts require at least some training to carry riders (see the Handle Animal skill description in the *Player's Handbook*).

Fighting Mounts: A mount with an Intelligence score of 3 or better can fight along with its rider in a battle. A unit composed of riders with fighting mounts packs a double punch. A mount with an Intelligence score of 2 or lower generally does not fight along with its rider unless it is carnivorous (such as a riding dog) or has received special training for war (such as a warhorse or warpony).

Treat fighting mounts as full members of the unit, allocating them hits from melee or ranged attacks just as you would any other members of the unit. When a cavalry unit is subject to an area attack (such as an area spell), however, use the mounts' size to determine how many unit members it affects (see Table 4–2). When an area attack affects a mount, it affects its rider, too.

Noncombatant Mounts: A mount with an Intelligence score of 1 or 2 that is not carnivorous or has received no special training for war merely carries its rider around the battlefield. The rider usually dismounts before entering combat.

For the purpose of melee and ranged attacks, treat noncombatant mounts as equipment. Allocate hits from melee and ranged attacks only against the riders; the mounts do not absorb this damage. If it ever becomes important to track casualties among a unit's noncombatant mounts, assume that each mount takes about one-quarter as much melee or ranged damage as its rider does. For example, if a cavalry unit takes eight hits in melee, its noncombatant mounts take two hits. Do not deduct this amount from the damage the riders take; consider it as extra, separate hits. Treat noncombatant mounts as fighting mounts when area attacks strike the unit.

RIDERS FOR CAVALRY UNITS

To serve as a rider in a cavalry unit, a creature must have at least a +3 modifier on Ride checks. This modifier can stem from 3 ranks of Ride, a +3 Dexterity bonus, or some combination of factors that adds up to +3.

MOUNTED UNIT COMBAT

Riders and their mounts occupy the same space on the battlefield. Use the mounts' space for both. Any attack that can reach the mounts can also reach their riders.

A cavalry unit moves as a single entity using the mounts' speed, and any move action the riders or the mounts use counts as a move action for the whole unit (except for ranged attacks the riders might make or spells they might cast; see below).

Controlling Combatant Mounts: The riders in a cavalry unit need not make Ride checks to control their mounts or fight from their backs.

Controlling Noncombatant Mounts: When a cavalry unit equipped with noncombatant mounts begins its turn in melee contact with an enemy unit, or with an enemy individual at least two size categories larger than the mounts, the unit must make a successful Ride check (DC 20) to control the mounts. Make one check for the unit using the average Ride bonus for the riders. If the check succeeds, the unit uses a move action to control the mounts and can take either another move action or a standard action this round. If the check fails, the riders use a double action to control their mounts and can take no other action except to adjust position during the round.

As soon as a cavalry unit equipped with noncombatant mounts comes into melee contact with an enemy unit, or with an enemy individual at least two size categories larger than the mounts, the unit must make a successful Ride check (DC 20) to control the mounts. Use the riders' average Ride check, as noted above. If the check succeeds, the unit can complete the turn normally. Otherwise, the unit's turn ends and the riders can take no further actions (not even making attacks of opportunity) until the unit's next turn.

Mounted Melee Combat: A cavalry unit in melee combat gains a +1 bonus on melee attack rolls against opponents on foot, provided those opponents are at least one size category smaller than the unit's mounts.

A cavalry unit equipped with lances deals double damage if it charges. Roll normally on Table 3–3 and double your weapon damage modifier. A charging cavalry unit also gains benefits to its morale checks (see Table 3–17 on page 55).

Mounted Ranged Combat: A cavalry unit can make a normal ranged attack as a standard action when it moves, provided that the riders are on their mounts. If it makes a double move, it can still make a single ranged attack at a –4 penalty, and if it runs, it can still make a single ranged attack at a –8 penalty. In either case, the riders must be on their mounts and make the attack when the unit has completed half its move.

Casting Spells While Mounted: A cavalry unit can cast spells normally if it makes a single move. It can also do so in conjunction

with a double move by making a Concentration check (DC 10 + spell level), using the unit's average Concentration modifier. If the unit fails the check, its spellcasters lose the spell. Riders can cast spells while their mounts are running if the unit succeeds at a Concentration check as noted above, except that the DC rises to 15 + spell level.

Eliminating Riders or Mounts: A cavalry unit loses riders and mounts in the normal manner. Mounts that lose their riders keep pace with the rest of the unit. Riders who lose their mounts simply hitch rides with their compatriots.

DISARM

It's possible to use the disarm action in unit combat, but it's seldom worth the effort, since picking up a dropped item is a free action that doesn't provoke an attack of opportunity.

ORDERS TO DISARM

A unit can make a disarm attempt only if it receives the Attack Any Enemy order.

DISARMING A FOE

This action is a melee attack that provokes an attack of opportunity from the defender.

Individual Versus Individual: When a disarm attempt involves two individuals, resolve the action exactly as described in the *Player's Handbook*.

Individual Versus Unit: When an individual makes a disarm attempt against a unit, resolve the attempt as you would between two individuals, except that the whole unit makes an attack of opportunity against the individual. If the latter survives (see Units Attacking Independent Individuals, page 23), each of the two combatants makes a normal attack roll. Refer to Table 3-4, using the unit's attack roll result as its Armor Class, to find the number of hits scored. The attacker disarms one creature in the unit for each hit, but each hit the unit made during its attack of opportunity negates one of the attacker's hits.

Unit Versus Individual: When a unit makes a disarm attempt against an individual, the defender makes one attack of opportunity against the attacker, using Table 3-4. Thereafter, each of the two combatants makes a normal attack roll. Refer to Table 3-3 or 3-4 as appropriate, using the individual's attack roll result as its Armor Class, to find the number of hits. The unit disarms the individual if it scores at least one hit, but each hit the defender made during the attack of opportunity negates one of the attacker's hits.

Unit Versus Unit: When one unit makes a disarm attempt against another, the defender makes one attack of opportunity against the attacker, using Table 3-3. Thereafter, each makes a normal attack roll, and each uses the opponent's result as the defender's Armor Class on Table 3-3. Each unit disarms one creature in the enemy unit for each hit scored, but each hit the defender made during the attack of opportunity negates one of the enemy's hits (in addition to damaging the attacker).

GRAPPLE

Combatants seldom resort to wrestling on the battlefield, but they can try it if they want to.

ORDERS TO GRAPPLE

A unit can attempt a grapple only when it receives the Attack Any Enemy order.

GRAPPLING ON THE BATTLEFIELD

To make a grapple attempt, a combatant must be in melee contact with its foe or able to move into melee contact with its foe. As in individual combat, a grapple is a melee attack that provokes an attack of opportunity from the defender.

Individual Versus Individual: When a grapple attempt involves two individuals, resolve the action exactly as described in the *Player's Handbook*.

Individual Versus Unit: When an individual makes a grapple attempt against a unit, resolve the attempt as you would between two individuals, except that the whole unit makes an attack of opportunity against the individual. If the latter survives (see Units Attacking Independent Individuals, page 23), the individual makes a melee touch attack using Table 3-4 to grab the opponent. If the individual scores at least one hit, he grabs one creature in the unit, but each hit the unit made during its attack of opportunity negates one of the attacker's hits (in addition to damaging him).

If the individual manages to grab an opponent, he can try to establish a hold if the creature is no more than one size category larger than he is. To do so, he must win an opposed Strength check against the enemy unit, just as in individual combat. If the individual establishes a hold, he has one creature from the enemy unit in his grasp. The attempt to establish a hold automatically fails if the defender is two or more size categories larger than the attacker.

Unit Versus Individual: When a unit makes a grapple attempt against an individual, the defender makes one attack of opportunity against the unit using Table 3-4. Thereafter, the unit makes a melee touch attack using Table 3-3 or 3-4, as appropriate for the defender. If the unit makes at least one hit, it grabs the individual, but each hit he made during his attack of opportunity negates one of the unit's hits (in addition to damaging the attacker).

Unit Versus Unit: When one unit makes a grapple attempt against another, resolve the attempt exactly as though it were a unit against an individual, except use Table 3-3. One attacker grabs one defender with each hit. Each hit the defender makes during the attack of opportunity negates one of the enemy's hits (in addition to damaging the attacker).

GRAPPLE RESULTS ON THE BATTLEFIELD

Once one combatant establishes a hold on another, any further grapple checks they make are resolved as if they were between individuals, according to the rules in the *Player's Handbook*. Also as noted there, anyone attacking the grapplers has an equal chance to damage either of them.

SNEAK ATTACKS

Sneak attacks work on the battlefield in much the same way as they work in individual combat. A combatant is vulnerable to sneak attacks only when flat-footed, flanked, or denied its Dexterity bonus to Armor Class against the attacker's melee attacks. Ranged sneak attacks are possible only when the attacker is in melee contact with the defender.

A combatant making a sneak against a unit deals one extra damage factor per die of sneak attack damage, provided that the attack dealt at least one damage factor on its own. Against an individual, a unit deals sneak attack damage with each hit scored.

SPLASH WEAPONS

A splash weapon is a thrown weapon (see page 26) that breaks apart on impact, splashing or scattering some damaging substance all over the foe. When a unit attacks with a splash weapon, it makes a ranged touch attack on Table 3-3 or 3-4, as appropriate. An extra +4 bonus applies to the attack roll to account for the effects of the splash.

TRIP

Tripping is not a favored battlefield tactic, but it can be useful for slowing down foes that prove difficult to attack in more conventional ways.

ORDERS TO TRIP

A unit can attempt to trip only when it receives the Attack Any Enemy order.

TRIPPING A FOE

This action is a melee attack that provokes an attack of opportunity from the defender unless the attacker uses a weapon capable of making trip attacks.

Individual Versus Individual: When a trip attempt involves two individuals, resolve the action exactly as described in the *Player's Handbook*.

Individual Versus Unit: When an individual makes a trip attempt against a unit, resolve the attempt as you would between two individuals, except that the whole unit makes an attack of opportunity against the individual. If the latter survives (see Units Attacking Independent Individuals, page 23), she makes a melee touch attack against the unit using Table 3-4. She can then attempt to trip one creature in the unit for every hit scored. Resolve the individual trip attacks normally.

Unit Versus Individual: When a unit makes a trip attempt against an individual, the defender makes one attack of opportunity against the attacker, using Table 3-4. Thereafter, the unit makes a melee touch attack using Table 3-3 or 3-4, as appropriate for the number of defenders (regardless of their size). The unit gets one chance to trip the individual for each hit it scores. Resolve the individual trip attacks normally.

Unit Versus Unit: When one unit makes a trip attempt against another, resolve the attempt exactly as though it were a unit against an individual, expect that the attacker uses Table 3-3.

TRIP RESULTS ON THE BATTLEFIELD

When a combatant makes a trip attempt against a unit, the attempt is likely to succeed against some creatures in the unit (leaving them prone) and not against others. If less than half the unit is prone, the tripped creatures can stand up as a free action (because their comrades help them to their feet) upon the unit's next activation. Resolve any attack made against the unit before the prone creatures stand up as though the whole unit were standing.

If more than half of the creatures in the unit are prone, the unit must use a move action upon its next activation to stand up again. Resolve any attack made against the unit before the prone creatures stand up as though the whole unit were prone.

MORALE

A unit on the battlefield can function only as long as its collective self-confidence holds up. A single creature whose courage fails may still soldier on, its spirits buoyed up by the presence of its comrades. As a unit suffers casualties, however, more and more of its creatures are likely to lose heart, and fewer stalwarts remain to keep the unit in action.

WHEN TO CHECK MORALE

A unit checks morale whenever any of the following circumstances arise.

- The unit takes damage in combat or from a spell. Make one check for each enemy combatant that damages the unit, and record all damage from that enemy before making the check.
- The unit takes damage from terrain. Make one check immediately when this occurs.
- The unit is the subject of a charge attack by creatures larger than its own members (one size category larger if the attacker is a unit, or two size categories larger if it is an individual). Make one check immediately before the charging foe makes melee contact.
- Any commander assigned to the unit (a hero commander serving with it, or the subcommander in charge of its subcommand, or the commander-in-chief of its division) dies or falls unconscious within the unit's line of sight. Make one check upon the unit's first activation after this event.
- The unit is routing (see page 56) when activated. Make one check upon activation.

COMMANDERS AND HEROES

Commanders and heroes do not check morale. A hero might, however, need to make an opposed morale check from time to time. To make such a check, roll 1d20 and add the hero's Hit Dice plus his Charisma modifier (not Wisdom modifier, as for a unit).

UNITS THAT DO NOT CHECK MORALE

Units containing creatures without Intelligence scores, and units that contain creatures immune to fear effects or to mind-affecting effects (such as undead) do not check morale. Such units may, however, need to make opposed morale checks from time to time. To make such a check, roll 1d20 and add the Hit Dice of the majority

of creatures in the unit (or the highest Hit Dice if no majority exists) plus its average Charisma modifier (calculated in the same manner as average Strength modifier; see page 16).

HOW TO CHECK MORALE

To make a morale check, roll 1d20 and add the unit's morale bonus (see page 19). Most morale checks are opposed checks, but some have set DCs. All morale checks are subject to the modifiers shown in Table 3-17.

TABLE 3-17: MORALE MODIFIERS

Circumstance	Modifier
Any commander or hero with the unit ¹	+1
Each creature eliminated from the unit	-1
Unit on higher ground ²	+1
Unit charging	+1
Unit set versus charge	+2
Unit has received the Bolster Morale order this turn ³	+2
Unit has received the Embolden Unit order this turn	Varies ⁴

1. Apply the bonus only once, no matter how many commanders or heroes are with the unit. This bonus stacks with the one from the Bolster Morale order.
2. This bonus applies when the unit is in melee combat and is at a higher elevation than all foes in melee contact with it.
3. This bonus applies from the time the unit receives the order until its activation the next round.
4. The commander giving the order makes a command check, and the unit uses either this check result or its own morale check result, whichever is higher. The +2 bonus from the Bolster Morale order applies to the command check, but the commander making the check does not apply a +1 bonus for being with the unit. Any bonus for another commander or hero with the unit does apply to the command check, however.

MORALE CHECK DCs

The DC for a morale check depends on the reason that the unit must check morale, as detailed in the following sections.

DAMAGE IN COMBAT OR FROM A SPELL

When a unit takes damage in combat or from a spell, the combatants make opposed morale checks. If the unit that took the damage loses, it suffers consequences depending on how badly it lost, according to Table 3-18.

When a single enemy combatant makes multiple attacks against the unit, resolve all its attacks before checking morale. When multiple foes attack the unit, make a morale check after resolving each foe's attacks.

TABLE 3-18: LOSING AN OPPOSED MORALE CHECK

Winner's Morale Check Result Is ...	Consequence to Loser
Higher than the enemy's, but not twice the enemy's	Fall back, +50 feet
At least twice the enemy's, but not three times the enemy's	Fall back, then one move
Three times the enemy's or more	Fall back, then rout a double move

Fall Back, +50 Feet: The unit adjusts position (see page 33) directly away from the enemy.

A loser facing the enemy across the side of a square moves straight back across the opposite side of the square. A loser facing the enemy across the corner of a square moves diagonally back across the opposite corner. In either case, the loser then moves another 50 feet away from the enemy.

If the unit cannot stop in the space it occupies after moving back, it must continue moving away from the enemy until it reaches a space where it can stop.

If the adjustment and extra 50 feet of movement take the loser through a space that is impassable to it, the unit must instead move away from the enemy along a path that increases its distance from that enemy without ever closing the gap. If such a path isn't available, the loser moves as far away as it can, stops, and immediately loses one creature (a wounded creature if it has one).

Fall Back, Then One Move: The unit adjusts position directly away from the enemy, as noted in the previous entry. It then makes a single move along a path that takes it as far as possible from the enemy. The retreating unit can maneuver around terrain or impassable spaces, but it cannot move back toward the enemy while so maneuvering.

Fall Back, Then Rout a Double Move: The unit is routing (see Unit Routing, next page). It begins by adjusting position directly away from the enemy, as noted in the previous entries. It then makes a double move along a path that takes it as far as possible from the enemy. The routing unit can maneuver around terrain or impassable spaces, but it cannot move back toward the enemy while so maneuvering.

Commanders and Heroes: A commander with a unit that falls back or routs must do the same, remaining with the unit in the process. A hero (or hero commander) with the unit can stay behind in the square that the unit left, if she likes. If the unit occupied more than one space, the hero can remain behind in any square that the unit occupied just before its departure.

DAMAGE FROM TERRAIN

When a unit takes damage from terrain, the morale check DC is 15. A unit that fails the check stops moving and immediately returns to the last square it passed through without taking damage.

SUBJECT OF A CHARGE ATTACK

A unit subjected to a charge attack by a unit of creatures at least one size category larger than its own members (or by an individual at least two size categories larger than its own members) makes a morale check exactly as though it had taken damage from the charging enemy, with the same consequences for failure. Make this check immediately before the charging unit makes melee contact.

If a failed check forces the defender to move back, the charging unit can (at the controlling player's option) pursue the defender, provided that it has not already moved more than twice its speed this turn. If the charging enemy has enough movement to make melee contact with the defender, the latter must check morale again, and the process repeats until either the defender stands firm or the attacker does not pursue.

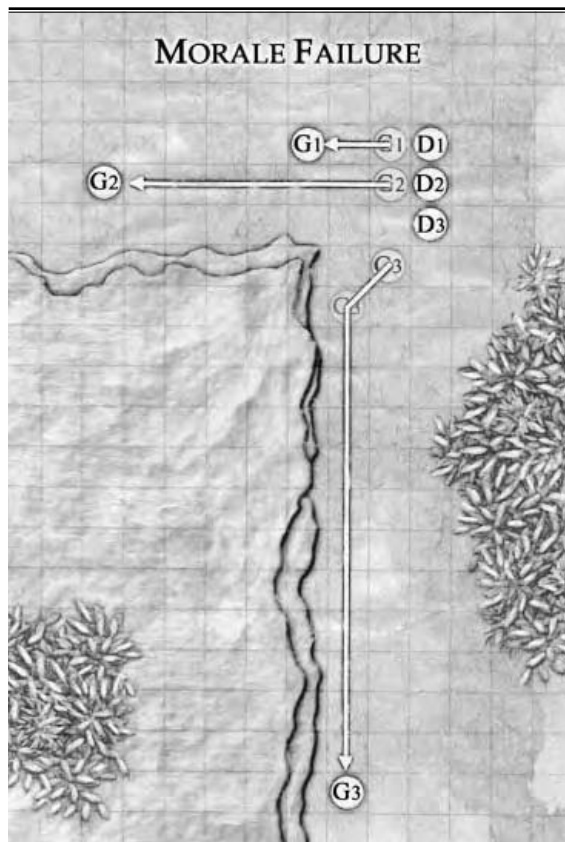


Diagram 9: Morale Failure

Three units of dwarves (D1, D2, and D3) face three units of gnolls (G1, G2, and G3) in melee combat.

If G1 takes damage from D1 it must make a morale check. G1's morale result is a 10 and D1's morale result is a 10; G1 has lost the opposed check, but D1's result is not twice G1's result. G1 must adjust position away from D1, moving straight back, and then a further 50 feet in the same direction.

If G2 takes damage from D2 it must make a morale check. G2's morale result is an 8 and D2's morale result is a 17; G2 has lost the opposed check, and D2's result is more than twice G2's result (but not three times G2's result), G2 must adjust position away from D2, moving straight back, and then must make a single move (300 feet) in the same direction.

If G3 takes damage from D3 it must make a morale check. G3's morale result is a 3 and D3's morale result is a 12; G3 has lost the opposed check, and D3's result is more than three times G3's result. G3 must adjust position away from D3, moving back along the diagonal (because the two units face each other across the corner of a square), and then must make a double move (600 feet) in the same direction. A cliff, however, blocks G2's movement. The routing unit must change direction to complete its rout. It cannot move to the left because that would take it closer to D2, so it moves to the right instead.

UNIT ROUTING

A unit that routed during its previous turn must check morale immediately upon activation. The morale check DC is 15.

If the check succeeds, the unit rallies (recovers from the rout) as a move action. It can then take another move action or a standard action to finish its turn.

If the check fails, the unit must rout a double move once again, moving directly away from the enemy that originally caused the

rout if that combatant is still in the unit's line of sight, or directly away from the nearest enemy unit in its line of sight if the enemy that caused the rout is not visible. If no enemy unit is in line of sight, the unit moves toward the nearest point on its base line (see page 19).

If a routing unit reaches its base line, it continues moving and leaves the battlefield. It cannot thereafter return to the battle.

Limits on Routing Units: Until it rallies, a routing unit functions as if panicked (see Condition Summary in the DMG), except that its creatures do not drop what they carry. A routing unit cannot attack, cast spells, use special attacks, make attacks of opportunity, provide a flanking bonus to an ally, or do anything else that a panicked creature cannot do. Any enemy that attacks a routing unit gains a +2 bonus on attack rolls, and the routing unit loses any Dexterity bonus to Armor Class.

A commander that has routed along with a unit is also routing. He can take no action except ordering the unit to rally (or assisting with such an order). If the unit fails to rally, the commander again routs along with the unit and cannot take any other actions during the round.

A hero with a routing unit can opt to leave upon the unit's next activation. If she does not leave the unit, she must move along with it, spending a double action to do so. She cannot take any further actions that round except ordering the unit to rally (or assisting with such an order).

INDIVIDUALS ON THE BATTLEFIELD

Thus far, this chapter has primarily discussed units on the battlefield. But individuals can take part in battles, too. In many cases, the individual on the battlefield plays a bigger role in deciding the outcome of the conflict than the units involved.

Any individual involved in a battle can opt to serve as a commander, as a hero, or as both.

COMMANDER

This character directs troops in battle (see Giving Orders, page 35, for details). Commanders spend most of their time either issuing orders or getting into position to issue orders.

Unlike a unit, a commander can act pretty much as he pleases. He can move anywhere on the battlefield that his speed can take him.

HERO

Almost any creature operating on the battlefield that is neither part of a unit nor acting as a commander is a hero. Such a character is not part of any division's command structure. She does not check morale, cannot benefit from orders, and uses Table 3–4 instead of 3–3 for attacking units, but she otherwise functions as if she were a unit consisting of a single creature.

Like a commander, a hero can move anywhere her speed can take her, and she can attack any foe she wishes.

INTELLIGENCE AND HEROES

A creature with an Intelligence score of 2 or lower can function as a hero with a limited range of actions. In general, it functions just like a unit acting without orders, except that it can always move toward its rendezvous point when it has no enemies in line of sight or within 50 feet. (That is, it doesn't have to stand its ground in such a situation, as a unit of unintelligent creatures would.) It may also perform other actions as the DM permits.

Unintelligent creatures can also accompany heroes, commanders, or units into a battle and act as their masters do. For example, the animal companion of a ranger or druid might simply follow its master around the battlefield, attacking when he attacks and defending him as necessary.

HERO COMMANDERS

Many creatures can fill the roles of hero and commander simultaneously. Doing so poses no special limitation on such a creature, except for the time it spends (if any) issuing orders each battle round, and any time it spends training with the unit or units under its command before a battle.

CREATURES SEPARATED FROM THEIR UNITS

A creature may become separated from its unit. Most often, this situation occurs because the creature has become incapacitated, and the unit has simply moved on.

AN INDIVIDUAL'S LOCATION ON THE BATTLEFIELD

An individual can function on her own, or she can join an allied unit.

INDIVIDUALS ON THEIR OWN

Place a marker on the battlefield for every individual functioning alone. Such an individual occupies a single square unless its space is greater than 100 feet.

Units allied with the individual can pass through his square and even stop in it, if desired. Enemy units can also pass through the individual's square and stop there (provided that the individual is not too large; see below), but he can make an attack of opportunity against an enemy unit before it enters. Upon entering the square, the enemy unit can simply ignore the individual and move through the square as if it were unoccupied. Alternatively, it can attempt an overrun against the individual (see page 41) or make a melee attack against him. A unit making a melee attack against an enemy individual in the same square automatically flanks him.

Very Large Individuals: If an individual is three or more size categories larger than the creatures in an enemy unit, the latter cannot enter the individual's square unless it attempts an overrun.

Attacking an Independent Individual: When an individual has not joined a unit, any enemy combatant that can aim an attack

into the square he occupies can attack him (see Individuals in Unit Combat, page 58).

INDIVIDUALS WITH UNITS

An individual can join an allied unit whose members are no more than two size categories larger than herself by entering one of the squares the unit occupies. If such an allied unit stops in the individual's square, she automatically joins the unit.

An individual who joins a unit immediately becomes indistinguishable from it. If that individual is a commander, she still retains line of sight to units under her command, so long as the unit she has joined remains visible and in line of sight. The players controlling the individual and the unit should record the individual's presence and location (square occupied) within the unit, then remove her marker from the battlefield. The individual can move to any square the unit occupies for free as part of any move action the unit makes, and she can leave a unit upon either its next activation or her own.

Movement: An individual who has joined a unit moves with it, using the unit's speed, even if she is slower or the unit is using a nonmagical mode of movement that she doesn't have (such as flight, swimming, or burrowing). The troops in the unit simply help the individual along as needed. She doesn't share any magical modes of movement (such as teleportation) or any special qualities (such as the ability to breathe water) that the unit may have unless its creatures can share those abilities with others. For example, a hero who joins a unit of centaurs can move at the centaurs' land speed of 500 feet. A hero who joins a unit of merfolk can swim at the merfolk's swim speed of 500 feet but does not gain the ability to breathe water.

Very Large Individuals: An individual cannot join a unit whose members are three or more size categories smaller than herself. She and the unit can occupy the same squares (see Big and Little Creatures in Unit Combat, page 48), but she cannot blend in with the unit.

Attacking an Individual That Has Joined a Unit: An individual who joins a unit becomes more difficult to attack because the troops in the same square tend to shield her (see Individuals in Unit Combat, next page, for details).

Why Special Rules for Individuals?

Individuals require some special handling under unit combat rules, because they are not collective entities the way units are. Also, they're not as big as units, and they can act without worrying about what all the other creatures in the unit are doing.

Special rules for individuals also allow player characters, important NPCs, and very powerful monsters more freedom to act in a heroic manner, so that they can have an appropriate impact on the battle.

What Can They Do in Unit Battles?

Individuals can fill several roles in a unit battle. The most important roles available to them are commanders and heroes.

Serve as Commanders: A PC, NPC, or monster can serve as a commander-in-chief, subcommander, or hero commander.

Serve as Heroes: A PC, NPC, or monster can function on its own, more or less acting like a very powerful, independent unit.

INDIVIDUALS IN UNIT COMBAT

Individuals can attack enemy units, and vice versa. Except as noted below, combat between units and individuals follows the same rules as combat between units.

DAMAGE TO INDIVIDUALS

Whenever an individual takes damage in a battle (whether from another individual or from a unit), roll the damage normally for the weapon and wielder involved. For example, if a unit of greataxe-wielding orcs scores five hits against a hero in battle, he takes 5d12 points of damage (plus any damage bonuses the orcs gain from Strength, weapon enhancements, or other sources).

DEATH AND DYING FOR INDIVIDUALS

When an individual reaches 0 or fewer hit points, refer to the Death and Dying section in Chapter Eight of the *Player's Handbook*.

DISABLED INDIVIDUALS

An individual with exactly 0 hit points is disabled, as noted in the *Player's Handbook*. She may take only one standard action or one move action each battle round. Strenuous activity further damages her.

DYING INDIVIDUALS

An individual with -1 to -9 hit points is unconscious and dying. Upon reaching that state, she suffers no further ill effects during the current battle round. Allies who render first aid or magical healing before her activation on the following round can stabilize her, or even restore her to consciousness and full capability. A single attempt to render first aid is a free action for any combatant. If the first attempt fails, the combatant can try again up to four times as a standard action, or up to 10 times as a double action.

An individual who is dying when activated may make up to 10 checks for stabilization. Regardless of the actual number of checks made, this process consumes her entire turn.

INDIVIDUALS ATTACKING UNITS

Individuals use Table 3-4 to make both melee and ranged attacks against units.

INDEPENDENT INDIVIDUALS

An individual who has not joined a unit can attack any enemy combatant that is adjacent to his square (for melee attacks) or within range of his square (for ranged or spell attacks). Use Table 3-4 to resolve the individual's attacks against enemy units, and resolve his attacks against enemy individuals as described in the *Player's Handbook*.

INDIVIDUALS WITH UNITS

An individual who is part of a unit that is in melee contact with an enemy unit must attack independently, using Table 3-4. If the individual's unit occupies more than one square, he must occupy a square adjacent to the foe he wishes to attack. If the individual's unit is in melee contact with more than one enemy unit, the individual must go to a square adjacent to the enemy he wishes to attack.

An individual can make a ranged attack from anywhere within a unit. However, if his unit occupies more than one square and its creatures are the same size category as or larger than the target, the unit itself provides soft cover for the target if the attack passes through one of its squares.

UNITS ATTACKING INDEPENDENT INDIVIDUALS

INDIVIDUALS

As noted earlier, an individual that has not joined a unit is subject to attack from any enemy that can aim an attack into her square. See Attacks and Damage in Unit Combat (page 23) for details on resolving such attacks.

UNITS ATTACKING INDIVIDUALS WHO HAVE JOINED UNITS

WHO HAVE JOINED UNITS

As noted earlier, an individual that has joined a unit gains some protection against attacks.

RANGED ATTACKS

An individual who has joined a unit is immune to ranged attacks and to most spells while he remains with the unit. Area spells that affect the whole square the individual occupies can affect him, but other spells do not.

MELEE ATTACKS

An individual who has joined a unit is immune to melee attacks from enemy units unless he has made a melee attack from within the unit. Any enemy unit that the individual has attacked can make melee attacks against him, provided that it is still in melee contact with his unit and still adjacent to his square. Other enemy units that begin their turns in melee contact with the individual's unit and adjacent to both his square and that of the unit he attacked can also make melee attacks against him.

The attacking unit makes a full attack against the individual's unit using Table 3-3 but takes a -4 penalty on those attacks. It also makes a single free melee attack against the individual using Table 3-4, but he gains a +4 Armor Class bonus against this attack.

If more than one individual shares the target's square and is vulnerable to attacks from the same enemy unit, the latter must attack all of them simultaneously, just as if it were attacking several independent individuals in the same square. When multiple individuals have joined a unit that occupies more than one square, and they

occupy different squares within the unit's space, the attacking unit can choose which square to attack, though it can still target only those individuals who are vulnerable to its melee attacks, as described above.

DESTRUCTION OF AN INDIVIDUAL'S UNIT

Whenever a ranged or melee attack from any source eliminates all the other creatures in a unit that an individual has joined, he also might take some damage.

If the attack dealt just enough damage factors to eliminate all the other creatures in the unit, the individual takes no damage and becomes an independent individual on the battlefield. If the attack dealt more damage than necessary to eliminate all the other creatures in the unit, the excess hits carry over to the individual. If he has a higher Armor Class than the other creatures in the unit had, there is a chance equal to 5% times the difference in Armor Classes that each of the excess hits misses him (check once for each hit). For example, a fighter with an Armor Class of 20 joins a unit with an Armor Class of 15. The Armor Class difference is 5 points. If an enemy wipes out the rest of the unit with a melee attack and there are three hits left over, each of those hits has a 25% ($5\% \times 5$ points of difference) chance to miss the fighter. Those that do not miss deal damage against the individual in the usual manner.

If more than one individual is with the destroyed unit, divide any excess hits as equally as possible among them, allocating any odd hits to those with lower Armor Classes. Then check for any misses that might occur based on each individual's Armor Class, as noted above.

UNIT ATTACKS OF OPPORTUNITY AGAINST INDIVIDUALS

Individuals operating independently provoke attacks of opportunity from enemy units using the same rules that units do (see page 21). Resolve an attack of opportunity against an independent individual as noted in the Units Attacking Independent Individuals section.

Individuals operating with units are not subject to attacks of opportunity unless they are also vulnerable to melee attacks from the unit making the attack of opportunity. If so, resolve such an attack of opportunity as noted in the Units Attacking Individuals Who Have Joined Units section, above.

INDIVIDUALS ATTACKING OTHER INDIVIDUALS

When two or more individuals operating independently meet on the battlefield, they can fight under the normal d20 rules for individual combat, exchanging one set of attacks per battle round. When individuals operating with units encounter each other, they can direct their attacks against one another or against the units. Attacks directed at an enemy individual do not harm her unit unless they are area attacks or attacks so devastating that they destroy the entire unit (see above). The reverse is also true.

HERO CHALLENGES

When two or more enemy individuals find themselves in adjacent squares, the DM can declare a hero challenge. Such a combat works just like a regular encounter between individuals.

First, the DM draws a separate map for the challenge at the usual d20 combat scale of 1 square per 5 feet, basing it on the terrain in the squares that the two individuals occupy. It should depict their squares, plus as many squares adjacent to them as the DM cares to add. Any creatures in those squares can enter the challenge as additional individuals involved in the encounter. It is useful to mark the edges of the original 50-foot battlefield squares on the challenge map, to help the DM determine everyone's position on the battlefield when the challenge ends.

A hero challenge interrupts the normal flow of events in a battle round. Consider it part of the current battle round and resolve it as soon as it occurs.

A hero challenge runs in six-second rounds, just as combat in a regular d20 game does. The normal rules for d20 combat prevail during the challenge. If an individual leaves the challenge map, the DM can either declare that she has fled the challenge or add extra space to the challenge map (possibly bringing in additional creatures from the main battle in the process). If any magical effects extend off the challenge area, either ignore them or map out additional space and determine the consequences accordingly.

A challenge lasts a maximum of 10 rounds. At that time, all the participants return to the main battle in whatever state they were in when the challenge ended, and the main battle resumes at the point where the hero challenge interrupted it.

See the diagram on the next page for more information.

Experience Awards for Battles

A hero or commander can earn experience for participating in a battle in much the same manner as she would earn experience for encounters during an adventure.

To determine XP awards, simply keep track of the creatures the character defeats or helps to defeat. A creature counts as defeated if it either falls in combat or routs off the battlefield. A character who does something to contribute to a foe's defeat (such as attacking it, protecting someone else who casts spells at it, or otherwise taking part in some action that leads to its downfall) has helped to defeat it.

Divide all such XP awards by 10 to reflect the role that the units accompanying the character onto the battlefield play in protecting her. In most cases, all the heroes and commanders in a division should share all the experience awards that any single individual earns, though the DM may decide to limit that sharing to all the individuals within a single subcommand or attached to a single unit.

In addition, every commander and hero on the winning side in a battle should receive a story award for the victory. A good rule of thumb for such awards is to grant 1/100th of the defeated army's total XP value. Troops in the victorious army should receive one-half of that award.

At the DM's option, the defeated army can receive a smaller award—1/200th of the victorious army's XP value for commanders and heroes, and one-half of that for the troops.

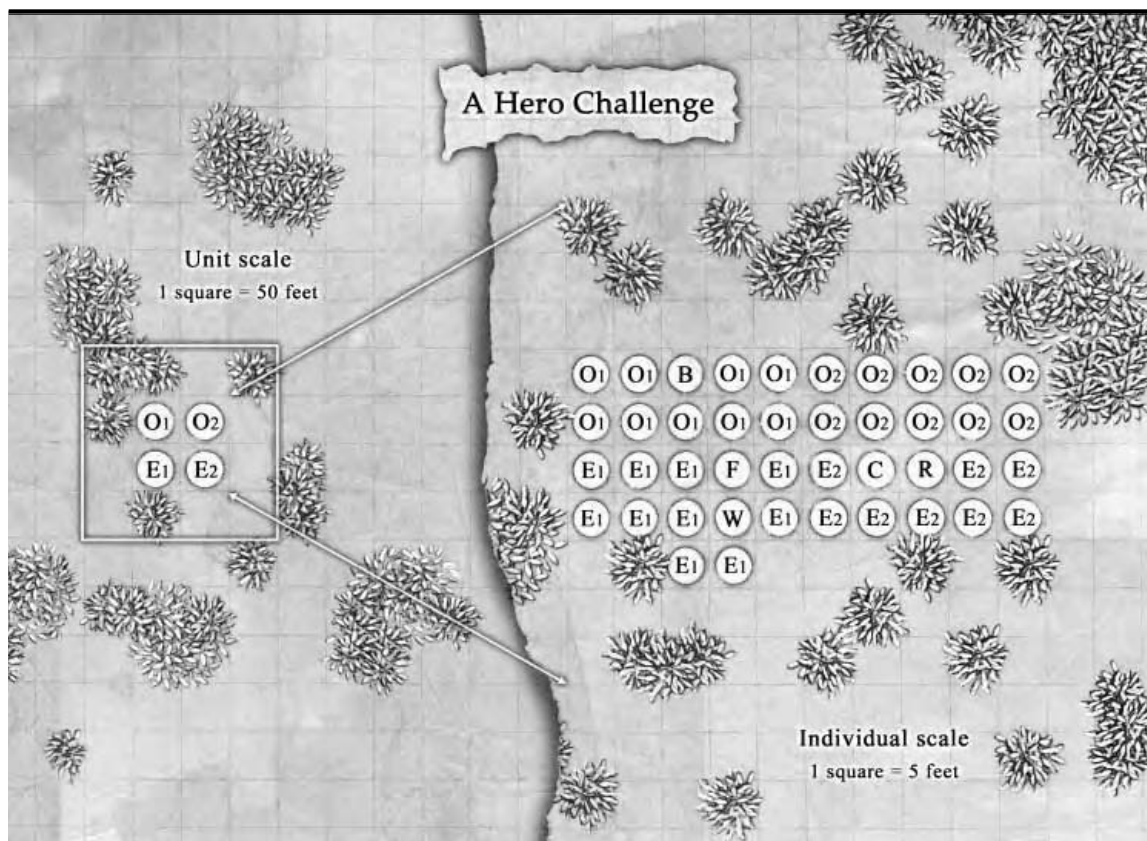


Diagram 10: A Hero Challenge

Two units of orc warriors (O1 and O2) move into melee contact with two units of elves (E1 and E2) in an area covered with medium woods.

The NPC orc barbarian Brughash has joined unit O1. The PCs Fevanjile (a fighter) and Wrowric (a wizard) have joined unit E1. Also, the PCs Cosky (a cleric) and Redrica (a rogue) have joined unit E2. The DM decides a hero challenge is in order.

At the end of the current battle round, the DM halts the action in the unit battle and draws out an area of medium woods 100 feet square. The exact placement of the trees in the woods and the combatants in the challenge is up to the DM (through the Wrowric player has previously stated that the wizard is taking care to keep himself surrounded by elves).

The DM places many trees in the area, keeping them fairly well spaced (because this is a medium woods), then arranges the troops and the characters in two lines across the center of the area, (because the units were in melee contact). Several of the units had taken casualties before the hero challenge, and the DM does not place any of these casualties on the challenge map. There are nine troops from unit O1, Brughash (B), 10 troops from unit O2, 10 troops from unit E1, Fevanjile (F), Wrowric (W), eight troops from unit E2, Cosky (C), and Redrica (R).

Once the challenge map is drawn and all the creatures in the challenge are placed, the DM calls for initiative rolls and runs the challenge just like a regular d20 System encounter.

Once the challenge is over (or 10 rounds pass), the DM resumes the unit battle, but skips over the characters and units involved in the hero challenge, because the action in the challenge represents what they did during that battle round.

TERRAIN AND OBSTACLES

Features of the battlefield, such as trees, gullies, streams, and hills, can affect both movement and combat.

PLACEMENT OF TERRAIN

As DM, you decide the size and location of any feature on the battlefield. It is usually best to place the edge of any feature near a line on the grid, so that it is clear when a unit has entered or touched the feature and when it has not.

If you wish to place features in other ways for aesthetic purposes, you should clearly indicate where on the grid each one actually begins and ends.

TERRAIN CHARACTERISTICS

Many kinds of terrain affect movement or combat in similar ways.

FEATURE HEIGHT

Some features rise far enough above the surrounding terrain to affect combat by providing cover or blocking line of sight. Because most features don't have a completely uniform height above the surrounding terrain (any more than creatures do), they use the same categories for height as creatures use for size: Fine, Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan, and Colossal. To determine a feature's effect on combat, compare its height category to the creature's size category. For the purpose of this comparison, use the next smaller size category for "long" creatures.

Negligible Height: A feature in this category is two or more size categories shorter than a combatant. It has no effect on unit or individual combat.

Low Feature: A low feature is one size category shorter than a unit or individual. A combatant adjacent to a low feature gains cover from it if the feature stands between the combatant and an enemy that cannot see over it (see *Reaching Over Barriers* in *Combat*, below).

High Feature: A feature is high if it is the same height as or taller than a combatant. A high feature provides total cover and blocks both line of sight and line of effect for a combatant, whether the latter is adjacent to it or not.

Kneeling, Sitting, or Prone Creatures: Treat a kneeling or sitting creature as one size category smaller than normal when determining a feature's relative height. Treat a prone creature as two size categories smaller.

BARRIERS

A barrier is a fairly tall battlefield feature, such as a wall or hedgerow. Because barriers tend to be quite narrow, however, their significance to a battle depends entirely on how far they stick up above the ground. Barriers have the same height categories as other terrain features, but their height affects movement and combat differently.

Negligible Height: A barrier in this category is two or more size categories shorter than a combatant, and it has no effect on the latter's movement or combat.

Low Barrier: A low barrier is one size category shorter than a unit or individual. A combatant adjacent to a low barrier gains cover from it if the barrier stands between the combatant and an enemy that cannot see over it (see *Reaching Over Barriers* in *Combat*, below).

A combatant without a climb speed can cross a low barrier by paying an extra square of movement to climb on top of it. A unit or individual with a climb speed can move onto a low barrier at no extra movement cost. Once there, the combatant can continue moving or can stop on the feature.

A unit takes a –2 penalty on attack rolls and Armor Class while it remains atop a low feature. A unit on top of a low barrier cannot claim cover from it, but neither can any enemy that unit attacks.

High Barrier: A barrier is high if it is the same height as or taller than a combatant. A high barrier provides total cover and blocks both line of sight and line of effect for a combatant, whether the latter is adjacent to it or not.

A combatant cannot cross a high barrier unless it has a climb speed or makes a successful Climb check (see *Climbing*, page 63).

Reaching Over Barriers in Combat: Because a barrier's height category depends on its relationship to a unit or individual, two combatants on opposite sides of it might treat its height differently. A taller unit or individual may be able to look or reach over a barrier lower than itself when adjacent to it. Refer to Table 3–19 to determine what effects the barrier has on combat between the two units or individuals. When the taller creature is not adjacent to the barrier, use the barrier height for the smaller unit or creature.

TABLE 3–19: BARRIERS

Barrier Height For Shorter Foe	Barrier Height for Adjacent Taller Foe		
	NEGLECTIBLE	LOW	HIGH
Negligible	Negligible	—	—
Low	Negligible	Negligible	—
High	Low	Low	High

BLOCKED LINE OF SIGHT

Features can block line of sight (see sidebar, page 22) if they are opaque and sufficiently tall. In some cases, a feature blocks line of sight only when it fills several squares between two combatants. Any feature that provides total concealment blocks line of sight.

If you can draw at least one straight line between any part of the attacker's space and any part of the defender's space, and that line does not pass through some obstruction, then the two combatants have line of sight to each other. If no such unobstructed line exists, the attacker and defender don't have line of sight to one another.

Line of Sight and Melee Attacks: A combatant can make a melee attack against an enemy to which it does not have line of sight, but it suffers the miss chance for total concealment (see page 50).

Line of Sight and Ranged Attacks: A unit cannot make a ranged attack against an enemy to which it does not have line of sight unless it receives the Attack Any Enemy order. Even then, the attacking unit suffers the miss chance for total concealment (see page 50).

An individual can make a ranged attack against an enemy to which she does not have line of sight, provided that she can deduce which square the enemy occupies. Even then, she suffers the miss chance for total concealment (see page 50).

Line of Sight and Charges: A unit can't charge an enemy to which it does not have line of sight, even if it receives the Attack Any Enemy order.

An individual can charge an enemy to which she does not have line of sight, provided that she can deduce which square the enemy occupies. Even then, she suffers the miss chance for total concealment (see page 50).

Line of Sight and Attacks of Opportunity: No combatant can make an attack of opportunity against an enemy to which it does not have line of sight.

BLOCKED LINE OF EFFECT

Features that block line of effect are usually tall and solid, but they are not always opaque. It's possible to have line of sight but not line of effect through an obstruction, and vice versa.

Line of Effect and Attacks: A combatant cannot attack a target to which it does not have line of effect. Likewise, it cannot use most spells against that target.

COVER

A feature can provide cover only if it can block attacks by stopping or deflecting blows or projectiles. Cover provided by creatures standing between the attacker and defender counts as soft cover (see below).

When a Unit Has Cover: To determine whether a unit has cover, draw a straight line from any corner of the attacker's space to any corner of the defender's space. If at least one such line crosses a battlefield feature that provides cover, then the defender has cover. If either the attacker or the defender occupies more than one square, trace lines from any corner of any square the attacker occupies to any corner of any square the defender occupies to determine whether the defender has cover. A unit has soft cover if any line drawn as described above passes through another unit made of up creatures the same size category as or larger than those in the defending unit, or through any terrain feature that provides only soft cover.

