



ADVENTURER CONQUEROR KING SYSTEM[™]
DOMAINS AT WAR



Written by **ALEXANDER MACRIS**

ADVENTURER CONQUEROR KING SYSTEM™

DOMAINS AT WAR

BATTLES

FIGHTING PITCHED BATTLES WITH THE *ADVENTURER CONQUEROR KING SYSTEM*

ADVENTURER CONQUEROR KING SYSTEM™

DOMAINS AT WAR

ACKS Player's Companion © 2012 Autarch™ LLC. The Auran Empire™ and all proper names, dialogue, plots, storylines, locations, and characters relating thereto are copyright 2011 by Alexander Macris and used by Autarch™ LLC under license. Cover artwork is copyright 2011-2012 Michael C. Hayes and used under license. Some interior artwork is copyright 2012 John and Laura Lakey and used under license. Some interior artwork is copyright 2012-2013 Ryan Browning and used under license. Some artwork is copyright 2012 William McAusland and used with permission. Some artwork is copyright 2013 Cynthia Sheppard and used under license. Some interior artwork is copyright 2013 Chris Hagerty and used under license. Some interior artwork is copyright 2013 Conor Nolan and used under license.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the written permission of the copyright owners. Autarch™, Adventure Conqueror King™, Adventurer Conqueror King System™, ACKS Player's Companion™, and ACKS™ are trademarks of Autarch™ LLC. Auran Empire™ is a trademark of Alexander Macris and used by Autarch™ under license. Adventurer Conqueror King System is distributed to the hobby, toy, and comic trade in the United States by Game Salute LLC. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. Printed in the USA.



CREDITS

Design: Alexander Macris

Development: Tavis Allison
Peter Robbins
Thomas Weigel

Editing: Heather Barefoot
Boboblah
John Davis
Thomas Weigel

Cover Art: Michael C. Hayes

Cover Design: Carrie Keymel

Cartography: Chris Hagerty

Counter Art: Chris Hagerty

Interior Art: Ryan Browning
John & Laura Lakey
Conor Nolan
Cynthia Sheppard
William McAusland

Graphic Design: Carrie Keymel
Greg Lincoln

Webmaster: Tim Turner

Event Support: Tavis Allison
Alexander Macris
Peter Robbins
Greg Tito

Table of Contents

Credits	2	Chapter 6: Scale	63
Thank You	2	Scaling Up the Game	64
Caesar	2	Units at Epic Scale	64
IMPERATOR	2	Officers and Heroes at Epic Scale	65
MAGISTER MILITUM.	2	Spells and Items at Epic Scale	65
AUTARCH RETAILER.	2	Assaults at Epic Scale	67
LEGATE.	2	Officers and Heroes at Platoon Scale	70
TRIBUNE	2	Spells and Items at Platoon Scale.	70
D@W RETAILER	2	Assaults at Platoon Scale	73
CENTURION PHALANX.	2	Chapter 7: Rosters	75
PRIMUS PILUS	2	Demi-Human Units	76
Backers cont.	4	Human Units	77
Introduction	6	Beastman Units	78
About the Game	7	Exotic Units	79
How to Use this Book	7	Chapter 8: Conversion	80
Inspirations	8	Basics of Building Units	81
Terminology	8	Building Standard units	81
Chapter 1: Basic Rules	9	Building Cavalry Units	82
Core Concepts	10	Building Mixed Units	84
Units.	11	Building Behemoth Cavalry units	86
Officers.	14	Building Chariot Units	89
Set Up	16	Using <i>ACKS</i> Characters with <i>Domains at War</i>	91
Sequence of Play	17	Calculating Battle Ratings and Cost.	92
Command Phase	18	Chapter 9: Scenarios	96
Movement Sequence.	18	Basic Scenario: Peril at the Fangs	97
Attack Sequence	20	Advanced Scenario: Battle of Zidium	99
Actions in Lieu of Attacking	24	Chapter 10: Armies	103
Morale Phase	25	The Hobgoblin Horde of Ysgre	104
Ending Battles	26	The Watchful Legion of Artashumara	106
Chapter 2: Terrain	28	Glossary	110
Random Terrain Generation	29	Order of Battle	119
Terrain Types	31	Commander Characteristics	120
Chapter 3: Strategic Situations	34	Hero Characteristics	120
Deployment by Strategic Situation	35	<i>Domains at War: Battles</i> Characteristics	121
Chapter 4: Heroes	39	<i>Domains at War: Campaigns</i> Characteristics	121
Qualifying as a Hero.	40	Stronghold Under Siege Record	122
Hero Characteristics	40	Siege Journal	123
Heroes on the Battlemap	40	Besieger's Siege Record	125
Spells, Special Abilities, and Magic Items	42	Defender's Siege Record	126
Chapter 5: Assaults	52		
Fortified Structures	53		
Damaging and Destroying Fortified Structures	54		
Assault Set Up	55		
Movement During Assaults	55		
Combat During Assaults	56		
Siege Equipment	57		
Artillery Units	60		

Introduction



*The bravest are surely those who have the clearest vision of
what is before them, glory and danger alike, yet
notwithstanding, go out to meet it.*

– THUCYDIDES

ABOUT THE GAME

Domains at War (D@W) is the mass combat supplement for the *Adventurer Conqueror King System*™ (ACKS). The rules of *Domains at War* are divided into two books: *Campaigns* and *Battles*. The book you are presently reading is the *Domains at War: Battles* book.

Domains at War: Battles is a set of rules for running massive battles using playing pieces on the tabletop. Why are we offering our RPG players a tabletop wargame? We see it as a return to the roots of our hobby. Tabletop wargaming is the glorious ancestor of tabletop role-playing. One game in particular, *Chainmail*™, written by Gary Gygax and Jeff Perren, was particularly influential on our hobby. Although designed to simulate the clash of armies in the Middle Ages, *Chainmail* included a short “fantasy supplement” that featured rules for heroes, dragons, and wizards. This fantasy supplement led to the collaboration between Dave Arneson and Gary Gygax that culminated in their development of the original edition of *Dungeons & Dragons*. To this day, miniatures and battlemaps remain in common use among role-playing gamers, and even very recently written RPGs such as *Savage Worlds* or *D&D 4th Edition* have stayed surprisingly close to their roots in tabletop wargaming, albeit at a small scale. With *Domains at War: Battles*, we invite RPG gamers to restore the epic scope of pitched battle to their tabletops.

If you want to run tabletop battles in the context of a full-scale military campaign, where you can raise armies, march against enemy forces, and conquer domains, you’ll want to consult this book’s companion volume, *Domains at War: Campaigns*. If you purchased the *Complete Domains at War Set*, you’ll have both the *Campaigns* and *Battles* rulebooks, along with an assortment of battlemaps, counters, and tokens that you can use to run everything from a small skirmish to an epic military conflict spanning empires.

HOW TO USE THIS BOOK

Domains at War: Battles includes all the rules you need to fight tabletop battles between fantasy armies derived from the *Adventurer Conqueror King System* or a similar D20-based fantasy role-playing game.

Domains at War: Battles can be used in two ways. First, it can be used to fight **standalone scenarios**, based on historical battles, fictional conflicts, or simply interesting engagements that pit one force against another. Second, it can be used to fight **campaign battles** that emerge in the context of an ongoing role-playing game campaign. We provide rules for both types of battles in this book, but in order to play campaign games, you will also need *Domains at War: Campaigns* along with the *Adventurer Conqueror King System* or a similar D20-based fantasy role-playing game.

If you have never played a fantasy wargame, we recommend that you begin by reading Chapter 1 of this book, **Basic Rules**. Once you have read over the basic rules, set-up and play the introductory scenario, **Peril at the Fangs** (found in Chapter 9), re-reading each section of Chapter 1 as necessary when you reach the appropriate stage of the game.

Once you’ve run through a basic battle, you can begin to explore the more advanced rules. Chapter 2, **Terrain**, covers how to deliberately and randomly place forests, hills, broken ground, and other terrain pieces, and what the game effects of each type of terrain are. Chapter 3, **Strategic Situations**, allows you to alter the basic set-up, deployment, and pursuit rules to accommodate ambushes, envelopments, and other circumstances. Chapter 4, **Heroes**, adds rule for lords, wizards, dragons, and other powerful characters on the battlefield. Chapter 5, **Assaults**, is devoted to siege warfare, with complete mechanics for bombardment, assaults, magic, and more. Chapter 6, **Scale**, explains how to adjust the game to cover everything from skirmishes with just a few score troops all the way to epic battles with tens of thousands of troops on each side. You can test out many of the advanced



rules using the second included scenario, **the Battle of Zidium** (again in Chapter 9).

The final three chapters will serve as reference points as you master the basic and advanced rules. Chapter 7, **Rosters**, provides a list of pre-generated armies, commanders, divisions, and units to use in your standalone scenarios and campaign battles. Chapter 8, **Conversion**, explains how to convert your own ACKS characters and monsters for campaign battles. Chapter 9, **Scenarios**, presents the basic and advanced scenarios mentioned above. Finally, Chapter 10, **Armies**, offers unique armies and custom **units** for your reference and use.

INSPIRATIONS

In addition to Gygax and Perren's *Chainmail*, many tabletop wargames have inspired and shaped *Domains at War: Battles*. We mention them here in homage to the designers who came before us. We drew particular insight from Phil Barker's *De Bellis Antiquitatis*, Richard Berg and Mark Herman's *Great Battles*, Richard Borg's *Battle Lore*, and Arty Conliffe's *Armati*. Gamers familiar with these works will doubtless note certain mechanical similarities with *Domains at War: Battles*. The biggest difference between these games and *Battles* is in the role of commanders and heroes on the battlefield. While *Domains at War: Battles* could be enjoyed as a stand-alone wargame, it has been designed specifically for battles where RPG characters are in command. It makes the deeds and decisions of those characters the focus of its gameplay, and works hard to integrate their actions into the flow of battle.

TERMINOLOGY

The terms below are used in *Adventurer Conqueror King System*, *Domains at War: Campaigns*, and *Domains at War: Battles*.

When a group of people sit down to play, the participants are called **players**, and they take on the role of a **character** (or, sometimes, more than one character). Characters played by players are referred to as **player characters** (PCs) or **adventurers**. One participant will take on the role of the **Judge** and control **non-player characters** (NPCs).

In *Domains at War*, characters are not just dungeon crawlers – they are **leaders** who rule **domains** and **realms**. A domain is an area of land secured by a fortified structure, known as a **stronghold**. A collection of domains under control of one powerful leader

is known as a realm. A realm's leader personally controls one domain within his realm, known as his **personal domain**. The other domains within his realm are governed by the leader's **vassals**, and are known as vassal domains. If a realm is large and powerful, the leader's vassals might themselves each control smaller realms, and have their own vassals. The *Adventurer Conqueror King System* provides detailed rules on establishing and managing domains and realms.

As leaders of domains and realms, the PCs will raise **armies** of troops. Armies are organized into **divisions** of **units** led by **commanders**. At the strategic level, armies are maneuvered in campaigns to defend domains or conquer new domains. These rules are covered in *Domains at War: Campaigns*.

Domains at War: Campaigns uses hex maps to chart the movement of armies at the strategic level. Therefore the territory and terrain of any realms and domains should be mapped on hex paper. The **map scale** for strategic maneuver in *Domains at War* is 1 hex = 6 miles.

When two opposing armies move into the same hex, a **battle** may result. Battles are resolved on a tabletop **battlemat** divided into six-sided **hexes** representing 60' across. Hexes regulate movement and combat by the units on the battlemat. A typical battle will have a dozen to two dozen units on each side. In a campaign game, usually the PCs will be controlling one army and the Judge will be controlling the other, but battles that pit different PCs against each other are also possible.

The **Glossary** at the back of the book summarizes many more defined game terms used throughout the rules. Glossary terms are generally introduced in **bold** when they initially appear in the rules, and bolded again each time they are defined or elaborated upon.



Chapter 1: **Basic Rules**



We have devised a rather modest elementary handbook for those devoting themselves to generalship, which should facilitate the progress of those who wish to advance to a better and more detailed knowledge of ancient tactical theories.

– MAURICE'S STRATEGIKON

This chapter introduces the basic rules of *Domains at War: Battles*. It includes only what's necessary to fight a straightforward battle between two forces on open plains or fields without **heroes** (p. 40) or **terrain** (p. 29).

CORE CONCEPTS

SIDES, ARMIES, DIVISIONS, AND UNITS

A **battle** is fought between two **sides**. Each side may consist of one or more players. All of the forces controlled by one side during a battle are referred to as that side's **army**.

Each army is made up of several **divisions**. An army typically has three to eight divisions. In a multi-player battle, each player will usually control one or more divisions.

Each division is itself made up of one or more **units**. A division typically has three to eight units. In the basic game, units are at **company scale**. A company-scale unit is usually made up of a group of human, demi-human, or beastman troops, numbering 120 **infantry** or 60 **cavalry**, although units of e.g. skeletons, harpies, wyverns, or even dragons are also possible. Whatever its make-up, each unit is represented on the tabletop with a **unit counter** (p. 12). An assortment of unit counters, scaled for use with 2" **hexes** (see below), is included with the *Complete Domains at War Set*.

You can use 15mm or 25mm ancient/fantasy miniatures instead of unit counters if you don't have the *Complete Domains at War Set* or just prefer the aesthetics of miniatures. Below are the recommended base sizes and the number of figures per base in each scale. These are compatible with the most common miniature basing schemes in each scale.

A typical *Domains at War* army will have 10 to 25 units, representing a force of around 600 to 3,000 combatants. This is a perfectly sized army for war-mongering barons, earls, counts, and dukes. However, some scenarios or battles fought in the context of an ongoing RPG campaign (**campaign battles**) will feature far larger armies. For battles with less than 600 or more than 3,000 combatants on a side, refer to Chapter 6, **Scale**.

OFFICERS

An **officer** is an important character taking part in the battle. In a campaign game, officers are usually PCs and major NPCs and monsters. In a battle fought outside of an RPG campaign (a **standalone scenario**), the scenario itself will specify the officers involved.

Each officer is represented on the battlefield with an **officer counter**. An assortment of 1" x 1" officer counters is included with the *Complete Domains at War Set*, but you can substitute fantasy miniatures or other playing pieces as desired. Officers are rated with various **officer characteristics** (p. 14), the most important of which is **leadership ability** (p. 14).

Officers are divided into three types: **generals**, **commanders**, and **lieutenants**. Generals are officers in charge of armies; an army can be thought of as a group of divisions under one general. The maximum number of divisions in an army is limited by its general's leadership ability.

Commanders are officers in charge of divisions; a division can be thought of as a group of units under one commander. Each army's general will always serve as one division's commander, while other officers will command the remaining divisions in the army. The maximum number of units in a division that can move and fight is determined by its commander's leadership ability.

Lieutenants are officers in charge of individual units. Lieutenants increase their unit's **morale** (p. 13), make the unit easier to control, and can replace division commanders lost in battle. While an army must include a general and commanders, it might or might not have any lieutenants. An exceptionally well-trained and organized army, such as the historical Roman legion, might have a lieutenant leading each unit, while a barbarian warband might have no lieutenants at all. When lieutenants are present in an army, each one will be assigned to a different unit.

In the basic rules, officers do not personally move, fight, or use magic. Chapter 4, **Heroes**, offers advanced rules for handling heroic officers.

IMPORTANT NOTE:

If you are using miniatures instead of unit counters (p. 12), you may find you need to use a battlemat with larger hexes. 15mm figures work well on 2" hexes, but for 25mm figures we recommend 4" hexes. Kallistra's Hexon line of 4" terrain hexes is a great choice for building a Domains at War: Battles battlemat in 25mm. Ultimately, hexes of any available size will work as long as the playing pieces used can fit inside the hexes, but Domains at War looks and plays better if the physical size of the hexes and the counters correlate with each other.

BATTELMAPS AND HEXES

The units and officers of the opposing armies move and fight on a **battlemat** representing the region of the battlefield. The battlemat is a paper or game-board surface divided into six-sided **hexes**. Each hex represents an area of ground measuring 60' across. The hexes on the battlemat serve to regulate the movement and combat of units.

A 4' x 3' fold-out battlemat, 24 hexes wide and 18 hexes deep, is included with the *Complete Domains at War Set*. It is designed to the same scale as our unit and commander counters, and features 2" wide hexes.

When fighting battles with lots of units, we recommend using multiple battlemats. This will ensure that the armies have sufficient

Frontage	25mm Basing	25mm Figures Per Base	15mm Basing	15mm Figures per Base
Infantry	75mm x 50mm	3 figures wide x 2 figures deep	40mm x 30mm	3 - 4 figures wide x 2 figures deep
Cavalry/Ogres	75mm x 50mm	3 figures wide x 1 figures deep	40mm x 30mm	3 - 4 figures wide x 1 figure deep
Giants/Monsters	80mm x 40mm	2 figures wide x 1 figure deep	40mm x 40mm	1 figure
War Machines	50mm x 60mm	1 war machine + 1-2 crew figures	40mm x 40mm	1 war machine + 1-2 crew figures

frontage to maneuver. For battles with 30 or more units on a side, use two adjacent battlemaps to create a battlefield that is 8' x 3' (48 hexes wide and 18 hexes deep). Add an additional battlemap for every 30 units on a side. Additional battlemaps can be created by hand, ordered from Autarch, or printed using the *Complete Domains at War Set* pdf.

If desired, **terrain pieces** (p. 29) such as hills, streams, groves of forest, patches of mud, and other geographical features can be placed on the battlemap. See Chapter 2, **Terrain**, for an explanation of placement and effects of terrain.

SEQUENCE OF PLAY

In *Domains at War*, battles are fought in a series of **combat rounds** of 10 seconds each. Each round begins with an **initiative phase** during which each commander rolls initiative for his division.

Starting with the commander with highest initiative, each commander then receives a **command phase** during which he receives a number of **activation points** (AP) equal to his **leadership ability** (p. 14). The commander then spends his AP to **activate** the units of his division. Units are activated one at a time, each taking a **movement sequence** (p. 18) followed by an **attack sequence** (p. 20) when activated. The commander chooses the exact order in

which to activate his division's units, as well as the exact nature of each unit's actions. Once the commander has spent all of his AP, his command phase ends and the next commander's command phase begins.

After all command phases have been resolved, a **morale phase** (p. 25) is held, during which the morale of each army

is assessed. Play then proceeds to the next combat round, continuing until all units on one side have been destroyed, **routed** (p. 23), or **voluntarily exited the battlefield** (p. 19).

IMPORTANT NOTE:

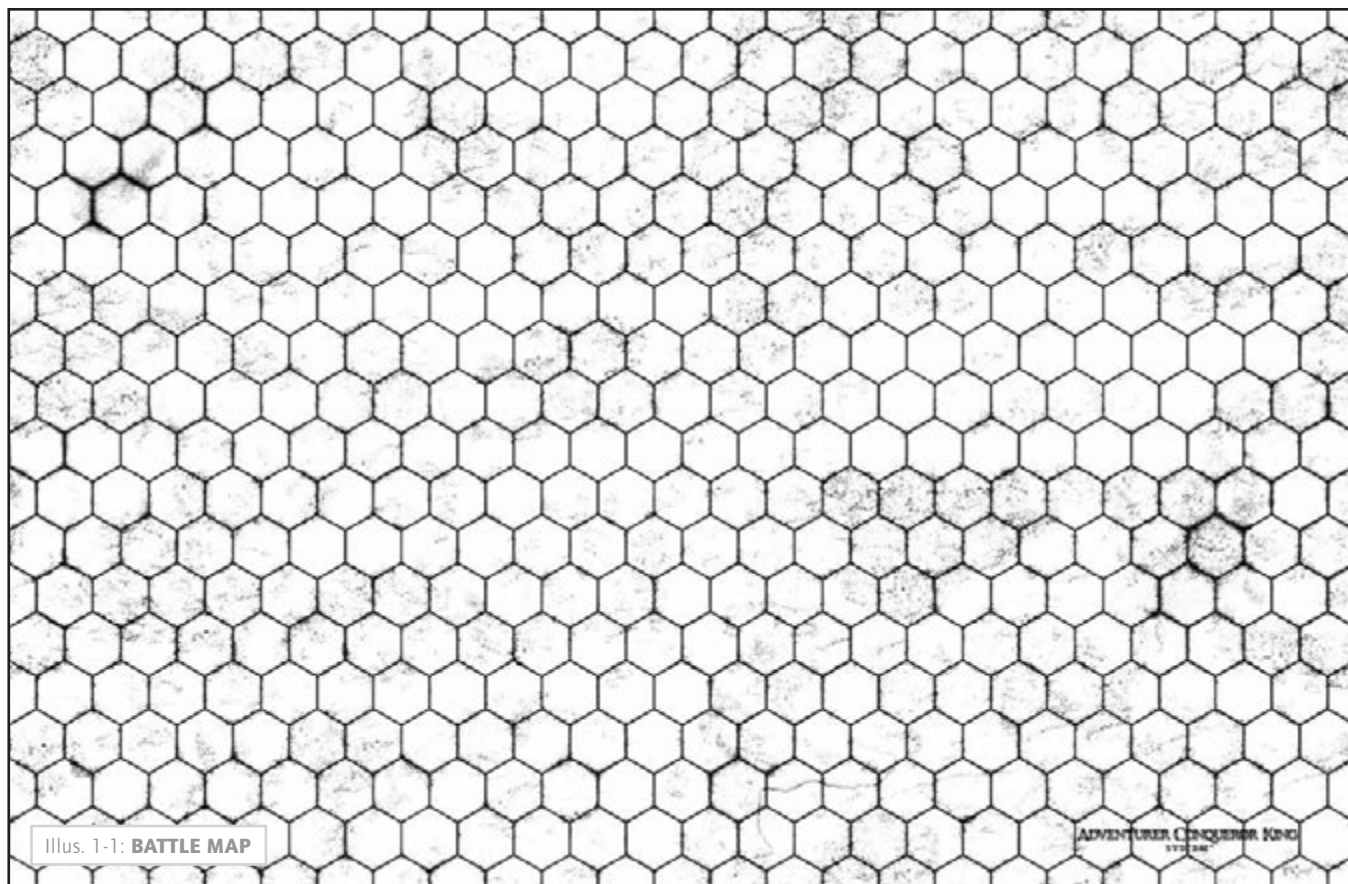
Why does each unit take up 60' x 40'? Man-sized troops in close order each occupy a frontage of 3' and a depth of 6'. A unit of 120 men represents a formation 20 men wide and 6 deep. So the formation is (20 x 3') 60' wide and (6 x 6') 36' deep.

Likewise, men on horseback in close order occupy a frontage of 4' and a depth of 8' each. A unit of 60 cavalry represents a formation 15 horses wide and 4 horses deep, so the formation is (15 x 4') 60' wide and (4 x 8') 32' deep.

Of course, troops formed in open order, such as slingers or horse archers, take up more room than units in close order. Imagine these troops are "spilling out" of their counter to occupy their hex's available space.

UNITS

Now that we've gone over the basics, let's look at units more closely. We noted earlier that units represent companies of around 120 infantry or 60 cavalry. More specifically, units can consist of up to 120 man-sized creatures; 60 large-sized creatures such as ogres; 60 man-sized riders seated on large-sized mounts, such as human heavy cavalry; 20 huge creatures, such as hill giants; 5 gigantic creatures, such as elephants; or even 1 colossal creature, such as a giant roc. Such a large body of creatures takes up a substantial amount of space; each



Illus. 1-1: BATTLE MAP

unit is assumed to be approximately 60' wide and 36' deep. Each unit is represented with a **unit counter** on the battlemat. Since each 2" hex represents 60' of ground, the unit counters are 2" wide and 1.16" deep.

UNIT CHARACTERISTICS

Units are defined by the following characteristics.

Unit Type: Unit Type is a general designator of the unit's size, training and equipment. Unit Type is presented in the following format: [number] [race, if non-human] [veteran status, if veterans] [unit type]

EXAMPLE: A unit might be designated as "120 Veteran Heavy Infantry" or "60 Elven Horse Archers".

Unit Formation: Unit Formation determines what sort of tactics and maneuvers the unit is capable of. The unit formations are **Irregular Foot** (IF), **Loose Foot** (LF), **Formed Foot** (FF), **Irregular Mounted** (IM), **Loose Mounted** (LM), **Formed Mounted** (FM), **Flyer** (FLY), and **War Machinery** (WM). Each of these is briefly described below.

Irregular Foot: Irregular Foot are poorly-trained and undisciplined bands of warriors. They are incapable of any advanced tactics and must rely on individual ferocity or sheer mass. Historical examples of Irregular Foot troops include Persian militia, medieval peasant levies, and Viking berserkers. Fantasy examples include beastmen and mindless undead.

Loose Foot: Loose Foot are well-trained soldiers fighting in open order, with a frontage of one soldier every 5' to 6'. Their extended formation allows them to easily pass through or around obstacles or friendly units, and to withdraw in the face of enemy missiles or heavy troops. Conversely, they are ill-suited to holding ground or fighting in close combat. Historical examples of Loose Foot troops include Hellenic peltasts, Roman velites, and other javelineers, slingers, and bowmen of antiquity.

Formed Foot: Formed Foot are highly-disciplined soldiers fighting shoulder-to-shoulder in close order, with a frontage of one soldier every 3'. Formed Foot are sturdy defenders, usually heavily armed and armored. They are used to take or hold ground in close combat. Historical examples of Formed Foot troops include Hellenic hoplites, Macedonian phalangites, Roman legionaries, medieval men-at-arms, and other heavy infantry.

Irregular Mounted: Irregular Mounted include poorly-trained and undisciplined cavalry, riders of particularly aggressive, unpredictable, or vicious mounts, and packs of war beasts or trained monsters (whether they carry riders or not). Historical examples of Irregular Mounted troops include Assyrian war dogs, Arabian camel riders, and Hellenistic war elephants. Fantasy examples include goblin wolf riders and worg packs.

Loose Mounted: Loose Mounted include well-trained cavalry mounted on light warhorses fighting in an extended order. A frontage of one horse per 6' to 8' is typical. Generally equipped with bows, javelins, or other missile weapons, Loose Mounted units use their speed and mobility to harass and disorder enemy forces. Historical examples of Loose Mounted include Scythian, Hun, and Mongol horse archers, as well as Roman auxiliary

cavalry, and Numidian and Persian light cavalry. Missile-armed charioteers, such as those of the New Kingdom Egyptians, also function as Loose Mounted.

Formed Mounted: Formed Mounted are highly-disciplined cavalry mounted on medium or heavy warhorses fighting in close order (knee to knee). A frontage of one horse per 4' is typical. Formed Mounted are generally shock troops equipped with lances, but some (cataphracts) may carry and use composite bows, which they use to disorder their foes before finishing them off with a charge. Historical examples of Formed Mounted troops include Macedonian Companion cavalry, Parthian and Byzantine cataphracts, and medieval knights. Spear-armed charioteers, such as those of the Hittites, also function as Formed Mounted.

Flyer: Flyers are aerial monsters or cavalry. Flyers generally fly wingtip-to-wingtip in order to maximize striking power, with as few as 5 and as many as 60 in a unit depending on size. Some flyers carry riders equipped with lances or bows and serve as highly mobile cataphracts. Other flyers rely on beak and talon. Fantasy examples include dragon riders, giant eagles, griffin knights, and wyverns. Historical examples are sadly absent.

War Machinery: War Machinery includes all crew-served pieces of artillery and siege equipment. War Machinery crews are only light equipped with hand weapons, with the real value being the machine itself. Historical examples of War Machinery includes **ballistas**, **catapults**, **trebuchets**, **battering rams**, and **siege towers** (p. 57 – p. 62).

Unit Movement Rate: Unit Movement Rate determines how many hexes the unit can move per round. Each unit has three separate movement rates: **marching** (p. 18), **hustling** (p. 18), and **charging** (p. 19). These are presented in the format [marching rate] / [hustling rate] / [charging rate].

Formed Foot typically have a movement rate of 1/2/3, Loose Foot typically are 2/4/6, Formed Mounted typically 3/6/9, and Loose Mounted 4/8/12. Irregular Foot and Mounted movement rates can vary widely.

Unit Armor Class (Unit AC): Unit Armor Class is a measure of how hard the unit is to damage. Unit AC ranges from 0 to 10 or more. Most light units will have an AC of 0-3, while heavier troops will have a Unit AC of 4-7.

Unit Hit Dice (Unit HD): Unit Hit Dice measure the unit's fighting power. Most units have around 1 Unit HD.

Unit Hit Points (uhp): Unit Hit Points measure the unit's resilience in the face of combat. Most units have 4-8 uhp. Each uhp in *Domains at War: Battles* represents about 70 hp in *ACKS*. A unit is **destroyed** and removed from battle if its uhp are reduced to 0.

Unit Attack: Unit Attack indicates how often and accurately a unit may attack with a particular method. Unit Attack is presented in the following format: [number of attacks] [method of attack] [attack throw].

Number of Attacks: Number of attacks is how many attacks the unit may make during its attack sequence. Most units receive one to three attacks during their attack sequences. Some units attack less than once per combat round. If so, the number of

attacks will be listed as a fraction. For instance, if number of attacks is $\frac{1}{3}$, the unit may attack only once every three combat rounds.

Method of Attack: The method of attack might be a weapon (e.g. longbow), fighting style (e.g. weapon and shield) or attack routine (e.g. claw/bite). If a unit has multiple methods of attack, it will have a separate Unit Attack characteristic for its primary and secondary methods.

Attack Throw: The number listed is the target value required to hit an AC of 0 on a roll of 1d20. Any successful attack will inflict 1 point of damage. There is no separate “damage roll” in *Domains at War: Battles* because each attack throw actually represents the outcome of dozens of attacks. Units with the potential to do more than 50 points of damage in a combat round are given additional attacks.

EXAMPLE: A unit of spear-equipped Heavy Infantry has the Melee Attack characteristic of “2 spear & shield 11+”. The unit may attack twice per round. The target value for the unit to hit an AC of 0 with a roll of 1d20 is 11+.

Certain types of troops (e.g. heavy cavalry) are eligible for special **bonus attacks** whenever they charge. If so, the attack characteristics of the bonus attacks will be noted on the unit’s roster beneath its melee attack, in the format Charge: [number of attacks] [method of attack] [attack throw]

Unit Morale: Unit Morale measures how likely the unit is to **retreat** (p. 23) when it takes casualties. It ranges from -6 to +4, with most units having morale scores of between -1 to +1. Certain units (such as clerical followers) may have much higher morale. Unit Morale modifies **shock rolls** (made when the unit loses 50% or more of its uhp) and **morale rolls** (made when the army loses its general or 33% or more of its starting units). Note that if you are using *Domains at War: Campaigns*, Unit Morale would also modify loyalty rolls made when the unit suffers a calamity.

UNIT CONDITIONS

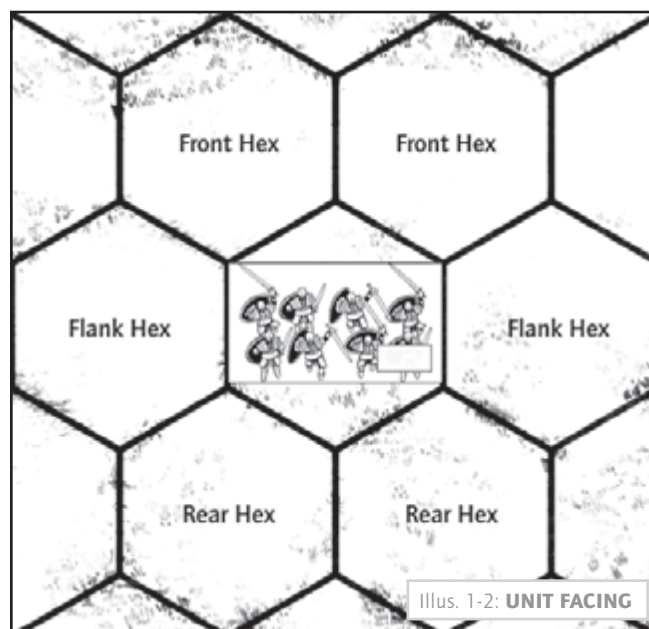
Conditions are circumstances that modify the characteristics or available actions of a unit. Conditions are marked with **tokens**. When the token is removed, the condition ends, and vice versa. The following conditions are referenced throughout the rules:

- » **Damaged:** Damage to a unit is marked by placing one or more damage tokens on the unit. A unit is destroyed and removed from the battle when it has taken damage equal to its unit hit points. Damage tokens are not normally removed, but rather accumulate until the unit is destroyed.
- » **Depleted:** A depleted token indicates the unit is depleting its store of arrows, bolts, stones, or thrown weapons. Each depleted token reduces the unit’s number of attacks per attack sequence when using that weapon by one. Depleted tokens are not normally removed.
- » **Disordered:** A disordered unit has had its formation disrupted by rapid movement, casualties, etc. A unit becomes disordered if it charges, withdraws, or takes damage. Disordered units suffer a -2 penalty to their

Unit AC, shock rolls, and morale rolls, and cost 1 additional activation point to activate. A disordered unit is marked by placing a disordered token on it. The disordered token is removed the next time the unit is activated.

- » **Ready:** A ready unit may make a **reaction attack** (see p. 21) on enemy units that target it or its adjacent allies. A ready unit is marked by placing a ready token on it. The ready token is removed if the unit moves, attacks, or becomes disordered.
- » **Shielded:** A shielded unit has adopted a defensive formation such as a shield wall, *testudo*, or hedgehog. Shielded units are marked by placing a shielded token on the unit. While the shielded token is present, its Unit AC is increased by +2 versus melee and thrown attacks and +4 versus bow, crossbow, and sling attacks. It receives a +2 bonus on morale rolls. The shielded token is removed if the unit attacks, moves, or becomes disordered.

An assortment of 1" condition tokens is included with the *Complete Domains at War Set*. When playing with miniatures, we recommend making a set of custom tokens in the same scale as your figures (15mm or 25mm). For damage tokens, use a single-figure base mounted with blood-soaked bodies (one per point of damage). For depleted tokens, use a single-figure base with a pile of dropped bows. For disordered tokens, try a single-figure base with piles of dropped weapons and shields. Ready tokens can be represented using a standard and emblem mounted on a single-figure base, while shielded tokens can be made with a row of upright shields on a double-figure base. If you don’t have counters, you can just jot down the condition of units on a piece of scratch paper.



UNIT FACING

On the battlemat, each unit occupies one hex and **faces** one of that hex’s six vertices. The two hexes in front of the unit’s current hex are called its **front hexes**. The hexes to the left and right of the unit’s current hex are its **flank hexes**. The two hexes to the rear of the unit’s current hex are its **rear hexes**.

A unit's facing impacts its ability to move and fight on the battlemat:

- » A unit which is hustling or charging is restricted to moving forward into its front hexes (see p. 18).
- » A unit entering the front hexes of an enemy unit becomes **threatened** by that unit (see p. 19). Once threatened, a unit's activities become highly restricted.
- » A unit can only make melee attacks against enemies in its front hexes (which is to say, against enemies it is threatening).
- » A unit that is attacked from its flank or rear hexes is subject to penalties to AC and morale.

See **Movement Sequence** (p. 18) and **Attack Sequence** (p. 20) for additional details on the impact of unit facing.

ORGANIZATION OF UNITS INTO DIVISIONS

All of an army's units must be organized into divisions. (Remember, a division is simply a group of units under one commander.) An army might have just one division, to which all of its units belong, but it will likely have several divisions. The maximum number of divisions permitted to the army is equal to its general's **leadership ability** (see below).

Each division must include at least one unit. There is no maximum limit to the number of units in a division, but large divisions are harder to control. Most generals aim to have three to eight divisions of three to eight units each in their armies.

In a one-off scenario, the scenario designer will specify how each side's units are organized into divisions. In a campaign battle, the players controlling the armies will divide the units of the armies into divisions based on their general's leadership and the available commanders. A lack of suitable commanders might prevent an army from having an optimal number of divisions.

Wise generals will make sure their divisions incorporate units with a variety of weapons but similar movement rates. For instance, putting heavy infantry and bowmen together into a division would work well, but putting heavy infantry and light horse into a division together would not, because of the vast difference in movement rates.

EXAMPLE: Marcus has a leadership ability of 7. He is the general of an army with of 12 heavy infantry units, 6 bowmen units, 6 light infantry units, and 8 cataphract cavalry units. Because he has a leadership ability of 7, he can have seven divisions in his army. Since he has access to six competent henchmen who can serve as commanders in his army, he decides to organize his army's units into the maximum number of divisions. He goes with four divisions of 3 heavy infantry, 1 bowmen, and 1 light infantry unit each; one division of 2 bowmen units and 2 light infantry units; and two divisions of 4 cataphract units each. As army general, he leads one division, while his six henchmen each command one of the remaining divisions.

OFFICERS

Now let's take a closer look at officers, the most important characters on the battlefield. As explained under **Core Concepts**,

there are three types of officers: generals, commanders, and lieutenants. In a standalone scenario, the scenario designer will select the generals, commanders, and lieutenants participating in the battle.

In a campaign battle, the officers are usually PCs and/or major NPCs and monsters drawn from the campaign. However, not every character can serve as an officer:

- » A PC or NPC must be at least 7th level to serve as a general or commander in a campaign battle, while a monster must have at least four or more Hit Dice than is average for the creatures it commands.
- » A PC or NPC must be of at least 5th level to serve as a lieutenant in a campaign battle, while a monster must have at least two more Hit Dice than average for the creatures it commands.
- » A beastman chieftain can always serve as a commander for units of its own race, regardless of its HD. Likewise, a beastman sub-chieftain can always serve as a lieutenant for a unit of its race.

The officer requirements may be waived by the Judge if he feels a particular PC, NPC, or monster is in a position to command units despite not meeting these qualifications.

OFFICER CHARACTERISTICS

All officers possess four officer characteristics: **leadership ability**, **zone of control**, **strategic ability**, and **morale modifier**. In a standalone scenario, the scenario designer will assign the officer characteristics of the generals, commanders, and lieutenants participating in the battle based on his design. In a campaign battle, these characteristics will be derived from the ACKS ability scores and proficiencies of the characters, as explained in *Domains at War: Campaigns*, p. 20.

Leadership Ability: This rates the character's capability to give orders and have them obeyed. Leadership ability determines the number of activation points (AP) that a commander receives. It also determines the number of divisions a general may have in his army. Leadership ability ranges from 1 to 8.

Zone of Control (ZOC): This is the radius, in hexes, within which a commander may activate units in his division without penalty. ZOC is always equal to one-half the commander's leadership ability, rounded up. ZOC is measured by counting the number of hexes from the commander's hex to the unit in question (excluding the commander's hex, but including the hex of the unit to be ordered).

Strategic Ability: This rates the character's military puissance and effectiveness. Strategic ability modifies an officer's initiative roll each combat round. (Strategic ability also plays a significant role in certain mechanics in *Domains at War: Campaigns*.) Strategic ability ranges from -3 to +6.

Morale Modifier: This is the character's ability to inspire loyalty and courage. A general's morale modifier modifies the morale rolls of every unit in his army. A commander or lieutenant's morale modifier modifies the shock rolls and morale rolls of the unit he is attached to. Morale modifier ranges from -3 to +7.

OFFICERS ON THE BATTLEMAP

Each officer is represented on the battlemat with an officer counter. At the start of the battle, the general and each other commander must be **attached** to one of the units in their respective divisions. Each lieutenant's counter must be attached to whichever unit he is in charge of. Place the officer's counter on the unit's counter to indicate he is attached to that unit.

During the battle, officers move with the unit they are attached to. They do not move or attack independent of their unit, and do not directly affect combat. (For rules allowing officers to move and attack independent of units, see Chapter 4, **Heroes**).

FUNCTIONS OF OFFICERS

Each type of officer has a particular function in *Domains at War: Battles*. The functions of each type are summarized below.

Commanders: Commanders lead divisions, ordering their units to move and fight on the battlefield. The quantity and quality of an army's commanders is central to its command and control. Their functions are:

- » The commander's **initiative score** (p. 17), modified by his strategic ability, determines when the units of his division may act.
- » On his initiative number, each commander gets a command phase during which he spends his activation points (AP) to activate the units of his division. A commander receives a number of AP equal to his leadership ability. Thus, the commander's leadership ability determines how many of his division's units are able to act each round.
- » The commander's morale modifier modifies the shock rolls and morale rolls of the unit he is attached to.

Generals: Generals lead armies. A skilled general can maintain control of a large and complex army, and keep its troops fighting despite heavy casualties and setbacks. The general's importance is reflected in the following mechanics:

- » The general's leadership ability determines the maximum number of divisions permitted in the army.
- » The general's morale modifier modifies the morale rolls of every unit in his army.
- » The general may appoint new commanders to replace those lost during a battle.
- » The general has all the functions of a division commander.

In an ongoing campaign, the army general has even more functions. See *Domains at War: Campaigns* for more information on the role of the army general in strategic initiative, reconnaissance, and other operations.

IMPORTANT NOTE:

It normally costs one AP to activate a unit from the commander's division, but if the unit is disordered or out of its commander's zone of control this cost is increased. It is therefore a good idea to make sure each commander has a leadership ability at least equal to the number of units in his division. Otherwise he will not be able to activate all of his units during his command phase.

It is often helpful for the commander's leadership ability to be higher than the number of units in his division, so that he can activate all of his units even if they become disordered or go outside his zone of control. This requirement can be mitigated if the units of the division are led by lieutenants.

In campaign battles, the loss of an army general should count as a calamity that triggers a roll on the Mercenary Loyalty table for each mercenary officer. This may result in some of the mercenary officers deserting to the opposing side or fleeing the battlefield. Divisions and/or units under the command of the mercenary officer will generally obey the officer. See *Domains at War: Campaigns* for more information on mercenary officers and mercenary loyalty.

Lieutenants: Lieutenants lead units. The presence of many lieutenants is the mark of a highly trained legion rather than a disorganized warband. Units with lieutenants are more capable of surviving the chaos of battle and carrying out long-range missions beyond their commander's zone of control. Rather than receive command phases and activate units, they perform the following functions:

- » The lieutenant reduces the cost to activate his unit by one AP (to a minimum of one).
- » The lieutenant's morale modifier is added to the morale rolls and shock rolls of the unit he is attached to.
- » If a commander is lost, a lieutenant may be promoted to take command of his division.

See **Sequence of Play** (p. 17), **Initiative Phase** (p. 17), **Command Phase** (p. 18), and **Morale Phase** (p. 25) for more details.

LOSS OF AN OFFICER

If an officer's unit is destroyed or **routed** (p. 23), the officer is lost. He is assumed to be killed if the unit was destroyed, and captured if the unit was routed. (If using the **Heroic Character** rules in Chapter 4, an officer might survive the destruction or rout of his unit.)

If the lost officer was a division commander, none of the units of his division can be activated until the lost commander is replaced. A lost commander may be replaced by the army's general at the start of the next combat round.

The general has two ways to replace a commander:

- » Any existing commander may be assigned the former commander's units. The units are simply added to their new commander's division and may be activated in his upcoming command phase. (This can create large, unwieldy divisions, of course.)
- » A lieutenant from a unit in the division that lost its commander may be promoted to become that division's commander. In this way, lower level PCs and NPCs can have command thrust upon them. The newly appointed commander rolls for initiative in the initiative phase of that round, and may begin activating the newly-assigned units in his subsequent command phase.

If the lost officer was the army general, his loss will trigger a morale roll by every unit of the army during the subsequent morale phase of that round. See **Morale** (p. 25) for a further discussion. If the army does not rout, the commander with the next highest leadership ability becomes the new army general at the start of the next combat round. If one or more commander's leadership ability scores are tied, resolve the tie in favor of the commanders' strategic ability scores. If the results are still tied, roll randomly to break the tie.

If an army is so unfortunate as to lose both its general and one or more commanders during a combat round, first determine which commander becomes the new general, then allow the new general to appoint any new commanders. If an army loses all of its commanders and has no lieutenants to replace them, none of its units can be activated, and it will probably be routed or destroyed very quickly.

SET UP

In the basic rules, we assume that the opposing armies are meeting each other face-to-face for a straightforward battle. Set-up for the more complex strategic situations that might arise under the *Domains at War: Campaigns* rules is explained in Chapter 3, **Strategic Situations**. For now, read on.

IMPORTANT NOTE:

The Deployment Zone table assumes a 24 hex wide by 18 hex deep battlemap. If using multiple battlemaps side by side, increase the width of each area proportionately.

DEPLOYMENT ZONES

At the start of a battle, each army **deploys** (sets up) its units within a **deployment zone** on the battlemap. Each deployment zone is divided into five areas: **Center**, **Left Flank**, **Right Flank**, **Left Wing**, and **Right Wing**.

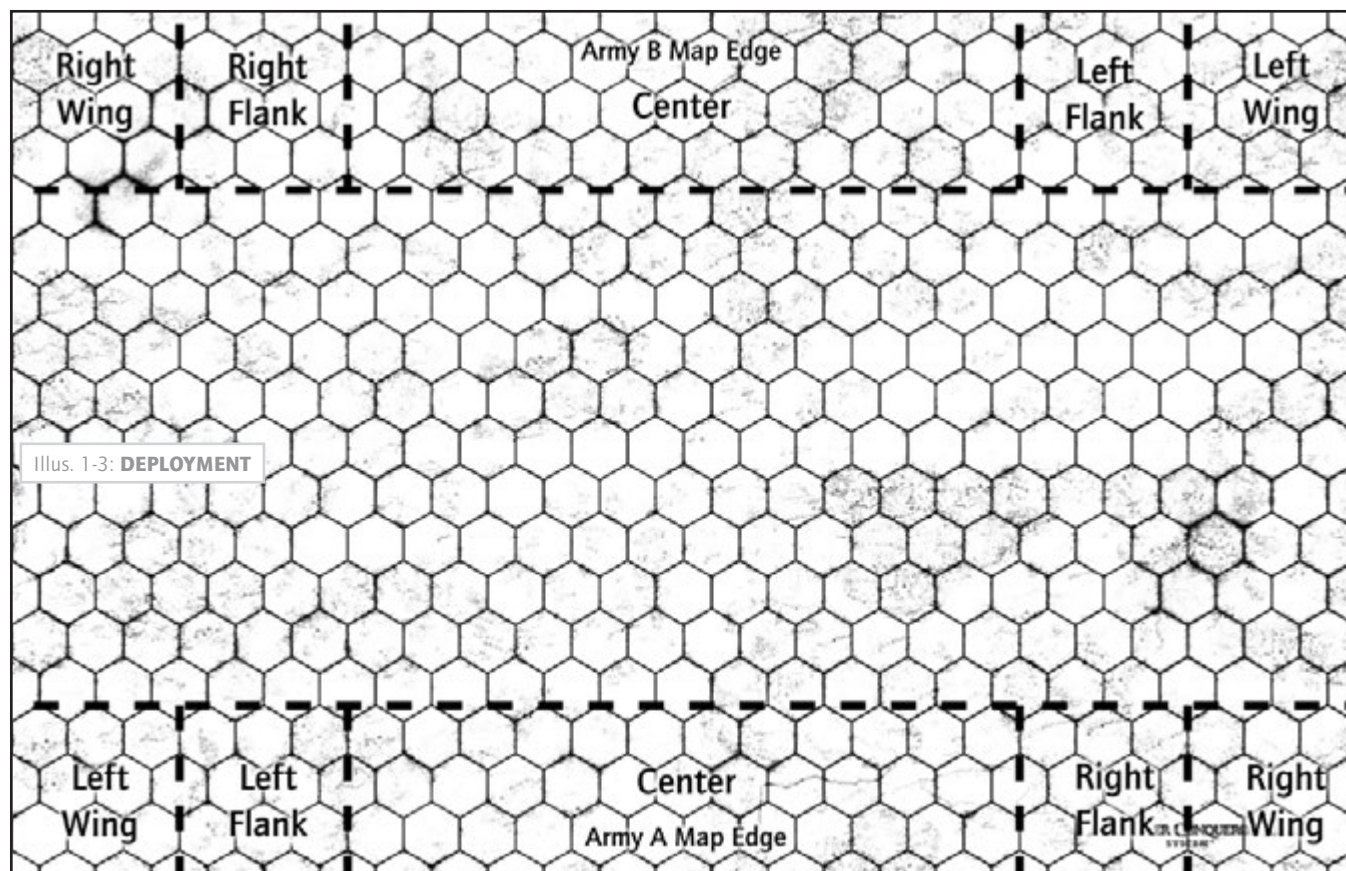
The Deployment Zone illustration below shows the five areas of the deployment zone for opposing armies "A" and "B". Note that A's Left Wing is equivalent to B's Right Wing, and vice versa.

DEPLOYMENT RESTRICTIONS

When being set up, units must obey the **deployment**

restrictions noted below:

- » No more than one unit may be deployed in any hex. Units may only be set up in whole hexes, not in half-hexes on the edge of the battlemap or deployment zone. However, whole hexes which overlap two deployment areas, such as between the Left Wing and Left Flank, are considered to be part of both deployment areas.
- » Formed Foot may not be deployed in the Flank areas.
- » Foot units and Formed Mounted units may not be deployed in the Wing areas.



ORDER OF DEPLOYMENT

Unless special circumstances dictate otherwise, each side deploys its units simultaneously and in secret. Place a screen on the battlemat between the two sides. Both armies then reveal their deployment at the start of the first combat round.

DEPLOYING INTO PHALANX

Under certain circumstances, a commander can merge two Formed Foot units to form one **Phalanx** unit. In order to be merged into a Phalanx, both Formed Foot units must belong to the commander's division and both must be identically equipped with spears or polearms. Once merged, the unit characteristics of the Phalanx unit are identical to those of its constituent units, except as follows:

- » The Phalanx unit's uhp are equal to the sum of its two constituent units' uhp.
- » The Phalanx unit's AC is equal to the average of its two constituent unit's AC.
- » The Phalanx unit's number of attacks are equal to the sum of its two constituent unit's number of attacks.
- » The Phalanx unit cannot charge.
- » The Phalanx unit's morale score is increased by 1.

A Phalanx unit is treated as one unit for purposes of activation, but if destroyed or routed counts as the loss of both units. Deployment as a Phalanx is permanent for the duration of the battle. Phalanx units are otherwise normal Formed Foot units. To represent a Phalanx on the battlefield, stack two unit counters on top of each other, or place the miniatures in two ranks.

EXAMPLE: Seanan, a commander, is deploying Formed Foot units A, B, C, and D, each with unit characteristics of AC 6, uhp 6, #AT 2 spear & shield 11+, ML 0. During deployment, he stacks Formed Foot units A and B together in one hex and the Formed Foot units C and D together in another hex. He now has two Phalanx units, unit AB and unit CD. The unit characteristics of each Phalanx unit are AC 6, uhp 12, #AT 4 spear & shield 11+, ML +1. These units are thus very formidable and tough.

However, Seanan has sacrificed the flexibility of having four units to maneuver, and will be more easily flanked.

SEQUENCE OF PLAY

Battles are fought in a series of combat rounds. Each round begins with an initiative phase during which each commander rolls initiative.

Starting with the commander with highest initiative, each commander takes a command phase. When it is a commander's command phase, the commander is said to be active. When a commander becomes active, he receives a number of activation points (AP) equal to his leadership ability. The commander spends these AP to activate the units of his division.

Units are activated one at a time, each taking a **movement sequence** (p. 18) followed by an **attack sequence** (p. 20) when activated. The active commander chooses the exact order in which to activate his division's units, as well as the exact nature of each unit's actions.

When the outcome of the active commander's command phase is fully resolved, his command phase ends and the next commander's command phase begins. After all command phases have been resolved, a **morale phase** (p. 25) is held, during which the morale of each army is assessed. Play then proceeds to the next combat round, continuing until all units on one side have been destroyed, **routed** (p. 23), or **voluntarily exited from the battlefield** (p. 19).

Sequence of Play	
Phase	Activities
Initiative Phase	Each commander rolls initiative.
First Command Phase	Commander with highest initiative score becomes active commander. Active commander activates his division's units one at a time, until he has spent all of his AP.
Second Command Phase	Commander with second highest initiative score becomes active commander. Active commander activates his division's units one at a time, until he has spent all of his AP.
Third Command Phase (etc.)	Commander with third highest initiative score becomes active commander. Active commander activates his division's units one at a time, until he has spent all of his AP.
Morale Phase	Each side conducts any required morale rolls. If either army has entirely routed, retreated, or been destroyed, the battle is over. Otherwise advance to next combat round!

INITIATIVE PHASE

During the initiative phase of each combat round, each commander calculates his **initiative score** by rolling 1d6 and adding his strategic ability. Starting with the commander with the highest initiative score and counting downward from there, each commander takes his command phase in turn.

TIE BREAKING

If one or more commanders have equal initiative scores, resolve the tie in order of the commanders' strategic ability score. If the commanders' strategic ability scores are tied, resolve the tie randomly.

EXAMPLE: Quintus, a commander with a strategic ability score of +2, has an initiative score of 6. This result is tied by an enemy commander, Gorgan. Gorgan only has a strategic ability score of +1, so Quintus's command phase will come before Gorgan's.

DELAYING

If desired, a commander can choose to **delay** his command phase until later in the round. If a commander states that he is delaying his command phase, he can take his phase at any later initiative score, down to the negative value of his initiative score. A delaying commander *must* take his command phase by the time the initiative count reaches the negative value of his initiative score.

A delaying commander can begin his command phase immediately before or immediately after another commander's phase, but cannot interrupt a command phase once it has begun. If two commanders are both trying to simultaneously take their initiative, the commander with the higher initiative score dictates who goes first.

EXAMPLE: Marcus has an initiative score of 7. He can delay his initiative down to as low as -7 if desired. Quintus, his ally, has an initiative score of 5, while Gorgan, an opposing commander, has an initiative score of 6. Marcus secretly would like to go after Quintus but before Gorgan. Gorgan secretly would like to go after Quintus, but before Marcus. On initiative count 7, Marcus announces he is delaying. On initiative count 6, Gorgan announces he is delaying. On initiative count 5, Quintus takes his command phase. Gorgan and Marcus now both want to take their command phases. Marcus has the higher initiative score, and he decides that he will go before Gorgan.

COMMAND PHASE

When it is a commander's command phase, the commander is said to be active. When he becomes active, the commander receives a number of activation points (AP) equal to his leadership ability. He spends these AP to activate units from his division.

It takes one AP to activate a unit. If the unit is outside of the commander's zone of control, the cost to activate the unit is increased by one. If the unit is disordered, the cost to activate it is increased by one. If a unit is both disordered and out of its commander's zone of control, the cost to activate it is increased by two.

Situation	AP Cost
Activate unit in division	1 AP
Unit is outside commander's zone of control	+1 AP
Unit is disordered	+1 AP
Unit is led by a lieutenant	-1 AP*
Unit has commander attached	-1 AP*
*Minimum AP cost of 1	

If a lieutenant is leading the unit, the cost to activate the lieutenant's unit is decreased by one. If the commander himself is attached to the unit, the cost to activate the unit is decreased by one. The cost cannot be reduced to zero.

Units are activated one at a time. When activated, a unit becomes the **active unit**. The unit's disordered token, if any, is removed when it is activated. The active unit first takes a **movement sequence** (see below) and then takes an **attack sequence** (p. 20). The active commander chooses the exact order in which to activate his division's units. Each unit's activation must be completed before the next unit's activation is begun; a unit's movement sequence and attack sequence may not be "split up" between two activations or "saved" for later use in the same commander phase. A unit may not be activated more than once each combat round.