An individual has cover when at least one straight line drawn from any corner of the attacker's space to any corner of his square crosses a battlefield feature that provides cover. He has soft cover if a line drawn as described above passes through a unit made up of creatures the same size category as or larger than himself, or through any terrain feature that provides only soft cover.

Effects of Cover: Cover gives the defender a +4 cover bonus to Armor Class. It also prevents attacks of opportunity and grants the defender a +2 cover bonus on Reflex saving throws against attacks that must cross the cover.

Soft Cover: Some terrain features (including intervening creatures) count as soft cover only. The defender gains a +4 bonus to Armor Class from soft cover, but not the bonus on Reflex saves.

Total Cover: Some barriers provide total cover and block line of effect. Units with total cover are not subject to attack at all.

DAMAGE

Some terrain features damage combatants that cross them, enter them, or start their turns within them. Depending on the feature, such a combatant could take either physical damage (such as piercing damage) or energy damage. The feature may allow a saving throw to negate or reduce the damage, or it may make an attack roll.

Unless otherwise noted, all damage, attack rolls, and saving throws associated with the feature occur immediately when a combatant crosses or enters the feature. If the combatant begins its turn in the feature, apply the effect immediately upon activation of that combatant, before it takes any actions.

Terrain features deal damage as noted in their descriptions. Roll the indicated dice to determine the amount of damage an individual takes from such a source. When a unit takes damage from terrain, however, each member takes one damage factor per 5 points of average damage (see Table 3-1 on page 16) that the terrain deals (minimum 1 damage factor). If the effect allows a save, make one saving throw and apply the result to the whole unit.

Damage From Falls: A fall deals 1d6 points of damage per 10 feet fallen (maximum 20d6) to an individual. When a unit falls, each member takes one damage factor per die of falling damage.

Any number of factors (such as a successful Jump check or landing on a soft surface) can reduce the damage from a fall. See Chapter Four of the DMG for details.

Damage and Orders: Most terrain that can deal damage poses an obvious danger to a unit, so a unit that is moving without orders

can ignore paths that take it through such terrain. If, however, the DM decides that the danger presented by a particular sort of terrain is not obvious (for example, stakes planted in tall grass, or a steam field at night), a unit moving without orders must treat it as if it were not dangerous.

HARD GOING

Some features just don't allow combatants to move through or over them at their best speed. The surface might be very rough or slippery, or the ground might be so soft that combatants sink into it, or combatants might have to push through or against something to actually get anywhere. "Hard going" is the term that describes such terrain features.

Any square containing such a feature costs two squares of movement to enter, or four squares for diagonal movement (see page 46). For a square that contains two or more kinds of hard going, simply add up the costs. Hard going prevents charging or running.

IMPASSABLE

Some kinds of terrain are impassable. Combatants cannot cross or even enter impassable terrain.

ELEVATED

Elevated terrain sticks up over the rest of the battlefield, but unlike other features or barriers, it is big enough and solid enough so that combatants can move or fight normally while standing on it. A unit or individual on elevated terrain can look down over the battlefield.

Height: Designate elevated terrain by marking it in units of 5 feet. An elevation blocks line of sight and line of effect when it lies between two combatants that are both on lower ground, but not when it lies between two combatants on higher ground, or when one combatant looks down on an opponent on lower ground.

A combatant on an elevation ignores all barriers, features, and other elevations of equal height if the intervening distance is 10 times the elevation's height or less. It also ignores any feature of equal or lower height to which it is closer than its opponent is. (When comparing another feature's height to that of an elevation, use the height value for the feature's height category.) If such a feature fills more than one square, check the distance to each square it covers when determining whether an elevated combatant can ignore it. Two combatants on equal elevations ignore intervening terrain that is lower than they are. When a combatant can ignore a feature, it has no effect on line of sight or line of effect, and it does not provide cover.

Slopes: When a slope gentle enough to walk up connects an elevated area to the rest of the battlefield, use an elevation line (a line that roughly mimics the edge of the elevated area) to mark its boundary. Everything outside that line is at normal elevation, and everything inside it is 5 feet higher.

If any part of a combatant's space lies on an elevation line, the combatant is at the higher of the elevations so indicated. If two or more elevation lines run through the space, the combatant is at the highest elevation.

Moving from a lower elevation to a higher one is hard going, no matter how many elevation lines the combatant must cross.

Precipices: Mark a sheer dropoff or a slope too steep to walk up in a manner similar to a slope. Such a grade works the same way, except that combatants wishing to traverse it must climb (see Climbing, below). A combatant cannot stop on a precipice unless it is climbing that feature.

WATER

Water can prove very inconvenient or even dangerous to nonaquatic creatures.

Water less than half as deep as a combatant is tall poses little hazard or impediment, even if the combatant lacks a swim speed. However, a combatant that cannot breathe water drowns if it loses consciousness while in water of any depth.

Wading: A combatant must wade through water that is more than half as deep as it is tall, but no deeper than its height. A wading combatant takes a –2 penalty on attack rolls.

Swimming: A combatant must swim through water that is deeper than it is tall. A combatant without a swim speed cannot use a shield while swimming and loses any Dexterity bonus to Armor Class. Treat such a combatant as prone, but getting up from this prone position is part of the swimming move.

A combatant that lacks a swim speed cannot make any progress through deep water without successful Swim checks, and it may find itself sinking below the surface if those fail. A combatant that fails a Swim check by 5 or more sinks below the surface and must make a new Swim check immediately as a free action to regain its former position. If this second check fails, the combatant remains underwater and must hold its breath until it can regain the surface. If the combatant has a move action left after sinking, it can try to regain the surface by making another Swim check as a move action. A combatant that ends its turn underwater begins to drown unless it can hold its breath for one minute.

Underwater: A combatant can hold its breath six seconds for each point of Constitution it has. (A combatant that lacks a Constitution score doesn't need to breathe and cannot drown.) After this period of time, it must make a Constitution check (DC 10) to continue holding its breath. Thereafter, it must make a new Constitution check every six seconds. Thus, a full battle round spent underwater requires 10 such checks, and a move action spent underwater requires five such checks. The DC for each of these subsequent checks is 1 point higher than that of the previous check.

A combatant that fails its Constitution check begins to drown. In the first six seconds after failure, it falls unconscious (0 hp). In the next six seconds, it drops to –1 hit points and is dying. In the third six seconds, it drowns. A combatant rescued before drowning occurs may revive with proper resuscitation. See page 44 for rules on bringing back a creature eliminated from a unit in combat.

When a combatant begins a move underwater after involuntarily sinking, it first must make a successful Swim check (requiring a move action) to regain the surface. A unit that regains the surface in this manner must thereafter move directly toward the nearest

land as soon as it is able to do so, and must leave the water as soon as possible. (The creatures in the unit have had all the experience with water they can tolerate for the time being.) Once out of the water, the unit must remain on land for at least 1 round, though it is free to act normally during that round.

A unit whose creatures have either a swim speed or 5 ranks of the Swim skill can swim underwater deliberately, but only if ordered to do so.

Underwater Combat: Combat underwater follows all the rules given in Chapter Three of the DMG.

Underwater Vision: Water provides concealment according to its clarity and who's doing the looking, as given on Table 3–20.

TABLE 3–20: UNDERWATER CONCEALMENT

Water Clarity	Concealment From An Observer With No Swim Speed	Concealment From An Observer With a Swim Speed
	Clear	One-half at 100 feet*
Cloudy	As light fog	One-half at 100 feet*
Very cloudy	As dense fog	As light fog

* Concealment is total at twice the indicated distance.

Effects of Depth Underwater: Deep water is dark. Even in clear water, there is no light (total darkness) at a depth of 100 feet. Cloudy water is totally dark at a depth of 50 feet, and very cloudy water is totally dark at a depth of 25 feet. In deep water, use the visibility ranges allowed by the water's clarity or the available light, whichever is lower.

Pressure also mounts with depth. A combatant without a swim speed takes 1d6 points of damage per battle round for every 100 feet it is below the surface. A successful Fortitude saving throw (DC 15, +1 for each previous check) means the combatant takes no damage in that minute.

TERRAIN AND NONSTANDARD MOVEMENT

Some combatants can cross or enter terrain (by climbing, jumping, or swimming) that others find impassable. Any combatant with a land speed can attempt one of these modes of movement by making the appropriate skill check. A combatant with a climb or swim speed can use the corresponding mode of movement without making checks (at least in most cases). A combatant with a burrow or fly speed can bypass almost any terrain feature.

CLIMBING

A combatant with a climb speed can scale high barriers and precipices as part of its normal movement. To determine how much movement it must expend for climbing, use the rule for multiple modes of movement on page 31. A unit or individual must always expend at least 50 feet of movement to climb any high feature.

Unlike combatants using the Climb skill, those using climb speeds have their hands free and can use shields. Such a unit or

individual also retains any Dexterity bonus to Armor Class while climbing.

A combatant without a climb speed can also scale high barriers and precipices, but it must stop at the base of such a feature. If it was able to reach the barrier or precipice by moving its speed or less, it can then use another move action to scale the terrain feature using the Climb skill. A combatant equipped with pitons (see the *Player's Handbook*) can drive them into the surface of the terrain feature as a free action while climbing.

Any combatant using the Climb skill climbs at one-quarter land speed, or one-half land speed if making an accelerated climb (see the description of the Climb skill). The climber must succeed at a Climb check to make any progress up the feature at all. A check that fails by 5 or more causes the combatant to fall from whatever height it had attained before the failed check (0 feet for an initial attempt to scale a feature). A failed check uses up a move action. With a successful Climb check, the combatant moves up the feature at its effective climb speed.

To determine the minimum move for any climb, first calculate the rate of climbing. For example, a unit of humans with a base speed of 30 feet has a land speed of 300 feet in unit combat. That same unit moves 75 feet when climbing, since each foot climbed counts as 4 feet moved. Thus, a 10-foot climb costs the unit 40 feet of movement, which rounds up to 50 feet (the minimum).

To complete any climb, the climber must move off the feature by leaving the square that contains it. A combatant can stop on the feature it has been climbing, but doing so means that it ends its move climbing. If it has no climb speed, it loses any Dexterity bonus to Armor Class and any shield bonus it had, and it can use only one hand to fight.

A unit or individual that takes any damage before it can complete a climb might fall, as noted in Climb skill description in the *Player's Handbook*. If it ends its move climbing and the remaining vertical distance is less than twice its height, it can finish the climb on its next move as a free action, but it must make a successful Climb check to do so if it has no climb speed.

When a unit must make a Climb check, make one check using its average Climb modifier. All the creatures in the unit succeed at or fail the check together.

JUMPING

Most features big enough to show up on a battlefield are too big for broad jumping, but a fairly narrow gap (10 feet wide or less) can appear within a square. Such a gap makes the square impassable to combatants that cannot bridge or jump it.

For high jumps, use the same rules as for climbing, except that the combatant makes a Jump check instead of a Climb check. A unit that has completed a high jump remains balanced atop the feature it jumped until it moves out of the square. Treat it as a climbing unit (see previous subsection) until it does so.

When a unit must make a Jump check, make one check using its average Jump modifier. All the creatures in the unit succeed at or fail the check together. Jumping in unit combat uses the same gen-

eral rules as in individual combat, expect that a unit that fails a Jump check for a broad jump does not fall into the feature it was trying to jump. Any failed Jump check uses up a move action and leaves the unit prone in the space from which it was trying to jump.

Because of the ground scale for unit combat, any combatant can make a running jump in a square that does not contain hard going.

SWIMMING

A combatant with a swim speed can cross water as part of its normal movement. To determine how much movement it must expend for swimming, use the rule for multiple modes of movement on page 31.

A combatant without a swim speed can also cross water, but it must stop at the feature's edge. If it was able to reach the water by moving its speed or less, it can then use another move action to swim the feature using the Swim skill.

Any combatant using the Swim skill swims at one-quarter land speed. The swimmer must succeed at a Swim check to make any progress across the feature at all. A failed check uses up a move action. With a successful Swim check, the combatant moves across the feature at its effective swim speed. Swimming any feature, however, uses up at least 50 feet of movement, as for a Climb check.

To complete any swim, the swimmer must move off the feature by leaving the square that contains it. A combatant can stop on the feature, but doing so means that it ends its move swimming. If the distance remaining to swim is less than twice its height, it can finish the swim on its next move as a free action, but it must make a successful Swim check to do so if it has no Swim speed.

When a unit must make a Swim check, make one check using its average Swim modifier. All the creatures in the unit succeed at or fail the check together. If it fails its initial check to cross water, it does not enter the water at all that round, and the failed check uses up a move action. If a unit begins its move in the water, a failed Swim check might cause it to sink below the surface (see page 63).

BURROWING

A combatant with a burrow speed can burrow as part of its normal movement. To determine how much movement it must expend for burrowing, use the rule for multiple modes of movement on page 31. A unit or individual must always expend at least 50 feet of movement when burrowing.

A burrowing combatant goes underground, where it has total cover against combatants on the surface. The intervening ground blocks both line of sight and line of effect to any burrowing combatant, though combatants with the tremorsense special quality notice adjacent combatants (see Chapter Four).

One burrowing combatant can make melee contact with another, provided that it can burrow to the correct location. Burrowing combatants cannot make attacks of opportunity against each other unless they find themselves in a chamber or other open space.

Most burrowing combatants don't leave usable tunnels behind them, though some do (see individual creature descriptions). When a burrowing unit does leave a tunnel behind, the passage is one-half as wide as the burrower's own space. A burrowing combatant

never takes a penalty on attack rolls or Armor Class for being in a tunnel it made itself, or one that another unit composed of the same creatures made. Other combatants may venture down such tunnels, but freshly burrowed tunnels constitute hard going.

When a burrowing individual leaves a tunnel, any individual that is the same size category or smaller can use the passage, though it constitutes hard going. An individual one size category larger than the burrower can squeeze through the tunnel, taking speed and combat penalties accordingly (see *Squeezing Through*, page 47). An individual two or more size categories larger than the burrower cannot fit into the tunnel.

FLYING

Combatants with fly speeds can ignore most terrain features simply by flying over them. A flyer gains all the benefits of elevation according to its altitude.

A flyer's maneuverability limits its movements, as noted in the DMG. A unit of flyers pivots at its center when turning in the air.

KINDS OF TERRAIN

A battlefield can contain just about any kind of terrain the DM can imagine. The entries below detail some of the more common examples. Terrain features can be virtually any size or shape, so long as their boundaries are clearly marked.

ARROW SLITS

An arrow slit is a defensive position built into a structure or wall. The slit consists of a hollow with a very narrow, vertical slit through which a defender can fire projectiles—usually arrows or crossbow bolts.

An arrow slit provides the combatant behind it with a +10 cover bonus to Armor Class. This bonus does not stack with those for kneeling, sitting, or lying prone.

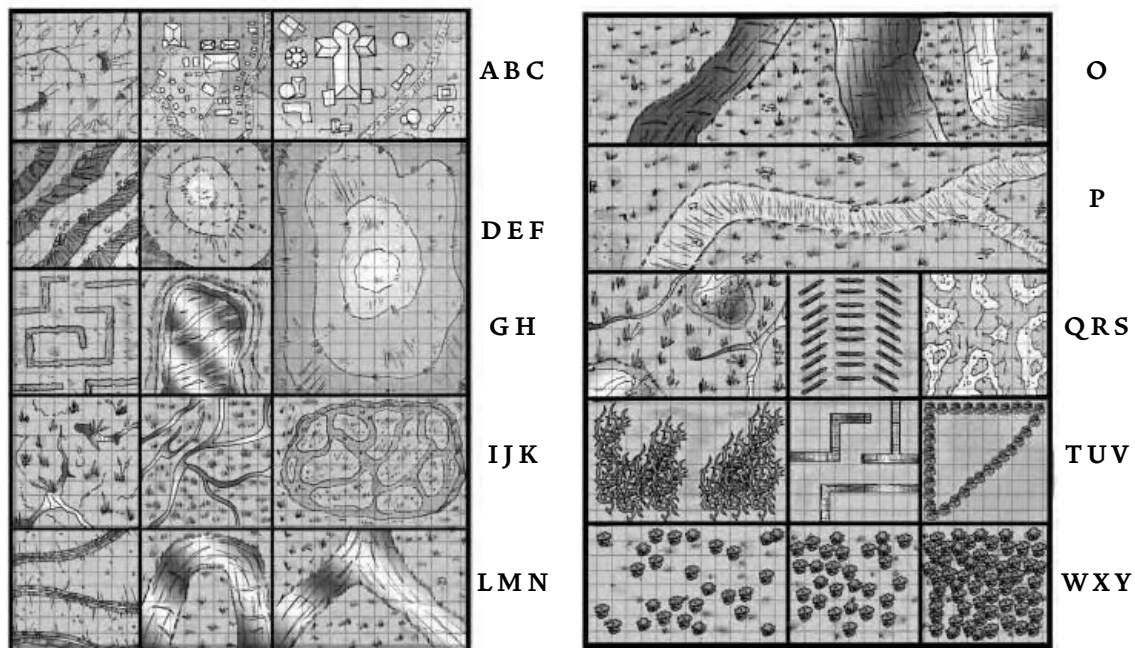
The slit blocks line of sight and line of effect for ranged attacks and for all spells that must pass through it, except that an attacker adjacent to the slit can freely make ranged attacks through it, and a defender adjacent to it is subject to such attacks as normal. The point of origin for any area spell directed at a defender adjacent to an arrow slit must be outside it. The defender gets a +4 bonus on Reflex saves against spells, and she takes no damage on a successful save and half damage on a failed save.

Melee combat isn't possible through an arrow slit unless the attackers use reach weapons. Even then, a defender on either side of the slit gets a +10 cover bonus to Armor Class. Creatures with natural reach cannot reach through an arrow slit to make melee attacks.

Creatures that incorporate arrow slits into their defenses make them for defenders of a certain size. A defender one size category too large for an arrow slit can fit inside, but it takes a -4 penalty on attack rolls and Armor Class while there. Defenders more than one size category too large can't fit inside at all. A defender one size category too small for an arrow slit takes a -4 penalty on attack rolls, and a defender two or more size categories too small can't attack through the slit at all, though it does get total cover when behind it. A combatant three or more size categories smaller than the correct size for the slit can climb through it as though it were a 50-foot climb.

A single arrow slit holds only one individual, but a fortification might have enough arrow slits along a section of wall to accommodate an entire unit.

Diagram 11: Terrain Illustrations Legend



This key corresponds to the full-size versions of the above terrain illustrations, found on the inside front and back covers of this book.

- | | | | | |
|------------------|--------------|---------------|----------------|------------------|
| A. Broken Ground | F. Hill | K. Quicksand | P. Road | U. Walls |
| B. Buildings | G. Hedgerows | L. Ravines | Q. Swamp | V. Rows of Trees |
| C. Buildings | H. Lake | M. Riverbend | R. Stakes | W. Light Woods |
| D. Cliffs | I. Marsh | N. River Fork | S. Steam Field | X. Medium Woods |
| E. Hill | J. Mire | O. Rivers | T. Thicket | Y. Heavy Woods |

BROKEN GROUND

Broken ground is any area that provides a less-than-ideal surface for movement. Ground strewn with rocks, pockmarked with craters, riven by gullies, or just plain too soft to bear most creatures' weight counts as broken. Treat all forms of broken ground as hard going.

BUILDING

A building can be almost any kind of structure, from a peasant hovel to a royal palace.

A typical building stands 8 to 15 feet high per story. A roof (if present) adds about another story's worth of overall height. A building can be nearly any length or width, but 50 feet on a side (one square in the unit scale) is pretty big. Most buildings, especially dwellings, are considerably smaller than this. Treat clusters of small buildings as areas of hard going that also function as barriers and give soft cover according to their height.

Buildings large enough to admit whole units give cover to combatants inside. Such buildings are features, not barriers, and their roofs or tops constitute elevated terrain.

Open doors and unshuttered windows in any building provide cover. Walls, closed doors, and shuttered windows block line of sight and line of effect, giving total cover.

Climbing from story to story inside a building costs 50 feet of movement. Such movement requires no Climb check if the building has ladders or stairs (see Stairs page 69).

Combatants can climb the outsides of most buildings. The Climb DC depends on construction of the walls, as noted on page 71. Because a roof is not vertical, its Climb DC is usually about 5 points lower than that of its walls.

CLIFF

Treat a cliff as a precipice. A cliff can be almost any height, though 100 feet is the practical limit if you want anyone to scale it during a battle.

A typical cliff is unworked stone with a Climb DC of 20. The squares along its base are usually hard going, thanks to the piles of natural stone debris that accumulate there.

Some cliffs are prone to natural rockfalls that can damage climbers and combatants occupying the squares at their bases. Rockfalls can occur with any frequency, but a 5% to 10% chance per round that a combatant spends at the base is a typical value. Double this chance for anyone actually climbing the cliff. Typical damage from a rockfall is 1d6 points per 10 feet of the cliff's height above the climber (Reflex save, DC 15 negates). The DM can adjust the save DC as desired to reflect unusual circumstances.

GEYSER

A geyser is a natural hot spring that periodically ejects steam and sometimes fountains of scalding water. Dense fog fills a square containing a geyser, and each adjacent square contains light fog.

Combatants entering the square containing the geyser take fire damage as though entering a steam field (see page 70). In addition, the geyser periodically sends up a jet of superheated water. A geyser

can have any interval between jets (some erupt only once a year), but once per 2d4 rounds is a good value for a battle.

A combatant that is in the geyser's square when it erupts takes fire damage. The amount of damage and the save DC vary, but a typical geyser deals 4d6 points of fire damage (Reflex save, DC 18 half). Very powerful geysers may also damage combatants in adjacent squares (as the DM decides).

HILL

A hill is simply a series of elevated areas stacked on top of each other and connected by slopes. Hills can include areas of broken ground, woods, thickets, and even cliffs.

Several rings of concentric elevation lines represent a hill. A gently sloped hill has widely spaced elevation lines, while a steep hill has tightly packed ones. For a very tall hill, mark the total elevation inside each elevation line for ease of reference.

HEDGEROW

A hedgerow is a barrier formed from a line of thick bushes or small trees. Hedgerows are usually no more than 10 or 12 feet high, and they sometimes stand atop low mounds of earth.

A hedgerow counts as hard going for movement, and it affects combat according to its height (see page 61). No combatant can climb a hedgerow, but jumping over one may be possible (see Jumping, above).

A hedgerow that counts as a high barrier (see page 61) blocks line of sight beyond it.

Creatures can pass through a hedgerow and stop in its square, no matter how tall it is. Combatants in or behind a hedgerow gain soft cover and concealment, provided that it does not have negligible height for them. They gain one-half concealment against foes in melee contact with them and three-quarters concealment against other enemies on the opposite side.

LAKE

Any fairly large, nonflowing body of water counts as a lake. A lake might fit inside the battlefield, or part of its shore might extend onto part of the battlefield. As a general rule, any square that is part lake and part land has water about 4 feet deep. Both swimmers and land creatures can cross such a square, but the latter treat it as hard going.

Typically, the depth of the lake water increases by 4 feet for every 50 feet you move farther from the shore. Some lakes get much deeper much more quickly, and some may contain shallow areas (such as sandbars) at a considerable distance from the shore. Lakes may also contain steep dropoffs and other areas of very deep water.

At the DM's option, lake water may be cold enough to deal nonlethal damage to combatants in contact with it. If so, each combatant takes 1d6 points of nonlethal cold damage (no saving throw) per round of contact with the lake.

Treat the soggy areas that surround many lakes as mires or marshes. Very big lakes often have sand beaches, which are simply clear, flat areas. A smaller lake can have nearly any kind of terrain pushing right up to its shore.

MARSH

Treat any low, soggy area full of densely packed plant life as a marsh. Such an area generally resembles a cross between a mire and a thicket.

Like a mire, a marsh counts as hard going for movement, and creatures in it might become stuck (see below). Like a thicket, a marsh grants soft cover to combatants that treat it as a low or high feature, and one-quarter concealment to those that treat it as a high feature (see page 61).

A marsh can lie at an elevation up to 5 feet lower than the surrounding terrain. It may also contain pools, lakes, mires, or quicksand.

MIRE

A mire is a soggy or muddy area in which creatures can become bogged down. A mire counts as hard going, and any combatant that enters it must immediately make a Reflex save to avoid becoming stuck. A combatant that begins its turn in a mire must save immediately upon activation. The DC for the required Reflex save varies, but 15 is typical.

Treat a stuck combatant as entangled (see the Condition Summary in the DMG). It cannot move until it makes a successful Strength check at the same DC as the Reflex save to avoid getting stuck. A successful check allows the combatant to use a move action to get free.

Wheeled vehicles and heavy equipment (such as a siege engine) automatically become stuck in a mire and must stop upon entering. To move a stuck vehicle or some other heavy piece of equipment, its crew must make a successful Strength check (DC equals 5 + the DC of the Reflex save to avoid getting stuck). Success allows the crew to push or drag the object the distance it can cover in one move for hard going, whereupon it gets stuck again, unless that move took it out of the mire.

MOAT

Any artificial ditch qualifies as a moat. Like a ravine, a moat is less than one square wide. Treat it as a ravine with steep sides that is at least as deep as it is wide.

A moat might be dry or full of water. Stakes (see page 69) often stud the bottom or sides of a dry moat.

MURDER HOLE

A murder hole is similar to an arrow slit, but it usually appears in a ceiling so as to allow attacks from a height.

A murder hole provides the combatant behind it with a +7 bonus to Armor Class and a +3 bonus on Reflex saves against attacks that originate or burst outside it. A murder hole set in a ceiling also grants its user the +1 bonus on attack rolls for attacking from higher ground. Melee combat is possible through a murder hole, but only if the attacker's reach (natural or reach weapon) exceeds 5 feet.

A creature of any size can use a murder hole. The indentation is usually about one-third as tall and wide as the creature that built it. A combatant two size categories smaller than the builders can move through a murder hole. An individual can move through it normally, but a unit must spend an extra 50 feet of movement to do so. A

murder hole set in a ceiling is usually impassable except to combatants capable of flight.

OCEAN

Most of the details given on the previous page for lakes also apply to oceans. This type of terrain may also include tidal areas that can flood or become dry during a battle. The speed of changing tides varies greatly and depends on a wide variety of factors. For the purpose of a battle, assume that the water depth in a tidal area changes about 1 foot per minute.

In an ebb tide, the water's edge recedes about one square each time the water level at the shoreline drops to nothing, leaving water about 4 feet deep at the new edge. A square drained of all water by an ebb tide can be almost any kind of land terrain, though it lacks large plants such as trees, thickets, or hedgerows.

In a flood tide, the water's edge advances about one square for every 3 feet the water rises. Again, the water is about 4 feet deep at the new edge.

Currents in a flowing tide can be sluggish, moderate, or strong (see the River entry on page 68).

POOL

A pool is a fairly small, shallow body of water completely surrounded by land. A typical pool is 3 to 6 feet deep, though some may be much deeper. A pool has most of the characteristics of a lake, except on a smaller scale.

The water in a pool can range from as cold as a lake (see Lake, page 66, for damage from exposure) to scalding hot. A hot pool, or one filled with acidic water, deals damage in the same manner as a steam field or geyser—in fact, such a pool may even contain a geyser. Hot pools produce fog in the same manner as geysers or steam fields.

A bog is essentially a pool surrounded by a mire or quicksand.

QUICKSAND

Areas of quicksand resemble mires, but they can prove much more dangerous because creatures caught in them can sink below the surface and drown.

A square can contain small patches of quicksand, or an immense pool of it can completely fill a square. In the former case, the square counts as hard going, but combatants can move through it successfully provided that they do not fall into the quicksand. If the quicksand completely fills the square, combatants cannot enter without falling into it.

Any unit or individual can avoid falling into quicksand by making a successful Reflex save or Survival check (DC 20 for either). For squares only partially filled with quicksand, the combatant makes the save or check upon entering the square and can continue moving if it succeeds. For squares completely filled with quicksand, the combatant makes the save or check just before entering. If it succeeds, the combatant can continue moving but must choose a different path to avoid the quicksand. A combatant that fails a save to avoid quicksand or that deliberately enters a square filled with it

stops moving and becomes stuck. Treat a unit or individual stuck in quicksand as entangled. (See Chapter Three in the DMG for rules on escaping from quicksand.)

Areas of quicksand occur within marshes, mires, and swamps, and occasionally even on hillsides. Quicksand also can lie underwater, at the bottoms of lakes, pools, or rivers. Submerged quicksand poses no danger to swimmers, since they can pass right over it, but it can trap waders. A wading creature must begin holding its breath the moment its head goes underwater.

Most quicksand is not obvious to individuals and units moving without orders. A unit must move as through the quicksand wasn't there. The fact that it counts as hard going, however, might allow units to avoid it under some circumstances (see page 62).

RAMPART

A rampart is a near-vertical wall or defensive earthwork. Combatants must climb ramparts to pass them (Climb, DC 0), but the check is easy. Combatants making accelerated climbs on a rampart can keep their hands free and thus use shields or fight with both hands. They still lose any Dexterity bonus to Armor Class and have the same chance to fall as other climbers, but the effective distance fallen decreases by 10 feet, and the first die of damage taken from such a fall is nonlethal.

RAVINE

A ravine is any natural rift in the ground that is less than one square wide (typically 10 to 40 feet wide). A ravine can be almost any depth, but it is usually no more than half as deep as it is wide.

A ravine with sloping sides usually counts as hard going, and one with steep or vertical sides counts as a low feature if it's shallow enough (see Barriers on page 61, and use the ravine's depth as the barrier's height). Combatants must jump or climb a steep-sided ravine that is too deep to cross as a barrier. A typical ravine has a Climb DC of 20.

A combatant small enough to fit into the bottom of the ravine can use its sides for cover, though its elevation is lower if the ravine is 5 or more feet deep. A combatant too big to fit into a ravine can stop in that square, but it takes the same combat penalties as a unit stopped on a low feature.

Treat a depression more than one square wide as an area of lower elevation with slopes or precipices for walls, rather than as a ravine.

RIVER

Any flowing body of water counts as a river. Rivers can be any depth and width, from shallow streams a few inches deep and a few feet wide to major waterways hundreds of feet wide and many fathoms deep.

Very shallow rivers have no effect on movement or combat at all, though most of them count as hard going. Treat deeper rivers as lakes. Such a river is about 4 feet deep at the banks, and the depth increases by 4 feet for every 50 feet you move away from a bank. (Since a river has two banks, you must work from both sides toward the middle when assigning depth.) Rivers, even

more so than lakes, often feature shallows or deep spots. Large rivers that follow looping courses tend to develop shallows along the outer radius of each loop and very deep channels along the inner edges.

River water is sometimes cold enough to damage creatures. The flowing water in a river can prove even colder than lake water, and damage from exposure to it can range from 1d6 to 3d6 points of nonlethal cold damage.

Most rivers also have currents that affect swimmers. A sluggish current gives a river a Swim DC of 10. A moderate current gives it a Swim DC of 15, and swimmers crossing such a river move 50 feet downstream for each move action they spend in the water. Swimmers can correct for this drift, but doing so reduces their forward motion by 50 feet. The Swim DC for a river with a strong current is 15 as well, but swimmers can drift downstream 100 feet or more per move action spent in the water.

Any river can also feature rapids or stretches of rough water. Such an area increases the Swim DC by +5. A swimmer in rough water takes 1d3 points of nonlethal damage per move action spent in the water, and one in rapids takes 1d3 points of lethal damage per move action.

Wide, sluggish rivers often have mires, marshes, or swamps along their banks. Deep, fast-flowing rivers may have slopes or precipices along their edges.

ROAD

Any fairly smooth, artificial surface can serve as a road. Most roads feature stone pavement, but even tracks with dirt surfaces can serve as roads, so long as they remain firm and dry.

Any combatant moving on foot gains a 25% bonus to its speed if it spends its whole move on a paved road that is in good repair. For example, a unit of humans with a speed of 300 feet can move as if it had a speed of 375 feet along such a road. Thus, the unit can cover seven squares with a move action instead of the usual six.

A wheeled vehicle gets a 50% bonus to its speed if it spends its whole move on a paved road in good repair. Thus, most armies favor roads for transport of supplies and heavy equipment, such as siege engines.

A road going up a slope still counts as hard going when it crosses an elevation line, but the combatant moving along such a road uses its increased road speed (if any). When roads cross other kinds of hard going, any movement on the road is at the normal rate, even if the combatant does not spend its whole move on the road. A combatant that does spend its whole move on the road in such a situation also gets the bonus to speed, as normal.

Some roads have surfaces too poor to provide any bonuses to speed, but they still provide clear terrain for combatants moving along them, regardless of the surrounding terrain features. For example a simple dirt road provides no benefit for combatants crossing an open plain, but it still counts as clear terrain if it passes through broken ground or a mire.

ROW OF TREES

This feature consists of a line of single trees spaced only a few feet apart, such as might appear at the edge of a tilled field or country road. A row of trees counts as a barrier. Very closely packed rows of trees with heavy foliage count as hedgerows instead (see page 66). A row of trees can be any height from a few feet to 100 feet or more, but typical heights range from 15 to 50 feet.

A row of trees counts as hard going for movement, and it affects combat according to its height (see page 61). Combatants can move through a row of trees or stop in its square, no matter how tall the trees are. Combatants in a row of trees gain soft cover, provided the trees do not have negligible height for them.

A row of trees can block line of sight and line of effect, but only if the row functions as a high barrier and the line passes directly through an individual tree in the row.

SAND DUNE

Sand dunes are simply hills composed of windblown sand. Many sand dunes prove fairly solid and can function just like hills.

Combatants can get stuck in dunes made of loose sand just as they can in a mire. Some such dunes may also cause combatants to slide 50 to 100 feet toward the bottom of the dune upon getting stuck.

Sand dunes usually appear in desert areas, but some occur along the shores of oceans or very large lakes.

SINKHOLE

Sinkholes are simply natural holes in the ground. Treat a sinkhole small enough to fit inside a single square as a very short ravine, and a larger one as an area of lower elevation surrounded by precipices or slopes.

Sinkholes often contain other features, such as steam fields, geysers, or mires. Occasionally one fills with water, creating a deceptively dangerous “puddle.” Treat a flooded sinkhole as a pool or lake.

When a sinkhole contains a steam field or geyser, fire damage and fog effects usually occur only on the inside of the sinkhole and in the square or squares containing it.

STAIRS

Stairs function like slopes, except that they count as hard going both up and down. Mark any change in elevation along the length of a stairway just as you would for a slope.

STAKES

Treat any barrier made of fairly large sharpened objects as stakes, and any smaller defenses, such as fungi sticks, as caltrops.

A square containing stakes counts as hard going. Stakes always face a certain direction—either toward one side of their square and the two corners flanking it, or toward one corner and the two sides flanking it. Any combatant that enters the stakes’ square from the direction they face might take damage (see below) if it treats the stakes as a low barrier. A combatant that treats the stakes as a high barrier merely passes underneath them, and one that treats them as a negligible barrier simply ignores them. It is also possible to place

stakes at different heights in the same square, so as to damage almost any combatant passing through it.

When stakes constitute a low barrier, they make a single attack roll against the combatant with an attack bonus of +5. Use Table 3–3 or 3–4, depending on the nature of the target. The combatant’s deflection bonus to Armor Class (if any) does not count against

Key Terms

Activation: Designating one unit to act during a battle round (player only; activation of each unit occurs once per battle round)

Adjust Position: Moving a unit a distance on the battlefield equal to the space it occupies (at least 50 feet) in lieu of other movement (the unit’s equivalent of the 5-foot step for an individual)

Base Line: The edge of the battlefield by which a division originally entered

Battle Round: The basic unit of time in unit combat, equal to one minute

Combatant: A unit or individual participating in a unit battle

Command Check: A special check commanders use to control their troops on the battlefield, or to check for division initiative

Commander: An individual who directs troops on the battlefield

Commander-in-Chief: The commander in charge of an entire division of troops, who can give orders only to the troops in that division

Damage Factor: The basic measure of a unit’s ability to withstand damage in combat (equal to 5 hit points)

Division: Any group of allied troops that share the same base line, commander-in-chief, and rendezvous point

Double Action: An action that consumes almost all of a unit’s effort during a battle round (the equivalent of a full-round action for an individual)

Double Unit Attack: A double action that allows a unit to make two melee or ranged attacks, each equivalent to the full attack action for an individual

Fall Back: Moving directly away from an enemy combatant after a failed morale check

Formation: Any contiguous grouping of allied units in which every unit is adjacent to at least one other in the same group

Full Attack: The full complement of melee or ranged attacks that a unit or individual can make in a round based on base attack bonus, special equipment, or other factors

Hard Going: An area where movement is so difficult that each square counts as two squares for the purpose of movement

Hero Commander: A player character or NPC who is assigned to a single unit or to a small number of units in the same division. Hero commanders can take command of additional units during a battle (with a fairly difficult command check), or (with a Bluff or Intimidate check and a command check), an enemy unit.

Homogeneous Unit: A unit whose members are all identical

Individual Combat: Combat conducted under the standard d20 rules

Mixed Unit: A unit composed of multiple kinds of creatures or of creatures with differing equipment or spells

Morale Check: A special check a unit must make to avoid fleeing when it takes damage

Orders: Special directions a commander gives to a unit so that it can do something it could not normally do

Rendezvous Point: A prearranged place on the battlefield where the troops in a division go when they don’t know what else to do

Rout: A unit that has lost its collective nerve and is running away from the battle

Single Attack: One melee or ranged attack

Standard Action: Some significant task or act that a unit performs on the battlefield, but that still allows it time to move during the same battle round

Standard Unit Attack: A standard action that allows a unit to make one melee or ranged attack equivalent to the full attack action for an individual

Subcommander: A commander assigned to a portion of the troops in a division and who can give orders only to that portion

this attack. Distribute the hits normally against a unit. An individual takes 1d8 points of damage per hit.

A combatant that enters a square containing stakes can stop in it and use the stakes to defend against attacks. Foes moving into melee contact with such a defender might take damage if they attack from the correct direction and the stakes are at the proper height. Resolve the stakes' attack before resolving any of the opponent's attacks or any attack of opportunity from the defender.

The builders of castles often permanently affix stakes to their walls, so as to damage anyone attempting to scale them. They also use stakes to stud ramparts and the inner walls of moats.

Destroying Stakes: A combatant can destroy stakes using the rules for attacking objects (see page 50). A square full of stakes has the following statistics.

TABLE 3–21: STAKES

Construction	Hardness	Hit Points	Break DC
Wood	5	30	20
Stone	8	60	24
Iron	10	90	30

STEAM FIELD

A steam field is an area studded with geothermal vents. The ground in a steam field tends to be uneven, or muddy, or both, so it counts as hard going. Light fog covers the whole area. A steam field may also contain mires, geysers, and pools.

Some steam fields deal fire or acid damage (or both) to combatants. Save DCs and damage vary, but a typical steam field of this sort deals 1d6 points of fire or acid damage (Reflex, DC 15 negates). A steam field that deals more than 1d6 points of damage usually allows a Reflex save for half damage.

SWAMP

A swamp is a wooded marsh. As such, it offers cover and concealment according to how heavily wooded it is (see page 71). Even a lightly wooded swamp counts as hard going, and one with medium or heavy woods counts as double hard going (each square counts as four squares moved).

THICKET

Thickets consist of tough, bushy plants, usually no more than 3 to 6 feet high. Such areas count as hard going.

A combatant that treats a thicket as a low or high feature gains soft cover while within it. Combatants that treat the thicket as a high feature gain one-quarter concealment, except against foes in melee contact with them.

Thickets full of thorny plants can also entangle combatants that treat it as a low or high feature. Resolve this hazard as you would for a mire.

TREE

This feature is exactly what its name implies—a lone tree standing by itself. A single tree typically stands from 15 to 50 feet tall. It can block line of sight and line of effect, but only if it functions as a high feature and the line passes directly through it.

A combatant that can treat a tree as a low or high feature can claim some cover from it, but the bonus to Armor Class is only +2 and there is no bonus on Reflex saves.

WALL

This term encompasses just about any solid, vertical, artificial barrier. A building usually consists of four walls topped by a roof.

Walls can be divided into two basic categories: short and tall.

Short Walls: Barriers such as stone fences, ruins, barricades, and breastworks fall into this category. A short wall is typically just high enough to provide cover for the creatures that erected it. Short walls usually don't include other features and are only a few feet thick.

Tall Walls: These walls usually are (or were) part of a larger structure. They often include fortifications and intact buildings. Tall walls (particularly in fortifications) can be many feet thick and serve as features. Such walls often include other features, such as arrow slits or any of the following:

Battlement: This 5-to-10-foot-thick barrier usually appears on top of a wall. It has high sections (called merinos) alternating with low sections (called embrasures) that give some protection to troops standing atop the wall. A battlement usually stands tall enough so that its embrasures can serve as low barriers for the troops man-

TABLE 3–22: WALL PARTICULARS

Wall Type	Typical Thickness	Break DC	Hardness	Damage Factors*	Climb DC
Curtain	20 feet	110	8	800	15
Hewn stone	3 feet	50	8	108	22
Iron	3 inches	30	10	18	25
Masonry	1 foot	35	8	18	15
Palisade	8 inches	22	8	16	21
Paper	Paper-thin	1	—	1	30
Reinforced masonry	1 foot	45	8	36	15
Superior masonry	1 foot	35	8	18	20
Unworked stone	5 feet	65	8	180	20
Wattle and daub	3 inches	10	5	2	22
Wood	6 inches	20	5	12	21

* Per 10-foot-by-10-foot section.

ning it and so that the merinos can serve as high barriers. The merinos in some battlements feature arrow slits. Troops behind the battlement can use embrasures or merinos for cover or total cover, though they can claim the latter only if they are not attacking across the battlement.

A unit can use a battlement only if the space behind it equals at least one-tenth of the unit's space.

Catwalk: A catwalk is simply a ledge that allows troops to stand near the top of a wall. Typically, creatures of the builder's size can use the top of the wall as a low barrier when standing on the catwalk. A unit can use a catwalk only if the space behind it equals at least one-tenth of the unit's space.

Machicolation: This stone feature is similar to a catwalk but built outside a wall. Murder holes in the floor of a machicolation allow defenders to attack foes underneath. Most machicolations also have walls of their own (complete with arrow slits) that are tall enough to provide total cover for the troops manning them.

Other Wall Particulars: Climb DCs and other statistics for walls depend on their construction, as shown on Table 3–22. The following sections detail other aspects of wall construction.

Curtain Wall: This massive wall has an inner and outer surface of superior masonry, between which lies a layer of rubble and other tightly packed debris. Major fortifications, such as castles and fortified cities, often feature curtain walls. Intact curtain walls count as tall walls.

Hewn Stone: Builders cut this type of wall from solid rock. Hewn stone walls are fairly common underground but rare aboveground. They can be short or tall.

Iron: Walls of this type can be short or tall, but they usually appear only indoors or underground. They typically protect important locales such as treasuries.

Masonry: Masonry walls may consist of brick, fieldstone, or any of a variety of other types of stone or stonelike material. Stone fences and ruins are typically masonry. Such walls can be tall but are most often short.

Palisade: Palisade walls consist of whole logs, sometimes stacked horizontally and sometimes set upright. In the latter sort, the logs often have sharpened tops that serve a function similar to stakes (see page 69) when creatures try to climb over the wall. The wall's builder decides what size creatures the sharpened tops can damage, choosing any set of three consecutive size categories (such as Small, Medium, and Large). The tops attack and deal damage to such creatures as stakes would. Palisades sometimes serve as impromptu fortifications, especially during sieges. They can be short or tall.

Paper: This type of wall consists of a light wooden lattice covered with heavy paper. Such walls serve chiefly as partitions inside buildings, but people in mild climates sometimes build complete dwellings with them. Freestanding paper walls are usually short.

Reinforced Masonry: Iron bars lend additional strength to these masonry walls. Reinforced masonry walls are usually tall, and they appear most often in the construction of important buildings, such as palaces or temples.

Superior Masonry: Better construction and better materials separate superior masonry walls from their lesser kin. Superior mason-

ry walls are usually tall, but some short fortifications might also be of this type.

Wattle and Daub: This type of wall consists of a woven layer of sticks (the wattle) covered with clay or mud (the daub). Other kinds of primitive construction, such as walls made of hides, bamboo, or woven grass, have similar characteristics and statistics.

Wooden: Wooden walls consist of planks or squared timbers joined with nails or pegs. Their most common usage is in dwellings and commercial buildings.

Unworked Stone: This category includes cavern walls and natural cliffs, which can be any height.

WOODS

A woods is any collection of trees standing fairly close together. The trees in a woods usually vary in height. Most range from 15 to 50 feet, though much taller trees are possible.

Woods can be light, medium, or heavy, depending on how tightly packed the trees are and how much undergrowth lies beneath them.

Light Woods: A woods of this sort fea-

tures widely spaced trees and little undergrowth. Orchards, wooded pastures, and savannas are examples of light woods.

Light woods do not slow movement. They provide soft cover and one-quarter concealment to a defender who treats them as a low or high feature, provided that two full squares of light woods lie between that defender and the opponent.

Medium Woods: An area of medium woods features fairly closely spaced trees and some undergrowth. Most forests in temperate or cold regions fall into this category.

Medium woods count as hard going. They provide soft cover and one-quarter concealment to a defender who treats them as a low or high feature, provided that at least two squares of medium woods lie between that defender and the opponent.