A commander might not have enough AP to activate all of his units. An AP shortage might occur if the commander's division has more units than his leadership ability, if the units are outside of his zone of control, or if many of the units are disordered. Units which are not activated do not move or attack during their division's command phase. Unactivated units are assumed to be awaiting orders, catching their breath, trading insults and battle cries with nearby foes, bandaging wounds, and otherwise doing anything but risking life and limb.

A commander does not have to spend all of his AP (and sometimes may not be able to), but any unspent AP are lost at the end of the command phase.

MOVEMENT SEQUENCE

During its **movement sequence**, the active unit may **stand fast**, **march**, **hustle**, or **charge**. The unit's commander determines its exact movement.

Stand Fast: A unit standing fast remains stationary, e.g. it does not move or change facing. During its **attack sequence** (p. 20), a stationary unit can attack with melee weapons, attack with missile weapons, **defend** (p. 24), or **ready to attack** (p. 25).

March: A marching unit can move a number of hexes up to its marching movement rate. The unit can move in any direction regardless of facing, and can change its facing at no cost before, during, and/or while marching. During its attack sequence, a marching unit can attack with melee weapons, attack with most missile weapons, defend, or ready to attack.

Hustle: A hustling unit can change its facing in any direction prior to moving, and then move a number of hexes up to its hustling movement rate. Each hex of movement must be into one of its front hexes. The unit can change its facing while

Movement Option	Max Movement	Facing Changes?	Disordered?	Attack Sequence Options
Stand Fast	None	No	No	Melee attack, missile attack, defend, ready
March	Up to Marching rate	Free	No	Melee attack, missile attack, defend, ready
Hustle	Up to Hustling rate	Free prior to hustle 1 hex/face during hustle	No	None
Charge	Up to Charging rate	No	Yes	Melee attack (charge)

hustling, but each 60-degree facing change counts as one hex of movement. A hustling unit cannot take an attack sequence.

Charge: A charging unit can move a number of hexes up to its charging movement rate. Each hex of movement must be into one of the unit's front hexes. The unit cannot change its facing before, during, or while charging. A unit which charges immediately becomes disordered. During its attack sequence, a charging unit can attack with melee weapons. However, a charging unit does not *have* to attack; a unit can charge simply to move across the battlemap quickly if desired.

EXAMPLE: In Illustration 1-4, Heavy Infantry A, B, and C each conduct a movement sequence.

- » Heavy Infantry A marches. It moves into its left rear hex, and then changes facing by 180 degrees.
- » Heavy Infantry B hustles. It changes its facing by 180 degrees, then moves into its right front hex, then into its left front hex.
- » Heavy Infantry C charges. It moves into its left front hex, then its right front hex, then its left front hex. It cannot change facing.

GENERAL MOVEMENT RULES

All movement is governed by the following general rules:

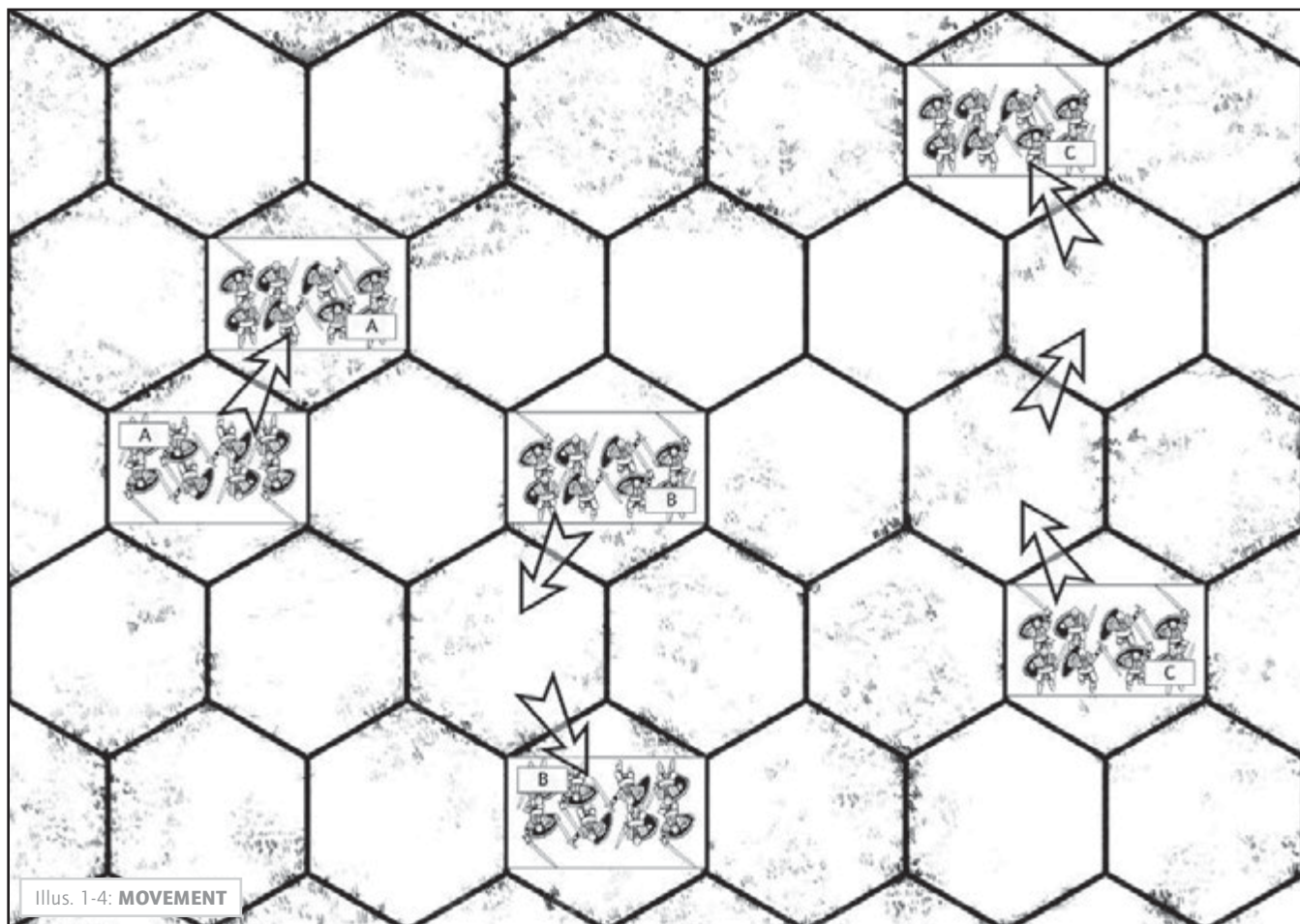
- » Units can only move into whole hexes. Half-hexes on the edge of a battlemap are considered to be impassable.

- » Units can move outside of the commander's zone of control if desired. However, the units will cost one additional AP to activate next combat round if they are still outside of the commander's zone of control.
- » Units cannot normally move through other units, or end their movement in the same hex as another unit. However, Loose Foot, Loose Mounted, and Flyers can march or hustle through friendly units, and be marched or hustled through by friendly units.
- » Units may not move through two consecutive hexes that are adjacent to enemy units.
- » Units can **voluntarily exit** the battlemap along their own map edge. Units which voluntarily exit are removed from play and may not return during the battle.
- » Terrain (p. 29) may impact the movement of some units.

Outside of the movement sequence, a unit may also choose, or be forced, to move as a result of combat. See **Withdrawals** (p. 22) and **Retreats** (p. 23).

THREATENING

When a unit occupies either of the two front hexes of an enemy unit, it is said to be **threatened** by the enemy unit. The enemy unit is, conversely, said to be **threatening** it.

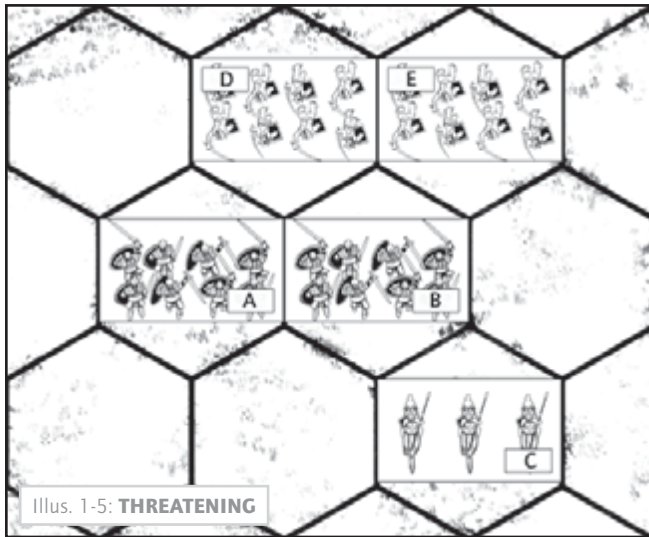


Illus. 1-4: **MOVEMENT**

EXAMPLE: In Illustration 1-5, Infantry A is threatening and threatened by Orc D. Infantry B is threatening Orc D and Orc E, and is threatened by Wolf Rider C, Orc D, and Orc E. Orc D is threatening and threatened by Infantry A and B. Orc E is threatening and threatened by Infantry B. Wolf Rider C is threatening Infantry B, and not threatened by any enemy.

A Flyer unit can only be threatened by an enemy Flyer or by an enemy unit conducting a **reaction attack** (p. 21) against the Flyer.

If a unit becomes threatened while moving (usually by entering an enemy unit's front hexes), its move immediately ends. If a unit starts its movement sequence threatened, it cannot move during its movement sequence, other than to change facing towards a threatening enemy, unless it first **disengages**.



To conduct a disengagement, the unit's commander announces that the unit is disengaging. The disengagement triggers one free **melee attack sequence** (see below) from each threatening enemy unit which is not disordered. However, a disengaging Loose Foot, Loose Mounted, or Flyer unit does not trigger attacks by threatening units that have a slower marching movement rate than it.

If an attack sequence is triggered by disengagement, the attacker applies a special +2 bonus to hit the disengaging unit. If multiple attack sequences are triggered, the disengaging unit chooses the order in which the threatening units' attack sequences are resolved.

Assuming the disengaging unit is not eliminated by the disengagement attack sequence(s), it may then conduct a marching movement. The first hex into which the disengaging unit moves must not be a threatened hex and must not be adjacent to any of the enemy unit(s) which had threatened it. A unit which cannot move into any such hexes may not disengage.

Irregular Foot and Irregular Mounted units may not disengage, due to lack of discipline. War Machinery units may not disengage due to inability to maneuver.

ATTACK SEQUENCE

After completing its movement sequence, the active unit may conduct an **attack sequence** (unless it hustled). A unit can only conduct one attack sequence per activation. Most attack sequences consist of multiple attacks, however. A Formed or Loose unit does not have to conduct an attack sequence, but an Irregular unit must attack if able.

STEPS OF AN ATTACK SEQUENCE

A unit's attack sequence is resolved by following the steps listed below:

1. Declare Method of Attack
2. Declare Target
3. Resolve Reaction Attack Sequence
4. Check for Flanking
5. Make Attack Throws
6. Deal Damage
7. Determine Degree of Shock

DECLARE METHOD OF ATTACK

There are two basic methods of attack: melee and missile. Some units may have one method of attack, others may have one attack of each method, and some may have several different methods of each type. A unit capable of different methods of attack may only utilize one method of attack in any given attack sequence, however.

A unit may only declare a melee attack if it meets the following criteria:

- » The attacker must not have hustled or disengaged during its movement sequence.
- » The attacker must be threatening one or more enemy units.

A unit may only declare a missile attack if it meets the following criteria:

- » If using arbalest or crossbows, the attacker must have stood fast during its movement sequence. Otherwise, the attacker must have either stood fast or marched during its movement sequence. Units that hustled or charged during their movement sequence may never declare missile attacks.
- » The attacker must not be threatened by any enemy units. Threatened units may not conduct missile attacks.

The unit's attack characteristics will determine the number of attacks it will receive during the attack sequence. The number of attacks may vary depending on the method of attack.

Charge: If the attacker charged during its movement sequence, its melee attack will be a charge. Charging grants a +2 bonus to attack throws. Flyer, Formed Foot, and any Mounted units, if equipped with spears, polearms, or lances, deal one extra point of damage during charges if they hit with at least one attack with these weapons. Formed and Irregular Mounted units also receive bonus attacks when they charge, based on the mount's attack characteristics. A unit that makes a charge attack always becomes disordered if it was not already.

EXAMPLE: A unit of heavy cavalry has an enemy bowmen unit to its front, two hexes away. It makes a charging movement of one hex, adjacent to the enemy bowmen unit, and declares a melee attack. Because the heavy cavalry unit charged, it receives a disordered token. However, each of the heavy cavalry's attacks will be made with a +2 bonus for charging, it will get three bonus hoof attacks, and if it hits with at least one of its lance attacks it will deal one extra point of damage. Being disordered seems a small price to pay!

Note that units that began their activation already threatened can never charge - a charge requires a charging movement, and threatened units cannot move except to change facing or disengage.

DECLARE TARGET

After choosing its method of attack, the attacker designates an enemy unit to be its **target**. All attacks during the attack sequence will be against the designated target.

In order to be an eligible target of a melee attack, the target must meet the following requirements:

- » The target must be threatened by the attacker.
- » The target must be a unit that has not already been attacked this command phase, if possible.

EXAMPLE: A unit of heavy cavalry is threatening a unit of orcs and a unit of goblins. A heavy infantry unit from the same division attacked the orcs already this command phase. The heavy cavalry's only eligible target is therefore the goblins. Had the goblin unit not been threatened by the heavy cavalry, the heavy cavalry could have attacked the orcs, because it would not have been possible for the heavy cavalry to target a unit that had not already been attacked.

Missile Ranges		
Attacker's Weapon	Range v. Foot	Range v. Mounted
Arbalest	7	8
Crossbow	6	7
Composite Bow	5	6
Longbow	5	6
Shortbow	4	5
Sling	3	4
Spear/Javelin	2	2
Other Thrown	2	2

In order to be an eligible target of a missile attack, the target must meet the following requirements:

- » The target must be within range of the attacker's missile weapon. Range is measured by counting the number of hexes from the attacker to the target (excluding the attacker's hex, but including the target's hex). To find the range, cross reference the attacker's weapon with the target's formation type on the Missile Ranges table. Units that include creatures of ogre size or larger should be treated as Mounted.
- » The target must be within the firing arc of the attacker. A target is within the attacker's firing arc if an imaginary line drawn straight from the center

of the attacker's hex to the center of the target's hex would exit the attacker's hex through the attacker's front hexes. When the imaginary line exits at the vertex between the attacker's front face and flank face, it counts as within the firing arc.

- » The target must not be threatening or threatened by the attacker or a unit on the attacker's side. Firing into a melee is too risky to the attacker's allies.
- » The target must be the closest enemy unit that meets the three requirements above, or one of the closest if multiple enemy units are equidistant.

EXAMPLE: A unit of horse archers equipped with composite bows has declared a missile attack. There is a unit of orcs seven hexes to its front, a unit of skeletons five hexes to its front, a unit of goblins four hexes to its front, and a unit of bugbears three hexes to its rear. None of the enemy is threatened or threatened by the horse archer's side.

The orcs are not an eligible target because they are not within range. The bugbears are not an eligible target because they are not within firing arc. Both the skeletons and the goblins are in range and firing arc, but the horse archer's target must be the goblins because they are closer.

RESOLVE REACTION ATTACK SEQUENCE

Sometimes an attacker might attack into a bristling hedge of spears, or a withering fire of arrows, damaging and possibly repulsing it before it can make its own attack. These circumstances are addressed with the **reaction attack sequence** mechanics.

After the target of an attack sequence is declared, the target or an adjacent unit on its side may be eligible to make a reaction attack sequence. To be eligible to conduct a reaction attack sequence, a unit must meet the following criteria:

- » It must either be the target of the attack or be adjacent to the target of the attack. A unit may not react to attacks taking place across the battlemat.
- » It must have a ready token, indicating it is ready to attack.

Even if eligible, a unit is not *required* to make a reaction attack sequence. Only one reaction attack sequence may occur for each attack sequence, and if multiple units could react to an attack, the controlling commander decides which one, if any, reacts.

When a reaction attack sequence occurs, the **reacting unit** may immediately change its facing so that the attacker is to its front, if it is not already. It then interrupts the attacker's attack sequence and conducts its own attack sequence against the attacking enemy. A reaction attack sequence may be made with either melee or missile attacks. A reaction attack with missiles is permitted even if the attacker and target are threatening each other.

The reaction attack sequence is resolved prior to resolving the next step of the attacker's interrupted attack sequence. A reaction attack sequence follows the standard steps for an attack sequence, starting with **Declare Method of Attack** (p. 20), except that the target is always the original attacker, and this step is ignored (i.e. there are no nested reactions to reactions).

A reaction attack sequence may, but does not have to be, a charge if the attack it is responding to was a charge. A reaction

attack by spear- or pole arm-equipped Formed Foot units deals one extra point of damage when the attacker is charging if the reacting unit does not charge. (This represents the fact that spear and pole arms units “set for charge” deal extra damage to charging opponents.)

If the attacker is not eliminated by the reaction attack against it, resolve the remaining steps of its attack. However, it must attack the reacting unit instead of its original target, if the reacting unit is an eligible target. If, because of the reaction attack, neither the original target nor the reacting unit is an eligible target for the attacker, then the attacker’s attack sequence is cancelled.

CHECK FOR FLANKING

A melee attack is **flanking** whenever the attacker is threatening the target, while the target is not threatening the attacker. This normally occurs when the attacker is conducting a melee attack against a target’s flank or rear hexes. It can also occur in unusual situations due to flying creatures, incorporeal monsters, and other situations discussed in later chapters.

A missile attack is flanking if an imaginary line drawn from the center of the attacker’s hex to the center of the target’s hex would enter the target’s hex through the target’s flank or rear hexes. When the imaginary line enters at the vertex between a target’s front face and flank face, it counts as flanking.

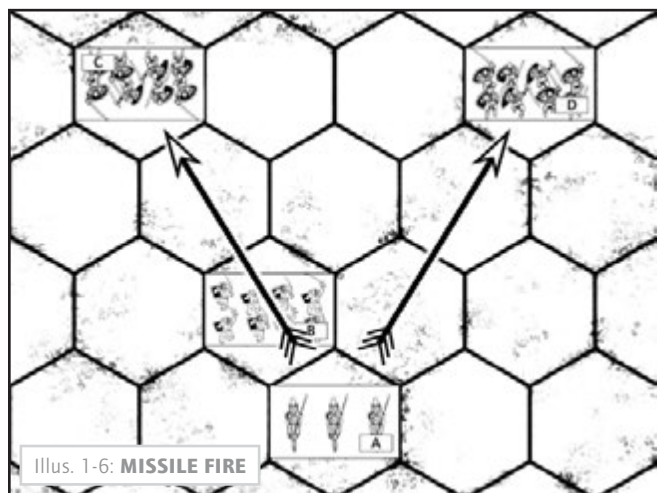
MAKE ATTACK THROWS

All attacks, both missile and melee, are resolved using the attack throw mechanics of *Adventurer Conqueror King*. The attacker calculates the attack throw value required to hit from its base attack throw, the target’s Unit AC, and any situational modifiers. A D20 roll is then made for each of the attacker’s attacks. For each result equal to or greater than the modified attack throw value, a hit has been scored.

EXAMPLE: A unit of heavy infantry (2 sword & shield 11+) is attacking a unit of light infantry (AC 3). The heavy infantry will need to roll (11 + 3) 14+ with each attack in order to score a hit.

Charging Attackers: A charging attacker gains a +2 bonus to attack throws against the charged target.

Flanking Attackers: A flanking attacker gains a +2 bonus to attack throws against the flanked target.



Line of Sight (LOS): When conducting missile attacks, check if the attacker has line of sight to the target. An attacker has line of sight if it can trace an imaginary line from the center of its hex to the center of the target’s hex without crossing a hex containing an **obstacle**. If the imaginary line touches the border of the hex containing the obstacle, but does not actually cross the hex containing the obstacle, line of sight is not blocked. Obstacles include friendly units, enemy units, and certain types of **terrain** (p. 29). Units conducting missile attacks may still fire without line of sight, but do so at a penalty of -4 on their attack throw. This is known as **volleying overhead**.

EXAMPLE: In Illustration 1-6, Wolf Rider A, equipped with shortbows, is at a range of three hexes from Infantry C and Infantry D.

If Wolf Rider A were to attack Infantry C, it would have to volley overhead, as the imaginary line from the center of its hex to the center of Infantry C’s hex crosses through an obstacle, in this case, friendly Orc B. It would be at -4 to attack Infantry C.

If Wolf Rider A were to attack Infantry D, this would be a flanking attack because an imaginary line drawn from the center of its hex to the center of Infantry D’s hex enters through one of D’s rear hexes. It would be at +2 to attack Infantry D.

Ammunition Depletion: A unit that rolls a natural 1 during a missile attack throw receives a depleted token. This indicates the unit is depleting its store of arrows, bolts, stones, or thrown weapons. Each depleted token reduces the unit’s number of attacks with that weapon by one per attack sequence.

DEAL DAMAGE

For each successful attack by the attacker, one point of damage is dealt to the target’s uhp. Damage can be recorded on scratch paper or indicated by placing a damage token on the unit. Damage from all of the attacker’s attacks is applied simultaneously. A unit is destroyed (removed from the battle) when it has taken damage equal to its uhp. A unit becomes disordered as soon as damage is dealt to it.

Withdrawal: When a Loose Foot, Loose Mounted, or Flyer unit takes damage, it may reduce damage dealt by one or more points by **withdrawing** one or more hexes, up to a maximum of its marching movement.

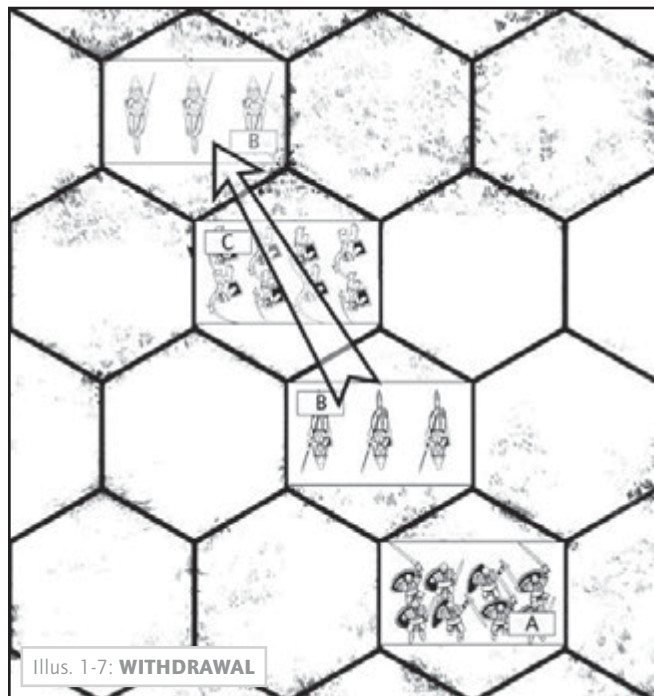
To be eligible to withdraw from a missile attack, the unit must not have been disordered at the time the attack occurred. To be eligible to withdraw from a melee attack, the unit must not have been disordered at the time the attack occurred, *and* must have a faster marching movement rate than its attacker.

The withdrawal must be directly away from the attacker. If a unit is eligible to withdraw into two or more hexes, the commander controlling the target decides which of the eligible hexes his unit withdraws into.

The unit cannot withdraw into **impassable terrain** (p. 30). The unit cannot withdraw into a hex already containing an enemy unit, but may withdraw through friendly units, moving up to one additional hex if necessary to avoid ending its withdrawal in the same hex as a friendly unit. A unit’s facing does not change

when it withdraws. If the unit cannot withdraw, it must take the damage.

A unit which withdraws becomes disordered, even if the withdrawal reduces damage dealt to zero.



Illus. 1-7: **WITHDRAWAL**

EXAMPLE: In Illustration 1-7, Infantry A has dealt two points of damage to Light Cavalry B. Because it is Loose Mounted, Light Cavalry B may reduce damage dealt by two points (to zero) by withdrawing two hexes away from Infantry A. The withdrawal must be directly away from Infantry A, along the axis shown by the arrow. Light Cavalry B is free to withdraw through friendly Orc C. If Orc C were an enemy unit, Light Cavalry B could not withdraw.

RESOLVE SHOCK

Anytime a unit is damaged by magic, and/or each time an attack reduces a unit to $\frac{1}{2}$ or less of its maximum uhp, a **shock roll**

Unit Shock	
Adjusted Die Roll	Result
2-	Rout
3-5	Flee
6-8	Recoil
9+	Stand Firm

is required to see if the unit **retreats** or **routs**. To make a shock roll, the unit's commander rolls 2d6, adds the unit's morale score, and consults the Unit Shock table. The die roll should be modified based on the modifiers listed on the Shock Modifiers table below.

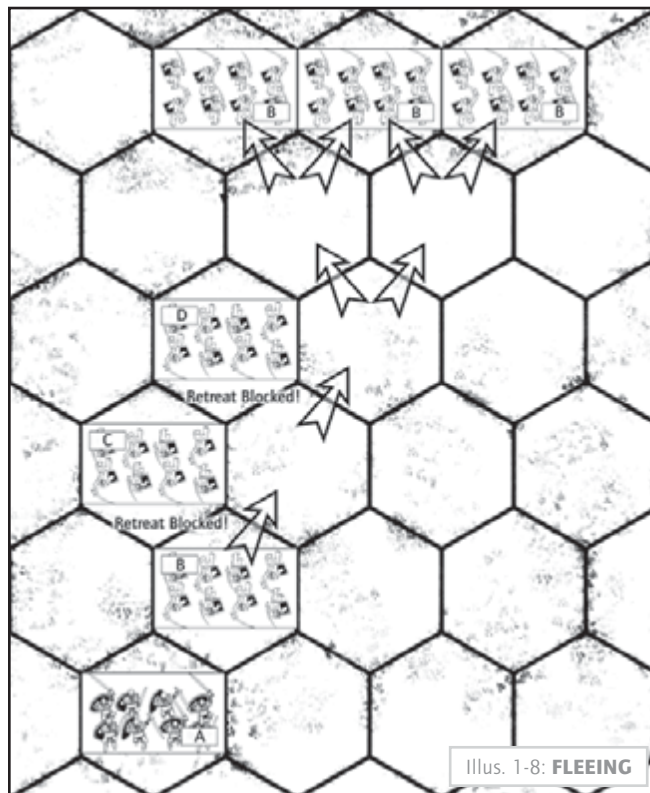
Shock Modifiers	
Officer attached to unit*	+ Morale Modifier
Unit is disordered	-2
Unit has taken damage equal to 50% or more of its maximum uhp	-2
Unit is threatened by enemy in its flank or rear hexes	-2
Unit is Formed Foot or Formed Mounted and adjacent to at least two friendly units	+2

*If multiple characters are attached to a unit, only the best morale modifier applies.

(Note that in the absence of magic, the very conditions which trigger a shock roll will cause the unit to suffer the -2 penalty from being disordered and the -2 penalty from having taken damage equal to 50% or more of its maximum uhp. Shock rolls are nasty!)

Rout: The unit immediately routs off the battlemap and is removed from play.

Flee: The unit changes its facing towards its own battlemap edge and immediately **retreats** a number of hexes equal to its hustling movement rate in that direction. If a fleeing unit cannot complete its retreat, it is considered routed and removed from play.



Illus. 1-8: **FLEEING**

Recoil: The unit **retreats** one hex directly away from the attacker without changing facing. If a recoiling unit cannot complete its retreat, it flees (as above).

Stand Firm: The unit remains steady. No effect.

Retreating: If the target must retreat, resolve the retreat using the following rules:

- » If a unit is eligible to retreat into two or more hexes, the commander controlling the target decides which of the eligible hexes his unit retreats into.
- » A unit can retreat into any terrain (p. 29) except impassable terrain (p. 30).
- » A unit cannot retreat into, or through, a hex already containing a unit (except for loose units, see below).
- » If a unit's retreat would cause it to exit the battlemap it is considered routed and removed from play.

If the target of a melee attack routs, retreats, or withdraws, the attacker may **advance** into the just-vacated hex. If the attacker is an Irregular unit, it *must* advance if possible. (The attacker

may advance *only* one hex, regardless of the number of hexes the target retreated or withdrew.)

EXAMPLE: In Illustration 1-8, Orc B has suffered a Flee result on a shock roll. It changes facing towards its own battlemap edge and retreats a number of hexes in that direction equal to its hustling movement rate of 4. It cannot retreat into the hexes containing Orc C and Orc D. Once the retreating Orc B clears Orc D, its commander can choose which of the two eligible hexes the unit retreats into. The four available lines of retreat and three possible destination hexes are shown.

Loose Units: Loose Foot, Loose Mounted, and Flyer units adopt a flexible, open formation that enables easy passage of lines. These units may retreat through any friendly units, and friendly units may retreat through them. They may still not retreat through enemy units, nor end their retreat in the same hex as another unit. Loose and Flyer units may retreat one additional hex if doing so is the only way to retreat without ending their movement in the same hex as another unit.

Magic: Note that there will not be any magic in a battle unless you are using the rules in Chapter 4, **Heroes**.

Voluntary Retreat: A Loose Mounted or Flyer unit which *conducts* a missile attack after standing fast may make a voluntary retreat of up to its marching move at the conclusion of its attack sequence. Each hex moved must take the unit directly away from its target, e.g. the Loose Mounted unit cannot “retreat” parallel to or towards the target. The Loose Mounted unit’s facing does not change when it voluntarily retreats.

EXAMPLE: A unit of Loose Mounted with a movement rate of 4/8/12 remains stood fast during its movement sequence. It then conducts a missile attack against an enemy heavy cavalry unit five hexes away. The attack misses. The Loose Mounted unit does not want to risk remaining within the range of the heavy cavalry’s movement (eight hexes), so it voluntarily retreats four hexes.

Unpredictable Creatures: Normal troops tend to retreat when heavily damaged. Units including unpredictable creatures such as war dogs or elephants might instead go berserk, attacking friend and foe alike.

When an unpredictable unit recoils, it normally retreats one hex directly away from the attacker without changing facing. However, if it cannot complete its retreat due to an intervening unit, the unpredictable unit immediately turns to face the unit which is blocking its retreat and conducts an immediate attack sequence against it (regardless of whether the unit is friend or enemy). This attack will be a **trample** (p. 51) if possible, and a charge if not. The unit will advance if possible after its attack sequence. If an unpredictable unit cannot complete its recoil due to **impassable terrain** (p. 30), it will flee instead.

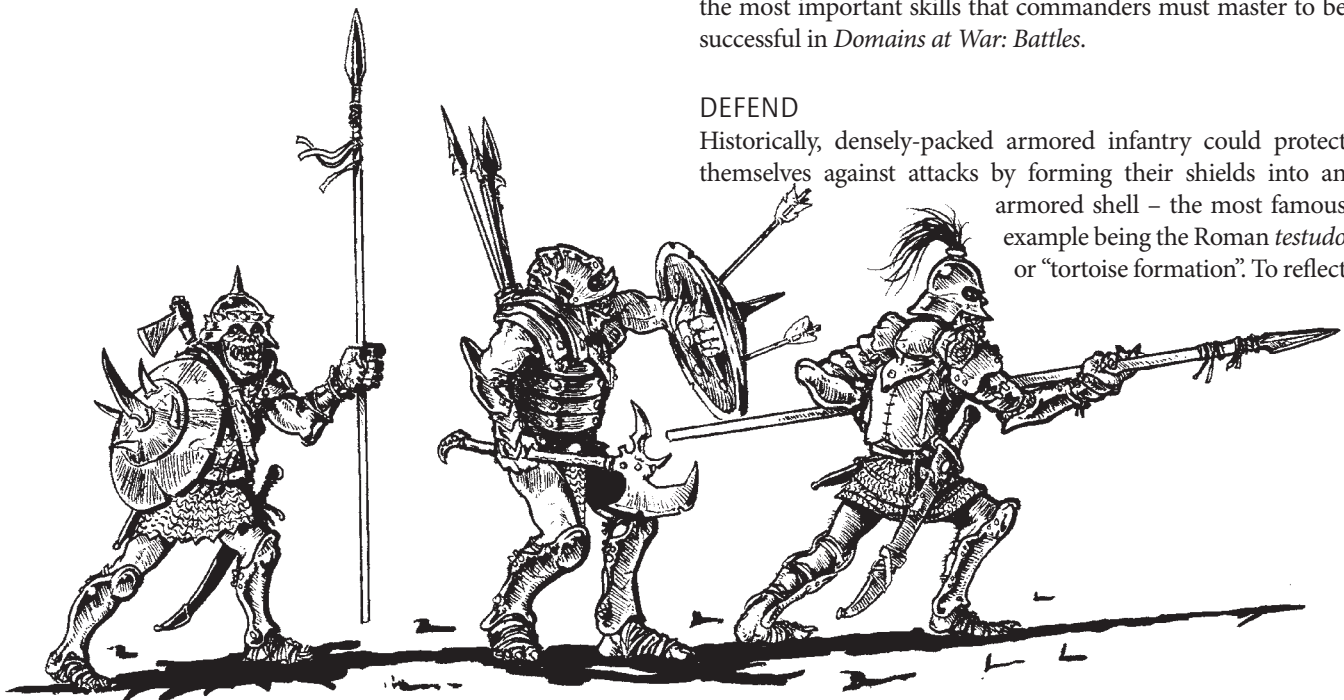
When an unpredictable unit flees, it changes its facing towards its own battlemap edge and immediately retreats a number of hexes equal to its hustling movement rate. For each hex of its retreat, randomly determine which of the two eligible front hexes the unit retreats into – the unit’s commander does *not* get to choose! If the unpredictable unit cannot complete its randomly-determined retreat due to an intervening unit, it conducts an immediate attack sequence against it (regardless of whether the unit is friend or enemy). This attack will be a trample if possible, and a charge if not. After its attack sequence is resolved, the unit is considered routed and removed from play. If the unpredictable unit cannot complete its randomly-determined retreat due to impassable terrain, it is simply routed and removed from play.

ACTIONS IN LIEU OF ATTACKING

Not every movement sequence ends in combat. In the moments before an engagement, units on the battlemap might form a shield wall, set for a charge with spears, or ready to unleash a volley of arrows. These are known as **actions in lieu of attacking** and take the place of a unit’s attack sequence. Knowing when to attack, when to defend, and when to ready to attack is one of the most important skills that commanders must master to be successful in *Domains at War: Battles*.

DEFEND

Historically, densely-packed armored infantry could protect themselves against attacks by forming their shields into an armored shell – the most famous example being the Roman *testudo* or “tortoise formation”. To reflect



this tactic, a Formed Foot unit that either stood fast or marched, and is not threatened by any enemy, may **defend** in lieu of attacking. Place a shielded token on the unit. While the shielded token is present, its Unit AC is increased by +2 versus melee and thrown attacks and +4 versus bow, crossbow, and sling attacks. It receives a +2 bonus on morale rolls. The shielded token is removed if the unit moves, attacks, or becomes disordered.

READY TO ATTACK

In lieu of attacking, a unit that either stood fast or marched, and is not threatened by any enemy, may **ready to attack**. Place a ready token on the unit to mark its status. A ready unit may conduct a reaction attack when it, or a friendly unit adjacent to it, is declared to be the target of an attack. The ready token is removed if the unit moves, attacks, or becomes disordered.

Irregular units may not ready to attack, as they lack the discipline required to wait for enemy.

MORALE PHASE

Armies do not, as a rule, fight to the last man (or elf, or orc). Instead they suffer a gradual loss of morale, becoming increasingly disordered as casualties mount, until eventually the army is swept away in a rout. These effects are simulated with **morale rolls**.

During the Morale Phase, every unit in the entire army must make a morale roll if:

- » The army's general was destroyed, routed, or voluntarily exited from the battle during the preceding combat round; or
- » One or more units in the army were lost (destroyed or routed) during the preceding combat round, and the total number of units lost is now equal to or greater than the army's break point. An army's break point is always $\frac{1}{3}$ of the army's starting number of units, rounded up.

EXAMPLE: Marcus began the battle with an army of 12 units. The army's break point is ($\frac{1}{3} \times 12$) 4. During the preceding combat round, Marcus's army lost its fourth unit. Since at least one unit was lost during the preceding combat round, and the total number of units destroyed (4) is equal to the army's break point, every unit in Marcus's army must make a morale roll.

Unlike shock rolls, which can occur several times per combat round (e.g. if a unit takes damage reducing it to $\frac{1}{2}$ hp or less from several different attacks), a unit only ever makes one morale roll per combat round. For instance, if the army's general is destroyed and the army reaches its break point in the same combat round, the army's units still only make one morale roll.

Unit Morale	
Adjusted Die Roll	Result
2-	Rout
3-5	Flee
6-8	Waver
9-11	Stand Firm
12+	Rally

MORALE ROLLS

To make a morale roll, the unit's commander rolls 2d6, adds the unit's morale score, and consults the Unit Morale table. The die roll should be modified based on the army and unit modifiers listed on the Morale Modifiers table below.

Rout: The unit immediately routs off the battlemat and is removed from play.

Flee: The unit immediately becomes disordered (if not already), changes its facing towards its own battlemat edge, and immediately retreats a number of hexes equal to its hustling movement rate in that direction. If a fleeing unit cannot complete its retreat, it is considered routed and removed from play.

Waver: The unit immediately becomes disordered, if not already. If already disordered, it retreats one hex towards its own battlemat edge. If the unit cannot complete its retreat, it flees (as above).

Morale Modifiers	Modifier
<i>Army Modifiers (apply to all units)</i>	
Army general present on battlemat	+ $\frac{1}{2}$ Morale Modifier (round up)
Army has lost $\frac{1}{2}$ or more of its starting units, but less than $\frac{2}{3}$	-2
Army has lost $\frac{2}{3}$ or more of its starting units	-5
Army has destroyed or routed more units than opposing army has destroyed or routed	+2
Army has lost more units than opposing army has lost	-2
Army cannot retreat (surrounded, trapped, etc.)	+2
Army defending homeland / sacred ground	Judge's Discretion
<i>Unit Modifiers</i>	
Officer attached to unit*	+ Morale Modifier
Unit is disordered	-2
Unit has taken damage of 50% or more of its uhp	-2
Unit is threatened by enemy in its flank or rear hexes	-2
Unit is Formed Foot or Formed Mounted and adjacent to at least two friendly units	+2
Unit is shielded	+2
*If multiple characters are attached to a unit, only the best morale modifier applies. When a general is attached to a unit, the general's morale modifier applies at both the army and unit level.	

Stand Firm: The unit remains steady. No effect.

Rally: The unit rallies under the pressure of battle. If the unit is disordered, the disordered token is removed. If the unit is not disordered, it recovers one lost uhp and, if unthreatened, may advance one hex towards an enemy unit.

Retreats, where necessary, follow the same rules as those caused by shock rolls.

EXAMPLE: Since a unit was destroyed during the preceding combat round, and the total number of units destroyed is equal to or greater than his army's break point, every unit in Marcus's army must make a morale roll.

Marcus's morale modifier is a confident +5. His army gains a bonus of $\frac{1}{2}$ that, or +3. His army has lost $\frac{1}{3}$ of its starting units, which imposes no modifier. However, his army has lost more units than the opposing army, which imposes a -2 penalty. The total army modifier is therefore +1.

The first unit is a unit of heavy infantry (morale score 0) in bad shape. It is disordered (-2 penalty) and has lost 4 of its 6 uhp (-2 penalty). The unit's modifiers are -4; combined with the army modifier, the total modifier is -3. Marcus rolls 2d6 and gets a 5, modified to a 2. The unit immediately routs off the battlemap!

The army's general determines the order in which his units will make morale rolls. The effects of each morale roll are resolved before rolling for the next unit. It is possible for the results of earlier morale rolls to impact those of later rolls, causing a cascade of flight off the battlefield.

EXAMPLE: In a string of bad luck, the first two morale rolls that Marcus makes result in the units routing off the battlemap. That means that Marcus's army has now lost half of its original twelve units – the four he had lost at the start of the morale phase, plus the two lost to rout. That means when Marcus makes the next morale roll he now has to factor in the -2 for having lost between $\frac{1}{2}$ and $\frac{2}{3}$ of his army's starting units.

If both sides must make morale rolls during the same combat round, the side whose general has the lower leadership ability must make all of its morale rolls first. In the event of a tie, determine the order of the morale rolls randomly.

ENDING BATTLES

A battle ends when all of the units of one army have been destroyed, routed, or voluntarily exited from the battlemap. When a battle ends, the victorious army will have the opportunity to **pursue** the defeated army. After pursuit is resolved, each army will determine **casualties**.

PURSUIT

A victorious army is eligible to pursue its defeated opponent. Pursuit is handled with a series of **pursuit throws**. The victorious army receives one pursuit throw per eligible pursuing unit.

Pursuit Eligibility: Determine which units from the victorious army are eligible to pursue as follows.

1. Did the defeated army end the battle without any Mounted or Flyer units (e.g. all such units were routed or destroyed)? If yes, then *all* units in the victorious army are eligible to pursue.
2. In all other cases, only Mounted and Flyer units in the victorious army are eligible to pursue.

EXAMPLE #1: A battle between Army A and Army B ended when all of Army B's units were destroyed or routed. Army A had eight heavy infantry and four light cavalry units remaining when the battle ended. Army B had two light cavalry and four light infantry remaining, but all routed. Because Army B ended the battle with all of its Loose Mounted units routed, Army A is eligible to pursue with all of its units.

EXAMPLE #2: A battle between Army A and Army B ended when Army B voluntarily withdrew from the battle. Army A had eight heavy infantry and four light cavalry units remaining when the battle ended. Army B had two light cavalry and four light infantry remaining. Because Army B still has unrouted Mounted units in its army, Army A is eligible to pursue with *only* its four light cavalry.

Pursuing Unit	Pursuit Throw
Loose Mounted or Flyer	11+
Other Mounted	14+
Loose Foot	14+
Other Foot	18+

For each eligible pursuing unit, the victorious army's commander makes a pursuit throw against the appropriate value from the table above. Add +4 to each pursuit throw if all of the defeated army's Mounted and Flyer units were destroyed or routed. Each successful throw eliminates one enemy unit. If the defeated army ended the battle without any Mounted or Flyer units, the victorious army general may choose which unit(s) are eliminated. Otherwise the defeated army's general may choose which unit(s) are eliminated.

EXAMPLE: Army B routed off the battlemap. Army A is pursuing with four light cavalry units (Loose Mounted). A's commander makes four pursuit throws against 11+. He rolls a modified 6, 9, 12 and a 16, so two units of Army B are eliminated. Since all of Army B's Mounted units were destroyed or routed off the battlemap, Army A's general chooses which units are eliminated. He elects to destroy both of B's light cavalry.

IMPORTANT NOTE:

*If the battle is part of a campaign, each army will also gather **spoils of war** and calculate **experience points** for its officers and troops. These rules are found in the **Aftermath of Battles** section of Domains at War: Campaigns.*

Pursuit against Evading Armies:

Certain **strategic situations**, including **rear guard actions**, **rear guard envelopments**, and **skirmishes**, involve offensive armies fighting evading armies. (See Chapter 3, **Strategic Situations**, for more details). The longer it takes to defeat an evading army, the harder it is for the offensive army to pursue. Each combat round of the battle imposes a cumulative

-1 penalty to pursuit throws against a defeated evading army. (A natural roll of 20 always eliminates a unit, regardless of any modifiers.)

EXAMPLE: Army A confronts Army B in a rear guard action. After six combat rounds, Army B's rear guard units have all been defeated. Army A is now eligible to pursue Army B but all its pursuing units suffer a -6 penalty to their pursuit throws.

CASUALTIES

After pursuit, each army's commander will determine his army's **casualties**. Units that were destroyed or dealt damage will have lost some or all of their troops.

Destroyed Units: Half of the troops (rounded up) are crippled or dead, while the other half (rounded down) are lightly wounded. The victorious army's wounded troops return to their unit in one week. The defeated army's wounded troops become prisoners.

EXAMPLE: A unit of 120 orcs was destroyed. 60 of the orcs are crippled or dead, while 60 are lightly wounded. If the orc's army won the battle, it will recover its wounded; it will be able to field a unit of 60 orcs in one week. If the orc's army lost the battle, the wounded orcs become prisoners of the victorious army.

Damaged Units: Damaged units will suffer casualties in proportion to their loss of uhp. Divide the amount of damage taken by the unit's starting uhp (round up). This is the percentage of the troops that became casualties. Half of these casualties (rounded up) are crippled or dead, while the other half (rounded down) are wounded. The victorious army's wounded troops return to their unit in one week. Half (rounded up) of the defeated army's wounded troops become prisoners and half return to their unit in one week.

EXAMPLE: A unit of 120 orcs (8 uhp) took 2 points of damage, so 25% of the troops became casualties. Of the (25% x 120) 30 casualties, 15 are crippled or dead, while 15 are wounded. If the orc's army won the battle, it will recover its wounded and become a unit of 105 orcs in one week. If the orc's army lost the battle, 8 of its 15 wounded become prisoners, and the unit is reduced to 97 orcs.

Routed Units: Routed units will suffer casualties in proportion to their loss of uhp, as per a damaged unit. However, fewer of the unit's wounded return to the unit. Half of a victorious army's routed, wounded troops become deserters (round up). Half of the defeated army's routed, wounded troops become prisoners (round up), and the rest become deserters.

EXAMPLE: A unit of 120 orcs (8 uhp) took 4 points of damage and routed. 50% of the troops became casualties. Of the (50% x 120) 60 casualties, 30 are crippled or dead, while 30 are wounded. If the orc's army won the battle, 15 of its wounded become deserters while the remaining 15 rejoin the unit, leaving it at 75 orcs. If the orc's army lost the battle, 15 of its wounded become prisoners and 15 become deserters. The unit is reduced to just 60 orcs.

Half-strength units may be consolidated to form a smaller number of full-strength units, if desired.



Chapter 2: **Terrain**



The commander who relies on his cavalry, especially lancers, should seek out broad plains favorable to such troops and force the battle there. If, on the other hand, he relies more on his infantry, he should take care to choose uneven, thick, and rugged terrain for the fighting.

– MAURICE'S STRATEGIKON

The basic rules assume that the battlefield is a flat, level plain of grass or hard ground. While that is true of some battlefields, battles which take place in wild forests, mountainous passes, or barren deserts should have a very different topography.

To represent geographical features such as hills, streams, groves of forest, patches of mud, and the like, **terrain pieces** can be placed on the battlemap. There are three **sizes** of terrain pieces: small (one hex) medium (three hexes), and large (seven hexes). Each terrain piece is of a particular **terrain type** with certain **terrain characteristics**.

An assortment of terrain pieces of various sizes and types is included with the *Complete Domains at War Set*. You may substitute other terrain pieces of your own devising as desired.

If the battle is being fought at a mapped location within the Judge's campaign setting, terrain pieces should be placed on the tabletop battlemap to replicate that location. Otherwise, terrain placement should be determined randomly based on the size of the **battlemap** (p. 10) and the terrain of the 6-mile hex where the battle is taking place.

RANDOM TERRAIN GENERATION

Use the Random Battlemap Terrain table to randomly generate terrain according to the following steps.

1. For each battlemap, roll once on the Terrain Pieces per Battlemap column using the dice appropriate to the terrain of the 6-mile hex where the battle is taking place. This will tell you how many medium terrain pieces to place.
2. For each of the terrain pieces, roll 1d20 and cross-index the result with the appropriate row of the Random Battlemap Terrain table to determine the type of terrain to be placed.
3. Place each terrain piece one at a time on the battlemap. Terrain pieces may be placed deliberately by the Judge or placed randomly. To randomly place terrain other than streams and trenches, drop 1d20 from a height of 1' above the center of the battlemap. Place the terrain piece so that at least one of its hexes lies on the hex where the die comes to

rest. If this would result in the terrain extending off the battlemap, re-roll. (See Terrain Types, p. 32, for instructions on how to randomly place **streams** and **trenches**.)

4. Any remaining hexes without a terrain piece are considered clear terrain.

When placing pieces, the Judge may substitute three small pieces for one medium piece, or one large piece for two medium pieces. Re-drop any dice that place terrain in half hexes that are unconnected to another map sheet. The Judge may re-drop dice that stack terrain pieces of the same type on top of each other, or substitute a larger piece in place of the smaller pieces.

TERRAIN CHARACTERISTICS

There are four general characteristics that terrain may possess: **elevated**, **impassable**, **obscuring**, and/or **rough**.

ELEVATED

Elevated terrain includes cliffs/mountains and hills. Elevated terrain blocks **line of sight** (LOS) (p. 22) in some cases, but in other cases it allows units to see over **obstacles** (p. 22). The LOS Stoppage table, below, shows the impact of elevation and line of sight. Units on elevated terrain receive +1 to attack throws against units on a lower elevation. Units on a lower elevation can only conduct missile attacks on targets on elevated terrain using **volleying overhead** (p. 22), even if line of sight can be drawn.

		LOS Stoppage	
		Elevated Hex	Unelevated Hex
Origin of LOS	Elevated Hex	LOS blocked by hex of elevated obscuring terrain	LOS blocked by hex of elevated terrain
		LOS blocked by obstacle on elevated terrain	LOS blocked if terminus hex is obscuring terrain
	Unelevated Hex	LOS blocked by hex of elevated terrain	LOS blocked by hex of elevated terrain
			LOS blocked by hex of obscuring terrain

Random Battlemap Terrain											
6-Mile Hex Terrain Type	Terrain Pieces Per Battlemap	Broken	Cliff/Mountain	Forest/Jungle	Hills	Impenet. Forest	Mud	Pond/Lake	Stream	Swamp	Trench
Clear or Grass	2d4	1-4	5-6	7-8	9-14	-	15-16	17-18	19	20	-
Barren	3d4	1-7	8-12	-	13-18	-	19	-	-	-	20
Desert	3d4	1-5	6-10	-	11-16	-	17-18*	-	-	-	19-20
Hills	4d4	1-2	3-4	5-6	7-16	-	-	17-18	19-20	-	-
Scrub	4d4	1-2	3-4	5-8	9-16	17	-	18	19	-	20
Woods	4d6	1-2	3-4	5-12	13-14	15-17	-	18	19	20	-
Mountains	4d8	1-4	5-10	11-12	13-14	15-16	-	17-18	19	-	20
Jungle	4d8	-	1-2	3-10	11-12	13-15	16	17	18-19	20	-
Swamp	4d8	-	-	1-4	-	5-8	9-10	11	12-13	14-20	-

*In desert hexes, "mud" is actually soft sand.



EXAMPLE: In Illustration 1-9, Horse Archer A does not have line of sight on Orc C because line of sight from an unelevated hex is blocked by a hex of elevated terrain. Horse Archer B, on the hill, has line of sight on Orc D, despite the obscuring terrain, because line of sight from elevated terrain to unelevated terrain is only blocked by other elevated terrain or when the LOS terminates in obscuring terrain. (If Orc D were in the forest hex, then Horse Archer B would not have line of sight. Essentially the tree canopy would be concealing them.) Horse Archer B does not have line of sight on Orc C, because line of sight from elevated terrain to unelevated terrain is blocked by a hex of elevated terrain.

In some cases, terrain may exist at multiple levels of elevation. Where this occurs, “elevated” and “unelevated” terrain should be understood as relative to the different levels of terrain.

EXAMPLE: A large seven hex hill has a small one hex hill on top of it. The small hill’s hex is elevated relative to the large hill’s hexes, while the large hill’s hexes are unelevated relative to the small hill’s hex. Both the small hill and the large hill are elevated relative to surrounding hexes without any hill or mountain terrain at all.

Flyers (p. 12) may move and attack as if elevated one or more levels above the surrounding hex if desired.

IMPASSABLE

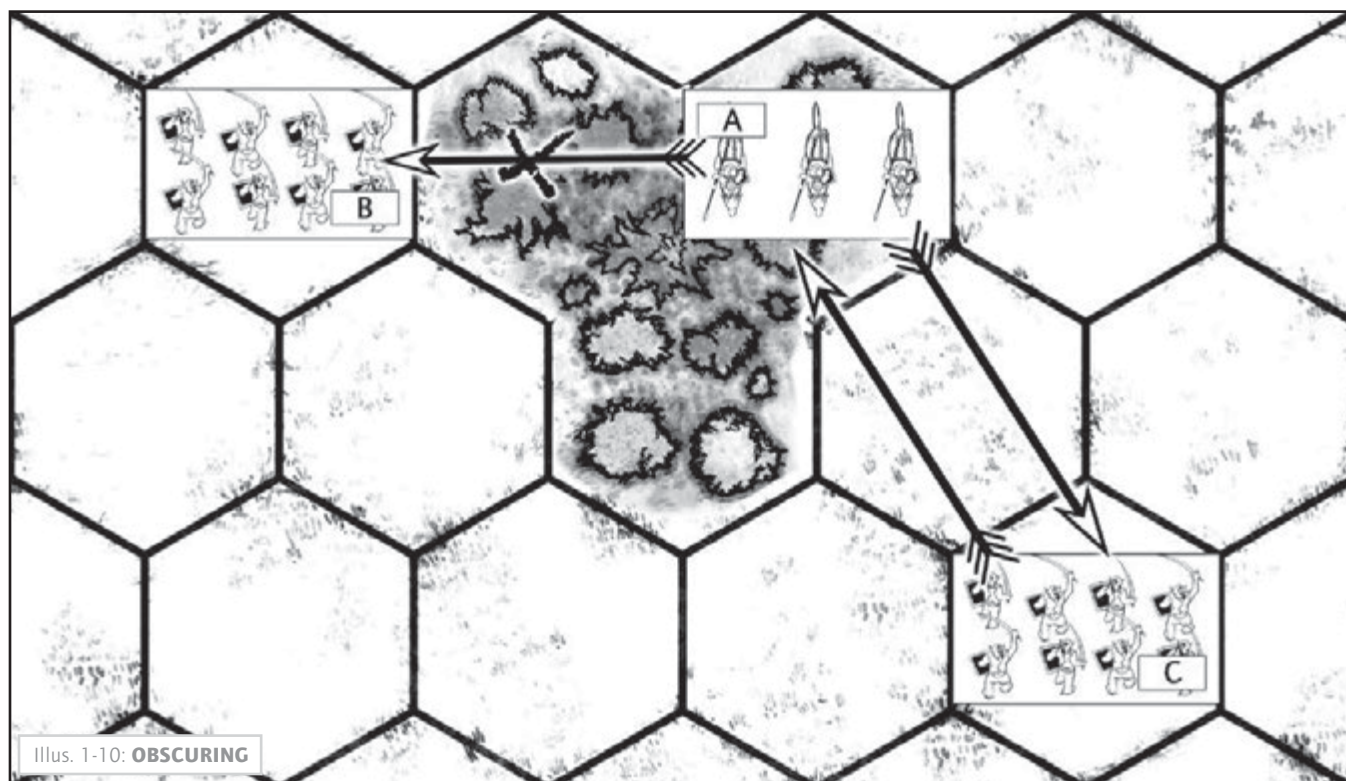
Impassable terrain includes cliffs, impenetrable forests, and bodies of water. When terrain is impassable, it may not be moved into or through by any unit without special capabilities. Flyers may fly over impassable terrain if desired, and are treated as elevated when doing so.