Heavy Woods: A wood of this type has closely spaced trees and thick undergrowth. Jungles in warm regions and ancient forests in temperate or cold zones fall into this category.

Heavy woods count as hard going. A combatant that treats them as a low or high feature gets soft cover and one-half concealment against a foe in melee contact with it, or three-quarters concealment and soft cover against an enemy not in melee contact with it.

Other Features: Most other features can also include woods. For example, wooded hills are fairly common. A wooded marsh is a swamp.

Checklist

- Decide where the battle will take place.
- Lay out the battlefield and place terrain on it.
- Determine weather and visibility.
- Prepare a record sheet for each unit involved in the battle.
- Determine the command structure for each division in the battle.
- Assign a base line for each division involved in the battle.
- Assign a rendezvous point for each division involved in the battle.

TABLE 3—23: TERRAIN SUMMARY

Terrain	Movement	Combat	Special
Arrow slit	Impassable	+10 AC	No melee (except with reach weapons); blocks line of sight and line of effect for ranged attacks and spells that must pass through the slit, except that a defender adjacent to the slit is subject to attack
Broken ground	Hard going	—	—
Building	Varies by height	Varies by height	Combatants may enter buildings and gain cover.
Cliff	Climb only	Climb	Possible rockfalls
Geyser	—	—	Fog; possible fire damage
Hedgerow	Hard going	Varies by height	Blocks line of sight if a high barrier; provides soft cover and concealment if height is not negligible
Hill	Hard going	Elevation	—
Lake	—	Hard going or swim	SwimWater; possible cold damage or current
Marsh	Hard going	Varies by height	Possible soft cover
Mire	—	Hard going	Bogging down (entanglement)
Moat	—	Hard going and width	Varies by depth Possible water or stakes; possible elevation
Murder hole	Impassable	+7 AC	No melee unless reach exceeds 5 feet
Pool	Hard going or swim	Swim	Water; possible acid, cold, or fire, damage
Quicksand	Hard going	—	Sinking
Rampart	Climb	Climb	Combatants making accelerated climbs can keep their hands free; reduced falling distance
Ravine	Hard going	Varies by depth and width	Possible elevation
River	Hard going or swim	Varies by depth and width	Water; possible cold damage or current
Road	Speed increase	—	Negates movement effects of adjacent terrain
Row of trees	Hard going	Varies by height	Provides soft cover if height is not negligible; sometimes blocks line of sight and line of effect
Sinkhole	Hard going or climb	Varies by depth	Possible elevation or water
Stairs	Hard going	Elevation	—
Stakes	Hard going	—	Possible damage; subject to destruction by attacks
Steam field	Hard going	Light fog	Possible acid or fire
Swamp	Varies	Varies	See Woods
Thicket	Hard going	Varies by height	Possible soft cover; possible entanglement
Tree	—	Varies by height	Sometimes blocks line of sight and line of effect
Wall	Varies by height	Varies by height	—
Woods, light	—	Varies by height	Provides soft cover if height is not negligible; sometimes provides one-quarter concealment
Woods, medium	Hard going	Varies by height	Provides soft cover if height is not negligible; sometimes provides one-quarter concealment
Woods, heavy	Hard going	Varies by height	Provides soft cover if height is not negligible; sometimes provides one-half or three-quarters concealment

Battlefield Magic

*The bolt struck with the roar of thunder, cleaving an arrow-straight row through the troops.
The scents of ozone and charred flesh filled the air.*

This chapter presents the general guidelines for using spells and other magical effects in conjunction with the rules for unit combat in Chapter Three. Except where noted in this chapter, battlefield magic follows all the rules laid down in Chapter Ten of the *Player's Handbook*.

MAGIC ACTIONS ON THE BATTLEFIELD

Both units and individuals can use magic during a unit battle. As noted in Chapter Three, when a unit casts a spell or uses a magic item or special ability, all the creatures in the unit use the same spell, item, or ability together, to the extent that its members have it available. If only one creature in a unit is casting a particular spell, treat it as though an individual were casting it.

Unless otherwise noted, the rules presented in this chapter apply equally to both units and individuals using magic on the battlefield.

CONCENTRATION

As noted in Chapter Three, spellcasters on a battlefield must concentrate to cast their spells. The same situations that disrupt spells in individual combat also do so on the battlefield, though certain details change for units of spellcasters.

DAMAGE

A combatant that takes damage while casting a spell must make a Concentration check to cast successfully. For a unit, the DC is 15 + the spell's level + the number of hits taken. For an individual, the DC is 10 + the spell's level + points of damage taken. In either case, a combatant that fails the check loses the spell. (That is, it counts against the combatant's spells per day as if cast but has no effect.)

In unit combat, the interrupting event occurs during spellcasting if it comes in response to casting the spell (for instance, a readied attack made to disrupt the spell). For a spell with a casting time of one minute (1 battle round) or longer, interruption occurs if the event happens between the time casting starts and the time it finishes.

Whenever the unit combat ground scale is in effect, spellcasting on the battlefield does not provoke an attack of opportunity. During a hero challenge (see Chapter Three), the normal ground scale for individual combat is in effect, and an individual spellcaster in the challenge can provoke attacks of opportunity when casting spells. Thus, damage from such attacks can disrupt spellcasting.

When a combatant is taking continuous damage (such as from a steam field) while casting a spell, only one-half the damage (rounded down) occurs during spellcasting. The minimum Concentration DC for a unit taking continuous damage is 15.

SPELL

When a combatant affected by a spell is attempting to cast a spell of its own, it must make a successful Concentration check or lose the spell. The details of the check and the effects of failure differ depending on whether the spell is damaging or nondamaging.

DAMAGING SPELL

If the spell affecting the spellcasting combatant deals damage, the DC for the Concentration check is as noted in the previous section.

When a damaging spell affects a whole unit that is casting a spell, the unit makes one Concentration check using its average Concentration modifier, and every spellcaster in the unit loses the spell if the check fails. When a damaging spell affects only some creatures in a unit, only those creatures risk losing their spells. Make the Concentration check using the DC for a spellcasting unit and the average Concentration modifier of the affected creatures.

NONDAMAGING SPELL

If the spell deals no damage but distracts a spellcaster in some other way, the DC for a spellcasting unit or individual is the spell's saving throw DC + the level of the spell being cast. For a spell with no saving throw, use the save DC that the spell would have if it did allow a saving throw.

CASTING DEFENSIVELY

Because battlefield spells usually do not provoke attacks of opportunity, casting defensively (see the Concentration skill description in the *Player's Handbook*) usually isn't necessary.

COUNTERSPELLS

Counterspells are possible on the battlefield, but a unit must receive the Cast Counterspell order to make such an attempt. One spellcasting unit can attempt a counterspell against another, and a spellcasting individual can attempt a counterspell against another individual spellcaster. A spellcasting unit can attempt a counterspell against an individual, but such an action is usually overkill, since it takes only one creature to counter another creature's spell. Likewise, an individual spellcaster can attempt a counterspell against a unit, but a successful attempt negates only one of the unit's spells.

No enemy can make a counterspell attempt against an individual spellcaster who has joined a unit. Such an individual has effectively disappeared from the battlefield for the purpose of targeting spells or counterspelling.

SPELL DESCRIPTIONS

Most elements of a spell description remain unchanged in unit combat. The unit ground scale of one square per 50 feet often requires some adjustments, however, as does the one-minute battle round.

Though the following subsections use the term “spell,” the rules presented in them apply to any magical effect. Likewise, the term “caster” refers to either a unit or an individual, unless otherwise noted.

RANGE

As in individual combat, a spell’s range (as defined in the Range entry of the spell description) is the maximum distance from the caster that its effect can occur, as well as the maximum distance at which the caster can designate its point of origin. Any portion of the spell’s area that would extend beyond the range is wasted. Determine the range between a spellcaster and the place she is aiming a spell the same way you determine the range for a ranged attack (see Chapter Three).

STANDARD RANGES

The paragraphs below detail the standard ranges for spells in unit combat. These range categories are the same as those in the *Player’s Handbook*, but the altered versions below better fit the ground scale for unit combat.

Personal: The spell affects only the caster.

Touch: The caster must touch a creature or object to affect it. The spell recipient must be in the caster’s square, or in an adjacent square and in melee contact with the caster or with her unit (see Chapter Three).

Close: Regardless of her level, a caster can aim a close range spell anywhere in her own square or into any adjacent square.

Medium: A spell in this category has a base battlefield range of two squares plus one square per five caster levels (rounded down).

Long: A spell in this category has a battlefield range of eight squares plus one square per caster level.

Unlimited: The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet. If a spell’s range is 0 feet, the caster can use it only within her own square. Round any other range expressed in feet down to the nearest multiple of 50 feet (0 feet minimum). If this treatment causes the range to become 0 feet, the caster can direct the spell only within her own square or at foes in melee contact with her.

AIMING A SPELL IN UNIT COMBAT

Spellcasters and other wielders of magic on a battlefield must make the same choices about which creatures to affect with their magic and where their effects originate as any other user of magic must. However, the ground scale for unit combat and the presence of units made up of multiple creatures often affects the aiming of magical effects.

When multiple creatures in a unit cast a spell or use other magic, they must all aim the effect at the same recipient. If the subject is another unit, the spellcasters can alter their aim slightly so that the entire target unit receives the spell (or at least as much of the unit as the casters can collectively manage to cover).

The factors affecting how a spellcasting combatant can aim spells in unit combat depend on orders, and on whether the spell description has a Target, Effect, or Area entry (see below).

ORDERS

As noted in Chapter Three, a unit’s orders affect how it can aim a magical effect. A spellcasting unit must aim offensive effects at the nearest enemy unless it receives orders to do otherwise.

TARGET OR TARGETS

The caster must aim a spell with a Target entry directly at creatures or objects. When cast on a unit, the spell affects one or more creatures in it, as noted in the spell description. Unless stated otherwise in this chapter, such a spell affects the creature or creatures currently at the top of the damage track on a unit’s record sheet (that is, it affects wounded creatures first).

Targeted spells that deal damage to units do so just like ranged or melee attacks, either wounding or killing the first creature in the target unit. If the spell’s description specifies only one target, it affects no additional creatures, regardless of the damage dealt. Otherwise, any excess damage beyond that needed to kill the first creature applies to the second, and so forth.

A targeted spell that doesn’t deal damage generally doesn’t affect a unit unless the majority of the creatures in it receive the spell.

An individual that has joined a unit is indistinguishable from the creatures in it. An enemy combatant cannot single out such an individual as the target of a spell.

EFFECT

When a spell has an Effect entry, the caster must place the creature, object, or effect that the spell summons or creates somewhere on the battlefield. In most cases, she simply chooses a square somewhere within the spell’s range. The effect appears in the selected square and then operates normally—subject to the constraints of the time and ground scales for unit combat.

SPECIAL KINDS OF EFFECTS

An effect may also take the form of a ray or a spread.

Ray: Using a ray effect requires a ranged attack roll, though typically it is a ranged touch attack rather than a normal ranged attack. A single ray affects only one subject, though some spells can produce multiple rays.

Spread: A spread effect works just like a spread for an area spell (see below).

AREA

A typical area spell covers an area small enough to fit inside a square. Thus, the caster must aim it at some point within a square—not at a grid intersection, as in individual combat. The point of aim can be the center of the square or some readily identifiable place within the square, such as a terrain feature or the spot that a unit occupies. An area spell generally fills the whole square into which the caster aims it, but the effect does not extend into adjacent squares, no matter where in the square the point of aim was. A spell with a very small area affects less than a whole square, and one with a fairly big area affects more. Table 4–1 gives common spell areas and their battlefield conversions. These conversions assume that the distribution of creatures within a square may be uneven, and that casters can usually aim their spells wherever their foes are the thickest.

TABLE 4-1: SPELL AREAS

Area*	Squares Covered	Example Spell	Area*	Squares Covered	Example Spell
Bursts			Emanations		
5' radius	None	<i>Faerie fire</i>	5' radius	None	<i>Zone of silence</i>
10' radius	1/2 (or 1 square in melee contact)	<i>Sleep</i>	10' radius	1/2	<i>Antilife shell</i>
20' radius	1	<i>Chaos hammer</i>	20' radius	1	<i>Consecrate</i>
40' radius	4	<i>Circle of death</i>	40' radius	4	<i>Detect scrying</i>
80' radius	16	<i>Sunburst</i>	60' radius	9	<i>Deeper darkness</i>
Cones			Lines		
15'	1/2 (or 1 square in melee contact)	<i>Burning hands</i>	All lines	1/2 per 50' of length	<i>Lightning bolt</i>
30'	2	<i>Crushing despair</i>	Spreads		
60'	3	<i>Cone of cold</i>	10' radius	1/2 (or foe in melee contact)	<i>Sound burst</i>
Long range	Varies	<i>Detect animals or plants</i>	20' radius	1	<i>Fireball</i>
Creatures			40' radius	4	<i>Blasphemy</i>
All allies and foes in a 40'-radius burst	4	<i>Prayer</i>	80' radius spread	16	<i>Earthquake</i>
All allies within 50'	4	<i>Bless</i>	Others		
All enemies within 50'	4	<i>Bane</i>	5' cube	None	<i>Detect poison</i>
Creatures no more than 30' apart	1	<i>Hypnotism</i>	10' cubes	Varies	<i>Fire storm</i>
Creatures no more than 60' apart	4	<i>Horrid wilting</i>	20' cubes	Varies	<i>Forcecage</i>
Cylinders			30' cubes	Varies	<i>Hallucinatory terrain</i>
10' radius	1/2 (or 1 square in melee contact)	<i>Flame strike</i>	60' cubes	Varies	<i>Forbiddance</i>
20' radius	1	<i>Ice storm</i>	10' square	None	<i>Grease</i>
			20' squares	Varies	<i>Spike growth</i>

* When an area falls between two values on the table, use the lower one. For example, if a spell has a 30-foot-radius burst, use the entry for the 20-foot-radius burst.

A caster using a spell with an area more than 100 feet wide can usually aim it at an intersection on the grid, just as a caster in individual combat would.

Areas come in several forms. See Kinds of Areas, below, for details.

AREA SPELLS VERSUS UNITS

When an area spell affects a square containing a unit, the actual number of creatures in the unit that the spell can affect depends on their size, as given on Table 4-2.

For example, a spell that affects one square cast at a unit of 10 ogres actually affects only three of them, since they are Large and tall. If the spell affects only the equivalent of one-half square, it affects only one of the 10 ogres. If the spell deals damage, it affects wounded creatures first.

DAMAGE TO UNITS FROM AREA SPELLS

When an area spell deals damage to a unit, each creature in it (or each creature the spell can affect; see Table 4-2) takes damage from it. Unlike a ranged attack, an area spell could wound several creatures in a unit without killing any of them.

Like melee and ranged attacks, spells deal damage to units in damage factors. Calculate the damage factors dealt by a given spell according to the average damage it deals (one damage factor per 5 points of average damage, rounded down). Table 4-3 gives some common average damage values.

TABLE 4-2: AREA SPELLS VERSUS UNITS

Creature Size	Creatures/Square*	Creatures/Half Square**
Fine	1,000	500
Diminutive	250	125
Tiny	40	20
Small	10	5
Medium	10	5
Large (long)	3	1
Large (tall)	3	1
Huge (long)	1	1
Huge (tall)	1	1
Gargantuan (long)	1	1
Gargantuan (tall)	1	1
Colossal (long)	1	1
Colossal (tall)	1	1

* Regardless of the number of creatures a square can hold, an area spell affects only units in the square (or squares) that the spell's area fills. The number given assumes that the distribution of creatures within its space is uneven, and the spellcaster can aim the spell wherever the creatures are the thickest.

** For spells that cover only one-half of a square

KINDS OF AREAS

This section details the kinds of area entries that spells can have.

Burst: The spell bursts from the point of aim, affecting whatever lies within its radius (usually everything in the square, subject to creature size limitations for units, as given on Table 4–2). The burst itself is instantaneous, but the spell’s effects may last a while (see the individual spell description for details).

A high barrier in the square blocks a burst completely, and a low barrier in the square grants a Reflex save bonus to any combatant that can claim cover from it. In either case, however, the spell has its normal effects on its own side of the barrier.

5-Foot-Radius Burst: Any spell with an area this small functions like a targeted spell in unit combat. The caster can choose 400 Fine, 100 Diminutive, 16 Tiny, 4 Small or Medium, or 1 Large or larger target. All the targets specified must be in the same square.

10-Foot-Radius Burst: A spell with an area this size can cover half a square, or an entire square if directed at an enemy unit that is in melee contact with an enemy combatant (see Area Spells Versus Units, previous page, for limitations based on creature size).

20-Foot-Radius Burst: Many damaging spells have areas this size. The burst from such a spell effectively fills a square.

40-Foot-Radius Burst: The caster must aim the center of the burst at the corner of one square. The burst then fills the four squares around that point.

80-Foot-Radius Burst: The caster must aim the center of the burst at the corner of one square. The burst then fills an area four squares long and four squares wide, centered on that point (16 squares in all).

Cone: A cone works like a burst, except that the caster serves as the point of origin for the spell. See the diagram on the next page.

15-Foot Cone: This fairly small cone fans out and covers one-half of a square adjacent to the caster, or one-half of the caster’s own square. If directed at an enemy unit that is in melee contact with the caster, the cone covers an entire square.

30-Foot Cone: This cone fans out and covers two squares, both of which must be adjacent to the caster’s square and share one common side with it. Alternatively, the caster can affect her own square plus one adjacent square. In the latter case, the spell does not affect the caster or any of her allies in her square.

60-Foot Cone: The cone covers three squares that share one common corner with the caster’s square. Alternatively, it can affect the caster’s square and two adjacent squares (as described in the entry for a 30-foot cone; see above), or one square adjacent to the caster’s square plus the square to either side. When the caster affects her own square, the spell does not affect the caster or any of her allies in her square.

Many spells with this kind of area are divination spells that reveal increasing amounts of information about the area, depending on how long the caster studies it. See the notes about Divination (page 79) for details.

Long-Range Cone: The caster chooses any corner of her square. The cone extends in a quarter circle from that corner.

Creatures: Some area spells affect creatures directly. Treat such spells as target spells that can affect multiple targets.

All Allies and Enemies Within a 40-Foot-Radius Burst: Pick one corner of the caster’s square. The spell affects all combatants in the four squares around that corner.

TABLE 4–3: DAMAGE TO UNITS FROM SPELLS

Spell Damage*	Damage Factors**	Spell Damage*	Damage Factors**
2d6	1	2d8	1
3d6	2	3d8	2
4d6	2	4d8	3
5d6	3	5d8	4
6d6	4	6d8	5
7d6	4	7d8	6
8d6	5	8d8	7
9d6	6	9d8	8
10d6	7	10d8	9
11d6	7	11d8	9
12d6	8	12d8	10
13d6	9	13d8	11
14d6	9	14d8	12
15d6	10	15d8	13
16d6	11	16d8	14
17d6	11	17d8	15
18d6	12	18d8	16
19d6	13	19d8	17
20d6	14	20d8	18

* For spell damage greater than the values shown on the table, divide the damage into roughly equal parts small enough to appear on the table and add up the damage factors from those parts. For example, a spell that deals 40d6 points of damage would deal 28 damage factors (twice the 20d6 value).

** Damage dealt to each target that is a member of a unit or each unit member in the area the spell covers, subject to the limits given on Table 4–2.

All Allies Within 50 Feet: Pick one corner of the caster’s square. The spell affects all allied combatants in the four squares around that corner.

All Enemies Within 50 Feet: Pick one corner of the caster’s square. The spell affects all enemy combatants in the four squares around that corner.

Creatures No More Than 30 Feet Apart: All the creatures the spell affects must be in the same square.

Creatures No More Than 60 Feet Apart: Choose the corner of one square. All the creatures the spell affects must be in the four squares surrounding that point.

Cylinder: A spell with this type of area functions like a burst, except that the point of aim lies over a square. A circle forms around the point of aim, and the spell shoots down onto the battlefield. Vertical barriers don’t block cylinders.

Emanation: A spell with this kind of area functions like a burst, except that the effect keeps emanating outward from the point of aim for the entire duration of the spell.

10-Foot-Radius Emanation: Most emanations with areas this size are abjurations that create mobile wards around the caster. The caster and possibly some allies (see Table 4–2) fit inside the ward. See Abjuration, page 78, for details on how such spells work on the battlefield.

20-Foot-Radius Emanation: Most spells in this category are light- or darkness-producing spells that illuminate or darken one square. (See the notes about the darkness and light descriptors, page 78, for more information.)

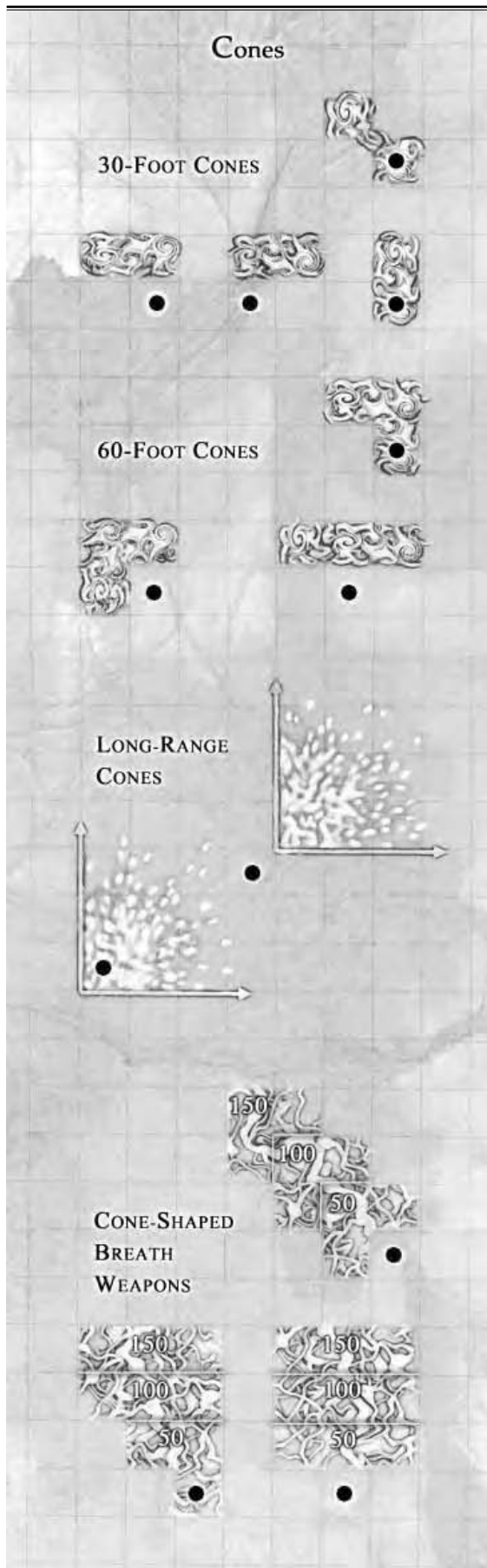


Diagram 12: Cones
Dots show the user's square.

40-Foot-Radius Emanation: Most spells with areas in this category are abjurations or divinations that fill four squares. The caster aims the center of the emanation at the corner of one square, and the effect fills the four squares around that point.

60-Foot-Radius Emanation: Most spells with areas in this category are light- or darkness-producing spells that illuminate or darken nine squares. The caster aims the center of the emanation at one square, which darkens or lights up, and all the squares adjacent to that one likewise darken or light up. (See the notes about the darkness and light descriptors, page 78, for more information.)

Line: A line works like a burst, except that it affects the caster's square and extends into at least one square adjacent to that one. It may extend to other squares as well, depending on the length of the line (round down to the nearest multiple of 50 feet, minimum one square). A line affects one-half the creatures in a square. The caster and her allies remain unaffected, regardless of their actual positions.

Objects: Some area spells affect objects directly. Treat such spells as target spells that can affect multiple targets.

Others: Some spells have unique areas. Their effects usually fill one square on the battlefield.

5-Foot Cube: Treat a spell with this area as a target spell.

10-Foot Cubes: A row of five 10-foot cubes creates a 10-foot-high barrier across one square, and 20 of them effectively fill a square.

20-Foot Cubes: Treat a single 20-foot cube as a target spell that affects as many creatures as can fit into one-half of a square. Two 20-foot cubes create a 20-foot-high barrier across one square, and four of them effectively fill a square.

30-Foot Cubes: One 30-foot cube creates a 30-foot-high barrier across one square, and two of them effectively fill a square.

60-Foot Cubes: One 60-foot cube fills a square and also affects foes in melee contact with a combatant in that square.

Squares: Spells that affect square areas generally function like cubes, expect that they have no height. Treat a single 10-foot square as a target spell that affects one target.

Sphere: These spells function like bursts.

Spread: A spread works like a burst, except that it ignores low barriers and high barriers that have gaps in them, such as hedgerows and buildings with windows.

(S) Shapeable: A shapeable spell area might allow the caster to affect an irregular area or create a barrier with an angle or turn in it. When a shapeable spell has an area made up of cubes, the caster can stack up the cubes to make the area taller if desired.

DURATION

Any spell with a duration greater than instantaneous and less than one minute defaults to a minimum of 1 battle round. When a spell lasts one minute or more, round the duration down to the nearest full minute.

SAVING THROW

Saving throws against spells in unit combat work just like they do in individual combat. When a spell deals only a single damage factor to the creatures in a unit, however, a successful save for half damage negates that damage factor instead.

For example, a *chaos hammer* spell from a 7th-level caster deals only one damage factor to each neutral creature in a unit. Since *chaos*

hammer allows a Will save for half damage, a unit of neutral creatures that makes a successful save takes no damage from the spell.

DESCRIPTORS

A spell's descriptors (if any) often determine how the spell works on the battlefield.

ALIGNMENT

This category includes chaotic, evil, good, and lawful. Many spells with these descriptors have special effects against creatures of the opposite alignment—good versus evil (and vice versa), and chaotic versus lawful (and vice versa). When a majority of the creatures in a unit shares the same alignment, the whole unit has that alignment for the purpose of spells with an alignment descriptor. If there is no majority alignment, consider the unit neutral.

DARKNESS

These spells generally give some level of concealment to anyone in the squares they cover. Combatants outside areas of magical darkness also get concealment from the darkness if the effect blocks another combatant's line of sight to them (see page 61).

DEATH

Death spells function on the battlefield exactly as they do in individual combat.

ENERGY

This category includes acid, cold, electricity, and sonic. Energy descriptors work more or less the same way in unit combat as they do in individual combat, except that if the majority of the creatures in a unit is immune to the kind of energy a spell uses, the whole unit is immune to that spell. Likewise, if the majority of the creatures in a unit is resistant to the energy a spell uses, the whole unit is resistant.

FEAR

A fear spell can affect an entire unit, even if the spell itself cannot reach the majority of those creatures (see the mind-affecting section, this page). A unit subjected to a fear spell must make a morale check just as though it had taken damage from the spell, with a -1 penalty on the check for each member of the unit that the spell has affected. A unit that fails the check acts accordingly.

A unit routed by a fear effect cannot rally until it wears off, and the affected unit may continue routing even afterward, depending on its success at rallying. If a fear effect fails to rout a unit, it must make a new morale check each battle round that the fear effect lasts. If the effect wears off and the unit is not routing, it suffers no further ill effects.

FORCE

Force spells function on the battlefield exactly as they do in individual combat.

LANGUAGE-DEPENDENT

Unless otherwise noted, spells in this category are effective only against combatants in the caster's square or in adjacent squares.

LIGHT

These spells negate concealment for normal or magical darkness, but only within the squares they cover. Other combatants determine line of sight to those in an area of magical light as though normal (daytime) light conditions prevailed.

MIND-AFFECTING

Spells with this descriptor do not affect a unit unless the majority of the creatures in it receive the same spell. If so, the whole unit acts as though affected. Most fear effects are mind-affecting, but they can affect a whole unit even when they do not affect the majority of the creatures in it, as noted above.

TELEPORTATION

Teleportation spells function on the battlefield exactly as they do in individual combat.

SCHOOLS OF MAGIC

Considering a spell's school can also be helpful when determining how it behaves on the battlefield.

ABJURATION

If an abjuration creates a barrier that keeps certain types of creatures at bay, such creatures cannot use natural weapons to enter melee contact with anyone inside the ward. They can enter melee contact with the warded creatures only by using reach weapons whose reach is at least 15 feet (see page 18).

The subjects of such a spell cannot use the barrier it creates to push away the creatures hedged out by the ward. Furthermore, neither the caster nor any ally inside the ward with him can enter melee contact with those creatures and still remain protected from them, unless he uses a reach weapon with a reach of at least 15 feet. The caster breaks the ward if he tries to use natural reach or a weapon with a reach shorter than 15 feet to attack such creatures. An ally may attack creatures the ward hedges out without breaking the ward or using a reach weapon, but he must leave the spell area to do so. Once he does, he cannot return until his next activation.

CONJURATION

A spell of this school can make creatures or objects suddenly appear on the battlefield. They cannot appear inside other creatures or objects, nor can they appear in empty space and drop onto the battlefield. They must arrive in an open location, on a surface capable of supporting them, somewhere within the spell's range. They do not, however, have to remain within its range after their appearance.

Calling and Summoning: Spells of these subschools can produce individuals to fight on the battlefield, or whole units if the caster can call or summon at least 10 creatures.

Units brought into existence through this spell form a sort of subcommand within the caster's division, with the caster functioning as subcommander. The caster can issue any kind of order to the units so produced, gaining a $+5$ bonus on her command checks to do so, and she does not take the -5 penalty on command checks for not previously training with the unit. No other commander in the division can issue orders to that subcommand at all.

DIVINATION

Many divination spells have cone-shaped areas that move with the caster and extend in the direction he looks. These spells usually require concentration (a move action) from the caster. He can examine an area either as part of the casting or as a move action later in its duration. He can look at one area for the equivalent of 5 rounds on the individual scale, which is usually sufficient to learn everything the spell can reveal about the area. Alternatively, he can direct the spell to as many as five different areas, studying each for the equivalent of 1 round on the individual scale. He can also use some combination of those options that adds up to 5 rounds of study.

For example, a wizard who casts *detect magic* can study a single area for the equivalent of 5 rounds, or five different areas for the equivalent of 1 round each, or one area for the equivalent of 3 rounds and a second area for the equivalent of 2 rounds, or any other combination that adds up to 5 rounds of use on the individual scale.

Scrying: Spells of this subschool create invisible magical sensors that send information to their casters. The caster must have line of sight to the square in which he places the sensor.

Information gained in this manner can be helpful to a commander who wants to give an order to a unit in the target square. If the commander has line of sight to the unit via the spell, but it does

not have line of sight to him, a -2 penalty applies to the command check for blocked line of sight. (If the unit also has line of sight to the commander, this penalty does not apply.) The spell also reduces the penalty that normally applies to command checks when the commander is more than 50 feet from the unit to -2 .

ENCHANTMENT

Because enchantment spells are mind-affecting, they do not affect a unit unless the majority of its creatures are subject to the same spell. If so, the whole unit acts as though affected.

Charm: A *charmed* unit forms a sort of subcommand within the caster's division, with the caster as the subcommander. The caster can issue any kind of order to such a unit, but she takes a -5 penalty on her command check because the unit would not normally take orders from her. She does not, however, take the -5 penalty for not previously training with the unit. During battle rounds in which the caster gives no orders to the unit (or fails to give an order because of a failed command check), a *charmed* unit acts just like any other unit without orders, except that it does not treat the caster as an enemy.

In some cases, multiple casters may work together to charm a whole unit. (For example, 10 wizards might all cast *charm person* at the same unit.) If successful, this group of casters can then issue



orders to the *charmed* unit as described above, but they must all issue the same order, and each of their command checks takes an additional –5 penalty.

Compulsion: Most compulsion spells do not grant the caster any kind of control over the subject. Rather, they compel some kind of action (or nonaction) from the subject. If such a spell affects the majority of creatures in a unit, they all act accordingly.

If a compulsion spell allows the caster to specify the subject's actions, treat his control over an affected unit as an order given via a *charm* effect, except that he gets a +10 bonus on his command check instead of taking a –5 penalty. If multiple casters compel a unit together, the bonus drops to +5.

EVOCATION

Spells from this school usually work no differently on the battlefield than they do in individual combat. The areas they cover, however, usually require conversion (see *Aiming a Spell in Unit Combat*, page 74).

ILLUSION

Illusion spells can have powerful effects on the battlefield. The following sections detail these effects for the various subschools.

Figment: Figments produce no real effects, so they cannot deal damage to units or individuals. However, audible figments can affect a commander's ability to issue orders (see the notes on the *ghost sound* spell, page 88), and visual figments can distract units that have not received orders, forcing them to advance toward illusory enemies or avoid illusory terrain.

In general, every combatant that has line of sight to a visual figment gets a saving throw to disbelieve it. A unit gets a +2 bonus on this save. Failure means the affected combatant must act as though the figment were real. A combatant that moves adjacent to a figment gets a new saving throw immediately upon arrival.

Engaging in melee combat with a purely visual figment or moving into its square counts as incontrovertible proof that the figment is not real, and the combatant automatically disbelieves it. Making a ranged attack against any figment merely allows a new saving throw for disbelief.

A higher-level figment that combines visual and other sensory elements may escape immediate detection when a combatant makes a melee attack against it or enters its square. However, each melee attack against it allows a new saving throw for disbelief, and a unit entering its square gets not only a saving throw before entry, but also a +2 circumstance bonus on that save.

A combatant automatically disbelieves even a multi-sensory figment if the latter is unable to function like the real thing. An illusory bridge created with a *major image* spell includes visual, olfactory, and thermal elements, but it cannot support any weight, so a combatant entering the bridge's square automatically disbelieves it.

If a figment might lure a combatant into an area where a high potential for damage or inconvenience exists, the combatant can attempt a Reflex save (DC 15) to avoid entering the figment's square.

Glamer: A glamer spell functions like a figment on the battlefield if it allows a save to disbelieve. Glamers that do not allow such saves (such as *invisibility*) function exactly as they do in individual combat.

Pattern: A pattern is a mind-affecting effect, and as such it does not work on a unit unless the majority of its creatures are subject to the same spell.

Shadow: A shadow spell works like a figment on the battlefield, except that each combatant gets only one chance to disbelieve it. Furthermore, making a melee attack against a shadow or entering its square does not result in automatic disbelief.

NECROMANCY

A necromancy spell's battlefield effects depend on the spell and its descriptors.

Necromancy spells that deal damage or produce death effects function according to their area or target entries. A necromancy spell that produces a fear effect works just like other fear effects.

Necromancy spells that create undead creatures can produce either undead individuals to fight on the battlefield, or whole undead units (provided that the caster creates at least 10 undead creatures).

Undead units created through a spell form a sort of subcommand within the caster's division, with the caster as the subcommander. The caster can issue any kind of order to the units so produced, and he does not take the –5 penalty on command checks for not previously training with the unit. No other commander in the division can issue orders to that subcommand at all.

TRANSMUTATION

Many spells of this school enhance or diminish the recipient in some fashion. A spell that provides any sort of bonus or penalty is effective on a unit only when it affects the majority of its creatures. If so, the whole unit functions as if subject to the spell. The same is true for transmutation spells that alter the recipient's ability scores.

SELECTED SPELLS

This section contains notes for using spells from the *Player's Handbook* with the unit combat system. This section discusses only the spells that prove the most useful for mass combat.

SPELL NOTES

Each spell entry begins with the spell's name, followed by any needed conversions for the spell's casting time, range, duration, and other key parameters. In some cases, a spell can have two durations—one for how long the spell itself lasts and one for how long it affects its subjects. A second entry given in parentheses after the main one indicates such a secondary duration. For example, the *mind fog* spell creates a cloud of fog that lasts 30 battle rounds, but creatures affected by the fog remain so for 1 battle round. A (D) entry next to the duration indicates a dismissible spell. The final entry is a description of what the spell does on the battlefield.

Any aspect of the spell not covered in these notes (such as school, descriptor, saving throw, or spell resistance) is exactly the same as noted in the *Player's Handbook*.

ACID FOG

Range: Medium (two squares + one square/five levels)

Duration: 1 battle round/10 levels

The spell creates a 20-foot-high spread of dense fog that fills one square in the same manner as a *solid fog* spell. The cloud affects movement through the square as stated in the spell notes for *solid fog*. Each combatant that begins its turn in the *acid fog* or enters the spell's area takes acid damage (2 damage factors per creature in a unit, and 2d6 points of damage per individual). Each combatant that ends its turn in the fog takes acid damage again (2 additional damage factors per creature in a unit, and 2d6 additional points of damage per individual).

AID

Range: Touch

Duration: 1 battle round/level

A creature in a unit that receives this spell gains 1 temporary damage factor if the caster is 5th level or lower, or 2 damage factors if she is 6th level or higher.

The spell's +1 morale bonus on attack rolls and saves doesn't affect a unit unless the majority of its creatures have received the spell.

AIR WALK

Range: Touch

Duration: 10 battle rounds/level

Moving upward with the spell counts as hard going. The subject must move forward one square to gain 50 feet of elevation.

A powerful wind (one in excess of 50 mph) can push an air walker along or hold him back. At the end of his turn each round, the wind moves him one square in the direction it is blowing. This movement does not provoke attacks of opportunity.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject drops gently for up to 600 feet, landing safely if it reaches the ground before or at the end of that drop. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet fallen. Since dispelling a spell effectively ends it, the subject also drops in this way if another caster successfully dispels the *air walk* spell.

ALIGN WEAPON

Range: Touch

Duration: 1 battle round/level

Casting this spell on a unit's weapons proves ineffective unless the majority of its creatures wield weapons that have received the spell. A single caster can also cast *align weapon* on up to 50 projectiles, then distribute them to creatures in a unit, either by dropping them into a square or by handing them out herself. Distribution is a free action for the caster in either case.

A unit must receive the Perform a Miscellaneous Action order to pick up the projectiles. Accepting them directly from the caster or picking them up from the ground is a free action for a unit, provided that all its creatures enter or pass through the square where the projectiles lie. Alternatively, a unit can pick up the projectiles if any part of it is in the square with them, then distribute them among all its creatures as a move action. A unit can also pass the projectiles to an adjacent allied unit, which can then distribute them among its own members or pass them on to another adjacent unit. Any unit must receive the Perform a Miscellaneous Action order to accept the projectiles.

ANIMAL MESSENGER

Duration: One order

This spell works only if there is an available animal in the caster's square or in an adjacent square. The caster can use the animal to deliver any order with a range of 50 feet or more to any unit normally under his command, regardless of the distance between the commander and the unit. The caster also can use the *animal messenger* to deliver an order on another commander's behalf.

A commander giving an order via the *animal messenger* takes a –5 penalty on his command check. Using the messenger does not negate any other penalties that might apply to the command check, such as the –5 penalty for not being in the unit's line of sight.

To deliver the order, the *animal messenger* must move to the unit's space, which may result in a delay before delivery of the order. If the command check for the delayed order succeeds, the unit obeys to the best of its ability. If, in the DM's judgement, conditions have changed to the extent that the unit cannot obey the order by the time it arrives, the order has no effect, but it still counts as an order the unit has received during the round when it arrives and an order the commander gave during the round when he issued it.

ANIMATE DEAD

Range: Touch

Duration: Instantaneous

Undead units created through this spell form a sort of subcommand within the caster's division, as noted in the discussion of necromancy effects (see page 80).

The caster can control only 4 HD worth of creatures per caster level through this spell, but any unit obeys her commands as long as the majority of its members remains under her control.

ANIMATE OBJECTS

Range: Medium (two squares + one square/five levels)

Duration: 1 battle round/10 levels

Construct units created through this spell form a sort of subcommand within the caster's division, with the caster as the subcommander. See the discussion of conjuration effects on page 78 for details.

ANIMATE PLANTS

Range: Close (caster's square and all adjacent squares)

Duration: 1 battle round/10 levels when creating combatant plants, or one hour/level for an *entangle* effect.

This spell can create animated plant individuals or units to fight on the battlefield, as with the *animate objects* spell. Alternatively, the caster can use this spell to create *entangle* effects (as the spell) in his square and all the adjacent squares for up to one hour per caster level. The caster can select only certain squares within this area to affect, as desired.

ANTIMAGIC FIELD

Range: 10 feet

Duration: 10 battle rounds/level (D)

This spell creates a mobile ward around the caster that suppresses all magic. The caster cannot cast spells out of the ward, and no

magic from a foe or ally can affect her. The caster can cast spells on herself, but any spell so cast has no effect while the ward lasts.

Conjured, summoned, or incorporeal combatants cannot move into melee contact with the caster. If she moves into melee contact with such a creature, it winks out and remains off the battlefield until either the caster moves or the spell ends. The caster cannot move into melee contact with a unit of a conjured, summoned, or incorporeal creatures.

This effect also suppresses any magic affecting or carried by an individual in melee contact with the caster. As soon as either combatant breaks melee contact, the suppression ends.

Allies sharing the ward (see page 78) have the same benefits and restrictions that the caster has.

ANTIPATHY

Range: 150 feet

Duration: Two hours/level (D)

This spell renders a 150-foot cube (three squares wide, three squares long, and 150 feet high) on the battlefield impassable to a certain kind of creature, or to creatures of a certain alignment (see the spell description for details). The caster designates the restriction upon casting the spell.

Whenever a combatant of the designated kind tries to enter the area, it must make a saving throw. Success allows it to enter and move through the area normally, but its effective Dexterity score drops by 4 points while it is there. If the save fails, the combatant must treat the area as impassable terrain as long as the spell lasts.

BALEFUL POLYMORPH

Range: Close (caster's square or an adjacent square)

Duration: Permanent

This spell eliminates a single creature from a unit, as though it had died.

BIG CLENCHED FIST

Range: Medium (two squares + one square/five levels)

Duration: 1 battle round/10 levels (D)

The fist created by this spell can provide the caster with cover like a *big interposing hand* spell, or bull rush a foe like a *big forceful hand* spell (but with a +17 bonus on the Strength check), or attack any combatant within range.

The fist functions as a Large creature for combat. It has an effective Strength score of 33 and attacks using Table 3–4. Its attack bonus equals the caster level + the ability modifier for the ability that governs the caster's spellcasting + 13 (+11 Strength, –1 size, +3 weapon damage modifier). The fist can move anywhere within the spell's range and attack once, or it can make a double attack if it does not move.

BIG CRUSHING HAND

Range: Medium (two squares + one square/five levels)

Duration: 1 battle round/10 levels (D)

The hand created by this spell can provide the caster with cover like a *big interposing hand* spell, or bull rush a foe like a *big forceful hand* spell (but with a +18 bonus on the Strength check), or it can attack any combatant within range.

The hand functions as a Large creature for combat. It has an effective Strength score of 35 and attacks on Table 3–4, using the target's grapple check result as its Armor Class. The hand's attack bonus equals the caster level + the ability modifier for the ability that governs the caster's spellcasting + 19 (+12 Strength, +4 size, +3 weapon damage modifier). The hand can move anywhere within range and attack once, or it can make a double attack if it does not move.

BIG FORCEFUL HAND

Range: Medium (two squares + one square/five levels)

Duration: 1 battle round/10 levels (D)

The hand created by this spell can provide the caster with cover like a *big interposing hand* spell, or it can bull rush a foe.

The hand functions as a Large creature in combat. As a Large individual, it can bull rush a unit only if its members are Small or smaller (+14 bonus on the Strength check).

BIG GRASPING HAND

Range: Medium (two squares + one square/five levels)

Duration: 1 battle round/10 levels (D)

The hand created by this spell can provide the caster with cover like a *big interposing hand* spell, or bull rush a foe like a *big forceful hand* (but with a +16 bonus on the Strength check), or grapple any single creature within range. Since the hand can grapple only one creature at a time, it has limited effect against a unit.

The hand functions as a Large creature in combat.

BIG INTERPOSING HAND

Range: Medium (two squares + one square/five levels)

Duration: 1 battle round/10 levels (D)

The hand created by this spell grants the user cover (+4 bonus to Armor Class) against a single enemy combatant. The hand can move to block any foe within range, but if the selected foe is a unit, the caster gains cover only if the hand remains in his square.

The hand functions as a Large creature in combat.

BLADE BARRIER

Range: Medium (two squares + one square/five levels)

Duration: 1 battle round/level (D)

The spell creates a vertical barrier 20 feet high and up to four squares long, or a vertical barrier 20 feet high around all four sides of a single square. Any combatant that treats the *blade barrier* as a low or high barrier can claim cover from it (+4 bonus to Armor Class and +2 bonus on Reflex saves).

BLASPHEMY

Range: 40 feet

Duration: Instantaneous (1 or 1d10 battle rounds)

The spell's effects on creatures depend on their Hit Dice, as noted in the spell description. In unit combat, the details for these effects are as follows:

Effect	Adjustments for Use in Unit Combat
Dazed	Lasts 1 battle round
Weakened	Lasts 1 battle round
Paralyzed	Lasts 1d10 battle rounds
Killed	Works normally, killing living creatures and destroying undead creatures
Banishment	Removes combatants from the battle

CALL LIGHTNING

Range: Medium (two squares + one square/five levels)

Duration: Instantaneous

In unit combat, each bolt of lightning this spell generates works like a targeted spell. The caster can target each bolt at one Small or larger creature. When directed at a unit, a single bolt affects four Tiny, 25 Diminutive, or 100 Fine targets. The caster can select a different target for each bolt.

The spell generates one bolt per caster level (maximum 10 bolts), and the caster can use all 10 of them in 1 battle round.

CALL LIGHTNING STORM

This spell functions like *call lightning*, except that it deals more damage, as noted in the spell description.

CHAIN LIGHTNING

Range: Long (eight squares + one square/level)

Duration: Instantaneous

Chain lightning strikes one primary target, plus one secondary target per caster level. All these targets must be in the same square.

An individual that has joined a unit cannot function as the primary target for the spell, but he can be a secondary target if he or his unit is in melee contact with the caster or the caster's unit (if any).

CHAOS HAMMER

Range: Long (eight squares + one square/level)

Duration: Instantaneous (1 battle round)

In addition to dealing damage as noted in the spell description, *chaos hammer* also slows lawful creatures as the spell for 1 battle round.

CHILL METAL

Range: Close (caster's square or an adjacent square)

Duration: Instantaneous (1 battle round)

All the targets for this spell must be in the same square. Each member of a unit takes 4 cold damage factors from this spell, and each individual takes 8d4 points of cold damage. A successful Will save by a combatant or an unattended magic item negates the effect.

If a creature takes any fire damage during the battle round after receiving this spell, the cold and fire damage negate each other on a one-for-one basis. (That is, 1 hit point of cold damage and 1 hit point of fire damage negate each other, and 1 cold damage factor and 1 fire damage factor negate each other.)

An individual that has joined a unit cannot function as the target for this spell unless she or her unit is in melee contact with the caster or the caster's unit (if any).

CHILL TOUCH

Range: Touch

Duration: Instantaneous (one touch/level)

When using this spell against an enemy unit, the casting combatant makes a melee touch attack on Table 3-3 or 3-4, as appropriate, substituting -1 for its normal weapon damage modifier when calculating the melee attack bonus. Each hit the caster scores deals 1 damage factor to the unit and drains one use from the spell. The casting combatant cannot make more hits with the spell than it has caster levels.

An individual target takes 1d6 points of negative energy damage from the caster's touch attacks, plus 1 point of Strength damage with a failed save. Units ignore Strength damage from the spell.

An undead unit takes no damage from the spell, but it must make a morale check after the caster's attack (even though undead units generally don't check morale) just as though it had taken damage. A -1 penalty per hit from the caster applies to this check. A unit that fails this check acts accordingly, though if it routs it automatically rallies as a move action upon its next activation.

An undead individual takes no damage from the caster's touch attacks but must make a successful save or immediately adjust position away from him. As soon as possible thereafter, the undead individual must make a double move away from the caster in the same fashion as a unit routing, except that he automatically rallies when next activated as a free action.

CIRCLE OF DEATH

Range: Medium (two squares + one square/five levels)

Duration: Instantaneous

The spell affects 1d4 Hit Dice of living creatures per caster level (maximum 20d4) in a single square. Apply the effect against creatures with lower Hit Dice before those with higher Hit Dice. Among creatures with the same Hit Dice, the spell affects members of units before any individuals that may also be in the square.

CLOUDKILL

Range: Medium (two squares + one square/five levels)

Duration: 1 battle round/level

This spell creates a 20-foot-high spread of dense fog that fills one square, like a *fog cloud* spell. The spell affects only living creatures in contact with the fog. Its exact effect depends upon the Hit Dice of those creatures, as follows.

3 or Fewer Hit Dice: Any creature in this category dies if it enters the fog or starts its turns there.

4-6 Hit Dice: A creature in this category must save or die if it starts its turn in the fog or if it enters the fog. Even with a successful save, each member of a unit takes 2 points of Constitution damage, and an individual takes 1d4 points of Constitution damage.

7+ Hit Dice: Any creature in this category must save if it starts its turn in the fog, if it enters the fog, or if it ends its turn there. Failure means the creature takes Constitution damage (2 points for a member of a unit, or 1d4 points for an individual). Success halves that damage.

Each round upon activation of the caster, the deadly fog moves 100 feet directly away from wherever the caster was when she finished casting the spell. The fog cannot move up inclines or cross

solid barriers more than 20 feet high. It affects creatures in squares through which it passes as though they had entered the fog.

CONFUSION

Range: Medium (two squares + one square/five levels)
Duration: 1 battle round/10 levels, minimum 1 battle round
 A confused unit (see the note on mind-affecting spells, page 78) acts as a confused creature does. If it must attack the nearest creature, it attacks itself.

CONTROL WATER

Range: Long (eight squares + one square/level)
Duration: 10 battle rounds/level (D)
 This spell allows the caster to manipulate water features in a volume equal to one square per five caster levels, up to 4 feet deep. A caster who can manipulate water in more than one square can shape the volume as desired to gain extra depth.

A whirlpool created by this spell functions as a strong current (see page 68) that affects creatures 50 feet away per 4 feet of depth, drawing swimmers into its square. For example, an 8-foot-deep whirlpool creates a current that affects swimmers 100 feet away.

When employed against water elementals, *control water* affects every such creature in the square or squares that the spell covers. (This is an exception to the rule about the number of creatures affected by an area spell.)

CONTROL WINDS

Range: 40 feet/level, rounded down to the nearest multiple of 50 feet
Duration: 10 battle rounds/level
 The caster must center the large area of this spell on one corner of the square she occupies at the time of casting. If she chooses to create the eye of calm air option, the eye covers an area of four squares, one of which must be the caster's square.

CURE CRITICAL WOUNDS

This spell functions like *cure light wounds*, except that it cures damage factors as shown on the following table.

Caster Level	Damage Factors
7th–11th	5
12th–16th	6
17th+	7

CURE CRITICAL WOUNDS, MASS

This spell functions like *mass cure light wounds*, except that it cures damage factors for each subject as shown on the following table.

Caster Level	Damage Factors
15th–16th	6
17th–21st	7
22nd–26th	8
27th–31st	9
32nd–36th	10
37th+	11

CURE LIGHT WOUNDS

Range: Touch
Duration: Instantaneous
 A wounded unit member receiving this spell recovers 1 or 2 damage factors, as given on the following table.

Caster Level	Damage Factors
1st–4th	1
5th+	2

Only living combatants can benefit from this spell. An undead takes damage from it equivalent to the amount it otherwise would heal.

CURE LIGHT WOUNDS, MASS

Range: Close (caster's square or an adjacent square)
Duration: Instantaneous
 All the creatures receiving this spell must be in the same square. Upon receiving it, each wounded unit member that the caster designates recovers 2 or more damage factors, as shown below:

Caster Level	Damage Factors
9th–10th	2
11th–15th	3
16th–20th	4
21st+	5

This spell damages an undead combatant to the same extent that it would cure a living creature.

CURE MODERATE WOUNDS

This spell functions like *cure light wounds*, except that it cures damage factors as shown on the following table.

Caster Level	Damage Factors
3rd–5th	2
6th–10th	3

CURE MODERATE WOUNDS, MASS

This spell functions like *mass cure light wounds*, except that it cures damage factors for each subject as shown on the following table.

Caster Level	Damage Factors
11th–15th	4
16th–20th	5
21st–26th	6
27th+	7

CURE SERIOUS WOUNDS

This spell functions like *cure light wounds*, except that it cures damage factors as shown on the following table.

Caster Level	Damage Factors
5th–6th	3
7th–11th	4
12th+	5

CURE SERIOUS WOUNDS, MASS

This spell functions like *mass cure light wounds*, except that it cures damage factors for each subject as shown on the following table.

Caster Level	Damage Factors
13th–16th	6
17th–21st	6
22nd–26th	7
27th–31st	8
32nd+	9

DEEP SLUMBER

Range: Close (caster's square or an adjacent square)

Deep slumber functions like the *sleep* spell, except that it affects 10 Hit Dice worth of creatures.

DELAYED BLAST FIREBALL

This spell functions like *fireball*, except that the caster can choose to delay the blast until his next activation. In that case, a glowing bead rests in the square where the caster aimed the spell, and any combatant can pick it up and toss it into an adjacent square. If anyone picks up the bead, there is a 25% chance that it will detonate immediately.

DICTUM

Range: 40 feet

Duration: Instantaneous (1 or 1d10 battle rounds)

The spell's effect on creatures depends on their Hit Dice, as noted in the spell description. In unit combat, the details for these effects are as follows.

Effect	Adjustments for Use in Unit Combat
Deafened	Lasts 1 battle round
Slowed	Lasts 1 battle round
Paralyzed	Lasts 1d10 battle rounds
Killed	Works normally, killing living creatures and destroying undead creatures
Banishment	Removes combatants from the battle

DIMINISH PLANTS

Range: Long (eight squares + one square/level)

Duration: Instantaneous

Only the prune growth version of this spell has any effect during a battle. The caster can choose one of three areas for this effect, as follows. (See diagram on the next page.)

- A 100-foot circle, which looks like a four-by-four square, covering 16 squares in all



- A 150-foot semicircle, which looks like a two-step pyramid that is three squares wide and six squares long, covering 16 squares in all
- A 250-foot quarter-circle, which looks like a staircase five squares wide and five squares long, covering 15 squares in all (altered from the version in the *Player's Handbook* to preserve its usefulness on the battlefield)

All plant life in the affected area shrinks to about one-third of its original height. (Round the height loss down to the nearest multiple of 5 feet). If there was hard going in any affected square because of vegetation, the reduction produced by this spell allows normal movement.

The spell reduces woods by one category (dense woods to medium woods, medium woods to light woods, and light woods to shorter light woods). It also eliminates movement effects for thickets, hedgerows, and the like.

EARTHQUAKE

Range: Long (eight squares + one square/level)

Duration: 1 battle round

This spell rocks the ground around its point of aim for 1 battle round. This effect can prevent spellcasting or knock combatants to the ground, as noted in the spell description. The spell's other battlefield effects depend on the terrain, as follows.

Cave, Cavern, or Tunnel: Creatures in the spell's area take bludgeoning damage, and falling rubble can pin them, as noted in the spell description.

Cliff: The landslide created by the spell sweeps any climbers off the cliff. Climbers take falling damage in addition to the bludgeoning damage from the landslide itself. The landslide spreads one square from the cliff's base for every 50 feet of its height (minimum one square). Debris pins combatants swept off the cliff or caught in the landslide, as noted in the spell description.

Hill: Each combatant on a hill must make a successful Reflex save (DC 15) or slide downslope 1d4 × 50 feet (or to the bottom of the slope, whichever is less). Any combatant that fails the save takes 1d6 points of nonlethal damage per 50 feet it slides and winds up prone at the end of the slide.

Open Ground: This category includes all kinds of terrain not discussed elsewhere in this spell description. Any combatant caught in the effect while on such terrain has a 25% chance to fall into a crevice (as noted in the spell description; check once for each unit or individual). A combatant that falls into a crevice can leap clear with a successful Reflex save (DC 20). Failure means the combatant drops 1d6 × 5 feet into the crevice, taking falling damage according to the distance fallen. Any combatants still inside the crevice when the spell ends die as it grinds closed.

River, Lake, or Marsh: Water in the area drains away, creating temporary quicksand. Any combatant in the area must make a successful Reflex save (DC 15) or sink and become entangled. Any victim that has not yet escaped when the spell ends may drown as the water comes rushing back to fill the void. Creatures that survive start their turns underwater when next activated.

Structure: Structures and combatants inside them take damage as noted in the spell description. The effect also sweeps away any combatants that are climbing a structure's walls and drops them

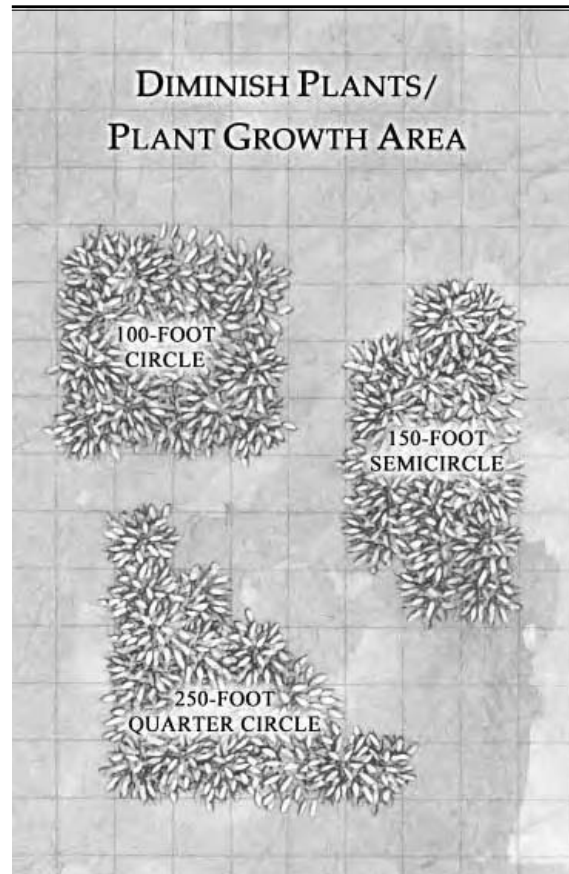


Diagram 13: Diminish Plants/Plant Growth Area

Caster can choose one of the three pictured areas for these spells' effects.

onto the ground, as noted for a cliff. Any combatant on a pitched roof automatically falls off in the direction the roof slopes. A combatant on a flat roof slides off if it fails a Reflex save (DC 15), falling from the closest edge, or from a random edge if all of them are equally close. A battlement (provided that it stays intact) prevents combatants from falling off any roof. If the structure collapses, any creature on its roof automatically falls and lands atop the rubble, taking damage according to the distance dropped, plus an additional 2d6 points of bludgeoning damage.

Walls: Climbers fall as noted for a cliff. Each unit or individual atop a wall must make a Reflex save (DC 15) or fall off. Any combatant knocked from the top of a wall with a battlement falls on the side away from it; otherwise the combatant has an equal chance to fall on either side.

A combatant using a catwalk must also make a Reflex save (DC 15) to avoid falling off. Those who do fall land on the side of the wall with the catwalk.

Pinned: Each combatant pinned under rubble must make a Constitution check (DC 15) each battle round or take 1d6 points of damage (if an individual) or 1 damage factor (if a unit). Such a combatant must make a check at the same DC each battle round thereafter until freed or dead. A combatant with a burrow speed can free itself as a standard action, but other combatants must rely on others to free them. It takes a double action to free one combatant from rubble.

ENERGY DRAIN

See the note on the *enervation* spell, below.

ENERVATION

Range: Close (caster's square or an adjacent square)

Duration: Instantaneous

This spell has no effect on a unit unless it kills its subject (thus eliminating it from the unit).

ENTANGLE

Range: Long (eight squares + one square/level)

Duration: 1 battle round/level

A combatant must make a saving throw against this spell upon entering the area, or when activated if it begins its turn in the area. Success allows the combatant to treat the affected area as hard going; failure means it becomes entangled and must stop moving.

An entangled combatant takes a -2 penalty on attack rolls and a -4 penalty to effective Dexterity. If it attempts to cast a spell while entangled, it must make a successful Concentration check (DC 15) or lose the spell.

If stuck in the area at the beginning of its turn, a combatant can use a full-round action to make a Strength check or an Escape Artist check (DC 20 for either) to break loose. If the check succeeds, the combatant can move its speed as part of the full-round action it used to break free, though it must still treat the *entangle* area as hard going.

EYEBITE

Range: Close (caster's square or an adjacent square)

Duration: 1 battle round/30 levels, minimum 1 battle round (10 battle rounds/level)

The caster can use this spell on up to five targets during the round of its casting. For each round the spell lasts thereafter, the caster can affect up to five more targets as a move action. The spell's various effects function as follows on the battlefield:

Sickened: There is no effect upon a unit unless the majority of its creatures are subject to the spell.

Panicked: This effect works against units according to the rules for fear effects on page 78. (Make the required morale check after the caster selects his five targets.)

After the unit's initial morale check, *eyebite* has no further effect unless the majority of the creatures in the unit succumb to the panicked effect. In that case, the unit must make a morale check each time it comes within range of the caster, until the effect ends.

Comatose: This effect eliminates one creature from a unit. If the creature awakens before the battle is over, it can attempt to rejoin its unit (or another like it) in the same manner as a creature revived from near-death (see *Death and Dying on the Battlefield*, page 44).

FALSE VISION

Range: Touch

Duration: 1 hour/level (D)

This spell negates the benefits commanders gain from *scrying* spells (see page 79) used on the affected area.

FEAR

Range: 30 feet

Duration: 1 battle round/10 levels, minimum 1 battle round

The *fear* spell can force a unit to check morale, even if it cannot affect the majority of the unit (see page 78). The spell's shaken effect has no effect on a unit unless it affects the majority of the creatures in it.

FEATHER FALL

Range: Close (caster's square or an adjacent square)

Duration: Until landing or 1 battle round/10 levels, minimum 1 battle round

Combatants affected by this spell fall 600 feet per round. They land safely if they reach the ground while the spell lasts.

FIRE SEEDS

Range: Touch

Duration: 10 battle rounds/level or until used

The acorn grenade version of this spell affects up to four targets within 100 feet of the caster.

Each grenade deals fire damage to a unit as specified by the caster (see spell description). It functions as an area spell with a 10-foot-radius burst, except that the creature struck does not receive a saving throw. Damage depends on the number of dice the caster assigns to the grenade, as noted on Table 4-3, except that the grenade deals 1 extra damage factor per five dice.

The holly berry bomb version of the spell produces bombs that the casting combatant can toss at foes with which it is in melee contact. Alternatively, the caster can leave the bombs on the battlefield to detonate later. He must be within 200 feet of a bomb to detonate it.

Upon detonation, each bomb deals fire damage as an area spell with a 5-foot-radius burst. Against a unit, it deals 1 damage factor plus 1 additional damage factor per five caster levels.

FIRE SHIELD

Range: Personal

Duration: 1 battle round/10 levels (minimum 1 battle round)

Depending on the version used (see spell description), a unit making melee attacks against the subject takes fire or cold damage factors equal to $1 + 1/\text{five}$ caster levels (maximum 4) for each hit it scores.

Fire shield also protects the subject against fire or cold attacks, as noted in the spell description.

FLAME ARROW

Range: Close (caster's square or an adjacent square)

Duration: 10 battle rounds/level

Unlike the *align weapon* spell, the caster can affect any collection of projectiles within range, even without touching them. She can distribute the projectiles from this spell among allied units as described in the notes on the *align weapon* spell.

A unit armed with projectiles affected by this spell deals 1 extra fire damage factor for each hit it scores against another unit.

FLAME BLADE

Range: Personal

Duration: 1 battle round/level

The caster must make a melee touch attack to affect a foe. When attacking a unit, he uses Table 3-3 or 3-4 as appropriate but does not include his Strength modifier in the calculation of his attack roll result. His weapon damage modifier varies with caster level, as follows.

Caster Level	Weapon Damage Modifier
3rd–11th	+1
12th–20th	+2

FLAMING SPHERE

Range: Medium (two squares + one square/five levels)
Duration: 1 battle round/10 levels, minimum 1 battle round
 When employed against a unit, this spell affects all the creatures in one square, dealing 2 fire damage factors to each. The creatures in the target square take no damage if the unit makes a successful saving throw.

FOG CLOUD

Range: Medium (two squares + one square/five levels)
Duration: 1 battle round/level
 The spell creates a 20-foot spread of dense fog that fills one square. A moderate wind (11–20 mph) disperses the fog in 1 battle round. A strong wind (21+ mph) disperses it immediately, making the spell ineffective in such conditions.

FORCECAGE

Range: Close (caster's square or an adjacent square)
Duration: Two hours/level (D)
 Either version of this spell effectively eliminates any creatures trapped inside its confines from their units.

GHOST SOUND

Range: Close (caster's square or an adjacent square)
Duration: 1 battle round/10 levels (D), minimum 1 battle round
 The spell can fill one square with confusing sounds that interfere with the transmission of orders. A commander in the square takes a –5 penalty on command checks unless he successfully saves against the spell.

HEAT METAL

This spell functions like *chill metal*, except that it deals fire damage and negates cold damage.

HOLY SMITE

Range: Long (eight squares + one square/level)
Duration: Instantaneous (1 battle round)
 In addition to dealing damage as noted in the spell description, *holy smite* also blinds evil creatures for 1 battle round.

HOLY WORD

Range: 40 feet
Duration: Instantaneous (1 or 1d10 battle rounds)
 The spell's effects on creatures depend on their Hit Dice, as noted in the spell description. In unit combat, the details for these various effects are as given on the table that follows:

Effect	Adjustments for Use in Unit Combat
Deafened	Lasts 1 battle round
Blinded	Lasts 1 battle round
Paralyzed	Lasts 1d10 battle rounds
Killed	Works normally, killing living creatures and destroying undead creatures
Banishment	Removes combatants from the battle

IMPLOSION

Range: Close (caster's square or an adjacent square)
Duration: Instantaneous (1 battle round)
 The caster can use this spell on up to four creatures from an enemy unit, selected during the round of casting.

INCENDIARY CLOUD

Range: Medium (two squares + one square/five levels)
Duration: 1 battle round/10 levels
 This spell creates a 20-foot-high spread of dense fog that fills one square, like a *fog cloud* spell, except the hot vapors deal fire damage. The fog damages combatants that enter it or start their turns within it. Each such individual takes 4d6 points of fire damage, and each affected creature in a unit takes 4 fire damage factors.

Each round that the spell lasts, the burning fog moves 100 feet directly away from wherever the caster was when he completed the spell. The fog cannot move up inclines or cross solid barriers more than 20 feet high. It affects creatures in squares through which it passes as though they had entered the fog. If the caster uses a move action, he can make the fog move 600 feet in any direction he likes.

INFLECT CRITICAL WOUNDS

This spell functions like *inflict light wounds*, except that it deals damage factors as shown on the following table.

Caster Level	Damage Factors
7th–11th	5
12th–16th	6
17th+	7

INFLECT CRITICAL WOUNDS, MASS

This spell functions like *mass inflict light wounds*, except that it deals damage factors to each subject as shown on the following table.

Caster Level	Damage Factors
15th–16th	6
17th–21st	7
22nd–26th	8
27th–31st	9
32nd–36th	10
37th+	11

INFLECT LIGHT WOUNDS

Range: Touch
Duration: Instantaneous
 A living combatant receiving this spell takes 1 or 2 damage factors, as given on the following table.

Caster Level	Damage Factors
1st–4th	1
5th+	2

This spell heals an undead combatant to the same extent that it would damage a living creature.

INFLECT LIGHT WOUNDS, MASS

Range: Close (caster's square or an adjacent square)

Duration: Instantaneous

All the creatures receiving this spell must be in the same square. Upon receiving this spell, each living unit member targeted takes 2 or more damage factors, as given on the following table.

Caster Level	Damage Factors
9th–10th	2
11th–15th	3
16th–20th	4
21st+	5

This spell heals an undead combatant to the same extent that it would damage a living creature.

INFLECT MODERATE WOUNDS

This spell functions like *inflict light wounds*, except that it deals damage factors as shown on the following table.

Caster Level	Damage Factors
3rd–5th	2
6th–10th	3

INFLECT MODERATE WOUNDS, MASS

This spell functions like *mass inflict light wounds*, except that it deals damage factors to each subject as shown on the following table.

Caster Level	Damage Factors
11th–15th	4
16th–20th	5
21st–26th	6
27th+	7

INFLECT SERIOUS WOUNDS

This spell functions like *inflict light wounds*, except that it deals damage factors as shown on the following table.

Caster Level	Damage Factors
5th–6th	3
7th–11th	4
12th+	5

INFLECT SERIOUS WOUNDS, MASS

This spell functions like *mass inflict light wounds*, except that it deals damage factors to each subject as shown on the following table.

Caster Level	Damage Factors
13th–16th	5
17th–21st	6
22nd–26th	7
27th–31st	8
32nd+	9

INVISIBILITY PURGE

Range: Personal (50 feet)

Duration: 1 battle round/level

This spell negates all forms of invisibility in the caster's square and in the adjacent squares.

KEEN EDGE

Range: Close (caster's square or an adjacent square)

Duration: 10 battle rounds/level

Unlike the *align weapon* spell, the caster can affect any collection of projectiles within range, even without touching them. She can distribute the projectiles from this spell among allied units as described in the notes on the *align weapon* spell.

A unit armed with weapons affected by this spell gains a +1 bonus on attack rolls when fighting creatures susceptible to critical hits.

MAGIC MISSILE

Range: Medium (two squares + one square/five levels)

Duration: Instantaneous

When used against a unit, this spell works like a ranged attack that deals 1 damage factor per missile.

MEL'S ACID ARROW

Range: Long (eight squares + one square/level)

Duration: Instantaneous

When used against a unit, this spell deals acid damage factors equal to 1 + 1/three caster levels (maximum 7) to one creature.

MESSAGE

Range: Medium (two squares + one square/five levels)

Duration: 10 battle rounds/level

When used to deliver an order to even one creature in a unit, this spell reduces the command check penalty for being more than 50 feet from the unit (or out of its line of sight) to –2. If the spell can affect the majority of creatures in the unit, it entirely negates that penalty.

The caster must select the targets for this spell upon casting and cannot change them while the spell lasts.

MIND FOG

Range: Medium (two squares + one square/five levels)

Duration: 30 battle rounds (1 battle round)

This spell creates a thin mist in a 20-foot-radius spread, 20 feet high. The mist behaves like *fog cloud*, except that it does not block line of sight or provide concealment.

Combatants that enter the fog or start their turns in the fog are subject to its effects (as noted in the spell description) for as long as they remain within it and for 1 battle round thereafter. A combatant

that makes a successful saving throw is unaffected, even if it remains in the fog. If it leaves and re-enters, however, it must save again.

MIRROR IMAGE

Range: Personal

Duration: 1 battle round/level, or until enemies destroy the images

When an enemy combatant attacks the caster, each image negates one hit.

MORD'S SWORD

Range: Close (caster's square or an adjacent square)

Duration: 1 battle round/10 levels (D)

Each casting of this spell functions as though the caster were attacking as an individual, using Table 3-4, even if the caster is a member of a unit. If an entire unit casts this spell, use Table 3-3 or Table 3-4, as appropriate, to resolve attacks. The caster's bonus on attack rolls is her caster level + the relevant ability modifier for her spellcasting key ability (Intelligence, Wisdom, or Charisma) + 3 for the sword's enhancement bonus + 3 for the weapon damage modifier.

MOVE EARTH

Range: Long (eight squares + one square/level)

Duration: Instantaneous

As noted in the spell description, casters typically employ this spell before a battle to adjust the terrain.

Affecting an area three squares long and three squares wide with this spell requires 10 minutes of casting time. To affect the maximum area (15 squares long and 15 squares wide), the caster must spend four hours and 10 minutes casting.

Move earth can eliminate ravines and moats, move hills, alter slopes, and change elevations. It can also change the depth of water (by shifting the bottom), and eliminate mires or quicksand. An elevation or depth change of up to 10 feet takes 10 minutes.

OBSCURING MIST

Range: Caster's square

Duration: 1 battle round/level

The spell creates a 20-foot-high spread of dense fog that fills one square. Winds can disperse the fog early, as noted in the spell description.

ORDER'S WRATH

Range: Long (eight squares + one square/level)

Duration: Instantaneous (1 battle round)

In addition to dealing damage as noted in the spell description, *order's wrath* also dazes chaotic creatures for 1 battle round.

OTIL'S FREEZING SPHERE

Range: Long (eight squares + one square/level)

Duration: Instantaneous (1 battle round/10 levels)

When used against a unit, *Otil's freezing sphere* deals cold damage as an area spell with a 10-foot-radius burst.

If directed at a water feature, the spell freezes the water in one square. Combatants can cross the resulting ice with no Swim

checks, though it counts as hard going. The ice traps and entangles any creatures that were swimming on the surface at the time of casting. Breaking loose requires a double action and a successful Strength or Escape Artist check (DC 25 for either). The ice persists for 1 battle round.

Otil's freezing sphere also freezes quicksand or mires. The effect is identical to that for freezing water, except that a frozen mire or quicksand does not count as not hard going.

OTIL'S RESILIENT SPHERE

Range: Close (caster's square or an adjacent square)

Duration: 1 battle round/level (D)

Treat the sphere as a targeted spell that affects a single target small enough to fit inside it.

OTIL'S TELEKINETIC SPHERE

Range: Close (caster's square or an adjacent square)

Duration: 1 battle round/level (D)

Treat the sphere as an area spell that affects half the creatures in a square.

If the sphere's contents weigh up to 5,000 lbs., the caster can move it 300 feet per battle round (including the casting round), but moving it after the first round requires a move action. If an airborne sphere falls, it drops 600 feet per battle round.

PLANT GROWTH

Range: Long (eight squares + one square/level)

Duration: Instantaneous

Only the overgrowth version of this spell has any effect during a battle. The caster can choose one of three areas for this effect, as noted in the discussion of the *diminish plants* spell (see Diagram 13).

All plant life in the affected area grows to double its former height. Any affected square that previously counted as hard going because of vegetation now counts as double hard going, requiring four squares of movement per square instead of two.

The spell increases woods by one category (light woods to medium woods, medium woods to dense woods, and dense woods to taller dense woods). Medium or dense woods resulting from this spell count as double hard going, as noted above. *Plant growth* also doubles movement effects for thickets, hedgerows, and the like.

PRISMATIC SPHERE

Range: Caster's square

Duration: 10 battle rounds/level

This spell functions like *prismatic spray* and *prismatic wall*, except that it creates an immobile ward with a 10-foot radius.

PRISMATIC SPRAY

Range: 60 feet

Duration: Instantaneous

The blindness this spell causes lasts for 1 battle round.

When *prismatic spray* affects an area containing a unit, roll once for its effect. The unit loses any creatures that die, turn to stone, go insane, or travel to another plane as a result of this spell.

PRISMATIC WALL**Range:** Close (caster's square or an adjacent square)**Duration:** Instantaneous

Prismatic wall functions like *prismatic spray*, except that it creates a barrier that blocks one square per 50 feet of length (round down to the nearest multiple of 50 feet). Combatants that pass through the wall suffer all the spell's effects, one at a time, but the blindness effect applies to all combatants within 50 feet of the wall.

PYROTECHNICS**Range:** Long (eight squares + one square/level)**Duration:** 1 battle round

The fireworks version of this spell fills one square. The blindness lasts 1 battle round and affects both creatures in the affected square and those within 100 feet of it that have line of sight to it.

The smoke version of this spell fills one square with opaque smoke that lasts for 1 battle round and blocks line of sight. The ability penalties from the smoke last as long as a combatant stays within the cloud and for 1 battle round thereafter.

REPULSION**Range:** Up to 10 feet/level**Duration:** 1 battle round/10 levels

To determine how big an area on the battlefield this spell covers, find the radius of the emanation (10 feet per caster level) and round down to the nearest multiple of 50 feet. The caster must center the emanation on one corner of her own square.

For example, the emanation from an 11th-level caster has a 110-foot radius, which rounds down to 100 feet, or two squares. One corner of the caster's square serves as the center of the emanation, which fills an area four squares long and four squares wide, centered on that point. Thus, the emanation covers a total of 16 squares.

Combatants affected by this spell cannot move toward the caster or make melee contact with her. If she moves into melee contact with another combatant, the latter can make melee attacks against her until she breaks melee contact.

REVERSE GRAVITY**Range:** Medium (two squares + one square/five levels)**Duration:** 1 battle round/10 levels (D)

The caster can shape the spell's area to fill a square (or squares), or to create a barrier that affects combatants that cross it. Once this spell is in place, any combatant preparing to enter its area can attempt a Reflex save to avoid doing so.

Combatants in this spell's area get no saving throws against its effect unless the squares they occupy contain substantial vegetation (hedgerow, thicket, row of trees, or woods), or structures (buildings, stakes, or walls) to hold onto. Some areas of rough ground, such as areas of stalagmites or weathered rock, might also offer handholds.

Multiple units might "fall" up into the same space above the battlefield, but such a situation has no special effect on play. Multiple units also might fall down into the same space on the battlefield. If this occurs, refer to the movement rules in Chapter Three. Units that cannot end their turns in the same square with a foe must lie prone until they can get up and exit the space.

SCULPT SOUND**Range:** Close (caster's square or an adjacent square)**Duration:** 1 hour/level (D)

If the caster employs this spell to make a commander's voice incomprehensible, the subject takes a -20 penalty on command checks.

SENDING**Range:** Unlimited**Duration:** Instantaneous

This spell's 10-minute casting time makes it impractical for use in battle, but using it to deliver an order reduces the command check penalty for being more than 50 feet from the unit (or out of its line of sight) to -2.

SEPIA SNAKE SIGIL**Range:** Touch**Duration:** Until discharged (1d4 days + 1 day/level)

A unit affected by this spell loses any immobilized creatures.

SHOUT, GREATER**Range:** 60 feet**Duration:** Instantaneous (1 or 2 battle rounds)

The stunning and deafness effect of this spell doesn't affect a unit unless the majority of its creatures receive it. The stunning effect lasts 1 battle round, and the deafness effect lasts 2 battle rounds.

SILENCE**Range:** Long (eight squares + one square/level)**Duration:** 1 battle round/level

A commander in a square affected by this spell takes a -20 penalty on command checks. The effect also negates spells with the sonic descriptor within that square.

SLEEP**Range:** Medium (two squares + one square/five levels)**Duration:** 1 battle round/level

This spell effectively eliminates affected creatures from a unit. A unit that receives the Aid an Ally order can awaken all the sleeping creatures in its space or the space adjacent to it with a standard action. Swimming creatures and creatures trapped in quicksand drown if this spell puts them to sleep.

SLEET STORM**Range:** Long (eight squares + one square/level)**Duration:** 1 battle round/10 levels, minimum 1 battle round

A *sleet storm* spell blocks line of sight to a height of 20 feet as though it were dense fog. The four squares covered by the storm count as hard going, and a combatant that enters one of these squares or starts a turn there must make a successful Balance check (DC 10) or fall prone. If a combatant falls, its movement stops, but it can get up again with a move action.

SOFTEN EARTH AND STONE**Range:** Close (caster's square or an adjacent square)**Duration:** Instantaneous

Treat mud created by this spell as a mire, and treat loose dirt as hard going.

SOLID FOG

Range: Medium (two squares + one square/five levels)

Duration: 1 battle round/level

This spell creates a 20-foot-high spread of dense fog that fills one square and also slows movement. Combatants must stop moving before entering the square. It takes a move action to enter the square and another move action to leave it. A combatant cannot adjust position into or out of the fog.

A severe wind (31+ mph) disperses *solid fog* immediately, making the spell ineffective in such conditions.

SPIKE GROWTH

Range: Medium (two squares + one square/five levels)

Duration: 1 hour/level (D)

This spell can create a barrier or fill squares with spiky growth. A unit crossing a barrier created by this spell takes 1 damage factor. A unit crossing a whole square filled with *spike growth* takes 3 damage factors.

If a combatant damaged by this spell fails a Reflex save, it can move at only half speed, as noted in the spell description.

SPIKE STONES

This spell functions like *spike growth*, except that a barrier deals 3 damage factors to a unit crossing it, and a square filled with the effect deals 6 damage factors.

SPIRITUAL WEAPON

Range: Medium (two squares + one square/five levels)

Duration: 1 battle round/10 levels (minimum 1 battle round)

A combatant using this spell makes melee attacks at the spell's range. When attacking a unit, the subject uses Table 3–3 or 3–4 as appropriate but does not include its Strength modifier in the calculation of its attack roll result. The subject's weapon damage bonus is +1.

STINKING CLOUD

Range: Medium (two squares + one square/five levels)

Duration: 1 battle round/10 levels, minimum 1 battle round

This spell functions like *fog cloud*, except that the vapors are nauseating. Any living creature entering the cloud or starting its turn there must make a successful Fortitude save or become nauseated. This effect lasts as long as the creature remains in the cloud and for 1 battle round thereafter.

STORM OF VENGEANCE

Range: Long (eight squares + one square/level)

Duration: 1 battle round

The effect covers an area 14 squares wide and 14 squares long, centered on the corner of a square the caster selects.

To get the full effect of the spell, the caster must use a double action, but she can simply cast the spell as a standard action and get fewer effects if desired, as noted below.

Standard Action: Acid rains down in the squares the storm covers, dealing 1 acid damage factor to each member of a unit (regardless of size) and 1d6 points of acid damage to each individual.

Six bolts of lightning also strike within the area. Each of these affects one target creature—either an individual or a single creature within a unit. The caster must direct each bolt at a different target, but the next target can be another creature within the same unit as the first. A lightning bolt deals 7 electricity damage factors to a target within a unit, or its normal damage to an individual.

Hailstones rain down in the area, dealing 3 bludgeoning damage factors to each unit and 5d6 points of bludgeoning damage to each individual.

Double Action: The spell has all the effects detailed above. In addition, precipitation fills the area, blocking vision as though it were dense fog.

SUNBEAM

Range: 60 feet

Duration: 1 battle round/10 levels, minimum 1 battle round

Releasing one beam from this spell is a standard action. With a double action, the caster can release all the beams available. If he releases two beams into the same square during the same battle round, the spell affects all the creatures in the square.

Blindness resulting from this spell doesn't affect a unit unless the majority of its creatures receive that effect.

SYMBOL

The caster can place any of the various *symbol* spells at the corner of one square. Each fills the four squares adjacent to that point when triggered.

All *symbols* remain active at least 1 battle round, and their effects apply for at least 1 battle round. Some may last longer, as noted in their descriptions.

SYMPATHETIC VIBRATION

Range: Touch

Duration: 1 battle round/10 levels, minimum 1 battle round

Sympathetic vibration deals 2 damage factors per caster level to a structure, but not more than 10 in a single battle round.

SYMPATHY

Range: 150 feet

Duration: 2 hours/level (D)

This spell renders a 150-foot cube on the battlefield (three squares wide, three squares long, and 150 feet high) irresistible to a certain kind of creature, or to creatures of a certain alignment (see the spell description for details). The caster designates the restriction upon casting the spell.

Whenever a combatant of the designated kind tries to enter the area, it must make a saving throw. If the save fails, it must stay in the area for the duration of the spell. It can move around in the area and fight, but it cannot leave while the spell lasts.

A successful save allows the combatant to enter and move through the area normally, but it must make a new saving throw 1d6 battle rounds later. If this save succeeds, the combatant is free of the enchantment so long as it does not later re-enter the spell's area. If this

second save fails, the combatant must return to the area, moving toward it by the shortest path. The combatant can make ranged attacks or cast spells while returning, but it cannot move into melee contact with foes—instead, it moves around foes so it can return to the area. An affected combatant that begins its turn in melee contact with a foe can attack it, but it must resume moving toward the spell area after breaking melee contact. Once the combatant returns to the area, it is entitled to a new saving throw, and the process repeats itself.

TELEKINESIS

Range: Long (eight squares + one square/level)

Duration: Instantaneous

The violent thrust version of this spell works like a ranged attack. Each casting functions as though the caster were attacking as an individual, using Table 3–4, even if the caster is a member of a unit. If an entire unit casts this spell, use Table 3–3 or Table 3–4, as appropriate, to resolve attacks. The bonus on attack rolls is the user's base attack bonus + caster level + her spellcasting key ability (Intelligence, Wisdom, or Charisma).

TRANSMUTE METAL TO WOOD

Range: Long (eight squares + one square/level)

Duration: Instantaneous

If this spell affects the majority of the creatures in a unit equipped with metal weapons, that unit takes a –3 penalty on attack rolls for the rest of the battle, or until its members get new weapons.

If this spell affects the majority of the creatures in a unit equipped with metal armor, that unit takes a –2 penalty to Armor Class for the rest of the battle, or until its members get new armor.

TRANSMUTE MUD TO ROCK

Range: Medium (two squares + one square/five levels)

Duration: Permanent

This spell converts mires and quicksand to smooth, open ground. Any combatant trapped in the quicksand or mud when the spell strikes must make a successful Reflex save to escape. Failure leaves it trapped in the resulting stone.

Treat a combatant trapped on the surface as entangled. Breaking loose requires a double action and a successful Strength or Escape Artist check (DC 28).

A combatant trapped below the surface must make a Constitution check (DC 15) or take 1d6 points of damage (if an individual) or 1 damage factor (if a unit). Such a combatant must make a check at the same DC each battle round thereafter until freed or dead. A combatant with a burrow speed can free itself as a standard action if it can burrow through stone, but other combatants must rely on others to free them. Freeing a combatant literally requires chipping it out of the stone. A 10-foot-by-10-foot section of stone created by this spell has a hardness of 8, 18 damage factors, and a Break DC of 35.

TRANSMUTE ROCK TO MUD

Range: Medium (two squares + one square/five levels)

Duration: Permanent

This spell converts a rocky area into a mire.

TRUE STRIKE

Range: Personal

Duration: 1 battle round or until discharged

On the battlefield, this spell lasts until the caster's next turn, or until he makes an attack of opportunity. If employed against a unit, this spell negates any miss chance the caster might suffer because of the foe's concealment and grants a +2 bonus on attack rolls.

UNHOLY BLIGHT

Range: Long (eight squares + one square/level)

Duration: Instantaneous (1 battle round)

In addition to dealing damage as noted in the spell description, *unholy blight* also sickens good creatures for 1 battle round.

WALL OF FIRE

Range: Medium (two squares + one square/five levels)

Duration: Concentration + 1 battle round/10 levels, minimum 1 battle round after concentration ceases

The sheet version of this spell creates a straight, 20-foot-high, vertical barrier across one square per 50 feet of length (rounded down to the nearest multiple of 50 feet). This sheet must always be a flat plane, though the caster can shape its edges to fit the available space.

The ring version of the spell encloses an area that varies with the caster level, as given on the following table.

Caster Level	Squares*
7th–15th	1
16th–23rd	2 × 2 (4)
24th–31st	3 × 3 (9)**

* Represents the maximum size, but the caster can make a smaller ring if desired.

** Increase the dimension by one square for every eight levels beyond 24th.

A unit in the same square with the hot side of the wall takes 1 fire damage factor per creature (no saving throw). Each creature in a unit passing through the wall takes fire damage factors equal to 3 + 1/five caster levels beyond 7th (maximum 5 damage factors; no saving throw). A unit passing through the wall from the hot side takes damage from being in the same square with the wall and from passing through it. If the caster places the wall in an occupied square, the combatant there takes damage as though it were passing through the wall, but it may attempt a Reflex save to halve the damage.

Any section of the wall that takes 4 or more cold damage factors in a single battle round goes out, but the rest of the wall remains intact.

WALL OF FORCE

Range: 10 feet/level

Duration: 1 battle round/10 levels, minimum 1 battle round

This spell produces a straight, vertical barrier at least 10 feet high that extends across one square per 50 feet of length (rounded down to the nearest 50 feet). This barrier must always be a flat plane, though the caster can shape its edges to fit the available space. The caster can sacrifice length to get extra height, if desired. For example, a 10th-level caster can create a wall 100 feet long and 10 feet high, or a wall 50 feet long and 20 feet high, or any combination that produces the same area.

A *wall of force* is invisible and unclimbable (but see below). A combatant that unexpectedly encounters a *wall of force* takes no damage, but the barrier is impassable unless the combatant can treat it as a low or negligible barrier. In this case, a combatant can cross the wall in the usual manner (see page 70) but cannot stop atop it.

WALL OF ICE

Range: 10 feet/level

Duration: 1 battle round/10 levels, minimum 1 battle round

The sheet version of this spell produces a straight, vertical barrier at least 10 feet high that extends across one square per 50 feet of length (rounded down to the nearest 50 feet). This barrier must always be a flat plane, though the caster can shape its edges to fit the available space. The caster can sacrifice length to get extra height, if desired. For example, a 10th-level caster can create a wall 100 feet long and 10 feet high, or a wall 50 feet long and 20 feet high, or any combination that produces the same area.

The hemisphere version of the spell encloses an area that varies with the caster level, as given on the following table:

Caster Level	Squares*
7th–16th	1/2
17th–36th	1
37th–57th	2 × 2 (2)**

* Represents the maximum size, but the caster can make a smaller ring if desired.

** Increase the dimension by one square for every 20 levels beyond 37th.

A 10-foot section of either version of this spell has a hardness of 8, one damage factor per two caster levels, and a Break DC of 15 + caster level.

Each creature in a unit breaking through the sheet version of the spell or passing through the breach thus created takes cold damage factors equal to 2 + 1/5 five caster levels beyond 7th (maximum four factors). The hemisphere version of the spell deals no damage.

The caster cannot place a *wall of ice* in a square containing a unit. If cast in a square containing an individual, the latter can attempt a Reflex save. Success disrupts the casting of the wall.

WALL OF IRON

Range: Medium (two squares + one square/five levels)

Duration: Instantaneous

This spell produces a straight, vertical barrier at least 5 feet high that extends across one square per 50 feet of length (rounded down to the nearest 50 feet). The wall is 1 inch thick per four caster levels. This barrier must always be a flat plane, though the caster can shape its edges to fit the available space. It must merge with existing material that provides solid support; otherwise the spell fails. The caster can sacrifice length to get extra height, if desired. For example, a 10th-level caster can create a wall 100 feet long and 5 feet high, or a wall 50 feet long and 10 feet high, or any combination that produces the same area. Also, the caster can double the wall's area by halving its thickness.

Each 10-foot section of the wall has 6 damage factors per inch of thickness, a hardness of 10, and a Break DC of 25 + 2 per inch of thickness.