ROUGH

Rough terrain includes broken ground, forests, jungles, mud, and swamp. When terrain is rough, it means that each hex moved through the terrain counts as two hexes of movement (units may always march a minimum of one hex in rough terrain, however). **Mounted units** (p. 12) may not charge into, through, or from rough terrain. Flyers may choose to fly above rough if desired, and are treated as elevated when doing so.

OBSCURING

Obscuring terrain includes forests, jungles, and swamps. Line of sight may be traced to and from the edge of an obscuring hex, but may not be traced through a complete hex of obscuring terrain. Units in obscuring terrain receive a +2 bonus to **Unit AC** against missiles and may not be targeted by volleying overhead. Flyers may choose to fly above obscuring terrain if desired, and are treated as elevated when doing so.



EXAMPLE: In Illustration 1-10, Light Cavalry A, in a hex of obscuring terrain, does not have line of sight to Orc B. Line of sight may not be traced through a complete hex of obscuring terrain. Light Cavalry A does have line of sight to Orc C, because line of sight may be traced from the edge of an obscuring hex. Orc B does not have line of sight to Light Cavalry A, and may not use volleying overhead to target it without LOS (the forest canopy prevents it). Orc C may missile attack Light Cavalry A, but Light Cavalry A receives a +2 bonus to its AC.

Terrain may have multiple characteristics, in which case the effects stack.

EXAMPLE: In Illustration 1-11, Light Cavalry A is in a hex of obscuring and elevated terrain (e.g. a forested hill). Orc C would like to conduct a missile attack on the Light Cavalry. Because Light Cavalry A is on elevated terrain while Orc C is not, Orc C can only conduct a missile attack against Light Cavalry A by volleying overhead. Because Light Cavalry A is in obscuring terrain, it may not be targeted by volleying overhead. As a result, Orc C cannot make a missile attack against Light Cavalry A!

In addition to the general terrain characteristics above, certain terrain types have characteristics that are unique to that type. These are noted in the description for that terrain type.

TERRAIN TYPES

NATURAL TERRAIN

Broken Ground: Broken ground is *rough* terrain. **Loose Foot** units (p. 12) in broken ground gain a +2 bonus to Unit AC. Broken ground may be placed overlapping with hill terrain and vice versa, in which case the effects stack. The spell **move earth**

can transform one hex of broken ground into clear terrain, or vice versa, or add or remove a hill to broken ground.

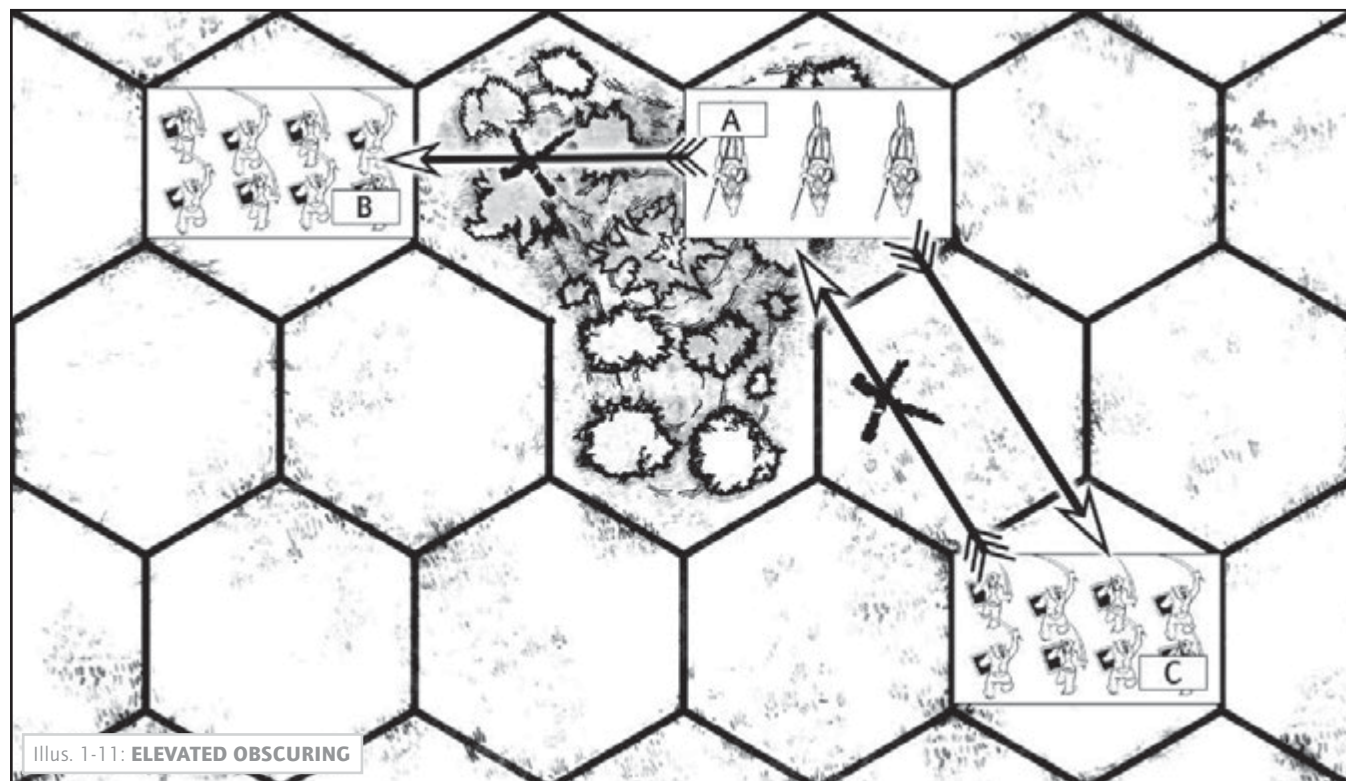
Clear: Clear terrain is any terrain without a terrain piece. Most hexes are clear terrain.

Cliffs/Mountains: Cliffs/mountains are *elevated* terrain. Cliffs/mountains are also *impassable*, except at designated **passes** up the cliff/mountain. Small cliff/mountain terrain pieces have no passes. Medium cliff/mountain terrain piece have 1d2-1 passes, while large cliff/mountain pieces have 1d3-1 passes. Each pass is the width of one hex edge. Passes may connect one hex of cliff/mountain to another hex of cliff/mountain, or connect the cliff/mountain hex to another type of terrain. Cliffs/mountains may be placed overlapping with forest terrain pieces, in which case the effects stack. They may also be placed overlapping with other cliffs/mountains or hills to create multi-level terrain. The spell **move earth** can transform one hex of cliff/mountain into a pass (hill), or one hex of hill into a cliff/mountain.

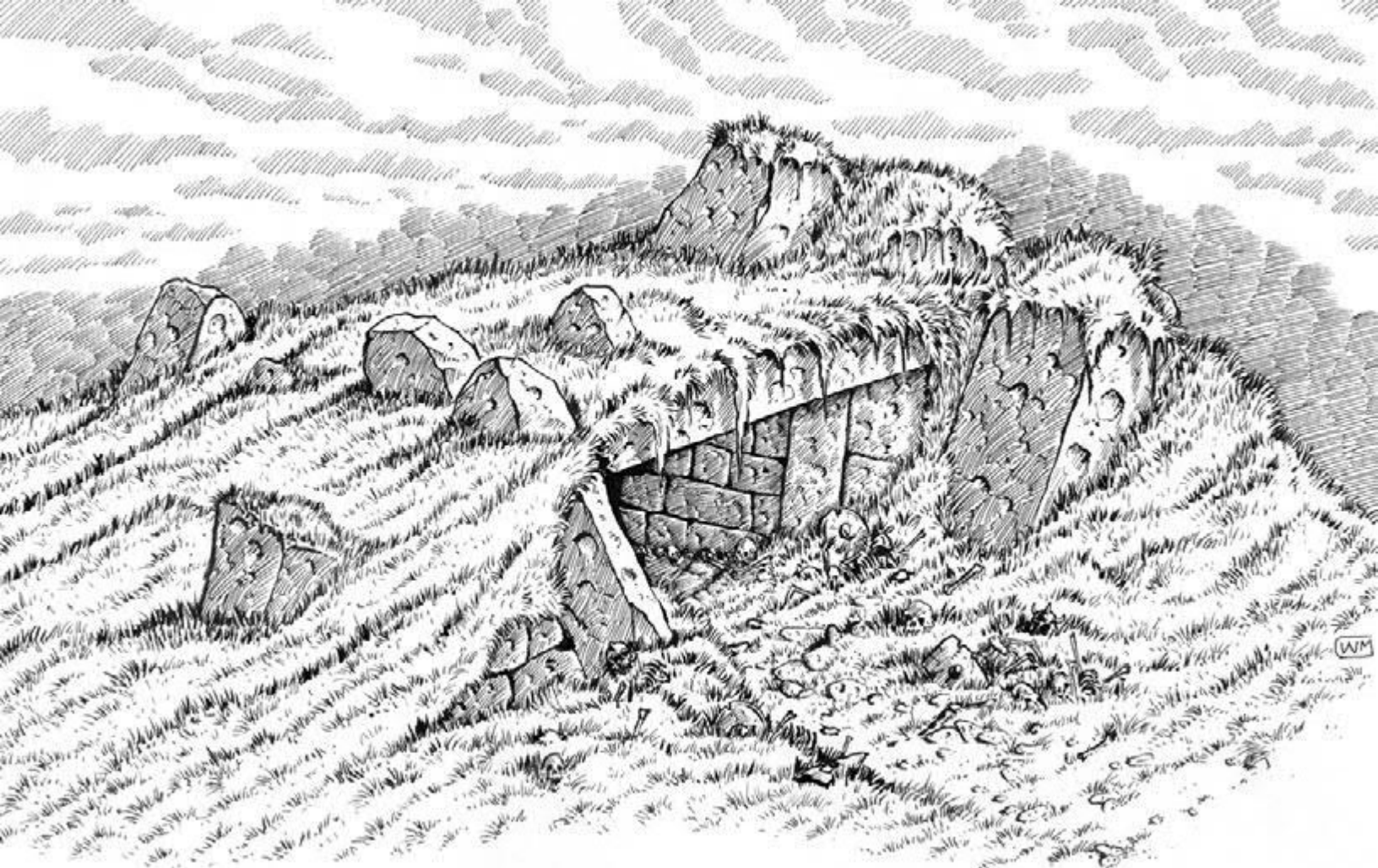
Forest/Jungle: Forests/jungles are *rough* and *obscuring* terrain. Forest/jungle may be placed overlapping with both cliffs/mountains and hills, and vice versa. A one hex piece of forest/jungle can be destroyed with a **fireball**, breath weapon, or similar effect.

Hills: Hills are *elevated* terrain. Hills may be placed overlapping with both broken ground and forest/jungle, and vice versa. Hills may also be placed overlapping with cliffs/mountains or other hills to create multi-level terrain. A **move earth** spell can add or remove a one hex hill, or transform an existing hill into a cliff/mountain, or add or remove broken ground to or from a hill.

Impenetrable Forest: Impenetrable forests are *impassable* and *obscuring*. A one hex piece of impenetrable forest can be destroyed with a **fireball**, breath weapon, or similar effect. A one hex piece of impenetrable forest can be created with **growth of plants**.



Illus. 1-11: **ELEVATED OBSCURING**



Mud: Mud is *rough* terrain. Units in mud suffer a -1 Unit AC penalty against missile fire as they are such slow-moving targets. **War Machinery** (p. 12) treats mud terrain as *impassable*. One hex of mud can be created with the spell **transmute rock to mud** or **control weather (rain or snow)**; one hex of mud can be transformed into clear terrain with **transmute mud to rock** or **control weather (intense heat)**.

Pond/Lake: Ponds/lakes are *impassable*. Huge rivers (such as the Rhine or Nile) which are multiple hexes wide should be treated as long lakes. The spell **lower water** can be used to create a three hex by two hex ford through a pond/lake. Fords are treated as mud terrain.

Streams: Unlike other terrain pieces, which are placed as clusters of one hex, three hexes, or seven hexes, streams are placed as lines of varying length. A stream can be of any length, but on each end it must either exit the battlemat, connect to another stream, or terminate in a cliff/mountain (a waterfall), a hill (a spring), or a pond/lake. Streams can be narrow (brooks), medium, or wide (rivers) in width.

To randomly determine a stream's characteristics, follow these steps:

1. Drop 2d20 from a height of 1' above the center of the battlemat. Mark the two hexes where the dice come to a rest. The stream will follow a line that crosses through the two hexes rolled and extends in each direction until it reaches a map edge, another stream, a cliff/mountain, a hill, or a pond/lake.

2. Roll 1d6 to determine the stream's width. On a 1-3, the stream is narrow (a brook); on 4-5, medium; on 6, wide (a river).

A narrow stream can be crossed in one combat round at a cost of one extra hex of movement. Foot units may **march**, **hustle**, or **charge** (p. 18 – p. 19) across a narrow stream as desired. Mounted units may not charge into, across, or out of a narrow stream.

A medium stream can be crossed in three combat rounds. On the first combat round, the unit must move adjacent to the medium stream and halt. On the second combat round, the unit may march into the stream at a cost of its entire movement. On the third combat round, the unit may march out of the stream at a cost of one hex of movement.

A wide stream cannot be crossed except at designated **fords**. Fords are treated as mud terrain. **Lower water** can be used to create a three hex wide ford through a stream.

If a unit is adjacent to a stream, it receives a +2 bonus to its AC against melee attacks coming from units in the stream. Units that are crossing a stream suffer a -2 penalty to their AC until they reach the other bank.

Flyers may treat streams as clear hexes if desired. War Machinery cannot cross, enter, or move along streams.

Swamp: Swamps are *rough* and *obscuring* terrain. War Machinery treats swamp terrain as *impassable*. A one hex piece of swamp can be destroyed with a **fireball**, breath weapon, or similar effect.

Trench: Trenches are placed as lines and come in narrow, medium, and wide varieties. When placing trenches, use the rules for streams, but each end of the trench must either exit the battlemat, connect to another trench, or terminate in a depression. **Move earth** can transform one hex of trench into clear or broken ground, or vice versa, or expand the size of a trench by one category.

Trenches are crossed like streams. If a unit is adjacent to a trench, it receives a +2 bonus to its AC against melee attacks coming from units in the trench. Units that are crossing a trench suffer a -2 penalty to their AC until they reach the other side.

Units that enter a wide trench may move along its length, treating it as rough terrain. Units moving along a trench are below the line of sight of attackers which are not on elevated terrain.

Flyers may treat trenches as clear hexes if desired. War Machinery cannot cross, enter, or move along trenches.

MAN-MADE TERRAIN

Some battlemaps may feature minor man-made terrain pieces, such as ditches, earthen ramparts, moats, or walls. These can be handled using the mechanics below. However, major **fortified structures** such as keeps and towers will be described in Chapter 5, **Assaults**.

Ditch: Ditches are narrow, medium, or wide trenches, depending on their size.

Earthen Rampart: Earthen ramparts are cliffs/mountains, hills, or walls, depending on the size and shape of the ramparts.

Moat: Moats are small, medium, or large streams, depending on their size.

Walls: Walls can be either high (taller than 6'), medium (4' to 6'), or low (3' or less). Low walls are treated as broken ground.

Medium walls may be crossed by Mounted units at a cost of one additional hex of movement, as the wall is low enough to leap over. Foot unit may cross the wall as if crossing a medium stream. War Machinery cannot cross walls.



If a unit is adjacent to a medium wall, it receives +2 bonus to Unit AC against all attacks coming from the other side of the wall. However, units on elevated terrain can fire at units adjacent to the medium wall without penalty. A medium wall does not block line of sight.

High walls are obscuring, impassable terrain. For high walls with battlements, wall-walks, and arrow slits, see Chapter 5, **Fortified Structures**, p. 53.

One hex of wall can be reduced to broken ground with **disintegrate**, **move earth**, or **transmute rock to mud**. (A low wall stays broken ground, only now it is rubble.)

TERRAIN TYPES SUMMARIZED

Terrain Type	Terrain Characteristics	Special Rules
Broken Ground	Rough	Loose Foot gain +2 bonus to Unit AC
Clear	-	-
Cliffs/Mountains	Elevated, Impassable	Passable at Passes
Ditch	By Width	See above
Earthen Rampart	Varies, see above	Varies, see above
Forest/Jungle	Obscuring, Rough	-
Hills	Elevated	-
Impenetrable Forest	Impassable, Obscuring	-
Moat	By Width	See above
Mud	Rough	Unit AC -1 v. missile fire, Impassable to WM
Pond/Lake	Impassable	-
Stream	By Width	See above
Swamp	Obscuring, Rough	Impassable to WM
Trench	By Width	See above
Wall	By Height	See above

Chapter 3: **Strategic Situations**



A wise commander will not engage the enemy in a pitched battle unless a truly exceptional opportunity or advantage presents itself.

– MAURICE'S STRATEGIKON

When fighting **campaign battles** (p. 7) based on the rules in *Domains at War: Campaigns*, several **strategic situations** may emerge that are more complex than the default battle described in Chapter 1 under **Set Up** (p. 16).

The eight strategic situations detailed in *Domains at War: Campaigns* are:

- » **Pitched Battle:** A pitched battle occurs when the two **armies** meet on a mutually agreed battlefield, fully deployed. Every division from each army may participate in the battle.
- » **Meeting Engagement:** A meeting engagement pits the **vanguard** (see below) divisions of one army against the vanguard divisions of the other army.
- » **Rear Guard Action:** A rear guard action pits every division of an offensive army against the **rear guard** divisions (see below) of an evading army.
- » **Skirmish:** A skirmish pits the vanguard divisions of an offensive army against the rear guard divisions of an evading army.
- » **Ambush:** An ambush occurs when an unaware army on the march is surprised by a fully deployed and ready army. Every division from each army participates in the battle.
- » **Envelopment:** An envelopment occurs when an army deployed for defense is surprised by an attack by an offensive army on its front and flank. Every division from each army participates in the battle.
- » **Deep Envelopment:** A deep envelopment occurs when an offensive army is surprised by an attack by an opposing army on its front and rear. Every division from each army participates in the battle.
- » **Rear Guard Envelopment:** A rear guard envelopment occurs when an army's rear guard divisions, deployed to cover an evasion, are surprised by an attack by an opposing army on its front and flank.

When one of these strategic situations occurs in a campaign battle, use the rules in this chapter. You can also use the strategic situation rules in standalone scenarios if desired. Just pick a strategic situation, and divide the scenario's armies into a **vanguard**, **rear guard**, and **main body** where these are called for. One-quarter to one-third of an army's divisions are usually in its vanguard and another one-quarter to one-third are usually in its rear guard. The remaining divisions are in the main body.

DEPLOYMENT BY STRATEGIC SITUATION

Each strategic situation may modify the available divisions, **deployment zone**, **deployment order**, and **deployment restrictions** (p. 16) of one or both armies participating in the battle. Set up for each strategic situation is identical to the default set-up except as noted.

IMPORTANT NOTE:

Historically, an army's column of march was vanguard, main body, and rear guard. The vanguard, arriving at the battlefield first, would take up a position on the right flank. The main body held the main battle line. The rear guard then filled in the left flank. The vanguard and rear guard usually held the army's cavalry and faster-moving troops. The set-up for a pitched battle reflects this historical pattern. The Judge should feel free to vary the set-up where appropriate to the battle!

PITCHED BATTLE

Deployment Restrictions: Units in each army's vanguard may only deploy in the Right Wing, Right Flank, and Center of their map edge. Units in each army's main body may only deploy in the Center of their map edge. Units in the army's rear guard may only deploy in the Left Wing, Left Flank, and Center of their map edge.

MEETING ENGAGEMENT

Deployment Restrictions: Only divisions assigned to each army's vanguard may deploy for the battle. These must deploy in the Center of their respective map edge. Divisions in

the armies' main guards and rear guards do not participate in a meeting engagement unless the optional **reinforcements** rule is used.

Reinforcements (Optional Rule): This optional rule allows for the slow arrival of units from distant divisions onto the battlemap. Starting on the second combat round, each **commander** (p. 15) who has not yet arrived may make a reinforcement throw of 16+ to join the battle with his division. Modify the throw by the commander's **strategic ability** (p. 14), and apply any other appropriate modifiers from the Reinforcement Modifiers table to this throw. An unmodified throw of 20 always succeeds, regardless of modifiers. Reinforcements enter anywhere along the Center of their table edge.

Situation	Modifier
Coming from rear guard of offensive army	-4
Coming from vanguard of evading army	-4
Marching on rough ground	-4
Marching on road or trail	+4
Exclusively LF, FM, LM, or FLY units	+2
Exclusively LM and FLY units	+4
Exclusively FLY units	+8

EXAMPLE: Marcus's army is fighting a meeting engagement. Peristo (strategic ability +2) is commanding a division of 2 units of light infantry (Loose Foot) and 2 units of light cavalry (Loose Mounted), assigned to the rear guard. He is marching up the road to join the battle. Each combat round he must roll (16 +4 -4 -2) 14+ to arrive.

REAR GUARD ACTION

Deployment Restrictions: The offensive army deploys as if fighting a pitched battle. The evading army deploys as if fighting a skirmish. Divisions from the vanguard and main body of the evading army will not participate in a rear guard action unless the optional reinforcements rule is used.

SKIRMISH

Deployment Restrictions: Only divisions assigned to the offensive army's vanguard and the evading army's rear guard may deploy for the battle. These units must deploy in the Center of their respective map edge. The main body and rear

guard of the offensive army, and the vanguard and main body of the evading army, do not participate in a skirmish unless the optional reinforcements rule is used (see previous page).

AMBUSH

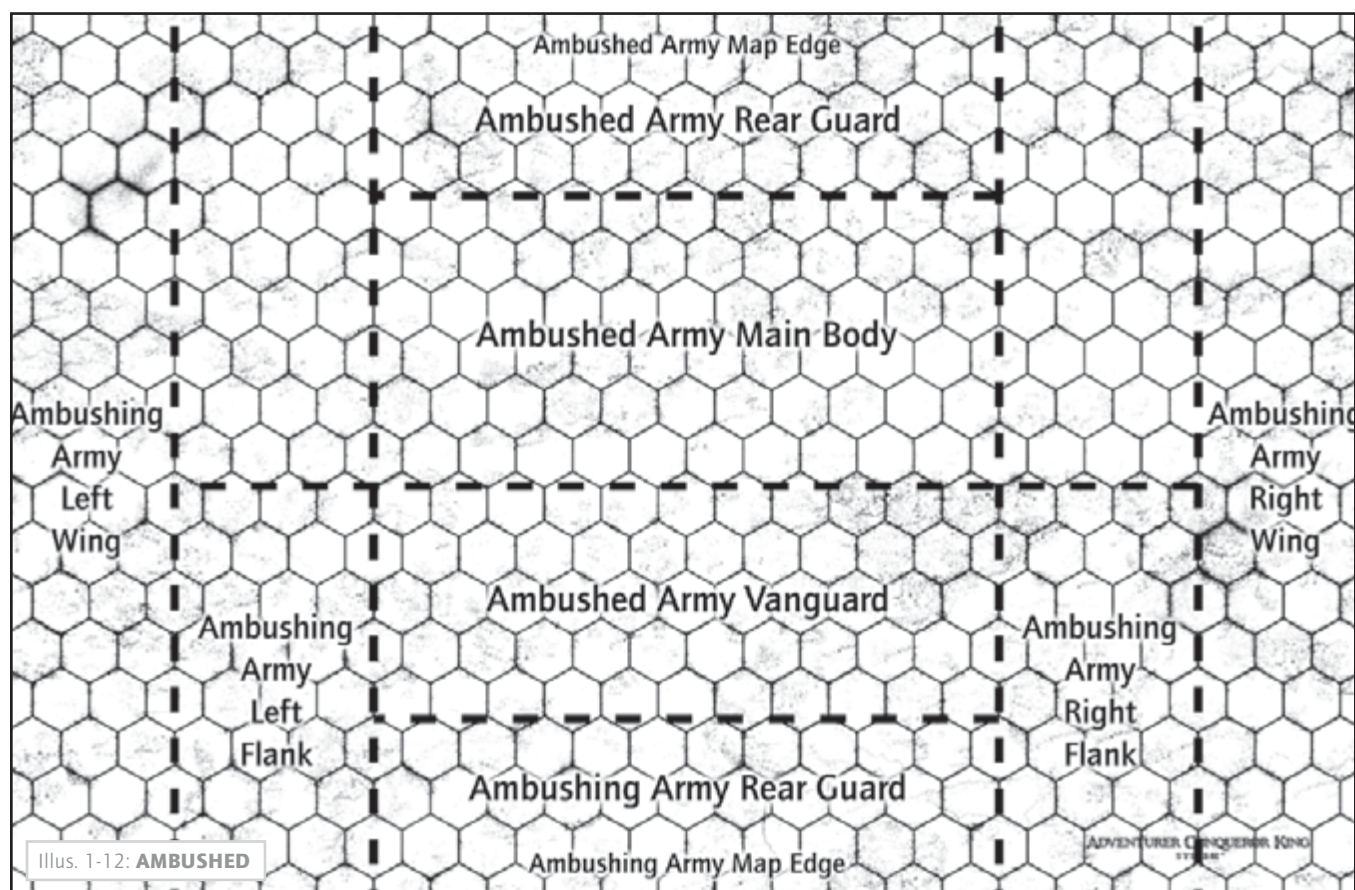
Deployment Zone: Instead of the default Standard Deployment Zones (p. 16), use the Ambush Deployment Zones shown in Illustration 1-12, below. The ambushing army is Army A, while the ambushed army is Army B.

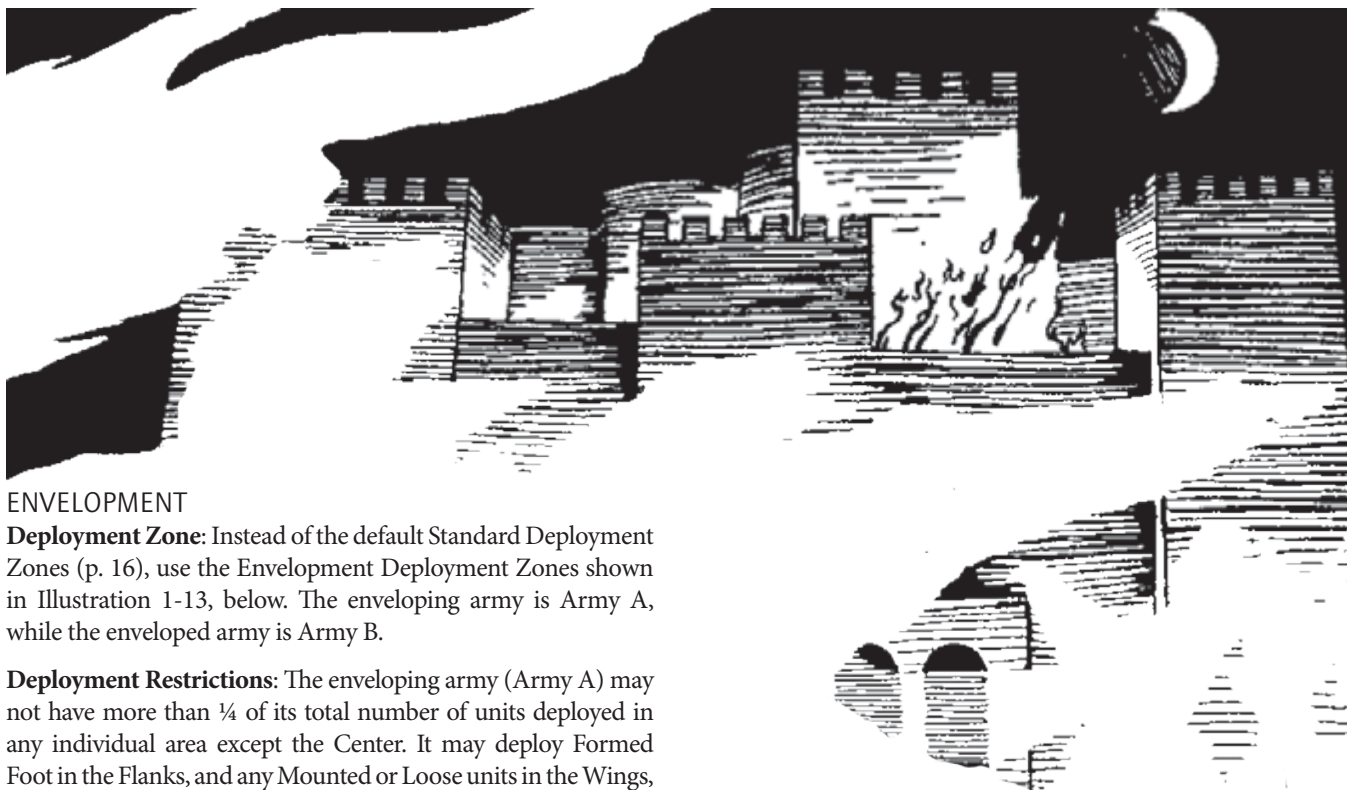
Deployment Restrictions: The ambushing army (Army A) may not have more than $\frac{1}{4}$ of its total number of units deployed in any individual area except the Ambushing Army Rear Guard area. The ambushing army has no other deployment restrictions. For instance, Formed Foot can be set up in Wing areas, if desired.

The ambushed army's vanguard divisions may only set up in the Ambushed Army Vanguard area. The ambushed army's main body divisions may only set up in the Ambushed Army Main Body area. The ambushed army's rear guard divisions may only set up in the Ambushed Army Rear Guard area.

Deployment Order: The ambushed army (Army B) deploys all of its units in the deployment zone in plain sight before Army A sets up. The ambushing army (Army A) then sets up able to take advantage of B's deployment.

Special Rules: The ambushed army's commanders have no **activation points** (p. 11, 18) in the first combat round and $\frac{1}{2}$ their normal AP in the second combat round.





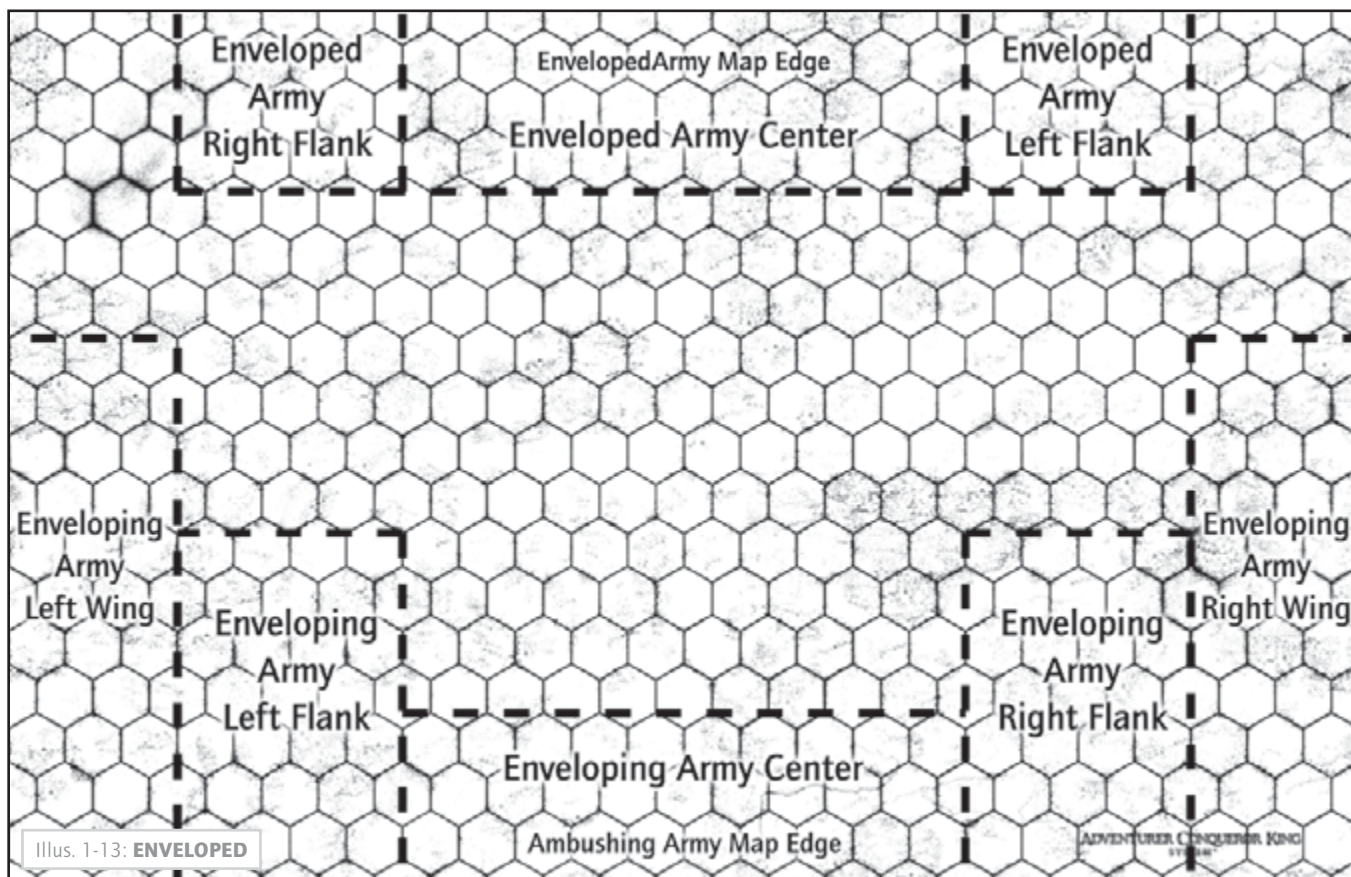
ENVELOPMENT

Deployment Zone: Instead of the default Standard Deployment Zones (p. 16), use the Envelopment Deployment Zones shown in Illustration 1-13, below. The enveloping army is Army A, while the enveloped army is Army B.

Deployment Restrictions: The enveloping army (Army A) may not have more than $\frac{1}{4}$ of its total number of units deployed in any individual area except the Center. It may deploy Formed Foot in the Flanks, and any Mounted or Loose units in the Wings, if desired. The enveloped army (Army B) may not have more than $\frac{1}{3}$ of its total number of units deployed in its Flank areas.

Deployment Order: The enveloped army (Army B) deploys all of its units in the deployment zone in plain sight before Army A sets up. The enveloping army (Army A) then sets up able to take advantage of B's deployment.

Special Rules: The enveloped army's commanders have no activation points in the first combat round and $\frac{1}{2}$ their normal activation points in the second combat round.



DEEP ENVELOPMENT

Deployment Zone: Instead of the default Standard Deployment Zones (p. 16), use the Deep Envelopment Deployment Zones shown in Illustration 1-14, below. The enveloping army is Army A, while the enveloped army is Army B.

Deployment Restrictions: The enveloping army (Army A) may not have more than $\frac{1}{4}$ of its total number of units deployed in any individual area except the Center. It may deploy Formed Foot in the Flanks, and any Mounted or Loose units in the Wings, if desired. The enveloped army (Army B) may not have more than $\frac{1}{3}$ of its total number of units deployed in its Flank areas.

Deployment Order: The enveloped army (Army B) deploys all of its units in the deployment zone in plain sight before Army A sets up. The enveloping army (Army A) then sets up able to take advantage of B's deployment.

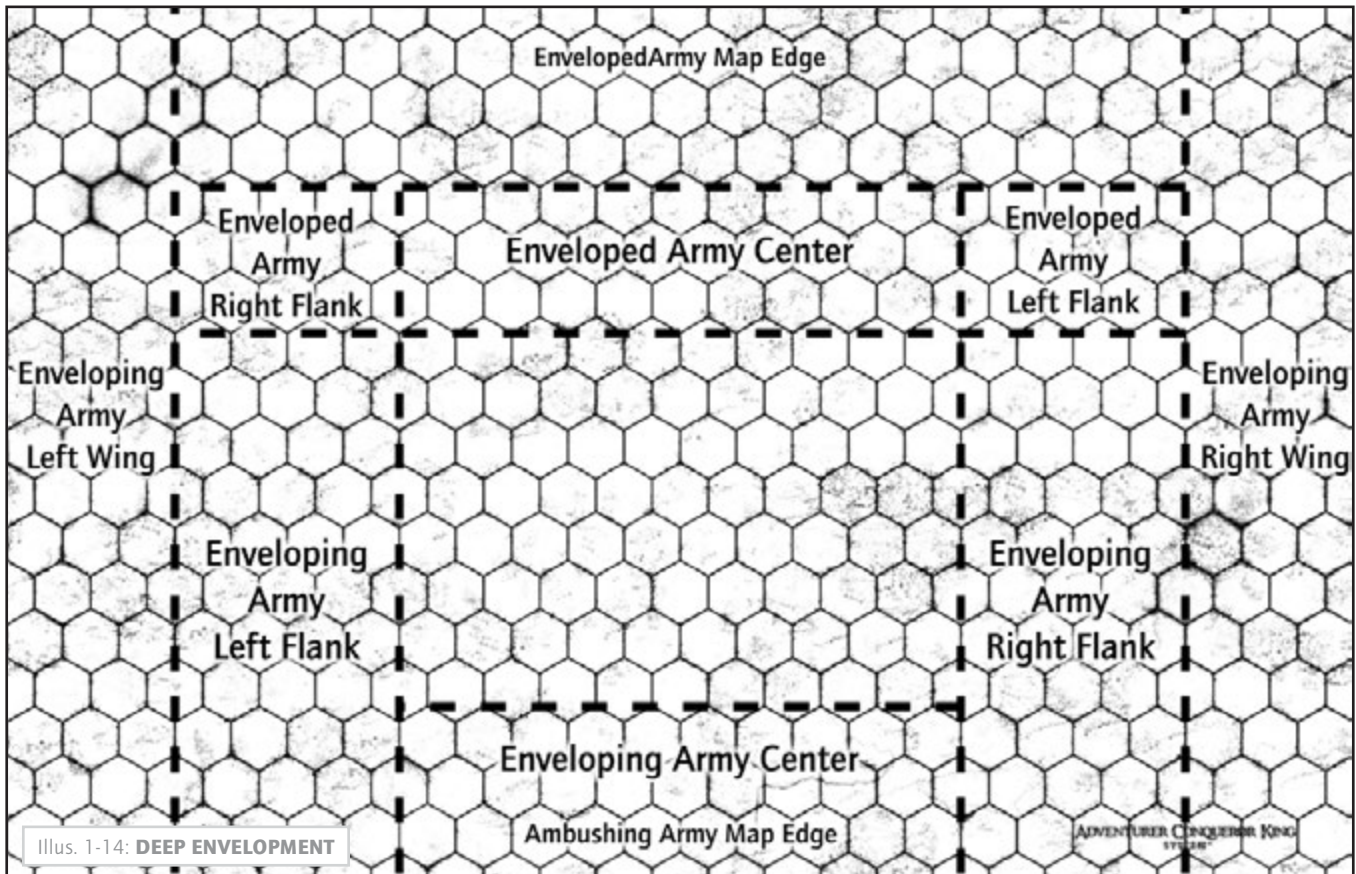
Special Rules: The enveloped army's commanders have no activation points in the first combat round and $\frac{1}{2}$ their normal activation points in the second combat round.

REAR GUARD ENVELOPMENT

Deployment Zone: Use the Envelopment Deployment Zones, above.

Deployment Restrictions: Use the deployment restrictions for envelopment, above. The enveloped rear guard (Army B) may only deploy in the Center area. Divisions assigned to the enveloped army's vanguard and main body will not participate in a rear guard action unless the optional reinforcements rule is used.

Special Rules: The enveloped army's commanders have no AP in the first combat round and $\frac{1}{2}$ their normal AP in the second combat round.



Chapter 4: **Heroes**



The spirit of the commander is naturally communicated to the troops, and it is better to have an army of deer commanded by a lion than an army of lions commanded by a deer.

– MAURICE'S STRATEGIKON

In the basic rules, **officers** (p. 14) are permanently attached to their **units** (p. 11), and do not influence the battle except through the orders they give. These advanced rules allow your officers to move and fight independently. Use them to add epic warriors, mighty wizards, powerful dragons, and other puissant combatants to your fantasy battlefield.

QUALIFYING AS A HERO

Whatever courage they may possess, most characters do not qualify as heroes! To qualify as a **hero**, a character must be:

- » A **general, commander, or lieutenant** (p. 15); or
- » A PC or NPC with at least seven levels of experience; or
- » A monster possessing at least nine hit dice and functioning outside of a unit; or
- » Capable of casting third level arcane spells; or
- » Capable of casting fifth level divine spells; or
- » Designated as a hero for a particular **standalone scenario** (p. 7).

EXAMPLE: Several PCs and NPCs are present at a battle: Marcus (9th level fighter), army general; Theon (7th level fighter), a division commander; Zeodarë (7th level bladedancer); Sera (6th level thief); and Quintus (6th level mage). Marcus qualifies because he is a general, and also because he has at least seven levels of experience. Theon qualifies as a hero because he is a division commander. Although neither is a general, commander, or lieutenant, Zeodarë and Quintus both qualify as heroes; Zeodarë because she can cast fifth level divine spells and Quintus because he can cast third level arcane spells. Sera does not qualify.

These requirements may be waived by the Judge if he feels a particular character could personally influence the outcome of the battle despite not meeting these qualifications. This may occur if the character is well-equipped, of political importance, etc.

EXAMPLE: Sera, a 6th level thief, is equipped with a **ring of invisibility** and an **arrow of slaying**. Using these items, she plans to sneak up on and kill the enemy general during the battle. The Judge rules that Sera may function as a hero for this battle despite not otherwise meeting the qualifications.

HERO CHARACTERISTICS

Heroes have three sets of characteristics: **personal**, **officer**, and **unit**.

PERSONAL CHARACTERISTICS

A hero's personal characteristics are used when the hero attacks or is attacked by another hero. A hero's personal characteristics include **movement rate**, **AC**, **HD**, **hp**, **attack throw**, **number of attacks**, **damage**, **saving throws**, **initiative modifier**, and **special abilities**. A hero's personal characteristics should be calculated according to the rules in the *Adventurer Conqueror King System* core rules.

OFFICER CHARACTERISTICS

A hero's officer characteristics come into play if he serves as a general, commander, or lieutenant. A hero's officer characteristics include **leadership ability**, **zone of control**, **strategic ability**, and **morale modifier** (p. 14). A hero's officer characteristics should be calculated according to the rules in Chapter 8, **Conversion**.

UNIT CHARACTERISTICS

A hero's unit characteristics are used when the character attacks or is attacked by a unit. A heroic character's unit characteristics include **unit movement rate**, **unit formation**, **unit armor class**, **unit hit dice**, **unit attacks**, and **unit morale** (p. 12-13). Note that heroes do *not* have **uhp** (p. 12) – as explained below, attacks against heroes always deal personal hp damage.

A hero's unit characteristics are derived from his personal characteristics according to the rules in Chapter 8, **Conversion**.

HEROES ON THE BATTLEMAP

Heroes are represented on the **battlemap** (p. 10) with **officer counters** (p. 10). At the start of the battle, each hero's counter is set up within the **deployment zone** (p. 16) according to his unit formation.

Heroes may be either **attached** or **independent**. Attached heroes move and fight with their unit, while independent heroes move and fight virtually as units themselves. An attached hero's counter is placed on the counter of the unit he is attached to. An independent hero's counter is placed in the hex he occupies, facing one of that hex's six vertices.

A hero that is a general, commander or lieutenant must begin the battle attached to a unit he leads. Place the hero's counter on the unit's counter to indicate he is attached to that unit. Other heroes may begin the battle attached to units if desired, or may begin the battle as independent heroes.

EXAMPLE: Marcus, the army general, is serving as commander of the army's first division. He must be attached to one of the first division's units. Theon is division commander of the army's second division. He must be attached to one of the second division's units. Marcus and Theon's counters are placed on the units they have respectively attached to.

The other heroes may be attached or independent. Quintus and Zeodarë are deployed attached to a bowman unit on a hill in the army's rear, from where they can readily cast spells. Their counters are placed on the bowman unit. Sera is deployed as an independent hero in an empty hex in the left flank of the deployment zone, from where she can easily sneak forward. Her counter is placed in the hex.

HERO INITIATIVE

If the hero is a commander, he rolls for **initiative** (p. 17) applying his strategic ability as a modifier. He acts in the same **command phase** (p. 18) as the units of his **division** (p. 10). The hero's status as independent or attached does not affect his initiative.

If the hero is not a commander, his initiative will depend on whether he is independent or attached. An independent hero rolls for initiative using his personal characteristics. He

effectively has his own command phase. An attached hero acts in the same command phase as the unit he is attached to.

HERO ACTIVATION

Attached heroes are not **activated** (p. 18), but instead act when the unit they are attached to is activated. Independent heroes effectively activate themselves. It costs no **AP** (p. 18) for an independent hero to activate himself.

Activation & Initiative	Independent Hero	Attached Hero
Commander	Initiative is 1d6 + strategic ability Shares command phase with his division Activates himself	Initiative is 1d6 + strategic ability Shares command phase with his division Acts when the unit he is attached to activates
Not Commander	Initiative is 1d6 + personal initiative modifier Effectively has his own command phase Activates himself	Acts simultaneously with unit attached to Shares command phase with unit attached to Acts when the unit he is attached to activates

EXAMPLE: Marcus, Theon, Quintus, and Zeodarë begin the battle as attached heroes. They are not activated; they simply act when the unit they are attached to is activated.

Sera is an independent hero. She will roll initiative using her personal initiative modifier (from DEX, proficiencies, etc.). She effectively has her own command phase in which she activates herself.

If Marcus were an independent hero-commander, he would activate himself during own his command phase.

ATTACHED HEROES

An attached hero moves with the unit he is attached to. He attacks at the same time as the unit he is attached to. He will attack his unit's **target** (p. 21) using his own unit characteristics unless one or more enemy heroes is attached to the target unit and within **visibility distance** (p. 42); in that case, he will target one of the heroes using his personal characteristics. If his unit performs an **action in lieu of attacking** (p. 24), the attached hero will also perform an action in lieu of attacking.

EXAMPLE: Theon is attached to a unit of light cavalry. Theon's unit attacks an enemy unit of orcs. There are no enemy heroes attached to the orcs, so Theon attacks the unit of orcs using his unit characteristics.

EXAMPLE: Marcus is attached to a heavy cavalry unit. Marcus's unit attacks an enemy unit of orcs. A powerful anti-paladin is attached to the orc unit. Since there is an enemy hero attached to the heavy cavalry's target, Marcus attacks the enemy hero.

An attached hero adds his morale modifier to his unit's **shock rolls** (p. 23) and **morale rolls** (p. 25), unless another hero with a higher **morale modifier** (p. 14) is also attached to the unit.

Detaching from a Unit: An attached hero may **detach** from his unit at the start of any **initiative phase** (p. 17), prior to initiative being rolled. Remove the hero's counter from the unit's counter and place it in the unit's hex to indicate the hero has detached. The newly independent hero may roll for initiative and activate himself that round.

EXAMPLE: Marcus is attached to a heavy cavalry unit in his division. He intends to send the heavy cavalry into a suicidal charge this round, so he announces during the initiative phase that he is detaching from the unit. His counter is removed from the heavy cavalry's counter and placed in the unit's hex. Since Marcus is a hero-commander, he rolls initiative using his strategic ability to determine when his command phase will take place. During the command phase, he will be able to activate the units in his division, and be able to activate himself at no cost in AP.

An officer who would not qualify to be hero except for his status as a commander or lieutenant may *not* detach from his unit.

EXAMPLE: Theon would like to follow Marcus's example and become an independent hero-commander. However, Theon only qualifies as a hero by virtue of being a commander, so he may not detach.

INDEPENDENT HEROES

When activated, an independent hero receives a **movement sequence** (p. 18) and an **attack sequence** (p. 20), as a unit would. An independent hero may not be activated more than once per combat round.

During his movement sequence, an independent hero may move following the rules for a unit of his formation type. The following special rules apply:

- » A hero may pass through friendly heroes and friendly units without penalty.
- » A hero may end his movement in the same hex as another friendly hero or friendly unit, if desired.
- » A hero **threatens** and is **threatened by** (p. 19) independent enemy heroes. A hero threatens enemy units, but is not himself threatened by an enemy unit unless an enemy hero is attached to the enemy unit.

During his attack sequence, an independent hero may **attack** (p. 20), **charge** (p. 20), **defend** (p. 24), and/or **ready to attack** (p. 25), based on his movement during the preceding movement sequence. The following special rules apply:

- » A hero's attacks can target an enemy unit or an enemy hero, if eligibility requirements are met. Heroes desirous of attacking enemy heroes must be within **visibility distance** (p. 42) of the target.
- » Heroes tend to seek out the glory of man-to-man combat. Therefore, a hero may not target an enemy unit if there is an enemy hero available as an eligible target.
- » When attacking an enemy unit, a hero uses his unit characteristics.
- » When attacking an enemy hero, a hero uses his personal characteristics. Damage dealt is applied to the target's personal hp.

- » In lieu of an attack, heroes may use any magic, class abilities, or other actions available to him. See the **Spells and Special Abilities** section (below) for details.

A hero whose unit number of attacks (p. 12) is less than 1 cannot target enemy units with attacks. This may occur if the hero qualified due to officer position or spellcasting ability rather than high hit dice. The hero can still attack enemy heroes with his personal characteristics.

Attaching to a Unit: An independent hero who begins his movement sequence in the same hex as a friendly unit may attach to the unit. Place the hero's counter on the unit's counter to indicate he is now attached to that unit. The newly-attached hero completes his movement and attack sequence with the unit the next time it is activated.

EXAMPLE: Marcus ends combat round 10 in the same hex as a horse archer unit in his division. In combat round 11, Marcus activates himself. At the start of his movement sequence, he attaches himself to the horse archers. For now, this ends Marcus' activation. Later in his command phase, Marcus activates the horse archer unit. Marcus now moves and fight with the horse archer, as an attached hero.

ATTACKS ON HEROES BY UNITS

Units never attack attached heroes. Units may not attack independent heroes unless the hero is visible and the unit has no other eligible targets available. When units do attack heroes, they use their unit characteristics. For each uhp of damage dealt to the hero, he takes 2d6 x 10 hp of damage. A hero who is reduced to 0 hp or less is incapacitated, and suffers the risk of permanent wounds or death, as per **Effects of Damage in ACKS** (p. 104).

Withdrawal: Heroes are hard to pin down and kill with clumsy formations of troops. Whenever a hero takes damage from a unit, he may reduce the uhp of damage dealt by one or more points by **withdrawing** (p. 22) one or more hexes, up to a maximum of his marching movement. Heroes withdraw according to the same rules as Loose units, except that the hero may end his withdrawal in the same hex as another friendly hero or unit if desired.

HERO AND OFFICER VISIBILITY

Hero Size	Visibility Distance
Man Sized	3 hexes
Large Sized	6 hexes
Huge Sized	9 hexes
Gigantic Sized	15 hexes
Colossal Sized	30 hexes

Eliminating an army's heroes and other officers can be the key to victory. However, single individuals are not easy to see through

the dust and clutter of a battlefield. A hero or other officer is not an eligible target of an attack, spell, or special ability unless he is within **visibility distance** of the unit or hero targeting him. Visibility distance is determined by the size of the targeted hero.

IMPORTANT NOTE:

In the basic rules it was impossible to target officers, so we didn't worry about their AC and hp. When using the advanced rules, officers are heroes and you'll need to know their personal characteristics. As a rule of thumb, an average officer will have the minimum HD or level needed to qualify as an officer, average hit points for his level or HD, and an AC one greater than average for his unit.

Even if within visibility distance, a hero who is **invisible** or **hidden in shadows** is only an eligible target if the enemy hero or unit targeting him has the means to detect him (e.g. **true seeing** or **detect invisibility**).

Leading from the Rear: Attached heroes are assumed to be leading from the front of their unit, where they can gain glory and wade into the battle. An attached hero can reduce his visibility distance to 0 hexes by leading from the rear instead. However, a hero leading from the rear cannot attack or act in lieu of attacking. An attached hero

cannot lead from the rear if he is of a larger size than that of the constituent troops of his unit! (A troll is visible among kobolds no matter where he stands...)

In the basic rules, all officers are assumed to be leading from the rear.

SPELLS, SPECIAL ABILITIES, AND MAGIC ITEMS

Many heroes, and some units, will possess spells, magic items, and special abilities that can have a dramatic impact on the battlefield.

ELIGIBILITY TO USE SPELLS, MAGIC ITEMS, AND SPECIAL ABILITIES

Any hero capable of using spells, magic items, and special abilities may do so during his attack sequence as an action in lieu of the hero's attack. (If the hero is attached to a unit, his unit may still attack or take an action in lieu of attacking.) In order to cast spells, or use any abilities or magic items requiring concentration, the hero (or his unit) must have remained stationary during their movement sequence, and the hero must not have taken damage prior to his activation that combat round. Otherwise, the hero (or his unit) must simply have remained stationary or marched during their movement sequence that round.

EXAMPLE: Balen, a 7th level mage, is attached to a unit of 120 heavy infantry. During an enemy activation, the unit takes one uhp of damage from missile fire, but Balen himself is not hit. During their activation, Balen and the heavy infantry remain stationary. The heavy infantry ready to attack, as an action in lieu of attacking. Since Balen and his unit remained stationary, and Balen did not take any damage prior to his activation, he is eligible to cast a spell.

If a unit contains creatures capable of using spells, magic items, and special abilities, those creatures may do so during the unit's attack sequence. This counts as an action in lieu of attacking for the entire unit, even if only a few of the creatures within the unit can or do cast spells or use abilities or items. If multiple

creatures within the unit act, all of them must take the same action, e.g. cast the same spell, use the same special ability, or wield the same magic item. They may select different targets for the effect, however, if possible to do so.

In order for its **constituent creatures** (p. 81) to cast spells, or use any abilities or magic items requiring concentration, the unit must have stood fast during its movement sequence, and must not have taken damage prior to its activation that combat round. Otherwise, the unit must simply have stood fast or marched during its movement sequence that round.

EXAMPLE: A mixed unit consists of 100 heavy infantry and 20 1st level mages. During an enemy activation, the mixed unit is attacked, but dealt no damage. During the unit's activation, it remains stationary. Since the unit remained stationary and did not take any damage, the mages in the unit are eligible to cast spells. If even one mage does so, this counts as if the entire unit had taken an action in lieu of attacking. All of the mages must cast the same spell, but they may target different units or creatures with the spell, if possible to do so.

Using Spells, Items, and Abilities in Formation: Spellcasters and monsters are best employed as individuals. Massed formations of spellcasters or monsters can get in the each other's way, choke up the lanes of fire, block each other's **lines of sight** (p. 22), and generally make it difficult to bring a high volume of spells or powers to bear at once.

To reflect these drawbacks, only a limited number of creatures within a unit may use spells, special abilities, or magic items in any given attack sequence. The Maximum Simultaneous Spells/Abilities table shows the maximum allowed based on the number of troops in the unit.

The limit does not apply when the spell, ability, or item used targets the unit itself (e.g. with a healing spell).

Troops In Unit	Maximum Simultaneous Spells/ Abilities
61 to 120	20
31 to 60	15
10 to 30	10
5 to 10	5
1 to 4	All

EXAMPLE #1: A unit consists of 120 1st level mages. The unit remained stationary, and the mages wish to cast **burning hands** in lieu of the unit's attack. Although all 120 creatures in the unit are spellcasters, only 20 can cast **burning hands** during the attack sequence.