WALL OF STONE

Range: Medium (two squares + one square/five levels)

Duration: Instantaneous

This spell can produce a vertical barrier at least 5 feet high that extends across one square per 50 feet of length (rounded down to the nearest 50 feet). The wall is 1 inch thick per four caster levels. The wall can be any shape the caster desires, but it must merge with existing stone that provides solid support; otherwise the spell fails. The caster can sacrifice length to get extra height, if desired. For example, a 10th-level caster can create a wall 100 feet long and 5 feet high, or a wall 50 feet long and 10 feet high, or any combination that produces the same area. Also, the caster can double the wall's area by halving its thickness.

Each 10-foot section of the wall has 3 damage factors per inch of thickness, a hardness of 8, and a Break DC of 20 + 2 per inch of thickness.

The caster can use a *wall of stone* to bridge a chasm, or as a ramp. If the span of such a construction is more than 20 feet, the caster must arch and buttress the wall. This requirement reduces the spell's area by half.

WALL OF THORNS

Range: Medium (two squares + one square/five levels)

Duration: 1 battle round/10 levels, minimum 1 battle round

This 10-foot-high, thorny barrier can be any shape and as thin as 5 feet. It works like a hedgerow, except as follows.

Moving through the thorns requires a double action, during which the combatant can make up to five Strength checks. For every 5 points by which a Strength check result exceeds 20, the combatant moves 5 feet through the thorns. However, it takes damage as if moving through a low barrier of stakes for each double action spent trying to move through the *wall of thorns*—whether successful or not.

A unit moving through the thorns makes a single Strength check for the entire unit each time it must attempt one. The entire unit moves together through the thorns, and once any part of the unit emerges from them, the whole unit is free of them.

If the caster places the *wall of thorns* such that a unit or individual is within its area when it appears, the wall traps the combatant. Any unit or individual so trapped must push its way out of the thorns. If a unit is trapped this way and the thorns are narrower than its space, it can escape the thorns by moving the equivalent of 5 feet through them. Doing so, however, still requires a double action.

WAVES OF EXHAUSTION

Range: 60 feet

Duration: Instantaneous

This spell has no effect on a unit unless the majority of its creatures have received the spell.

WAVES OF FATIGUE

Range: 60 feet

Duration: Instantaneous

This spell has no effect on a unit unless the majority of its creatures have received the spell.

WEB**Range:** Medium (two squares + one square/five levels)**Duration:** 10 battle rounds/level

This spell proves mostly ineffective outdoors, though woods, swamps, thickets, rows of trees, and hedgerows can all provide the necessary anchor points.

If the caster places the web so as to catch a combatant in its area, that unit or individual must make a successful Reflex save or become stuck in the webbing. A stuck combatant is entangled and cannot move. Pulling free of the webbing requires a double action and a successful Strength check (DC 20) or Escape Artist check (DC 25).

If not stuck, a combatant can move slowly through the webs. Doing so requires a double action, during which the combatant can make up to five Strength checks. For every 5 points by which a Strength check result exceeds 10, the combatant moves 5 feet through the webs.

A unit moving through the webs makes a single Strength check for the unit each time it must attempt one. The entire unit moves together through the webs, and once any part of it emerges from them, the whole unit is free of them.

A unit stuck in webs that are narrower than its space can escape by moving the equivalent of 5 feet through them (after getting unstuck). Doing so, however, still requires a double action.

Webs provide concealment and cover like a hedgerow, except that a full square of webs between a combatant and an attacker provides total cover and total concealment.

WHIRLWIND**Range:** Long (eight squares + one square/level)**Duration:** 1 battle round/10 levels

The cyclone effect from this spell moves 600 feet per battle round and affects an area one square wide. It dissipates immediately if it goes out of range.

The cyclone affects units like an area spell, dealing damage as it enters the squares the units occupy. It can eliminate creatures from units by sucking them into itself. A victim that survives this process can attempt to rejoin its unit (or another like it) in the same manner as a creature revived from near death (see page 44).

WIND WALL**Range:** Medium (two squares + one square/five levels)**Duration:** 1 battle round/10 levels, minimum 1 battle round

This spell produces a vertical barrier with a height of at least 5 feet per caster level that extends across one square per 50 feet of length (rounded down to the nearest 50 feet). The barrier does not have to be a straight line.

WORD OF CHAOS**Range:** 40 feet**Duration:** Instantaneous (1 or 1d10 battle rounds)

The spell's effect on creatures depends on their Hit Dice, as noted in the spell description. In unit combat, the details for these effects are as follows:

Effect	Adjustments for Use in Unit Combat
Deafened	Lasts 1 battle round
Stunned	Lasts 1 battle round
Confused	Lasts 1d10 battle rounds
Killed	Works normally, killing living creatures and destroying undead creatures
Banishment	Removes combatants from the battle

ZONE OF SILENCE**Range:** Personal**Duration:** 1 hour/level (D)

On the battlefield, this spell affects only the caster, warding her against sonic and language-dependent effects. If she tries to give any orders while using this spell, she takes a -5 penalty on her command check.

NEW SPELLS

Both commanders with spellcasting ability and spellcasting units may find these new spells useful on the battlefield.

ANTIMAGIC SHIELD

Abjuration

Level: Brd 5, Clr 6, Sor/Wiz 5**Components:** V, S, M/DF**Casting Time:** 1 standard action**Range:** Medium (100 feet + 10 feet/level)**Effect:** Immobile barrier 10 feet high and 50 feet long/five levels**Duration:** 1 battle round/level (D)**Saving Throw:** None**Spell Resistance:** No

You bring into being a shimmering barrier that blocks line of effect for all magic, as an *antimagic field* does. Though the barrier is visible, it provides no concealment. No spell or other magical effect that requires line of effect can cross it in any direction, but it does not affect magic items carried by creatures that move through it or effects already functioning on them, including touch spells they are holding. Likewise, the barrier does not affect weapons or projectiles fired or swung through it.

The barrier is immobile and must always be a flat plane, but you can create it in any orientation and shape it to include one angle of 45° or 90° for every 50 feet of length. You can also double the barrier's length by halving its height, or vice versa, though it must always remain at least 50 feet long. The barrier must be contiguous and unbroken when formed.

Material Component: A small sheet of lead or iron

BATTLEFIELD COURAGE

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Cleric 1**Components:** V, S, M/DF**Casting Time:** 1 standard action**Range:** Medium (100 feet + 10 feet/level)**Targets:** One living creature, or one unit of 10 creatures**Duration:** 1 battle round/level or until discharged (D)**Saving Throw:** None**Spell Resistance:** Yes

When cast upon a single creature, this spell enables the subject to ignore the next fear effect it receives. If subjected to multiple fear effects simultaneously, the subject may choose one of them to ignore.

This spell's target also can be a unit of 10 creatures. This version of the spell allows the unit to automatically pass the next morale check it must make during unit combat.

Neither version of the spell works on creatures that are already covering, frightened, panicked, or shaken.

Material Component: A small cube of oak or iron

ENERGY SHIELD

Abjuration

Level: Brd 3, Clr 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 feet + 10 feet/level)

Effect: Immobile barrier 10 feet high and 100 feet long/five levels

Duration: 1 battle round/level or until discharged (D)

Saving Throw: None

Spell Resistance: No

You bring into being a shimmering barrier that blocks line of effect for any spell or magical effect with an energy descriptor designated at the time of casting (acid, cold, electricity, fire, or sonic).

Though the barrier is visible, it provides no concealment.

The barrier takes on a color and pattern according to the kind of energy it blocks, as given on the following table.

Energy Blocked	Color/Pattern
Acid	Greenish-yellow waves
Cold	Red-orange swirl
Electricity	Bands of blue and yellow
Fire	Blue-purple waves
Sonic	Rings of violet and white

Whenever the line of effect for any spell, spell-like ability, supernatural ability, or other magical effect with the warded energy descriptor would cross the barrier, it prevents the passage of that effect by absorbing its energy. The barrier likewise absorbs any non-magical energy of the designated type that would otherwise pass through it.

The barrier can withstand 25 points of damage per caster level (to a maximum of 250 points at 10th level) before collapsing. Roll the damage from the energy as soon as the effect strikes the barrier. If the energy deals more damage than the barrier can withstand, it absorbs as much as it can, and the remainder of the energy passes through. Any saving throw allowed still applies, in that case. For example, suppose a spellcaster repeatedly strikes a *fire energy shield* with *fireball* spells until it has only 22 points of absorption capacity remaining. If another *fireball* from a 10th-level caster comes into contact with the barrier, roll 10d6. If the result is, say, 38 points of damage, the barrier absorbs 22 points and collapses as the *fireball* passes through. The *fireball* bursts where the caster aimed it, but it can now deal only 16 points of damage (38 – 22 = 16). Any creature caught in the burst takes 16 points of fire damage, though it can still attempt the normal Reflex save for half damage.

The barrier does not affect magic weapons that have the potential to release energy upon striking a target, such as a burst weapon. Nor does it interfere with energy continuously generated from a creature's body, such as a fire elemental's fiery touch—though such a creature saps part of the barrier's capacity upon passing through it. For example, a Large fire elemental passing through a *fire energy shield* deals 2d6 points of fire damage to the barrier, as though it had touched it.

The barrier is immobile and must always be a plane, but you can create it in any orientation and shape it to include one angle of 45° or 90° for every 50 feet of length. You can also double the barrier's length by halving its height, or vice versa, though it must always be at least 50 feet long. The barrier must be contiguous and unbroken when formed.

Material Component: A small prism of olivine

FEATHERFEET

Transmutation

Level: Brd 5, Clr 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 feet + 10 feet/level)

Targets: One creature/level, no two of which can be more than 30 feet apart

Duration: 10 battle rounds/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creatures can move and act without breaking through the surface that supports them.

The subjects cannot fly or walk on air, but they move at their normal land speed across any solid, liquid, or semisolid surface, such as water, mud, or snow. They do not fall when crossing slick surfaces, including areas covered by *grease* or *sleet storm* spells. Rough surfaces do not slow the subjects, but foliage or similar impediments protruding above the surface slow them normally. For example, loose rock or shifting sand would not slow the transmuted creatures, but a forest or thicket would.

A creature affected by this spell can also climb as though it had a climb speed equal to one-half its land speed. However, this spell does not allow the subject to move along ceilings or climb surfaces with slopes greater than 90°.

The subject gains a +5 circumstance bonus on Move Silently checks. It can safely traverse weak floors or areas protected by traps triggered by weight, such as pressure plates or covered pits. If someone tries to track the recipient, the base tracking DC is at least 15 (as firm ground), unless the surface the subject has traversed has a higher DC (such as hard ground).

Material Component: A small sheet of parchment or rice paper

RALLY

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Cleric 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 feet + 10 feet/level)

Targets: One living creature, or one unit of 10 creatures

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

When cast upon a single creature, this spell ends any fear effect currently afflicting it, provided that you make a successful caster level check (maximum +10) against a DC of 11 + the fear effect's caster level.

When cast upon a unit of 10 creatures that has failed its morale check and is routing, the spell rallies the unit immediately, provided that you make a successful caster level check against DC 15. Such a rallied unit is ready to act upon its next activation.

Material Component: A small oak or iron whistle or horn

TURN OR REBUKE UNDEAD

The ability to turn undead can make undead combatants flee just as though they were living creatures under the influence of fear effects. Except where noted otherwise, the following discussion of turning applies equally to attempts to rebuke undead.

BASIC PARAMETERS

Turning affects undead units or individuals in the turning combatant's square and/or in an adjacent square, as the turning combatant chooses. The process requires the usual turning check and turning damage roll against the target undead.

INDIVIDUAL UNDEAD

Turning affects undead individuals just as it would in individual combat.

UNDEAD UNITS

An undead unit must make a morale check after the turning combatant's attack, just as though it had taken damage from it (even though undead units generally don't check morale). A -1 penalty applies to the check for each undead creature affected in the unit.

If the undead unit fails its morale check, it routs, regardless of the degree of failure. The rout lasts a maximum of 1 battle round. A routed undead unit recovers automatically upon its next activation as a move action. A successful attempt to dispel the turning by a creature with the ability to rebuke undead allows the routing undead unit to recover as a free action, provided that the dispelling affects the majority of the unit.

Destroying Undead: A turning attempt can also destroy undead outright. Destroying undead creatures in this manner eliminates them from their units.

Rebuking Undead: Rebuking undead works just like turning, except that an undead unit that fails its morale check cowers in place, regardless of the degree of failure.

Controlling Undead: Controlling undead works like rebuking, except that a combatant that affects the majority of an undead unit in this manner can control the entire unit. Maintaining control requires a move action each round. The level of control is similar to what a *charm* effect (see page 79) would grant over a living creature, except that the controlling combatant must use a move action each battle round. The combatant can issue one order to a controlled undead unit each round as part of the move action it uses to control the unit, and additional orders as noted in the rules for commanders.

MONSTER SPECIAL ABILITIES

This section discusses special abilities for monsters and their use on the battlefield.

SPECIAL ATTACKS

Most special attacks require a standard action to use, but some work in conjunction with a combatant's other attacks (such as natural weaponry), as noted in the MM and DMG.

ABILITY SCORE LOSS, ABILITY DRAIN, AND ABILITY DAMAGE

When a unit has a melee or ranged attack that can affect an ability score, increase its weapon damage modifier by the amount of ability loss, drain, or damage. This procedure reflects the impact of the ability-sapping effect on the defenders. If the attack allows a saving throw to negate or reduce the effect, record two attack bonuses for the unit—one for when the ability attack is in effect, and one for when it is not. The defending unit makes a saving throw against the effect just before the attack roll, and the result determines which attack bonus the attacker uses.

When a unit of creatures that can inflict ability loss, drain, or damage attacks an individual, the victim takes the appropriate loss, drain, or damage for each hit the unit scores. When such a unit attacks another unit, each hit inflicts the ability loss, drain, or damage on the wounded creature, but there is no effect upon the unit as a whole, in most cases.

Permanent Ability Drain: When a unit that can drain ability points damages another unit, it gains 1 damage factor for every 2 damage factors it inflicts on the enemy unit (minimum 1). These damage factors heal wounded creatures in the acting unit. If the attacking unit has no wounded creatures, it gains temporary hit points, divided as evenly as possible among all its creatures, starting with the one at the top of the unit's damage track on the Unit Record Sheet.

BREATH WEAPON

A creature with a breath weapon can use it a maximum of once per battle round. If it normally must wait more than one minute between breaths, use the longer interval instead, rounded down to the nearest minute.

Breath weapons work just like area spells of the same shape and size (see *Aiming a Spell* in Unit Combat, page 74).

A line-shaped breath weapon affects the user's square and extends into at least one adjacent square. The effect may extend into other squares as well, depending on the length of the line (rounded down to the nearest multiple of 50 feet, but always at least one square). A line affects half the creatures in a square, but not the one breathing or its allies.

A cone-shaped breath weapon, like a cone spell, affects an area according to its length, as follows.

15 Feet or Less: This fairly small cone fans out and covers one-half of a square adjacent to the user, or half the user's own square. If directed at an enemy unit that is in melee contact with the user, the cone covers the equivalent of an entire square.

15 to 30 Feet: This cone fans out and covers two squares, both of which must be adjacent to the user's square and share one common side with each other. The user also can affect its own square plus one adjacent square, though the breath weapon does not affect the user or any allies in the user's square.

30 to 60 Feet: The cone covers three squares that all share one common corner with the user's square, or the user's square and two adjacent squares (as described for a 30-foot cone, see page 76), or one square adjacent to the user's square plus the square to either side. The breath weapon does not affect the user or any allies in the user's square.

More Than 60 Feet: This breath weapon works like a 60-foot cone, except it covers an extra band of squares, all of which lie two squares away from the user's square. For every 50 feet of extra length beyond 100 feet, the cone covers an extra band of squares in the same manner.

CONSTRUCT

This ability increases the user's weapon damage modifier for grapple attacks. Add the average damage for the constriction to the average weapon damage when calculating the user's weapon damage modifier (minimum increase +1).

ENERGY DRAIN

This attack works like an ability drain attack. A unit's weapon damage modifier increases by +2 for every level its creatures can drain. For example, a unit of spectres, each of which can drain two levels, has a +2 weapon damage modifier. An energy-draining unit gains damage factors when it damages another unit, as described in the Ability Drain entry.

FEAR

Most fear attacks work like the *fear* spell, except that they may affect different areas.

Fear Cone or Ray: An attack in either of these categories works just like a cone or ray spell of the appropriate size. (See Breath Weapons, above, for notes on dealing with very large cones.)

Fear Aura: A fear aura works like an emanation with the appropriate radius. A combatant subjected to a fear aura makes its saving throw immediately upon coming within range.

An aura with a range of less than 40 feet is effective only against creatures in melee contact with the user. Each foe makes its saving throw just before melee contact (either just before a combatant with a fear effect moves into melee contact with the foe, or vice versa). Units that fail the resulting morale checks (if any) must fall back, move, or rout immediately upon failing the check. A combatant that starts its turn within range of a fear aura must save against the aura immediately upon its activation.

Most fear auras can work against a particular foe only once per day. The aura cannot affect a creature that has already suffered its effects or one that has made a successful saving throw against it during that battle.

Freeze in Fear: Any fear effect that freezes creatures in place (such as a mummy's despair effect) works like a paralysis effect.

FRIGHTFUL PRESENCE

This ability works like a fear aura (see above).

GAZE

A gaze attack works like an emanation with a radius equal to its range. If the range is less than 40 feet, it works only against foes in melee contact with the user.

Each creature that comes within range of the gaze attack must make its saving throw immediately upon doing so. Foes make their saving throws just before making melee contact (either just before a combatant with a gaze attack moves into melee contact with a foe, or vice versa). A combatant that starts its turn within range of a gaze attack must save against the effect immediately upon activation.

Just before making the saving throw, a combatant can avert its eyes or cover them completely, if desired. A combatant that averts its eyes has a 50% chance to avoid the gaze (negating the need for a saving throw), but it has a 25% miss chance against the foe with the gaze attack. The combatant can attack another foe, but it has the same 25% miss chance if the enemy with the gaze attack blocks its line of sight to the alternate foe. The miss chance lasts until the next activation of the unit that is averting its eyes. A combatant that covers its eyes becomes blind for 1 battle round, but it need not make a saving throw against the gaze attack.

If the combatants subjected to a gaze attack do not avoid it by one of the means described above, it affects those that fail their saving throws before any melee takes place. When a unit fails the save, all its creatures suffer the effects of the attack. A gaze attack affects an individual normally.

IMPROVED GRAB

When a combatant with the improved grab ability damages another combatant, the two must make an opposed grapple check (see the Grapple section in Chapter Three). If the attacker wins the opposed check, it deals additional damage against the defender, as indicated by the grapple check result. When a unit uses improved grab against another unit, one attacker grapples any defender left wounded after a successful grapple check.

PARALYSIS

Most paralysis attacks work in conjunction with a combatant's melee attacks. When used by a unit against another unit, an attack that inflicts paralysis increases the attacker's weapon damage modifier by +2. Any member of the defending unit left wounded by such an attack must save against the paralysis or become paralyzed for 1 battle round per minute that the paralysis would normally last, rounded down to the nearest full minute (minimum 1 battle round). A paralyzed creature counts as a casualty when the damaged unit makes its morale check. If the unit falls back or routs, it leaves behind any paralyzed creatures, thereby eliminating them from the unit.

When a unit uses a paralysis attack against an individual, the attacker gains no increase to its weapon damage modifier, but the individual must save against the paralysis once for each hit.

POISON

Treat poison attacks like ability-damaging attacks. Any creature in a unit wounded by a poison attack must make a second saving throw 1 battle round later. Failure eliminates that creature from the unit.

POUNCE

The combatant can make a full attack in conjunction with the charge action instead of a single attack. It can still make a second full attack in the same round, as normal (see Standard Charge, page 27).

POWERFUL CHARGE

When the creature uses the charge action, its attack deals extra damage, which increases its weapon damage modifier accordingly (minimum increase +1).

PSIONICS

Psionics functions just like spells do on the battlefield.

RAY

A ray attack works just like a ray spell.

SONIC ATTACKS

This type of attack works just like a spell that produces a spread.

SWALLOW WHOLE

This attack works just like improved grab, except the user swallows a wounded creature from the target unit after a successful grapple check.

TRAMPLE

This attack works like an overrun, except that a defender knocked prone takes trample damage. When a unit successfully uses a trample attack, treat it as an area spell that affects the whole space that the unit occupies. When an individual uses a trample attack, it affects one-half of the square the creature enters during the overrun.

SPECIAL QUALITIES

Most special qualities are defensive in nature. They work continuously without any action from a combatant, as noted in the MM and the DMG. Special qualities not discussed here function on the battlefield the same way as they do in individual combat.

BLINDSENSE

When the range of this ability is less than 100 feet, it allows a combatant to locate unseen foes or allies in adjacent squares. If the ability has a range of 100 feet or more, the combatant can detect unseen foes or allies two squares away, plus one additional square beyond that per 50 feet of extra range beyond 100 feet.

Foes located through blindsense still have total concealment from the user, even though the latter knows their locations.

BLINDSIGHT

This ability is similar to blindsense but far more discerning. Unseen foes have no concealment when within range of a combatant's blindsight.

DAMAGE REDUCTION

When a unit makes a melee or ranged attack against a foe that has damage reduction, subtract one hit for every 2 points of the defender's damage reduction (rounded down). Some attacks bypass damage reduction, as noted in the MM and the DMG.

FAST HEALING

Each battle round, a wounded unit member with fast healing recovers 2 damage factors per point of fast healing ability it possesses. A wounded individual recovers 5 hit points per point of fast healing each round.

When eliminated from a unit or reduced to 0 or fewer hit points, a living creature with fast healing has a 25% chance of returning to consciousness on its own. If it does, it returns to the fight after 1 battle round with 1 damage factor per point of fast healing it possesses. Combatants that are not alive (such as constructs and undead) cannot recover from the conditions described above through fast healing. Until it recovers, such a combatant is helpless, and a *coup de grace* attempt against it automatically succeeds.

MINOR SCENT

This ability is similar to blindsense, except that it works only against adjacent combatants. Furthermore, a combatant with minor scent knows an unseen foe's location only after using a move action to locate it.

REGENERATION

Regeneration works like fast healing, except that only lethal damage can truly eliminate a regenerating creature from the battlefield (see the Regeneration entries in the MM and the DMG).

A regenerating unit member eliminated through a nonlethal attack has a 25% chance to recover in 1 battle round, just as a creature with fast healing does. If it does not recover in 1 battle round, it automatically recovers the next battle round.

Until it recovers, the regenerating combatant is helpless. A *coup de grace* attempt against it has the normal chance of success, if the attack form used can deal lethal damage to it. If not, the *coup de grace* attempt fails, but it also delays the regenerating combatant's recovery by 1 battle round.

RESISTANCE TO ENERGY

A unit member ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, electricity, or fire). Each 5 points of energy resistance reduces the damage from the indicated energy type by 1 damage factor (rounded down, minimum reduction 1 damage factor).

SCENT

This ability works just like minor scent on the battlefield.

TREMORSENSE

This ability works like blindsense, except that the combatant can automatically sense the location of anything that is within range and in contact with the ground. Unlike blindsense, tremorsense may allow a burrowing creature to burrow to an unseen foe's location and emerge in a spot that allows it to see the foe and attack without a miss chance.

Battlefield Skills and Feats

With a blood-chilling, ululating cry, the ogre chieftain dashed forward, brandishing a bloodied greataxe. A heartbeat later, the massed ogres took up their chieftain's cry, and a wave of inhuman sound washed over the battlefield like a horrible tide.

Though they generally have much less impact on a battlefield than magic does, the skills and feats at a force's command can also prove significant to the battle's outcome.

SKILLS

Most skills work no differently on the battlefield than they do in individual combat. This section discusses those skills that have particularly useful or unusual battlefield applications. In addition, units receive a circumstance bonus or penalty when using certain skills as a group. A note at the end of a skill's entry indicates whether it requires any orders to use.

As noted in Chapter Three, a unit's skill modifier is the average of the skill modifiers for all its creatures. If a skill requires training to use, a unit cannot use it unless the majority of its members have ranks in that skill.

BALANCE

A unit can use the Balance skill to cross narrow or slippery areas of the battlefield. Any area requiring a Balance check to cross counts as hard going, but the unit uses its normal land speed if it accepts a -5 penalty on the check. Very narrow areas, such as tightropes, count as double hard going (each square moved counts as four), and the unit must stop moving before entering such an area.

Modifiers: A unit gets a $+2$ bonus on Balance checks.

Orders: A unit must receive the March order to move through a narrow area.

BLUFF

A unit can use the Bluff skill to feint in combat as a free action. Add the base attack bonus of the subject of the feint to the opposing Sense Motive roll, and an extra $+10$ bonus applies if the subject is a unit. A commander in the same space with the target unit can make the Sense Motive check on his unit's behalf.

A hero can attempt to take command of an enemy unit, subcommand, or division with a Bluff check. If the attempt is against a single unit, it uses its average Sense Motive modifier for opposing the check. If the attempt is against a subcommand or division, the unit with the highest Sense Motive modifier opposes the check, and the extra $+2$ bonus does not apply. Furthermore, a single enemy unit gains a $+7$ bonus on its Sense Motive check, an enemy subcommand gains a $+15$ bonus, and an enemy division gains a $+25$ bonus. An additional $+10$ circumstance bonus applies to the Sense Motive check if the character appears to be an obvious enemy (for example, an elf trying to take command of orcs or goblins). A successful

Disguise check can negate this extra bonus. All these modifiers are in addition to the $+10$ bonus that units normally receive on Sense Motive checks (see Sense Motive, page 101). The table below summarizes the applicable modifiers.

Takeover Attempt Against...	Enemy's Sense Motive Check Modifier*
Single unit	Unit's average Sense Motive modifier $+17$
Subcommand	Highest Sense Motive modifier for any unit in the subcommand $+25$
Division	Highest Sense Motive modifier for any unit in the division $+35$

* An additional $+10$ circumstance bonus applies if the hero appears to be an obvious enemy.

If the hero succeeds on the Bluff check, he must then successfully give the order to take command (see Giving Orders, page 35).

Any enemy commanders present can oppose the attempt, as noted in Chapter Three.

If the hero successfully takes command, other enemy commanders can attempt to wrest command away from him (or give conflicting orders; see page 36). Furthermore, the hero must repeat his Bluff check anytime he fails to give an order to enemy troops. Once any Bluff check made to command enemy troops fails, the hero cannot take command of any enemy troops in the same division again during that battle, even if he is not trying to take over the entire division.

Any commander can use a move action to make his own orders to an allied unit seem more palatable. A commander who succeeds on a Bluff check gains a $+5$ circumstance bonus on any order he gives the subject. Only the $+10$ bonus on Sense Motive checks that a unit normally has applies to the opposing check.

Orders: A unit must receive the Perform a Miscellaneous Action order to use a feint.

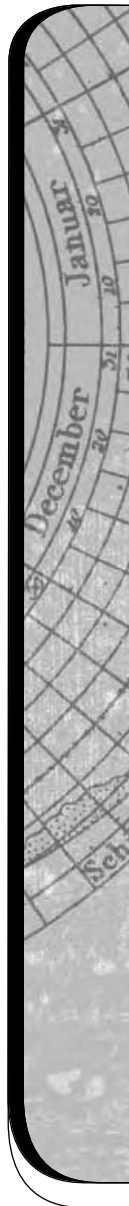
CLIMB

Chapter Three includes rules for climbing during a battle. A unit receives a $+2$ circumstance bonus on Climb checks to reflect the fact that members of the unit can help each other along.

Orders: Most unit Climb checks require the March order.

CONCENTRATION

When a unit uses this skill, the DCs for the checks differ slightly from their values in individual combat. Individuals use the DCs given in the *Player's Handbook*.



DC¹

15 + damage factors dealt
15 + half of continuous
damage factors last dealt

Distraction

Unit damaged during the action²
Unit taking continuous damage
during the action³

1. If the unit is trying to cast, concentrate on, or direct a spell when the distraction occurs, add the level of the spell to the listed DC.
2. This situation might occur during the casting of a spell with a casting time of 1 battle round or more, or the execution of an activity that requires more than a single full-round action (such as Disable Device). It also may occur from an attack of opportunity or readied attack made in response to the spell's casting (for a spell with a casting time of one standard action) or the action taken (for activities requiring no more than a full-round action). See also Concentration, page 73.
3. Continuous damage can stem from a variety of sources, such as a steam field or other terrain effect.

DIPLOMACY

A commander can use the Diplomacy skill to improve her chance to give an order successfully (see Command Checks, page 36).

HEAL

First aid from this skill cannot restore a dying creature to a unit. However, it can stabilize the creature and save its life if applied promptly.

A healer can make up to 10 attempts to apply first aid as a double action (see Table 3–10). She may make all 10 attempts on the same ally, or spread them among different allies, as desired. A healer can also treat caltrop wounds, poison, and disease on up to 10 creatures as a double action.

When treating multiple creatures as part of the same action, the healer makes one Heal check for all the subjects.

Orders: A unit must receive the Perform a Miscellaneous Action order to make a Heal check.

HIDE

A unit takes a –8 penalty on Hide checks, along with the standard penalties for armor, movement, and the size of the creatures in the unit. (In a mixed unit, use the most prevalent size.)

A unit must have cover or at least one-half concealment to hide. If the unit takes up more than one square or a part of the unit does not have the requisite cover or concealment, the unit cannot hide at all.

Orders: A unit must receive the Perform a Miscellaneous Action order to make a Hide check.

INTIMIDATE

A hero or commander can use this skill to take command of enemy units, or to make allied units more likely to obey his orders, as explained in the notes on the Bluff skill.

A unit can use the Intimidate skill to demoralize an enemy combatant in melee contact with it. A unit gets a +4 bonus when making an Intimidate check against an individual. A demoralized combatant takes a –2 penalty on attack rolls, ability checks, morale checks, and saving throws for 1 battle round.

Orders: A unit must receive the Perform a Miscellaneous Action order to intimidate another combatant.

JUMP

A unit receives a +2 circumstance bonus on Jump checks. See Chapter Three for rules on jumping during a battle.

Orders: Most unit Jump checks require the March order.

LISTEN

A unit receives a +10 circumstance bonus on Listen checks.

On the battlefield, Listen DCs do not increase within the first 50 feet of distance (one square). For every 50 feet of distance beyond that, distance modifiers (+1 to the DC per 5 feet, or +10 per square) apply normally if individuals are making the noise. If units are making the noise, the DC increase for distance is +1 per 50 feet.

MOVE SILENTLY

A unit takes a –8 penalty on Move Silently checks, along with the standard penalties for armor and movement.

Orders: A unit must receive the Perform a Miscellaneous Action order to move silently.

RIDE

Chapter Three includes rules for riding during a battle. See the section on cavalry (page 51) for a discussion of when units must make Ride checks.

Furthermore, a cavalry unit that receives the Perform a Miscellaneous Action order can spur its mounts (Ride DC 15), increasing its speed by 100 feet for 1 battle round. This action deals 2 damage factors to each mount in the unit. The unit can spur its mounts every battle round, but each consecutive round of additional speed inflicts twice as much damage to each mount as the previous round (4 damage factors the second round, 8 damage factors the third round, 16 damage factors the fourth round, and so on).

Orders: A cavalry unit needs no orders to use the Ride skill in the normal manner. It does require the Perform a Miscellaneous Action order to spur its mounts.

SEARCH

A unit receives a +10 circumstance modifier on Search checks. It can search the entire space it occupies, plus all the adjacent squares, as a double action.

Orders: A unit must receive the Perform a Miscellaneous Action order to search.

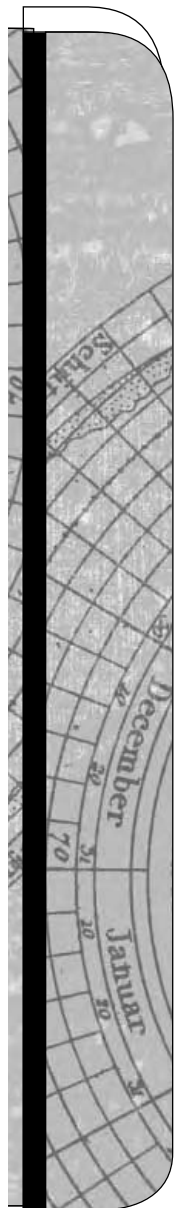
SENSE MOTIVE

A unit receives a +10 circumstance bonus on Sense Motive checks.

SPOT

A unit receives a +10 circumstance bonus on Spot checks.

On the battlefield, Spot DCs do not increase within the first 50 feet of distance (one square). For every 50 feet of distance beyond that, distance modifiers (+1 to the DC per 5 feet, or +10 per square)



apply normally if individuals are the targets of the Spot checks. If units are the targets, the DC increase for distance is +1 per 50 feet.

SWIM

Chapter Three includes rules for swimming during a battle. A unit receives a +2 circumstance bonus on Swim checks to reflect the fact that members of the unit can help each other along.

Orders: Most unit Swim checks require the March order.

TUMBLE

A combatant moving through an area that a unit guards (see the Guard order, page 40) can oppose the guarding unit's Dexterity check for making a free melee attack with a Tumble check instead of its own Dexterity check. Make one check for each square the moving combatant leaves.

A combatant can also make a Tumble check (DC 15) to avoid the attack of opportunity it provokes for entering melee contact with an enemy individual that has greater reach. For an enemy unit with greater reach, the DC is 20.

Tumbling through a square containing an enemy unit increases the Tumble DC by +2. The DC increases by an additional +2 for each enemy creature in a position to impede the tumbler (use the values given for creatures and areas on Table 4–2). The combatant makes one Tumble check per square.

NEW SKILL

This section describes the new Profession (military commander) skill, which can prove useful on the battlefield in several ways.

PROFESSION (MILITARY COMMANDER) (WIS; TRAINED ONLY)

This skill grants the fundamental knowledge and training needed to coordinate masses of troops, both on and off the battlefield. You know how to train troops to fight as a unit, and how to give them orders that they can understand in the din of battle.

Check: In a unit battle, you can use your Profession (military commander) skill to issue orders to units (see page 35). In an army battle, you can use the skill to contribute to your army's command score, or even to command the army itself (see Chapter Six).

Action: In a unit battle, you can normally issue only one order each battle round as a free action; each additional one that you issue during the same battle round counts as a move action. But for every 10 ranks you have in this skill, you can issue one additional order per round as a free action. The Battle Leader[†] feat allows you to issue one additional order each round as a free action, over and above any extras granted by this skill.

Try Again: If you fail to issue an order to a unit in a battle, you can try again the same battle round. However, the task becomes tougher each time you try (see page 36).

Special: The Battle Leader[†] feat gives you a +2 bonus on checks made with this skill.

Synergy: If you have at least five ranks in the Diplomacy or Intimidate skill, you gain a +2 bonus on Profession (military com-

mander) checks made to give orders to a unit or on army command checks. In addition, for every 10 ranks you have in the Diplomacy or Intimidate skill, this bonus increases by +2. Thus, the bonus is +2 at five ranks, +4 at 10 ranks, +6 at 20 ranks, +8 at 30 ranks, and so forth.

Untrained: Although you cannot use this skill untrained, an untrained individual can still attempt to issue orders.

FEATS

Most feats work no differently on the battlefield than they do in individual combat. This section discusses those feats that have particularly useful or unusual battlefield applications. Any orders required for use of a feat appear at the end of its entry.

As noted in Chapter Three, a unit can use a feat only if the majority of its creatures have it, or if a commander in the unit's space shares one of his feats with the unit using the Share Feat order.

CLEAVE

When a combatant with this feat eliminates a creature from an enemy unit or drops an enemy individual with a melee attack, it can make another attack immediately using the same attack table (Table 3–3 or Table 3–4) that it used for the original target. The attack uses the same bonus as the one that dropped the previous foe, but the attacker takes a –5 penalty. This additional target must be in the same square as the original was.

COMBAT REFLEXES

When a unit with this feat receives the Guard order (see page 40), it can make one extra attack per point of Dexterity it possesses against any foe leaving an adjacent square.

DEFLECT ARROWS

An individual with this feat can reduce any damage she takes from a ranged attack (but not a spell of any kind) by 1 damage factor by making a successful Reflex save (DC 20). She can make up to 10 such saves per battle round, but no more than one save per enemy combatant attacking her.

A unit with this feat also can make up to 10 saves per battle round, but no more than one per enemy combatant attacking. When using this feat, a unit makes one Reflex save and compares the result to Table 3–4, using the AC 20 column. The result is the number of damage factors negated. This feat cannot reduce the damage from any attack below 0 damage factors.

DODGE

A combatant with this feat can use it to gain a +1 dodge bonus to Armor Class against any one enemy combatant for 1 battle round.

GREAT CLEAVE

This feat works exactly like Cleave, except that Great Cleave imposes no penalty on the extra attack. This additional target must be in the same square as the original was.

IMPROVED CRITICAL

Improved Critical gives a combatant a +2 bonus on attack rolls made against foes that are susceptible to critical hits.

LEADERSHIP

This feat allows a character to act as a commander-in-chief or subcommander in a battle.

MANYSHOT

This feat allows a combatant to fire two or more arrows (see the feat description in the *Player's Handbook*) at opponents in the same square as a standard action. The attacker makes one attack roll for each arrow and must fire all of them at the same combatant.

MOBILITY

The Armor Class bonus from this feat applies to attacks of opportunity on the battlefield and to attacks from units under the Guard order.

MOUNTED COMBAT

Once per battle round, a mounted unit with this feat can substitute a Ride check result for its Armor Class (if the former is better) against a melee or ranged attack.

POINT BLANK SHOT

The attack bonus from this feat applies only when the combatant fires or throws a ranged weapon at a foe in melee contact with it.

POWER ATTACK

A combatant that uses this feat against a unit takes a -3 penalty on attack rolls, regardless of its base attack bonus. To determine the number of hits actually scored, multiply the combatant's result from Table 3-3 or 3-4 by 1.5 and round down. This feat provides no benefit if the combatant scores no hits.

RAPID RELOAD

This feat allows a combatant armed with a light or hand crossbow to fire the weapon at her normal rate of attack. A combatant armed with a heavy crossbow can fire it once with the attack action, then reload it immediately as a free action. A combatant that does not reload on the turn it fires must use a move action to do so later.

RIDE-BY ATTACK

A unit with this feat can move both before and after a charge attack, as noted in the feat description. It can still make only one 45° turn to the left or right for each square that it moves forward.

Orders: A unit must receive the Attack Any Enemy order to use this feat.

SHOT ON THE RUN

A unit with this feat can move before and after a ranged attack, as noted in the feat description.

Orders: A unit must receive the Attack Any Enemy order to use this feat.

SNATCH ARROWS

This feat functions like Deflect Arrows, except that the user actually catches one weapon or projectile for every damage factor negated. A combatant that catches a thrown weapon can immediately return the attack as a free action, using Table 3-3 or 3-4 as appropriate. However, a -5 penalty applies to each such attack.

SPRING ATTACK

A unit with this feat can move both before and after a melee attack, as noted in the *Player's Handbook* feat description.

Orders: A unit must receive the Attack Any Enemy order to use this feat.

STUNNING FIST

This feat increases the attacker's weapon damage modifier by +2. Any unit member wounded by such an attack must make a successful save against the stun effect or become stunned for 1 battle round. A stunned creature counts as a casualty when the damaged unit makes its morale check. If such a unit falls back or routs, it leaves the stunned creature behind, thereby eliminating it from the unit.

When used against an individual, Stunning Fist grants no increase to weapon damage bonus, but the target must save once against the stun effect.

WHIRLWIND ATTACK

A creature with this feat can use it as either a standard action or a double action.

An individual employing this feat against a unit uses Table 3-3 instead of Table 3-4 for his attacks.

A unit using this feat against another unit or against an individual increases its weapon damage bonus for that attack by +8.

NEW FEATS

The feats presented below are primarily for use with the unit combat system, though all of them are applicable to individual combat also.

BATTLE LEADER (GENERAL)

You can lead troops in battle and inspire them to do spectacular deeds.

Prerequisites: Charisma 11

Benefits: You can issue orders to units as a hero commander. In a unit battle (see Chapter Three), you can use the Share Feat order to share some of your combat-oriented feats with your unit (see the Share Feat order description for details).

You also receive a +2 bonus on Profession (military commander) checks. You may give one additional order per battle round as a free action. This free order is over and above any granted by the Profession (military commander) skill.

Special: In individual combat, you can share feats with allies who are joining you in a coordinated attack (using Coordinated Melee Attack† or Coordinated Missile Attack†) against the same foe. You can share feats with up to one ally for every point of Charisma bonus you have.

BATTLECRY (GENERAL)

You can lead a group of allies in a bloodcurdling group shout that improves their martial prowess in melee.

Prerequisites: Charisma 11, Battle Leader†

Benefit: You shout once per round on your turn as a free action. On the round that you do so, your speed increases by +10 feet for the purpose of making a charge attack. If you make a mounted charge, your mount gets the speed increase.

For 1 round after the shout, any ally within 30 feet who heard you shout and who echoes the shout (a free action) gains a +1 morale bonus on melee attack rolls and weapon damage rolls for one turn. If such an ally makes a charge attack while using the shout, her speed also increases by +10 feet for that purpose.

You can use this feat a number of times per day equal to 3 + your Charisma modifier.

In a unit battle, this feat affects one unit you have joined, and its effects last for one standard unit attack.

COORDINATED MELEE ATTACK (GENERAL)

You gain bonuses on your melee attacks when you and your friends gang up on an opponent.

Prerequisites: Intelligence 11, base attack bonus +1

Benefit: If you and at least two qualifying allies (see below) attack the same opponent in melee, each of you gains a +2 bonus on your attack rolls. If you have an Intelligence bonus, you can gain an additional bonus point for each ally in the attacking group (for example, a +3 bonus if you team up with three allies). The total bonus, however, can never be higher than your Intelligence modifier +2.

All your allies in the combined attack must also have this feat, or no one gets the bonus. Furthermore, you must have line of sight to all your allies and be within 30 feet of each. You and your allies also must attack at the same time, which usually means you or some of your allies must delay until you can all attack together.

In a unit battle, you gain a +2 bonus on melee attack rolls if you and at least two allies with this feat attack the same enemy unit. Extra allies don't help you get a bigger bonus against a particular enemy unit.

Special: If you have the Battle Leader† feat, you can share one of your melee combat-oriented feats with one or more allies that have joined you in a combined attack (see page 42 for the list of sharable feats). You can share a feat with one such ally for each point of Charisma bonus you possess. Doing so requires a Charisma check (DC 20) that you make as part of your coordinated melee attack.

COORDINATED MISSILE ATTACK (GENERAL)

You gain bonuses on your missile attack rolls when you and your friends shoot or throw at the same target.

Prerequisites: Intelligence 11, base attack bonus +1

Benefit: If you and at least two qualifying allies (see below) attack the same opponent with ranged attacks, each of you gains a +2 bonus on your attack rolls. If you have an Intelligence bonus, you can gain an additional bonus point for each ally in the attacking group (a +3 bonus if you team up with three allies, for instance). The total bonus, however, can never be higher than your Intelligence modifier +2.

All your allies in the combined attack must also have this feat, or no one gets the bonus. Furthermore, you must have line of sight to all your allies and be within 30 feet of each. You and your allies also must attack at the same time, which usually means you or some of your allies must delay until you can all attack together.

In a unit battle, you gain a +2 bonus on ranged attacks if you and at least two allies with this feat attack the same enemy unit. Extra allies don't help you get a bigger bonus against a particular enemy unit.

Special: If you have the Battle Leader† feat, you can share one of your ranged combat-oriented feats with one or more allies that have joined you in a combined attack (see page 42 for the list of sharable feats). You can share a feat with one such ally for each point of Charisma bonus you possess. Doing so requires a Charisma check (DC 20) that you make as part of your coordinated missile attack.

HEROIC FRENZY (GENERAL, FIGHTER)

You can make extra attacks against foes that outnumber you.

Prerequisites: Intelligence 13, Strength 13, Cleave, Combat Expertise, base attack bonus +5

Benefit: If, at the beginning of your turn, you are aware of at least three foes that threaten you, you can make three melee attacks as a standard action. During your turn, you can also make an unarmed strike, a trip attack, or a bull rush as a free action that does not provoke an attack of opportunity. If you choose to make an unarmed strike, it can be either a punch or a kick. In either case, the unarmed attack deals its normal damage.

In addition to all the foregoing, you can perform a shield bash (if you have a shield) or an attack with an off-hand weapon as a free action. You retain the shield bonus from your shield if you make a shield bash, and you take no penalties on attack rolls for attacking with two weapons if you use an off-hand weapon.

For every 5 points of base attack bonus that you have beyond the minimum (+5) needed to qualify for this feat, you can make one additional attack as part of your frenzy. Thus, you can make four attacks at a base attack bonus of +10 to +14, five attacks at +15 to +19, or six attacks at +20 or better.

No matter how many foes you face or how many attacks you can make, you can attack each foe you face only once during your turn when using this feat. In a unit battle, you can use this feat anytime to attack an enemy unit.

Special: A fighter may select Heroic Frenzy as a fighter bonus feat.

INFECTIOUS COURAGE (GENERAL)

Your deeds of courage on the battlefield can inspire others.

Prerequisite: Charisma 11, Battle Leader†

Benefit: When you make a successful charge attack in combat or make a successful saving throw against a fear effect, each ally within 30 feet that witnesses the attack (or can see and hear you when you make the save) gains a +1 morale bonus on attack rolls and saves for 1 round. If an ally's Hit Dice total equals one-half your Hit Dice or less, it instead gains a morale bonus equal to your Charisma modifier (minimum +1).

In a unit battle, the morale bonus you provide through this feat extends to the entire unit you have joined.

MASS TURNING (GENERAL)

You can turn large numbers of undead creatures at once. The following parameters apply equally to attempts to bolster, rebuke, or control undead (if you channel negative energy).

Prerequisites: Extra Turning, Widen Spell

Benefit: As a full-round action, you can make a turning attempt that covers a large area and affects a significant number of creatures. The area of the turning effect and the turning damage both increase by a factor of 10—thus, a turning effect functions as a 500-foot burst and deals 10 times its normal turning damage. The Charisma check you make for the turning attempt, however, still determines the maximum Hit Dice of the creatures you can affect.

A mass turning attempt uses up three of your daily uses of the turn undead ability.

Special: If you can turn, rebuke, or control creatures other than undead (such as elemental creatures), you can use this feat to make mass turning attempts against such creatures. You can choose this feat more than once, but the effects do not stack. Each time you take the feat, it applies to a different kind of turning capability. For example, a cleric with access to the Earth domain can turn or destroy air creatures and rebuke, command, or bolster earth creatures. Thus, she can take this feat twice—once for undead and once for air and earth creatures.

WAR SPELL (METAMAGIC)

You can cast spells over very large areas and at very great ranges.

Prerequisites: Enlarge Spell, Widen Spell

Benefit: If a spell you cast has a medium or long range, both its range and its size or effect increase tenfold, as detailed below. If distance does not define a spell's range, or if its range falls into some other category, it gains no benefit from this feat.

Area Spells: One dimension of the area increases by a factor of 10. For example, a *fireball* affected by this feat fills a 200-foot spread instead of the usual 20-foot spread.

Targeted Spells: You can select 10 times as many targets over an area 10 times as large.

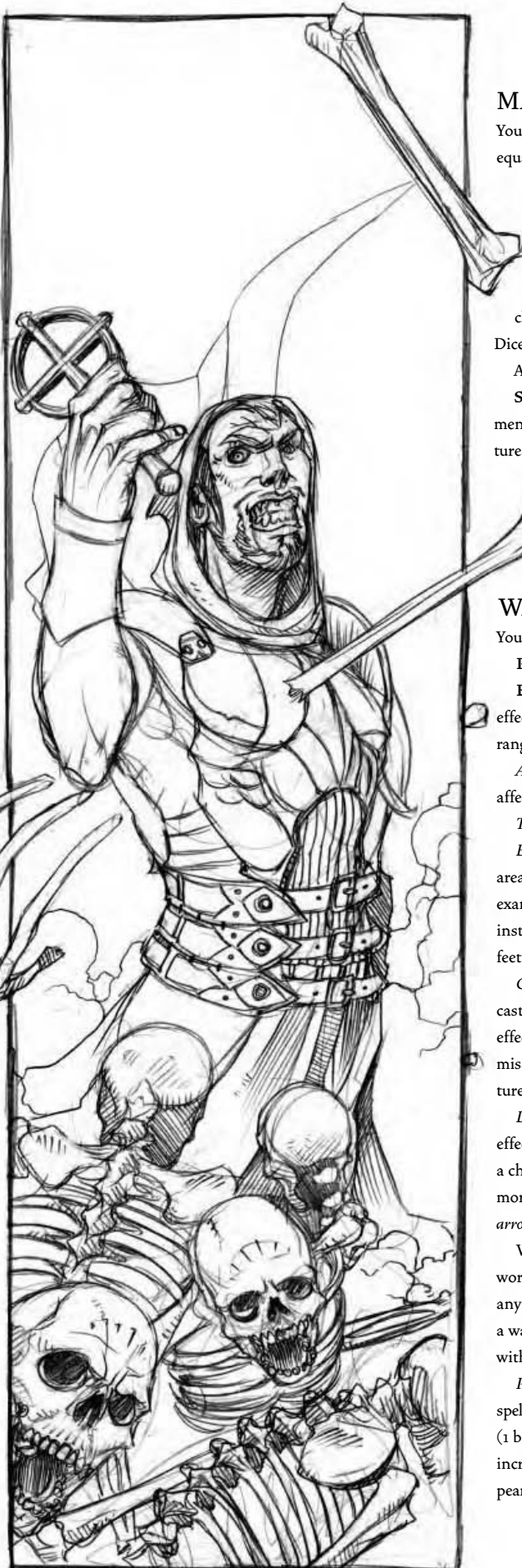
Effect Spells: Either one dimension of the effect increases by a factor of 10 (as with an area spell), or the spell produces 10 times as many effects, as applicable for the spell. For example, applying this feat to the *Mel's acid arrow* spell causes it to produce 10 arrows instead of the usual one. Applying it to a *cloudkill* spell produces a spread of deadly fog 300 feet wide and 20 feet high.

Combination Effects: When a targeted spell produces multiple smaller effects that the caster can aim separately, this feat causes the spell to produce 10 times the number of such effects. For example, a 9th-level wizard casting a *magic missile* spell can normally create five missiles. With this feat, he can produce 50 missiles and target them against up to 50 creatures, no two of which can be more than 150 feet apart.

Limitations: No single creature targeted by or subjected to a war spell can receive more effects from it than a single, normal version of the spell could produce. For example, when a character uses a war *magic missile* to produce 50 *magic missiles*, the caster cannot direct more than five of them at any one target. Likewise, a character who casts a war *Mel's acid arrow* to produce 10 arrows could direct only one of them at any one creature.

When a spell affects a limited number of creatures or a limited number of Hit Dice worth of creatures, the total number of creatures or Hit Dice affected increases by 10, but any limit on the Hit Dice an affected individual may have remains the same. For example, a war *circle of death* spell affects $1d4 \times 10$ creatures, but it still cannot affect any creature with 9 or more Hit Dice.

Parameters: A war spell uses up a spell slot one level higher than the spell's actual level. The spell's casting time increases by a factor of 10, so a standard-action spell requires 10 rounds (1 battle round) to cast. Any material component or XP component the spell requires also increases by a factor of 10. For example, a war *circle of death* spell would require 10 black pearls, each worth 500 gp. The saving throw DC for a war spell decreases by 2 (minimum 10).



Army Combat

Dawn breaks over fields ringed by hundreds of smoldering campfires. Camp cooks quickly bring many of these embers to life as they prepare hasty breakfasts for the troops. Soon, the scent of wood smoke mingles with the rising din of the waking camp. Soldiers grumble and rub sleep from their eyes, sergeants bark orders, steel rasps on whetstone, armor clanks, and drums roll. Sentries, weary from their night's vigil, gaze across the fields, where they can see the enemies rousing themselves for battle. For many, this will be the final dawn.

The information in Chapter Three deals with fairly small skirmishes involving no more than a few hundred troops. When armies of thousands go on the march, the information in this chapter can help decide the outcome. Combat between whole armies usually proves highly impersonal and can be quite ponderous to resolve by unit combat rules. Consequently, army combat relies on even more abstract ground rules than unit combat does.

This chapter also deals briefly with other matters relating to armies, including moving armies across country, recruiting troops, and keeping an army in the field supplied. It addresses these subjects only in general terms—providing just enough detail to allow a DM to make quick and fair decisions about how long such actions take, how much they cost, and what their effects on the campaign world might be. The DM should feel free to adjust the details to suit the needs of the campaign.

GENERAL PRINCIPLES

The army combat system assumes that two factors contribute to an army's effectiveness in the field: the quality of its commanders and the quality of its troops. Of those two factors, command is the most important. In general, armies are only as effective as their commanders. While it is possible for highly skilled or powerful troops to fight well despite inept command, such an outcome is rare. Still, winning a battle tends to be easier for the more powerful army. The relative levels of power between two armies determine how easily they can harm each other.

Another fundamental assumption of the army combat system presented here is that armies seldom (if ever) fight to the death. Instead, the victorious army is the one that manages to maintain its own cohesion while driving the enemy off the field or breaking up its formation so badly that it can no longer function as an army.

ARMY COMBAT OVERVIEW

This chapter presents three different ways to resolve army battles: strategic conflict, quick army combat, and tactical army combat.

STRATEGIC CONFLICT

This approach provides a quick method for comparing the military power of opposing sides in a war and resolving the entire war with just a few die rolls.

Although strategic conflict requires only a minimal amount of dice rolling, it represents an entire war, and the results should take months—or maybe even years—to play out in the campaign world. This method is best for wars in which the player characters are not

taking an active role, and particularly for those that have little direct impact on the PCs' lives (see *A Distant War*, page 5).

QUICK ARMY COMBAT

Similar to strategic conflict, this method resolves one battle at a time, using just a few die rolls.

Quick army combat represents one day of time in the campaign world. It is the optimum method for resolving battles that do not involve the PCs, but whose results may concern them directly. The DM should use this method to resolve battles that take place near the PCs' homes, or that might produce consequences the PCs must deal with. This system also provides a few tactical options that allow the DM or players to maintain some control over how each side fights.

TACTICAL ARMY COMBAT

DMs can use tactical army combat when they want to play out a battle hour by hour. If PCs are present for a particular battle, this is the system to use. It is too abstract to allow PCs to affect the battle directly, but it allows for adventures that use the conflict as a backdrop. This method also provides a few tactical options that allow the DM or players to maintain some control over how each side fights during each hour.

ARMY COMBAT STATISTICS

No matter which system you use to resolve army combat, the method involves the same set of statistics, as noted below. Sample calculations for each statistic appear in the sidebar on page 108.

DEFENSIVE POWER

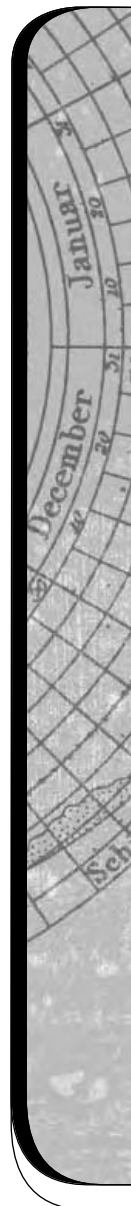
A creature's defensive power score depends on its Armor Class, hit points, and saving throws. An army's defensive power is the sum of the defensive power values of all the creatures in it. This score helps to determine the army's base power rating, which rates its overall size and effectiveness.

AVERAGE DEFENSE

An army's ability to withstand the rigors of combat depends on the defensive power of its troops. Thus, an army of ogres should be harder to defeat than an army of kobolds.

OFFENSIVE POWER

A creature's offensive power depends on its base attack bonus, weaponry, key ability modifier, and spellcasting prowess. An army's



offensive power is the sum of the offensive power values of all the creatures in it. This score helps to determine the army's base power score, which rates its overall size and effectiveness.

AVERAGE OFFENSE

An army's ability to deal damage to other armies depends on the offensive power of its troops. Thus, an army of hill giants has more offensive punch than an army of ogres.

POWER RATING

A creature's power rating is its defensive power times its offensive power. Thus, the most powerful creatures are strong in both areas.

BASE POWER RATING

An army must both attack and defend during a battle, so its base power rating is the sum of the power ratings of all the creatures in it. An army with fairly vulnerable and weak troops can't exert much power. A force made up of troops that are strong in either attack or defense, but lacking in the other is more effective, but not so formidable as an army whose troops can both attack and defend well.

TOTAL POWER

Sometimes an army's power can depend on factors other than the fighting capacity of its troops. Soldiers defending a castle or fighting in favorable terrain typically enjoy an increase in power, whereas ill-fed troops or those fighting in unfavorable terrain suffer a reduction in power.

MANEUVER

An army's ability to maneuver in the field depends partly on the quality of its commander and partly on the mobility of its troops. An army of mounted elves can maneuver more quickly than an army of dwarves on foot.

COMMAND

Armies are generally only as effective as their commanders are. The more commanders an army has, and the better their command modifiers (see page 36), the better the army's command rating.

SCOUTING

An army's scouts act as its eyes and ears, seeking out knowledge of the terrain ahead and maintaining a lookout for the enemy. About 1% of any army's troops serve as scouts. The speed and perceptive abilities of such specialized troops determine the army's scout rating.

STRATEGIC CONFLICT

You can use the strategic conflict system to resolve an entire war with a few dice rolls. The order of action is as follows.

1. Determine each side's total power.
2. Determine which side has the advantage.
3. Resolve the combat.
4. Determine the length of the war.
5. Determine the casualties on each side.

STEP ONE: DETERMINE TOTAL POWER

Several circumstances can affect each side's ability to wage war effectively. In most cases, these circumstances boil down to modifications to each side's base power rating, as shown on Table 6-1.

TABLE 6-1: ADJUST STRATEGIC ARMY POWER

Circumstance	Power Adjustment
Favorable terrain	1.5-3
Favorable weather	1.5-2
Fortifications*	
Watchtower or small keep	+1,000
Small castle	+1,500
Large castle	+4,000
Walled city	+5,000
Popular war or commander	1.25
Conscripted troops	0.8
Troops underpaid	0.8
Troops undersupplied**	
Half supplies, foraging	0.8
No supplies, foraging	0.6
Half supplies, poor foraging	0.6
No supplies, poor foraging	0.4
Unfavorable weather	0.5-0.75
Unpopular war or commander	0.75

* Apply once per fortification.

** Apply only one of these modifiers.

Favorable Terrain: Apply this modifier when the countryside where the war takes place particularly favors one side. For example, when the attackers must force their way through a narrow mountain pass, the defender should get a bonus to its total power. (The DM decides which force is attacking and which is defending, but the "attacker" is usually the force that invades the other's territory.) Likewise, an army of elves gets this bonus when fighting on terrain covered with forest.

The exact size of the bonus depends on the nature of the terrain. A lowland kingdom bordered by mountains might gain a bonus of 1.5, since the terrain advantage no longer exists once an attacker has pushed through the mountains. If the entire kingdom is mountainous, however, the DM should set the bonus higher within the designated range.

Favorable Weather: Apply this modifier when the weather favors one side. For example, an army of frost giants might gain this bonus when fighting during the winter.

Fortifications: Apply this modifier for each fortification in use during the war. Fortifications are usually of more use to defenders than attackers, but this is not always so. A series of border forts might provide handy bases of operations for attackers.

Watchtower or Small Keep: This entry refers to any minor fortification capable of housing anywhere from a few dozen to about a hundred troops, but lacking elaborate defenses such as siege engines, moats, or encircling walls.

(cont'd on page 110)

Calculating Army Statistics

An army uses the same set of statistics, no matter what system of army combat is in play. To use the strategic conflict system, simply perform the calculations presented here for all the military forces on each side in a war. To use the quick army combat or tactical army combat systems, assemble troops into individual armies and perform the calculations presented here for each army.

Power

To calculate an army's power rating, first determine what kinds of creatures and how many of each are in the army. For each creature, determine the defensive power, offensive power, and creature power.

Defensive Power: A creature's defensive power is one-third (rounded down) of the sum of the following values:

- Armor Class
- Saving throw bonuses (all three)
- Hit points

Example: An ogre has a defensive power of 16.

An ogre has an Armor Class of 16, a Fortitude save bonus of +6, a Reflex save bonus of +0, a Will save bonus of +1, and 26 hit points. The sum of these five values is 49. Dividing this total by 3 gives a defensive power of 16 ($49 \div 3 = 16.33$, rounded down).

Offensive Power: A creature's offensive power is one-half (rounded down) of the sum of the following values:

- Base attack bonus
- Strength modifier, Dexterity modifier, or spellcasting key ability modifier (whichever is highest)
- Average weapon damage, or the highest level spell available (whichever is higher)

A creature with a special attack usable an unlimited number of times a day can add twice the average damage from that attack instead of average weapon damage or spell level. If the special attack has limited daily uses, add the average damage from all of those instead. For a nondamaging special ability, assign a spell level equivalent and use that instead. For example, an adult red dragon has a fiery breath weapon that deals average damage of 66 points, so it can add 132 ($66 \times 2 = 132$) instead of its average weapon damage or highest spell level. A medusa, whose gaze turns foes to stone, effectively has unlimited use of a flesh to stone spell (minimum caster level 6th), so it adds 12 instead of average weapon damage or highest spell level. If a creature has multiple such abilities usable only one at a time, use only the ability that produces the highest value.

Ability Modifiers: Use the creature's Strength or Dexterity modifier, whichever is higher. A spellcasting creature can opt to use the modifier for its spellcasting key ability instead. For example, a wizard could use Intelligence.

Average Weapon Damage: To determine the average weapon damage, add up the average damage values (see page 16) from all the physical attacks the creature can make with the full attack action.

Example: An ogre has an offensive power of 11.

An ogre has a base attack of +3, a +5 Strength modifier, and 14 average damage. The sum of these three values is 22. Dividing this total by 2 gives an offensive power of 11.

Creature Power: To determine how much power each creature contributes to the army, multiply its offensive power by its defensive power.

Example: An ogre contributes 176 points of power to an army.

An ogre has a defensive power of 16 and an offensive power of 11. Multiplying these together gives 176.

Determining Army Base Power Rating: An army's base power rating is equal to the sum of the power ratings of all the creatures in it.

Example: An army of 200 ogres, 500 gnolls, 300 goblin warriors mounted on worgs, and 1,000 orc warriors led by a 15th-level wizard (Int 18), a 3rd-level gnoll ranger, an ogre mage, and a 4th-level orc barbarian has an army power score of 134,214, calculated as follows.

- Each ogre has a power rating of 176, as shown above.

- Each gnoll has a power rating of 40.

Defensive Power: 10

$17 \text{ (AC)} + 4 \text{ (Fortitude save)} + 0 \text{ (Reflex save)} + 0 \text{ (Will save)} + 11 \text{ (hit points)} = 32$

$32 \div 3 = 10.66$, rounded down to 10

Offensive Power: 4

$1 \text{ (base attack bonus)} + 2 \text{ (Strength modifier)} + 6.5 \text{ (average weapon damage)} = 9.5$

$9.5 \div 2 = 4.75$, rounded down to 4

Power: $10 \times 4 = 40$

- Each goblin has a power rating of 14.

Defensive Power: 7

$15 \text{ (AC)} + 3 \text{ (Fortitude save)} + 1 \text{ (Reflex save)} - 1 \text{ (Will save)} + 5 \text{ (hit points)} = 23$

$23 \div 3 = 7.67$, rounded down to 7

Offensive Power: 2

$1 \text{ (base attack bonus)} + 0 \text{ (Strength modifier)} + 3.5 \text{ (average weapon damage)} = 4.5$

$4.5 \div 2 = 2.25$, rounded down to 2

Power: $7 \times 2 = 14$

- Each worg has a power rating of 126.

Defensive Power: 18

$14 \text{ (AC)} + 6 \text{ (Fortitude save)} + 6 \text{ (Reflex save)} + 3 \text{ (Will save)} + 30 \text{ (hit points)} = 59$

$59 \div 3 = 19.66$, rounded down to 19

Offensive Power: 7

$4 \text{ (base attack bonus)} + 3 \text{ (Strength modifier)} + 7.5 \text{ (average weapon damage)} = 14.5$

$14.5 \div 2 = 7.25$, rounded down to 7

Power: $18 \times 7 = 126$

- Each orc has a power rating of 36.

Defensive Power: 6

$14 \text{ (AC)} + 2 \text{ (Fortitude save)} + 0 \text{ (Reflex save)} - 1 \text{ (Will save)} + 4 \text{ (hit points)} = 19$

$19 \div 3 = 6.33$, rounded down to 6

Offensive Power: 6

$1 \text{ (base attack bonus)} + 2 \text{ (Strength modifier)} + 9.5 \text{ (average weapon damage)} = 12.5$

$12.5 \div 2 = 6.25$, rounded down to 6

Power: $6 \times 6 = 36$

- The wizard has a power rating of 350 (assuming average statistics and equipment from the DMG).

Defensive Power: 35

$20 \text{ (AC)} + 8 \text{ (Fortitude save)} + 11 \text{ (Reflex save)} + 13 \text{ (Will save)} + 55 \text{ (hit points)} = 107$

$107 \div 3 = 35.66$, rounded down to 35

Offensive Power: 10

$7 \text{ (base attack bonus)} + 5 \text{ (Intelligence modifier)} + 8 \text{ (spell level)} = 20$

$20 \div 2 = 10$

Power: $35 \times 10 = 350$

- The gnoll ranger has a power rating of 180 (assuming average statistics and equipment from the DMG).

Defensive Power: 20

$16 \text{ (AC)} + 7 \text{ (Fortitude save)} + 3 \text{ (Reflex save)} + 2 \text{ (Will save)} + 34 \text{ (hit points)} = 62$

$62 \div 3 = 20.66$, rounded down to 20

Offensive Power: 9

$4 \text{ (base attack bonus)} + 3 \text{ (Strength modifier)} + 12 \text{ (average damage)} = 19$

$19 \div 2 = 9.5$, rounded down to 9

Power: $20 \times 9 = 180$

- The ogre mage has a power rating of 264.

Defensive Power: 22

$18 \text{ (AC)} + 7 \text{ (Fortitude save)} + 1 \text{ (Reflex save)} + 3 \text{ (Will save)} + 37 \text{ (hit points)} = 66$

$66 \div 3 = 22$

Offensive Power: 12

$3 \text{ (base attack bonus)} + 5 \text{ (Strength modifier)} + 16 \text{ (average weapon damage)} = 24$

$24 \div 2 = 12$

Power: $22 \times 12 = 264$

- The orc barbarian has a power rating of 220 (assuming average statistics and equipment from the DMG).

Defensive Power: 20

$17 \text{ (AC)} + 5 \text{ (Fortitude save)} + 3 \text{ (Reflex save)} + 1 \text{ (Will save)} + 35 \text{ (hit points)} = 61$

$61 \div 3 = 20.33$, rounded down to 20

Calculating Army Statistics (cont'd)

Offensive Power: 11

4 (base attack bonus) + 5 (Strength modifier) + 13.5 (average weapon damage) = 22

$22 \div 2 = 11$

Power: $20 \times 11 = 220$

ARMY POWER CALCULATIONS

Creature	Calculation	Power
Ogres	200×176	35,200
Gnolls	500×40	20,000
Goblins	300×14	4,200
Worgs	300×126	37,800
Orcs	$1,000 \times 36$	36,000
Wizard	1×350	350
Gnoll ranger	1×180	180
Ogre mage	1×264	264
Orc barbarian	1×220	220

Total army power: 134,214

Average Defense

To determine an army's average defense, add up the defensive power scores of all the creatures in it and divide by the number of creatures. Round all fractions down.

For the sample army, the average defense is 9.

Creature	Def. Power	Calculate	Total
Ogres	16	200×16	3,200
Gnolls	10	500×10	5,000
Goblins	7	300×7	2,100
Worgs	18	300×18	5,400
Orcs	6	$1,000 \times 6$	6,000
Wizard	35	1×35	35
Gnoll ranger	20	1×20	20
Ogre mage	22	1×22	22
Orc barbarian	20	1×20	20

Total army defense: 21,797

Total number of creatures: 2,304

Thus, the average defense for this army = $21,797 \div 2,304 = 9.46$, rounded down to 9.

Average Offense

To determine an army's average offense, add up the offensive power scores of all the creatures in it and divide by the number of creatures. Round all fractions down.

For the sample army, the average offense is 5.

Creature	Off. Power	Calculate	Total
Ogres	11	200×11	2,200
Gnolls	4	500×4	2,000
Goblins	2	300×2	600
Worgs	7	300×7	2,100
Orcs	6	$1,000 \times 6$	6,000
Wizard	10	1×10	10
Gnoll ranger	20	1×9	9
Ogre mage	22	1×12	12
Orc barbarian	20	1×11	11

Total army offense: 12,942

Total number of creatures: 2,304

Thus, the average offense for this army = $12,942 \div 2,304 = 5.61$, rounded down to 5.

Maneuver Rating

To determine an army's maneuver rating, add up the one-half speed ratings (using the fastest available rating) of all the creatures in it that are maneuvering and divide by the number of creatures, rounding down. Only individuals actually involved in movement contribute their values; for mounted troops, use only the one-half speed ratings of the mounts in the calculation.

For the sample army, the maneuver rating is 12.

Creature	Half Speed	Calculate	Total
Ogres	15	200×15	3,000
Gnolls	10	500×10	5,000
Worgs	25	300×25	7,500
Wizard	15	1×15	15
Orcs	10	$1,000 \times 10$	10,000

Total army maneuver rating: 25,515

Total number of creatures: 2,001

Thus, the average army maneuver rating = $25,515 \div 2,001 = 12.75$, rounded down to 12.

Command Rating

An army has a commander-in-chief for army combat just as a division does for unit combat. In addition, each division in the army has its own commander, and each division commander may have one or more subcommanders and hero commanders (see page 34) beneath him. An army can have one commander-in-chief, one division commander per 200 creatures, one subcommander per 100 creatures, and one hero commander per 50 creatures.

An army's command rating is equal to its commander-in-chief's command modifier (see page 36), plus one-half the command modifiers of all the subordinate commanders in the army, plus 1 for each subordinate commander in the army.

Let's assume that the sample army's wizard is its commander-in-chief. Let's also assume that each group of creatures in the army constitutes one division, with one division commander and the maximum number of subcommanders (all drawn from the troops in the division). The command structure then breaks down as follows.

Commander-in-Chief

Wizard, command modifier +11 (Profession [military commander]+ skill).

Divisional Commanders

Gnoll ranger, command modifier +2 (base attack bonus +4, -2 Charisma)

Ogre mage, command modifier +6 (base attack bonus +3, +3 Charisma)

Orc barbarian, command modifier +2 (base attack bonus +4, -2 Charisma).

Worg, command modifier +4 (base attack bonus +4, +0 Charisma)

Divisional Subcommanders

Five gnolls, command modifier +0 (base attack bonus +1, -1 Charisma)

Two ogres, command modifier +1 (base attack bonus +3, -2 Charisma)

Ten orcs, command modifier +0 (base attack bonus +1, -1 Charisma)

Six worgs, command modifier +4 (base attack bonus +4, +0 Charisma)

The sample army's command rating is 58, calculated according to the following table.

SAMPLE ARMY COMMAND CALCULATIONS

Commander	Calculation	Total
Commander-in-Chief		
Wizard	1×11	11
Divisional Commanders		
Gnoll ranger	1×2	2
Ogre mage	1×6	6
Orc barbarian	1×2	2
Worg	1×4	4
Subcommanders		
Gnolls	5×0	0
Ogres	2×1	2
Orcs	10×0	0
Worgs	6×4	24

Total number of subordinate commanders: 27

Army command rating = $11 + (2 + 6 + 2 + 4 + 0 + 2 + 0 + 24) \div 2 + 27 = 11 + 20 + 27 = 58$

Scout Rating

An army's scout rating is +0 unless the commander-in-chief designates at least 1% of the troops to serve as scouts. She can assign even more troops as scouts if desired, but doing so provides no benefit to the scout rating.

An army's scout rating is the sum of:

- One-half the scouts' average speed (calculated in the same manner as an army's maneuver rating)
- The scouts' average Spot modifier
- The scouts' average Survival modifier (if any)
- The scouts' average Gather Information modifier (if any)

If the scouts include any cavalry, use the mounts' or the riders' scores, whichever are higher, for each component of the calculation.

The army from the above examples requires at least 23 scouts (1% of the army's 2,304 troops, rounded down). The commander-in-chief designates 23 goblin worg riders to serve as scouts, which gives the army a scout rating of +36.

Average Speed (Worgs): $50 \div 2 = 25$

Average Spot Modifier (Worgs): +9

Average Survival Modifier (Worgs): +2

Average Gather Information: +0

Scout Rating: 25 (one-half average speed) + 9 (average Spot modifier) + 2 (average Survival modifier) + 0 (average Gather Information modifier) = 36

Small Castle: A small castle is similar to a small keep, except that it has outer defenses (such as curtain walls) and houses slightly more troops.

Large Castle: This entry represents a well-built, well-stocked castle with concentric defenses, siege machines, and a big garrison of several hundred troops.

Walled City: A walled city is one with a normal population of 5,000 or more, surrounded by defensive works.

Popular War or Commander: Apply this modifier when the troops on one side are eager to fight—whether the reason is pride, the promise of plunder, hatred of the enemy, religious fervor, or some other motivating factor.

Conscripted Troops: Apply this modifier when the majority of the troops on one side are involuntary conscripts or otherwise normal creatures forced to serve in the war.

Troops Underpaid: Apply this modifier when the troops on one side don't receive a fair wage (see Raising Armies, page 119). In general, all the troops on one side must have proper pay to avoid this penalty, since even well-paid troops tend to grumble if some of their brethren seem ill treated. If lack of pay is widespread in a force, the DM should feel free to apply a larger penalty.

Troops Undersupplied: Apply this modifier when the troops on one side don't receive regular supplies (see Supplying Armies, page 122). In general, all the troops on one side must be properly supplied to avoid this penalty, since even well-supplied troops tend to

grumble if some of their brethren seem ill treated. If lack of supplies is widespread in a force, the DM should feel free to apply a larger penalty.

Half Supplies: This factor applies when the army's employers spend only half the normal cost for keeping the army supplied (see page 122), leaving the troops to forage for the rest of what they need.

No Supplies: This situation occurs when the army's employers spend nothing on keeping the army supplied (see page 122), leaving the troops to forage for everything they need. This factor may also apply when the enemy cuts the army's supply lines.

Poor Foraging: This designation means that the area the army travels through or occupies offers little in the way of supplies, either because it is naturally barren or because another army has already looted and stripped it.

Unfavorable Weather: Apply this modifier when the weather proves detrimental to one side. For example, an army of humans usually doesn't do well when fighting in extreme cold or heat.

Unpopular War or Commander: Apply this modifier when the troops on one side are reluctant to fight for some reason. For example, the troops might have religious or moral scruples about the war, or

they might balk if ordered to attack a traditional ally, or they might find their leader's motives suspect.

APPLYING POWER ADJUSTMENTS

When a force qualifies for more than one of the above adjustments, apply each modifier to the army's base power separately to determine the net change it produces, then apply the results to the base power rating. A multiplier greater than 1 increases an army's power, one lower than one decreases it, and fortifications add to it directly. Power modifiers cannot decrease an army's power to less than 25% of its original value, but there is no limit to the amount that circumstances can add to an army's power.

Example: An army has a base power rating of 45,328. The DM decides to apply the following modifiers:

- Defending mountainous terrain (2)
- Fortifications: One walled city (+5,000), two large castles (+4,000), two small castles (+3,000), and eight watchtowers (+8,000), for a total of +20,000
- Conscripted troops (0.8)
- Underpaid troops (0.8)

These modifications result in a total army power of 92,524, calculated as follows.

Modifier	Calculation	Power Change
Terrain	$45,328 \times 2 = 90,656$	+45,328
Fortifications	+20,000	+20,000
Conscripted troops	$45,328 \times 0.8 = 36,262$	-9,066
Underpaid troops	$45,328 \times 0.8 = 36,262$	-9,066
Total modifiers		+47,196

Thus, the army's total power rating is $45,328 + 47,196$, or 92,524.

STEP TWO: DETERMINE ADVANTAGE

A sudden action or unexpected maneuver at the beginning of a war can prove decisive. To determine which side has the advantage, make an opposed army command check. To make an army command check, roll 1d20 and add the army's command rating. The side with the greater scout rating adds the difference between two sides' scout ratings to its command check. Likewise, the side with the greater maneuver rating adds the difference between the two sides' maneuver ratings to its command check.

The opposed check's winner has the advantage. In the next step, it adds the difference in the two sides' check results to its opposed roll.

STEP THREE: COMBAT RESOLUTION

Make an opposed army command check, modified as follows.

- The side with the advantage adds its bonus from Step Two.
- Each side gains a modifier equal to its average offense.
- Each side gains a modifier equal to its average defense.
- Divide the higher power rating by the lower, then multiply the result by 10, rounding fractions down. The side with the higher rating gains a bonus equal to this value on its army command check.

Adjusting the War's Length

Table 6-2 generates results appropriate for fairly small wars between neighboring countries. Very large-scale wars can take much longer. It's usually best to handle such wars as a series of smaller wars that take place in succession, but the DM can simply double or treble the results from the table, or increase them even more to suit the needs of the campaign.

Example: Two countries are at war. One fields an army with a total power rating of 108,226, and the other country's army has a total power rating of 92,524. The first army gets a bonus for having greater power. Dividing the higher power rating by the lower gives $108,226 \div 92,524 = 1.169$, and multiplying that value by 10 gives 11.69. Rounding this result down gives a bonus of +11 for the side with the higher rating.

The side with the higher army command check result wins the war and the war ends. Go to the next step to determine how long the victory takes. If there is a tie, the two sides must make another check before the war can end. See Step Four to determine how much longer the war lasts.

STEP FOUR: DETERMINE WAR'S LENGTH

The length of the war depends on the difference between the winner's and loser's army command checks, as shown on Table 6–2. Lopsided victories take less time; hotly contested wars tend to drag on.

TABLE 6–2: LENGTH OF WAR

Difference Between Check Results*	Length of War
0	3d6 months**
1–5	2d6 months**
6–10	1d8 months
11–15	1d6 months
16–20	1d4 months
21+	1d3 months

* Subtract the lower (losing) check result from the higher (winning) check result.

** The war is inconclusive. Each side checks for casualties (Step Five) and must roll again, adding to the length of the war.

DEALING WITH PC ACTIONS DURING A WAR

If PCs get involved in a war before it ends and do something that might affect its course (such as killing or kidnapping one side's commander-in-chief, causing an important unit to defect, or bringing in reinforcements), simply stop the war at that point and assess casualties (Step Five). Make whatever adjustments to each side's army statistics are appropriate, then make a new opposed army command check (Step Three) to resolve the rest of the war.

STEP FIVE: DETERMINE CASUALTIES

Each side must check for casualties after the war. To do so, roll 1d20 and add that army's average defense. The DC for the check is 15 for the winner and 20 for the loser. Add +1 to the DC for each month the war lasted.

If the winner makes a successful check, its army suffers 5% casualties; if it fails, it suffers casualties equal to 10% plus an additional 1% per point by which the check failed (maximum 25% casualties).

If the loser makes a successful check, it suffers 10% casualties; if it fails, it suffers casualties equal to 20% plus an additional 1% per point by which the check failed (maximum 50% casualties).

Apply casualties evenly to every kind of troop in the army.

OPTIONAL CASUALTY RULE

Instead of rolling once for casualties, you can roll once for each kind of troop in the army, using the defensive power for those troops for the check. This approach takes longer, but it tends to shift the bulk of the casualties in an army to its weakest troops, where they would most likely occur.

CONSEQUENCES OF THE WAR

The consequences of a war are largely up to the DM. The winner may conquer and occupy the loser's territory, loot the realm, force some sort of diplomatic or political settlement favorable to itself, or simply withdraw. Settlements might include reparation payments from the loser, the transfer of territory to the winner from the loser, a change in the loser's government, or just about anything else the DM might care to introduce.

A country that loses a war, particularly a short one, may still have some fight left in it. A very large country might endure several defeats before the enemy completely conquers it. See Chapter Two for a discussion of the consequences of war.

QUICK ARMY COMBAT

Use the quick army combat system to resolve an entire battle with a few dice rolls. The order of action is as follows.

1. Determine each side's total power.
2. Determine surprise.
3. Each side chooses tactical options.
4. Resolve the combat.
5. Determine the length of the battle.
6. Determine casualties on each side.
7. Loser withdraws.

STEP ONE: DETERMINE TOTAL POWER

The total power adjustments for quick army combat are the same as those for strategic conflict, except as noted below.

Favorable Terrain: Apply this modifier when the terrain on the battlefield particularly favors one side. For example, when the attackers must attack uphill or fight their way through a narrow mountain pass, the defender should get a bonus to its total power. (The DM decides which force is attacking and which is defending, but the "attacker" is usually the force that arrives at the battlefield last.) Likewise, an army of elves gets a bonus for favorable terrain when fighting in a forest.

Favorable Weather: Apply this modifier when the weather on the day of the battle favors one side. For example, an army of frost giants might do well when fighting in a blizzard or on a very cold day.

Fortifications: Apply this modifier only when one side defends a fortification. A fortification can contribute its full value to an army's total power only when a proper force is in place to man it, and the values shown on Table 6–1 are maximum values, not typical ones. Undermanned fortifications contribute to total power as follows.

Watchtower or Small Keep: Multiply the base power rating by 1.25. The fortification cannot contribute more than 1,000 points to the army's total power rating.

Small Castle: Multiply the base power rating by 1.5. The fortification cannot contribute more than 1,500 points to the army's total power rating.

Large Castle: Multiply the base power rating by 2. The fortification cannot contribute more than 4,000 points to the army's total power rating.

Walled City: Multiply the base power rating by 2 or 3. The fortification cannot contribute more than 5,000 points to the army's total power rating.

Popular War: Apply this modifier when the troops on one side are eager to fight—whether the reason is pride, the promise of plunder, hatred of the enemy, religious fervor, or some other motivating factor. Also apply this modifier if the army's commander-in-

chief is popular with the troops. (Apply it twice if the troops are eager and the commander is popular.)

Conscripted Troops: Apply this modifier when the majority of the troops on one side are involuntary conscripts or otherwise normal creatures forced to serve in the war. An army can ignore this modifier if it has a few victories under its belt, or if the troops have some other reason to accept their lot as soldiers. (Purses stuffed with plunder can motivate even the most reluctant conscript.)

Troops Underpaid: The DM can waive this modifier if the troops receive full wages during the week prior to the battle, or when

they have received a share of plunder at least equal to their monthly wage during the previous month.

Troops Undersupplied: Apply this modifier when the troops on one side have not received adequate supplies during the week before the battle. Troops left to forage for their own supplies usually receive this modifier, unless the area where they have been foraging is particularly rich. For example, troops that have just sacked a major city probably have enough supplies, as do troops moving through prosperous farmland. See page 123 for details on foraging armies.

Unfavorable Weather: Apply this modifier when the weather on the day of battle proves detrimental to one side. For example, many subterranean creatures dislike bright light, and an army in which such troops form the majority takes this penalty when fighting in daylight. If the troops are sensitive enough to take combat penalties in bright light, those apply as well. (Specific combat penalties reflect

each soldier's ability to fight, and the modifier to the army's total power rating reflects a general decline in morale and efficiency.)

Unpopular War: Apply this modifier when the troops on one side are reluctant to fight on the day of battle. For example, the troops might have religious or moral scruples about the war, or they might balk if ordered to attack a traditional ally, or they might find their leader's motives suspect. (Apply it twice if the troops are reluctant and the commander is unpopular.)

STEP TWO: DETERMINE SURPRISE

An unexpected maneuver or sudden attack at the beginning of a battle can prove decisive. To determine whether one side surprises the other, make an opposed army command check. To make an army command check, roll 1d20 and add the army's command rating. The side with the greater scout rating adds the difference between the two sides' scout ratings to its command check. Likewise, the side with the greater maneuver rating adds the difference between the two sides' maneuver ratings to its command check. In addition, the army that first detected the other (see page 118) gets a +5 bonus on the check.

The winner of the opposed check may achieve some kind of battlefield surprise, depending on how decisively it won, as noted on Table 6–3, below.

TABLE 6–3: WINNING SURPRISE

Winner's Check Result Is*	Benefit
Higher than the enemy's by fewer than 5 points	Choose attack or defense
At least five points more than but not twice the enemy's	Choose attack or defense, +5 combat bonus on army command check
Twice but not three times the enemy's	Choose attack or defense, view enemy dispositions, +5 combat bonus on army command check
Three times the enemy's or more	Choose attack or defense, view enemy dispositions, +10 combat bonus on army command check

* If the winner's check result fits into more than one category, use the highest applicable category. For example, if the loser's check result is 3 and the winner's is 6, the winner's check result is twice the loser's. Thus, the winner gets to view the enemy's dispositions and gains a +5 bonus on its army command check, even though it did not beat the loser's check result by 5 points or more.

Choose Attack or Defense: The winner decides whether to be the attacker or the defender, provided the battle takes place in the open. An army using a fixed fortification must be the defender.

Combat Bonus: The winner adds the indicated bonus to its army command check for resolving the battle (see Step Four, below). If that check is a tie that requires a second check to decide, this bonus does not apply to that second check.

View Enemy Dispositions: The winner has enough time and information to study the enemy's formations in detail. The enemy must choose a tactical option (Step Three) and reveal it to the winner before the latter chooses a tactical option.

STEP THREE: CHOOSE TACTICAL OPTIONS

Opposing commanders can affect the outcome of a battle by deploying and maneuvering their troops to the best advantage. To simulate this process, the attacker and defender each choose a tactical option from the list below. The DM can choose to skip this step, if desired.

TACTICAL OPTIONS

The tactical option selected represents an army's initial deployment and subsequent maneuvering on the battlefield. Some attack tactics work better against certain defensive tactics (and vice versa) than they do against others, thus producing a bonus or penalty for the attacking army. Table 6–4 on the next page details the interaction of attack and defense options. To determine the attacker's modifier on the army command check to resolve the battle, find the attacker's tactic in the left column and read over to the column corresponding to the defender's tactic. In addition, some tactics favor certain kinds of armies and offer benefits to such an army, no matter which tactical option the enemy chooses. See the individual tactic descriptions for extra modifiers that may apply.

ATTACK OPTIONS

Attackers can choose from the following tactics.

Crushing Charge: The attacking army forms itself into a vast wedge or block to overwhelm the enemy with a quick, devastating assault.

This tactic favors the more powerful army. In addition to the modifier shown on Table 6–4, an army using this tactic gains a +5 combat bonus on its army command check to resolve the battle if its base power rating is greater than the opponent's.

Hit and Run: The attacking army makes a series of jabs and feints, usually with projectile weapons. The goal of this tactic is more to

harass the foe than to deal serious damage. Over time, such attacks can wear down an enemy.

This tactic favors mobile forces. In addition to the modifier shown on Table 6–4, an army using this tactic gains a +5 combat bonus on its army command check to resolve the battle if its maneuver rating is greater than the opponent's.

Pin and Shift: The attacking army attempts to engage the enemy quickly with some of its troops while the remainder of the army turns and attacks elsewhere. If all goes well, the enemy will commit the bulk of its strength to repelling the initial attack, so it will be unable to respond to the secondary attack.

This tactic favors large, well-managed forces. In addition to the modifier shown on Table 6–4, an army using this tactic gains a +5 combat bonus on its army command check to resolve the battle if both its base power rating and its command rating are higher than the opponent's.

Pincer Assault: The attacking force tries to attack the enemy from two directions at once. If successful, the attackers crack the enemy army like a nut caught in the jaws of a vise.

This tactic favors large, highly maneuverable forces. In addition to the modifier shown on Table 6–4, an army using this tactic gains a +5 combat bonus on its army command check to resolve the battle if both its base power rating and its maneuver rating are higher than the opponent's.