EXAMPLE #2: A unit consists of 30 1st level mages mounted on 5 elephants. All of the mages in the unit are equipped with **wands of fireball**. The unit made a marching move, and the mages now wish to use their wands in lieu of the unit's attack. Although there are 30 mages with wands, only 5 mages can use their wands during the attack sequence.

EXAMPLE #3: A unit consists of 120 2nd level clerics. The unit remained stationary, and the clerics wish to cast **cure light wounds** on their own unit's membership. Since the spell being cast is targeted at the unit itself, the maximum simultaneous spells limit does not apply. All 120 2nd level clerics can cast.

Particular spells or special abilities may impose additional eligibility requirements or limits.

TARGETING AND EFFECT OF SPELLS, MAGIC ITEMS, AND SPECIAL ABILITIES

Spells, special abilities, or magic items may be used against any units, visible heroes, **terrain pieces** (p. 29), or other relevant targets within range and line of sight (if line of sight is required for the power).

If a spell, item, or ability affects the battlemap or a unit, resolve its effects using the effects listed in **Mass Combat Spells**. Remember that in most cases when a spell, item, or ability deals damage to a unit, the unit must make a shock roll.

If a spell, item, or ability affects a hero, resolve its effects against him using the attacker's and target hero's personal characteristics. A hero will be affected if he is the target of the spell, if he occupies a hex targeted by an area of effect spell, or if he occupies the same hex as a unit targeted by an area of effect spell (such as **fireball**).

MASS COMBAT SPELLS

The following spells can be used in *Domains at War* to affect the battlemap, enemy units, or enemy heroes.

Bless: This spell affects one unit within 2 hexes of the caster. The target unit must not already be in melee. The unit gains +1 on attack throws. Its morale score is increased by 1. The **bless** lasts the duration of the battle or until **dispelled**. The reverse of this spell, **blight**, affects one enemy unit unless a Save versus Spells is made. A **blighted** unit suffers -1 on its attack throws and has its morale score reduced by 1. The reversed spell also lasts the duration of the battle or until **dispelled**.

Burning Hands: This spell blasts one unit in a hex adjacent to the caster. The damage from **burning hands** is equal to the caster's level -1, with a minimum of 1 point and a maximum of 4 points. Damage is doubled against **cavalry units** (p. 83), **behemoth cavalry units** (p. 86), or **chariot units** (p. 89). If the unit makes a successful saving throw versus Blast, damage is reduced to half. A unit may never lose more than $\frac{1}{8}$ its maximum uhp (rounded up) from **burning hands**.

EXAMPLE: A unit of 120 orcs with 8 uhp is struck by **burning hands** cast by a 7th level mage. The damage from the spell is 4 points (the maximum). The unit makes its saving throw versus Blast, reducing base damage to 2 points. The unit takes the lesser of the damage (2 points, because of the successful save) or $\frac{1}{8}$ its max uhp (1 point), so it takes 1 point of damage.

Call Dragon: This spell must be cast before the battle begins, during set-up. It places a **dragon hero** under the caster's control. The dragon's *Domains at War: Battles* characteristics are Move

4/8/12 FLY, AC 9, UHD 14, uhp 1, AT 1 melee 0+, ML +1. The dragon will have a breath weapon and one other special ability. The dragon will serve the caster for the duration of the battle, or until **dispelled** or killed.

Call Lightning: This spell can only be used when a storm is overhead. The spell **control weather** may be used to create such a storm! Every 60 combat rounds, the caster may target one unit within 18 hexes with a bolt of lightning. The targeted unit suffers 8 points of damage. Damage is doubled against cavalry units, behemoth cavalry units, or chariot units. If the unit makes a successful saving throw versus Blast, damage is reduced to half. A unit may never lose more than $\frac{1}{8}$ its maximum hit points (rounded up) from **call lightning**.

Chimerical Force: This spell is identical to **permanent illusion**, except that it may not replicate spells with a thermal or tactile component. Its duration is limited to the caster's concentration.

Cloudkill: This spell creates a cloud of poison in a hex adjacent to the caster. The cloud slowly moves away from the caster; roll 1d6 during the caster's command phase each round, and on a roll of 1-2, the cloud moves 1 hex. Any unit or character struck by **cloudkill** must make a saving throw versus Poison each combat round it is in the cloud. If it fails, it is destroyed. Even if the unit or character survives, it must **retreat** (p. 23) from the hex towards its own map edge. A unit or character which cannot retreat from the hex is destroyed. Units and officers of more than 5 HD are immune to **cloudkill**. The spell lasts the duration of the battle or until **dispelled**.

Cone of Cold: This spell blasts one unit in a hex adjacent to the caster. The damage from **cone of cold** is equal to the caster's level. Damage is doubled against cavalry units, behemoth cavalry units, or chariot units. If the unit makes a successful saving throw versus Blast, damage is reduced to half. A unit may never lose more than $\frac{1}{2}$ its maximum uhp (rounded up) from **cone of cold**.

Cone of Paralysis: This spell partially paralyzes one unit in a hex adjacent to the caster. The affected unit must make a saving throw versus Spells or lose half its uhp, representing half the troops being paralyzed. The damage is removed if the spell is **dispelled** before the unit moves or is dealt damage by a melee attack. (Once the unit moves, it is assumed to have left its paralyzed troops behind. Once the unit is dealt damage by a melee attack, paralyzed troops are assumed to have been slain.)

Confusion: This spell **disorders** (p. 13) one unit within 2 hexes of the caster. Units with 2 HD or more may avoid the effects with a saving throw versus Spells. Otherwise, the unit remains disordered for 12 combat rounds or until **dispelled**. The unit may not be activated during this time.

Continual Light: This spell targets one unit within 6 hexes of the caster. If the unit has penalties when fighting in bright light, it suffers these penalties when affected by the spell, unless the unit makes a Save v. Spells. The spell lasts the duration of the battle or until **dispelled**.

Control Weather: This spell creates special weather conditions within a 12 hex radius of the caster. The effects will last as long as the caster concentrates. Effects are:

- » *Rain:* All units fire missiles at -2 to attack throws. After three combat rounds, the ground will be turned into **mud** (p. 32), reducing movement by half. The reduced movement continues for the duration of the battle.
- » *Snow:* All missile fire and magic is limited to 1 hex range. After three combat rounds, the ground will be turned into slush (mud, as above). The reduced movement continues for the duration of the battle.
- » *Fog:* All missile fire and magic is limited to 1 hex range, and movement is reduced by half, while the fog is present.
- » *Clear:* Clear weather cancels rain, fog, or snow, but not secondary effects such as mud.
- » *Intense Heat:* Movement is reduced by half. Intense heat transforms mud caused by rain, snow, or **transmute rock to mud** into clear terrain.
- » *High Winds:* No missile fire is possible, and movement is reduced by half, while the winds are present.
- » *Tornado:* A Tornado unit under the caster's control is placed on the map. It moves at 6 hexes per combat round in any direction within 12 hexes of caster, and attacks with HD 12, AT 1 Winds 2+. It cannot be hurt except by a **dispel magic** or **control weather** (**clear**) effect.

Control Plants: This spell affects 1 hex of jungle, forest, or impenetrable forest adjacent to the caster, animating them to writhe and wrap around creatures in the area. Any enemy units in the affected hex must make a saving throw v. Paralysis each combat round. If they fail their save, they take 1 uhp of damage and cannot move that round. The spell lasts for the duration of the battle or until **dispelled**.

Control Wind: This spell creates a high winds effect (as per **control weather**) in the caster's hex. It lasts for the duration of the battle or until **dispelled**.

Conjure Elemental: An **elemental hero** under the caster's control is placed on the map. The elemental is an independent hero with AC 11, UHD16, uhp1, AT 1 slam 2+, ML +4. It is immune to non-magical weapons. Movement and formation depend on the type of elemental:

- » *Air:* Movement rate 3/6/12 (FLY).
- » *Earth:* Movement rate 1/2/3 (FF).
- » *Fire:* Movement rate 2/4/6 (LM).
- » *Water:* Movement rate 1/2/3 (LM). Water elementals may move over water at three times normal speed.

The elemental hero moves and attacks during the caster's movement and attack sequences. The caster may not himself move or attack while controlling the elemental. If the caster moves or takes damage he loses control of the elemental. If the caster loses control of the elemental, it will immediately move towards him as fast as possible and will attack him until destroyed.

Cure Wounds: The various **cure** spells can restore lost unit hit points, but only when cast in sufficient volume. Every 70hp of healing from **cure** spells restores 1 uhp to the target unit,

rounded down. (It may speed up play to assume average results of 3.5 per die.)

EXAMPLE: A unit consists of 120 2nd level clerics. Through heavy fighting, the unit has been reduced from 12 uhp to 1 uhp. The unit remained stationary, and the clerics cast **cure light wounds** on themselves. Since the spell being cast is targeted at the unit itself, the maximum simultaneous spells limit does not apply. All 120 2nd level clerics can cast. Since **cure light wounds** heals 1d6+1 hit points, the unit heals $(120 \times 4.5) / 70 = 7.71$ uhp, rounded down to 7.

Death Spell: This spell kills some or all of the creatures in one unit within 12 hexes of the caster. Roll 4d8 for the number of Hit Dice affected by the spell. Divide this total by the Unit HD of the targeted unit to determine the number of creatures killed. Calculate the ratio of the number of creatures killed to the original number of creatures in the unit, and apply an equivalent percentage of damage to the unit's uhp (based on its starting uhp). If the unit makes a successful saving throw versus Death, it avoids the effect.

Dispel Evil: This spell affects all units within 1 hex of the caster. If the affected units are enchanted or undead creatures, they must make a successful saving throw versus Spells or be destroyed. Affected enchanted or undead units may not make melee attacks against the caster's unit. The spell lasts as long as the caster concentrates.

Dispel Magic: This spell will remove all spell effects on any one unit, or one terrain spell effect (such as **hallucinatory terrain**) within 6 hexes of the caster. It may fail to remove spell effects of casters of a higher level; a proficiency throw on 1d20 of 1 + 1 per level of difference is required.

Earth's Teeth: This spell affects any one unit within 6 hexes of the caster. If the caster makes a successful attack throw against the unit, it takes 1 uhp of damage with no saving throw.

Fear: This spell affects any one unit within 1 hex of the caster. The unit must make a saving throw versus Spells; if it fails, it immediately becomes disordered (if not already), changes its facing towards its own battlemap edge, and retreats 1 hex. Thereafter, at the start of the morale phase of each combat round, the unit must retreat a number of hexes equal to its hustling movement rate towards the friendly map edge. This continues until the effect is **dispelled**, the unit leaves the battlemap, or 30 combat rounds have elapsed. The unit may not be activated while the spell is in effect.

Flame Strike: This spell creates a column of fire that affects one unit within 3 hexes. The affected unit suffers 8 points of damage. Damage is doubled against cavalry units, behemoth cavalry units, or chariot units. If the unit makes a successful saving throw versus Blast, damage is reduced to half. A unit may never lose more than $\frac{1}{8}$ its maximum uhp (rounded up) from a **flame strike**.

Fireball: This spell creates a missile of fire that affects one unit within 12 hexes. The damage from a **fireball** is equal to the caster's level. Damage is doubled against cavalry units, behemoth cavalry units, or chariot units. If the unit makes a successful saving throw versus Blast, damage is reduced to half. A unit may never lose more than $\frac{1}{8}$ its maximum uhp (rounded up) from a **fireball**.

EXAMPLE #1: A unit of 120 bugbears with 26 uhp is struck by a **fireball** from a 6th level mage. The unit fails its saving throw versus Blast. The unit takes the lesser of the spell's damage (6 points) or $\frac{1}{8}$ its max uhp (4 points), whichever is less. The unit takes 4 points of damage. If the unit had made its save, it would have taken the lesser of one-half base damage (3 points) or $\frac{1}{8}$ its max uhp (4 points), e.g. 3 points of damage.

EXAMPLE #2: A unit of 120 heavy infantry with 6 uhp is led by an attached hero-lieutenant. The unit is struck by **fireball** cast by a 7th level mage. Both the unit and the hero are affected and must save versus Blast. The unit fails its saving throw. It takes the lesser of the spell's damage (7 points) or $\frac{1}{8}$ its max uhp (1 point); it takes 1 point of damage. The hero succeeds in his saving throw. He takes 7d6 damage, reduced by half.

Fly: The caster gains the **flying** special ability with a movement rate of 6/12/18 (FLY). The spell lasts for the duration of the battle or until **dispelled**.

Growth of Plants: This spell creates a 1 hex growth of **impenetrable forest** (p. 31) that blocks line of sight. It may be placed anywhere within 6 hexes of the caster. If placed on top of an enemy unit, the unit may not move or attack until the **growth** is destroyed, unless it is a Flyer or otherwise could bypass the obstacle. A **cloudkill**, **dispel magic**, **fireball**, **wall of flame**, or similar effect will destroy the **growth**. This spell can be cast before battle during set-up provided the caster's army was not surprised.

Gust of Wind: This spell affects any one unit within 1 hex of the caster. The unit must make a saving throw versus Blast; if it fails, it may not move or conduct missile attacks next combat round.

Hallucinatory Terrain: The caster creates a 1 hex illusionary terrain piece of the caster's choice. It may be placed up to 12 hexes away from the caster. The spell lasts until the **hallucinatory terrain** is touched by a unit or until **dispelled**. This spell can be cast before battle during set-up, provided the caster's army was not surprised.

Insect Plague: This spell creates a swarm of insects 1 hex in size within 12 hexes of the caster. The swarm may slowly move under the caster's control; roll 1d6 during the caster's activation each round, and on a roll of 1-2, the swarm may move 1 hex. The swarm blocks line of sight. Any units of less than 3 HD that are contacted by the swarm take 1 uhp of damage and automatically retreat 1 hex (regardless of battle line, morale, or other modifiers). The swarm cannot move through **walls of fire**, and is destroyed by **sleep**, **dispel magic**, **flame strike**, or **fireball**. The spell lasts while the caster concentrates.

Lightning Bolt: This spell creates a bolt of lightning that affects one unit within 6 hexes. Other than its range, its effects are identical to **fireball**, above.

Lower Water: When cast, this spell creates a 3 hex wide **ford** (p. 32) anywhere within 6 hexes of the caster. It lasts for the duration of the battle, or until **dispelled**. This spell can be cast before battle during set-up provided the caster's army was not surprised.

Massmorph: This spell will hide one unit with an illusion that it is **forest/jungle** terrain (p. 31). The spell ends if the unit moves, attacks, or casts a spell, or if it is **dispelled**. This spell can be cast before battle during set-up, provided the caster's army was not surprised.

Move Earth: When cast, this spell enables the caster to place or remove terrain features, including **hills**, **broken ground**, **mud**, **trenches**, and **walls** (p. 31-33), within 12 hexes. This spell creates a 1 hex terrain feature every 60 combat rounds. This spell may be used prior to a battle during set up to place 12 1-hex terrain features anywhere within 12 hexes of the caster. Surprised armies may not **move earth** before battle.

Obscuring Cloud: This spell creates a billowing cloud of vapor. The cloud fills 1 hex if the caster is 3rd to 6th level; 2 hexes if 7th to 12th level; and 3 hexes if 13th level or higher. The **obscuring cloud** is harmless, but blocks line of sight for all creatures save the caster and those creatures able to see invisible. The **obscuring cloud** lasts for the duration of the battle, or until **dispelled**.

Panic: This spell affects all units within a 4-hex radius. Each affected unit must make a saving throw versus Spells; if it fails, it immediately becomes disordered (if not already), changes its facing towards its own battlemap edge, and retreats 1 hex. Thereafter, at the start of the morale phase of each combat round, the unit must retreat a number of hexes equal to its hustling movement rate towards the friendly map edge. This continues until the effect is **dispelled**, the unit leaves the battlemap, or 30 combat rounds have elapsed. The unit may not be activated while the spell is in effect.

Passwall: This spell creates a small hole in a wall or other stone obstruction. A unit may pass through the hole at a cost of 1 additional hex of movement. The **passwall** lasts for the duration of the battle, or until **dispelled**.

Permanent Illusion: This spell may be used to replicate the effects of **hallucinatory terrain**, **massmorph**, or **obscuring cloud**. The **permanent illusion** will last until **dispelled**. The spell may be used to replicate any other spell, but any damage inflicted by the **permanent illusion** will not be real. A successful saving throw versus Spells will allow targets to avoid all damage, and in any event, any creatures "killed" or injured will realize they are unharmed after 1d6 combat rounds.

Phantasmal Force: This spell is identical to **permanent illusion**, except that it may not replicate spells with an auditory, thermal, or tactile component. Its duration is limited to the caster's concentration.

Prayer: This spell affects one unit within 3 hexes of the caster. The unit's attack throws and saving throws are improved by 1. Any unit which attacks the target has its attack throws and saving throws penalized by 1. The spell lasts for 1 combat round per level of the caster.

Scouring Wind: This spell affects any one unit within 1 hex of the caster. The damage from **scouring wind** is equal to the caster's level -1. If the unit is cavalry the damage is doubled. If the unit makes a successful saving throw versus Blast, damage is reduced to half. However, if the unit fails its save, it may not move or use missile weapons during the next combat round. A

unit may never lose more than ½ its maximum uhp (rounded up) from **scouring wind**.

Sleep: This spell affects one unit of 4 Hit Dice or less within 12 hexes. The affected unit takes 1 hit point of damage, representing its troops being put to sleep. The point of damage is removed if the unit is activated before it has been dealt damage by a melee attack. If the unit is dealt damage by a melee attack before it can be activated, the sleeping troops are assumed to have been trampled and slain.

Spectral Force: This spell is identical to **permanent illusion**, except that its duration is limited to the caster's concentration.

Stinking Cloud: This spell creates a cloud of foul-smelling vapors in a hex adjacent to the caster. A unit within the affected hex must make a successful saving throw versus Poison or be helpless due to nausea. The unit remains helpless for 1d4+1 rounds +1 round per level of the caster. If the unit succeeds on its saving throw, it immediately retreats one hex towards its own map edge. If it cannot retreat, it is helpless. A helpless unit cannot be activated. The **stinking cloud** blocks line of sight into or through the affected hex.

Transmute Rock to Mud: This spell creates a 1 hex deep morass of mud. The mud may be placed anywhere within 6 hexes of the caster. Units entering the mud are mired and may not move for 1 combat round. The mud lasts until dried with **control weather** or **transmute mud to rock**. This spell can be cast before battle, during set-up, to place 1 hex of mud within 6 hexes of the caster. Surprised armies may not **transmute rock to mud** before battle.

Wall of Corpses: This spell creates a horrific barrier of animated corpses 2 hexes long anywhere within 2 hexes of the caster. Any unit moving to within 4 hexes of the **wall of corpses** must make a saving throw versus Spells; if it fails, it suffers the effects of a **fear** spell. Any unit moving adjacent to the **wall of corpses** suffers a reaction attack sequence as if from a unit of zombies. See Chapter 7, **Rosters** (p. 79), for unit characteristics of zombies. The **wall** will last for the duration of the battle, or until **dispelled** or **disintegrated**. The **wall of corpses** may also be physically attacked or turned as if it were a unit of zombies.

Wall of Fire: This spell creates an opaque **wall of fire** 2 hexes long anywhere within 1 hex of the caster. The wall blocks line of sight normally. Units with less than 4 Hit Dice cannot break through the wall. Units of more than 4 Hit Dice can break through the wall, but will take damage. Units of man-sized creatures will take 8 points of damage, while units of large creatures will take 2 points of damage, and units of huge creatures will take 1 point of damage. Double the damage if the unit is cavalry, undead, or cold-using creatures. The wall lasts for the duration of the battle or until **dispelled**.

Wall of Force: This spell creates an invisible, impenetrable **wall of force** 2 hexes long anywhere within 2 hexes of the caster. The **wall of force** is totally impenetrable and impassable. It lasts for the duration of the battle or until **disintegrated**.

Wall of Ice: This spell creates a translucent **wall of ice** 2 hexes long anywhere within 2 hexes of the caster. It is otherwise identical to **wall of fire** except that damage is doubled against cavalry and fire-using creatures.



Wall of Iron: This spell creates an opaque **wall of iron** 2 hexes long anywhere within 3 hexes of the caster. The wall blocks line of sight normally. It lasts until destroyed or **dispelled**. This spell can be cast before battle, during set-up, provided the caster's army was not surprised. See Chapter 2, **Terrain** (p. 33), and Chapter 5, **Assaults** (p. 53) for details on walls.

Wall of Stone: This spell creates an opaque **wall of stone** 2 hexes long anywhere within 3 hexes of the caster. The wall blocks line of sight normally. It lasts until destroyed or **dispelled**. This spell can be cast before battle, during set-up, provided the caster's army was not surprised. See Chapter 2, **Terrain** (p. 33), and Chapter 5, **Assaults** (p. 53) for details on walls.

Wall of Wood: This spell creates an opaque **wall of wood** 2 hexes long anywhere within 1 hex of the caster. The wall is permanent until **dispelled** or **disintegrated**. This spell can be cast before battle, during set-up, provided the caster's army was not surprised. See Chapter 2, **Terrain** (p. 33), and Chapter 5, **Assaults** (p. 53) for details on walls.

Teleport: When this spell is cast, roll 1d100. On a 1-95, the caster may be placed anywhere on the battlemat, as desired. On a 96-100, the caster is removed from play.

OTHER SPELLS

All other spells can only be used to affect friendly and enemy heroes. The ranges of all spells must be translated into hexes according to the ground scale of 1 hex equaling 60 feet. Spells with a duration of 1 turn or more last for the duration of the battle, or until **dispelled**. The following other notes apply:

Charms: If a hero is **charmed**, he falls under the control of the opposing army until the **charm** is **dispelled**. If a unit under the command of a **charmed** commander is ordered to attack its allies, make a morale roll for the unit. Add the **charmed** commander's morale modifier and subtracting the army general's morale modifier.

On a result of 2-, the unit will attempt to kill their charmed commander. On a result of 3-5, the unit will attempt to capture or subdue him. On a 6-8, the unit will take no action. On 9-11, the unit will follow his commands. On a 12+, the unit will follow his commands, and when the charm is **dispelled**, another morale roll will be required to get them to *stop* attacking their former comrades! (Ah, the price of fanaticism...)

Darkness/Light/Silence: A blinded or silenced hero cannot activate units other than himself or cast spells, and does not provide morale bonuses to friendly units. These effects remain until **dispelled**.

Hold: A held hero cannot activate units or be activated. If attached to a unit, he is immediately detached. He can be slain by a threatening unit or hero as an action in lieu of attacking.

Summoning: When a summoning spell (such as **summon djinni** or **summon fantastic creature**) is cast, the summoned creature should be treated as a hero under the control of the caster.

MAGIC ITEMS

A hero that either stood fast or marched may use an item as an action in lieu of attacking. For items that duplicate a spell effect, refer to the spell, substituting a save versus Wands where applicable. For other items that have special effects in mass combat, see below.

Amulet v. Crystal Balls & ESP: A commander equipped with this item never suffers an initiative penalty due to the effects of **crystal balls**, **helms of telepathy**, and **medallions of ESP**.

Crystal Ball: Three times during the battle, a side equipped with a **crystal ball** may check to see if there are enemy units hidden in a particular piece of terrain. If the terrain is **hallucinatory**, use of the **crystal ball** will reveal this.

Crystal Ball with ESP: This item may be used as a normal **crystal ball**, or it may be used to read the mind of an opposing commander, up to a combined total of three times during the battle. If used to read the mind of an opposing commander, the target must make a successful saving throw versus Spells or automatically roll a 1 on his next initiative roll. The loss of initiative simulates the fact that the commander's stratagem has been revealed.

This item may also be used before battle to read the opposing army general's mind. If the army general fails to make a successful saving throw versus Spells, his army must set-up first (losing the benefit of secret, simultaneous set-up). If both armies use a **crystal ball with ESP** or similar device before battle, the effect is cancelled out. ("If I know that he knows that I know...")

Drums of Panic: When used, the **drums** affect all creatures within a 4-hex radius. Each affected unit must make a saving throw versus Spells; if it fails, it must flee as per a **panic** spell.

Eyes of the Eagle: Characters equipped with this item can spot enemy heroes at twice the normal visibility distance.

Helm of Telepathy: In any combat round in which an enemy commander begins the combat round within 2 hexes of a commander equipped with this item, the enemy commander automatically rolls a 1 on his next initiative unless he makes a successful saving throw versus Spells. The loss of initiative simulates the fact that the commander's stratagem has been revealed.

Horn of Blasting: When blown, the **horn** will affect one unit within 2 hexes. The affected unit takes either 2 uhp of damage, or $\frac{1}{3}$ of its maximum uhp (rounded up), whichever is less. Cavalry suffer double damage from a **horn of blasting**. The

affected unit must also make a saving throw versus Spells or be deafened and unable to be activated for one combat round. The **horn** has special effects when used against fortified structures, as noted in Chapter 5, **Assaults**. It can be blown once per battle.

Medallion of ESP: This item functions as per the **helm of telepathy**, but the range is only 1 hex.

SPECIAL ABILITIES

Heroes and units may have special abilities that can affect the grand tactical battles of *Domains at War*. When an ability affects a unit, resolve its effects using the effects listed below. If an ability affects a hero, resolve its effects against him using the attacker's and target hero's personal characteristics.

Acid: A unit might contain creatures such as gray oozes or ochre jellies that inflict acid damage. Once a unit is dealt acid damage, it suffers ongoing effects from the acid. At the start of its command phase, the target unit's AC is reduced by 1 (cumulative) and it takes an additional uhp of damage. (This effect occurs regardless of whether the unit is activated during the phase.) The acid effects can be ended during the target unit's activation if the unit remains stationary and cleans the acid off in lieu of attacking. A unit may not clean off acid while threatened.

EXAMPLE: On initiative number 5, a unit of 5 gray oozes deals 1 uhp of damage to a unit of 120 heavy infantry. Later in the combat round, on initiative number 3, the heavy infantry unit's command phase occurs. At the start of the command phase, the heavy infantry unit's AC is reduced by 1 and it suffers an additional uhp of damage. The unit is activated and withdraws so that it is no longer threatened by the gray oozes. On the next combat round, when the heavy infantry unit's command phase occurs, its AC is reduced by another point, and it suffers an additional uhp of damage. The unit is activated, remains stationary, and cleans off the acid, ending the acidic effects.

Aura: Certain creatures (e.g. some dragons, all remorhaz and salamanders) have a damaging aura. A unit of at least 1 colossal, 3 gigantic, or 10 huge creatures with damaging auras will deal one uhp of damage to all adjacent units at the start of its command phase. (This effect occurs regardless of whether the unit is activated during the phase.) Loose units dealt damage by an aura may withdraw to reduce the damage as if it were a missile attack. Creatures with a damaging aura may not form a unit with other types of creatures unless those creatures are immune to their aura.

EXAMPLE: A unit of 20 flame salamanders is adjacent to a friendly unit of 120 light infantry and an enemy unit of 120 orcs. At the start of the flame salamander unit's command phase, it deals one uhp of damage to the light infantry and the orcs. The light infantry (being Loose Foot with a walking movement rate of 2) withdraw 1 hex to avoid damage, though they still become disordered. The orcs suffer 1 uhp of damage and become disordered. The unit's commander then activates the flame salamanders and attacks the now-disordered orcs!

Blink: Blink dogs can teleport ("blink"), a special ability that greatly aids them in moving, disengaging, and withdrawing. During its movement sequence, a unit of blink dogs can blink away in lieu of marching, reappearing with any desired facing

in any unoccupied, passable hex within 18 hexes. Since blinking occurs in lieu of marching, the unit may conduct an attack sequence after its blink. When blinking, the unit ignores any intervening obstacles, units, or terrain.

When disengaging, a unit of blink dogs simply teleports to an unoccupied, passable hex up to 18 hexes distant, arriving with any desired facing. It is not subject to a disengagement attack sequence, and may attack after disengaging.

When dealt damage, a unit of blink dogs may reduce damage dealt by one or more points by blink-withdrawing one or more hexes directly away from the attacker, up to a maximum of 18 hexes. When blink-withdrawing it may ignore intervening units, obstacles, and terrain, but its blink-withdraw must terminate in an unoccupied, passable hex. The unit arrives from its blink-withdrawal disordered and facing a random vertex. A unit of blink dogs may not blink-withdraw if already disordered.

Charge: Certain creatures (e.g. elephants and triceratops) possess a fearsome charge. Creatures with this special ability deal one extra point of damage during charges if they hit with at least one of their attacks. See **Declare Method of Attack - Charge** (p. 20).

Charming Gaze: Certain creatures (e.g. demon boars and vampires) possess a charming gaze. The first time a unit is activated while “face-to-face” with a unit of creatures with a charming gaze, it risks being charmed. To determine if the two units are “face-to-face”, draw an imaginary line straight from the center of the activated unit’s hex to the center of the charming unit’s hex. If the line exits the activated unit’s hex through its front hexes and enters the charming unit’s hex through its front hexes, then the units are “face-to-face”. The activated unit must make a saving throw versus Spells at -2 or be charmed. A successful saving throw grants a unit immunity to the effects of the gaze for the rest of the battle. If the two units are adjacent, the activated unit saves with no modifier. If the two units are at range, the activated unit gains a +4 bonus to its saving throw at a two-hex range, +8 at a three-hex range, and so on. (Thus units at a range of six hexes or more will automatically succeed.) This represents the reduced chance of making “eye contact” with the enemy on a crowded, distracting battlefield.

Charmed units fall under the control of the charming unit’s commander until the charm is **dispelled**. The charmed units can be activated at a cost of 2 AP each, but they are so disoriented that the only actions they may take are to stand fast or march towards the charmed unit. Charmed units may not attack, and any attacks against charmed units automatically hit. The charmed units are fearless, and do not roll for shock or morale until the charm is dispelled.

Units may avoid becoming charmed by averting their eyes. This decision must be made *before* the saving throw is made. Units which avert their eyes become disordered and suffer an additional penalty of -4 on attack rolls and -2 to AC until their next activation.

If an enemy army is known (or suspected) to field units with a charming gaze, then friendly units might be equipped with mirrors. Units equipped with mirrors reduce the penalties from

averting their eyes; while still disordered, they suffer only -2 on attack rolls with no additional AC penalty.

Chimera Breath: Chimera can breathe fire from their dragon head. In lieu of its normal attack sequence, a unit of (or including) chimeras may conduct a breath attack sequence against a unit it threatens. The unit receives one breath attack per chimera in the unit, subject to the Maximum Simultaneous Spells/Special Abilities limits (see p. 43). Each breath attack deals 3 uhp of damage. Damage is doubled against cavalry units, behemoth cavalry units, or chariot units. If the unit makes a successful saving throw versus Blast, damage is reduced to half. A unit may never lose more than $\frac{1}{2}$ its maximum uhp (rounded up) from a particular chimera breath attack. Like magic, damage from chimera breath attacks always triggers a shock roll.

Dragon Blood: Certain dragons possess poisonous blood. A unit consisting of such dragons can be very dangerous to attack in melee. If the dragon unit is dealt damage during a melee attack sequence, its attacker must make a saving throw versus Poison. If the save fails, the attacker suffers damage equal to its own Unit Hit Dice. This damage triggers a shock roll, which is resolved at the conclusion of the attacker’s attack sequence. Poison-blooded dragons may not form a unit with other types of creatures, as their blood would harm the other creatures in their unit.

Dragon Breath: In lieu of its normal attack sequence, a unit of (or including) dragons may conduct a breath attack sequence against an opposing unit. The unit receives one breath attack per dragon in the unit, subject to the Maximum Simultaneous Spells/Special Abilities limits (p. 43). Each dragon’s breath attack is resolved in a manner similar to **flame strike**, **fireball**, and other area of effect spells:

- » Steam, scouring wind, fire, or freezing water breath attacks affect one unit within 2 hexes of the dragon, dealing damage equal to the dragon’s HD. If the unit succeeds on a saving throw versus Blast, the damage is reduced by half.
- » Fetid gas or poison vapor breath attacks affect one unit within 1 hex of the dragon, dealing damage equal to the dragon’s HD. If the unit succeeds on a saving throw versus Blast, the damage is reduced by half.
- » Acid or lightning breath attacks affect one unit within 1 hex of the dragon, dealing damage equal to the dragon’s HD. If the unit succeeds on a saving throw versus Blast, the damage is reduced by half. A unit may never lose more than $\frac{1}{8}$ its maximum uhp (rounded up) from a dragon breathing acid or lightning.

Damage is doubled against cavalry units, behemoth cavalry units, or chariot units. Damage from dragon breath always triggers a shock roll.

Dragon Fear: Certain dragons cause fear whenever they threaten a target unit. The dragon may affect multiple units per combat round with its fear. Units with less than 1HD receive no saving throw against dragon fear. Units with more than 1 HD must make a successful saving throw versus Spells or fall

prey to dragon fear. Units with more than 6 HD are immune to dragon fear.

Any unit of less than 3 HD subject to dragon fear immediately becomes disordered (if not already), changes facing towards its own battlemap edge, and retreats 1 hex. Thereafter, at the start of the morale phase of each combat round, the unit must retreat a number of hexes equal to its hustling movement rate towards its friendly map edge. This continues until the effect is **dispelled**, the unit leaves the battlemap, or 30 combat rounds have elapsed. The unit may not be activated while subject to the effects of dragon fear. Any unit with 3HD to 6HD subject to dragon fear suffers -1 to attack throws against the dragon until the effect is **dispelled**.

Energy Drain: Certain units (such as wraiths or wights) can cause level drain with every attack. For each successful attack, the target suffers energy drain among its forces. This causes one point of additional damage per energy level drained.

Fearless: Certain units (e.g. golems, skeletons, and zombies) have morale scores of N/A. Such units never make shock rolls or morale rolls, and are immune to any magical fear effects.

Flying: Flying creatures or units always have the Flyer (FLY) formation regardless of their equipment or movement rate. Flyers can withdraw and voluntarily retreat in combat. Only other Flyers, and enemy units conducting a reaction attack against the Flyer, can threaten a Flyer. Flyers may move and attack as if elevated one level above the surrounding hex. They can fly above impassable, obscuring, or rough terrain, being treated as elevated while doing so.

Harpy Song: The siren singing of harpies can lull enemy units to their doom. A unit of harpies can use its magical song in lieu of its attack sequence. All units within range of the song (both friendly and enemy) must make a saving throw versus Spells or become **charmed**. A successful saving throw grants a unit immunity to the effects of the song for the rest of the battle. The range of the harpy unit's magical song depends on the number of harpies in the unit. If there are 20 or fewer harpies, the range is 1 hex. If there are 21 to 60 harpies, the range is 2 hexes. If there are 61 to 120 harpies, the range is 3 hexes.

Charmed units fall under the control of the harpy unit's commander until the charm is **dispelled**. The charmed units can be activated at a cost of 2 AP each, but they are so disoriented that the only actions they make take are to stand fast or march towards the harpies. Charmed units may not attack, and any attacks against charmed units automatically hit. The charmed units are fearless, and do not roll for shock or morale while they are being killed and eaten!

If an enemy army is known (or suspected) to field harpies, then friendly units might be equipped with earplugs. (Armies that field harpies themselves might also equip their troops with earplugs.) Units equipped with earplugs ignore the effects of harpy song, but cost one additional AP to activate due to their deafened state.

Hellhound Breath: Hellhounds possess a fiery breath that targets a single creature. During each melee attack sequence, a hellhound unit has a 30% chance of breathing fire in lieu of its normal attacks. A hellhound unit's breath weapon deals 1 uhp

of damage per Unit HD to the target unit. (If a unit consists only partly of hellhounds, only that portion of its Unit HD which are from the hellhounds should be counted.) If the target unit succeeds on a saving throw versus Blast, the damage is reduced by half. Like magic, damage from hellhound breath always triggers a shock roll.

Immunity to Non-Magical Weapons: If a unit is composed entirely of creatures immune to non-magical weapons, it cannot be damaged by missile or melee attacks from units without appropriate weapons. A unit is never considered threatened by enemy units that are unable to damage it.

Paralysis: Certain units can inflict paralysis with every attack. If such a unit deals at least one uhp of damage to its target from any of its attacks, the target unit must make a saving throw versus Paralysis or lose troops to paralysis. This causes additional damage to the target unit equal to its own Unit Hit Dice (rounded down).

EXAMPLE #1: A unit of 120 orcs with 1 Unit Hit Die is damaged by a unit of ghouls. The orc unit fails its saving throw versus Paralysis. The unit takes one point of additional damage, because the orcs have 1 Unit Hit Die.

EXAMPLE #2: A unit of 120 bugbears with 3+1 Unit Hit Dice is damaged by a unit of ghouls. The bugbear unit fails its saving throw versus Paralysis. The unit takes three points of additional damage, because the bugbears have 3+1 Unit Hit Dice.

Poison: Certain units (flights of wyverns, etc.) can deliver deadly poison with every attack. If such a unit deals at least one uhp of damage on its target from any of its attacks, the target unit must make a saving throw versus Poison or lose troops to poison. This causes additional damage to the target unit equal to its own Unit Hit Dice. Like magic, damage from poison always triggers a shock roll.

Petrifying Breath: Gorgons possess petrifying breath. In lieu of its normal attack sequence, a unit of (or including) gorgons may conduct a breath attack sequence against a unit it threatens. The unit receives one breath attack per gorgon in the unit, subject to the Maximum Simultaneous Spells/Special Abilities limits. Each breath attack forces the target unit to save versus Petrification. If the unit fails, it loses ½ its maximum uhp (rounded up) to petrification. Damage from gorgon breath attacks always triggers a shock roll.

Petrifying Gaze: Perhaps the most fearsome power on any battlefield is the ability to petrify other creatures on sight! Whenever a unit is "face-to-face" with a unit of creatures with a petrifying gaze (e.g. basilisks or medusas), it risks petrification anytime it is activated. To determine if the two units are "face-to-face", draw an imaginary line straight from the center of the activated unit's hex to the center of the petrifying unit's hex. If the line exits the activated unit's hex through its front hexes and enters the petrifying unit's hex through its front hexes, then the units are "face-to-face". The activated unit must make a saving throw versus Petrification or be destroyed! If the two units are adjacent, the activated unit saves with no modifier. If the two units are at range, the activated unit gains a +4 bonus to its

saving throw at a two-hex range, +8 at a three-hex range, and so on. (Thus units at a range of six hexes or more will automatically succeed.) This represents the reduced chance of making “eye contact” with the enemy on a crowded, distracting battlefield.

Units may avoid petrification by averting their eyes. This decision must be made *before* the saving throw is made. Units which avert their eyes become disordered and suffer an additional penalty of -4 on attack rolls and -2 to AC until their next activation.

If an enemy army is known (or suspected) to field petrifying units, then friendly units might be equipped with mirrors. Units equipped with mirrors reduce the penalties from averting their eyes; while still disordered, they suffer only -2 on attack rolls with no additional AC penalty. In lieu of attacking, a unit equipped with mirrors may attempt to reflect the petrifying unit's reflection upon itself. This succeeds on a roll of 1-2 on 1d6. If successful, the petrifying unit must save versus Petrification or be destroyed!

Petrifying Touch: Certain creatures (e.g. cockatrices) possess a petrifying touch. If such a unit deals at least one uhp of damage on its target from any of its attacks, the target unit must make a saving throw versus Petrification or lose troops to petrification. This causes additional damage to the target unit equal to its own Unit Hit Dice. Like magic, damage from petrification always triggers a shock roll.

Regeneration: Units of trolls regenerate 1 uhp during each morale phase. Units of throggrin regenerate 1 uhp during each third morale phase. Neither trolls nor throggrin may regenerate uhp of damage dealt by fire or acid.

Swoop: Certain creatures (e.g. rocks and wyverns) can swoop on enemy units with particular methods of attack. In order to swoop, the attacker must charge during its movement sequence and use its swoop attack(s) in the subsequent attack sequence. The swooping unit deals one additional point of damage if it hits with at least one of its swoop attacks. Additionally, if any of the swoop attack throws is an unmodified 20, then the swooping unit has grabbed creatures from among the target unit and

flown off with them. This inflicts additional damage equal to the target unit's own Hit Dice, unless the target unit makes a successful saving throw versus Paralysis. A swooping unit can only fly off with creatures from the target unit if they are of a smaller size than the swooping creatures, of course.

Trample: Certain units can trod enemy underfoot with particular methods of attack. In order to trample, the unit must charge during its movement sequence or be recoiling or fleeing due to unpredictable morale, and use its trample attack(s) in the subsequent attack sequence. A trampling unit gains a +4 bonus to its attack throws if the target unit is constituted of man-sized or smaller creatures.

Turning: Certain units can turn the undead. Compare the average level of the turning unit to the type of undead unit being turned on the Turning Undead in Battle table. The undead unit is dealt the indicated damage. Turning undead is not subject to the Maximum Simultaneous Spells/Special Abilities limits.

For simplicity, the Turning Undead in Battle table makes two assumptions:

1. It assumes that the turning unit consists of 120 clerics. If it has fewer clerics, reduce damage proportionately (round up).
2. It assumes the undead unit consists of one type of undead. If the undead unit is of mixed type, treat it as made up of undead of a type equal in Hit Dice to the unit's average Hit Dice.

EXAMPLE #1: A unit of 120 1st level Clerics turns a unit of 120 Ghouls (Unit HD 2, uhp 16). The Ghouls take 15 points of damage.

EXAMPLE #2: A unit of 30 3rd level Clerics turn a unit of 120 Zombies (Unit HD 2, uhp 16). Since the Zombies would take 41 points of damage from a 120-strong unit of 3rd level clerics, they take (41 x 30/120, rounded up) 11 points of damage from the turn.

Turning Undead in Battle														
Turning Unit Level														
Undead Unit HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14+
1HD / Skeleton	32	41	44	58	58	58	58	58	58	58	58	58	58	58
2HD / Zombie	23	32	41	44	58	58	58	58	58	58	58	58	58	58
2HD / Ghoul	15	23	32	41	44	58	58	58	58	58	58	58	58	58
3HD / Wight	6	15	23	32	41	44	58	58	58	58	58	58	58	58
4HD / Wraith	-	6	15	23	32	41	44	58	58	58	58	58	58	58
5HD / Mummy	-	-	6	15	23	32	41	44	58	58	58	58	58	58
6HD / Spectre	-	-	-	6	15	23	32	41	44	58	58	58	58	58
7HD / Vampire	-	-	-	-	6	15	23	32	41	44	58	58	58	58
8HD / Vampire	-	-	-	-	6	15	23	32	41	44	58	58	58	58
9HD / Vampire	-	-	-	-	6	15	23	32	41	44	58	58	58	58
10HD / Infernal	-	-	-	-	-	6	15	23	32	41	44	58	58	58

Chapter 5: **Assaults**



Assaults should not be made recklessly or without purpose. Some losses will occur which will only discourage our troops and encourage the besieged.

– MAURICE'S STRATEGIKON

There are three basic methods by which a **besieging army** can capture a **stronghold**. In a **blockade**, the besieging army encircles the besieged stronghold with its forces to deny resupply and escape. In a **reduction**, the besieging army deploys bombardment and siege-mines to destroy the stronghold. In an **assault**, the besieging army attacks the stronghold directly to capture it with force of arms. *Domains at War: Campaigns* provides extensive mechanics for blockading and reducing strongholds, as well as an abstract system for resolving assaults. Here, we provide rules for resolving assaults on the tabletop.

FORTIFIED STRUCTURES

In *Domains at War: Battles*, a stronghold is made up of one or more **fortified structures**, such as a keep, gatehouse, tower, or length of wall. Each fortified structure has the following characteristics:

SIZE

The number of **hexes** (p. 10) that the fortified structure takes up on a battlemat. When placing a stronghold on the battlemat, each hex can include both a wall segment and up to one hex size worth of additional structures.

Note that in *D@W: Battles*, walls are divided into 60' segments rather than the 100' segments used in *ACKS* and *D@W: Campaigns*. Thus there are 3 hexes of wall per 200' or 5 hexes of wall per 300'. This allows the structure to be more easily placed on the battlemat.

STORIES

The number of levels or floors in the fortified structure. Multi-story structures can be thought of as a series of one-story structures "stacked" on top of each other. Each story has its own **unit capacity** and its own **structural hit points (shp)**. Units in each story of the structure are considered adjacent to units in the story above and below them. Units may move between

stories at a rate of one story per hex of movement. In general, there is one story per 10' - 15' of height. The **ground story** of a fortified structure is the story situated at the same elevation as the surrounding ground. The **top story** is the uppermost story of a fortified structure. The ground story and top story are particularly vulnerable during assaults.

UNIT CAPACITY

The number of **units** (p. 10-12) that can defend the fortified structure. Since most fortified structures consist of multiple stories, unit capacity is per story. Sometimes a tall, narrow structure may have a unit capacity of less than one unit per story. In this case, each unit is still assigned to a particular story, but the total number of units permitted in the structure is reduced.

EXAMPLE: A 40' tall, 30' diameter round tower has four stories and a unit capacity of one unit per two stories. The defender assigns one unit to the ground story and one unit to the top story, as these are the most vulnerable. The middle two stories cannot hold any units, as this would exceed the limit (one unit per two stories allowing at most two units in four stories).

ARMOR CLASS

An indicator of how hard it is to harm the structure. Ordinary wooden construction has AC 1. Reinforced wooden construction has AC 2. Earthen construction has AC 4. Soft stone has AC 5. Thick, heavy stone has AC 6. Round structures gain a +1 bonus to AC due to the increased likelihood of attacks bouncing off.

SHP

A structure's ability to remain intact despite damage. A structure reduced to ½ its starting shp has been **breached**. Breaches make it easier to assault the structure. A structure reduced to 0 shp is destroyed. When a structure is destroyed, collapsing stone and

Fortified Structures					
Fortified Structure	Size	Unit Capacity	Stories	AC	SHP
Barbican (gatehouse, 2 small towers)	1 hex	2/story	2	6	1,250/story
Gatehouse, stone, 20' high, 30' x 20'	½ hex	1/story	2	6	500/story
Keep, stone, square, 80' high, 60' square	1 hex	2/story	6	6	2,500/story
Palisade, wooden, 10' high, 60' long, 1" thick	1 hex long	1	1	2	3
Palisade, wooden, 20' high, 60' long, 1" thick	1 hex long	1/story	2*	2	6
Rampart, earth, 10' high, 60' long, 15' thick	1 hex long	1	1	4	450
Rampart, earth, 20' high, 60' long, 15' thick	1 hex long	1/story	2*	4	900
Round tower, stone, 30' high, 20' diameter	⅓ hex	⅓ stories	3	7	250/story
Round tower, stone, 40' high, 20' diameter	⅓ hex	⅓ stories	4	7	250/story
Round tower, stone, 40' high, 30' diameter	½ hex	½ stories	4	7	400/story
Round tower, stone, 60' high, 30' diameter	½ hex	⅝ stories	6	7	400/story
Square tower, stone, 40' high, 30' square	½ hex	½ stories	4	6	400/story
Square tower, stone, 60' high, 30' square	½ hex	⅝ stories	6	6	400/story
Wall, stone, 10' high, 60' long, 10' thick	1 hex long	1	1	6	450
Wall, stone, 20' high, 60' long, 10' thick	1 hex long	1/story	2*	6	450/story
Wall, stone, 30' high, 60' long, 10' thick	1 hex long	1/story	3*	6	450/story
Wall, stone, 40' high, 60' long, 10' thick	1 hex long	1/story	4*	6	450/story
Wall, stone, 60' high, 60' long, 10' thick	1 hex long	1/story	6*	6	450/story

*Walls have battlemented wall-walks as the top story; additional stories represent wall-walks below the battlements

timber deal 8 points of damage to any occupying units and 8d6 damage to any occupying **heroes** (p. 40). A saving throw versus Blast will reduce damage to half. Structures with multiple stories have a separate shp per story. Each story must be breached or destroyed separately. Destroying a lower story will destroy all upper stories, however.

DAMAGING AND DESTROYING FORTIFIED STRUCTURES

The fortified structures which makes up a stronghold may only be damaged or destroyed by **artillery pieces**, **battering rams**, **monstrous units**, or spells.

Artillery Bombardment		
Artillery Unit	v. Wood	v. Stone
5 Medium Ballistas	50	-
5 Heavy Ballistas	50	5
5 Light Catapults	50	5
2 Medium Catapults	30	3
1 Heavy Catapult	20	2
1 Light Trebuchets	20	2
1 Medium Trebuchets	30	3
1 Heavy Trebuchets	40	4

ARTILLERY

A unit of artillery will damage a fortified structure with a successful attack throw against the structure's AC. The Artillery Bombardment table shows the shp of damage that a hit by an artillery unit will deal to wooden and stone fortified structures. Artillery units are discussed in further detail in the **Artillery Units** section (p. 60)

BATTERING RAMS

A unit equipped with battering rams will damage an adjacent fortified structure with a successful attack throw against the structure's AC. A successful attack by a ram-equipped unit deals 50 shp of damage to wooden structures and 10 shp of damage to stone structures. Damage is usually to the first (ground) story. Battering rams are sometimes combined with **movable mantlets** and **siege towers**. See the **Siege Equipment** section (p. 57) for additional details.

MONSTROUS UNITS

Monster Size	v. Wood	v. Stone
Huge (adult dragon, giant, wyvern)	10	-
Gigantic (mastodon, old dragon, tyrannosaurus)	50	5
Colossal (ancient dragon, dragon turtle, giant roc)	50	10

Monstrous units, consisting of huge, gigantic, and colossal creatures, can attack fortified structures. Use their unit attack characteristics to make attack throws against the structure's AC. For each attack that hits, apply damage to the structure's shp. The Monster Size v. Wood and Stone table shows the shp of damage each attack will deal, given the constituent creatures' size and the type of structure (wood or stone).

EXAMPLE #1: A unit of 20 hill giants attacks a wooden structure. The hill giants receive 4 attacks per round against the structure; each hit will deal 10 shp of damage. If the hill giants were attacking a stone structure they would be unable to harm it.

EXAMPLE #2: A unit of 5 tyrannosaurs attacks a stone structure. The tyrannosaurs receive 6 attacks per round against the structure; each hit will deal 5 shp of damage. If the tyrannosaurs were attacking a wooden structure, each hit would deal 50 shp of damage.

Spell	SHP Damage
Cone of Cold	hp damage / 5
Disintegrate	125
Fireball	hp damage / 5
Flame Strike	hp damage / 5
Horn of Blasting	125
Lightning Bolt	hp damage / 5
Move Earth	1,500 /turn
Searing Wind	hp damage / 5
Transmute Rock to Mud	625

SPELLS AND MAGIC ITEMS

Certain spells and magic items can be used to damage or destroy fortified structures. These spells, and the damage they deal to structures, are shown on the adjacent table. The mechanisms by which these spells deal damage are obvious in most cases.

Move earth and **transmute rock to mud** present special cases, as the spells *cannot* directly affect worked stone. **Transmute rock to mud** can be used to transform the earth beneath strongholds into mud, weakening foundations. 50% of the damage is recovered when the spell expires or is **dispelled**. **Move earth** can shift the ground beneath strongholds, causing structural damage much as an earthquake would. **Move earth** cannot be used if the stronghold is built on solid rock (such as a mountain-top fortress), unless **transmute rock to mud** is used first.

Move earth and **transmute rock to mud** always deal damage to the lowest intact story of a multi-story structure. All other spells allow the caster to choose which story is dealt damage.

DAMAGE FROM SIEGES PRECEDING THE ASSAULT

While the rules herein can be used to resolve the gradual reduction of an enemy stronghold by artillery, rams, and magic, it will be a slow and painstaking affair. As many as one thousand shots may have to be fired at the same spot before a curtain wall is breached. We strongly recommend using the *D@W: Campaigns Reduction* rules (p. 79) to resolve damage to fortified structures from the siege, prior to using *D@W: Battles* to resolve the final assault on the tabletop.

When using *D@W: Campaigns*, each 1,000 shp of damage dealt creates a breach that an assaulting unit can exploit. During the **Assault Set Up**, allow the besieging army to allocate these breaches to specific fortified structures (or stories of multi-story structures) on a one-for-one basis. Breaches from siege mining, **transmute rock to mud** and **move earth** must be allocated to ground stories. Other breaches may be allocated as desired, subject to the Judge's common sense review.

EXAMPLE: Moruvai's stronghold has been under siege for six weeks using the rules in *D@W: Campaigns*. His stronghold consists of a keep (6 stories, 2,500 shp/story); 4 medium towers (4 stories, 250 shp/story); and 6 60' lengths of 20' wall (2 stories, 450 shp/story each). During this time, Marcus has created two breaches in Moruvai's stronghold through siege mining and one breach through bombardment. In *D@W: Campaigns*, these breaches are generalized to the stronghold as a whole.

As Marcus prepares to capture the stronghold, the Judge decides he wants to resolve the assault using *D@W: Battles*. During the assault set-up, Marcus gets to allocate the three breaches to specific fortified structures. He allocates the two breaches from the siege mining towards breaches in the ground story of two 60' lengths of wall. He allocates the breach from bombardment to the top story of the keep. Moruvai then sets up his defending units to protect the breaches, and play proceeds from there.

ASSAULT SET UP

At some point, the besieging army will conclude it has reduced the stronghold enough to justify an assault. When an assault occurs, array four battlemaps 2 x 2 to create a battlefield that is 8' x 6' (48 hexes wide and 36 hexes deep). This allows room for long-range artillery and lengthy castle walls to be deployed on the table.

Place the fortified structures of the stronghold such that they are roughly in the center of the battlemaps. If the area around the stronghold has been mapped out by the Judge, **terrain pieces** (p. 29) should be placed on the battlemaps to replicate the area. Otherwise, terrain placement should be determined randomly for each battlemap, as per **Random Terrain Generation** (p. 29).

If the stronghold begins the assault with one or more breaches from a siege preceding the assault, these breaches must be allocated to the fortified structures at this time. See **Damage from Sieges Preceding the Assault** (p. 54)

The defending army now sets up. All defending units must be placed in or adjacent to the fortified structures of the besieged stronghold. No fortified structure, or story of a multi-story structure, may exceed its unit capacity.

The assaulting army sets up after the defending units have been deployed. If the **lines of circumvallation** (see *D@W: Campaigns*, p. 78) have been mapped out by the Judge in his campaign, the circumvallation and assaulting army's units should be placed accordingly. Otherwise, the assaulting army's units may be deployed anywhere within three hexes of any battlemap edge.

MOVEMENT DURING ASSAULTS

ENTERING STRONGHOLDS

Entrance and exit to a stronghold must be through one of its **exterior fortified structures**. An exterior fortified structure is a structure in a hex adjacent to one or more hexes that do not contain other fortified structures of the stronghold.

Defending units may enter any exterior fortified structure through the ground floor. All exterior fortified structures are

assumed to contain portcullises, sally ports, etc. unless the Judge determines otherwise.

Assaulting units may only enter an exterior fortified structure via the following methods:

- » A **Flyer** (p. 12) may enter through its top story, or any story which has been breached.
- » A unit equipped with **siege ladders** (p. 59) may enter through its top story, or any story which has been breached, up to a maximum height of the siege ladder (usually four stories).
- » A unit equipped with **hoists** (p. 58) may enter through its top story, or any story which has been breached, up to a maximum height of three stories.
- » A unit occupying a **siege tower** (p. 59) may enter through its top story, or any story which has been breached. However, the unit must occupy a story of the same height within the siege tower.
- » Any other unit may only enter through a breached ground story.