Steady Pressure: The attacking force tries to engage the enemy along the whole length of its battle line in a sustained, determined attack. If successful, the attackers either grind down the defenders or break up the opposing force into smaller pieces that are easy to destroy. This approach favors tough, disciplined troops. In addition to the modifier shown on Table 6–4, an army using this tactic gains a +5 combat bonus on its army

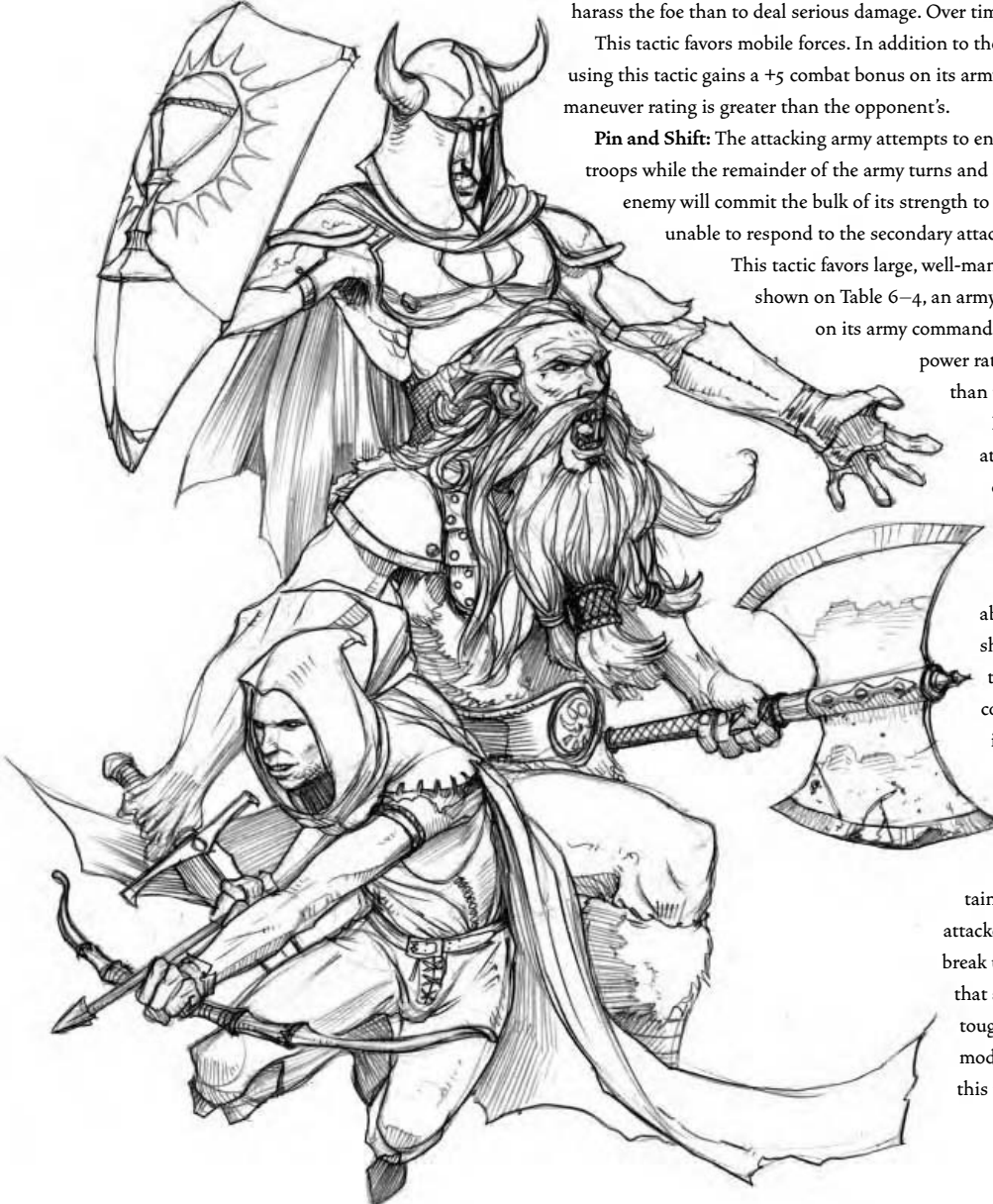


TABLE 6-4: ARMY TACTICAL MATRIX

ATTACKER'S TACTIC	DEFENDER'S TACTIC					
	Catch and Trap	Counter Charge	Delay	Entrench	Hold the Line	Refuse the Line
Crushing charge	+5	+0	-5	-10	+5	+5
Hit and run	-5	+5	+0	+5	+0	+0
Pin and shift	+0	-5	+5	+5	-5	+0
Pincer assault	-5	-5	+0	-5	+5	-5
Steady pressure	+5	+0	+5	+0	+0	+5
Turn the flank	+0	+5	-5	-5	+5	-5

command check to resolve the battle if both its average offense and its command rating are higher than the opponent's.

Turn the Flank: The attackers try to maneuver to the right or left, bringing their full force to bear on as few of the enemy troops as possible. If the tactic works, the attackers defeat some of the defenders before the rest can react, leaving the remaining defenders at a disadvantage.

This tactic favors mobile and well-managed troops. In addition to the modifier shown on Table 6-4, an army using this tactic gains a +5 combat bonus on its army command check to resolve the battle if both its maneuver rating and its command rating are higher than the opponent's.

DEFENSE OPTIONS

Defenders can choose from the following tactics.

Catch and Trap: The defending army attempts to engage the enemy quickly with some of its troops while the remainder of the army tries to encircle or flank the attackers. In addition to the modifier shown on Table 6-4, an army using this tactic gains a +5 combat bonus on its army command check to resolve the battle if both its base power rating and its command rating are higher than the opponent's.

Counter Charge: The defending army makes a massive counter-attack before its foes can effectively complete their own attack.

This tactic favors the more powerful army. In addition to the modifier given on Table 6-4, an army using this tactic gains a +5 combat bonus on its army command check to resolve the battle if its base power rating is greater than the opponent's.

Delay: The defending army sends out waves of smaller units to harass the enemy and slow its advance. Meanwhile, the main army either stands firm or retreats slightly, so as to delay the main confrontation until a time of its own choosing.

This tactic favors a maneuverable, flexible force. In addition to the modifier shown on Table 6-4, an army using this tactic gains a +5 combat bonus on its army command check to resolve the battle if its maneuver rating is greater than the opponent's.

Entrench: The defending force seeks out the most defensible position available and lets the enemy come to it. The defenders may build temporary fortifications, such as stakes, ramparts, and ditches. If the tactic succeeds, the attackers exhaust themselves in a fruitless assault, which leaves them vulnerable to counter-attacks.

This tactic favors tough, well-managed forces. In addition to the modifier shown on Table 6-4, an army using this tactic gains a +5 combat bonus on its army command check to resolve the battle if

both its average defense and its command rating are higher than the opponent's.

Hold the Line: The defending force meets the enemy head-on, counterattacking or standing firm as the situation permits. If successful, the defenders either grind down the attackers or break up the opposing force into smaller pieces that they can easily destroy.

This approach favors tough, hardened troops. In addition to the modifier shown on Table 6-4, an army using this tactic gains a +5 combat bonus on its army command check to resolve the battle if both its average offense and its command rating are higher than the opponent's.

Refuse the Line: The defenders try to maneuver to the right or left, bringing their full force to bear on as few of the enemy troops as possible. If the tactic works, the defenders defeat part of the attacking force before the rest can react, leaving the remaining attackers at a disadvantage.

This tactic favors mobile and well-managed troops. In addition to the modifier given on Table 6-4, an army using this tactic gains a +5 combat bonus on its army command check to resolve the battle if both its maneuver rating and its command rating are higher than the opponent's.

STEP FOUR: COMBAT RESOLUTION

Make an opposed army command check, modified as follows.

- The side that achieved surprise (if any) adds its bonus from Step Two.
- The attacker applies the appropriate modifier from Step Three.
- Each side gains a modifier equal to its average offense.
- Each side gains a modifier equal to its average defense.
- Divide the higher power rating by the lower, then multiply the result by 10 (round down). The side with the higher rating gains a bonus equal to this value on its army command check.

The side with the higher army command check result wins the battle and the battle ends. If there is a tie, the two sides must make another check before the battle can end. See Step Five to determine how much longer the battle lasts.

STEP FIVE: DETERMINE BATTLE LENGTH

The length of the battle depends on the difference between the winner's and loser's army command check results, as shown on Table 6-5. Lopsided victories take less time; hotly contested battles tend to drag on.

TABLE 6–5: LENGTH OF BATTLE

Difference Between Check Results*	Length of Battle
0	2d8 hours**
1–5	2d6 hours**
6–10	1d8 hours
11–15	1d6 hours
16–20	1d4 hours
21+	1d3 hours

* Subtract the lower (losing) check result from the higher (winning) check result.

** The battle is inconclusive. Each side checks for casualties (Step Six) and must roll again, adding to the length of the war. The second check may represent either a continuing battle or a second battle fought the next day, at the DM's option.

DEALING WITH PC ACTIONS IN A BATTLE

If PCs get involved in a battle before it ends they may do something to affect its course, such as killing or kidnapping one side's commander-in-chief, causing an important unit to defect, bringing in reinforcements, or leading a unit on a successful maneuver.

Simply stop the battle at that point and assess casualties (Step Five). Make whatever adjustments to each side's army statistics are appropriate, then make a new opposed army command check (Step Four) to resolve the rest of the battle.

STEP SIX: DETERMINE CASUALTIES

Each side must check for casualties after the battle. To do so, roll 1d20 and add that army's average defense. The base DC for the check is 15 for the winner and 20 for the loser. Add +1 to the DC for each month the war lasted.

If the winner makes a successful check, its army suffers 5% casualties; if the check fails, the army suffers casualties equal to 10% plus an additional 1% per point by which the check failed (maximum 25% casualties).

If the loser makes a successful check, it suffers 10% casualties; if the check fails, the army suffers casualties equal to 20% plus an additional 1% per point by which the check failed (maximum 50% casualties).

These casualty values may change depending upon the actions of the two armies after the battle. Before applying casualties, proceed to Step Seven, below.

STEP SEVEN: LOSER WITHDRAWS

A losing commander must attempt to withdraw her army from the field at the close of the battle. A well-executed withdrawal can reduce the loser's casualties.

To withdraw, the commander makes an army command check and adds her army's maneuver rating. If the victorious commander decides not to pursue, the DC for the command check is 10 + the victorious army's maneuver rating. (This modifier reflects the fact that portions of the victorious army will harass the retreating army even in the absence of a general order to pursue.) If successful, an unopposed withdrawal reduces the casualty rate on the losing side by 10% (minimum 5% casualties). For example, a losing army that took 23% casualties according to the calculation above instead takes only 13% casualties. If the check fails, the losing army suffers

normal casualties. If the check fails by 10 or more, the retreating army routs off the field and suffers an extra 20% casualties over and above the calculation in Step Six.

Regardless of the success or failure of the loser's army command check, the winning army takes 10% fewer casualties (minimum 0%) than calculated above if it allows the loser to withdraw unopposed.

PURSUIT

The winner can attempt to pursue the retreating enemy and sweep it from the field. To do so, the winning commander announces her intent to pursue, and each side makes an army command check, adding its maneuver rating to the roll. If the pursuing army has been foraging for supplies (see page 123), it receives a –10 penalty on the check. The results of the check are as described above, except that the victorious army does not gain any reduction in casualties. Regardless of the pursuing army's check result, the withdrawing army's check result must be at least 10 + the pursuing army's maneuver rating for the withdrawal to be successful.

FIGHTING WITHDRAWAL

The losing army can attempt a rearguard action as it leaves the field. To do so, it makes an army command check to withdraw, as described above, but adds its average defense to the roll instead of its maneuver rating. If the winning army decides to pursue, it can add either its average defense or its average offense to its roll.

If the pursuing army has been foraging for supplies (see page 123), it takes a –10 penalty on the check. The results of the check are as described above, except that the victorious army does not gain any reduction in casualties. Regardless of the pursuing army's check result, the withdrawing army's check result must be at least 10 + the pursuing army's maneuver rating for the withdrawal to succeed.

APPLYING CASUALTIES

Apply casualties evenly to every kind of troop in the army.

OPTIONAL CASUALTY RULE

Instead of rolling once for casualties, you can roll once for each kind of troop in the army, using the defensive power for those troops for the check.

PC AND NPC CASUALTIES

If any PCs or important NPCs participate in a battle, it's best to use the tactical army combat system. However, if the PCs are simply involved as troops or only NPCs are present, the DM may decide to use the quick army combat system to save time.

Power Ratings for Siege Engines

Siege engines contribute nothing to an army's maneuver, command, or scout ratings, but they contribute to army power as follows.

Engine	Power
Catapult, heavy	320
Catapult, light	200
Ballista	210
Ram	150*
Siege tower	40*

* Applies to battles in which fortifications are involved

Any PC or NPC involved in the battle is subject to injury and death, like any other soldier. To determine a character's fate, the player makes a Fortitude or Reflex save (player's choice). The DC is the same as the casualty DC for the character's side. If the save fails, the character took damage equal to the enemy's average offense each hour that the battle lasted. This arrangement leaves plenty of time for healing before the character takes damage for the next hour. If the save succeeds, a character on the losing side takes one-half that damage, and a character on the winning side takes one-quarter of that damage. Because this saving throw represents the effects of battle, class features that reduce damage when the character can attempt a save (such as evasion and improved evasion) do not apply.

THE FRUITS OF VICTORY

A victorious army can usually pick up a few spoils from the battlefield and the surrounding areas.

BATTLEFIELD SPOILS

An army that does not pursue the loser off the field can recover one-quarter of the equipment that the losing army's casualties possessed. In addition, the victor captures one-eighth of the losing army's casualties. A victor that pursues the loser off the battlefield can recover three-quarters of the equipment that the losing army's casualties possessed and capture one-quarter of the loser's casualties. Captured casualties among living troops become prisoners. The victor cannot take unliving enemy troops prisoner; any that it would otherwise capture count as destroyed instead.

The winning army must feed any prisoners it takes, though half supplies are sufficient (see page 122). The victor can also conscript them into its own ranks, ransom them back to the loser, or dispose of them in any other way it sees fit.

Conscripting prisoners is automatic—the victor simply presses them into its ranks. Ransoming prisoners usually takes 1d4 months. If the other side is willing and able to buy back prisoners (DM's judgment), each prisoner so ransomed yields cash equal to the cost for recruiting him as a mercenary (see page 121), plus the cost of keeping him fed during captivity.

LOOTING

In addition, a victorious army can pause to loot the battlefield and the adjacent areas. This process can take anywhere from one day to one month, depending on the richness of the area and its size relative to the victorious army. Looting a hamlet near the battlefield takes one day, but looting a major city can take a month. The victorious army collects all the ready cash in the area (see Chapter Five in the DMG), plus goods with a value equal to twice the ready cash gained. The army can convert up to three-quarters of the looted goods into supplies with no loss of value and sell the remainder at 50% of their value.

Looting ruins the area's economy. Afterward, the looted area can produce no ready cash, replacements, conscripts, or mercenaries for one year (or longer, at the DM's option). In addition, an army foraging in the looted area (see page 123) finds only poor foraging.

TACTICAL ARMY COMBAT

Use the tactical army combat system to resolve a battle hour by hour. The order of action for each hour of combat is as follows.

1. Determine total power
2. Determine surprise (first hour only)
3. Choose tactical options
4. Combat resolution
5. Check for PC or NPC casualties
6. Loser withdraws (last hour only)
7. Determine the length of the battle (last hour only)
8. Determine casualties (last hour only)

Steps Three through Five repeat until the battle ends.

STEP ONE: DETERMINE TOTAL POWER

The total power adjustments for tactical army combat are the same as they are for quick army combat.

STEP TWO: DETERMINE SURPRISE

Determine army surprise in the same manner as you would for quick army combat. However, the benefits to the side that achieves surprise apply only to the first hour of battle.

STEP THREE: CHOOSE TACTICAL OPTIONS

Tactical options are the same as they are for quick army combat, except that each side can change tactics each hour. In addition, the roles of attacker and defender can change over the course of the battle. Tactical army combat calls for a series of opposed army command checks to resolve a battle (see Step Four). Each hour, the army that wins the opposed check can choose which army will be the attacker and which the defender for the next hour.

STEP FOUR: COMBAT RESOLUTION

Make an opposed army command check each hour, modified as follows.

- The side that achieved surprise (if any) adds its bonus from Step Two (first hour only).
- The side that won the opposed check during the previous hour gains a +5 bonus on its next check.
- The attacker applies the appropriate modifier from Step Three.
- Each side gains a modifier equal to its average offense.
- Each side gains a modifier equal to its average defense.
- Divide the higher power rating by the lower, then multiply the result by 10, rounding fractions down. The side with the higher rating gains a bonus equal to this value on its army command check.

Regardless of each side's total power or command rating, a natural roll of 20 on the army command check gives that side a victory for the hour. If both sides roll a 20, success goes to the side with the higher total power rating. Likewise, a roll of 1 on the opposed check gives that side a loss for the hour. If both sides roll a 1, the loss goes to the side with the lower total power rating.



The losing side suffers a setback and takes one hit. An army can take a number of hits equal to its average defense before disintegrating and losing the battle. If there is a tie, repeat the opposed check.

STEP FIVE: CHECK FOR PC OR NPC CASUALTIES

Any PC or NPC involved in the battle is subject to injury and death, like any other soldier. To determine a character's fate, the player makes a Fortitude or Reflex save (player's choice). The base DC is 20. The difference between the winner's and loser's army command check results for that hour applies as a modifier to this saving throw. Add it as a bonus if the character is on the winning side, or subtract it as a penalty if she is on the losing side.

If the save fails, the character takes damage equal to the enemy's average offense. Because this saving throw represents the effects of battle, class features that reduce damage when the character can attempt a save (such as evasion and improved evasion) do not apply.

STEP SIX: LOSER WITHDRAWS

When an army takes hits equal to its average defense, it loses the battle and must withdraw. The procedure for withdrawing is the same as it is for quick army combat.

STEP SEVEN: DETERMINE BATTLE LENGTH

The battle lasts one hour for each hit dealt in the battle to either side.

STEP EIGHT: DETERMINE CASUALTIES

Determine casualties in the same manner as you would for quick army combat.

MOVING ARMIES

An army can move overland at a rate equal to 10 times its maneuver rating in miles per day. This rate assumes eight hours of marching, so should it ever become necessary to determine how far an army travels in an hour, simply divide the daily rate by eight). The individual creatures in an army can move much more quickly overland than that rate would indicate, but an army needs extra time at the beginning of each day to break camp and get organized for the day's travel, as well as to make camp at night.

Faster creatures in an army must usually keep pace with their slower comrades. They may also spend considerable amounts of time scouting the trail ahead and making sure that the army's flanks and rear are safe from attack.

ARMY MOVEMENT AND TERRAIN

Terrain affects an army's overland movement just as it affects an individual's, as shown on Table 9–5 in the *Player's Handbook*.

ARMY FORCED MARCHES

An army can make a forced march just as an individual can, except as follows.

An army uses its average defense value as its Constitution score when force marching, and it gains a +2 bonus to its Constitution checks. When an army fails a Constitution check during a forced march, it must stop moving for the day. Regardless of the number of successful Constitution checks an army makes, it cannot spend more than eight hours force marching (for a total marching time of 16 hours).

EFFECTS OF FORCED MARCHING

An army gains one hour's worth of additional movement for each hour it spends force marching. If it fights a battle on the same day that it makes a forced march, or on the day following a forced march, it takes a –5 penalty on any army command checks it makes to resolve the battle.

When an army makes a forced march, some of its creatures become fatigued and others do not. If it ever becomes important to determine which units or individuals in an army have become fatigued because of a forced march, simply have them make their own Constitution checks, with DCs based on the time the army

spent making the forced march, as described in Chapter Nine of the *Player's Handbook*. See Chapter Three of this book for information on making ability checks for units.

UNLIVING ARMIES

An army whose troops have no Constitution scores can make forced marches at will, traveling up to 24 hours per day. Forced marches do not affect the ability of such troops to fight.

FINDING AN ENEMY ARMY ON THE MOVE

Whenever two armies come within a day's march of each other (that is, within eight hours of each other), the two can make an opposed scouting check. To make such a check, each side rolls 1d20 and adds its scout rating. The winner notes the presence of the other army and can close with it, shadow it, or withdraw.

To withdraw, the army that won the check simply moves away from the enemy until the latter is more than a day's march away.

To shadow an enemy army, the winner maintains its distance from the enemy, attempting to do so without the enemy's notice.

Larger Standing Armies

The text on the next page allows for only fairly small standing armies. Particularly rich or warlike areas might have standing armies that are two to five times as large as what Table 6-7 indicates. Such an area generally does not have a larger militia or a bigger cadre of officers than normal.

The army that won the check automatically shadows its enemy for one day unless it cannot move overland at least as fast as the enemy can. In the latter case, it loses contact with the enemy instead.

After one day of such shadowing, the armies again make an opposed scouting check, except that this time each also adds its command rating to the roll, and the army that shadowed its enemy the day before gains a +5 bonus. (The army doing the shadowing has a slight advantage, but an army with highly competent commanders has a greater advantage.) The winning army can choose to close, shadow, or withdraw as noted above.

To close with the enemy, the army that won the opposed check simply moves toward its foe. The enemy army spots the foe at a distance equivalent to about a half day's march. At that point, the army that lost the scouting check can try to close or escape. In the former case, the two armies join battle, and the one that originally won the scouting check gets a +5 bonus on the ensuing surprise check. In the latter case, use the same procedure as you would for withdrawing at the end of a battle (see page 115).

TRACKING ANOTHER ARMY

An army that crosses the path of another can attempt to pick up that army's trail and follow it. The task often proves surprisingly difficult, because an army on the move usually remains fairly well dispersed, with some elements moving back and forth along the line of march. Consequently, it can be hard to make sense of an army's tracks, especially when the trail is old and mixed with tracks from civilian traffic.

Tracking an army normally requires a successful scouting check (DC 15) for each day the army follows the trail. An army that is not foraging can attempt to hide its own trail by moving at half its normal overland speed and making its own scouting check (DC 20). Hiding the trail in this way affects the scouting DC for the enemy's check, as does the terrain and the attitude of the local residents (if any), according to the table below.

TABLE 6-6: ARMY TRACKING DC MODIFIERS

CONDITION	MODIFIER
Age of Trail (Apply one)	
One day or less	-15
2-3 days	-12
4 days	-9
5 days	-6
6 days	-3
One week+*	+0
Terrain	
Trackless	-10
Trail	-5
Road	+5
Plains	+5
Scrub/rough	+0
Forest	+0
Jungle	-5
Swamp	+10
Hills	+0
Mountains	+0
Sandy desert	-5
Season	
Winter	-10
Spring	-5
Summer	+5
Fall	+5
Local Attitude	
Indifferent to both armies	+0
Hostile to both armies	+5
Hostile to tracked army, indifferent to tracking army	+0
Hostile to tracked army, friendly to tracking army	-10
Friendly to tracked army, indifferent to tracking army	+5
Friendly to tracked army, hostile to tracking army	+10
Other	
Precipitation	+5**
Tracked army hides trail	+20
Tracked army is foraging	-10

* Add +5 to the DC for each week that has passed beyond the first.

** Per day of precipitation since the army passed through, to a maximum of +35.

RAISING ARMIES

Armies don't just spring into existence overnight—well, not usually anyway. Someone must recruit, train, and pay the troops.

STANDING ARMIES AND MILITIAS

A standing army represents all the troops in an area that have already trained for battle and can be ready to fight at any time. The size of a standing army depends on several factors.

REGULAR SOLDIERS

In civilized areas, about 1% of the total population serves as full-time soldiers or guards who protect their local communities. These troops consist of constables, castle garrisons, border guards, city watch members, and the like. Most of them are 1st-level warriors. About 75% of them are infantry and the remainder are cavalry.

A typical foot soldier is a 1st-level warrior wearing studded leather armor and carrying a one-handed martial melee weapon (usually a longsword), plus a knife or dagger and a large wooden shield or a projectile weapon (usually a longbow, but sometimes a light or heavy crossbow).

A typical mounted soldier also is a 1st-level warrior. He rides a light or heavy horse (unbarded) and carries a one-handed martial melee weapon (usually a longsword), plus a knife or dagger, a large wooden shield, and a lance.

All the soldiers serving in an area operate from a base within a village or town. A cadre of officers and specialists (such as spellcasters or rogues) whose size and composition depends on the size of the town provides support and direction for those troops. See Chapter Four in the DMG for details.

MILITIA

In addition to the soldiers, about 20% of the total population serves as militia and can be ready to fight within a few hours, or a day at most. These troops, too, take their orders from an area's rulers. Most of them are 1st-level commoners wearing padded armor and carrying wooden shields and halbspears. About 25% of them carry shortbows instead of shields. Militia members are not professional soldiers; they are everyday working people who lay down their tools and take up arms as the need arises. They serve under the same officers as the local soldiers do.

In addition to the soldiers and militia, a typical civilized area can field a small number of elite troops, usually equal to about 0.25% of the population. In a human area, about three-quarters of these troops are usually mounted knights.

A typical mounted knight is a fighter of 1st to 4th level who rides a barded heavy horse. A knight typically carries a one-handed martial melee weapon (usually a longsword), plus a knife or dagger, a simple martial weapon (such as a mace), a large wooden shield, and a lance. The remainder of the elite troops are clerics, wizards, sorcerers, and bards, also 1st to 4th level. Like soldiers, these troops are ready to fight almost anytime, and they serve the area's rulers. Elite troops usually come only from cities, large castles, or other areas of military importance.

Table 6–7 shows typical numbers of troops in a standing army.

In addition to these fairly mundane kinds of troops, the DM may decide that a standing army contains additional special units, such as centaur archers, a dragon corps, or just about anything else. Troops in this category generally should not outnumber an army's elite elements, but in the end, it is the availability of such troops for recruitment (see Special Troops, page 121) and the army's ability to pay and maintain them that limits their presence (see Supplying Armies, page 122).

TABLE 6–7: STANDING ARMY SIZES

Size	Regular Troops	Militia	Elite Troops
Thorp	0	4–16	0
Hamlet	0–4	17–80	1
Village	5–9	81–180	2
Small town	10–20	181–400	3–5
Large town	21–50	401–1,000	6–12
Small city	51–120	1,001–2,400	13–30
Large city	121–250	2,401–5,000	31–62
Metropolis	251+	5,001+	63+

CONSCRIPTION

An area's ruler can raise additional troops through a vigorous program of conscription. In one month, conscription can produce additional soldiers, militia, and elite forces equal to one-half the number in the original standing army. These extra troops may come from a variety of sources. The army may conscript soldiers slightly too old or too young to serve in the regular standing army, recall troops that have served in the past but earned their discharge, and sometimes by literally seizing any able-bodied adult who happens to fall afoul of a press gang. Such additional troops count as conscripted troops, even if they are soldiers or elite troops.

It is also possible to conscript NPCs with

Key Terms

Average Defense: This is a measure of how well an army can avoid harm in battle. It is similar to defensive power, but measures the army's defensive effectiveness at any particular point on the battlefield.

Average Offense: This is a measure of how effectively an army can attack another army in battle. It is similar to offensive power, but measures the army's offensive effectiveness at any particular point on the battlefield.

Base Power Rating: This is a measure of an army's total size and combat capability, which takes into account the power ratings of all its creatures.

Defensive Power: This is a creature's defensive capability in terms of Armor Class, hit points, and saving throws. It is similar to average defense, but measures each creature's defensive potential. The defensive power of an army is the sum of the defensive power values of all its creatures.

Maneuver Rating: This is a measure of an army's ability to move overland and also outmaneuver the enemy in battle.

Offensive Power: This is a creature's offensive capability in terms of attack bonus and damage potential. Similar to average offense, it measures each creature's offensive potential. The offensive power of an army is the sum of the offensive power values of all its creatures.

Scout Rating: This represents an army's ability to gather intelligence about its surroundings and about the enemy.

Total Power: This is a measure of an army's total military potential in terms of the prevailing conditions during a battle.

class levels. To determine how many such characters are available in any given locale, see Chapter Five in the DMG, but subtract 2 from the community modifier.

Costs of Conscription: Successful conscription requires a network of recruiting agents, informants, and press gangs. Each trooper conscripted costs one-half the normal monthly wage for troops of her kind (see next section). In addition, conscripted troops normally do not provide their own equipment, so the ruler must pay the cost of the trooper's equipment as well.

Other Effects of Conscription: Mercenaries and replacements are harder to come by in areas where the rulers have conscripted troops. In addition, each month of conscription reduces an area's economy as the army sucks up labor and goods. The amount of ready cash in an area falls by 20% for each month that conscription continues. Starting the third month, conscription produces only militia. Once conscription reduces the local economy to 20% of normal, it can produce no further troops.

It takes one year for an area to recover from the effects of conscription.

MILITARY BUDGETS

Typically, a government begins a war with a treasury equal to twice the ready cash available in all its cities (settlements with populations of more than 5,000). If the area has no cities, treat it as a single community. Determine the ready cash normally, then cut the amount in half.

In addition to its initial treasury, a government can raise an amount equal to one-half the ready cash available in its cities in the form of special taxes, loans, and other measures.

Conscription, the sacking of cities, and the presence of armies left to forage for themselves reduces ready cash and the government's monthly income.

COST OF A STANDING ARMY

Maintaining a standing army entails some costs, which are detailed below.

Soldiers: Soldiers require a daily wage of 2 silver pieces per NPC character level or Hit Die. Soldiers in a standing army must have pay whether they fight or not. In addition, mounted soldiers require a monthly stipend equal to 10% of the cost of their mounts plus any accouterments required to ride them into combat.

When not actually serving in a military campaign, soldiers pay their own expenses (food, housing, and repair or replacement of their clothing and equipment) out of their daily wages. Even then, however, soldiers require supplies whenever they leave their home areas to serve in a military venture. The cost of these supplies (see *Supplying Armies*, page 122) is in addition to the soldier's daily wages. You can think of this extra cost as combat pay.

Most soldiers provide their own equipment, except when conscripted (see previous section).



Militia: Militia members require no pay until mustered into service. However, their employers must provide all their equipment. The standing militia in an area have equipment available (presumably stored in government armories), but maintaining this equipment, so that the militia are ready to serve when called costs 5% of its original value each month.

Once mustered, militia serve without pay, but they count as pressed or conscripted troops if left unpaid. The normal wage for militia is 1 silver piece per class level or Hit Die.

Newly conscripted militia require new equipment.

ALIGNMENT OF STANDING ARMIES AND MILITIAS

About 90% of the troops and officers in a standing army have the same alignment as the power centers in the communities from which they were recruited. Of the remaining 10%, virtually all have alignments within one step of their fellows, and usually in about equal numbers.

For example, say an army recruits 100 troops from a community with a lawful good power center. About 90 of these new recruits are lawful good. Of the remaining 10 troopers, three might be neutral good, four might be neutral, and the final three might be lawful neutral.

MERCENARIES

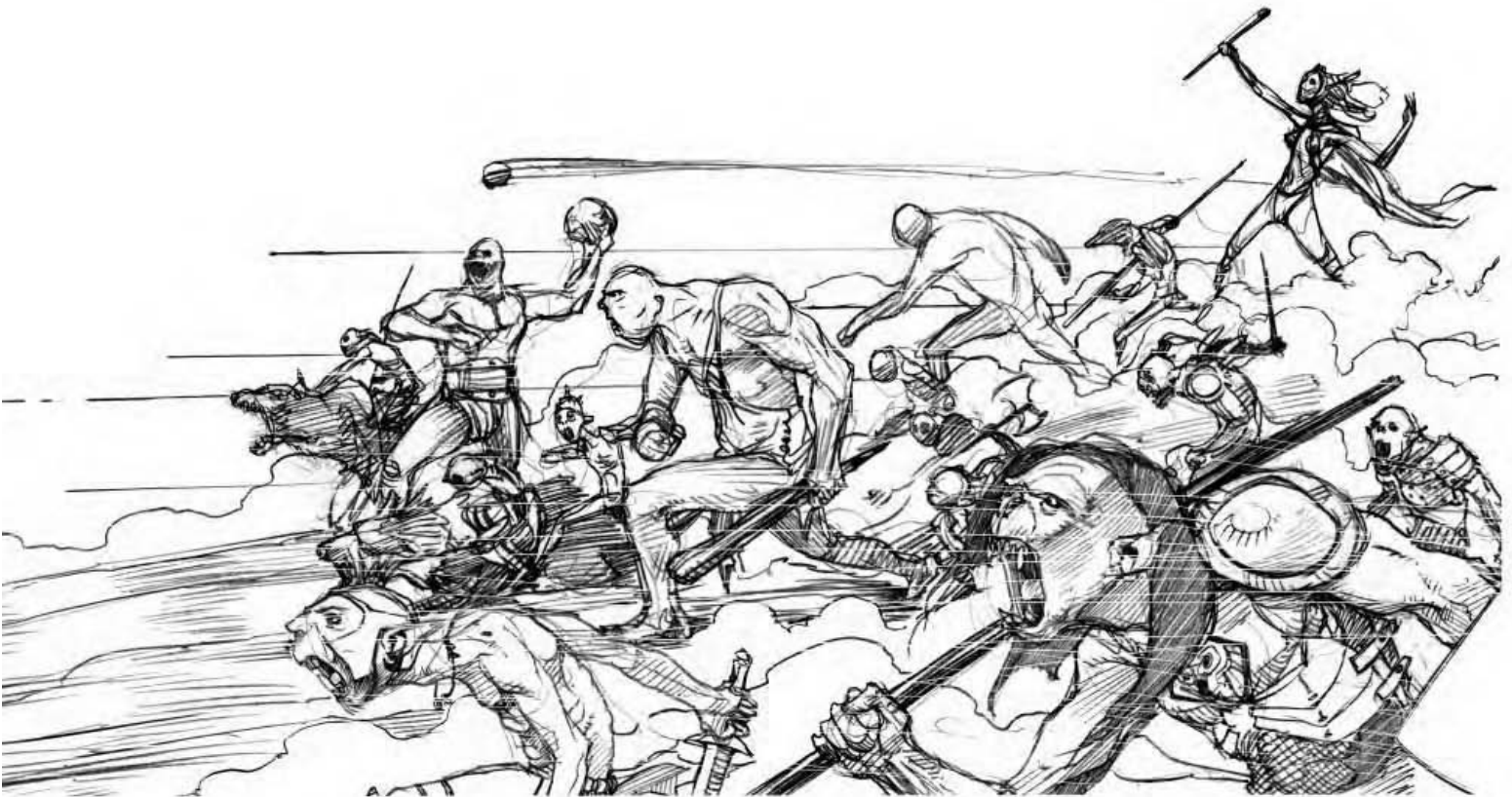
A commander who is not fortunate enough to rule an area must hire mercenaries. A ruler who wishes to recruit additional troops might hire mercenaries as well.

In general, humanoid mercenaries are available only in cities (settlements with populations of more than 5,000). The majority are identical to soldiers and are available in about the same numbers (equal to 1% of the local population). Mercenary elite troops can be had, also, in about the same numbers as for a standing army (0.25% of the local population). Mercenary officers and NPCs are available at the same rate as pressed troops (see Chapter Five of the DMG, and subtract 2 from the community modifier). If the local ruler is conscripting troops, however, mercenaries are available at only one-half the rate noted here (and subtract 4 from the community rating when determining the levels of mercenary NPCs available).

Mercenaries accept the same pay rates as members of a standing army, but they expect a month's wages in advance. In addition, a mercenary requires a bonus payment equal to one-half the value of all his nonmagical equipment at the time of hiring.

SPECIAL TROOPS

Armies in a fantasy setting can include more than just human soldiers and militia. Humanoids such as dwarves and elves prove fairly common, and fantastic creatures such as centaurs, trolls, and dragons often appear as well.



Members of player character races (dwarves, elves, gnomes, halflings, and half-orcs) are present in any standing army, militia, or mercenary force in approximately the same percentages as they appear in the communities where their recruitment occurred. For example, an army of 1,000 troops recruited from an area with mixed demographics should include 790 humans, 90 halflings, 50 elves, 30 dwarves, 20 gnomes, 10 half-elves, and 10 half-orcs.

The army must recruit other creatures as mercenaries, entice them to serve through diplomacy, or force them to serve through intimidation. In any case, an army's commander-in-chief (or a representative) must travel to an area where such creatures live and locate them. This process may be as simple as going to a known lair or other place where the creatures congregate, or it may require some detective work. The latter process may require a bardic knowledge, Knowledge (local), Gather Information, or Survival check (DC 10 to 25, depending on how secretive or inaccessible the creatures in question are).

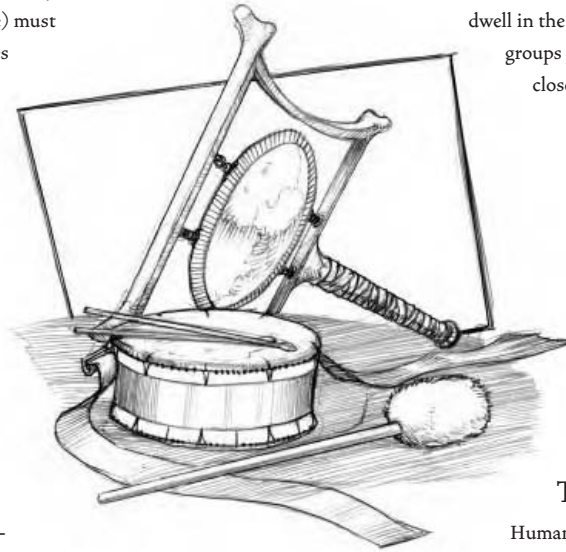
Once the recruiter locates the creatures, the number of troops available depends on the maximum number that can appear in an encounter (see the organization entry in the MM) and on the relative density of their population (which the DM secretly decides), as shown on the table below. The table assumes the recruiter is working in an area from 30 miles square to 100 miles square. Additional creatures might live in other areas as well.

TABLE 6-8: SPECIAL RECRUITING

MAX. NUMBER ENCOUNTERED*	LOCAL POPULATION DENSITY					
	None	Scattered	Sparse	Medium	Heavy	Dense
1	0	1	—	—	—	—
2	0	1	2	4	8	16
3-4	0	2	4	8	16	32
5-8	0	4	8	16	32	64
9-16	0	8	16	32	64	128
17-32	0	16	32	64	128	256
33-64	0	32	64	128	256	512
65-128	0	64	128	256	512	1,024
129+**	0	1/2	1	2	4	8

* Use the largest number provided in the organization entry for the creature.

** Multiply the maximum number encountered by the number given for the population density.



None: The area contains no creatures of the desired kind, either because it does not have the kind of terrain the creature favors or because the DM simply decides that no such creatures dwell there.

Scattered: The area contains a few isolated pockets of the desired creatures. Strictly solitary creatures always have scattered population density.

Sparse: The area contains some clusters of the desired creatures, usually living fairly far apart.

Medium: A fair number of the desired creatures dwell in the area, sometimes in sizable groups or in groups located somewhat close together.

Heavy: The area is thick with the desired creatures, which may dwell in cities, towns, or the equivalent.

Dense: Creatures of the desired type dominate the area. They dwell in large groups and have cities, towns, or the equivalent.

COST OF SPECIAL TROOPS

Humanoid special troops require the same wages and initial bonus as mercenaries: 2 silver pieces a day per Hit Die, with a month's wages paid in advance and an additional bonus equal to one-half the value of all the humanoid's nonmagical equipment. Nonhumanoid special troops require a daily wage of 1 gold piece a day, with a month's wages paid in advance and an additional bonus equal to one-half the value of all the humanoid's nonmagical equipment (if any).

The foregoing represents the minimum payments that special troops require. Particularly egotistical or powerful creatures, such as dragons or most outsiders, may demand two, three, or more times the standard wage. In some cases, a creature may demand a wage based on its challenge rating rather than its Hit Dice, but only when doing so would result in a higher daily wage. A creature with spell-like or supernatural abilities is most likely to demand a wage based on challenge rating.

SUPPLYING ARMIES

An army on the move requires supplies. The necessities include food and water, fuel for warmth and cooking, replacements for expendable weaponry (arrows, bolts, and the like), medical supplies, and replacements for injured or slain troops.

As a general rule, each trooper in an army requires 2 silver pieces worth of supplies each day. Mounted troops require an extra silver piece worth of supplies each day to cover the cost of food and care for their mounts.

The daily cost covers both the costs of the supplies and the expense of getting them to the troops. Access to some form of continually active long-range transport, such as a permanent *gate*, reduces an army's overall supply cost by a third. The ability to create food and water in sufficient quantities to supply the army reduces costs by 1 silver piece per creature per day.

The foregoing assumes troops no greater than Medium size and mounts no greater than Large size that are not carnivores. Costs for larger troops also appear in Table 6–9. Treat a carnivorous mount as a trooper of the appropriate size.

TABLE 6–9: COST OF ARMY SUPPLIES

Trooper Size	Daily Cost of Supplies
Tiny or smaller	1 sp
Small or Medium	2 sp
Large	4 sp
Huge	8 sp
Gargantuan	16 sp
Colossal	32 sp

Table 6–9 assumes that some necessities, such as fresh water, are available in the field. If this is not the case (as it might be when an army travels through a desert), the daily cost of supplies doubles. Also, increase supply costs by 50% when the majority of an army must deal with an unfavorable climate (for example, an army of humans in a cold climate).

An army can forage for its own supplies, which eliminates the supply cost altogether. Troops left to find their own supplies, however, prove much less effective than troops that enjoy proper care.

Foraging troops fan out over the countryside, stopping to grab whatever they can, so a foraging army moves overland at one-half speed. The troops disperse, and preoccupied troops prove less alert than normal, so the army also takes a –5 penalty on scouting checks. Troops left to care for themselves also tend to be less obedient on the battlefield and often literally less able to fight, so the army also suffers a reduction in total power, as noted on page 110.

Foraging troops usually have less interest in running down a fleeing foe and more interest in looting the enemy's camp or picking up anything else the enemy has left behind, so it takes a penalty on checks made to pursue a fleeing enemy, as noted on page 116.

A commander also can place an army on half supplies and leave it to forage for the rest. Putting an army on half supplies reduces the daily supply cost by half. An army on half supplies takes the same penalties to overland speed, scouting checks, and pursuit rolls as one on normal supplies, but it takes a lesser penalty to its total power, as noted on page 110.

CUTTING SUPPLIES

An army's supplies move along the same path the army uses on the march. One army can cut another's supplies by finding its trail (see page 118). Instead of following the trail, the army can cut the enemy's supply lines. The two armies make an opposed army com-

mand check, with each adding its scout rating to the roll. If the acting army wins the check, the enemy's supply lines are down for a week and remain so until the enemy wins a new opposed check.

An army that cuts an enemy's supply lines can recover one-quarter of the supplies so interrupted. It can then divert them to supply itself or convert them to cash at one-half value.

Unless noted otherwise, the army moves exceptionally valuable goods (such as expendable magic items and the troops' pay) by magical means, such as teleporting. If the loser was paying its troops and shipping the cash overland, there also is a 25% chance that an army that cuts the enemy's supply line also seizes the losing army's pay-chests for that month. Seizure of pay can occur only once a month in this manner.

An army with a severed supply line can try to repair it each week.

REPLACING LOSSES

Whenever an army takes casualties, it can recover some of the lost troops in one month. A victorious army reclaims one-half its losses. A losing army recovers one-quarter of its losses, but only one-half of these troops still have their equipment; the rest have none (having lost or discarded it when escaping from the battlefield). These replacements represent wounded troops and those driven off the battlefield. Armies made up of troops without Constitution scores cannot recover losses in this manner.

In addition, a standing army can get replacements from areas where it originally recruited its troops.

In one month, conscription can produce replacement soldiers, militia, and elite forces equal to one-quarter of the numbers in the original standing army. The total number of replacements recruited from a given area cannot exceed one-half the troops in the original standing army in any one year. No replacement troops are available for one year in areas where conscription has taken place.

It is also possible to replace NPCs with class levels. To determine how many such characters are available in any given locale, see Chapter Five in the DMG, but subtract 4 from the community modifier. No replacement characters are available for one year in areas where conscription has taken place.

Checklist

- Determine which type of army combat is appropriate for your needs.
 - Strategic conflict
 - Quick army combat
 - Tactical army combat
- Create statistics for your armies (see pages 108–109).
 - Determine the size of the armies based on how you plan to raise them, what kinds of troops are available, and how you plan to supply them.
- Go through the sequence of action steps for your chosen army combat system as many times as needed.
 - Will you include sieges?
 - Deal with PCs' actions as necessary.
 - How will you replace losses?
- Outline the consequences of the war after its end.

Prestige Classes

Out of the dust of battle there rose a dark, ominous figure mounted on a great black charger. Rider and mount surveyed the scene for a heartbeat, their wicked, gleaming eyes boring into the souls of those who watched. Then the dark rider was on the move, charging the enemy line. A wave of dread seemed to overcome the defenders, and their swords and shields hung limply in palsied fingers as the rider's massive axe struck home again and again.

This chapter presents three prestige classes particularly well suited for large-scale combat. Meet the death dealer, the knight commander, and the shieldmate. These prestige classes work well in individual combat as well as in large-scale war.

DEATH DEALER

Some people relish the thought of destroying an enemy utterly. They may enjoy the clash of arms and the sense of pure competition that hand-to-hand combat provides, but the moment they cherish most of all is the one when a foe crumples to the earth—dead. Nothing can surpass the sheer joy of dealing a mortal blow, or so say the death dealers. These characters become so fascinated with death that they study the topic as an adjunct to their practice at arms (a habit reflected in the Knowledge requirement for the class). Death dealers quickly become dreadful opponents in combat, capable of reducing lesser foes to fearful impotence, smashing others to red ruin with single blows, and even feeding off the death and destruction they mete out.

Fighters and barbarians become death dealers most frequently, though some rangers also choose this class. A few clerics, especially those dedicated to deities of war, death, or destruction, sometimes adopt the path of the death dealer as well.

NPC death dealers often join mercenary companies, bandit groups, or other organizations that promise them plenty of opportunities for combat. Others happily serve as gladiators, or even as executioners.

Death dealers can make good additions to parties of adventurers because of their ability to defeat foes quickly.

Hit Dice: d8

REQUIREMENTS

To qualify to become a death dealer, a character must fulfill all the following criteria.

Alignment:	Any nongood
Base Attack Bonus:	+5
Feats:	Expertise, Improved Critical (any martial or exotic weapon), Weapon Focus (same weapon as the one selected for Improved Critical), Toughness
Intimidate:	8 ranks
Knowledge (religion):	4 ranks
Sense Motive:	4 ranks
Weapon Proficiency:	Any martial or exotic weapon
Special:	The death dealer must have killed a creature with a single blow.

CLASS SKILLS

The death dealer's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Knowledge (religion) (Int), Jump (Str), Ride (Dex), Sense Motive (Wis), and Swim (Str). See Chapter Four: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

TABLE 7-1: THE DEATH DEALER

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1st	+1	+2	+0	+0	Darkvision +30 feet, death blow + 1d8 (same size)
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	Frightful presence
4th	+4	+4	+1	+1	Darkvision +60 feet
5th	+5	+4	+1	+1	Death blow +2d8 (one size larger)
6th	+6	+5	+2	+2	Deathproof
7th	+7	+5	+2	+2	Bonus feat
8th	+8	+6	+2	+2	Darkvision +90 feet
9th	+9	+6	+3	+3	Death blow +4d8 (any size)
10th	+10	+7	+3	+3	Vampiric attack

CLASS FEATURES

All of the following are class features of the death dealer prestige class.