It costs one hex of movement to enter an exterior fortified structure, which is inclusive of both moving into the hex containing the fortified structure and entering the structure itself.

Units may not enter a structure, or story of a multi-story structure, occupied by enemy units. They must first destroy or **retreat** (p. 23) the enemy unit(s). Units may not enter a structure, or story of a multi-story structure, that is already occupied to maximum unit capacity.

Strongholds may be exited in the same manner they are entered.

MOVEMENT DURING ASSAULTS

Once inside a stronghold, units may move from one of the stronghold's fortified structures to another of its fortified structures in the same or an adjacent hex at a cost of one hex of movement. The movement must be from the ground story of the first structure to the ground story of the second structure. Alternatively, if either structure is a wall segment, it may move from a story where the wall segment connects to the other structure.

Units may move between stories of the fortified structure they occupy at a rate of one story per hex of movement. Within a fortified structure, the ground story is considered adjacent to the second story, the second story is adjacent to the third story, and so on.

EXAMPLE: Light Infantry A is on the third floor of a six-story tower. The tower connects to an adjacent three-story wall segment. At a cost of one hex of movement, Light Infantry A may move to the tower's second story; the tower's fourth story; or the third story of the adjacent wall segment.

If Light Infantry A were on the fourth story of the tower, it could not move to the adjacent wall segment, because the fourth story of the tower has no connection to the three-story wall segment.

Units within fortified structures do not have **facing** (p. 13). All adjacent hexes are considered to be front hexes for the unit.

Mounted units (p. 12) within a fortified structure may not **hustle** (p. 18) or **charge** (p. 19). **Foot units** (p. 13) within a fortified structure may not charge.

Units may not move into or through a structure, or story of a multi-story structure, occupied by enemy units. They must first destroy or retreat the enemy unit(s). Units may not move into or through a structure, or story of a multi-story structure, that is already occupied to maximum unit capacity.

THREATENING DURING ASSAULTS

A unit **threatens** (p. 19) an enemy unit in a fortified structure anytime the unit could move to the enemy unit's position at a cost of one hex of movement, were it not occupied. Because there is no facing within fortified structures, threat is always mutual, barring exceptional circumstances (e.g. units harmed only by magical weapons).

EXAMPLE: Light Infantry A is on the third floor of a six-story tower. The tower connects to an adjacent three-story wall segment. Orc B is on the second story of the tower. Orc C is on the third story of the wall segment. Orc D is on the fifth story of the tower.

Light Infantry A threatens and is threatened by Orc B and Orc C. It would cost one hex of movement for Light Infantry A to move from its position in the third story of the tower to Orc B's position in the second story of the tower. Therefore Light Infantry threatens and is threatened by Orc B. Similarly, it would cost one hex of movement for Light Infantry A to move from the third story of the tower to the third story of the wall segment, so it threatens and is threatened by Orc C. Light Infantry A does not threaten, and is not threatened by, Orc D, which is two hexes of movement away.

A unit outside of a stronghold threatens an enemy unit within the stronghold any time the unit could enter the stronghold by passing through the enemy unit's position, were it not occupied. Conversely, the unit outside the stronghold will itself be threatened by the unit it threatens.

EXAMPLE: Heavy Infantry A is on the second story of a three-story wall segment. This story is breached. Orc B is equipped with siege ladders in an adjacent hex and facing the fortified structure. Orc B could enter the stronghold through the breach on the second story at a cost of one hex of movement. Therefore Orc B threatens and is threatened by Heavy Infantry C.

If Heavy Infantry A was on the first or third story of the wall segment, or if Orc B was not equipped with siege ladders, Orc B would not threaten or be threatened by the Heavy Infantry.

COMBAT DURING ASSAULTS

Units occupying the top story of a fortified structure are assumed to be patrolling the battlements, ready to repel escalating troops and unleash arrows on besiegers. Units occupying lower stories are restricted to arrow slits, embrasures, murder holes, and similar defensive works. This affords greater protection but less offensive capability. These assumptions are reflected in the mechanics below.

MISSILE ATTACKS

Normally, threatened units may not make missile attacks, but units occupying a fortified structure may conduct missile attacks even if threatened.

Units occupying the top story of a fortified structure can only be **targeted** (p. 21) by missile attacks by **volleying overhead** (p. 22), unless the story is breached. Units occupying unbreached lower stories cannot be targeted by missile attacks at all, but during their own missile attack sequences may make only one-half their normal number of attacks.

Units occupying any breached story may conduct their full number of missile attacks, and can themselves be targeted by missile attacks. They gain a +2 bonus to AC due to the cover afforded by the rubble, though.

Units occupying the second or higher story of a fortified structure gain a +1 to attack throws against units on a lower elevation, and count as elevated when drawing **line of sight** (p. 22). See the LOS Stoppage table (p. 29) for the impact of elevation and line of sight.

EXAMPLE: A six-story tower has two units occupying it. Bowman A occupies the sixth (top) story and Bowman B occupies the first (ground) story. Hobgoblin C is four hexes away, past a hex of forest.

Because Bowman A is elevated, it has line of sight on Hobgoblin C and vice versa. Bowman A gains a +1 bonus to its missile attacks against Hobgoblin C because of its elevation. Hobgoblin C suffers a -4 penalty to its missile attacks against Bowman A because it must volley overhead.

Bowmen B and Hobgoblin C do not have line of sight on each other because of the intervening hex of forest. Assume Bowmen B ascends to the second story. Bowmen B now has line of sight on Hobgoblin B and vice versa. Bowmen B gains a +1 bonus to its missile attack throws against Hobgoblin C. However, Bowmen B's number of attacks is reduced from its normal 2 to 1 because it is not on the top story.

Sometimes a missile attack may pass *through* a fortified structure which neither the attacker nor target occupies. The intervening fortified structures are **obstacles** (p. 22) to LOS up to an elevation equal to their height in stories.

EXAMPLE: Bowman A occupies the sixth story of a keep. The keep is adjacent to a three-story wall segment. The target, Orc B, is adjacent to the wall segment. The wall segment is between Bowman A and Orc B, so it counts as an obstacle. Since Bowman A is on the sixth story and the wall segment is three stories tall, Bowman A counts as elevated relative to the wall segment and may ignore it for LOS.

MELEE ATTACKS

Units may conduct melee attacks against units occupying a fortified structure if they threaten the unit. Likewise, units occupying a fortified structure may conduct melee attacks against units they threaten.

EXAMPLE: Light Infantry A is on the third floor of a six-story tower. The tower connects to an adjacent three-story wall segment. Orc B is on the third story of the wall segment. Orc C is on the second story of the tower. Orc D is on the fifth story of the tower. Since Light Infantry A threatens and is threatened by Orc B and Orc C, it could attack and be attacked by them.

Units occupying a fortified structure gain a +2 bonus to AC when targeted in melee by units in another structure or at a lower elevation in the same structure.

EXAMPLE: Light Infantry A is attacked by Orc C. Orc C is on the second story, while Light Infantry A is on the third story, so Light Infantry A gains a +2 bonus to AC.

SAVING THROWS, SHOCK, AND MORALE

Units occupying any story of a fortified structure gain a +2 bonus to **shock rolls** (p. 23) and **morale rolls** (p. 25), and a +4 bonus on saving throws versus Blast. On a successful saving throw, the unit takes *no* damage, even if a blast effect would normally deal partial damage. However, if the story is breached, the saving throw bonus is reduced to +2.

RETREAT AND ADVANCEMENT

When a unit in a fortified structure must retreat (e.g. from a failed shock roll), resolve the retreat using the following rules:

- » If a unit is eligible to retreat into two or more hexes, the **commander** (p. 15) controlling the unit decides which of the eligible hexes his unit retreats into.
- » The unit can retreat from the ground story of the stronghold's fortified structure to the ground story of another of its fortified structures in the same or an adjacent hex at a cost of one hex of movement.
- » The unit can retreat from any story of a wall segment to the same story of a fortified structure connected to the wall segment, or vice versa, at a cost of one hex of movement.
- » The unit can retreat up or down one story at a cost of one hex of movement.
- » The unit cannot retreat into a structure (or story of a multi-story structure) which is already at its

maximum unit capacity or which is occupied by any enemy units.

- » If a unit cannot complete its retreat, it is considered **routed** (p. 23) and removed from play.

If all the units occupying the structure (or story of a multi-story structure) are destroyed or retreated at the conclusion of a melee attack, the attacker may advance into the vacated structure or story. This is how fortified structures are captured!

SIEGE EQUIPMENT

Both the assaulting and defending army will frequently employ **siege equipment** during an assault. Such devices may be as simple as cooking cauldrons filled with burning oil and as a complex as 150-foot tall **siege towers** (p. 59) pulled by a thousand men.

The Siege Equipment in Assaults table, below, lists the siege equipment in *Domains at War*. The “number required” column shows the minimum number of pieces of equipment required to equip a unit for an assault. Except where otherwise noted, a unit can only be equipped with one type of equipment.

The “effects” column summarizes the game effect of the equipment. Each type of siege equipment has a more detailed explanation below. See *D@W Campaigns*, **Artillery and Siege Equipment** (p. 43-47) for costs, descriptions, and additional details about siege equipment.

BATTERING RAMS/SCREWS

A Foot unit can be equipped with battering rams (or screws) to damage fortified structures. It takes six 20' rams or two 60' rams to equip a unit. Mark the equipped unit with a token. A unit equipped with battering rams may also be equipped with **movable galleries**. (Battering rams may also be built into **siege towers**, discussed below).

The equipped unit can attack fortified structures as if the unit were a colossal monster. A successful attack against the structure's AC by a ram-equipped unit deals 50 shp of damage to wooden structures and 10 shp of damage to stone structures. See **Damaging and Destroying Fortified Structures** (p. 54). Damage is usually to the ground story unless the battering ram is on the upper story of a siege tower.

Siege Equipment in Assaults

Type of Equipment	No. Required	Effects
Battering Ram (20')	6	Equipped unit can damage fortified structures as a colossal monster
Cauldron	4	Equipped unit can pour boiling fluid on enemy units for 2 uhp of damage (save for 1/2)
Hoist	6	Equipped unit can assault defending structures up to three stories
Movable Gallery	6	Missile attacks v. unit at -4 penalty and equipped unit gains +4 saving throws v. Blast
Movable Mantlet	60	Missile attacks v. unit at -4 penalty and equipped unit gains +4 saving throws v. Blast
Ram Catcher	10	Successful attack throw by unit forces enemy rams to save or be destroyed
Screw (20')	6	Equipped unit can damage fortified structures as a colossal monster
Siege Hook	10	Equipped unit can deal 2 uhp of damage to defending units manning the walls
Siege Ladder	12	Equipped unit can assault defending structures up to height of siege ladder
Siege Tower, Standard	1	Mobile fortified structure that can carry units, artillery, and rams
Siege Tower, Large	1	Mobile fortified structure that can carry units, artillery, and rams
Siege Tower, Huge	1	Mobile fortified structure that can carry units, artillery, and rams

Because of the encumbrance of the rams, an equipped unit moves as War Machinery with a movement rate of $-1/2$. A unit unequips and loses its ram if it ever makes a melee attack (other than against a fortified structure) or retreats.

Screws are identical to rams, except they deal 35 shp of damage to wooden structures and 15 shp of damage to stone structures.

CAULDRONS

A Foot unit can be equipped with **cauldrons** to pour boiling water, oil, or sand over walls or through murder holes on to assaulting troops. It takes four cauldrons to equip a unit. Mark the equipped unit with a token.

To use equipped cauldrons, a unit must occupy the second or higher story of an exterior fortified structure. Using cauldrons is a missile attack with a range of one hex (remember, units occupying fortified structures can make missile attacks against units outside the structure even when threatened). No attack throw is required to use cauldrons. The cauldrons deal 2 uhp of damage to the target and disorders it. A successful saving throw versus Blast reduces damage by half and avoids disorder.

Cauldrons can only be used once per battle. As soon as an equipped unit uses its cauldrons, the cauldron token should be removed.

HOIST

A Foot unit can be equipped with **hoists** to ascend to the top of fortified structures. It takes six hoists to equip a unit. Mark the equipped unit with a token. A unit equipped with hoists may also be equipped with movable galleries. (Hoists may also be built into siege towers, discussed below.)

The equipped unit can assault the top story of a defending structure, or any story which has been breached, up to a maximum height of three stories. The equipped unit may ascend all three stories at a cost of one hex of movement. Once the desired story is reached, the unit may assault the structure.

Missile attacks against units equipped with hoists suffer a -2 penalty due to the partial cover from the hoist. Alternatively, missile attacks and magic may be directed against the hoists instead of the unit. The hoists have AC 0 and 50 shp (total). Destroying the hoists unequips the unit. A unit's hoists and galleries must be destroyed separately.

A unit equipped with hoists does not move unless it is also equipped with movable galleries. Such a unit moves as War Machinery with a movement rate of $-1/2$. A unit unequips and loses its hoist if it ever retreats.

MOVABLE GALLERIES

A Foot unit can be equipped with **movable galleries** to shelter the unit from fire as it move towards the besieged stronghold's walls. It takes six movable galleries to equip a unit. Mark the equipped unit with a token. A unit equipped with movable galleries can also be equipped with battering rams or hoists.

Missile attacks targeting an equipped unit suffer a -4 penalty, and the unit gains a +4 bonus to saving throws versus Blast. Alternatively, missile attacks and magic may be directed against

the galleries instead of the unit. The galleries have AC 1 and 50 shp (total). Destroying the galleries unequips the unit.

Because of the encumbrance of the galleries, an equipped unit moves as War Machinery with a movement rate of $-1/2$. A unit unequips and loses its galleries if it ever makes a melee attack or retreats.

MOVABLE MANTLETS

A Foot unit can be equipped with **movable mantlets** to shelter the unit from fire as it move towards the besieged stronghold's walls. It takes 60 mantlets to equip a unit. Mark the equipped unit with a token.

Missile attacks targeting an equipped unit suffer a -4 penalty, and the unit gains a +4 bonus to saving throws versus Blast. Because of the encumbrance of the mantlets, an equipped unit moves as War Machinery with a movement rate of $-1/2$.

If the equipped unit is ever successfully hit by an artillery unit or by an area of effect spell (e.g. **fireball**), the movable mantlets are destroyed and the unit is unequipped. A unit also unequips and loses its mantlets if it ever makes a melee attack or retreats.

RAM CATCHER

A Foot unit can be equipped with **ram catchers** to lift, break, or dislodge battering rams or screws from the walls. It takes ten ram catchers to equip a unit. Mark the equipped unit with a token.

To use equipped ram catchers, a unit must occupy the second or higher story of an exterior fortified structure. Using ram catchers is a missile attack with a range of one hex. The only eligible target of an attack with ram catchers is a unit equipped with battering rams or screws. The ram catcher equipped unit must succeed on an attack throw against the target with a -4 penalty. If the attack hits, the target must then make a successful saving throw versus Paralysis. If the saving throw fails, the unit's rams or screws are destroyed.

Because of the encumbrance of the ram catchers, an equipped unit moves as War Machinery with a movement rate of $-1/2$. A unit unequips and loses its ram-catchers if it ever makes a melee attack or retreats.

SIEGE HOOK

A Foot unit can be equipped with **siege hooks** to pull defenders from a wall during a siege. It takes ten siege hooks to equip a unit. Mark the equipped unit with a token.

To use siege hooks, a unit must be adjacent to an exterior fortified structure. Using siege hooks is a missile attack with a range of one hex. The only eligible target of an attack with siege hooks is an enemy unit occupying the top story of an exterior fortified structure two or three stories in height. The siege hook equipped unit must succeed on an attack throw against the target with a -4 penalty. If the attack hits, the target must then make a successful saving throw versus Paralysis. If the saving throw fails, the defending unit suffers 2 uhp of damage from the attack.

A unit unequips and loses its siege hooks if it ever makes a melee attack or retreats.

SIEGE LADDERS

A Foot unit can be equipped with **siege ladders** to assault the upper stories of fortified structures. It takes 12 siege ladders to equip a unit. Mark the equipped unit with a token.

The equipped unit threatens the top story of a defending structure, or any story which has been breached, up to a maximum height of the siege ladder (usually four stories). However, units equipped with siege ladders get one fewer attack per round (minimum one attack) and suffer a -2 penalty to melee attack throws while equipped.

Because of the encumbrance of the siege ladders, an equipped unit moves as War Machinery. Its movement rate is decreased as shown on the table below. A unit unequips and loses its siege ladders if it ever retreats.

Unit's Normal Movement Rate	Movement Rate With Siege Ladders
2/4/6	2/3/4
2/3/4	1/2/3
1/2/3	-1/2

SIEGE TOWERS

Siege towers are designed to protect assaulting troops during the approach to a stronghold, and then get them over the walls by means of a gangplank or hoist. Siege towers have characteristics of both fortified structures and units. Like units, they have commanders, movement rates, and facing, and are **activated** using **AP** (p. 18). Like fortified structures, they have unit capacities, stories, and structural hit points. Siege towers also have a unique characteristic, called crew.

Siege Tower Size: The number of hexes that the siege tower takes up on a battlemat. All siege towers take up one full hex. However, the siege tower may share this hex with one unit of **crew** (see below).

Siege Tower Troop Capacity: The number of units of troops that can occupy the siege tower. Only units composed of man-sized or large creatures can occupy siege towers.

Siege Tower Artillery Capacity: The number of artillery units that can occupy the siege tower. Due to weight limitations, standard siege towers are restricted to units of **heavy ballista** (p. 60) or lighter. Large siege towers are restricted to units of **medium catapults** (p. 60) or lighter. Huge siege towers are restricted to units of **heavy catapults** (p. 60) or lighter. In lieu of an artillery unit occupying a particular story, the story may hold battering rams or hoists. Any unit occupying that story is considered equipped with the rams or hoists. A battering ram on the second or higher story will deal damage to the equivalent story of an adjacent fortified structure.

EXAMPLE: A standard four-story siege tower is adjacent to a four-story stone wall. A unit of light infantry is on the second story, which holds battering rams. Therefore, the unit is considered equipped with battering rams. The unit can attack the fortified structures as if it were a colossal monster. A successful attack against the structure's AC deals 10 shp of damage to the wall's second story.

Stories: The number of levels or floors in the siege tower. As with structures, each story has its own unit capacity and its own structural hit points. Units in each story of the siege tower are considered adjacent to units in the story above and below them. Units may move between stories at a rate of one story per hex of movement.

SHP: The siege tower's ability to remain intact despite damage. A siege tower's shp functions identically to the shp of structures.

Siege Tower Movement: Siege towers move as War Machinery with a movement rate of -1/-1. Note that units occupying the siege tower retain their full movement rate, which they can use to ascend or descend stories.

Siege Tower Crew: Siege towers all require a large number of crew to move the tower, ranging from 1 to 10 units. Any type of unit may serve as crew, but it must be full-strength (e.g. 120 men, 60 ogres, or 5 elephants). All crew are under the command of the siege tower's commander. In order for a siege tower to be activated, all of its crew must be in the same hex as the tower or in an adjacent hex, and must activate simultaneously with the siege tower (see below). Crew which violate this requirement cannot contribute to moving the siege tower during the round. A siege tower without sufficient crew cannot be activated, although any artillery and troops carried may still be activated.

Astute commanders have noted that it is impossible to place 10 units adjacent to a siege tower! To overcome this limitation, two identical units of any type can be merged to form one **Labor unit**. This is similar to a **Phalanx** (p. 17). In order to be merged into a Labor unit, both units must belong to the commander's division. Once merged, the unit characteristics of the Labor unit are identical to those of its constituent units, except as follows:

- » The Labor unit's uhp are equal to the sum of its two constituent units' uhp.
- » The Labor unit's **morale score** (p. 13) is increased by 1.
- » The Labor unit cannot conduct attacks.

A Labor unit is treated as one unit for purposes of activation, but counts as two units of crew. If the labor unit is destroyed or routed, this counts as the loss of both units. Deployment as a labor unit is permanent for the duration of the battle.

Siege Tower	Size	Troop Capacity	Artillery Capacity	Stories	AC	SHp	Move	Crew	AP
Standard Siege Tower	1 hex	1 unit / 4 stories	1 unit / 4 stories	4	0	25/story	-1/-1 (WM)	1 unit	1
Large Siege Tower	1 hex	1 unit / 3 stories	1 units / 3 stories	6	1	36/story	-1/-1 (WM)	4 units	2
Huge Siege Tower	1 hex	1 unit / story	1 unit / 2 stories	9	2	66/story	-1/-1 (WM)	10 units	4

If a siege tower is crewed by units constructed from particularly strong creatures, the Judge may use the more detailed rules found in *D@W: Campaigns* (p. 47) to calculate how many units of crew are required, based on the creature's normal load.

AP: This is the number of activation points required to activate the siege tower and any crew in the same or an adjacent hex. When activated, the siege tower and its constituent crew may hustle one hex.

Siege Tower Commanders: Each siege tower must have a commander in charge of it and its crew. A siege tower's commander may also be in charge of the siege tower's troop and artillery units, but does not have to be. Because of the higher number of AP required to activate the siege tower itself, it is often a good idea to have a separate commander for the assault troops and artillery.

Assaulting with Siege Towers: If a siege tower moves adjacent to an exterior fortified structure, units occupying the siege tower can enter the fortified structure via gangplanks. The occupying units can enter the top story of the adjacent structure, or any story which has been breached. However, the assaulting unit must occupy the story of the same height within the siege tower. The occupying units may move between stories at a rate of one story per hex of movement in order to reach the desired story.

EXAMPLE: A unit of light infantry with a movement rate of 2/4/6 is on the second story of a standard four-story siege tower. The siege tower is adjacent to a four-story wall. The unit is ordered to assault the top (fourth) story of the wall. In order to do so, it must occupy the fourth story of the siege tower. During its movement sequence, the unit ascends from the second story to the fourth story (at a cost of two hexes of movement). The unit can now move onto the wall's top (fourth) story.

If the siege tower has hoists on any of its stories, units occupying those stories may assault using the hoists. In this case, the equipped units can enter the top story of an exterior fortified structure, or any story which has been breached, up to a

maximum height of the hoist's story plus three. The equipped unit may ascend all three stories with the hoist at a cost of one hex of movement.

EXAMPLE: A unit of heavy infantry with a movement rate of 1/2/3 is on the first story of a standard four-story siege tower. The siege tower is adjacent to a four-story wall. The heavy infantry are ordered to assault the top (fourth) story of the wall. The heavy infantry could move up to the fourth story of the siege tower to do so, but this would take them three combat rounds because their walking movement rate is 1. Fortunately, there are hoists on this story. Using the hoists, the unit can ascend up to three stories at a cost of one hex of movement. The unit can now assault the wall's top (fourth) story!

Even when using a siege tower, units may not move into or through a structure, or story of a multi-story structure, occupied by enemy units. They must first destroy or retreat the enemy unit(s). See **Movement During Assaults** (p. 55) for more details.

Units occupying a siege tower attack and are attacked as if occupying a fortified structure. See **Combat During Assaults** (p. 56) for more details.

ARTILLERY UNITS

Artillery pieces are siege engines used to attack enemy fortifications from long range. Artillery pieces detailed in *Domains at War* include **ballista** (two-armed siege weapons hurling bolts or small stones), **catapults** (one-armed stone-hurling siege weapons), and **trebuchets** (huge one-armed stone-hurling siege weapons). See *D@W: Campaigns*, **Artillery and Siege Equipment** (p. 43) for costs and details on artillery.

When deployed in *D@W: Battles*, artillery should be organized into units. A unit of artillery represents a battery of between 1 and 10 artillery pieces. The crew for a unit may range from 10 to 120 men, depending on the size of the artillery piece. The characteristics for artillery units are listed in the table below.

Unit Type	Unit Move	Unit Form	Unit AC	Unit HD	Unit HP	Unit Morale	Unit Melee Attacks & Attack Throws	Unit Missile Attacks & Attack Throws
10 Light Ballista	-/1/-	WM	0	1-1	1	0	1 short sword 11+	1 missile attack 11+ 2 reload tokens
10 Light Repeating Ballista	-/1/-	WM	0	1-1	1	0	1 short sword 11+	2 missile attacks 11+ 1 reload token
5 Medium Ballista	-/1/-	WM	1	1-1	1	0	1 short sword 11+	1 missile attack 11+ 5 reload tokens
5 Heavy Ballista	-/1/-	WM	1	1-1	1	0	1 short sword 11+	1 missile attack 11+ 5 reload tokens
5 Light Catapult	-/1/-	WM	0	1-1	1	0	1 short sword 11+	1 missile attack 11+ 5 reload tokens
2 Medium Catapult	-/1/-	WM	1	1-1	1	0	1 short sword 11+	1 missile attack 11+ 5 reload tokens
1 Heavy Catapult	-/1/-	WM	1	1-1	1	0	1 short sword 11+	1 missile attack 11+ 5 reload tokens
1 Light Trebuchet	-/1/-	WM	1	1-1	2	0	1 short sword 11+	1 missile attack 11+ 2 reload tokens
1 Medium Trebuchet	-/1/-	WM	1	1-1	4	0	1 short sword 11+	1 missile attack 11+ 2 reload tokens
1 Heavy Trebuchet	-/1/-	WM	2	1-1	6	0	1 short sword 11+	1 missile attack 11+ 2 reload tokens

Veteran artillery crews will have attack throws of 10+. Artillery crewed by other races will use their race's base attack throw, as determined by their hit dice.

ARTILLERY MOVEMENT

All artillery units move as War Machinery. They have a movement rate of -1/- (so any movement by an artillery unit will prevent it from firing). War Machinery cannot cross swamps, streams, trenches, ditches, walls or moats, and cannot **defend** (p. 25) or charge. War Machinery can **ready to attack** (p. 25), however.

MELEE ATTACKS BY ARTILLERY

Like other units, artillery units are capable of melee attacks. An artillery unit's melee attacks represent the members of the artillery crew fighting hand-to-hand, and are handled according to the rules for **Attack Sequences** (p. 20).

MISSILE ATTACKS BY ARTILLERY

An artillery unit's missile attacks are handled according to the rules for **Attack Sequences**. The following special rules apply:

Eligibility to Attack: In order to be eligible to make missile attacks, an artillery unit must meet the following requirements:

- » The artillery unit must have stood fast during its movement sequence. Because all artillery movement is effectively hustling, artillery cannot move and fire in the same combat round.
- » The artillery must not have any **reload tokens**. Reload tokens track the amount of time required to reload the artillery after it fires. Place the number of reloading tokens indicated for that artillery when it completes its missile attack sequence. At the conclusion of each movement sequence in which the artillery unit stood fast, remove one reload token from the unit.
- » The artillery unit must not be threatened by another unit. Threatened units may only make melee attacks.

Artillery Range		
Weapon	Minimum	Maximum
Ballista, Light	1 hex	8 hexes
Ballista, Light Repeating	1 hex	8 hexes
Ballista, Medium	1 hex	8 hexes
Ballista, Heavy	1 hex	10 hexes
Catapult, Light	5 hexes	10 hexes
Catapult, Medium	6 hexes	14 hexes
Catapult, Heavy	6 hexes	14 hexes
Trebuchet, Light	6 hexes	16 hexes
Trebuchet, Medium	6 hexes	16 hexes
Trebuchet, Heavy	6 hexes	16 hexes

Target Eligibility: In order to be an eligible target of an artillery unit's missile attack, the target must meet the following requirements:

- » The target must be at a range equal to or greater than the artillery's minimum range, and less than or equal to the artillery's maximum range. Range is measured by counting the number of hexes from the artillery unit to the target (excluding the artillery unit's hex, but including the target's hex). The Artillery Range table lists the minimum and maximum ranges of Artillery.
- » The target must be within the firing arc of the attacker. A target is within the attacker's firing arc if an imaginary line drawn straight from the center of the attacker's hex to the center of the target's hex would exit the attacker's hex through the attacker's front hexes. When the imaginary line exits at the vertex between the attacker's front face and flank face, it counts as within the firing arc.
- » The target must not be threatening or threatened by the attacker or a unit on the attacker's side. Firing into a melee is too risky to the attacker's allies.
- » The target must either be a fortified structure, or the closest enemy unit that meets the three requirements above, or one of the closest if multiple enemies are equidistant.

Armor Class: All artillery units heavier than light ballista and light repeating ballista may ignore Armor Class when making missile attacks on enemy units (characters do get their AC benefit against artillery). Artillery units never ignore the AC of structures.

Attacks versus Characters and Units: Catapult and trebuchet units have difficulty striking small, fast-moving characters. They suffer a penalty of -4 on attack throws against man-sized heroes and -2 on attack throws against large heroes. They suffer a -3 penalty on attack throws per hex that a target hero or unit moved in its last movement sequence. Ballista units do not suffer these penalties.

EXAMPLE #1: A Heavy Catapult unit with a missile attack throw of 11+ fires on an enemy Bowmen unit with an AC 2 that moved two hexes during its last movement sequence. The Heavy Catapult unit may ignore the enemy unit's AC. However the artillery's attack throw is penalized by six points because the Bowmen unit moved two hexes during its last movement sequence. The Heavy Catapult unit will need to roll 17+ to successfully hit the Bowmen unit.

EXAMPLE #2: A Light Ballista unit with a missile attack throw of 11+ fires on an enemy Bowmen unit with an AC 2 that moved two hexes during its last movement sequence. The Light Ballista unit's attack is penalized by two points by the enemy unit's AC. However, it does not suffer a penalty from the Bowmen unit's movement, as this only applies to catapults and trebuchets. The Light Ballista unit will need to roll 13+ to successfully hit the Bowmen unit.

EXAMPLE #3: A Medium Counterweight Trebuchet with a missile attack throw of 9+ fires on a visible enemy Hero with an AC 6 that moved two hexes last round. The Medium Trebuchet unit's attack throw is penalized six points by the enemy character's AC, four points because the Hero is man-sized, and six more points because the Hero moved two hexes last round. The Medium Trebuchet unit will need to roll 25+ to successfully hit the Hero. In effect, it will hit only on an unmodified roll of 20.

Attacks versus Structures: Artillery units usually fire crude ammunition against structures. Firing crude ammunition imposes a -2 penalty to attack throws.

Line of Sight: Artillery units may volley over obstacles (such as friendly units, enemy units, or terrain) with no penalty to their attack throw.

Damage versus Structures: An artillery unit that successfully hits a structure with its missile attack deals damage to the structure's shp, as explained in **Damaging and Destroying Fortified Structures** (p. 54).

Damage versus Units: An artillery unit that successfully hits a unit with its missile attack deals damage to the uhp of the unit. The damage dealt is determined by the type of artillery unit, the HD of the target unit, and the number of troops in the target unit. Artillery with a large blast radius deals more damage to densely-packed units. Artillery hurling heavier projectiles deals more damage to tougher units; a peasant will be slain instantly by both a light ballista bolt and a heavy trebuchet stone, but a giant might survive several light ballista bolts and still be crushed by the trebuchet's 180lb stone.

To determine uhp of damage dealt by an artillery unit's missile attack, consult the tables below. Cross-index the number of troops in the target unit with its Unit HD. Deal the listed value in uhp of damage to the target. The target may make a saving throw versus Blast to reduce the damage by half (round down).

If the target is **cavalry** (p. 82), double the number of troops in the unit for purposes of calculating damage dealt.

EXAMPLE #1: A unit of 120 Heavy Infantry (Unit HD 1-1) is struck by a missile attack from a Light Trebuchet unit. Cross-indexing the number of troops in the unit (120) by the Unit Hit Dice (1-1), the Judge determines that the Heavy Infantry suffers 2 uhp of damage. However, the Heavy Infantry make a successful saving throw versus Blast. This reduces the damage to 1 uhp.

EXAMPLE #2: A unit of 60 Goblin Wolf Riders (Unit HD 4+1) is struck by a missile attack from a Medium Catapult. Because the target is a cavalry unit, it is considered to have 120 troops for purposes of calculating damage dealt. Cross-indexing the number of troops in the unit (120, because it is a cavalry unit) with the Unit HD (5), the Judge determines that the Goblin Wolf Riders suffer 6 uhp of damage. However, the Wolf Riders make a successful saving throw versus Blast. This reduces the damage to 3 uhp.

Heavy Trebuchet Damage

Troops In Unit	1 HD -	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD+
61 to 120	4	8	12	17	20	25	29	33
31 to 60	2	4	6	8	10	12	14	17
10 to 30	1	1	2	3	3	4	5	5
5 to 10	1	1	1	1	1	1	2	2
1 to 4	1	1	1	1	1	1	1	1

Medium Trebuchet Damage

Troops In Unit	1 HD -	2 HD	3 HD	4 HD	5 HD	6 HD+
61 to 120	2	5	7	9	12	14
31 to 60	1	2	4	5	6	7
10 to 30	1	1	1	2	2	2
5 to 10	1	1	1	1	1	1
1 to 4	1	1	1	1	1	1

Light Trebuchet / Heavy Catapult Damage

Troops In Unit	1 HD -	2 HD	3 HD	4 HD	5 HD +
61 to 120	2	5	7	9	12
31 to 60	1	2	4	5	6
10 to 30	1	1	1	2	2
5 to 10	1	1	1	1	1
1 to 4	1	1	1	1	1

Medium Catapult Damage

Troops In Unit	1 HD	2 HD+	3 HD +
61 to 120	2	4	6
31 to 60	1	2	3
10 to 30	1	1	1
5 to 10	1	1	1
1 to 4	1	1	1

Light Catapult / Heavy Ballista Damage

Troops In Unit	1 HD -	2 HD	3 HD +
61 to 120	1	3	3
31 to 60	1	1	2
10 to 30	1	1	1
5 to 10	1	1	1
1 to 4	1	1	1

Medium / Light Ballista Damage

Troops In Unit	1 HD -	2 HD +
61 to 120	1	2
31 to 60	1	1
10 to 30	1	1
5 to 10	1	1
1 to 4	1	1

Chapter 6: **Scale**



Every army, whether large or of average strength, must be divided into units and divisions of varying size.

– MAURICE'S STRATEGIKON

As mentioned in Chapter One, a typical *Domains at War* battle should have 10 to 25 units on each side, representing a force of around 600 to 3,000 combatants. The default *D@W* battle is perfectly sized for war-mongering barons, earls, counts, and dukes, such as most adventuring player characters. However, some battles will feature far larger armies. The original Auran Empire playtest campaign culminated with battles between entire exarchies of the Auran Empire, with almost one hundred thousand troops on the field. Conversely, some campaigns might include small engagements with just a few score combatants on each side. The Scale rules in this chapter can help the Judge handle such small- and large-scale clashes.

SCALING UP THE GAME

Large battles are handled by using an **epic scale**. At epic scale, each unit represents a larger body of troops, each hex represents a larger area of ground, and each round represents a lengthier period of time. There are two epic scales available, each named for the relative size of the units: **battalion scale** and **brigade scale**. (Remember that the basic game is fought at **company scale**, p. 10.)

BATTALION SCALE

Battalion-scale units are four times the size of company-size units. Thus at battalion scale, a typical infantry unit represents 480 foot troops (4 company-sized units) arrayed 40 men wide and 12 men deep. Likewise, a typical battalion-scale cavalry unit represents 240 mounted troops (4 company-sized units) arrayed 30 horses wide and 8 horses deep. Each battalion-scale hex is 120' across. Each battalion-scale combat round represents 2 standard combat rounds (20 seconds). Use this scale for battles with 3,001 to 12,000 troops on each side.

BRIGADE SCALE

Brigade-scale units are sixteen times the size of company-size units. Thus at brigade scale, a typical infantry unit represents 1,920 foot troops (16 company-sized units) arrayed 80 men wide and 24 men deep. Likewise, a typical brigade-scale cavalry unit represents 960 mounted troops (16 company-sized units) arrayed 60 horses wide and 16 horses deep. Each brigade-scale hex is 240' across. Each brigade-scale combat round represents 4 standard combat rounds (40 seconds). Use this scale for battles with 12,001 or more troops on each side. The various scales are summarized on the Epic Scale table below.

IMPORTANT NOTE:

Why doesn't movement or range change? Remember that while each hex represents a longer distance, each round represents a proportionately longer period of time, so units will still move the correct number of hexes per round. Similarly, while each hex represents a longer distance, missile weapons have a proportionally greater effective range against massed units. For instance, at brigade scale, a longbow's 5 hex range still represents only (5 x 80 yards) 400 yards, which is within the maximum range of a bow fired at a huge troop formation.

UNITS AT EPIC SCALE

Apart from requiring more troops per unit, units at epic scale are identical to units at company scale, with two exceptions:

Unit Hit Points: Multiply the epic unit's hit points by the uhp / damage multiplier on the Epic Scale table.

EXAMPLE: A company-sized unit of light infantry has 6 uhp. A battalion-sized unit of light infantry has (2 x 6) 12uhp. A brigade-sized unit of light infantry has (4 x 6) 24uhp.

Unit Damage: Multiply the damage dealt by the epic unit's melee and missile attacks (including any extra damage from charging) by the uhp multiplier on the Epic Scale table. Do not multiply the damage dealt by **heroes** (p. 40) or spells.

EXAMPLE #1: A company-sized unit of light infantry deals 1 point of damage per successful attack. A battalion-sized unit of light infantry deals (2 x 1) 2 points of damage per successful attack. A brigade-sized unit of light infantry deals (4 x 1) 4 points of damage per successful attack.

EXAMPLE #2: A brigade-sized unit of heavy cavalry equipped with lances charges an enemy unit and hits twice. At company scale, the unit would deal 3 points of damage – 1 point for each successful attack and 1 extra point because it hit with a lance during a charge. Since the unit is brigade-sized, it deals (2 + 1) x (4) 12 points of damage.

An epic-scale Loose Foot, Loose Mounted, or Flyer unit may reduce damage dealt by **withdrawing** (p. 22) one or more hexes, up to a maximum of its marching movement. The reduction in damage is multiplied by the uhp/damage multiplier on the Epic Scale table.

Unit Scale	Army Size	Troops/ Unit	Ground Scale	Time Scale	Uhp/ Damage
Company	601 – 3,000	120 infantry or 60 cavalry	1 Hex = 60'	1 Combat Round = 10 seconds	x1
Battalion	3,001 – 12,000	480 infantry or 240 cavalry	1 Hex = 120'	1 Combat Round = 20 seconds	x2
Brigade	12,001 or more	1,920 infantry or 960 cavalry	1 Hex = 240'	1 Combat Round = 40 seconds	x4

Epic Scale	Commander Qualification	Lieutenant Qualification	Independent Hero Qualification
Company	NPC: 7 th level; Monster: HD + 4	NPC: 5 th level; Monster: HD + 2	NPC: 7 th level; Monster: 9 HD; Caster: 3 rd level arcane, 5 th level divine
Battalion	NPC: 9 th level; Monster: HD + 6	NPC: 7 th level; Monster: HD + 4	NPC: 9 th level; Monster: 11 HD; Caster: 4 th level arcane, 6 th level divine
Brigade	NPC: 11 th level; Monster: HD + 8	NPC: 9 th level; Monster: HD + 6	NPC: 11 th level; Monster: 13 HD; Caster: 6 th level arcane, 7 th level divine

EXAMPLE: If a company-sized unit of light infantry is dealt 3 points of damage, it can withdraw three hexes to reduce the damage by 3 points to 0. If a battalion-sized unit of light infantry is dealt 6 points of damage, it can withdraw three hexes to reduce the damage by (3 x 2) 6 points to 0. If a brigade-sized unit of light infantry is dealt 12 points of damage, it can withdraw three hexes to reduce the damage by (3 x 4) 12 points to 0.

OFFICERS AND HEROES AT EPIC SCALE

When playing an epic scale battle, you may play either using the basic rules for **officers** (p. 14) in Chapter 1, or using the advanced rules for **heroes** (p. 40) in Chapter 4. In the absence of heroes, an epic scale game plays exactly like the basic game: The increase in damage and uhp exactly cancel each other out. As such, it's perfect if you want to re-fight a gigantic historical battle that didn't have larger-than-life heroes.

However, when using the hero rules, certain additional complexities are introduced. At epic scale, a hero is still one character, even as the size of the units he leads and confronts is scaling upward from 120 to 480 or more troops. Thus only the most powerful characters can move and fight independently at epic scale, and even these will have a relatively smaller impact, especially at the largest scale. A single PC with a **wand of fireballs** can make short work of a 120-man unit. He will run out of charges before he destroys a 1,920-man unit.

QUALIFYING AS AN EPIC SCALE OFFICER OR HERO

Epic scale units, being larger and more complex bodies of troops, require more experienced officers to lead them. Likewise, epic scale battles have greater dangers, so characters must be more powerful to qualify as **independent heroes** (p. 41). The requirements to be an officer or hero at epic scale are summarized on the Epic Scale Qualification table (p. 64).

The stricter qualification requirements serve to keep the number of available officers and heroes at a playable level. While there are obviously still low- and mid-level characters leading smaller sub-formations in the army, they simply lack the power to impact the fight in any meaningful way. Just as company-sized units are subsumed into battalions and brigades, the acts of the company-scale officers are subsumed into the deeds of the units they are part of.

EXAMPLE: A battle is being fought at battalion scale. Several PCs and NPCs are present who might qualify as officers and heroes: Marcus (9th level fighter); Theon (7th level fighter); Zeodarë (7th level bladedancer); Sera (7th level thief); and Quintus (6th level mage). Marcus qualifies to be a **commander** (p. 15) and/or independent hero. Zeodarë, Theon and Sera only qualify to be **lieutenants** (p. 15). Quintus does not qualify to be an officer or hero at all.

Phase	Activities
Initiative Phase	Each commander rolls initiative.
Command Phases	Commander activates their division's units one at a time in order of initiative.
Bonus Attack Sequence #1	Each hero receives an additional attack sequence in order of initiative.
Bonus Attack Sequence #2	Each hero receives an additional attack sequence in order of initiative (brigade scale only).
Bonus Attack Sequence #3	Each hero receives an additional attack sequence in order of initiative (brigade scale only).
Morale Phase	Each side conducts any required morale rolls. If either army has entirely routed, retreated, or been destroyed, the battle is over. Otherwise advance to next combat round.

UNIT CHARACTERISTICS OF AN EPIC SCALE HERO

The **unit characteristics** (p. 40) of an epic-scale hero are identical to the characteristics of a company-scale hero. However, in contrast to units, an epic-scale hero's damage per attack decreases with scale – divide the damage dealt by the damage multiplier. An attack by a hero therefore does *relatively* less damage to a unit as scale increases.

EXAMPLE: Marcus attacks a battalion-sized unit of light infantry. He hits twice, dealing 2 points of damage. Because the unit is battalion scale, the damage dealt is divided by the battalion-scale damage multiplier (2). The light infantry battalion therefore takes 1 point of damage.

Since each epic scale combat round represents either two or four standard combat rounds, each hero receives one or three bonus attack sequences each combat round. Each hero takes one bonus attack sequence in order of **initiative** (p. 17) after the usual command phases have occurred, repeating this process until all bonus attack sequences have been taken.

EXAMPLE: In a brigade scale battle, Marcus confronts Moruvai. Marcus has an initiative score of 5, while Moruvai has an initiative score of 4. Each acts during their command phase. After all command phases, Marcus takes a bonus attack sequence, followed by Moruvai doing the same. Marcus then takes another bonus attack sequence, and then Moruvai takes another bonus attack sequence. Marcus then takes a final attack sequence, and Moruvai does the same.

Sequencing the hero's actions in this manner prevents a hero from, e.g., "alpha striking" an enemy hero with three **fireballs** in a way that would not normally be possible in an ACKS battle.

Hero Size	Battalion Scale Visibility Dist.	Brigade Scale Visibility Dist.
Man Sized	2 hexes	1 hex
Large Sized	3 hexes	2 hexes
Huge Sized	4 hexes	2 hexes
Gigantic Sized	8 hexes	4 hexes
Colossal Sized	15 hexes	8 hexes

HERO VISIBILITY AT EPIC SCALE

Since each hex represents a wider area of ground, hero visibility is reduced in epic scale battles. See the table above for **visibility distance** (p. 42) at each scale.

SPELLS AND ITEMS AT EPIC SCALE

Because the scale of units, hexes, and combat rounds changes by a factor of two to four, many spells and items have different effects at epic scale.

EPIC SCALE SPELLS

Except where noted below, mass combat spells have the effects listed in Chapter 4.

Bless: This spell has no effect on units at either epic scale.

Burning Hands: This spell has no effect on units at either epic scale.

Call Lightning: This spell's range is reduced to nine hexes at battalion scale and four hexes at brigade scale. A lightning bolt may be called every 30 combat rounds at battalion scale and every 15 rounds at brigade scale. A battalion scale unit may never lose more than $\frac{1}{32}$ its maximum uhp from this spell, while a brigade scale unit may never lose more than $\frac{1}{108}$ its maximum uhp.

Cloudkill: An epic-sized unit that fails its saving throw versus Poison takes damage instead of being destroyed. At battalion scale, the unit loses $\frac{1}{4}$ of its uhp (rounded up); at brigade scale, the unit loses $\frac{1}{16}$ its uhp.

Cone of Cold: A battalion scale unit may never lose more than $\frac{1}{8}$ its maximum uhp from this spell, while a brigade scale unit may never lose more than $\frac{1}{32}$ its maximum uhp. Round damage down at brigade scale.

Cone of Paralysis: The number of uhp lost to this spell is reduced at every epic scale. A battalion scale unit loses $\frac{1}{8}$ its maximum uhp from this spell, while a brigade scale unit loses $\frac{1}{32}$ its maximum uhp. Round damage down at brigade scale.

Confusion: At battalion scale, this spell disorders one unit adjacent to the caster. At brigade scale, this spell has no effect on units.

Continual Light: This spell has no effect on units at either epic scale.

Control Plants: This spell has no effect on units at either epic scale.

Control Weather: The radius of this spell's special weather conditions extends six hexes at battalion scale and three hexes at brigade scale.

Death Spell: At battalion scale, this spell has a range of six hexes, while at brigade scale it has a range of three hexes.

Dispel Evil: This spell has no effects on units at either epic scale.

Dispel Magic: This spell's range is reduced to three hexes at battalion scale, and two hexes at brigade scale.

Earth's Teeth: This spell has no effect on units at either epic scale.

Fear: At battalion scale, the unit must make a saving throw against Spells; if it fails, it immediately becomes disordered and loses $\frac{1}{8}$ of its maximum uhp. The unit remains disordered until the effect is **dispelled**, the unit leaves the battlemat, or 15 combat rounds have elapsed. If the effect is **dispelled** within one combat round, the unit regains its lost uhp (the fleeing troops rejoin their unit). At brigade scale, this spell has no effect on units.

Flame Strike: At battalion scale, this spell has a range of two hexes and the target unit may never lose more than $\frac{1}{32}$ of its maximum uhp (rounded up). At brigade scale, the spell has a

range of one hex and the target unit loses 1 uhp if, and only if, it fails its saving throw.

Fireball: This spell's range is reduced to six hexes at battalion scale and three hexes at brigade scale. A battalion scale unit may never lose more than $\frac{1}{32}$ its maximum uhp from this spell, while a brigade scale unit may never lose more than $\frac{1}{108}$ its maximum uhp. Round damage down at brigade scale.

Growth of Plants: If cast during a battle, this spell has no effect at either epic scale. If cast multiple times before battle during set-up, it can create a one hex growth of impenetrable forest. To have an effect at battalion scale the spell must be cast 4 times; at brigade scale 16 times.

Gust of Wind: This spell has no effect at either epic scale.

Hallucinatory Terrain: This spell's range is reduced to six hexes at battalion scale and three hexes at brigade scale.

Insect Plague: This spell's range is reduced to six hexes at battalion scale and three hexes at brigade scale. The swarm is of lower density at epic scale, and does not block line of sight. Units of less than 3 HD that are contacted by the insect swarm may take damage. Battalion scale units take 1d4-3 damage, while brigade scale units take 1d12-11 damage (minimum 0).

Lightning Bolt: This spell's range is reduced to three hexes at battalion scale and two hexes at brigade scale. Other than its range, its effects are identical to **fireball**, above.

Lower Water: At battalion scale, this spell creates a two-hex-wide ford anywhere within three hexes of the caster. At brigade scale, it creates a one-hex-wide ford within two hexes of the caster.

Massmorph: If cast during a battle, this spell has no effect at either epic scale. If cast multiple times before battle during set-up, this spell can hide one unit. At battalion scale the spell must be cast 4 times; at brigade scale 16 times.

Move Earth: If cast during a battle, this spell has no effect at either epic scale. If used prior to a battle, it allows the caster to place terrain hex features. At battalion scale, three one-hex terrain features can be placed within six hexes of the caster. At brigade scale, a single one-hex terrain feature can be placed within two hexes of the caster.

Obscuring Cloud: If cast by a 13th level or higher caster, this spell creates one hex of billowing vapor at battalion scale. It has no effect at brigade scale.

Panic: At battalion scale, this spell affects all units within a two-hex radius. At brigade scale, this spell affects one unit within one hex.

Prayer: This spell has no effect on units at either epic scale.

Scouring Wind: A battalion scale unit may never lose more than $\frac{1}{8}$ its maximum uhp from this spell, while a brigade scale unit may never lose more than $\frac{1}{32}$ its maximum uhp from it.

Sleep: This spell has no effect on units at either epic scale.

Stinking Cloud: This spell creates a cloud of foul-smelling vapors in a hex adjacent to the caster. A unit within the affected hex must make a successful saving throw versus Poison or be

disordered. Whether it makes its saving throw or not, it must retreat one hex towards its own map edge. The **stinking cloud** is too small to block line of sight at epic scale.

Transmute Rock to Mud: If cast during a battle, this spell has no effect at epic scale. If cast multiple times before battle during set-up, it can create a one-hex area of mud. To have an effect at battalion scale the spell must be cast 4 times; at brigade scale 16 times.

Wall of Corpses: At either epic scale, this spell creates a one-hex-long barrier of animated corpses anywhere within one hex of the caster. At battalion scale, any unit moving to within two hexes of the **wall of corpses** must make a saving throw versus Spells. At brigade scale, any unit moving adjacent to the **wall of corpses** must make the saving throw. A failed saving throw causes the unit to suffer the effects of a **panic** spell.

Units which do not fail the save may enter the **wall's** hex if desired. The **wall** may be physically attacked by targets in its hex, or turned or attacked with missiles by units within range. Any unit conducting a melee attack sequence against a **wall of corpses** suffers a reaction attack sequence. For combat purposes, treat the **wall** as a unit of zombies.

Wall of Fire: At either epic scale, this spell creates an opaque **wall of fire** one hex long anywhere within one hex of the caster.

At battalion scale, the **wall** is assumed to be 120' long and 10' high. If a unit is adjacent to the **wall**, line of sight to the unit is blocked against all units on the other side. Otherwise, units on elevated terrain can trace line of sight through the **wall**, but units at the same elevation cannot. Units with less than 4 Hit Dice cannot move through the **wall**. Units of more than 4 Hit Dice can move through the **wall**, but will take damage. Units of man-sized creatures will take 16 points of damage, while units of ogre-sized creatures will take 4 points of damage and units of giant-sized creatures will take 2 points of damage. Double the damage if the unit consists of cavalry, undead, or cold-using creatures. The wall lasts for the duration of the battle or until **dispelled**.

At brigade scale, the **wall** is assumed to be 360' long and only 3.5' high. The **wall** does not block line of sight, and any units may move through it at a cost of one additional hex of movement.

Wall of Force: At either epic scale, this spell creates an invisible, impenetrable **wall of force** one hex long anywhere within one hex of the caster. At battalion scale, the **wall** is assumed to be 120' long and 10' high and counts as a high wall. At brigade scale, the **wall** is assumed to be 360' long and only 3.5' high, and counts as a low wall (p. 33).

Wall of Ice: This spell is identical to **wall of fire** except that damage is doubled against cavalry and fire-using creatures.

Wall of Iron: At either epic scale, this spell creates an opaque **wall of iron** one hex long anywhere within one hex of the caster. At battalion scale, the **wall** is assumed to be 120' long and 8' high and counts as a high wall. At brigade scale, the **wall** is assumed

to be 360' long and only 2.75' high and counts as a low wall (p. 33).

Wall of Stone: This spell creates an opaque **wall of stone** one hex long anywhere within one hex of the caster. Except for the material of the **wall**, it is otherwise identical to **wall of force**.

Wall of Wood: This spell creates an opaque **wall of wood** one hex long anywhere within one hex of the caster. Except for the material of the **wall**, it is otherwise identical to **wall of force**.

EPIC SCALE ITEMS

Except where noted below, items have the effects listed in Chapter 4.

Drums of Panic: At battalion scale, this item affects all units within a two-hex radius. At brigade scale, this item affects one unit within one hex.

Helm of Telepathy: At either epic scale, this item's range is reduced to one hex.

Horn of Blasting: At either epic scale, this item's range is reduced to one hex. A battalion scale unit may never lose more than $\frac{1}{8}$ its maximum uhp from this item, while a brigade scale unit may never lose more than $\frac{1}{32}$ its maximum uhp from it.

ASSAULTS AT EPIC SCALE

Most assaults are small affairs between a few hundred to a few thousand troops. These can be readily handled using the rules in Chapter 5, **Assaults** (p. 53), in conjunction with *Domains at War: Campaigns*. However, assaults of fortified cities can be far larger. Judges who wish to play out assaults with tens of thousands of troops can use these rules. Be prepared to set aside a full day for the battle!

FORTIFIED STRUCTURES

At epic scales, it becomes impossible to represent the **stronghold** (p. 53) on the battlemap with any physical accuracy – a more abstract method is required. The Judge will need to know the total **shp** (p. 53) value of the stronghold. If there is no map for the stronghold, estimate the stronghold's shp by dividing the stronghold's gp value by 8 and rounding up. (For urban settlements, use the settlement's gp value).

Use the stronghold's total shp to determine the size and unit capacity of the stronghold using the Epic Scale Fortified Structures table, below. Round fractions to the nearest whole number, rounding 0.5 up if odd and down if even. Note that hexes and units are in the appropriate scale.

Once the overall size and unit capacity of the stronghold is known, the Judge should then divide the stronghold into a series of **epic fortified structures** of varying size and unit capacity that loosely approximates the actual structure's physical layout. AC should be approximately equal to the average AC of the stronghold's structures. Shp should be allocated in relative proportion, then divided by the SHP Adjustment shown on the table.

Epic Scale	Size	Unit Capacity	SHP Adjustment	Damage Adjustment	Height Adjustment
Battalion	1 hex or story / 4,000 shp	1 battalion-sized unit / 4,000 shp	÷2	x2	x2
Brigade	1 hex or story / 16,000 shp	1 brigade-sized unit / 16,000 shp	÷4	x4	x4

EXAMPLE: A stronghold consists of a keep (6 stories with 2,500 shp each) surrounded by six 60' wall segments (each with 2 stories with 450 shp each). Total shp are therefore $[(6 \times 2,500) + 6 \times (2 \times 450)]$ 20,400. At battalion scale, the stronghold has a size of $(20,400 / 4,000)$ 5.1 hexes or stories, rounded to 5, and a unit capacity of 5 battalion-sized units.

The Judge decides to divide the stronghold into three epic scale structures. The first structure he designates as the “epic keep” and assigns it three stories occupying one hex, with 12,250 shp, divided by 2 to yield 6,125 shp. The second and third structures are adjacent one story wall segments with 4,075 shp each, divided by 2 to yield 2,038 shp each.

Note that epic scale’s larger hexes will compress strongholds on the vertical as well as the horizontal dimension. In the example above, the stronghold ended up with a three story keep and one story wall segments, even though the original structures were six stories and two stories tall respectively. This can create anomalies where **siege ladders** (p. 59) can escalate to structures that are higher than they could reach, etc. If such situations arise, use the height adjustment column of the Epic Scale Fortified Structures table to take this into account.

EXAMPLE: During an epic scale assault, orc units equipped with siege ladders wish to enter the top story of the epic keep. The epic keep is a three story structure, and siege ladders normally allow units to enter up to four story structures. The Judge remembers that the epic keep’s height has been compressed and applies the multiplier from the height adjustment column to determine that the epic keep is actually six stories high. The orcs cannot reach its top story with their ladders.

Damaging Epic-Scale Structures: When damaging epic-scale fortified structures, multiply shp of damage dealt by artillery bombardment, monstrous units, and siege equipment by the damage adjustment on the Epic Scale Fortified Structures table. When damaging epic scale structures with magic, divide the shp of damage dealt by the shp adjustment listed on the table.

EXAMPLE #1: A unit of heavy trebuchets hits the epic keep. At company scale, a heavy trebuchet unit deals 4 shp of damage. This becomes 8 shp of damage at battalion scale. (A battalion-scale unit of heavy trebuchets consists of twice as many trebuchets firing for twice as long, so the effective damage from the hit is being increased fourfold. But we’ve already halved the keep’s shp, so damage is instead doubled.)

EXAMPLE #2: A **disintegrate** spell hits the epic keep. At company scale, the spell deals 125 shp of damage. This becomes 62 shp of damage at battalion scale. (Because of the SHP adjustment applied earlier, the epic keep had its shp reduced to $\frac{1}{2}$, so to keep the **disintegrate** spell’s damage proportional, it has to be reduced by half.)

SIEGE EQUIPMENT

At epic scales, more equipment is required to equip epic scale units. The Epic Scale Equipment Requirement table shows the number of pieces of equipment required at epic scale. Multiply damage dealt by **siege equipment** (p. 57) to heroes, units, and structures by the appropriate shp adjustment for the scale (x2 or x4).

Type of Equipment	No. Required - Battalion	No. Required - Brigade
Battering Ram (20')	24	96
Cauldron	16	64
Hoist	24	96
Movable Gallery	24	96
Movable Mantlet	240	960
Ram Catcher	40	160
Screw (20')	24	96
Siege Hook	40	160
Siege Ladder	48	192
Siege Tower	See Below	See Below

Siege towers require special rules when scaling upward. At company scale, each siege tower is represented on the battlemat individually. However, at battalion scale, four standard or two large towers are treated as one unit. At brigade scale, sixteen standard, eight large, or four huge towers are treated as one unit. See the Battalion Scale Siege Towers and Brigade Scale Siege Towers tables, below.

ARTILLERY UNITS

An artillery unit at epic scale requires more artillery pieces. Artillery units only scale up by a factor of x2 (at battalion scale) and x4 (at brigade scale) rather than x4 and x16 for other units. For this reason, the uhp of epic-scale artillery units are actually reduced relative to the uhp of artillery units at company scale.

The Epic Scale Artillery Unit Size table shows the number of artillery required at epic scale and the uhp of each unit. Multiply

Battalion Scale Siege Towers									
Siege Tower	Size	Troop Capacity	Artillery Capacity	Stories*	AC	SHP	Move	Crew	AP
4 Standard Siege Towers	1 hex	1 unit	1 unit	4	0	50/story	-/1/- (WM)	1 unit	1
2 Large Siege Towers	1 hex	1 unit	1 unit	6	1	36/story	-/1/- (WM)	2 units	1
1 Huge Siege Tower	1 hex	2 units	1 unit	9	2	33/story	-/1/- (WM)	3 units	1

Brigade Scale Siege Towers									
Siege Tower	Size	Troop Capacity	Artillery Capacity	Stories*	AC	SHP	Move	Crew	AP
16 Standard Siege Towers	1 hex	1 unit	1 unit	4	0	100/story	-/1/- (WM)	1 unit	1
8 Large Siege Towers	1 hex	1 unit	1 unit	6	1	72/story	-/1/- (WM)	2 units	1
4 Huge Siege Towers	1 hex	2 units	1 unit	9	2	66/story	-/1/- (WM)	3 units	1

*The listed heights (in stories) for the towers are correct and should *not* be adjusted by a Height Adjustment multiplier (e.g., brigade-scale huge siege towers do not reach 36 stories).

damage dealt by artillery to heroes, units, and structures by the damage adjustment for the scale (x2 or x4).

Unit Type	No. Required – Battalion	Battalion uhp	No. Required – Brigade	Brigade uhp
Light Ballista	20	1	40	1
Light Repeating Ballista	20	1	40	1
Medium Ballista	10	1	20	1
Heavy Ballista	10	1	20	1
Light Catapult	10	1	20	1
Medium Catapult	4	1	8	1
Heavy Catapult	2	1	4	1
Light Trebuchet	2	1	4	1
Medium Trebuchet	2	1	4	1
Heavy Trebuchet	2	2	4	1

SCALING DOWN THE GAME

Small-scale battles are handled by using **platoon scale**. Platoon-scale units are $\frac{1}{4}$ the size of company-size units. A typical platoon-scale infantry unit represents 30 foot troops (one-fourth of a company-sized unit) arrayed 5 men wide and 6 men deep. Likewise, a typical platoon-scale cavalry unit represents 15 mounted troops (one-fourth of a company-sized unit) arrayed 3-4 horses wide and 4 horses deep. Each platoon-scale hex is 30' across. Platoon-scale combat rounds are the same length as standard company-scale combat rounds (10 seconds). Use this scale for battles with 120 to 600 troops on each side. A comparison of platoon and company scale is shown on the table below.

UNITS AT PLATOON SCALE

Apart from requiring fewer troops per unit, units at platoon scale are virtually identical to units at company scale, with three exceptions:

Unit Movement Rate: Multiply the platoon-scale unit's movement rate by two.

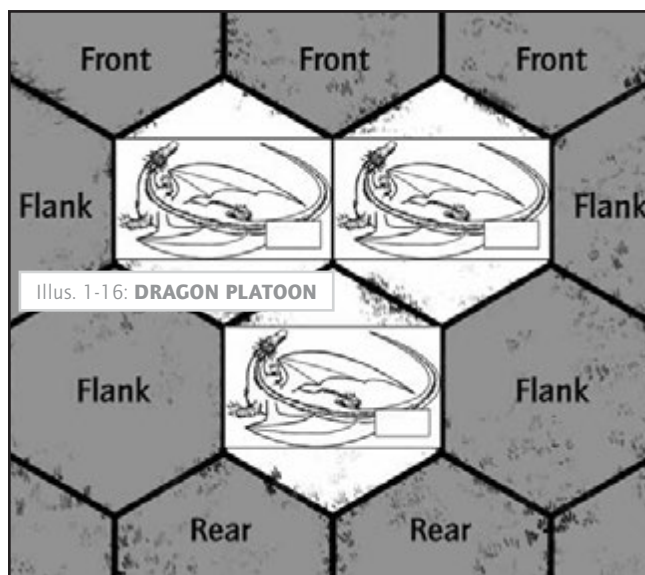
EXAMPLE: A company-sized unit of light infantry has a movement rate of 2/4/6. A platoon-sized unit of light infantry therefore has a movement rate of 4/8/12.

Unit Missile Attack Ranges: If a platoon-scale unit has any missile attacks, multiply the maximum range of these attacks by two.

IMPORTANT NOTE:

If space is an issue at your gaming table, you might want to play platoon-scale battles using 1" hexes. You can represent each unit with one 15mm or 25mm figure, or print the unit counters at 50% size.

EXAMPLE: A company-sized unit of light infantry armed with javelins can make a missile attack with a range of two hexes. A platoon-sized unit of light infantry can therefore make a missile attack with a range of four hexes.



Colossal Creature Units: At company scale, a solitary colossal creature constitutes a complete unit and occupies one full hex on the battlemat. At platoon scale, a solitary colossal creature still constitutes a complete unit, but it occupies *three* adjacent hexes on the battlemat. A platoon-scale colossal creature unit must have one of three facings such that it has three front hexes, four flank hexes, and two rear hexes (see Illustration 1-16). Use three unit counters to represent the unit on the battlemat. Multiply the unit's uhp and number of attacks by four (its effectiveness is quadrupled).

When a platoon-scale colossal creature unit's counter occupies two or more different terrain types, treat it as being in whichever terrain the majority of its counter is occupying. If each hex of its counter is in a different terrain type, the commander chooses.

A platoon-scale colossal creature unit may not conduct movement (including retreats or withdrawals) which would cause any of its hexes to pass through or end in a hex containing another unit or obstacle unless the unit would be entitled to do so anyway (e.g. a Flyer above impassable forest). Attacks and effects can be targeted against any of

the platoon-scale colossal creature unit's hexes.

BATTEMAPS AND DEPLOYMENT AT PLATOON SCALE
At platoon scale, each hex represents 30' (10 yards). Since each round is the same length as at company scale, platoon-scale units are able to move and shoot twice as far. Therefore, when fighting battles at platoon scale, you must use multiple battlemaps and

Unit Scale	Army Size	Troops/ Unit	Ground Scale	Time Scale	Movement	Ranges
Platoon	120 – 600	30 infantry or 15 cavalry	1 Hex = 30'	1 Combat Round = 10 seconds	x2	x2
Company	601 – 3,000	120 infantry or 60 cavalry	1 Hex = 60'	1 Combat Round = 10 seconds	x1	x1

adjust the deployment zones. This will ensure that the armies have sufficient frontage to maneuver.

Set up four battlemaps in a two by two pattern to create a battlefield that is 8' x 6' (48 hexes wide and 36 hexes deep). Since the Deployment Zone tables assume a 24-hex wide by 18-hex deep battlemap, you should double the width and depth of each deployment zone.

COMBAT AT PLATOON SCALE

Combat at platoon scale is identical to combat at standard (company) scale, except as noted below.

Withdrawal: A platoon-sized Loose Foot, Loose Mounted, or Flyer unit may reduce damage dealt by withdrawing two or more hexes, up to a maximum of its marching movement. Every two hexes withdrawn reduces damage by one point.

EXAMPLE: If a company-sized unit of light infantry is dealt three points of damage, it can withdraw three hexes to reduce the damage by three points to zero. If a platoon-sized unit of light infantry is dealt three points of damage, it can withdraw six hexes to reduce the damage by three points to zero.

OFFICERS AND HEROES AT PLATOON SCALE

When playing a platoon-scale battle, you may play either using the basic rules for officers in Chapter 1, or using the advanced rules for heroes in Chapter 4. When using the hero rules, you will find that their power will be magnified by the smaller size of the units.

QUALIFYING AS A PLATOON SCALE OFFICER OR HERO
Platoon-sized units require less experienced officers. Low- and mid-level characters can serve as important **commanders** (p. 15) and **lieutenants** (p. 15) in battles of this scale. The table below compares the qualifications for commanders, lieutenants, and heroes at platoon and standard (company) scale.

UNIT CHARACTERISTICS FOR HEROES AT PLATOON SCALE

Like units at platoon scale, heroes at platoon scale have their unit movement rates and missile attack ranges doubled. In addition, heroes at platoon scale are more effective when attacking enemy units. When determining a hero's unit number of attacks, multiply the total by four.

Technically the platoon-scale formula is (No. of Attacks + Cleave Factor x (Average Damage) / 11. See Chapter 8, **Using ACKS Characters with Domains at War** (p. 91), for more information on calculating a hero's unit characteristics!

ATTACKS ON HEROES BY UNITS

Platoon-scale units are less of a threat to heroes. For each uhp of damage dealt to a hero, he takes only 5d6 hp of damage.

Withdrawal: Whenever a hero takes damage from a unit, he may reduce uhp of damage dealt by one or more points by withdrawing two or more hexes (two hexes per point), up to a maximum of his marching movement. Heroes withdraw according to the same rules as Loose units, except that the hero may end his withdrawal in the same hex as another friendly hero or unit if desired.

HERO VISIBILITY AT PLATOON SCALE

Since each hex represents a smaller area of ground, hero visibility is increased in platoon scale battles. See the adjoining table for visibility distance at each scale.

Hero Size	Platoon Scale Visibility Distance
Man Sized	8 hexes
Large Sized	12 hexes
Huge Sized	18 hexes
Gigantic Sized	30 hexes
Colossal Sized	60 hexes

SPELLS AND ITEMS AT PLATOON SCALE

Because the scale of units and hexes changes by a factor of two, many spells and items have different effects at platoon scale.

PLATOON SCALE SPELLS

Except where noted below, mass combat spells have the effects listed in Chapter 4.

Bless: This spell affects one unit within four hexes of the caster.

Burning Hands: This spell blasts one unit in a hex adjacent to the caster. The damage from **burning hands** is equal to the caster's level -1, with a minimum of one point and a maximum of four points. If the unit is mounted, the damage is doubled. If the unit makes a successful saving throw versus Blast, damage is reduced to half. A unit may never lose more than ½ its maximum uhp (rounded up) from **burning hands**.

Call Lightning: Every 60 combat rounds, the caster may target one unit within 36 hexes with a bolt of lightning. The targeted unit suffers eight points of damage. Damage is doubled against cavalry units (p. 82), behemoth cavalry units (p. 86), or chariot units (p. 89). If the unit makes a successful saving throw versus Blast, damage is reduced to half. A unit may never lose more than ½ its maximum uhp (rounded up) from **call lightning**.

Cloudkill: At platoon scale, the cloud moves relatively quicker (due to the smaller hexes). Roll 1d6 during the caster's command phase each round, and on a roll of 1-4, the cloud moves one hex.

Small Scale	Commander Qualification	Lieutenant Qualification	Independent Hero Qualification
Platoon	NPC: 5 th level; Monster: HD + 2*	NPC: 3 rd level; Monster: HD + 1*	NPC: 5 th level; Monster: 7 HD; Caster: 2 nd level arcane, 3 rd level divine
Company	NPC: 7 th level; Monster: HD + 4	NPC: 5 th level; Monster: HD + 2	NPC: 7 th level; Monster: 9 HD; Caster: 3 rd level arcane, 5 th level divine

*A beastman chief or sub-chief can always serve as a commander or lieutenant for platoons of its race, regardless of its HD.

Continual Light: This spell targets one unit within 12 hexes of the caster.

Cone of Cold: At platoon scale, this spell's area of effect extends into two hexes. To find the area of effect, draw an imaginary line exiting the caster's hex through one of his front hexes and extended straight to the center of a target hex, two hexes away. Units in both affected hexes take damage from the **cone of cold**. The damage is equal to the caster's level. Damage is doubled against cavalry units, behemoth cavalry units, or chariot units. If the unit makes a successful saving throw versus Blast, damage is reduced to half. A unit in the hex closest to the caster may not lose more than $\frac{1}{4}$ its maximum uhp (rounded up) from the spell. A unit in the hex furthest from the caster gets no cap on the damage dealt by **cone of cold** (the cone is at its maximum width).

Cone of Paralysis: At platoon scale, this spell's area of effect extends into two hexes, as per **cone of cold** above. A unit in the hex closest to the caster must make a saving throw versus Spells or lose $\frac{1}{4}$ its uhp, representing one-quarter of the troops being paralyzed. A unit in the hex furthest from the caster must make a saving throw versus Spells or lose all of its uhp, representing the entire unit being paralyzed. The damage is removed if the spell is **dispelled** before the unit moves or is dealt damage by a melee attack. (Once the unit moves, it is assumed to have left its paralyzed troops behind. Once the unit is dealt damage by a melee attack, paralyzed troops are assumed to have been slain.)

Confusion: At platoon scale, this spell disorders one unit within four hexes of the caster.

Control Plants: At platoon scale, this spell affects one hex of jungle, forest, or impenetrable forest within two hexes of the caster.

Control Weather: The radius of this spell's special weather conditions extends 24 hexes at platoon scale. If a tornado is summoned, the tornado moves 12 hexes per combat round in any direction within 24 hexes of the caster.

Control Wind: This spell creates a *high winds* effect (as per **control weather**) in the caster's hex and each adjacent hex. It lasts for the duration of the battle or until **dispelled**.

Death Spell: At platoon scale, this spell has a range of 24 hexes.

Dispel Magic: At platoon scale, this spell has a range of 12 hexes.

Earth's Teeth: This spell affects any one unit within 12 hexes of the caster. If the caster makes a successful attack throw against the unit, it takes two points of damage with no saving throw.

Fear: At platoon scale, this spell's area of effect extends into two hexes, as per **cone of cold** above. Units in either of the affected hexes must make saving throws versus Spells. If a unit fails, it immediately becomes disordered (if not already), changes its facing towards its own battlemap edge, and retreats two hexes. Thereafter, at the start of the morale phase of each combat round, the unit must retreat a number of hexes equal to its hustling movement rate towards the friendly map edge. This continues until the effect is **dispelled**, the unit leaves the battlemap, or 30 combat rounds have elapsed. The unit may not be activated while the spell is in effect.

Flame Strike: At platoon scale, this spell creates a column of fire that affects one unit within six hexes. The affected unit suffers eight points of damage. Damage is doubled against cavalry units, behemoth cavalry units, or chariot units. If the unit makes a successful saving throw versus Blast, damage is reduced to half. A unit may never lose more than $\frac{1}{2}$ its maximum uhp (rounded up) from a **flame strike**.

Fireball: At platoon scale, this spell creates a missile of fire that affects one unit within 24 hexes. The damage from a **fireball** is equal to the caster's level. Damage is doubled against cavalry units, behemoth cavalry units, or chariot units. If the unit makes a successful saving throw versus Blast, damage is reduced to half. A unit may never lose more than $\frac{1}{2}$ its maximum uhp (rounded up) from a **fireball**.

Fly: The caster gains the flying special ability with a movement rate of 12/24/36. The spell lasts for the duration of the battle or until **dispelled**.

Growth of Plants: This spell creates a 3-hex growth of impenetrable forest that blocks line of sight. It may be placed anywhere within 12 hexes of the caster.

Gust of Wind: At platoon scale, this spell's area of effect extends into two hexes, as per **cone of cold** above. A unit in an affected hex must make a saving throw versus Blast; if it fails, it may not move or use missile weapons next combat round.

Hallucinatory Terrain: The caster creates a 3-hex illusionary terrain piece of the caster's choice. It may be placed up to 24 hexes away from the caster.

Insect Plague: This spell creates a swarm of insects within 24 hexes of the caster. The swarm occupies 4 hexes on the battlemap. The swarm must be placed such that each of its constituent hexes is adjacent to at least one other constituent hex (e.g. the swarm fills a contiguous area). The swarm may slowly move under the caster's control; roll 1d6 during the caster's activation each round, and on a roll of 1-4, the swarm may move one hex. The swarm blocks line of sight. Any units of less than 3 HD that are contacted by the swarm take one uhp of damage and automatically retreat 2 hexes (regardless of battle line, morale, or other modifiers). The swarm cannot move through **walls of fire**, and is destroyed by **sleep**, **dispel magic**, **flame strike**, or **fireball**. The spell lasts while the caster concentrates.

Lightning Bolt: At platoon scale, this spell affects 2 adjacent hexes within 12 hexes of the caster. Units within the hexes suffer damage from the **lightning bolt** equal to the caster's level. Damage is doubled against cavalry units, behemoth cavalry units, or chariot units. If the unit makes a successful saving throw versus Blast, damage is reduced to half. A unit may never lose more than $\frac{1}{8}$ its maximum uhp (rounded up) from a **lightning bolt**.

Lower Water: At platoon scale, this spell creates a 6-hex-wide ford anywhere within 12 hexes of the caster.

Massmorph: At platoon scale, this spell will hide up to three units with an illusion that they are a three-hex piece of Forest/Jungle terrain.

Move Earth: When cast, this spell enables the caster to place or remove terrain features, including hills, broken ground, mud, trenches, and walls, within 24 hexes. This spell creates a 1-hex terrain feature every 15 combat rounds. This spell may be used

prior to a battle, during set up, to place 16 3-hex terrain features (or 48 1-hex terrain features) anywhere within 24 hexes of the caster.

Obscuring Cloud: At platoon scale, the cloud fills one hex if the caster is 2nd to 4th level; two hexes if 5th to 7th level; three hexes if 8th to 10th level; and four hexes if 11th level or higher.

Panic: At platoon scale, this spell affects all units within an eight-hex radius.

Prayer: At platoon scale, this spell affects one unit within six hexes of the caster.

Scouring Wind: At platoon scale, this spell's area of effect extends into two hexes, as per **cone of cold** above. The damage is equal to the caster's level -1. Damage is doubled against cavalry units, behemoth cavalry units, or chariot units. If the unit makes a successful saving throw versus Blast, damage is reduced to half. However, if the unit fails its save, it may not move or use missile weapons during the next combat round. A unit in the hex closest to the caster may not lose more than ¼ its maximum uhp (rounded up) from the spell. A unit in the hex furthest from the caster gets no cap on the damage dealt by **scouring wind** (the cone is at its maximum width).

Sleep: At platoon scale, this spell affects one unit of 4 Hit Dice or less within 24 hexes.

Transmute Rock to Mud: At platoon scale, this spell creates a deep morass of mud filling 4 hexes on the battlemap. The mud must be placed such that each of its constituent hexes is adjacent to at least one other constituent hex (e.g. the mud fills a contiguous area). The mud may be placed anywhere within 12 hexes of the caster.

Wall of Corpses: At platoon scale, this spell creates a horrific barrier of animated corpses 4 hexes long anywhere within 4 hexes of the caster. Any unit moving to within 8 hexes of the wall of corpses must make a saving throw versus Spells; if it fails, it suffers the effects of a fear spell. Any unit moving adjacent to the wall of corpses suffers a reaction attack sequence as if from a

unit of zombies (see Chapter 7, Rosters, for unit characteristics of zombies). The **wall** will last for the duration of the battle, or until dispelled or disintegrated. The wall of corpses may also be physically attacked or turned as if it were a unit of zombies.

Wall of Fire: At platoon scale, this spell creates an opaque **wall of fire** 4 hexes long anywhere within 2 hexes of the caster.

Wall of Force: At platoon scale, this spell creates an invisible, impenetrable **wall of force** 4 hexes long anywhere within 4 hexes of the caster.

Wall of Ice: At platoon scale, this spell creates an opaque **wall of ice** 4 hexes long anywhere within 2 hexes of the caster.

Wall of Iron: At platoon scale, this spell creates an opaque **wall of iron** 3 hexes long anywhere within 2 hexes of the caster.

Wall of Stone: At platoon scale, this spell creates an opaque **wall of stone** 3 hexes long anywhere within 2 hexes of the caster.

Wall of Wood: At platoon scale, this spell creates an opaque **wall of wood** 4 hexes long anywhere within 2 hexes of the caster.

PLATOON SCALE ITEMS

Except where noted below, items have the effects listed in Chapter 4.

Drums of Panic: At platoon scale, this item affects all units within an 8-hex radius.

Helm of Telepathy: At platoon scale, this item's range is increased to 4 hexes.

Horn of Blasting: At platoon scale, this item's area of effect is increased to 3 hexes. To find the area of effect, draw an imaginary line exiting the caster's hex through one of his front hexes and extended straight to the center of a target hex, three hexes away. Units in each affected hex take damage from the **horn of blasting**. The unit in the two hexes closest to the **horn** takes 1 point of damage. The unit in the third hex, furthest from the **horn**, takes 2 points of damage. Cavalry suffer double

Fortified Structures at Platoon Scale					
Fortified Structure	Size	Unit Capacity	Stories	AC	SHP
Barbican (gatehouse, 2 small towers)	Treat as three separate structures – one gatehouse and two small towers				
Gatehouse, stone, 20' high, 30' x 20'	1 hex	3/2 stories	2	6	500/story
Keep, stone, square, 80' high, 60' square	4 hexes (2 x 2)	2/hex/story	6	6	625/hex/story
Palisade, wooden, 10' high, 30' long, 1" thick	1 hex long	1	1	2	2
Palisade, wooden, 20' high, 30' long, 1" thick	1 hex long	2/story	2*	2	3
Rampart, earth, 10' high, 30' long, 15' thick	1 hex long	1	1	4	225
Rampart, earth, 20' high, 30' long, 15' thick	1 hex long	2/story	2*	4	450
Round tower, stone, 30' high, 20' diameter	1 hex	2/3 stories	3	7	250/story
Round tower, stone, 40' high, 20' diameter	1 hex	1/story	4	7	250/story
Round tower, stone, 40' high, 30' diameter	1 hex	2/story	4	7	400/story
Round tower, stone, 60' high, 30' diameter	1 hex	3/story	6	7	400/story
Square tower, stone, 40' high, 30' square	1 hex	2/story	4	6	400/story
Square tower, stone, 60' high, 30' square	1 hex	3/story	6	6	400/story
Wall, stone, 10' high, 30' long, 10' thick	1 hex long	1	1	6	225
Wall, stone, 20' high, 30' long, 10' thick	1 hex long	1/story	2*	6	225/story
Wall, stone, 30' high, 30' long, 10' thick	1 hex long	1/story	3*	6	225/story
Wall, stone, 40' high, 30' long, 10' thick	1 hex long	1/story	4*	6	225/story
Wall, stone, 60' high, 30' long, 10' thick	1 hex long	1/story	6*	6	225/story

*Walls have battlemented wall-walks as the top story; additional stories represent wall-walks below the battlements

damage from a **horn of blasting**. The affected unit must also make a saving throw versus Spells or be deafened and unable to be activated for one combat round. The targeted unit gets no cap on the damage dealt by the **horn**.

ASSAULTS AT PLATOON SCALE

Platoon scale can be used to resolve assaults on remote towers, small keeps, isolated homesteads, and other **fortified structures** (p. 53) that do not necessarily demand an army of hundreds or thousands to capture.

FORTIFIED STRUCTURES

At platoon scales, fortified structures occupy a relatively greater “footprint” on the battlemat and can hold more units. Use the Fortified Structures at Platoon Scale table, above, to determine the structures’ size, unit capacity and other characteristics.

DAMAGING AND DESTROYING FORTIFIED STRUCTURES AT PLATOON SCALE

The damage dealt to structures from **artillery**, **battering rams**, and **monstrous units** (p. 54) will vary at platoon scale.

Artillery: At platoon scale, artillery units are much smaller – those capable of damaging structures consist of just one artillery piece each. The Artillery Bombardment at Platoon Scale table shows the shp of damage that a hit by an artillery unit will deal to wooden and stone fortified structures.

Artillery Bombardment at Platoon Scale		
Artillery Unit	v. Wood	v. Stone
1 Medium Ballista	10	-
1 Heavy Ballista	10	1
1 Light Catapult	10	1
1 Medium Catapult	15	1d2
1 Heavy Catapult	20	2
1 Light Trebuchet	20	2
1 Medium Trebuchet	30	3
1 Heavy Trebuchet	40	4

Battering Rams: At platoon scale, a successful attack by a ram-equipped unit deals 5d4 shp of damage to wooden structures and 1d4 shp of damage to stone structures.

Monstrous Units: Because they include fewer creatures, platoon-scale monstrous units deal less damage to fortified structures. The Platoon-Scale Monster Size v. Wood and Stone table shows the shp of damage each attack will deal, given the constituent creatures’ size and the type of structure (wood or stone).

Platoon-Scale Monster Size	v. Wood	v. Stone
Huge (adult dragon, giant, wyvern)	1d4	-
Gigantic (mastodon, old dragon, tyrannosaurus)	5d4	1d4
Colossal (ancient dragon, dragon turtle, giant roc)	5d4	2d4

Siege Tower	Size	Troop Capacity	Artillery Capacity	Stories	AC	SHp	Move	Crew	AP
Standard	1 hex	1 unit/ 2 stories	1 unit / story	4	0	25/story	-/1/- (WM)	4 units	4

DAMAGE FROM SIEGES PRECEDING THE ASSAULT AT PLATOON SCALE

When using *D@W: Campaigns* to reduce a stronghold prior to an assault, each 1,000 shp of damage dealt before the battle creates a **breach** (p. 53) that an assaulting unit can exploit. At platoon scale, allow the besieging army to allocate these breaches to specific fortified structures (or stories of multi-story structures) on a 2:1 basis. Since the fortified structures are represented at a more granular level, each breach actually represent two smaller (30') holes.

EXAMPLE: A 4-story square tower (400 shp/story, 1,600shp total) has been under siege for days and has suffered 1,000 shp of damage. A final assault is underway. A besieger dealing 1,000 shp of damage would normally create one breach. However, because of the small size of the stronghold (just one tower), the Judge decides to resolve the assault at platoon scale. The besieger can therefore allocate two breaches.

SIEGE EQUIPMENT

At the company scale, it generally requires 6 or 10 pieces of siege equipment to equip a unit. Since platoon-scale units are $\frac{1}{4}$ the size of company-scale units, this means it usually takes 1.5 and 2.5 pieces of siege equipment to equip a platoon-scale unit. The Platoon-Scale Equipment Requirement table, below, shows the number of pieces of equipment required at platoon scale.

Platoon-Scale Equipment Requirement	
Type of Equipment	No. Required at Platoon Scale
Battering Ram (20')	3 per 2 units (minimum 2)
Cauldron	1
Hoist	3 per 2 units (minimum 2)
Movable Gallery	5 per 2 units (minimum 2)
Movable Mantlet	5 per 2 units (minimum 3)
Ram Catcher	5 per 2 units (minimum 3)
Screw (20')	3 per 2 units (minimum 2)
Siege Hook	5 per 2 units (minimum 3)
Siege Ladder	3
Siege Tower, Standard	1 (see below)
Siege Tower, Large	N/A
Siege Tower, Huge	N/A

EXAMPLE: Marcus has four platoon-scale units of heavy infantry. He wishes to equip two units with battering rams, one unit with movable mantlets, and one unit with hoists. It takes three 20' battering rams to equip two units. It takes three movable mantlets to equip one unit. (It would only take two more mantlets to equip a second unit.) It take two hoists to equip one unit. (It would take one more hoist to equip a second unit.)

Siege Towers: Only standard-sized siege towers may be used in platoon-scale assaults. The table below gives the platoon-scale characteristics of the tower.

Unit Type	Unit Move	Unit Form	Unit AC	Unit HD	Unit HP	Unit Morale	Unit Melee Attacks & Attack Throws	Unit Missile Attacks & Attack Throws
2 Light Ballista	0/1	WM	0	1	1	0	1 shortsword 11+	1 missile attack 11+ 2 reload tokens
2 Light Repeating Ballista	0/1	WM	0	1	1	0	1 shortsword 11+	2 missile attacks 11+ 1 reload token
1 Medium Ballista	0/1	WM	1	1	2	0	1 shortsword 11+	1 missile attack 11+ 5 reload tokens
1 Heavy Ballista	0/1	WM	1	1	3	0	1 shortsword 11+	1 missile attack 11+ 5 reload tokens
1 Light Catapult	0/1	WM	0	1	2	0	1 shortsword 11+	1 missile attack 11+ 5 reload tokens
1 Medium Catapult	0/1	WM	1	1	2	0	1 shortsword 11+	1 missile attack 11+ 5 reload tokens
1 Heavy Catapult	0/1	WM	1	1	3	0	1 shortsword 11+	1 missile attack 11+ 5 reload tokens
1 Light Trebuchet	0/1	WM	1	1	3	0	1 shortsword 11+	1 missile attack 11+ 2 reload tokens
1 Medium Trebuchet	0/1	WM	1	1	6	0	1 shortsword 11+	1 missile attack 11+ 2 reload tokens
1 Heavy Trebuchet	0/1	WM	2	1	8	0	1 shortsword 11+	1 missile attack 11+ 2 reload tokens

ARTILLERY UNITS

When deployed at platoon scale, artillery units are much smaller, consisting of just two light ballista or one piece of greater size. The characteristics for artillery units are as shown in the table above.

Missile Attacks by Platoon-Scale Artillery: When platoon-scale artillery deals uhp of damage to platoon-scale units, consult the tables below. These tables replace those in Chapter 5.

Heavy Trebuchet Damage to Platoon-Scale Units								
Troops In Unit	1 HD -	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD+
31 to 60	2	4	6	8	10	12	14	16
11 to 30	1	2	3	4	5	6	8	8
5 to 10	1	1	2	3	3	4	5	5
1 to 4	1	1	1	1	1	1	2	2

Medium Trebuchet Damage to Platoon-Scale Units						
Troops In Unit	1 HD -	2 HD	3 HD	4 HD	5 HD	6 HD+
31 to 60	2	4	6	8	10	12
11 to 30	1	2	3	4	5	6
5 to 10	1	1	1	2	2	2
1 to 4	1	1	1	1	1	1

Lt. Trebuchet / Hvy. Catapult Dmg. to Platoon-Scale Units					
Troops In Unit	1 HD -	2 HD	3 HD	4 HD	5 HD +
31 to 60	2	5	7	9	12
11 to 30	1	2	4	5	6
5 to 10	1	1	1	2	2
1 to 4	1	1	1	1	1
1	1	1	1	1	1

Medium Catapult Damage to Platoon-Scale Units			
Troops In Unit	1 HD	2 HD+	3 HD +
31 to 60	2	4	6
11 to 30	1	2	3
5 to 10	1	1	1
1 to 4	1	1	1
1	1	1	1

Light Catapult / Heavy Ballista Damage to Platoon-Scale Units			
Troops In Unit	1 HD -	2 HD	3 HD +
31 to 60	1	3	3
11 to 30	1	1	2
5 to 10	1	1	1
1 to 4	1	1	1

Medium / Light Ballista Damage to Platoon-Scale Units		
Troops In Unit	1 HD -	2 HD +
31 to 60	1	2
11 to 30	1	1
5 to 10	1	1
1 to 4	1	1

Chapter 7: **Rosters**



Having discussed the principles of organizing and command troops...we must now discuss the tactics and characteristics of each race which may cause trouble to our realm.

– MAURICE'S STRATEGIKON

The tables in this chapter provide the *Domains at War: Battles* characteristics for a variety of demi-human, human, beastman, and exotic units. All mercenaries and followers presented in the *Adventurer Conqueror King System* core rules and *Player's Companion* and *Domains at War: Campaigns* supplement

are described. The order in which the troops are presented is identical to that used in the Troop Characteristics Summary in *D@W: Campaigns* so that you can easily find *D@W: Battles* characteristics for your troops.

DEMI-HUMAN UNITS

Unit Type	Unit Move	Unit Form	Unit AC	Unit HD	Unit HP	Unit Morale	Unit Melee Attacks & Attack Throws	Unit Missile Attacks & Attack Throws
<i>Dwarven Units</i>								
120 Heavy Infantry A	1/2/3	FF	6	1	8	0	3 spear & shield 10+ or 3 hand axe & shield 10+	3 spear 10+
120 Heavy Infantry B	1/2/3	FF	6	1	8	0	4 great axe 10+	-
120 Heavy Infantry C	2/3/4	FF	6	1	8	0	3 war hammer & shield 10+	-
120 Heavy Infantry D	2/3/4	FF	5	1	8	0	3 battle axe & shield 10+	-
120 Crossbow	2/3/4	FF	4	1	8	0	2 dagger 10+	3 arbalest 10+
120 Mounted Crossbow	2/4/6	FM	3	1	8	+1	3 hand axe 10+ Charge: 1 kick 9+	2 crossbow 10+
<i>Elven Units</i>								
120 Light Infantry	2/4/6	FF	3	1+1	10	-1	3 spear & shield 9+ or 3 short sword & shield 9+	3 spear 9+
120 Heavy Infantry A	2/3/4	FF	5	1+1	10	0	3 spear & shield 9+ or 3 sword & shield 9+	3 spear 9+
120 Heavy Infantry B	1/2/3	FF	6	1+1	10	0	3 spear & shield 9+ or 3 sword & shield 9+	3 spear 9+
120 Bowmen	2/4/6	LF	2	1+1	10	-1	2 dagger 9+	3 shortbow 9+
120 Longbowmen	2/3/4	LF	4	1+1	10	0	3 sword 9+	3 longbow 9+
60 Light Cavalry	4/8/12	FM	3	1+1	10	+1	3 lance & shield 9+ Charge: 3 hooves 9+	-
60 Horse Archers	4/8/12	LM	3	1+1	10	+1	3 scimitar & shield 9+	3 composite bow 9+
60 Cataphract Cavalry	3/6/9	FM	7	1+1	10	+2	3 lance & shield 9+ Charge: 3 hooves 8+	3 composite bow 9+

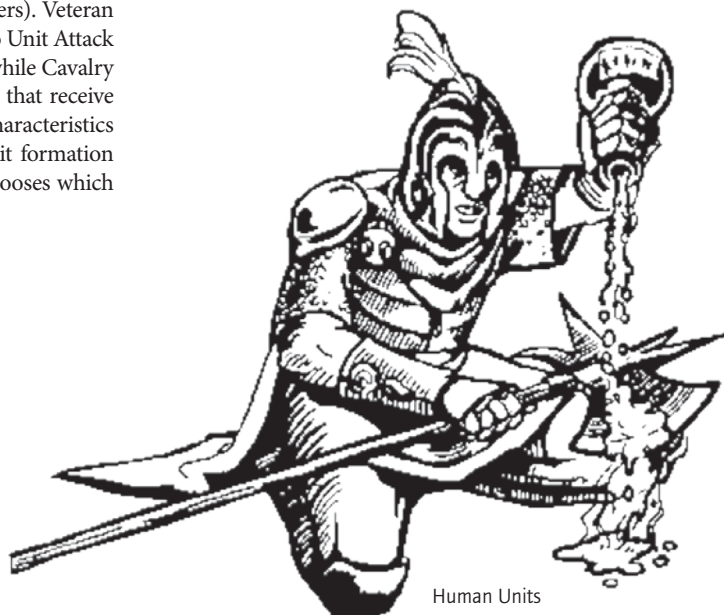
Notes: Units that receive bonus attacks when charging have the bonus attack characteristics noted below their primary method of attack.



HUMAN UNITS

Unit Type	Unit Move	Unit Form	Unit AC	Unit HD	Unit HP	Unit Morale	Unit Melee Attacks & Attack Throws	Unit Missile Attacks & Attack Throws
120 Conscripts/Militia	2/4/6	IF	0	1-1	6	-2	2 spear 11+	2 spear 11+
120 Light Infantry A	2/4/6	LF	3	1-1	6	-1	2 short sword & shield 11+	2 javelins 11+
120 Light Infantry B	2/4/6	FF	3	1-1	6	-1	2 spear & shield 11+ or 2 scimitar or battleaxe & shield 11+	2 spear 11+
120 Light Infantry C	2/4/6	FF / LF	2	1-1	6	-1	3 great axe 11+	-
120 Light Infantry D	2/4/6	FF / LF	2	1-1	6	-1	2 paired swords 10+	-
120 Light Infantry E	2/4/6	FF	2	1-1	6	-1	2 spear & shield 11+ or 2 hand axe & shield 11+	2 spear 11+ or 2 hand axe 11+
120 Light Infantry F	2/4/6	LF	2	1-1	6	-1	2 hand axe 11+	2 javelins 11+
120 Light Infantry G	2/4/6	LF	2	1-1	6	-1	2 spear & shield 11+ or 2 club & shield 11+	2 spear 11+
120 Light Infantry H	2/4/6	LF	1	1-1	6	-1	2 hand axe 11+	2 darts 11+
120 Heavy Infantry A	1/2/3	FF	6	1-1	6	0	2 spear & shield 11+ or 2 sword & shield 11+	2 spear 11+
120 Heavy Infantry B	1/2/3	FF	5 or 6	1-1	6	0	3 pole arm 11+ or 2 sword & shield 11+	-
120 Heavy Infantry C	2/3/4	FF	5	1-1	6	0	2 spear & shield 11+ or 2 sword & shield 11+	2 spear 11+
120 Heavy Infantry D	2/3/4	FF	4	1-1	6	0	3 two-handed sword 11+	-
120 Slingers	2/4/6	LF	3	1-1	6	-1	2 short sword & shield 11+	2 sling 11+
120 Bowmen	2/4/6	LF	2	1-1	6	-1	2 short sword or hand axe 11+	2 shortbow 11+
120 Crossbowmen	2/3/4	LF	4	1-1	6	0	2 short sword 11+	2 arbalest 11+
120 Longbowmen A	2/3/4	LF	4	1-1	6	0	2 sword 11+	2 longbow 11+
120 Longbowmen B	2/4/6	LF	2 or 3	1-1	6	0	2 scimitar & shield 11+	2 composite bow 11+
60 Light Cavalry A	4/8/12	LM	3	1-1	6	+1	2 sword & shield 11+	2 javelin 11+
60 Light Cavalry B	4/8/12	LM	2	1-1	6	+1	2 paired swords 10+	2 javelin 11+
60 Light Cavalry C	4/8/12	FM	3	1-1	6	+1	2 lance & shield 11+ Charge: 3 hooves 9+	-
60 Horse Archers	4/8/12	LM	3	1-1	6	+1	2 scimitar & shield 11+	2 composite bow 11+
60 Medium Cavalry	3/6/9	FM	4	1-1	6	+1	2 lance & shield 11+ Charge: 3 hooves 8+	-
60 Heavy Cavalry	3/6/9	FM	6	1-1	6	+2	2 lance & shield 11+ Charge: 3 hooves 8+	-
60 Cataphract Cavalry	3/6/9	FM	7	1-1	6	+2	2 lance & shield 11+ Charge: 3 hooves 8+	2 composite bow 11+
60 Camel Archers	2/5/7	IM	3	1-1	6	+1	2 scimitar & shield 11+	2 composite bow 11+
60 Camel Lancers	2/5/7	IM	4	1-1	6	+2	2 lance & shield 11+	2 composite bow 11+
5 War Elephant	2/4/6	FM	7	13+2	4	+2 (U)	4 lance & tusk 8+ Charge: 3 trample 3+	2 composite bow 11+

Notes: 25% of human units will be veterans (1st level fighters). Veteran human units have HD 1, 8 uhp, +1 Unit Morale, and +1 to Unit Attack Throws. Infantry Veterans get +1 to Number of Attacks, while Cavalry Veterans get +1 to Number of Melee Attacks only. Units that receive bonus attacks when charging have the bonus attack characteristics noted below their primary method of attack. Where unit formation shows two types separated by a slash, the commander chooses which formation the unit learns when the unit is trained.



Human Units

BEASTMAN UNITS

Unit Type	Unit Move	Unit Form	Unit AC	Unit HD	Unit HP	Unit Morale	Unit Melee Attacks & Attack Throws	Unit Missile Attacks & Attack Throws
<i>Kobold Units</i>								
120 Light Infantry	1/2/3	IF	2		4	-2	2 spiked club 10+ or 2 hand axe 10+	2 javelins 10+
<i>Goblin Units</i>								
120 Light Infantry	1/2/3	IF	3	1-1	6	-1	2 spear & shield 10+ or 2 short sword & shield 10+	2 spear 10+
120 Slingers	1/2/3	IF	3	1-1	6	-1	2 short sword & shield 10+	2 sling 10+
120 Bowmen	1/2/3	IF	3	1-1	6	-1	2 short sword & shield 10+	2 short bow 10+
60 Wolf Riders	2/5/7	IM	3	5	20	+2	2 spear and shield 10+ Charge: 4 bite 6+	-
<i>Orc Units</i>								
120 Light Infantry	2/4/6	IF	3	1	8	0	2 spear & shield 10+ or 2 sword & shield 10+	2 spear 10+
120 Heavy Infantry	2/4/6	IF	3	1	8	0	3 pole arm 10+	-
120 Bowmen	2/4/6	IF	3	1	8	0	2 scimitar 10+	2 short bow 10+
120 Crossbowmen	2/4/6	IF	3	1	8	0	2 scimitar 10+	2 crossbow 10+
60 Boar Riders	2/4/6	IM	4	6	24	+2	2 spear and shield 9+ Charge: 5 bite 6+	-
<i>Hobgoblin Units</i>								
120 Light Infantry	2/3/4	FF	3	1+1	10	0	2 spear and shield 9+ or 2 sword and shield 9+	2 spear 9+
120 Heavy Infantry	2/3/4	FF	3	1+1	10	0	3 pole arm 9+	-
120 Longbowmen	2/3/4	LF	3	1+1	10	0	2 sword 9+	2 composite bow 9+
60 Light Cavalry	4/8/12	LM	3	1+1	10	+1	2 sword & shield 9+ Charge: 3 hooves 9+	2 javelins 9+
60 Horse Archers	4/8/12	LM	3	1+1	10	+1	2 sword & shield 9+	2 composite bow 9+
60 Medium Cavalry	3/6/9	FM	4	1+1	10	+1	2 lance & shield 9+ Charge: 3 hooves 8+	-
<i>Gnoll Units</i>								
120 Light Infantry	2/3/4	IF	4	2	16	0	3 spear and shield 9+	3 spear 9+
120 Heavy Infantry	2/3/4	IF	4	2	16	0	4 pole arm 9+	-
120 Longbowmen	2/3/4	IF	4	2	16	0	3 battle axe 9+	3 composite bow 9+
<i>Lizardman Units</i>								
120 Light Infantry	1/2/3	IF	3 or 4	2+1	18	+2	5 claws/bite 8+ or 3 spiked club and shield 8+	3 barbed darts 8+
120 Heavy Infantry	1/2/3	IF	5 or 6	2+1	18	+2	5 claws/bite 8+ or 3 spiked club and shield 8+	3 javelins 8+
<i>Bugbear Units</i>								
120 Light Infantry	2/3/4	IF	4	3+1	26	+2	4 spear and shield 7+	4 spear 7+
120 Heavy Infantry	2/3/4	IF	4	3+1	26	+2	5 morning star 7+	4 hand axe 7+
<i>Ogre Units</i>								
60 Light Infantry	2/3/4	IF	4	4+1	17	+2	4 large club 6+	-
60 Heavy Infantry	2/3/4	IF	6	4+1	17	+2	5 great axe 6+	-

EXOTIC UNITS

Unit Type	Unit Move	Unit Form	Unit AC	Unit HD	Unit HP	Unit Morale	Unit Number of Attacks & Attack Throws	Unit Missile Attacks & Attack Throws
<i>Man-sized Monsters</i>								
120 Skeletons	2/4/6	IF	2	1	8	N/A	2 sword & shield 10+	-
120 Zombies	1/2/3	IF	1	2	16	N/A	2 slams 9+	-
120 Ghouls	2/3/4	IF	3	2	16	+1	3 claws/bite 9+ (paralysis)	-
<i>Large Monsters</i>								
60 Centaurs	3/6/9	FM	4	4	16	0	4 oaken club/hoof 7+	2 composite bow 7+
60 Dire Wolves	2/5/7	IM	3	4+1	17	0	4 bite 6+	-
60 Griffons	6/12/18	FLY	4	7	28	0	7 claws/bite 4+	-
60 Trolls	2/4/6	IF	5	6+3	27	+2	7 claws/bite 4+	-
<i>Huge Monsters</i>								
20 Treants	1/2/3	IF	7	8	11	-2	4 limbs 3+	-
20 Hill Giants	2/4/6	IF	5	8	11	0	4 giant clubs 3+	3 boulders 3+
20 Stone Giants	2/4/6	IF	5	9	12	+1	6 giant club 3+	3 boulders 3+
20 Ettins	2/4/6	IF	6	10	13	+1	8 club 2+	-
20 Frost Giants	2/4/6	IF	5	10	13	+1	9 giant weapon 2+	4 boulders 2+
20 Fire Giants	2/4/6	IF	5	11	15	+1	13 giant weapon 2+	5 boulders 2+
20 Cloud Giants	2/4/6	IF	5	12	16	+2	16 giant weapon 1+	5 boulders 1+
20 Cyclopes	2/3/4	IF	4	13	17	+1	13 giant club 1+	-
20 Wyverns	4/8/12	FLY	6	7	9	+1	5 bite/tail 4+ (poison) or 5 talons 4+ (swoop)	-
<i>Gigantic Monsters</i>								
5 Large Rocs	8/16/24	FLY	7	12	4	+1	3 talons/bite 1+	-
5 Dragons (Adult)	4/8/12	FLY	7	10	3	+1	2 claws/bite 2+	Breath weapon
5 Dragons (Mature)	4/8/12	FLY	8	12	4	+1	3 claws/bite 1+	Breath weapon
5 Dragons (Old)	4/8/12	FLY	9	14	5	+1	4 claws/bite 0+	Breath weapon
5 Mastodons	2/4/6	IM	6	15	5	+2	2 tusks 0+ (charge) or 5 trample 0+ (trample)	-
5 Tyrannosaurus Rex	2/4/6	IM	7	20	7	+2	6 bite -3+	-
<i>Colossal Monsters</i>								
1 Purple Worm	1/2/3	IM	3	15	1	+2	1 bite (swallow whole) 0+ or 1 tail sting (poison) 0+	-
1 Dragon (Very Old)	4/8/12	FLY	10	16	1	+2	2 claws/bite -1+	Breath weapon
1 Dragon (Ancient)	4/8/12	FLY	11	18	1	+2	2 claws/bite -3+	Breath weapon
1 Dragon (Venerable)	4/8/12	FLY	12	20	1	+3	2 claws/bite -2+	Breath weapon
1 Giant Roc	8/16/24	FLY	9	36	2	+2	3 talons/bite -4+ (swoop)	-

Notes: Units that receive bonus attacks when charging have the bonus attack characteristics noted below their primary method of attack. Parenthetical notation indicates special attacks; see the **special abilities** section (p. 48). Dragons may have additional special abilities based on age.



Chapter 8: **Conversion**



*Nature produces but few brave men, whereas care
and training make efficient soldiers.*

– MAURICE'S STRATEGIKON

Domains at War: Battles is designed to be played with characters and monsters from *Adventurer Conqueror King System Campaigns*. This chapter explains how to build units constituted from a wide variety of ACKS creatures. It also explains how to use ACKS characters as generals, commanders, lieutenants, and heroes in your battles. Finally, it shows how to determine *D@W: Campaigns* battle ratings and wages for units created with these rules.

BASICS OF BUILDING UNITS

You have wide latitude when building units for *Domains at War* campaigns. Units may be up to 120 man-sized creatures, and may include constituent creatures of different size (e.g. giants and goblins), HD (bugbears and orcs), armament (pike and bow), or other combinations, as desired. However, there are certain limits:

1. Each unit must have a minimum of 20 men (or other man-sized creatures) and may not have more than 120 men.
 - a. Large creatures (such as ogres, centaurs, or human cavalry) count as 2 men.
 - b. Huge creatures (such as giants or wyverns) count as 6 men.
 - c. Gigantic creatures (such as elephants or old dragons) count as 24 men.
 - d. Colossal creatures (such as ancient dragons) count as 120 men (e.g. the full unit).
2. Undead and living creatures may not be part of the same unit.
3. Infantry and cavalry may not be part of the same unit.

The simplest types of units to build are **standard units**, which consist exclusively of creatures of the same race, class, level, Hit Dice, and equipment (known as the **constituent creatures**).

Cavalry units are units in which one class of creatures (the riders) is seated on another class of creatures (the mounts). This combination of rider and mount packs more fighting power within a given area, and increases mobility, but increases the risk from area of effect attacks.

Mixed units are those made up of a variable number of different types of creatures. Mixed units may be of any size, and may include constituent creatures of different size (e.g. giants and

goblins), HD (bugbears and orcs), armament (pike and bow), or other variances. Mixed units can be quite complex to build, as the characteristics of a mixed unit must be derived from the characteristics of the constituent creatures, weighted relative to the contribution of each creature type in the unit.

Behemoth cavalry units are a special type of unit in which multiple smaller creatures (the riders) are seated on huge, gigantic, or colossal creatures (the behemoth mounts).

Chariot units are another special unit type; chariot units have two to four man-sized creatures (the charioteers) seated on chariots each pulled by two to four large creatures.

BUILDING STANDARD UNITS

Standard units are homogenous, being made up exclusively of creatures of the same race, class, level, Hit Dice, and equipment. To build a standard unit, select a creature to serve as the constituent creature, and write down its ACKS characteristics. Then use the table below to derive its *Domains at War* characteristics.

Standard Unit Characteristics	Derivation from ACKS Characteristics
Unit Movement Rate/Formation	Determined by movement and weapons carried (see below)
Unit AC	Creature's Armor Class
Unit Hit Dice	Creature's Hit Dice
Unit Hit Points*	(Creature's Hit Dice) x (number of creatures) / 15
Unit Attack Throw**	Creature's Attack throw
Unit Number of Attacks	(No. of creatures) x (no. of attacks + cleave factor) x (average damage / (size factor x 4.5))
Unit Morale	Creature's morale
*Treat each +/-1 to HD as +/- 0.25 for purposes of multiplying by number of troops	
**Calculate separately for missile attacks and melee attacks.	

MOVEMENT RATE AND FORMATION

A standard unit's movement rate and formation is determined by cross-indexing the constituent creature's encounter movement rate with its weapons on the Standard Unit Movement Rate and Formations table, below. If the unit carries multiple weapons, start at the top and work downward, stopping when a weapon carried by the unit is reached. If the constituent creatures are quadrupedal, the unit will have a Mounted formation type; see **Cavalry Unit Movement** (p. 83).

Standard Unit Movement Rate and Formation			
Weapons Carried	Encounter Movement Rate		
	60'	90'	120'
Spear and shield; or pole arm	1/2/3 (FF)	2/3/4 (FF)	2/4/6 (FF)
Weapon and shield; spear without shield; or two-handed weapon	1/2/3 (FF)	2/3/4 (FF or LF)*	2/4/6 (FF or LF)*
Dual wielding one-handed weapons	1/2/3 (FF)	2/3/4 (FF or LF)*	2/4/6 (LF)
Bow, crossbow, darts, javelins, or sling; or one-handed weapon without shield	1/2/3 (LF)	2/3/4 (LF)	2/4/6 (LF)
Natural weapons	1/2/3 (IF)	2/3/4 (IF)	2/4/6 (IF)
*Choose when the unit is created.			

EXAMPLE #1: Normal men equipped with banded plate armor, spear, sword, and shield have an encumbrance of 7 1/6, giving them an encounter movement rate of 60'. A unit of these men would be Formed Foot with a movement rate of 1/2/3.

EXAMPLE #2: Normal men equipped with chain mail armor, scimitar, and shield have an encumbrance of 5 1/6, giving them an encounter movement rate of 90'. A unit of these men could be organized as either Loose Foot or Formed Foot. In either formation the unit would have a movement rate of 2/3/4.

Irregular Foot: Regardless of how they are equipped, the following troops are always Irregular Foot (IF): untrained conscripts, untrained militia, undead, and beastmen other than hobgoblins.

HIT DICE AND HIT POINTS

Sometimes the constituent creature will have a bonus or penalty to its Hit Dice. For instance, a goblin has 1-1 HD, while a troll has 6+3 HD. Where this occurs, treat each +/-1 to HD as +/-0.25 for purposes of calculating uhp. If the constituent creatures roll d6 per hit die, each d6 HD counts 0.75 Unit HD. Likewise, each d4 HD counts as 0.5 Unit HD.

When calculating uhp, round the final value to the nearest whole number. Round .5 down if even, up if odd.

EXAMPLE: Normal men have 1-1 HD. A unit of 120 normal men would have $[(0.75 \times 120) / 15]$ 6 uhp.