Weapon and Armor Proficiency: A death dealer gains no proficiency with any weapon or armor.

Darkvision (Ex): The death dealer gains darkvision with a range of 30 feet. If he already has darkvision, its range increases by that amount. The range of his darkvision increases again by 30 feet at 4th level, and again by the same amount at 9th level.

Death Blow (Ex): As a full-round action, a death dealer can make a single melee attack that can kill a living foe outright. A living creature struck by a death blow attack must make a Fortitude save (DC 10 + death dealer level) or be slain outright. Even if the save succeeds, the death blow deals an extra 1d8 points of damage.

Only a living creature the same size category as the death dealer or smaller is subject to instant death, and then only if its Hit Dice (creature and class) total less than one-half the attacker's levels in

the death dealer prestige class. At 5th level, a death dealer can slay a creature up to one size category larger than himself with this attack, and he also deals 2d8 points of bonus damage with his death blow on a successful save. At 9th level, he can slay a creature of any size with his death blow, which deals 4d8 points of bonus damage.

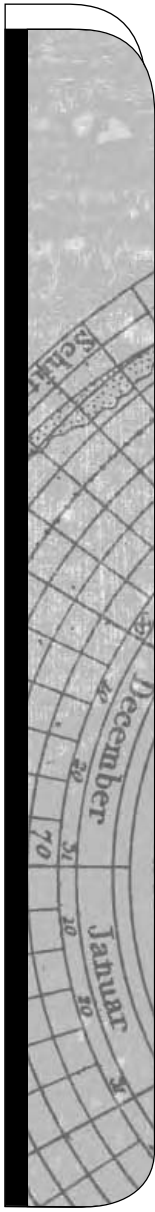
A death dealer can attempt a death blow a number of times a day equal to 3 + his Constitution modifier. If the death blow attack misses the target, the attack counts as a daily use anyway. The death dealer must decide whether to use a death attack before making his attack roll.

Bonus Feat: At 2nd level and again at 7th level, the death dealer can choose a bonus feat for which he need not meet the normal prerequisites. His choices are Cleave and Heroic Frenzy at 2nd level, and Great Cleave or Whirlwind Attack at 7th level.

Frightful Presence (Ex): Starting at 3rd level, a death dealer can unsettle foes with his attacks. He can trigger this power anytime he makes a melee attack. When used, this ability instills fear in each foe within 30 feet that witnesses the attack and fails a Will save (DC 10 + death dealer level + death dealer's Charisma modifier). If the affected creature has fewer Hit Dice than the death dealer has levels in the prestige class but more than one-half that number, it becomes shaken for 1d4 rounds. If it has one-half or fewer Hit Dice than the death dealer has levels in the prestige class, it covers instead of becoming shaken. The death dealer's frightful presence ability cannot affect a creature that has already attempted a save against it for one day. Frightful presence is a mind-affecting fear effect.

The death dealer can use this ability once per day per death dealer level, plus one extra time per day per point of Charisma bonus (if any).

Deathproof (Ex): At 6th level, the death dealer becomes immune to death attacks and gains a +4 bonus on saving throws against negative energy attacks.



Vampiric Attack (Su): At 10th level, a death dealer can literally draw the life force from living creatures he attacks. Once per day, he can gain one-half of any points of damage he deals to a living foe as temporary hit points for himself, except that he can't gain more than one-half (rounded down) of the points of damage needed to kill the subject outright (10 + the subject's current hit points). The temporary hit points disappear one hour later.

The death dealer can combine this ability with his death blow attack, gaining 5 plus one-half the foe's current hit points (rounded down) as temporary hit points if the death blow attack slays the foe.

If the vampiric attack misses the target, the attack counts as a daily use anyway. The death dealer must decide whether to use a vampiric attack before making his attack roll.

KNIGHT COMMANDER

Some people can command others as though they were born to the role. Though a knight commander shows great skill in personal combat along with considerable mental fortitude, his real talent lies in his ability to inspire others to excellence on the battlefield.

A knight commander actually achieves this effect through experience and diligent work, not native talent, but his command abilities can seem nothing less than miraculous. He develops a keen understanding of the sentient mind and displays a knack for saying just the right thing to a subordinate at the right time. He also shows a similar ability to gauge what's on the enemy's mind.

Paladins make the best knight commanders, but fighters, rangers, and barbarians can also do well in the class, as can clerics of war deities.

NPC knight commanders may hold positions in nearly any kind of military organization, but most prefer to serve with armies that stand a good chance of seeing battle.

A knight commander can make an effective addition to an adventuring party, though his true calling lies on the battlefield.

Hit Dice: d10

REQUIREMENTS

To qualify to become a knight commander, a character must fulfill all the following criteria.

Armor Proficiency:	Medium or heavy armor
Base Attack Bonus:	+5
Feats:	Battlecry†, Battle Leader†, Infectious Courage†
Diplomacy:	4 ranks
Profession (military commander)†:	4 ranks
Ride:	4 ranks
Sense Motive:	4 ranks
Weapon Proficiency:	Any martial or exotic weapon
Special:	The knight commander must have commanded a unit of troops in at least one battle.

CLASS SKILLS

The knight commander's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis). See Chapter Four: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the knight commander prestige class.

Weapon and Armor Proficiency: A knight commander gains no proficiency with any weapon or armor.

Bonus Order (Ex): In a unit battle, a 1st-level knight commander can give one extra order each battle round as a free action. This number rises to two at 5th level and to three at 9th level. These free orders are in addition to any that he merits for the Battle Leader† feat or for 10 or more ranks of the Profession (military commander)† skill.

TABLE 7-2: THE KNIGHT COMMANDER

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1st	+1	+2	+0	+2	Bonus order, effective orders
2nd	+2	+3	+0	+3	Quicken the pace (self)
3rd	+3	+3	+1	+3	Inspire troops +1
4th	+4	+4	+1	+4	Quicken the pace (allies)
5th	+5	+4	+1	+4	Bonus order
6th	+6	+5	+2	+5	Martial celerity (self)
7th	+7	+5	+2	+5	Inspire troops +2
8th	+8	+6	+2	+6	Martial celerity (allies)
9th	+9	+6	+3	+6	Bonus order
10th	+10	+7	+3	+7	Automatic order

Effective Orders (Ex): When a knight commander makes a command check or an army command check, he adds his knight commander level as a bonus to the roll.

Quicken the Pace (Ex): Starting at 2nd level, a knight commander can increase his own speed or that of any mount he rides as a free action, so long as he (or his mount) is not traveling via some magical or magically enhanced means (such as a *fly* or *expeditious retreat* spell). The speed increase is 10 feet for land movement and 5 feet for any other mode of movement (such as burrowing, swimming, or natural flight). The speed increase lasts for a number of minutes equal to 10 times the character's level in the knight commander prestige class.

Starting at 4th level, the knight commander can extend his speed increase to a single unit that he has joined in a unit battle. With a successful command check, he can also extend it to a formation, provided that he has joined a unit in that formation. Speeding up an entire formation counts as an order the knight commander has given and requires a successful command check (DC 15 + number of units in the formation).

In individual combat, the character can share his speed increase with one ally (or the ally's mount) per knight commander level. All the recipients must remain within 20 feet of the knight commander and within line of effect to him to continue receiving this benefit.

Inspire Troops (Ex): Beginning at 3rd level, a knight commander can inspire allies to greater things with his mere presence.

In a unit battle, the knight commander can grant a single unit he has joined a +1 bonus on all attack rolls and checks it makes for a single battle round. With a successful command check, he can extend these bonuses to a formation, provided he has joined a unit in that formation. Inspiring an entire formation counts as an order the knight commander has given and requires a successful command check (DC 20 + number of units in the formation).

In individual combat, the character can grant a +1 bonus on attack rolls and a +1 bonus on saving throws against fear effects to one ally per knight commander level. All the recipients must remain within 20 feet of the knight commander and within line of effect to him to receive the benefit. The effect lasts for one minute.

The knight commander can use this ability a number of times per day equal to 3 + his Charisma modifier.

Starting at 7th level, the bonuses from this ability increase to +2.

Martial Celerity (Ex): Starting at 6th level, a knight commander can quicken the pace of his own attacks, gaining an extra attack during any round in which he uses the full attack action. He can use this ability a number of times per day equal to 3 + his Wisdom modifier.

Starting at 8th level, the knight commander can share this ability with allies. In a unit battle, he can grant a single unit that he has joined an extra attack during any battle round when it uses the double attack action. With a successful command check, he can extend this benefit to a formation, provided that he has joined a unit in that formation. Speeding up an entire formation's attacks counts as an order the knight commander has given and requires a successful command check (DC 20 + the number of units in the formation).

In individual combat, the knight commander can speed up the attacks of one ally per knight commander level. All the recipients must remain within 20 feet of the knight commander and within line of effect to him to receive the benefit. The effect lasts for one minute.

Automatic Order (Ex): Starting at 10th level, a knight commander can give any one order to a single unit (not a formation) under his command (see page 35). The order automatically succeeds, no matter what the DC of the required command check. If the knight commander uses this ability to issue an order that allows a unit to use his command check result instead of one if its own checks (such as *Embolden Unit*), resolve the unit's check as though the knight commander had rolled a natural 20. This value applies to only one check or roll the unit has to make.

The unit receiving the automatic order and the knight commander must be within line of sight of each other (or within 50 feet if they do not have line of sight) for this ability to work.



TABLE 7-3: THE SHIELDMATE

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1st	+1	+2	+2	+0	Damage reduction 1/—, improved defense
2nd	+2	+3	+3	+0	Opportunity strike +1, uncanny dodge
3rd	+3	+3	+3	+1	Active defense, damage reduction 2/—
4th	+4	+4	+4	+1	Counterstrike (total defense)
5th	+5	+4	+4	+1	Damage reduction 3/—
6th	+6	+5	+5	+2	Improved uncanny dodge, opportunity strike +2
7th	+7	+5	+5	+2	Damage reduction 4/—
8th	+8	+6	+6	+2	Counterstrike (fighting defensively)
9th	+9	+6	+6	+3	Damage reduction 5/—
10th	+10	+7	+7	+3	Damage reduction 6/—, opportunity strike +3

SHIELDMATE

During the press of battle, a soldier's chances of survival often depend on the allies to either side. Many veterans swear that they could survive anything, so long as they had stalwart companions on either flank. Shieldmates embody this approach to combat—they maintain that a good defense is a good offense, and they excel at the fine art of keeping foes from chopping them apart. Shieldmates are not without offensive abilities, however; they have a knack for counterattacking and striking foes in unguarded moments.

Fighters make the best shieldmates, but rangers and barbarians also can do well in the class. Clerics of war deities occasionally adopt this prestige class as well.

NPC shieldmates are usually members of military organizations, where they champion steady, reliable performance over battlefield glory. Many also serve in garrisons as watch members or as bodyguards.

A shieldmate makes an effective addition to any adventuring group that expects to fight, since such a character often proves difficult to kill and quite adept at keeping her comrades from harm.

Hit Dice: d10

REQUIREMENTS

To qualify to become a shieldmate, a character must fulfill all the following criteria.

Armor Proficiency: Medium or heavy armor
Base Attack Bonus: +5
Feats: Combat Reflexes, Coordinated Melee Attack†, Coordinated Missile Attack†, Dodge
Listen: 4 ranks
Spot: 4 ranks
Weapon Proficiency: Any martial or exotic weapon
Shield Proficiency: Any

CLASS SKILLS

The shieldmate's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis) and Swim (Str). See Chapter Four: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the shieldmate prestige class.

Weapon and Armor Proficiency: A shieldmate gains no proficiency with any weapon or armor.

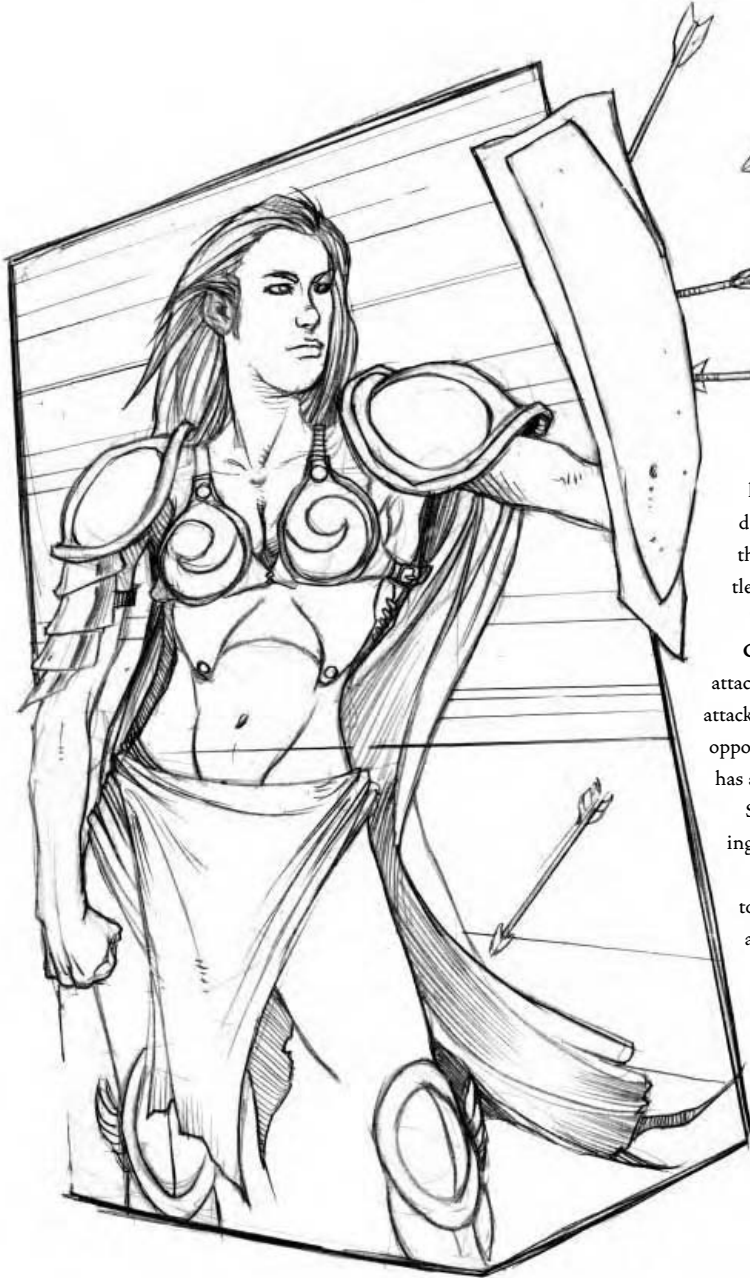
Improved Defense (Ex): The character increases the dodge bonus to Armor Class that she receives when using the total defense and fighting defensively actions by an amount equal to her shieldmate level, provided that she also is using a shield of any kind or a buckler. She can use this extra dodge bonus herself, or grant it to any ally adjacent to her. Neither she nor the ally can receive a dodge bonus from this ability greater than +1 or the shieldmate's shield bonus (whichever is higher). For example, a 4th-level shieldmate would gain 4 extra points of dodge bonus when fighting defensively. If she were using a Large shield, she could use only 2 points of that increase herself, because a Large shield provides a +2 shield bonus. The shieldmate could share the remaining 2 points with her allies, granting two of them an increase of +1 each or granting a +2 increase to one ally. If the shieldmate has no adjacent allies, she gains no benefit from any dodge bonus beyond what she can use herself. Any enhancement bonus that her shield may have raises the maximum dodge bonus increase for a single recipient by the amount of the enhancement. For example, a 4th-level shieldmate using a +1 *Large shield* could allocate 3 of her 4 points of dodge bonus increase to herself or to a single ally.

Damage Reduction (Ex): Starting at 1st level, the shieldmate gains the ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage the shieldmate takes with each blow of a weapon or natural attack.

A shieldmate's damage reduction rises to 2/— at 3rd level, to 3/— at 5th level, to 4/— at 7th level, to 5/— at 9th level, and to 6/— at 10th level. Damage reduction cannot reduce the damage from a blow to less than 0.

Uncanny Dodge (Ex): Starting at 2nd level, the shieldmate gains the extraordinary ability to react to danger before her senses would normally allow her to do so. At 2nd level and above, she retains her Dexterity bonus to AC (if any), even if caught flat-footed or struck by an invisible attacker. (She still loses her Dexterity bonus to AC if immobilized.)

If the character gains the uncanny dodge ability from a second class (such as a barbarian/shieldmate), she automatically gains improved uncanny dodge (see below) instead of gaining uncanny dodge a second time. The levels from those classes stack to determine the minimum rogue level required to flank the character.



Opportunity Strike (Ex): Starting at 2nd level, the shieldmate can make an extra attack of opportunity each round and can make attacks of opportunity against foes she threatens, even when using the total defense action. Any attack of opportunity she makes in the latter circumstance, however, carries a –4 penalty on attack rolls.

At 6th level, the shieldmate can make two extra attacks of opportunity each round, and at 10th level she can make three extras per round. The extra attacks of opportunity the shieldmate gains stack with those she would normally gain from her Combat Reflexes feat.

Active Defense (Ex): Starting at 3rd level, a shieldmate gains a dodge bonus equal to her Shieldmate level whenever her movement provokes an attack of opportunity from a foe. This ability does not help if she provokes an attack of opportunity when doing anything that does not involve moving from one space to another on the battlefield (such as casting a spell or picking up a weapon).

Treat a 4th-level or higher shieldmate as though she had the Mobility feat.

Counterstrike (Ex): Starting at 4th level, the shieldmate can make an attack of opportunity against any foe that successfully strikes her with a melee attack when she is using the total defense action. She also can make an attack of opportunity against an enemy that successfully strikes any ally to whom she has allocated part of her dodge bonus from her Improved Defense ability.

Starting at 8th level, the shieldmate can make counterstrikes while fighting defensively.

Improved Uncanny Dodge (Ex): At 6th level, the shieldmate can react to opponents on opposite sides of her as easily as she can react to a single attacker, so most creatures cannot flank her. This defense denies a rogue the ability to use a flank attack to sneak attack the shieldmate. The exception to this defense is that a rogue at least four levels higher than the shieldmate can flank her (and thus sneak attack her).

If the shieldmate gains improved uncanny dodge (see above) from a second class (such as a barbarian/shieldmate), she gains no further benefit from this ability. The levels from those classes stack to determine the minimum rogue level required to flank the character.

Adventure Ideas

The messenger leaned forward in the saddle, crouching low over his steed's neck as it galloped through the night, its steel-shod hooves striking sparks from the stony road. The courier saw neither the thin, strong line stretched across the roadway, nor the ambushers waiting in the thicket beyond.

War offers numerous opportunities for adventure. The following sections provide a few suggestions with which to spur your imagination. The ideas presented below can work for player characters of any level. Almost all involve forays into enemy territory: missions that require guile, diplomacy, quick thinking, and even disguise as well as straightforward combat prowess.

RAID

Lightning-fast strikes against enemy supply lines, communications, and leaders constitute a critical part of any war effort. Player characters make excellent raiders, so commanders might ask them to undertake any number of short missions aimed at causing as much discomfort to the enemy as possible. Objectives for raids might include the following:

RAIDING ENEMY SUPPLIES

Stockpiles of supplies, especially rare or expensive ones (such as magic items), make fine targets for sabotage in a war. Simply destroying the target supplies is enough for success, but seizing them and carrying them off would be even sweeter. An under-supplied army that is on the move might send raiders ahead to secure whatever supplies are available along its line of march. Whatever the characters' goals for such a raid, they'll have to deal with troops (and perhaps powerful NPCs) guarding the supplies—and of course, the more valuable the supplies, the more powerful the guards will be.

BRIDGES, FERRIES, AND PORTS

The PCs might undertake a mission to destroy such a facility, or to secure it for use by an advancing army. The enemy knows how important these strategic points are, however, so the PCs should expect heavy resistance and foes who are anticipating trouble.

ENEMY LEADERS AND MESSENGERS

A commander might order the PCs to kill or kidnap such individuals, or perhaps even to eliminate them and then take their places, impersonating them for as long as they can maintain the charade. An even more subtle assault might require the PCs to get close to their targets and *charm* or dominate them, then remain nearby to maintain control over them.

RECONNAISSANCE

Every army has an insatiable thirst for information of all kinds, and the PCs could be just the people to get it. Missions based on information gathering might include the following:

SCOUTING

The player characters might be members of army's scout contingent. As such, they could receive orders to locate enemy units, find a suitable route for an army moving through enemy territory, or locate a safe place to ford a river. Such missions might bring the party into conflict with enemy scouts trying to accomplish similar missions. Any wilderness area could harbor plenty of monsters to menace the PCs as they move about.

SPYING

A commander might ask the player characters to steal documents, discern the loyalties of the towns and villages in a border area, or spread disinformation about their own side's activities and intentions. Such missions can require quick thinking and an ability to blend in with the locals. A spy mission could involve some fighting, but it usually calls for a great deal of discretion.

RESCUE

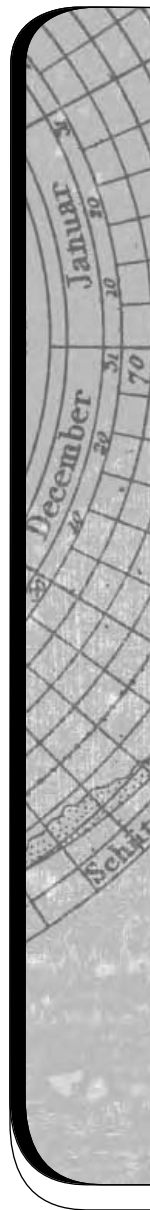
Prisoners become inevitable once a war has lasted for a while. Rescue missions can have any number of variations, such as the following ideas.

BREAKOUT

The PCs must free a camp full of allied prisoners of war. In addition to overwhelming the camp's guards and throwing open the gates, the player characters must also guide all the prisoners back to freedom, which may entail healing their wounds and keeping them fed until they reach their final destination.

NO TIME TO LOSE

When the other side captures an important leader or spy, the PCs must hurry to the rescue before the enemy can extract vital information from the prisoner. The foe is likely to hold its prisoner in some gloomy, formidable fortress, crawling with very alert guards.



THE LOST PATROL

Sometimes, allies need rescuing before capture, not after. An enemy's unexpected maneuver can cut off some troops from the army, or force them to flee deeper into enemy territory after losing a battle. Likewise, the enemy's decision to seal off a city may trap a spy inside, even without the enemy's knowledge. It's up to the PCs to locate their allies and extract them from peril.

ESCAPE

Sometimes it might be the PCs who need rescuing. They may have to win their freedom through their own efforts, or a hidden ally might create a slim chance for them to get away, provided that they can recognize the opportunity when it comes and act on it quickly enough to slip free.

ASSASSINATION

One way to win a war is to kill the enemy and keep on doing so until the other side gives up or runs out of troops. Eliminating a key military or political leader might cause the enemy's army to collapse, or at the very least disrupt the enemy's plans.

AIM FOR THE GENERAL

The mission might involve penetrating a military camp (perhaps disguised as enemy soldiers) and getting close enough to a key military officer to kill or kidnap her. The chief difficulty might be arranging to escape afterward. The PCs' mission may even place them in the thick of a battle, in which they must seek out the opposing commander and slay her on the battlefield.

SLAY THE MAGE

Sometimes a single powerful enemy spellcaster can turn the tide of a battle, or is alone the equivalent of a battalion of mundane

troops. To assassinate him, the PCs must learn where he is and infiltrate the location. Smart assassins prepare for magical wards and alarms and determine a way to ensure that he can't just escape magically once they attack. Failure in this aspect of the plan results in the spellcaster becoming even warier, making another attempt much harder, if not impossible.

NEGOTIATION

Sometimes words can end a conflict far more efficiently than swords or arrows. PCs adept at Diplomacy, Intimidation, *charm* spells, or a combination of all three may find their skills as important as those of the mightiest fighter.

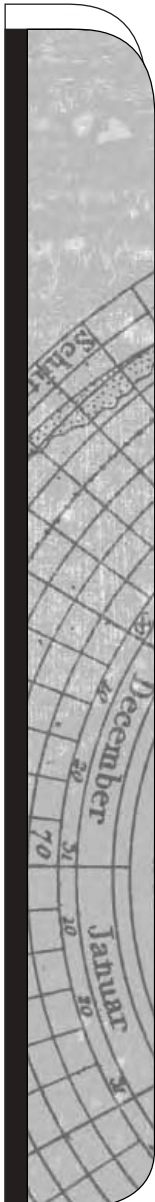
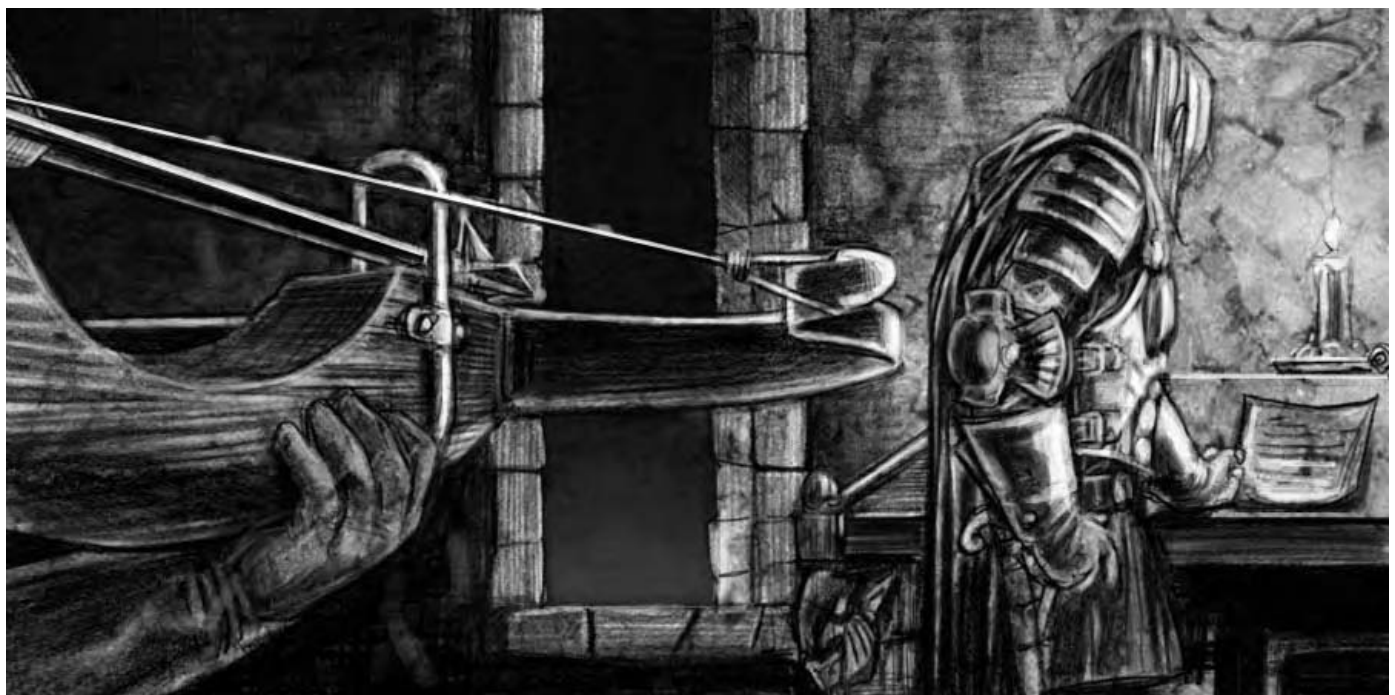
THE DEFECTOR

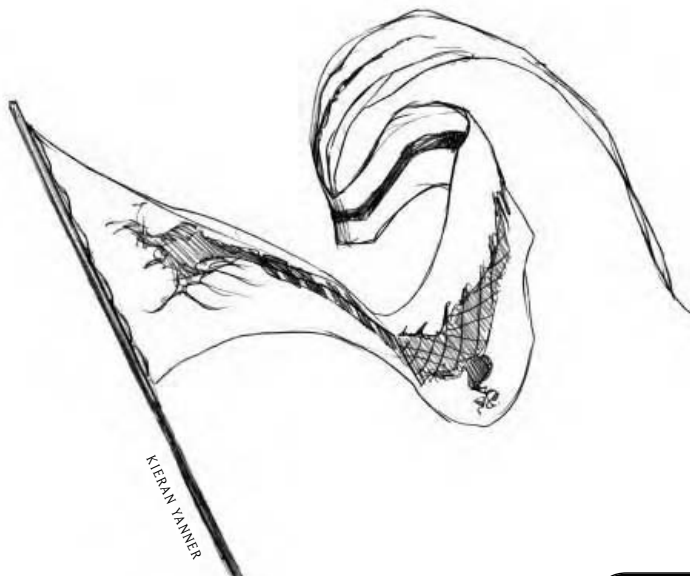
An enemy agent, official, commander, or other important figure clandestinely makes it known that she might be willing to switch sides, bringing important information with her. The PCs, however, still must infiltrate enemy territory, find the defector, and then convince her to come with them.

Convincing her entails not only assuring her that she is doing the right thing, but also that the player characters can get her to safety, and that their superiors will treat her well. She is almost certainly skittish. Worse still, the whole thing might be just a trap for the party.

ESCORT DUTY

The player characters must escort a diplomat into neutral territory so he can negotiate peace. They must be wary not only of the enemy and possible tricks or traps, but also of folk from either side who want the war to continue to further their own agendas.





CRY HAVOC UNIT RECORD SHEET

UNIT INFORMATION

Units: _____

Number of Units: _____

Troops per Unit: _____

Commander-in-Chief: _____

Subcommander: _____

Unit Face: _____

Unit Hit Dice: _____

Creature Hit Dice: _____

Unit Damage Factors: _____

Creature Lost Every: _____

Creature Reach: _____

Creature Base Attack: _____

Unit Base Attack: _____

Creature Attacks: _____

Unit Attacks: _____

Average Damage: _____

Creature Armor Class: _____

Unit Armor Class: _____

Creature Speed: _____

Unit Speed: _____

Unit Morale Bonus: _____

Unit Saves: Fort _____ Ref _____ Will _____

DAMAGE TRACK

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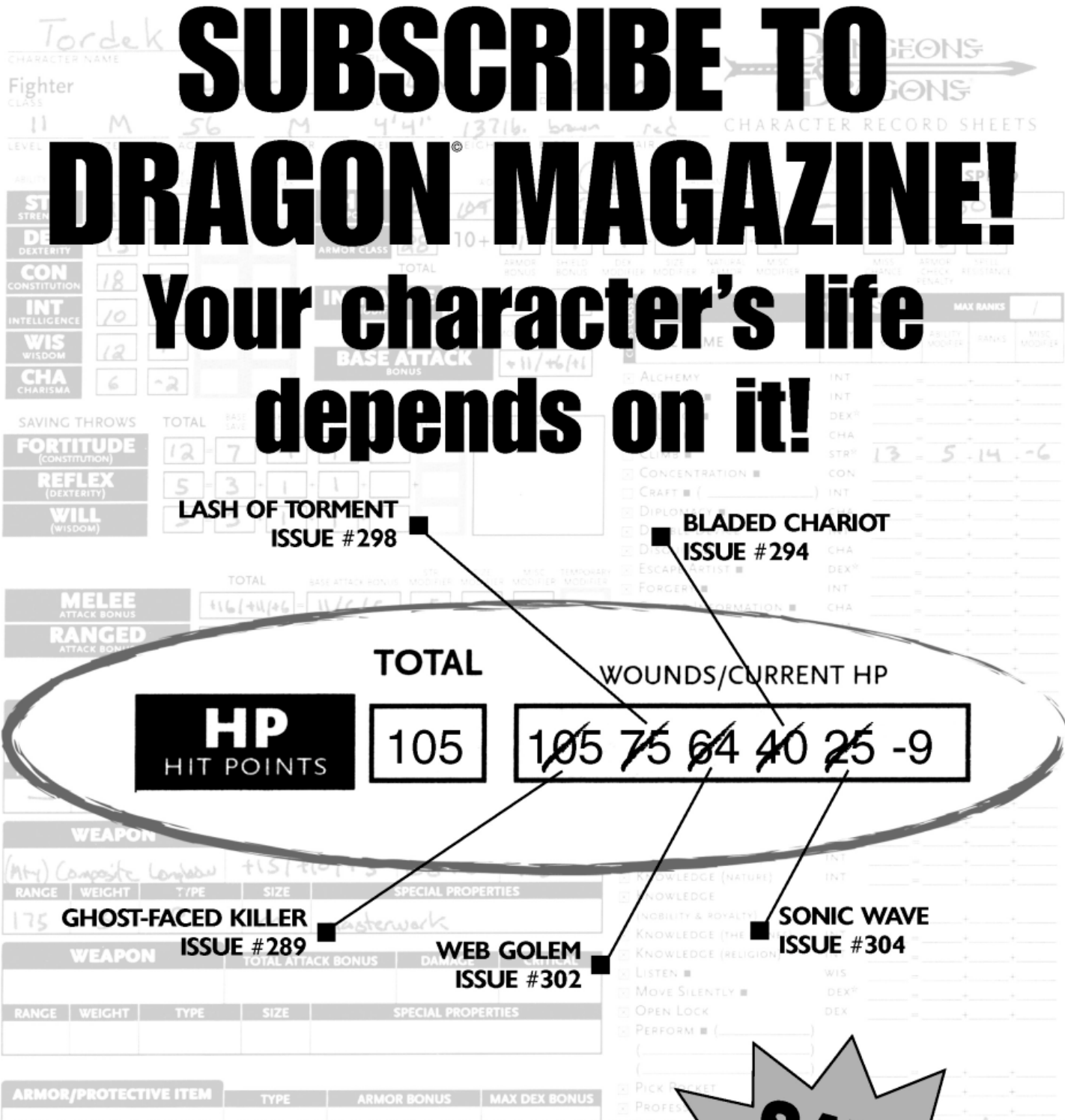
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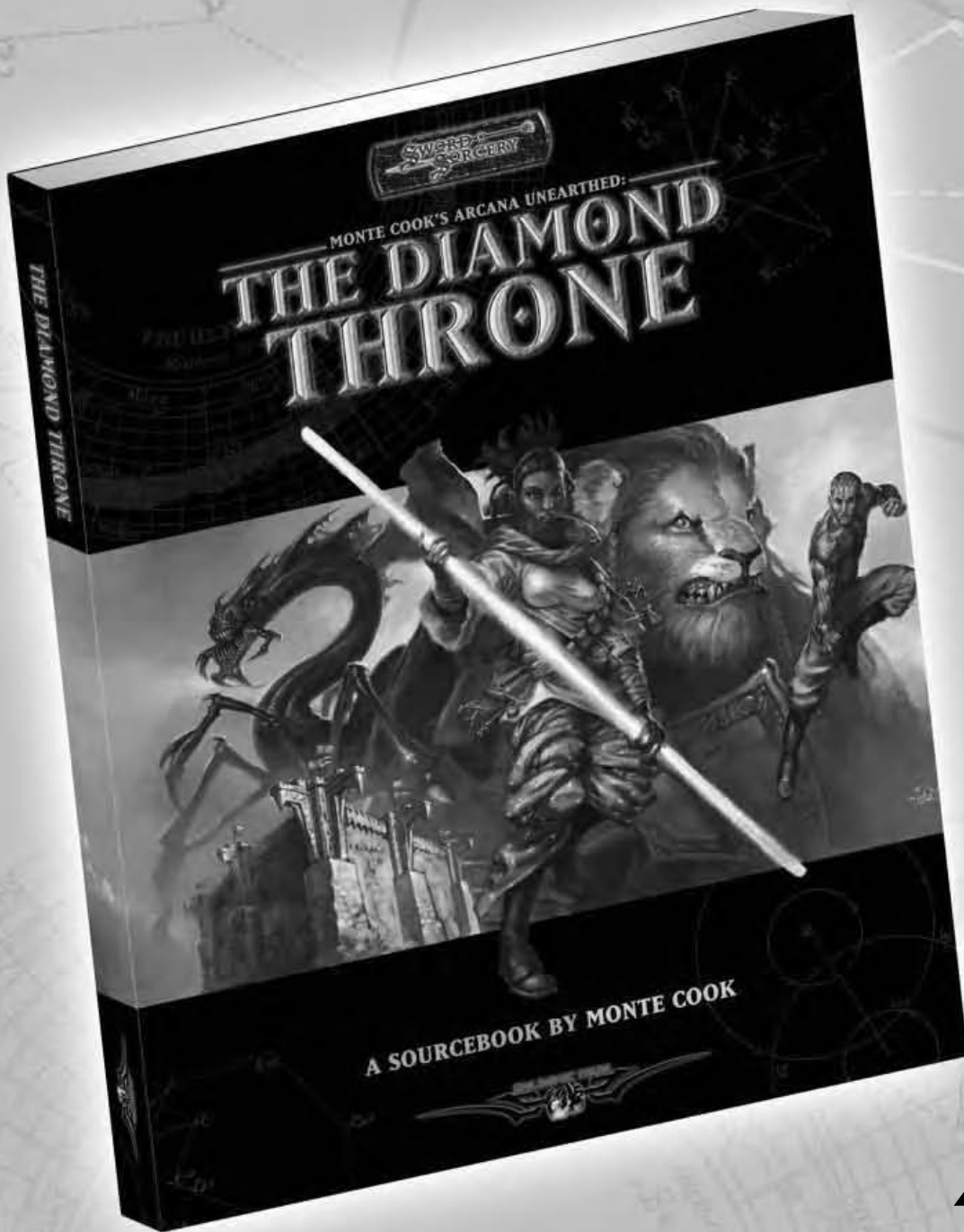
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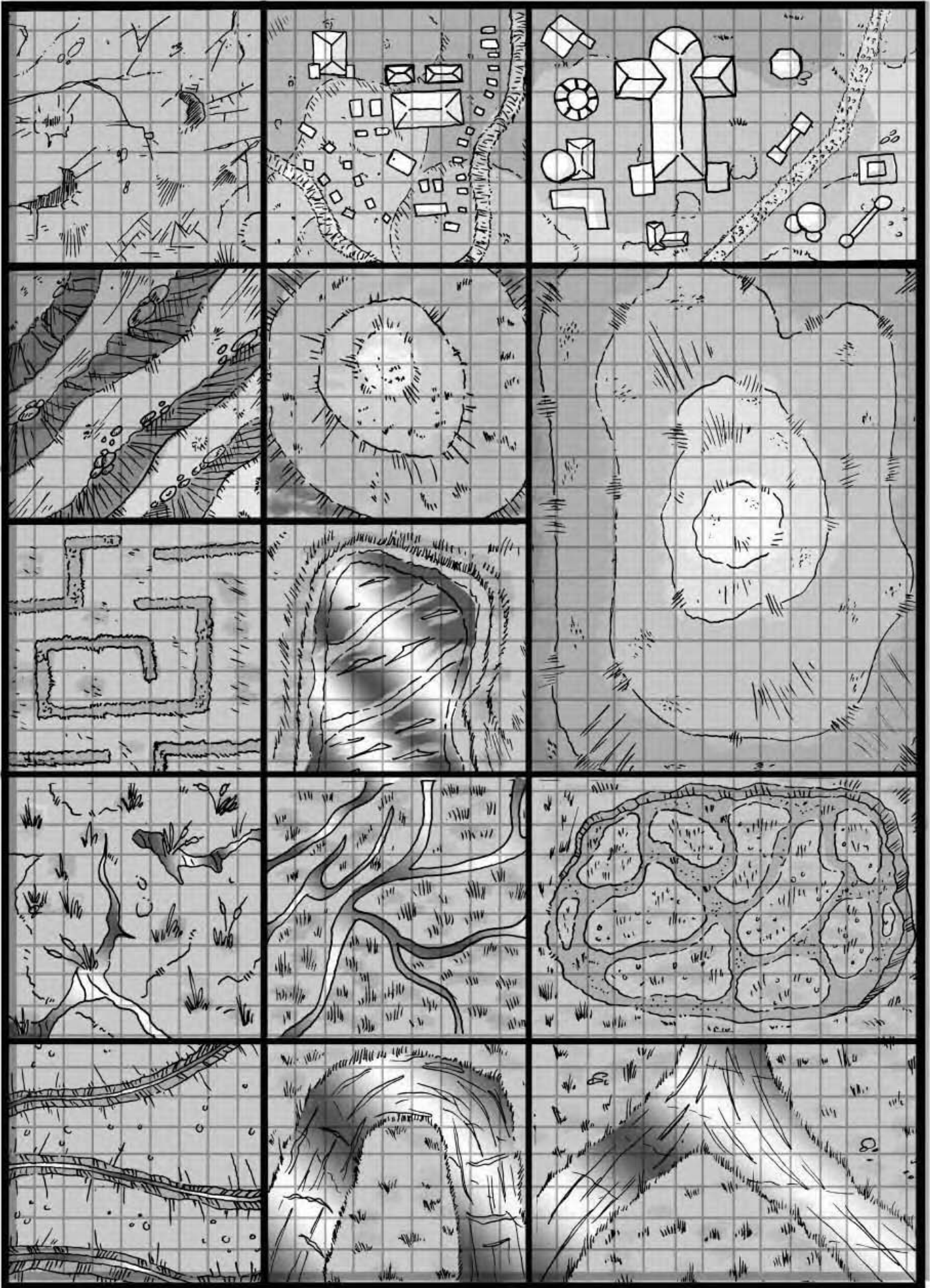
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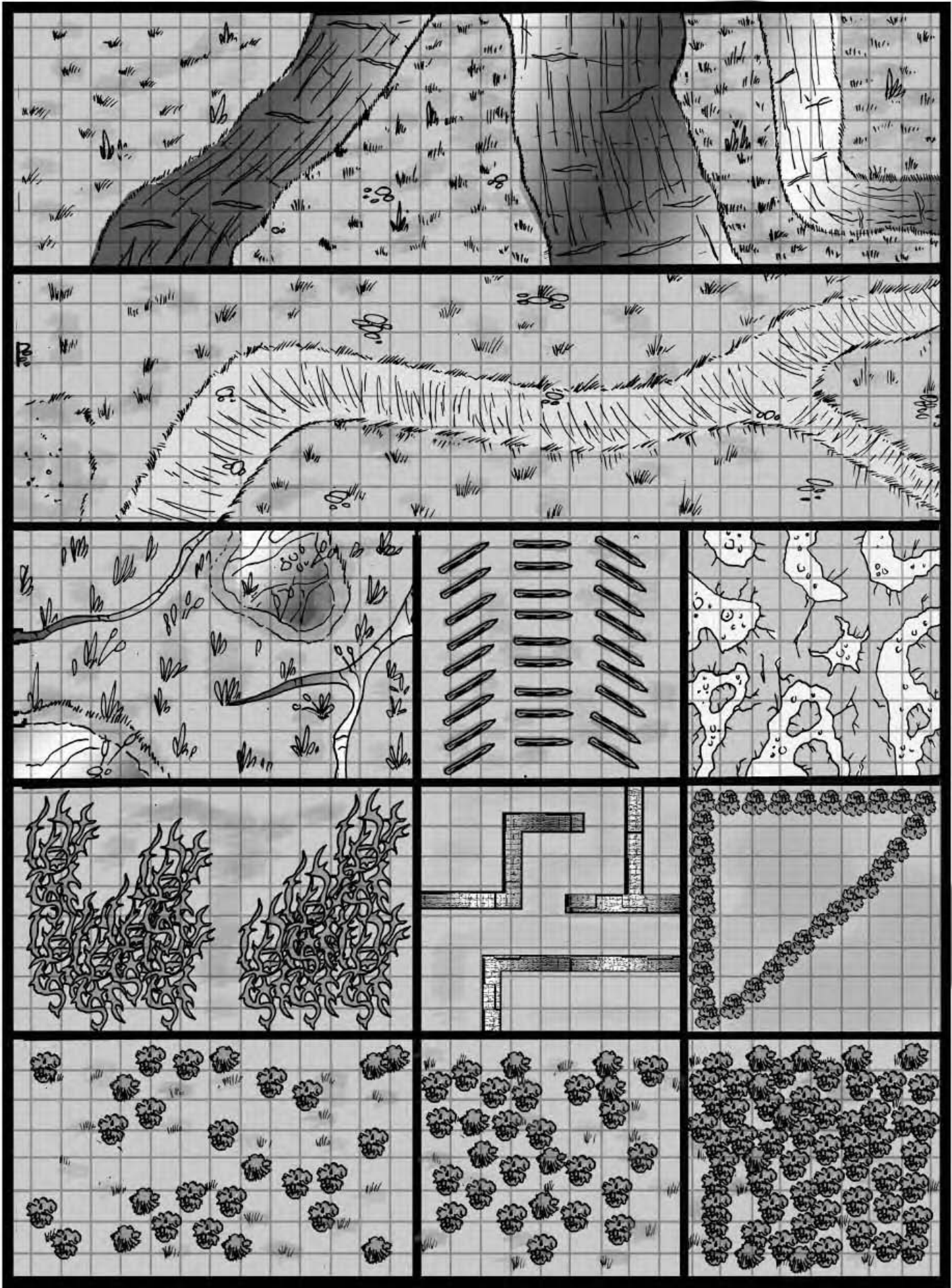
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