ATTACKS THROWS

Some units may have attack throws that differ for their melee and missile attacks. In this case, note the attack throws separately.

NUMBER OF ATTACKS

The formula for calculating the unit's number of attacks is:

$$(number\ of\ creatures) \times (creature's\ number\ of\ attacks + creature's\ cleave\ factor) \times (average\ damage) / (size\ factor \times 4.5)$$

When calculating number of attacks, round the final value to the nearest whole number. Round .5 down if even, up if odd.

Cleave Factor: The **cleave factor** is added to the creature's number of attacks to take into account the possibility for additional attacks when opponents are incapacitated. High HD creatures have correspondingly high cleave factors. Cleave factor is limited to 2 with arbalest or crossbow, 3 with longbow, and 4 with composite bow, shortbow, sling, or thrown weapons.

Size Factor: The **size factor** simulates the need for smaller creatures to form up in greater mass and depth to have the same impact on the battlefield.

EXAMPLE: The number of attacks of a unit of 120 normal men (1-1 HD) armed with spears (1d6 damage) is calculated as $(120) \times (1 + 0.35) \times (3.5) / (60 \times 4.5) = 2.1$, which rounds to 2.

MORALE

Unit morale (p. 13) for standard units equals the constituent creature's morale score. If the unit is composed of guard or hunting creatures of animal intelligence (see *D@W: Campaigns*, p. 32), the unit will be **unpredictable** (see p. 24).

EXAMPLES OF BUILDING STANDARD UNITS

EXAMPLE #1: Let's build a standard unit of man-sized creatures, consisting of 120 heavy infantry armed with spear and shield. Heavy infantry have an encounter movement of 60'. Cross-indexing their 60' movement rate with their armament of spear and shield, we see that the unit is Formed Foot (FF) with a movement rate of 1/2/3.

Heavy infantry have AC 6, so Unit AC is 6. Heavy infantry have 1-1 HD, so Unit Hit Dice is 1-1. For purposes of Unit Hit Points, heavy infantry have 0.75 Hit Dice. Unit Hit Points are therefore $[(0.75 \times 120) / 15]$, or 6 uhp.

As normal men, heavy infantry have an attack throw of 11+, so Unit Attack Throw is 11+. Heavy infantry have 1 attack and deal an average of 3.5 points of damage with their spears. As 1-1 HD creatures, their cleave factor is 0.35. As man-sized creatures, their size factor is 60. Therefore Unit Number of Attacks is $[(120) \times (1 + 0.35) \times (3.5) / (60 \times 4.5)]$ 2.1, rounded to 2.

Heavy infantry have morale 0, so Unit Morale is 0.

EXAMPLE #2: Let's build a standard unit of large creatures, specifically, 60 trolls. Trolls have an encounter movement of 120'. Cross-indexing their movement rate with their armament of natural weapons, we see the unit is Irregular Foot (IF) with a movement rate of 2/4/6.

Trolls have AC 5, so Unit AC is 5. Trolls have 6+3 HD, so Unit Hit Dice is 6+3. For purposes of Unit Hit Points, trolls have 6.75 Hit Dice. Unit Hit Points are therefore $(6.75 \times 60) / 15$, or 27.

As 6+3 HD monsters, trolls have an attack throw of 4+, so Unit Attack Throw is 4+. Trolls have 3 attacks and deal 1d6/1d6/1d10. Average damage per attack is therefore $(3.5 + 3.5 + 5.5) / (3)$, or 4.2. As 6+3 HD monsters, trolls have a cleave factor of 1.75. As large-sized creatures, trolls have a size modifier of 40. Unit Number of Attacks is thus $[(60) \times (3 + 1.75) \times (4.2) / (40 \times 4.5)]$ 6.65, rounded to 7. Brutal!

Trolls have morale +2, so Unit Morale is +2.

BUILDING CAVALRY UNITS

Cavalry units are units of man-sized creatures (the riders) seated on large-sized creatures (the mounts). This combination

Unit Hit Dice	1 or less	1+ to 2	2+ to 3	3+ to 4	4+ to 5	5+ to 6	6+ to 7	7+ to 8	8+ to 9	9+ to 10	10+
Cleave Factor	0.35	0.50	0.65	0.85	1.10	1.40	1.75	2.15	2.70	3.33	4.15
Unit Consists of	Man-sized Creatures		Large Creatures		Huge Creatures		Gigantic Creatures		Colossal Creatures		
Size Factor	60		40		30		20		10		

of rider and mount is called **cavalry**. Cavalry packs more fighting power within a given area, and increases mobility, but is at increased risk from area of effect attacks.

Cavalry units must include a minimum of 15 cavalry. They may include a maximum of 60 cavalry. To calculate characteristics for cavalry units, pick a rider and mount and write down each creature's ACKS characteristics. Then use the table below to derive the cavalry unit's *Domains at War* characteristics.

These rules are *only* for units of man-sized creatures seated on large-sized creatures. Units mounted on huge, gigantic or colossal creatures are behemoth cavalry units, discussed later.

CAVALRY UNIT MOVEMENT AND FORMATION

A cavalry unit's movement rate and formation is determined by cross-indexing the mount's encounter movement rate with the rider's and/or mount's weapons on the Cavalry Unit Movement Rate and Formations table, below. If the unit carries multiple weapons, start at the top and work downward, stopping when a weapon carried by the unit is reached.

Irregular Mounted: Beastmen (other than hobgoblins) are always Irregular Mounted (IM) because the riders are ill-disciplined. Units with mounts of animal intelligence that can be trained as guards or hunters (e.g. dire wolves) are always Irregular Mounted because the mounts are difficult to control. Likewise, units with mounts that are not trained as war mounts (such as riding horses) are always Irregular Mounted. For details on animal intelligence and training, see *D@W: Campaigns*, p. 32.

EXAMPLE #1: A cavalry unit of 60 goblins on dire wolves (150' movement rate) has a unit movement rate of 2/5/8. Because the riders are beastmen and the mounts are difficult to control, the unit adopts Irregular Mounted formation.

EXAMPLE #2: A cavalry unit of 60 normal men on medium warhorses (180' movement rate) has a unit movement rate of 3/6/9. The unit is equipped with spears, so it adopts Formed Mounted formation.

Flyers: Regardless of movement rate, equipment, or intelligence, if the mount is capable of flying, the unit is always a Flyer (FLY) formation.

CAVALRY UNIT ARMOR CLASS

In a mass combat, attacks tend to be evenly distributed against riders and mounts. Therefore a cavalry unit's Unit Armor Class is equal to the average of the rider and mount's AC. Round the final AC to the nearest whole number. Round .5 towards the rider's AC.

CAVALRY UNIT HIT DICE

If the mount will fight on after the rider is dead, a cavalry unit's Unit Hit Dice are equal to the sum of the rider and mount's Hit Dice. If the mount will flee if the rider is dead, a cavalry unit's Hit Dice are equal to the rider's Hit Dice. A mount will fight on after the rider is dead if it is sentient (e.g. rocs), or if it could be trained as a guard or hunter (e.g. dire wolves). In both cases, treat any +/- to HD as +/- 0.25. Round the result off to the nearest 0.25.

EXAMPLE #1: A cavalry unit of 60 goblins (1-1 HD) on dire wolves (4+1 HD) has Unit HD of [(0.75) + (4.25)] 5.

EXAMPLE #2: A cavalry unit of 60 normal men (1-1 HD) on medium warhorses (3 HD) has Unit HD of 1-1.

CAVALRY UNIT HIT POINTS

When calculating Unit Hit Points, use the unrounded value for Hit Dice from the calculation above. Then round the final

Cavalry Unit Characteristic	Derivation from ACKS Characteristics
Unit Movement Rate/Formation	Determined by movement and weapons carried (see below)
Unit AC	Average of rider and mount's AC
Unit Hit Dice	Mount will fight without its rider: Sum of rider and mount's HD Mount will flee without its rider: Rider's HD
Unit Hit Points*	Mount will fight without its rider: (Unit HD) x (number of cavalry) / 15 Mount will flee without its rider: 2 x (Unit HD) x (number of cavalry) / 15
Unit Attack Throw**	Use either rider's or mount's attack throw, based on method of attack
Unit Number of Attacks**	Primary: (no. of cavalry) x (rider's number of attacks + cleave factor) x (rider's average damage) / (180) Charge: (no. of cavalry) x (mount's number of attacks + cleave factor) x (mount's average damage) / (180)
Unit Morale	Mount will fight without rider: Greater of mount's morale and rider's morale Mount will flee without rider: Rider's morale

*Treat each +/-1 to HD as +/- 0.25 for purposes of multiplying by number of cavalry

**Calculate separately for each of the rider and mount's missile attacks and melee attacks.

Cavalry Unit Movement Rate and Formation						
Weapons Carried	60'	90'	120'	150'	180'	240'
Lance or spear	1/2/3 (IM)	2/3/4 (IM)	2/4/6 (FM)	2/5/8 (FM)	3/6/9 (FM)	4/8/12 (FM)
Bow, crossbow, darts, javelins, sling	1/2/3 (IM)	2/3/4 (IM)	2/4/6 (FM)	2/5/8 (FM or LM)*	3/6/9 (FM or LM)*	4/8/12 (FM or LM)*
Other melee weapons	1/2/3 (IM)	2/3/4 (IM)	2/4/6 (FM)	2/5/8 (FM or LM)*	3/6/9 (FM or LM)*	4/8/12 (FM or LM)*
Natural weapons	1/2/3 (IM)	2/3/4 (IM)	2/4/6 (IM)	2/5/8 (IM)	3/6/9 (IM)	4/8/12 (IM)

*Choose when the unit is created

Hit Point value to the nearest whole number. Round .5 down if even, up if odd.

EXAMPLE #1: A cavalry unit of 60 goblins on dire wolves has $(60 \times 5 / 15)$ 20 uhp.

EXAMPLE #2: A cavalry unit of 60 normal men on medium warhorses has $(2 \times 60 \times 0.75 / 15)$ 6 uhp.

CAVALRY UNIT ATTACK CHARACTERISTICS

The attack characteristics will need to be calculated for each of the rider's and mount's methods of attack. Cavalry units normally use their rider's attack characteristics when attacking, except for their special **charge** (p. 20) attacks. Charge attacks use the mount's attack characteristics.

Attack Throws: Calculate the attack throws for the rider's and mount's methods of attack separately based on the Hit Dice of the rider or mount. The Unit Hit Dice do *not* determine the unit's attack throws.

EXAMPLE #1: 60 goblins (1-1 HD), equipped with spear and shield, are mounted on dire wolves (4 HD). When the unit's method of attack is spear and shield, the unit has the goblin's attack throw of 10+. When the unit's method of attack is bite, the unit has the dire wolves' attack throw of 6+.

Number of Attacks: Calculate the number of attacks for the rider's and mount's attacks separately based on the cleave factor of the rider or mount. The unit's primary method of attack is based on the rider's. The mount's method of attack may only be used during charges (see below).

The formula used to calculate the number of attacks is:

Primary:

$(\text{no. of cavalry}) \times (\text{rider's no. of attacks} + \text{rider's cleave factor}) \times (\text{rider's average damage} / (180))$

Charge:

$(\text{no. of cavalry}) \times (\text{mount's no. of attacks} + \text{mount's cleave factor}) \times (\text{mount's average damage} / (180))$

EXAMPLE #1: A cavalry unit consists of 60 goblins with spears riding dire wolves. Goblins are 1-1 HD, with an attack throw of 10+, a cleave factor of 0.35, and one attack dealing on average 3.5 damage. The goblins' number of attacks would be $(60 \times 1.35 \times 3.5) / (180) = 1.57$, rounded to 2. The goblins therefore have an attack characteristic of 2 spear & shield 10+. This becomes the unit's primary method of attack.

EXAMPLE #2: A cavalry unit consists of 60 normal men with lances on medium warhorses. The men are 1-1 HD, with an attack throw of 11+, a cleave factor of 0.35, and one attack dealing on average 5.5 damage. The men's number of attacks would be $(60 \times 1.35 \times 5.5) / (180) = 2.47$, rounded to 2. The men therefore have an attack characteristic of 2 lance & shield 11+. This becomes the unit's primary method of attack.

Bonus Attacks: A Formed or Irregular Mounted unit will receive **bonus attacks** (p. 20) whenever it charges. The bonus attacks are based on the mount's attack characteristics. Loose

Mounted units do not receive bonus attacks when charging. Flyer units receive bonus attacks when charging only if the mount possesses a swoop attack.

EXAMPLE #1: An Irregular Mounted unit of 60 goblins riding dire wolves receives bonus attacks based on the dire wolves' attack characteristics. Dire wolves are 4+1 HD, with an attack throw of 6+, a cleave factor of 1.1, and one attack dealing on average 5 damage. The dire wolves' number of attacks would be $(60 \times 2.1 \times 5) / (180) = 3.5$, which rounds to 4. The dire wolves therefore have an attack characteristic of 4 bite 6+. This becomes the unit's bonus attack when it charges.

EXAMPLE #2: A Formed Mounted unit of 60 normal men riding medium warhorses receives bonus attacks based on the medium warhorses' attack characteristics. Medium warhorses are 3 HD, with an attack throw of 8+, a cleave factor of 0.65, and two attacks dealing on average 3.5 damage each. The warhorses' number of attacks would be $(60 \times 2.65 \times 3.5) / (180) = 3.09$, rounded to 3. The warhorses therefore have an attack characteristic of 3 hooves 8+. This becomes the unit's bonus attack when it charges.

Missile Armed Riders: Don't forget to calculate the unit's attack characteristics with missile weapons if the riders are carrying bows, crossbows, or similar weapons.

EXAMPLE: A cavalry unit consists of 60 normal men on medium warhorses. The men are equipped with composite bows. The rider's attack characteristics are used for this method of attack. The unit's number of attacks with its composite bows is $(60 \times 1.35 \times 3.5) / (180) = 1.57$, rounded to 2. The missile attack characteristics for the unit are 2 composite bow 11+.

CAVALRY UNIT MORALE

If the mount will fight on after the rider is dead, the cavalry unit's Unit Morale is equal to the greater of the rider and mount's morale score. If the mount will flee after the rider is dead, a cavalry unit's Unit Morale is equal to the rider's morale score.

BUILDING MIXED UNITS

Mixed units are constituted of a variable number of different types of creatures (each a constituent creature). Mixed units may include constituent creatures of different size (e.g. giants and goblins), HD (bugbears and orcs), armament (pike and bow), or other variances.

As with all units, a mixed unit must have a minimum of 20 men (or other man-sized creatures) and may not have more than 120 men. Large creatures (such as ogres, centaurs, or human cavalry on horses) count as 2 men. Huge creatures (such as giants or wyverns) count as 6 men. Gigantic creatures (such as elephants) count as 24 men. Colossal creatures (such as ancient dragons) count as 120 men (e.g. the full unit). Undead and living creatures may not be part of the same unit, nor may infantry and cavalry.

EXAMPLE: Let's build a mixed unit of dwarves and centaurs. Dwarves are man-sized creatures, while centaurs are large creatures. We want the unit to have 30 centaurs. Each centaur counts as 2 men. Since a unit can have a maximum of 120 man-sized creatures, the unit has room for $120 - (30 \times 2)$ 60 more. Therefore the unit can include 60 dwarves.

MIXED UNIT CHARACTERISTICS OVERVIEW

To build a mixed unit, select a set of creatures to serve as the constituent creatures, and write down each creature's *ACKS* characteristics. Then use the tables below to derive the mixed unit's *Domains at War* characteristics.

Mixed Unit Characteristic	Derivation from <i>ACKS</i> Characteristics
Unit Movement (hexes)	Determined by movement of slowest constituent and weapons carried
Unit AC	Weighted average AC of constituent creatures
Unit Hit Dice	Weighted average Hit Dice of constituent creatures
Unit Hit Points	$(\text{Unit Hit Dice} \times \text{number of creatures}) / 15$
Unit Number of Attacks	Sum of number of attacks contributed by constituent creatures
Unit Attack Throw	Weighted average attack throw of constituent creatures
Unit Morale	Weighted average morale of constituent creatures

MIXED UNIT MOVEMENT

A mixed unit's movement rate and formation is determined by cross-indexing the slowest constituent creature's encounter movement rate with the unit's weapons on the Standard Unit Movement Rate and Formations. If the unit carries multiple types of weapons, start at the top and work downward.

EXAMPLE: A mixed unit consists of 60 dwarves with crossbows and 30 centaurs with spears. Dwarves have an encounter movement rate of 60', while centaurs have an encounter movement rate of 240'. The unit's movement rate is based on the dwarves' movement rate, giving the unit a movement rate of 1/2/3. The formation is Formed Foot, because the centaurs are using spears.

MIXED UNIT ARMOR CLASS

A mixed unit's Unit Armor Class is equal to the average AC of the constituent creatures, weighted relative to the number of each creature type in the unit. Round to the nearest whole number, rounding .5 down if even, up if odd.

EXAMPLE: A mixed unit of 60 dwarves (AC 5) and 30 centaurs (AC 4) has a weighted average AC of $[(60 \times 5) + (30 \times 4)] / (60+30)$ 4.67, rounded to 5.

MIXED UNIT HIT DICE

A mixed unit's Unit Hit Dice are equal to the average Hit Dice of its constituent creatures, weighted relative to the number of each creature type in the unit. Treat each +/-1 as +/-0.25 for these purposes. Round the result to the nearest 0.25 and convert it back into +/-.

EXAMPLE: A mixed unit of 60 dwarves (1 HD each) and 30 centaurs (4 HD each) has unit HD of $[(60 \times 1) + (30 \times 4)] / (60+30)$ 2.

MIXED UNIT HIT POINTS

A mixed unit has a number of uhp equal to its Unit Hit Dice, multiplied by the number of creatures in the unit, and divided by 15. When calculating uhp, use the unrounded value for Unit Hit Dice from the calculation above. Then round the final uhp value to the nearest whole number. Round .5 down if even, up if odd.

EXAMPLE: The mixed unit of 60 dwarves and 30 centaurs, above, has 2 HD. Therefore it has $[(2) \times 90 / 15]$ 12 uhp.

MIXED UNIT NUMBER OF ATTACKS

Calculating a mixed unit's number of attacks is a multi-step process. First, calculate the number of attacks contributed by each constituent creature. Then add these values together to find the number of attacks for the unit as a whole. Round the final value to the nearest whole number. Round .5 down if even, up if odd.

EXAMPLE: A mixed unit consists of 60 dwarves and 30 centaurs. Each dwarf has HD 1, #AT 1, Dmg 1d8. As 1 HD creatures, their cleave factor is 0.35. As man-sized creatures, their size factor is 60. The dwarves contribute $[(60) \times (1 + 0.35) \times (4.5)] / (60 \times 4.5)$ 1.35 attacks.

Each centaur has HD 4, #AT 3, Dmg 1d6/1d6/1d6. As 4 HD creatures, their cleave factor is 0.85. As large creatures, their size factor is 40. The centaurs contribute $[(30) \times (3 + 0.85) \times (3.5)] / (40 \times 4.5)$ 2.24 attacks.

The mixed unit has $(1.35) + (2.24)$ 3.59 attacks, which rounds to 4 attacks.

MIXED UNIT ATTACK THROW

A mixed unit's attack throw with its attacks is equal to the average attack throw of its constituent creatures, weighted relative to the number of attacks contributed by each creature type in the unit. Round the final value to the nearest whole number. Round .5 down if even, up if odd.

EXAMPLE: A mixed unit consists of 60 dwarves and 30 centaurs. The dwarves contribute 1.35 attacks to the unit, while the centaurs contribute 2.24 attacks. Dwarves have an attack throw of 10+, while centaurs have an attack throw of 7+.

The mixed unit's attack throw is therefore $[(10 \times 1.35) + (7 \times 2.24)] / (1.35 + 2.24)$ 8.1. The mixed unit's final attack characteristic is therefore 4 attacks at 8+.

MIXED UNIT MORALE

A mixed unit's Unit Armor Class is equal to the average morale of the constituent creatures, weighted relative to the number of each creature type in the unit. Round to the nearest whole number, rounding .5 down if even, up if odd.

EXAMPLE: A mixed unit of 60 dwarves (ML 0) and 30 centaurs (ML 0) has a weighted average ML of 0.

If 25% or more of the creatures making up a mixed unit are guard or hunting creatures of animal intelligence (see *D@W: Campaigns*, p. 32), the unit will be **unpredictable** (see p. 24).

EXAMPLE: A mixed unit of 60 hobgoblins (ML 0) and 30 guard-trained white apes (ML +1) has a weighted average ML of 0. Because more than 25% of the creatures making up the unit are guard creatures of animal intelligence, the unit is unpredictable.

BUILDING BEHEMOTH CAVALRY UNITS

Behemoth Size	No. of Man-Sized Riders
Huge	2
Gigantic	6
Colossal	20

Behemoth cavalry units are a special type of unit in which multiple smaller creatures (the riders) are seated on huge, gigantic, or colossal creatures (the behemoth mount). When

building behemoth cavalry units, the maximum number of creatures in the unit is determined by the number of behemoths. Each behemoth can carry the number of man-sized riders shown on the table above. The riders themselves do not count against the number of creatures in the unit.

EXAMPLE: Let's build a behemoth cavalry unit of elephants and riders. Elephants are gigantic creatures. A unit cannot have more than 120 man-sized creatures, and gigantic creatures count as 24 men, so the unit is limited to 5 elephants. Each elephant can carry 6 man-sized riders, for a total of 30 riders. The unit thus consists of 30 man-sized riders seated on 5 gigantic behemoths.

Behemoth cavalry units have some of the characteristics of mixed and cavalry units.

Behemoth Unit Characteristic	Derivation from <i>ACKS</i> Characteristics
Unit Movement (hexes)	Determined by behemoth's movement and unit's weapons carried (see below)
Unit AC	$(2 \times \text{AC of behemoth}) + (\text{AC of rider}) / 3$
Unit Hit Dice	Sum of riders' HD and behemoth's HD
Unit Hit Points	$(\text{Unit Hit Dice} \times \text{number of behemoths}) / 15$
Unit Number of Attacks	Sum of number of attacks contributed by constituent creatures
Unit Attack Throw	Weighted average attack throw of constituent creatures
Unit Morale	$(2 \times \text{ML of behemoth}) + (\text{ML of rider}) / 3$

BEHEMOTH CAVALRY UNIT MOVEMENT AND FORMATION

A behemoth cavalry unit's movement rate and formation is determined by cross-indexing the behemoth's encounter movement rate with the rider's and/or behemoth's weapons on the Cavalry Unit Movement Rate and Formations. If the unit carries multiple weapons, start at the top and work downward.

Encumbrance: Since behemoths often end up carrying a lot of weight (troops, barding, howdah, etc.) be sure to calculate the behemoth's encumbrance. For simplicity, you can treat each

man-sized rider as weighing 16 stone, including gear. If the behemoth ends up over its normal load, its movement rate will be halved.

Irregular Mounted: Beastmen (other than hobgoblins) are always Irregular Mounted (IM) because the riders are ill-disciplined. Behemoths of animal intelligence that can be trained as guard or hunters are always Irregular Mounted because the behemoths are difficult to control. Likewise, units with behemoths that are not trained as war mounts are always Irregular Mounted.

BEHEMOTH CAVALRY UNIT ARMOR CLASS

The threat posed by a behemoth tends to draw fire onto the monster and away from the riders, so the unit's AC is weighted in favor of the behemoth. The Unit AC is $[(2 \times \text{AC of behemoth}) + (\text{AC of rider})] / 3$.

If the behemoth is carrying a war howdah, increase the rider's AC by the AC bonus of the howdah when calculating the Unit AC.

EXAMPLE: A behemoth cavalry unit consists of 5 elephants and 30 riders. The elephants are protected by lamellar barding, increasing their base AC from 4 to 8. The riders wear leather (AC 2) and are occupying a gigantic war howdah (+4 AC bonus), giving them AC 6. The Unit AC is $[(2 \times 8) + (6)] / (3) = 7.33$, which rounds to 7.

BEHEMOTH CAVALRY UNIT HIT DICE

A behemoth cavalry unit's Unit Hit Dice are equal to the sum of the behemoth's HD plus its riders' HD. Treat each +/-1 as +/-0.25 for these purposes. Round the result to the nearest 0.25 and convert it back into +/-.

EXAMPLE: A behemoth cavalry unit consists of 5 elephants (9 HD) and 30 riders (1-1 HD). Each behemoth carries six riders. The unit's Unit Hit Dice are $[(9) + (6 \times 0.75)]$ 13.5, or 13+2 UHD.

BEHEMOTH CAVALRY UNIT HIT POINTS

A behemoth cavalry unit has a number of uhp equal to its Unit Hit Dice, multiplied by the number of behemoths in the unit, and divided by 15. When calculating uhp, use the unrounded value for Unit Hit Dice from the calculation above. Then round the final uhp value to the nearest whole number. Round .5 down if even, up if odd.

EXAMPLE: The unit of 5 elephants and 30 riders, above, has 13+2 HD. Therefore it has $[(13.5) \times 5 / 15]$ 4.5 uhp, rounded to 4.

BEHEMOTH CAVALRY UNIT NUMBER OF ATTACKS

Calculating a behemoth cavalry unit's number of attacks is a multi-step process. First, calculate the number of attacks contributed by the behemoths. Then calculate the number of attacks contributed by the riders. Use the behemoth's size factor for both the behemoths and the riders. Add the resulting values together to find the number of attacks for the unit as a whole. Round the final value to the nearest whole number. Round .5 down if even, up if odd.

EXAMPLE: A behemoth cavalry unit consists of 5 elephants and 30 riders. Each elephant has HD 9, #AT 2 tusks, Dmg 2d4. As 9 HD creatures, their cleave factor is 2.7. Because elephants are gigantic creatures, the size factor is 20. The elephants contribute $[(5) \times (2 + 2.7) \times (5)] / (20 \times 4.5)$ 1.30 attacks.

Each rider has HD 1-1, #AT 1, Dmg 1d10 (lances). As 1-1 HD creatures, their cleave factor is 0.35. Because elephants are gigantic creatures, the size factor is 20. The riders contribute $[(30) \times (1 + 0.35) \times (5.5)] / (20 \times 4.5)$ 2.48 attacks.

Thus the behemoth cavalry unit has $(1.30) + (2.48)$ 3.78 attacks, which rounds to 4 attacks.

Trample Attacks: If the behemoths normally receive trample attacks (e.g. elephants), a behemoth cavalry unit will receive bonus trample attacks whenever it charges. The bonus attacks are based on the attack characteristics for the behemoth's trample.

EXAMPLE: Elephants receive a trample attack dealing 4d8 points of damage. Therefore, our behemoth cavalry unit of 5 elephants and 30 riders will receive bonus trample attacks whenever it charges. As 9 HD creatures, the elephants have a cleave factor of 2.7. As gigantic creatures, their size factor is 20. Therefore the number of trample attacks is $[(5) \times (1 + 2.7) \times (18)] / (20 \times 4.5)$ 3.27 attacks, which rounds to 3.

Missile Armed Riders: Don't forget to calculate the unit's attack characteristics with missile weapons if the riders are carrying bows, crossbows, or similar weapons. Use the rider's characteristics, but the behemoth's size factor.

EXAMPLE: Assume the riders are equipped with composite bows. The rider's attack characteristics are used for this method of attack, along with the behemoth's size factor of 20. The unit's number of attacks with its composite bows is $(30 \times 1.35 \times 3.5) / (20 \times 4.5)$ 1.57, rounded to 2. The unit has 2 attacks with its missile weapons.

BEHEMOTH CAVALRY UNIT ATTACK THROW

A behemoth cavalry unit's attack throw with its attacks is equal to the average attack throw of its behemoths and riders, weighted relative to the number of attacks contributed by each. Round the final value to the nearest whole number. Round .5 down if even, up if odd.

EXAMPLE: A behemoth cavalry unit consists of 5 elephants and 30 riders. The elephants contribute 1.30 attacks to the unit, while the riders contribute 2.48 attacks. Elephants have an attack throw of 3+, while the riders have an attack throw of 11+.

The behemoth cavalry unit's attack throw is therefore $[(3 \times 1.30) + (11 \times 2.48)] / (1.30 + 2.48)$ 8.24, rounded to 8. The behemoth cavalry unit's final attack characteristic is therefore 4 attacks at 8+.

If the behemoth cavalry unit has trample attacks, use the behemoth's attack throw for these attacks. If the unit has missile attacks, use the rider's attack throw for these attacks.

EXAMPLE: The behemoth cavalry unit's trample attacks use the elephant's attack throw of 3+. The behemoth cavalry unit's missile attacks use the rider's attack throw of 11+.

BEHEMOTH CAVALRY UNIT MORALE

Ancient records of fleeing elephants attest that the morale of the behemoth is more important than the morale of its riders! Therefore a behemoth cavalry unit's Unit Morale is weighted in favor of the behemoth. The Unit Morale is $[(2 \times \text{ML of behemoth}) + (\text{ML of rider})] / 3$. Round to the nearest whole number, rounding .5 down if even, up if odd.

EXAMPLE: A behemoth cavalry unit of 5 war elephants (ML +2) and 30 riders (ML +2) has a weighted average ML of +2.

No matter how well-trained, behemoths are large and dangerous, and even their riders can have difficulty controlling them. If the behemoths are creatures of animal intelligence (see *D@W: Campaigns*, p. 32), the unit will be **unpredictable** (see p. 24).

PACKING 'EM IN: DOUBLING THE RIDERS ON BEHEMOTH CAVALRY UNITS

Those who've read *D@W: Campaigns* closely might have noted that you can actually "squeeze" twice the listed number of troops into a howdah if you want to! While doing so causes the riders to suffer a -4 penalty to attack throws and -2 penalty to AC, those who favor quantity over quality might find this an advantageous option. Indeed, during the Middle Ages, Indian kings sometimes packed 10-14 troops onto the backs of their war elephants.

To "pack 'em in", simply double the number of riders per behemoth, while imposing the appropriate penalties on the rider's characteristics. Be sure to remember encumbrance: Unless the behemoth has a very high carrying capacity, the weight of the men and gear will usually push it over its normal load, halving its movement rate.

WALKING TANKS: ARTILLERY ON BEHEMOTHS

Behemoths are large enough to hold **artillery** (p. 60) on their backs. Massed into units and crewed with troops, behemoth cavalry can serve as mobile artillery units. When creating such "walking tanks", first build a behemoth cavalry unit following the usual rules. Use the standard number of riders, but calculate their characteristics as if they are "packed in" (-4 penalty to attack throws, -2 penalty to AC).

Then determine what artillery is mounted on the behemoths following the guidelines below.

Huge Behemoths: A huge behemoth can carry one light ballista (including light repeating ballista on its back. One of the behemoth's riders directs the behemoth while the other crews the ballista. Since there are 20 huge behemoths per unit, and 10 light ballistas make up a unit, a huge behemoth cavalry unit can carry the equivalent of 2 light ballista units. Its firepower is only that of one light ballista unit, however, because serving each ballista with just one crew halves the rate of fire (see *D@W: Campaigns* p. 44).

Gigantic Behemoths: A gigantic behemoth can carry two light ballistas, one medium ballista, or one light catapult on its

back. With one rider directing the behemoth, the remaining five riders are more than sufficient to crew the artillery (only four are needed for maximum rate of fire). Since there are 5 behemoths per unit, and 10 light ballistas make up a unit, the gigantic behemoth cavalry unit can carry the equivalent of 1 light ballista unit. Similarly, with 5 medium ballistas or light catapults constituting a unit, a gigantic behemoth cavalry unit can carry the equivalent of 1 medium ballista or light catapult unit.

Colossal Behemoths: A colossal behemoth can carry 10 light ballista, 5 medium ballistas, 5 heavy ballistas, 5 light catapults, 4 medium catapults, or 2 heavy catapults on its back. With one rider directing the behemoth, the remaining riders crew the artillery (twenty are needed). Since there is 1 colossal behemoth in the unit, the unit can carry the equivalent of 1 light ballista unit, 1 medium ballista unit, 1 heavy ballista unit, 1 light catapult unit, 2 medium catapult units (2 catapults / unit), or 2 heavy catapult units (1 catapult / unit).

The Behemoth Cavalry Artillery table shows the maximum number carried, total cost (including 20 shots of ammo),

weight per behemoth (including ammo), and missile attack characteristics for each type of artillery on each size of behemoth. Note that the attack throws listed are for standard human crews. Veteran human crews will have attack throws of 10+. Artillery crewed by other races will use their race's base attack throw, as determined by their hit dice.

Be sure to calculate encumbrance based on the artillery, riders, barding, and howdahs the behemoths are carrying. Behemoths vary widely in carrying capacity, and many behemoths will be over their normal load when carrying artillery.

A behemoth cavalry unit carrying artillery is still capable of movement based on its (encumbered) unit movement rate and formation. It may still attack in melee using its full unit attacks, and/or use any special abilities it might possess.

Behemoth cavalry artillery can be fired when the behemoth conducts a marching movement, provided the artillery has no reload tokens. If catapults are mounted, they suffer a -3 penalty on attack throws per hex the behemoth unit moved.

Behemoth Cavalry Artillery				
Artillery Type	Artillery Characteristics	20 Huge Behemoths	5 Gigantic Behemoths	1 Colossal Behemoth
<i>Light Ballista</i>	<i>No. Carried</i>	<i>20 (2 units half-crewed)</i>	<i>10 (1 unit)</i>	<i>10 (1 unit)</i>
	Cost (gp)	1,200gp	600gp	600gp
	Weight / Behemoth	10 stone	20 stone	200 stone
	Missile Attacks	2 missile attacks 11+ 1 reload token	1 missile attack 11+ 2 reload tokens	1 missile attack 11+ 2 reload tokens
<i>Light Repeating Ballista</i>	<i>No. Carried</i>	<i>20 (2 units half-crewed)</i>	<i>10 (1 unit)</i>	<i>10 (1 unit)</i>
	Cost (gp)	4,400gp	2,200gp	2,200gp
	Weight / Behemoth	10 stone	20 stone	200 stone
	Missile Attacks	2 missile attacks 11+ 1 reload token	2 missile attacks 11+ 1 reload token	2 missile attacks 11+ 1 reload token
<i>Medium Ballista</i>	<i>No. Carried</i>	-	<i>5 (1 unit)</i>	<i>5 (1 unit)</i>
	Cost (gp)	-	600gp	600gp
	Weight / Behemoth	-	46 stone	430 stone
	Missile Attacks	-	1 missile attack 11+ 5 reload tokens	1 missile attack 11+ 5 reload tokens
<i>Heavy Ballista</i>	<i>No. Carried</i>	-	-	<i>5 (1 unit)</i>
	Cost (gp)	-	-	1,200gp
	Weight / Behemoth	-	-	1,660 stone
	Missile Attacks	-	-	1 missile attack 11+ 5 reload tokens
<i>Light Catapult</i>	<i>No. Carried</i>	-	<i>5 (1 unit)</i>	<i>5 (1 unit)</i>
	Cost (gp)	-	800gp	800gp
	Weight / Behemoth	-	132 stone	660 stone
	Missile Attacks	-	1 missile attack 11+ 5 reload tokens	1 missile attack 11+ 5 reload tokens
<i>Medium Catapult</i>	<i>No. Carried</i>	-	-	<i>4 (2 units)</i>
	Cost (gp)	-	-	1,600gp
	Weight / Behemoth	-	-	960 stone
	Missile Attacks	-	-	2 missile attack 11+ 5 reload tokens
<i>Heavy Catapult</i>	<i>No. Carried</i>	-	-	<i>2 (2 units)</i>
	Cost (gp)	-	-	2,000gp
	Weight / Behemoth	-	-	1,960 stone
	Missile Attacks	-	-	2 missile attack 11+ 5 reload tokens

EXAMPLE: A behemoth cavalry unit consists of 5 elephants with scale barding and 30 riders in a war howdah. It will carry artillery, so the riders are considered “squeezed”. The elephants contribute (as per the earlier example) 1.30 attacks. Meanwhile, the riders contribute (per the earlier example) 2.48 attacks. The behemoth cavalry unit has $(1.30) + (2.48)$ 3.78 attacks, which rounds to 4 attacks.

Elephants have an attack throw of 3+, while the riders have a “squeezed” attack throw of $(11+4)$ 15+. The behemoth cavalry unit’s attack throw is therefore $[(3 \times 1.30) + (15 \times 2.48)] / (1.30 + 2.48)$ 10.87, rounded to 11. The behemoth cavalry unit’s final attack characteristic is therefore 4 attacks at 11+.

Each elephant is now assigned one light repeating ballista. This adds 20 stone of weight to its encumbrance. Each elephant’s encumbrance is (96 stone from 6 riders) + (24 stone from gigantic scale barding) + (36 stone from the gigantic war howdah) + (20 stone from the light ballista), for a total of 176 stone. Despite the artillery, the unit retains its full movement rate of 2/4/6 FM. Had the elephant worn chain or heavier barding (as do the war elephants in the earlier example), it would be above its normal load of 180 stone.

The behemoth cavalry unit gains a missile attack sequence of 2 light repeating ballista 11+ (1 reload token), equivalent to one light repeating ballista unit. Unlike traditional artillery units, which lack a marching movement rate, the behemoth cavalry artillery can fire when the behemoth marches.

BUILDING CHARIOT UNITS

Chariot units are a special type of unit in which two to four man-sized creatures (the charioteers) are seated on a **chariot** pulled by two to four large creatures (the steeds). The maximum number of chariots per unit can vary from 15 to 30, depending on the type of chariot employed.

Chariot units have some of the characteristics of cavalry units and some of the characteristics of behemoth cavalry units.

CHARIOT UNIT MOVEMENT AND FORMATION

A chariot unit’s movement rate and formation is determined by cross-indexing the chariot’s movement rate and the weapons carried by its riders on the Chariot Unit Movement Rate and Formations, below. If the unit carries multiple weapons, start at the top and work downward, stopping when a weapon carried by the unit is reached.

Because of fragile frame and wheels, chariots treat all **rough terrain** as **impassable** and all **elevated terrain** as **rough** (p. 29-31). Chariots are otherwise treated as normal Loose Mounted, Formed Mounted, or Irregular Mounted units.

EXAMPLE: A chariot unit of 30 light chariots has a unit movement rate of 3/6/9. The unit is equipped with composite bows, so it adopts Loose Mounted formation.

Irregular Mounted: Beastmen charioteers (other than hobgoblins) are always Irregular Mounted (IM) because they

Chariot Type	No. of Man-Sized Charioteers	No. of Large Steeds	Chariot with Steeds Counts As	Maximum Chariots Per Unit
Light Chariot	2	1 - 2	4 men	30
Medium Chariot	3	2 - 3	6 men	20
Heavy Chariot	4	3 - 4	8 men	15

Chariot Unit Characteristic	Derivation
Unit Movement (hexes)	Determined by movement rate of the chariot type
Unit AC	Light chariot: (AC of each steed) + (AC of each charioteer) / (total no. of charioteers and steeds) Medium chariot: (AC of each steed) + (AC of each charioteer) / (total no. of charioteers and steeds) Heavy chariot: (AC of each steed) + (AC of each charioteer) / (total no. of charioteers and steeds)
Unit Hit Dice	Steeds will fight without charioteers: Sum of charioteers’ and steeds’ HD Steeds will flee without charioteers: Sum of charioteers’ HD
Unit Hit Points*	Mount will fight without charioteers: (Unit HD) x (number of chariots) / 15 Mount will flee without its rider: 2 x (Unit HD) x (number of chariots) / 15
Unit Number of Attacks**	Primary: (no. of charioteers per chariot - 1) x (no. of chariots) x (charioteer’s no. of attacks + cleave factor) x (charioteer’s avg. dmg.) / (135) Charge: (no. of steeds) x no. of chariots x (steed’s number of attacks + cleave factor) x (mount’s average damage) / (135)
Unit Attack Throw	Use either charioteers’ or steed’s attack throw, based on method of attack
Unit Morale	Steeds will fight without rider: Greater of steeds’ morale and charioteers’ morale Steeds will flee without rider: Charioteers’ morale

*Treat each +/-1 to HD as +/- 0.25 for purposes of multiplying by number of cavalry

**Calculate separately for each of the rider and mount’s missile attacks and melee attacks.

Chariot Unit Movement Rate and Formation					
Weapons Carried	60'	90'	120'	150'	180'
Bow, crossbow, darts, javelins, or sling	1/2/3 (IM)	2/3/4 (FM)	2/4/6 (LM)	2/5/8 (LM)	3/6/9 (LM)
Lance or spear	1/2/3 (IM)	2/3/4 (FM)	2/4/6 (FM)	2/5/8 (FM)	3/6/9 (FM)
Other melee weapons	1/2/3 (IM)	2/3/4 (IM)	2/4/6 (FM)	2/5/8 (FM)	3/6/9 (FM)
Natural weapons	1/2/3 (IM)	2/3/4 (IM)	2/4/6 (IM)	2/5/8 (IM)	3/6/9 (IM)

*Choose when the unit is created

are ill-disciplined. Chariots with steeds of animal intelligence that can be trained as guard or hunters (e.g. dire wolves) are always Irregular Mounted because the steeds are difficult to control. Unlike cavalry, chariots do *not* become Irregular just because draft or riding animals are used.

CHARIOT UNIT AC

In a mass combat, attacks tend to be evenly distributed against charioteers and steeds. Therefore a chariot unit's Unit Armor Class is equal to sum of the AC of the charioteers and steeds, divided by their total number. Note that medium chariots increase the charioteers' AC by +1 and heavy chariots increase the charioteers' AC by +2. Round the final AC to the nearest whole number. Round .5 down if even, up if odd.

EXAMPLE #1: A New Kingdom Egyptian-style chariot unit consists of 30 light chariots each drawn by 2 light horses and each carrying 2 charioteers. The horses have leather barding, making them AC 3. One charioteer wears lamellar armor (AC 5) while the other has no armor but carries a shield (AC 1). The Unit AC is $[(3 + 3) + (5 + 1)]/4 = 3$.

EXAMPLE #2: A Hittite-style chariot consists of 20 medium chariots each drawn by 2 medium horses and each carrying 3 charioteers. The horses have scale barding, making them AC 4. One charioteer wears lamellar armor (AC 5), one charioteer wears leather and carries a shield (AC 3), and the third just wears leather (AC 2). All three are protected by the medium chariot (+1). The Unit AC is $[(4 + 4) + (6 + 4 + 3)]/5 = 4.2$, rounded to 4.

EXAMPLE #3: A fantasy Elven chariot unit consists of 15 heavy chariots each drawn by 4 sabre-tooth tigers and each carrying 4 elven charioteers. The sabre-tooth tigers have leather barding, and are AC 4. One charioteer wears plate armor (AC 6) while the other three wear chain mail (AC 4). All are protected by the heavy chariot (+2). The Unit AC is $[(4 + 4 + 4 + 4) + (8 + 6 + 6 + 6)]/8 = 5.25$, rounded to AC 5.

CHARIOT UNIT HIT DICE

If the steeds will fight on after charioteers are dead, a chariot unit's Unit Hit Dice are equal to the sum of the charioteers' and steeds' Hit Dice. If the steeds will flee if the charioteers are dead, a chariot unit's Hit Dice are equal to the rider's Hit Dice. A steed will fight on after the rider is dead if it is sentient (e.g. rocs), or if it could be trained as a guard or hunter (e.g. dire wolves). In both cases, treat any +/- to HD as +/- 0.25. Round the result off to the nearest 0.25.

EXAMPLE #1: The Egyptian-style chariot unit of 30 light chariots each drawn by 2 light horses (2 HD) and each carrying 2 charioteers (1-1 HD) has Unit HD of $(0.75 + 0.75) 1.5$, or 1+2.

EXAMPLE #2: The Hittite-style chariot unit of 20 medium chariots each drawn by 2 medium horses (3 HD) and each carrying 3 charioteers (1-1 HD) has Unit HD of $(0.75 + 0.75 + 0.75) 2.25$, or 2+1.

EXAMPLE #3: The elven chariot unit of 15 heavy chariots each drawn by 4 sabre-tooth tigers (8 HD) and each carrying 4 elven charioteers (1+1 HD) has Unit HD of $(8 + 8 + 8 + 8 + 1.25 + 1.25 + 1.25 + 1.25) 37$.

CHARIOT UNIT HIT POINTS

When calculating Unit Hit Points, use the unrounded value for Hit Dice from the calculation above. Then round the final Hit Point value to the nearest whole number. Round .5 down if even, up if odd.

EXAMPLE #1: The Egyptian-style chariot unit of 30 light chariots each drawn by 2 light horses and each carrying 2 charioteers has $(2 \times 1.5 \times 30) / 15 = 6$ uhp.

EXAMPLE #2: The Hittite-style chariot unit of 20 medium chariots each drawn by 2 medium horses and each carrying 3 charioteers has $(2 \times 2.25 \times 30) / 15 = 9$ uhp.

EXAMPLE #3: The elven chariot unit of 15 heavy chariots each drawn by 4 sabre-tooth tigers and each carrying 4 elven charioteers has $(15 \times 37) / 15 = 37$ uhp.

CHARIOT ATTACK CHARACTERISTICS

The attack characteristics will need to be calculated for each of the charioteers' and steeds' methods of attack. Chariot units normally use their charioteers' attack characteristics when attacking, except for their bonus charge attacks. These use the mount's attack characteristics.

Attack Throws: Calculate the attack throws for the charioteers' and steeds' methods of attack separately based on the Hit Dice of the rider or mount. The Unit Hit Dice do *not* determine the unit's attack throws.

Number of Attacks: Calculate the number of attacks for the charioteers' and steeds' attacks separately based on the cleave factor of the charioteer or steed. The unit's primary method of attack is based on the charioteers'. The steeds' method of attack may only be used during charges (see below).

The formula used to calculate the number of attacks is:

Primary:

$(\text{no. of charioteers per chariot} - 1) \times (\text{no. of chariots}) \times (\text{charioteers' no. of attacks} + \text{cleave factor}) \times (\text{charioteers' avg. dmg.}) / (135)$

Charge:

$(\text{no. of steeds}) \times (\text{no. of chariots}) \times (\text{steeds' no. of attacks} + \text{steeds' cleave factor}) \times (\text{steeds' average damage}) / (135)$

EXAMPLE #1: The Egyptian-style chariot unit consists of 30 light chariots each drawn by 2 light horses and each carrying 2 charioteers equipped with short swords. The charioteers are 1-1 HD, with an attack throw of 11+, a cleave factor of 0.35, and one attack dealing on average 3.5 damage. The charioteers' number of attacks would be $(2-1) \times (30 \times 1.35 \times 3.5) / (135) 1.05$, which rounds to 1. The charioteers therefore have an attack characteristic of 1 short sword 11+. This becomes the unit's primary method of attack.

EXAMPLE #2: The Hittite-style chariot unit consists of 20 medium chariots each drawn by 2 medium horses and each carrying 3 charioteers equipped with spears, which they wield two-handed. The charioteers are 1-1 HD, with an attack throw of 11+, a cleave factor of 0.35, and one attack dealing on average 4.5 damage. The charioteers' number of attacks would be $(3-1) \times (20 \times 1.35 \times 4.5) / (135)$ 1.8, which rounds to 2. The charioteers therefore have an attack characteristic of 2 spear 11+. This becomes the unit's primary method of attack.

EXAMPLE #3: The elven chariot unit consists of 15 heavy chariots each drawn by 4 sabre-tooth tigers and each carrying 4 elven charioteers equipped with spears, which they wield two-handed. The charioteers are 1+1 HD, with an attack throw of 9+, a cleave factor of 0.5, and one attack dealing an average 5.5 damage. The charioteers' number of attacks would be $(4-1) \times (15 \times 1.5 \times 5.5) / (135)$ 2.75, which rounds to 3. The charioteers have an attack characteristic of 3 spear 9+. This becomes the unit's primary method of attack.

Bonus Attacks: A chariot unit that fights in Formed or Irregular Mounted formation will receive bonus attacks whenever it charges. The bonus attacks are based on the steeds' attack characteristics. Chariots in Loose Mounted formation do not receive bonus attacks when charging.

EXAMPLE #1: The Egyptian-style chariot unit consists of 30 light chariots each drawn by 2 light horses and each carrying 2 charioteers. The charioteers are equipped with composite bows and short swords, so the chariot unit fights in Loose Mounted formation. The chariot unit receives no bonus attacks when charging.

EXAMPLE #2: The Hittite-style chariot unit consists of 20 medium chariots each drawn by 2 medium horses and each carrying 3 charioteers. The charioteers are equipped with spears, so the chariot unit fights in Formed Mounted formation. The chariot unit receives bonus attacks based on the medium horses' attack characteristics. Medium horses have 3 HD, with an attack throw of 8+, a cleave factor of 0.65, and one hoof attack dealing on average 2.5 damage. The horses' number of attacks would be $(40 \times 1.65 \times 2.5) / (135)$ 1.22, which rounds to 1. The medium horses therefore have an attack characteristic of 1 hoof 8+. This becomes the unit's bonus attack when it charges.

EXAMPLE #3: The elven chariot unit consists of 15 heavy chariots each drawn by 4 sabre-tooth tigers and each carrying 4 elven charioteers. The sabre-tooth tigers, as steeds that will fight without charioteers, make the unit Irregular Mounted. The chariot unit therefore receives bonus attacks based on the sabre-tooth tigers' attack characteristics. Sabre-tooth tigers are 8 HD, with an attack throw of 3+, a cleave factor of 2.15, and three attacks dealing on average 6 damage each. The tigers' number of attacks would be $(15 \times 4 \times 5.15 \times 6) / (135)$ 13.7, rounded to 14. The sabre-tooth tigers therefore have an attack characteristic of 14 claw/bite 3+. This becomes the unit's bonus attack when it charges.

Missile Armed Riders: Don't forget to calculate the unit's attack characteristics with missile weapons if the charioteers are carrying bows, crossbows, or similar weapons.

EXAMPLE #1: The Egyptian-style chariot unit consists of 30 light chariots each carrying 2 charioteers equipped with composite bows. They will receive missile attacks. The unit's number of attacks with its composite bows is $(2-1) \times (30 \times 1.35 \times 3.5) / (135)$ 1.05, rounded to 1. The missile attack characteristics for the unit are 1 composite bow 11+.

CHARIOT UNIT MORALE

If the steeds will fight on after the charioteers are dead, the chariot unit's Unit Morale is equal to the greater of the charioteers' and steeds' morale score. If the steeds will flee after the charioteers are dead, the unit's Unit Morale is equal to the charioteers' morale score.

USING ACKS CHARACTERS WITH DOMAINS AT WAR

ACKS characters will frequently serve as officers in *Domains at War: Battles*, taking on the role of generals, commanders, lieutenants, and heroes. In order to use ACKS characters with *D@W*, you need to know the character's personal characteristics including movement rate, AC, HD, hp, attack throw, number of attacks, damage, saving throws, initiative modifier, and special abilities. A character's personal characteristics should be calculated according to the rules in the *Adventurer Conqueror King System* core rules or similar RPG.

If the character will be functioning as a general, commander, or lieutenant, you will need to calculate his officer characteristics. If the character will be functioning as a hero, you will also need to calculate their unit characteristics.

OFFICER CHARACTERISTICS

Officer characteristics come into play if he serves as a general, commander, or lieutenant. A hero's officer characteristics include leadership ability, zone of control, strategic ability, and morale modifier.

Leadership Ability: A character's leadership ability is equal to the number of henchmen the character may retain, e.g. 4 plus the Charisma bonus or penalty. If the commander has Leadership proficiency, the commander's leadership ability is increased by 1. The maximum leadership ability is 8.

EXAMPLE: Marcus has CHA 16 (+2) and Leadership proficiency. His leadership ability is $(4 + 2 + 1)$ 7.

For monstrous officers without Charisma scores, calculate leadership ability as $3 + 1$ per 4 HD, rounded down, to a maximum value of 8.

EXAMPLE: An orc chieftain has 4 HD, so it will have a leadership ability of $(3 + 4/4)$ 4. A venerable red dragon has 20 HD, so it will have a leadership ability of $(3 + (20/4))$ 8.

Zone of Control (ZOC): This is the radius, in hexes, within which a commander may activate units in his division without

penalty. ZOC is always equal to one-half the commander's leadership ability, rounded up.

EXAMPLE: Marcus has a leadership ability of 7, so his ZOC is (7/2) 3.5, rounded to 4.

Strategic Ability: Great strategic ability demands either great cunning or keen intuition, and no officer can afford to be lacking in either. An officer's strategic ability score equals his bonus from either high Intelligence or Wisdom (whichever is better, minimum 0), less his penalty from low Intelligence or Wisdom (whichever is worse, maximum 0). For each rank of Military Strategy proficiency the officer possesses, his strategic ability is increased by 1. The minimum strategic ability is -3 and the maximum strategic ability is +6.

EXAMPLE: Marcus has INT 14 (+1), WIS 11 (0), and 2 ranks of Military Strategy. His strategic ability is (1 - 0 + 2) +3.

EXAMPLE: Seanan has INT 16 (+2), WIS 7 (-1), and 2 ranks of Military Strategy. His strategic ability is (+2 -1 + 2) +3.

For monstrous officers without Intelligence or Wisdoms scores, their strategic ability is 0 + 1 per 5 HD, rounded down. If the monster is of generally sub-human intelligence (e.g., beastmen) strategic ability is reduced by 1. If the monster is of generally high intelligence (e.g. medusas or vampires), strategic ability is increased by 1. If the monster is of super-human intelligence (e.g., venerable dragons), it is increased by 2. The Judge may adjust the strategic ability score based on his assessment of the monster's experience and tactical knowledge.

EXAMPLE: An orc chieftain has a strategic ability of (4/5, rounded down, -1) -1. A venerable red dragon (20 HD) has a strategic ability of (20/5 + 2) +6.

Morale Modifier (MM): Morale modifier is equal to the character's Charisma bonus or penalty. If the character is a barbarian, bard, explorer, fighter, or paladin of 5th level or higher, his morale modifier is increased by +1 (from his **battlefield prowess** class power or equivalent). If a character has Command proficiency, his morale modifier is increased by +2. If a character is a **legendary leader** (see *D@W: Campaigns*, p. 91) his morale modifier is increased by +1.

EXAMPLE: Marcus is a 9th level fighter with CHA 16 (+2) and the Command proficiency. His morale modifier is (2 + 1 + 2) +5.

For monstrous officers without Charisma scores, their morale modifier is usually 0. However, whenever the monster entry in ACKS notes that "as long as [monstrous commander] is alive, the [monsters of a given type] will gain a [bonus] to morale rolls", use the listed bonus as the monster's morale modifier.

EXAMPLE: As long as an orc chieftain is alive, orcs gain a +2 to morale rolls. An orc chieftain's morale modifier is +2.

UNIT CHARACTERISTICS

A hero's unit characteristics are used when the character attacks or is attacked by a unit. A heroic character's unit characteristics include movement rate, formation, AC, HD, attack throw, number of attacks, and morale. Note that heroes do not have uhp –attacks against heroes always deal personal hp of damage. A hero's unit characteristics are derived from his personal characteristics as shown on the table below.

Hero's Unit Characteristics	Derivation from ACKS Characteristics
Unit Movement and Formation	Determined by mount (if any), movement and weapons carried
Unit AC	Hero's Armor Class
Unit Hit Dice	Hero's Hit Dice
Unit Attack Throw	Hero's Attack Throw
Unit Number of Attacks*	(No. of Attacks + Cleave Factor) x (Average Damage) / 45
Unit Morale	Hero's Charisma Modifier (PC or NPC) or Morale (Monster)

*Round the final value to the nearest whole number. Round .5 down if even, up if odd.

Hero Unit Movement: If the hero is dismounted, his movement rate and formation are determined by cross-indexing the hero's encounter movement rate with his weapons on the Standard Unit Movement Rate and Formations. If the hero is fighting mounted, his movement rate and formation are determined by cross-indexing his mount's encounter movement rate with the hero's weapons on the Mounted Unit Movement Rate and Formations.

EXAMPLE: Marcus is serving as a hero. As a 9th level fighter, he has Unit HD 9. He is wearing *plate armor* +3, giving him AC 9 and a movement rate of 90'. He therefore has Unit Movement 2/3/4 (FF) and Unit AC 9. He attacks with a *two-handed sword* +3, dealing 1d10+10 damage. According to the Cleave Factor table in Chapter 8, his Cleave Factor is 2.7. Therefore his Unit Number of Attacks is [(1 + 2.7) x (5.5 + 10) / 45] 1.27, rounded to 1. His Unit Morale is equal to his CHA modifier, +2.

CALCULATING BATTLE RATINGS AND COST

This section provides an in-depth explanation of how a unit's battle ratings (BR) and monthly wages can be precisely derived from the unit's *D@W: Battles* characteristics. This material is some of the most mathematically complex in these rules. Calculating BRs using this formula is *not* a process intended to be undertaken during play, and is best done using an appropriately-programmed Excel spreadsheet. We offer it primarily for Judges who like to see "how the sausage got made". In the future, if the popularity of *D@W* merits, Autarch may release an online tool to assist in calculating unit characteristics and battle ratings.

CALCULATING UNIT BATTLE RATINGS

In *D@W: Campaigns* we offered a simplified formula based just on a creature's AC, HD, and special abilities. The actual formula is much more robust. To calculate BR, you need to know the following for the unit:

- » Unit Armor Class (unrounded)
- » Unit Hit Points (unrounded)
- » Movement Rate - Walking and Charging
- » Formation Type
- » Number of Melee Attacks (unrounded)
- » Maximum Damage when Charging
- » Number of Missile Attacks (unrounded)
- » Missile Range
- » Unit Morale

With that information in hand, the formula for calculating a unit's battle rating is:

$$BR = (\text{Unit AC}) \times (\text{uhp}/8) \times (\text{Morale Multiplier}) \times (\text{Speed Multiplier}) \times (\text{Formation Multiplier}) \times (\text{Combat Multiplier}) / 6$$

The modifiers are all derived from the unit's *D@W: Battles* characteristics, as noted below.

Morale Multiplier: Add 7 to Unit Morale, and divide the sum by 7. Take the square root. E.g. $[(\text{Morale}+7)/7]^{1/2}$.

Speed Multiplier: For FM, IM, LM, or FLY units, speed modifier is equal to $(\text{Charging Movement} / 9)$. For other units, speed modifier is equal to $(\text{Charging Movement} / 7.5)^{0.33}$.

Formation Multiplier: Use the value listed below the appropriate column on the table below.

FF	FLY	FM	IF	IM	LF	LM
1.15	2.0	1	0.675	0.62	1	1.3

Combat Multiplier: Combat modifier is a combination of the unit's Melee and Missile Values. Melee Value is calculated as follows:

$$MeV = (\text{unrounded number of melee attacks} / \text{rounded number of melee attacks}) \times (\text{maximum damage during a charge})$$

EXAMPLE: The number of attacks of a unit of 120 heavy infantry armed with spears (1d6 damage) is calculated as $(120) \times (1 + 0.35) \times (3.5) / (60 \times 4.5) = 2.1$, rounded to 2. Because the unit is equipped with spears, it can do a maximum of 3 damage during a charge, reflecting two successful attacks plus one bonus point from charging with a spear. The unit's melee value is therefore $(2.1/2) \times (3) = 3.15$.

Missile Value depends on unit type. For LF, LM, and FLY units, the formula for Missile Value is:

$$MiV = (\text{unrounded number of missile attacks}) \times (\text{walking movement} + \text{missile range}) / 2$$

For other types of units, the formula for Missile Value is:

$$MiV = (\text{unrounded number of missile attacks}) \times [(\text{walking movement}/3) + \text{missile range}] / 2$$

EXAMPLE: The number of attacks of a unit of 120 slingers (1d4 damage) is calculated as $(120) \times (1 + 0.35) \times (2.5) / (60 \times 4.5) = 1.5$, rounded to 2. Slingers are LF with a walking movement of 2, and slings have a range of 3. Therefore the unit's missile value is $[(1.5) \times (2 + 3)] / 2 = 3.75$.

Units equipped with arbalests and crossbows calculate Missile Value as if they have a walking movement of 0. Units that carry

just one spear and no other missile weapons have a Missile Value of 0 (because the spear is not typically thrown by such units).

Once Missile Value and Melee Value are known, Combat Modifier can be calculated.

- » If Melee Value equals or exceeds Missile Value, Combat Modifier is $(\text{Melee Value}) + (0.2 \times \text{Missile Value})$.
- » If Missile Value exceeds Melee Value, Combat Modifier is $(\text{Missile Value}) + (0.05 \times \text{Melee Value})$.

Once you have calculated all of the modifiers, enter the values into the formula. Round the final total to the nearest 0.5. If the unit consists of guard or hunter creatures rather than sentient troops, divide the BR by ½.

EXAMPLE: Let's calculate the BR of a unit of 120 Heavy Infantry (AC 6, 6 uhp, Movement Rate 1/2/3, Formation FF, 2 Spear & Shield 11+ or 2 Thrown Spear 11+ with Range 2, ML 0). The formula is $(\text{Unit AC}) \times (\text{uhp}/8) \times (\text{Morale Modifier}) \times (\text{Speed Modifier}) \times (\text{Formation Modifier}) \times (\text{Combat Modifier}) / 6$. We calculate:

- » Armor Class is 6.
- » Uhp/8 is $(6/8)$, or 0.75.
- » Morale Modifier is $[(0+7)/7]^{1/2}$, or 1.
- » Speed Modifier is $(3 / 7.5)^{0.33}$, or 0.74.
- » Formation Modifier is 1.15.
- » Melee Value is equal to the unit's unrounded number of attacks (2.1) divided by its rounded number of attacks (2) times the maximum damage the unit can deal in a charge (3), or 3.15. As a FF unit, Missile Value is equal to $(\text{number of missile attacks}) \times [(\text{walking movement}/3) + \text{missile range}] / 2$. For this unit, that is $(2) \times [1/3 + 2] / 2$, or 2.33. However, since the Heavy Infantry just carry spears and no other missile weapons, Missile Value is set to 0.
- » Since Melee Value of 3 is greater than Missile Value of 0, Combat Modifier is $[3 + (0.2 \times 0)]$, or 3.
- » Therefore the unit's BR is $(6 \times 0.75 \times 1 \times 0.74 \times 1.15 \times 3.15) / 6 = 2.01$, which rounds to 2.

FACTORING SPECIAL ABILITIES INTO BATTLE RATINGS

Despite its robustness, the formula above is still incomplete. It undervalues creatures with powerful spell-like powers or spellcasters. If some or all of a unit's constituent creatures have spell-like special abilities, a few extra steps are required.

Special Attacks: If any creatures in the unit possesses special attacks, find the attack on the BR Bonus from Special Attacks table below and calculate the bonus to the unit's BR according to the formula listed. The theory behind this table is that the value of a creature with special attacks is similar to the value of a wand generating the creature's special attack, with a number of charges equal to the creature's HD. The abilities to charge, swoop, swallow whole, or trample do not increase BR.

The **tactical modifier** is a factor of how effective the creature is at using its special abilities. The lower the modifier, the less effective the creature is. This value was hand-set for every

creature in *ACKS* based on an estimate of its relative level of intelligence. The Tactical Modifier table of benchmarks can help the Judge decide what tactical modifier to use.

EXAMPLE: A giant tarantula (4 HD) has a delayed poisonous bite. Tarantulas are smart animals, so the tactical modifier is 0.75. A unit of 60 giant tarantulas gains a BR bonus of $(500) \times (60) \times (4) \times (0.75) / 24,000 = 3.75$ from its poison.

Special Defenses: If any creatures in the unit possess special defenses, find the defense on the BR Bonus from Special Defenses table below and calculate the bonus to the unit's BR according to the formula listed. The battle rating bonus from special defenses does not depend on the creature's HD or tactical modifier.

EXAMPLE: A lammasu has a magic resistance of 7+. A unit of 20 lammasu gains a BR bonus of $[(21-7)/20] \times (20) = 14$ points from its magic resistance.

Spellcasting Ability: If any creatures in the unit can cast spells, the unit will gain a BR bonus. Calculate the combined spell levels the creature can cast in one day.

EXAMPLE: A lammasu has the spellcasting abilities of a 7th level cleric. As such it can cast 2 1st, 2 2nd, 2 3rd, 1 4th, and 1 5th level spell per day, for a combined $(2+4+6+4+5) = 21$ spell levels per day. A unit of 20 lammasu gains a BR bonus of $(500) \times (21) \times (20) / 24,000 = 8.75$ points from its spellcasting ability.

Creature Size	Movement Rate per Turn			
	480'	360'	240'	180'
Colossal	13.33	10	6.67	5
Gigantic	4	3	2	1.5
Huge	1.33	1	0.67	0.5
Large	0.67	0.5	0.33	0.25

Flight: Flying creatures of large size or greater receive a BR bonus. Consult the BR Bonus from Flight table below and cross-reference the creature's size with its flying movement rate. The value listed is the flight bonus for that creature.

The actual BR bonus is (flight bonus) \times (no. of creatures) \times (tactical modifier). Tactical modifiers are the same as those for special abilities, above.

Special Attack	Examples	BR Bonus
Ability Drain	Lamia, Shadow	$500 \times (\text{no. of creatures}) \times (\text{creature's HD}) \times \text{tactical modifier} / 24,000$
Breath Weapon, Lesser	Hellhound	$500 \times (\text{no. of creatures}) \times (\text{creature's HD}) \times \text{tactical modifier} / 24,000$
Breath Weapon, Moderate	Chimera	$1000 \times (\text{no. of creatures}) \times (\text{creature's HD}) \times \text{tactical modifier} / 24,000$
Breath Weapon, Greater	Dragon	$4000 \times (\text{no. of creatures}) \times (\text{creature's HD}) \times \text{tactical modifier} / 24,000$
Charming Gaze	Demon Boar, Vampire	$2000 \times (\text{no. of creatures}) \times (\text{creature's HD}) \times \text{tactical modifier} / 24,000$
Charming Song	Harpy	$3000 \times (\text{no. of creatures}) \times (\text{creature's HD}) \times \text{tactical modifier} / 24,000$
Damaging Aura	Salamander	$2500 \times (\text{no. of creatures}) \times (\text{creature's HD}) \times \text{tactical modifier} / 24,000$
Energy Drain	Various undead	$500 \times (\text{no. of creatures}) \times (\text{creature's HD}) \times \text{tactical modifier} / 24,000$
Fear	Dragon	$2000 \times (\text{no. of creatures}) \times (\text{creature's HD}) \times \text{tactical modifier} / 24,000$
Paralyzing Touch	Ghoul, Carcass Scavenger	$1000 \times (\text{no. of creatures}) \times (\text{creature's HD}) \times \text{tactical modifier} / 24,000$
Petrifying Breath	Gorgon	$7000 \times (\text{no. of creatures}) \times (\text{creature's HD}) \times \text{tactical modifier} / 24,000$
Petrifying Gaze	Basilisk, Medusa	$3500 \times (\text{no. of creatures}) \times (\text{creature's HD}) \times \text{tactical modifier} / 24,000$
Petrifying Touch	Basilisk, Cockatrice	$1500 \times (\text{no. of creatures}) \times (\text{creature's HD}) \times \text{tactical modifier} / 24,000$
Poisonous Bite, Delayed	Various snakes and spiders	$500 \times (\text{no. of creatures}) \times (\text{creature's HD}) \times \text{tactical modifier} / 24,000$
Poisonous Bite, Instantaneous	Purple Worm, Wyvern	$1000 \times (\text{no. of creatures}) \times (\text{creature's HD}) \times \text{tactical modifier} / 24,000$
Other	Various	$(\text{cost of one-charge item}) \times (\text{no. of creatures}) \times (\text{creature's HD}) \times \text{T.M.} / 24,000$

Level of Intelligence	Examples	Tactical Modifier
Sentient	Dragons, giants, humanoids	1
Near-Sentient	Apes, baboons, elephants, owlbeats	1
Smart Animal	Dogs, giant spider, horses, whales	0.75
Above Average Animal	Bats, bears, cats, hawks, squids	0.66
Average Animal	Basilisks, gorgons, rhinos, varmints	0.55
Below Average Animal	Boars, dinosaurs, herd animals	0.33
Nearly Instinctual	Crocodiles, giant beetles, giant lizards	0.25
Purely Instinctual	Caecilians, fish, sharks, snakes	0.1

Special Attack	Examples	BR Bonus
Damage Reduction	Mummy	$0.5 \times (\text{no. of creatures})$
Magic Resistance	Lammasu	$[(21 - \text{Magic Resistance Throw}) / 20] \times (\text{no. of creatures})$
Protection from Normal Weapons	Gargoyle, Vampire	$0.229 \times (\text{no. of creatures})$
Protection from Normal Missiles	Spell	$0.125 \times (\text{no. of creatures})$
Protection from Iron and Wood Weapons	Lycanthrope	$0.125 \times (\text{no. of creatures})$
Other	Various	$(\text{cost of indefinite duration protection}) \times (\text{no. of creatures}) / 24,000$

The actual BR bonus is $500 \times (\text{combined spell levels per day}) \times (\text{no. of creatures}) / 24,000$.

EXAMPLE: A giant roc is a colossal creature with a flying movement rate of 480'. Being sentient, it has a tactical modifier of 1. Therefore a giant roc gains a BR bonus of $(13.33) \times (1) \times (1)$ 13.33 from its flight.

Once you have calculated the BR bonus from special abilities, add it to the unit's base BR. If the unit consists of guard or hunter creatures rather than sentient troops, add the BR bonus from special abilities to $\frac{1}{2}$ the base BR. Round the final total to the nearest 0.5.

EXAMPLE: A giant roc's base BR (from its D@W: Battles characteristics) is 2.5. It gains a BR bonus of $(13.33) \times (1) \times (1)$ 13.33 from its flight. Its BR is therefore $(2.5 + 13.33)$ 15.83, which rounds to 16.

CALCULATING INDIVIDUAL CREATURE'S BATTLE RATING

Standard Units: To calculate the BR of an individual creature in a standard unit, just divide the final (rounded) battle rating of the unit by the number of creatures in the unit. Round to 3 significant digits.

EXAMPLE: Since a heavy infantry unit (BR 2) has 120 troops, the individual BR of a heavy infantry soldier is $(2 / 120)$ or 0.0166, which rounds to 0.017.

Other Units: When the unit in question is a cavalry unit, behemoth cavalry unit, or chariot unit, the individual BR will actually be the BR of one *set* of creatures. That is, it will be the BR of a rider and mount for a cavalry unit; of a behemoth mount with its riders for a behemoth cavalry unit; or of a chariot with its charioteers and steeds for a chariot unit. To find this value, divide the battle rating of the unit by the number of mounts, behemoths, or chariots, and round to 3 significant digits.

EXAMPLE: Since a war elephant unit (BR 4) has 5 war elephants with 6 riders each, the individual BR of 1 war elephant with 6 riders is $(4/5)$ 0.800.

CALCULATING WAGES

Individual BR can be used to estimate an appropriate wage. For most creatures, monthly wages approximately equal their individual battle rating multiplied by 720. However, creatures which demand expensive supplies are paid less; decrease monthly wage by 1gp for each gp by which the creature's monthly supply cost is in excess of 2gp. You may round values below 40gp to the nearest 3gp, and round values above 40gp to the nearest 5gp.

EXAMPLE: A heavy infantry soldier's wage is $(.017) \times (720)$ 12.24, rounded to 12gp per month.

EXAMPLE: An ettin's individual BR of 0.265 implies a wage of $(0.265) \times (720)$ 190.8gp per month. The ettin's supply cost is 12gp per week, so the wage is reduced by $[(12 \times 4) - 2]$ 46gp to 144.8gp per month. This rounds to 145gp per month.

Overpriced Creatures and Minimum Wages: Some creatures, by reason of scarcity, exoticness, or prestige value, cost more than their utility in battle would otherwise indicate. Such overpriced creatures will demand a higher wage (or be leased out for a higher wage) than their BR justifies. The minimum wage for a creature is always $\frac{1}{33}$ its price in gp. A minimum wage is still reduced by excessive supply cost (as above).

EXAMPLE: Based on its BR 0.009, a wood golem should command $(.009 \times 720)$ 6.48 or 6gp per month. However, on the Exotic Creatures Roster, a wood golem has a price of 10,000gp. Therefore the "wage" of a wood golem (e.g. the fee paid to the mage who controls it) would be $(10,000 / 33)$ 303.03, which rounds to 300gp. A wood golem is quite an uneconomical soldier, in other words.

In some cases, overpriced creatures may be used as part of a cavalry unit, behemoth cavalry unit, or chariot unit. Where this occurs, calculate the minimum wage of the riders or charioteers and sum them together. If the riders or charioteers are standard troops (e.g. horse archers), use the wage for troops of their race and type. If the riders or charioteers are exotic creatures, use $\frac{1}{33}$ of the price. Add this to the minimum wage of the mount, behemoth, or steeds to find the minimum wage for a set. If the minimum wage of a set is greater than the BR-based wage of a set, use the minimum wage.

FINAL NOTES

No formula can account for all of the interplay of different factors. At best, it provides a useful benchmark. The Judge should freely adjust the calculated battle ratings whenever magical abilities, special circumstances, or the experience of actual play suggests an adjustment is appropriate. Several of the BRs for standard units were adjusted after play testing, mostly by less than 5% but in a few cases (notably human light cavalry) by as much as 30%.

We hope that between the formula in this chapter and the hundreds of examples in the *D@W: Campaigns* Troop Characteristic Summaries and Exotic Creature Roster that we have provided sufficient information for Judges to create and customize units for their own campaigns.



Chapter 9: **Scenarios**



*Never lead soldiers into combat before having
made sufficient trial of their courage.*

– MAURICE'S STRATEGIKON

The two scenarios in this chapter are intended to help you learn the rules and get comfortable with the game mechanics and sequence of play. We have included a mix of unit types to help you familiarize yourself with the possibilities of *Domains at War: Battles*.

The first scenario, **Peril at the Fangs**, is designed to highlight *D@W: Battles* command system and allow you to see how the differences in **unit type** (p. 12) and **formation** (p. 12) create rich tactical choices. Only the Basic Rules in Chapter 1 are used, so Peril at the Fangs makes a great introduction to the game.

The second scenario, **Battle of Zidium**, is an **epic-scale battle** (p. 64) that incorporates the advanced rules for **terrain** (p. 29) as well as **heroes and magic** (p. 40 - p. 51). You should familiarize yourself with all of Chapter 1, as well as Chapter 2, 4, and 6 before playing the battle. As an epic-scale battle, the Battle of Zidium demonstrates how you can use *D@W: Battles* to decide the fates of kingdoms and empires.

BASIC SCENARIO: PERIL AT THE FANGS

For centuries the Fangs of Chrios has been guarded by the legionaries of the Auran Empire. The wide, low mountain pass, topped on either end by vast 5,000-foot pillars, is the most effective path from the Waste through the Meniri Mountains and into Krysea. Since the fall of Zahar, beastmen raiders have crossed the Fangs to strike at the farms and homesteads that dot the hills on the far side of the mountains. In good years, the Auran legions are strong and the border forts well-manned. In bad years, the legions are weak, the border forts are undermanned, and the beastmen hordes are large and savage.

This year is a particularly bad one. The great ogre warchief Khazay has assembled a host of nearly two thousand ogres and orcs and aims to cross the Fangs. Khazay is no mere raider; he is a would-be conqueror who plans to make the arable Krysean hills a permanent home for his bestial minions.

Palatine Komnaurius, military ruler of the region, has barely a thousand troops on hand to stop the invasion. Grimly determined, he marches forth. Behind him, at his stronghold of Drusutem, fires are lit in prayers to Ammonar and the Sisters of Mourning gather in their grey robes knowing tomorrow will hold many burials.

SCENARIO NOTES

Side A, the Auran Empire, has 12 units divided into three divisions, all of which are normal men of various types. Side B, the Beastmen, has 16 units divided into three divisions, and these forces have better attack throws, number of attacks, movement rates, and hit points than the Auran infantry. The Aurans are thus both quantitatively and qualitatively over-matched at the unit level!

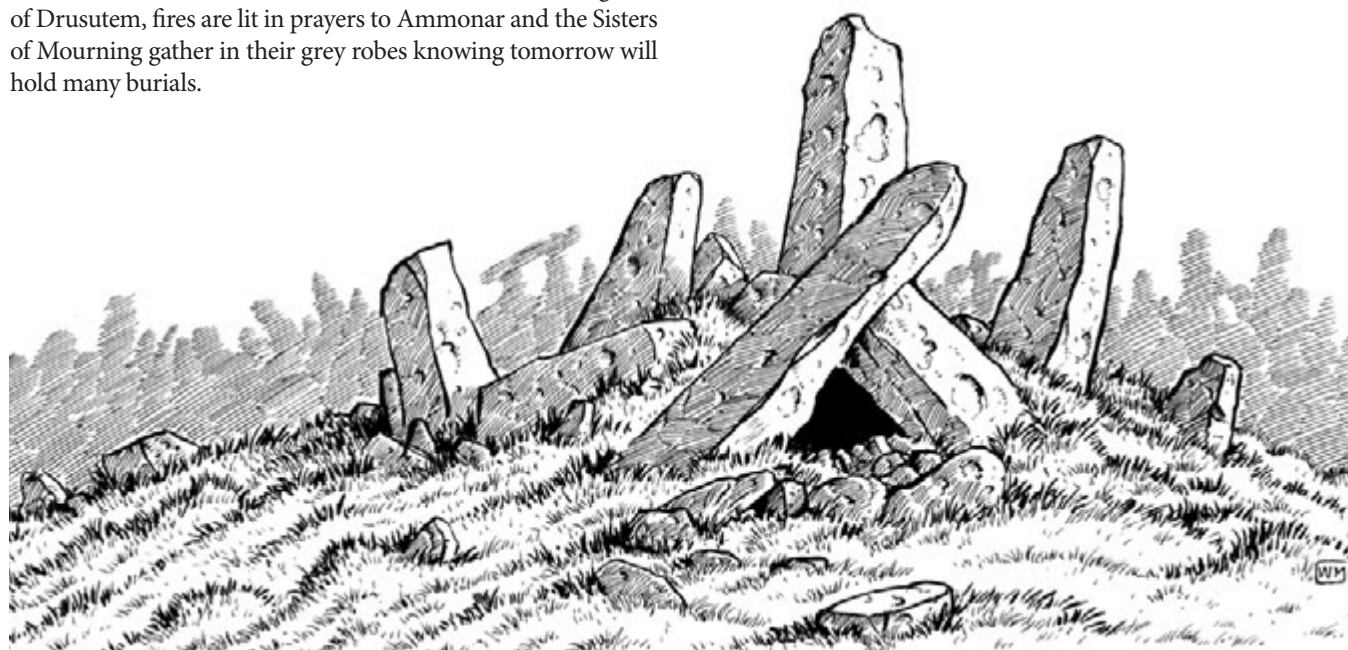
How can the Aurans have a chance of victory? The Auran forces are well-lead, with an excellent general) and an ample number of lieutenants. In comparison, the Beastmen forces have only one competent commander (Khazay), and no lieutenants. Their forces are also entirely composed of Irregular units. This is a huge disadvantage, as Irregular troops must **attack** if able (p. 20), must **advance** after an attack if able (p. 23), cannot conduct **actions in lieu of attacking** (p. 24), cannot **disengage** (p. 20), cannot **pass through** each other (p. 19), and do not gain **morale** bonuses from battle lines (p. 23).

If you are playing the Aurans, you must rely on your superior command and control to out-maneuver and destroy the beastmen troops. Your cavalry division combines high mobility, ranged striking capability, and powerful charges; what you do with them will determine whether you win or lose the battle. Kill Khazay and the ogres and you've probably won.

If you are playing the Beastmen, your battle plan is simpler: Smash! Your orcs are very, very fast compared to the Auran heavy infantry, so you can close in quickly and began to tear them up with your superior attacks. The main question for you is what to do with your ogres. If you lead with them, their slower movement rate can drag down the entire battle line. If you separate them from the faster-moving orcs, you risk them being flanked and destroyed by the Auran cavalry.

SET UP / SPECIAL RULES

Use the basic set-up rules. No special rules apply to this scenario. The battle is at **company-scale** (p. 10), so each infantry unit represents 120 infantry and each cavalry unit represents 60 cavalry.



ORDER OF BATTLE – AURAN EMPIRE

Side A:	Auran Empire		
Army General:	Palatine Komnaurius		
Divisions:	1 st Division	2 nd Division	3 rd Division
Division Commander:	Palatine Komnaurius	Legate Damanos	Legate Uland
Division Units:	Cataphract Cavalry #1 (Komnaurius)	Heavy Infantry #1 (Damanos)	Heavy Infantry #4 (Uland)
	Cataphract Cavalry #2	Heavy Infantry #2	Heavy Infantry #5
	Light Cavalry #1 (Narmir)	Heavy Infantry #3	Heavy Infantry #6
	Light Cavalry #2 (Ionnic)	Composite Bowmen #1 (Ellus)	Comp. Bowmen #2 (Eanar)

Name	Rank	Leadership Ability	ZOC	Strategic Ability	Morale Modifier	Attached To
Palatine Komnaurius	General	6	3	+4	+4	Cataphract Cavalry #1
Legate Damanos	Commander	4	2	+2	+3	Heavy Infantry #1
Legate Uland	Commander	4	2	+2	+3	Heavy Infantry #4
Tribune Narmir	Lieutenant	4	2	+1	+3	Light Cavalry #1
Tribune Ionnic	Lieutenant	4	2	+1	+3	Light Cavalry #2
Tribune Ellus	Lieutenant	4	2	+1	+3	Bowmen #1
Tribune Eanar	Lieutenant	4	2	+1	+3	Bowmen #2

Unit Type	Unit Move	Unit Form	Unit AC	Unit HD	Unit HP	Unit Morale	Unit Melee Attacks & Attack Throws	Unit Missile Attacks & Attack Throws
Heavy Infantry A	1/2/3	FF	6	1-1	6	0	2 spear & shield 11+ or 2 sword & shield 11+	2 spear 11+
Longbowmen B	2/4/6	LF	3	1-1	6	-1	2 short sword & shield 11+	2 composite bow 11+
Light Cavalry A	4/8/12	LM	3	1-1	6	+1	2 sword & shield 11+	2 javelin 11+
Cataphract Cavalry	3/6/9	FM	7	1-1	6	+2	2 lance & shield 11+ Charge: 3 hooves 8+	2 composite bow 11+

ORDER OF BATTLE - BEASTMEN

Side B:	Beastmen Horde		
Army General:	Warchief Khazay		
Divisions:	1 st Division	2 nd Division	3 rd Division
Division Commander:	Warchief Khazay	Chief Awitar	Chief Zraqua
Units:	Ogre Heavy Infantry #1 (Khazay)	Orc Heavy Infantry #5 (Awitar)	Orc Heavy Infantry #8 (Zraqua)
	Ogre Heavy Infantry #2	Orc Heavy Infantry #6	Orc Heavy Infantry #9
	Orc Heavy Infantry #1	Orc Heavy Infantry #7	Orc Heavy Infantry #10
	Orc Heavy Infantry #2	Orc Crossbowmen #1	Orc Crossbowmen #3
	Orc Heavy Infantry #3	Orc Crossbowmen #2	Orc Crossbowmen #4
	Orc Heavy Infantry #4		

Name	Rank	Leadership Ability	ZOC	Strategic Ability	Morale Modifier	Attached To
Warchief Khazay	General	5	3	+2	+3	Ogre Heavy Infantry #1
Chief Awitar	Commander	4	2	-1	+2	Orc Heavy Infantry #5
Chief Zraqua	Commander	4	2	-1	+2	Orc Heavy Infantry #8

Unit Type	Unit Move	Unit Form	Unit AC	Unit HD	Unit HP	Unit Morale	Unit Melee Attacks & Attack Throws	Unit Missile Attacks & Attack Throws
Ogre Heavy Infantry	2/3/4	IF	6	4+1	17	+2	5 great axe 6+	-
Orc Heavy Infantry	2/4/6	IF	3	1	8	0	3 pole arm 10+	-
Orc Crossbowmen	2/4/6	IF	3	1	8	0	2 scimitar 10+	2 crossbow 10+

ADVANCED SCENARIO: BATTLE OF ZIDIUM

In 18 B.E., angered at the Auran League's interference in the millennia-old slave trade, Celdorea declared war on Aura, beginning the Second Celdorean War (18 B.E. – 1 B.E.). The one-eyed Celdorean general, Baal the Terrible, landed in mainland Tirenea, and quickly established a reputation for invincibility in a series of pitched battles. After almost two decades of defeat, Aura finally found a match for Baal the Terrible in a brilliant young commander named Audarius Valerian. In 1 B.E., Audarius forced Baal to retreat from Auran soil at the Battle of the Eagles. A year later, Audarius, now dubbed Tarkaun ("eagle"), pursued Baal across the Ammas Aurë to Celdorea itself. A few miles from the Celdorean capital of Zidium, the two masters of war met in a pitched battle to determine whether Aura or Celdorea would hold dominion over the known world.

SET UP / SPECIAL RULES

Use the basic set-up rules. The rules for **Terrain** (p. 29) and **Heroes** (p. 40) apply to this battle. Place terrain on the battlemap as shown on the accompanying illustration. The Auran Empire is Side A, and the Celdorean Thalassocracy is Side B. Note that the Battle of Zidium is a **brigade-scale battle** (p. 64), so each infantry unit represents 1,920 infantry and each cavalry unit represents 960 cavalry.

SCENARIO NOTES

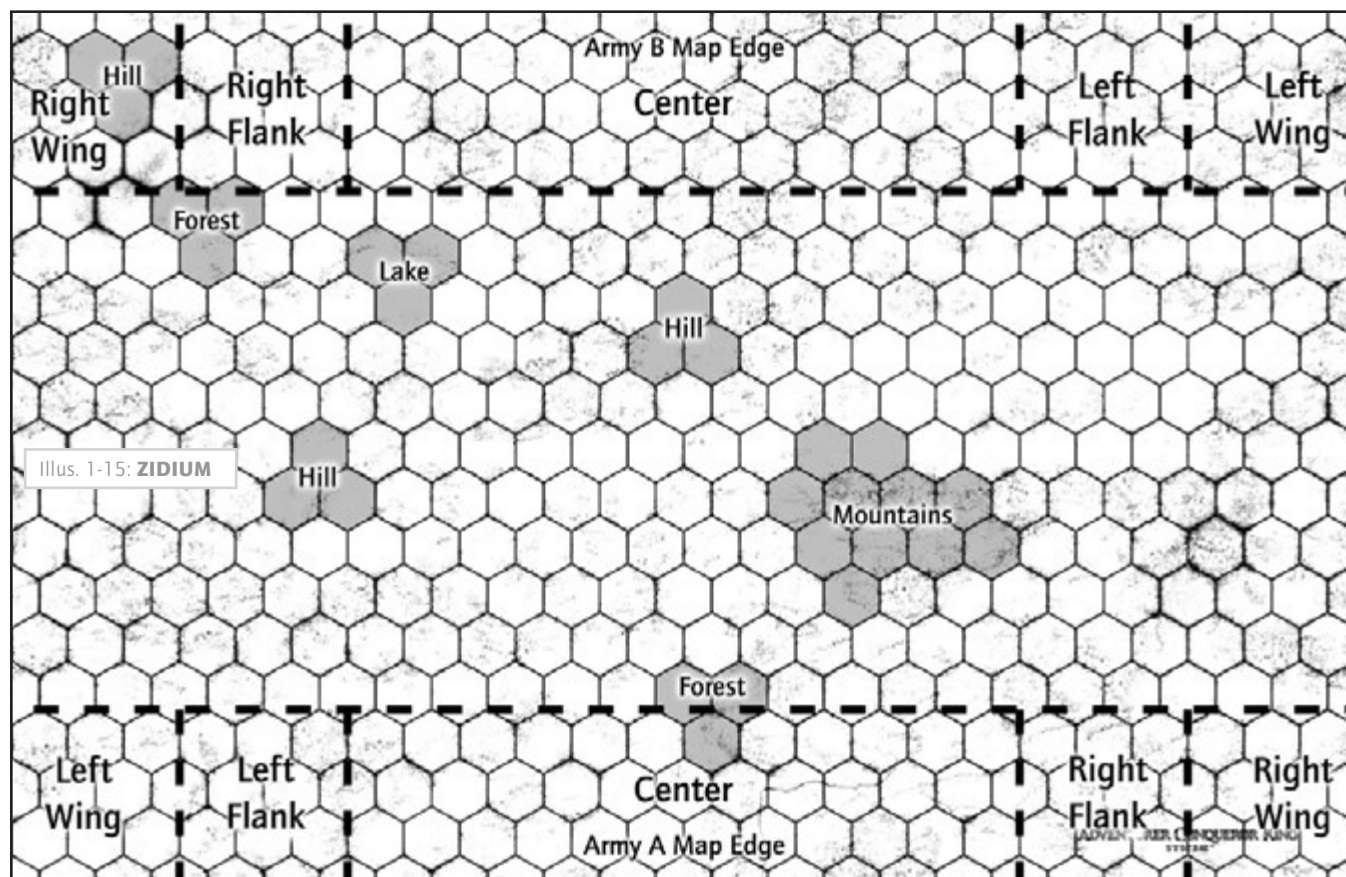
The Battle of Zidium is loosely based on the historical Battle of Zama, where Roman forces led by Scipio Africanus confronted Carthaginian forces led by Hannibal of Carthage.

Side A, the Auran Empire, has a balanced and symmetrical force consisting of heavy infantry, javelin-armed light infantry, composite bowmen, and lance-armed cavalry. The general, Audarius Tarkaun, is a military genius. His other commanders are highly competent, with Valanna nearly as good a leader and Mennic as good a strategist (albeit not much loved by his troops). The Aurans also have eight lieutenants to help lead their troops.

Side B, the Celdorean Thalassocracy, features a diverse mix of well-equipped Celdorean regulars, light but hard-hitting Jutlandic troops, highly mobile Skysos cavalry, and armored war elephants. Baal is as masterful as Audarius, but his subordinate commanders are not as able. He also has fewer lieutenants with which to supplement his command and control. However, because Baal's army has been winning battles for a decade, half of his units are veterans.

The Aurans have one major advantage in Mennic, the mage, whose arcane casting ability is unmatched by the Celdoreans. The Celdoreans should seek to eliminate Mennic quickly, probably with the hero Jagatai, whose **eyes of the eagle**, poison arrows, and precise shot proficiency make him a matchless murderer of any enemy commanders.

Overall, the two forces are closely matched and victory will be determined by the skill of the commanders and the will of Fate!



HEROES – AURAN EMPIRE

Audarius Tarkaun: 13th level Fighter; AC 15, Move 90' / 180', hp 67, #AT 1 sword -4+, Dmg 1d6+11; STR 16, INT 18, WIS 11, DEX 14, CON 13, CHA 18; Alignment Lawful; Proficiencies: Combat Reflexes, Command, Diplomacy, Fighting Style (Weapon & Shield), Leadership, Military Strategy 3, Manual of Arms, Riding, Siege Engineering 2; Equipment: **sword +3, plate armor +2, shield +2, ring of protection +2, gauntlets of ogre power, potion of extra-healing**

Valanna: 11th level Bladedancer; AC 12, Move* 120'/360', hp 40, AT* 2 pair of swords -1+ Dmg* 2d6+3; STR 13, INT 9, WIS 16, DEX 16, CON 13, CHA 17; Alignment Lawful; Proficiencies: Battle Magic, Leadership, Military Strategy 2, Swashbuckling, Weapon Finesse; Equipment: **sword +2, sword +1, leather armor +3, cloak of protection +1, ring of fire resistance, ring of water walking, potion of extra-healing**; *Valanna casts **invulnerability to evil, swift sword, striking, and winged flight** on herself

Danir: 11th level Fighter; AC 9, Move 90', hp 46, #AT 1 spear -2+, Dmg 1d6+9; STR 18, INT 11, WIS 13, DEX 9, CON 12, CHA 14; Alignment Lawful; Proficiencies: Command, Leadership, Military Strategy 3, Riding; Equipment: **spear +2, sword +1, plate armor +2, shield +1, ring of regeneration, potion of extra-healing**

Mennic: 11th level Mage; AC 6, Move* 90'/360', hp 44, #AT 1 staff 7+, Dmg 1d6; STR 10, INT 18, WIS 11, DEX 12, CON 16, CHA 9; Alignment Neutral; Proficiencies: Battle Magic, Elementalism (Fire), Collegiate Wizardry, Knowledge (History), Leadership, Mapping, Military Strategy 3; Spells Known: 1st – burning hands, detect magic, magic missile, sharpness, slipperiness, summon berserkers, wall of smoke / 2nd – hallucinatory pattern, levitate, mirror image, summon hero, stinking cloud, uncanny gyration / 3rd – dispel magic, earth's teeth, fireball, fly, growth, protection from normal missiles / 4th – dimension door, polymorph self, polymorph other, scry, summon fantastic creature, wall of fire / 5th – cone of cold, panic, protection from normal weapons, scouring wind, teleport / 6th – control weather, disintegrate, lower water, move earth; Equipment: **staff of power (10 charges), bracers of armor +4, ring of protection +2, medallion of ESP 90', potion of extra-healing**; *Mennic casts **fly, protection from normal missiles, and protection from normal weapons** on himself

Eight Palatines: 9th level Fighter; AC 9, Move 90', hp 44, AT 1 sword 3+, Dmg 1d6+6; Alignment Lawful; Proficiencies: Command, Combat Reflexes, Leadership, Manual of Arms, Military Strategy 2, Riding; Equipment: **sword +1, plate armor +1, shield +1, potion of healing**

HEROES – CELDOREAN THALASSOCRACY

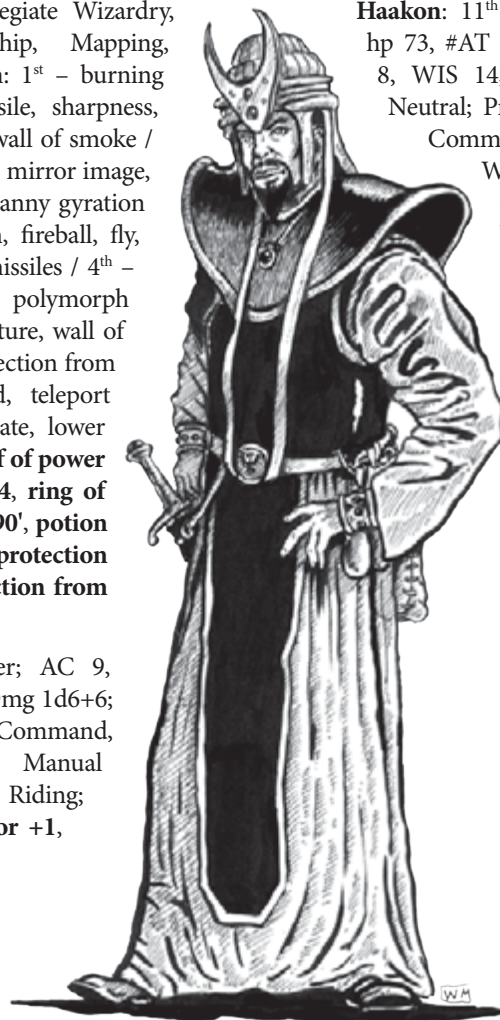
Baal the Terrible: 13th level Anti-Paladin; AC 12, Move 90', hp 60, #AT 1 two-handed sword -3+, Dmg 1d10+10; STR 16, INT 13, WIS 18, DEX 10, CON 16, CHA 18; Alignment Chaotic; Proficiencies: Ambushing, Berserkerang, Command, Combat Reflexes, Divine Blessing, Leadership, Military Strategy 3, Riding; Equipment: **life-drinking two-handed sword +3, plate armor +3, elven cloak and boots, ring of protection +2, ring of spell turning (4 charges), scarab of protection (7 charges), potion of extra-healing**

Peyman: 11th level Cleric; AC 11, Move 90', hp 43, #AT 1 warhammer 2+, Dmg* 2d6+3; STR 13, INT 13, WIS 16, DEX 10, CON 9, CHA 13; Alignment Chaotic; Proficiencies: Battle Magic, Command, Leadership, Military Strategy 2, Theology, Unflappable Casting; Equipment: **warhammer +2, plate armor +2, shield +2, staff of withering (11 charges), potion of extra-healing**; *Peyman casts **striking** and **strength of mind** on himself

Jagatai: 11th level Skysostan Barbarian; AC 10, Move 120', hp 58, #AT 1 composite bow -2+ or scimitar 0+, Dmg 1d6+6 (bow) or 1d6+3 (scimitar); STR 13, INT 11, WIS 13, DEX 17, CON 15, CHA 14; Alignment Neutral; Proficiencies: Ambushing, Command, Leadership, Military Strategy 2, Precise Shooting, Riding, Sniping; Precise Shooting; Equipment: **composite bow +3, 9 arrows +2, scimitar +2, chainmail armor +2, displacer cloak, eyes of the eagle, wyvern poison (sufficient for 20 arrows), potion of extra-healing**

Haakon: 11th level Jutland Barbarian; AC 6, Move 120', hp 73, #AT 1 great axe -2+, Dmg 2d10+9; STR 18, INT 8, WIS 14, DEX 12, CON 16, CHA 16; Alignment Neutral; Proficiencies: Berserkerang, Combat Reflexes, Command, Climbing, Leadership, Military Strategy 2, Weapon Focus (axes); Equipment: **great axe +2, chainmail armor +2, girdle of giant strength, boots of traveling and springing, potion of extra-healing**

Four Mercenary Colonels: 9th level Fighter; AC 9, Move 90', hp 44, AT 1 sword 3+, Dmg 1d6+6; Alignment Neutral; Proficiencies: Command, Combat Reflexes, Leadership, Manual of Arms, Military Strategy 2, Riding; Equipment: **sword +1, plate armor +1, shield +1, potion of healing**



ORDER OF BATTLE – AURAN EMPIRE

Side A:	Auran Empire	
Army General:	Exarch Audarius Tarkaun	
Divisions:	1 st Division	2 nd Division
Division Commander:	Exarch Audarius Tarkaun	Prefect Valanna
Division Units:	Veteran Heavy Cavalry #1 (Tarkaun)	Light Infantry #1 (Valanna)
	Veteran Heavy Cavalry #2	Light Infantry #2
	Medium Cavalry #1	Light Infantry #3
	Medium Cavalry #2	Light Infantry #4
	Light Cavalry #1	Composite Bowmen #1
	Light Cavalry #2	Composite Bowmen #2
	3 rd Division	4 th Division
Divisions:		
Division Commander:	Prefect Danir	Prefect Mennic
Division Units:	Veteran Heavy Infantry #1 (Danir)	Heavy Infantry #5 (Mennic)
	Veteran Heavy Infantry #2	Heavy Infantry #6
	Heavy Infantry #3	Heavy Infantry #7
	Heavy Infantry #4	Heavy Infantry #8
	Composite Bowmen #3	Composite Bowmen #4

Name	Rank	Leadership Ability	ZOC	Strategic Ability	Morale Modifier	Attached To
Audarius Tarkaun	General	8	4	+6	+7	Veteran Heavy Cavalry #1
Valanna	Commander	7	4	+4	+2	Light Infantry #1
Danir	Commander	6	3	+4	+4	Veteran Heavy Infantry #1
Mennic	Commander	5	3	+6	+0	Heavy Infantry #5
Palatines (various)	Lieutenant	5	3	+2	+3	Choice of any 8 units

Name	Unit Move	Unit Form	Unit AC	Unit Morale	Unit Melee Attacks & Attack Throws	Unit Missile Attacks & Attack Throws
Audarius Tarkaun	3/6/9	FM	15	+3	2 sword -4+	-
Valanna	6/12/18	FLY	12	+2	1 pair of swords -1+	-
Danir	2/3/4	FF	9	+1	1 spear -2+	1 spear -2
Mennic	6/12/18	FLY	6	+0	-	-
Palatines (various)	2/3/4 or 3/6/9	FF or FM	9	+0	1 sword 3+	-

Unit Type	Unit Move	Unit Form	Unit AC	Unit HD	Unit HP	Unit Morale	Unit Melee Attacks & Attack Throws	Unit Missile Attacks & Attack Throws
Veteran Heavy Infantry	1/2/3	FF	6	1	32	+1	3 spear & shield 10+ or 3 sword & shield 10+	3 spear 10+
Heavy Infantry A	1/2/3	FF	6	1-1	24	0	2 spear & shield 11+ or 2 sword & shield 11+	2 spear 11+
Light Infantry A	2/4/6	LF	3	1-1	24	-1	2 swords 11+	2 javelin 11+
Longbowmen B	2/4/6	LF	3	1-1	24	-1	2 short sword & shield 11+	2 composite bow 11+
Light Cavalry A	4/8/12	LM	3	1-1	24	+1	2 sword & shield 11+	2 javelin 11+
Medium Cavalry	3/6/9	FM	4	1-1	24	+1	2 lance & shield 11+ Charge: 3 hooves 8+	-
Veteran Heavy Cavalry	3/6/9	FM	6	1	32	+3	3 lance & shield 10+ Charge: 3 hooves 8+	-

ORDER OF BATTLE – CELDOREAN THALASSOCRACY

Side B:	Celdorean Thalassocracy	
<i>Army General:</i>	Baal the Terrible	
<i>Divisions:</i>	1 st Division	2 nd Division
<i>Division Commander:</i>	Baal the Terrible	Peyman
<i>Division Units:</i>	Veteran Celdorean Heavy Infantry #1 (Baal)	Celdorean Heavy Infantry #5 (Peyman)
	Veteran Celdorean Heavy Infantry #2	Celdorean Heavy Infantry #6
	Veteran Celdorean Heavy Infantry #3	Celdorean Light Infantry #1
	Veteran Celdorean Heavy Infantry #4	Celdorean Light Infantry #2
	Veteran Celdorean Composite Bowmen #1	Celdorean Slingers #1
	Veteran Celdorean Composite Bowmen #2	Celdorean Slingers #2
<i>Divisions:</i>	3 rd Division	4 th Division
<i>Division Commander:</i>	Jagatai	Haakon
<i>Division Units:</i>	Veteran Skysos Horse Archers #1 (Jagatai)	Jutlandic Heavy Infantry #1 (Haakon)
	Veteran Skysos Light Cavalry #1	Jutlandic Heavy Infantry #2
	Veteran Celdorean Medium Cavalry #1	Jutlandic Heavy Infantry #3
	Celdorean War Elephant #1	Jutlandic Light Infantry #1
		Jutlandic Light Infantry #2
		Jutlandic Light Infantry #3

Name	Rank	Leadership Ability	ZOC	Strategic Ability	Morale Modifier	Attached To
Baal the Terrible	General	8	4	+6	+7	Veteran Celdorean Heavy Infantry #1
Peyman	Commander	6	3	+4	+4	Celdorean Heavy Infantry #5
Jagatai	Commander	6	3	+3	+4	Skysos Horse Archers #1
Haakon	Commander	7	4	+1	+5	Jutlandic Heavy Infantry #1
Mercenary Colonels	Lieutenant	5	3	+2	+3	Choice of any 4 units

Name	Unit Move	Unit Form	Unit AC	Unit Morale	Unit Melee Attacks & Attack Throws	Unit Missile Attacks & Attack Throws
Baal the Terrible	2/3/4	FF	12	+3	2 two-handed sword -3+	-
Peyman	6/12/18		12	+2	1 warhammer -1+	-
Jagatai	4/8/12	LM	10	+1	1 scimitar 0+	1 composite bow -2+
Haakon	6/12/18		6	+0	2 great axe -2+	-
Mercenary Colonels (various)	2/3/4 or 3/6/9	FF or FM	9	+0	1 sword 3+	-

Unit Type	Unit Move	Unit Form	Unit AC	Unit HD	Unit HP	Unit Morale	Unit Melee Attacks & Attack Throws	Unit Missile Attacks & Attack Throws
Jutlandic Light Infantry	2/4/6	LF	3	1-1	24	-1	3 great axe 11+	-
Jutlandic Heavy Infantry	2/3/4	FF	4	1-1	24	0	2 spear & shield 11+ or 2 sword 11+	2 spear 11+
Celdorean Light Infantry	2/4/6	LF	3	1-1	24	-1	2 short sword & shield 11+	2 javelin 11+
Veteran Celdorean Heavy Infantry	1/2/3	FF	6	1	32	+1	3 spear & shield 10+ or 3 sword & shield 10+	3 spear 10+
Celdorean Heavy Infantry	1/2/3	FF	6	1-1	24	0	2 spear & shield 11+ or 2 sword & shield 11+	2 spear 11+
Celdorean Slingers	2/4/6	LF	3	1-1	24	-1	2 short sword & shield 11+	2 sling 11+
Veteran Celdorean Cmp. Bowmen	2/4/6	LF	3	1	32	0	3 short sword & shield 10+	3 composite bow 10+
Veteran Skysos Light Cavalry	4/8/12	LM	3	1	32	+2	3 sword & shield 10+	2 javelin 10+
Veteran Skysos Horse Archers	4/8/12	LM	3	1	32	+2	3 scimitar & shield 10+	2 composite bow 10+
Veteran Celdorean Med. Cavalry	3/6/9	FM	4	1	32	+2	3 lance & shield 10+ Charge: 3 hooves 8+	-
Celdorean War Elephants	2/4/6	FM	7	13+2	16	+2	4 lance & tusk 8+ Charge: 3 trample 3+	2 composite bow 11+

Chapter 10: **Armies**



*Courage and discipline are able to accomplish more
than a large number of warriors.*

– MAURICE'S STRATEGIKON

The development of *Domains at War* was made possible with the generous support of our 554 Kickstarter backers, a full list of whom can be found on p. 3. A half-dozen of these backers supported the game at the “Caesar” and “Legate” level, which entitled them to work with Autarch to develop a custom army or custom units respectively. This section details the armies, units, and heroes which were the result of this collaboration.

Because our backers are as fiendish as they were supportive, the armies and units that follow make substantial use of exotic creatures such as giant bats, triceratops, and hellhounds, as well as rare unit types such as chariots and behemoth-mounted artillery. One would not be wrong to think that many of the more esoteric rules in *Domains at War* were written to meet these backer requests! Before introducing these units into your game, you might wish to re-read the rules for **Exotic Creatures**

on p. 32 of *Domains at War: Campaigns*, as well as the rules for **Heroes** (p. 40), **Special Abilities** (p. 48), **Artillery Units** (p. 60), **Mixed Units** (p. 84), **Behemoth Cavalry Units** (p. 86), and **Chariot Units** (p. 89) in this volume.

THE HOBGOBLIN HORDE OF YSGRE

Since the fall of Zahar, beastmen have dwelled in the Wastes beyond the Meniri Mountains, growing in strength and hatred for mankind. From time to time, this hatred erupts into an invasion of Aurëpos by a horde united under a formidable warlord. One such is Ysgre, the Hate Mother, Warlord Queen of Molg, a hobgoblin shaman of prodigious cunning and utter ruthlessness. Clothed in black, blood red, rust, and ochre, her horde brings death, disease, filth, and ruin to every realm it crosses. (*Caesar: Jeff Binder*)

ORDER OF BATTLE

Army: The Hobgoblin Horde of Ysgre	
<i>Army General</i>	Ysgre, the Hate Mother, Warlord Queen of Molg
<i>Scale</i>	Battalion scale (1 unit = 480 infantry, 240 cavalry, or 20 giants)
1 st Division	Cost (troops)
<i>Commander</i>	Ysgre the Hate Mother
<i>Units</i>	1 st Battalion of 4 Hellhound Companies (Ysgre, Chieftain)
	1 st Battalion of 4 Goblin Bat Riders (Chieftain)
	1 st Battalion of 4 Hobgoblin Horse Archer Companies (Chieftain)
	1 st Battalion of 4 War Mastodon Companies (Chieftain)
2 nd Division	Cost (troops)
<i>Commander</i>	Iritak
<i>Units</i>	1 st Battalion of 4 Hobgoblin and White Ape Companies (Iritak, Chieftain)
	1 st Battalion of 4 Hobgoblin Heavy Infantry Companies (Chieftain)
	2 nd Battalion of 4 Hobgoblin Heavy Infantry Companies (Chieftain)
3 rd Division	Cost (troops)
<i>Commander</i>	Vulg
<i>Units</i>	1 st Battalion of 4 Hobgoblin Longbowmen Companies (Vulg, Chieftain)
	1 st Battalion of 4 Hobgoblin Light Infantry Companies (Chieftain)
	2 nd Battalion of 4 Hobgoblin Light Infantry Companies (Chieftain)
	Total Cost per Month:

COMMANDER CHARACTERISTICS

Name	Rank	Leadership Ability	ZOC	Strategic Ability	Morale Modifier	Attached To
Ysgre the Hate Mother	General	7	4	+3	+6	1 st Battalion of 4 Hellhound Companies
Iritak	Commander	6	3	+2	+3	1 st Battalion of 4 Hobgoblin & White Apes
Vulg	Commander	5	3	+2	+0	1 st Battalion of 4 Hobgoblin Longbowmen
Hobgoblin Chieftains	Lieutenant	4	2	-1	+1	Various

HERO CHARACTERISTICS

Name	Capable of Independence?	Unit Move	Unit Form	Unit AC	Unit Morale	Unit Melee Attacks & Attack Throws	Unit Missile Attacks & Attack Throws
Ysgre the Hate Mother	Yes	2/4/6	IM	9	+2	2 spear -4+	Hellhound breath (Biletongue)
Iritak	No	2/3/4	IF	7	+2	1 great axe 2+	-
Vulg	No	2/3/4	IF	9	+2	1 claw/bite 1+, paralyzes	-
Hobgoblin Chieftains	No	By unit	By unit	7	+1	-	-

UNIT CHARACTERISTICS (BATTLES) – BATTALION SCALE

Unit Type	Unit Move	Unit Form	Unit AC	Unit HD	Unit HP	Unit Morale	Unit Melee Attacks & Attack Throws	Unit Missile Attacks & Attack Throws
240 Goblin Bat Riders	3/6/9	FLY	3	2+3	22	+1	2 spear 10+ Charge: 2 bite 9+	1 sling 10+
20 War Mastodons	2/4/6	FM	6	22+2	16	+2 (U)	4 tusks and spear 4+ Charge: 5 trample 0+	2 crossbow 9+
240 Hobgoblin Horse Archers	4/8/12	LM	3	1+1	20	+1	2 sword & shield 9+	2 composite bow 9+
240 Hellhounds	2/4/6	IM	5	3	24	+1	2 bite 8+ Hellhound breath	-
480 Hobgoblin Longbowmen	2/3/4	LF	3	1+1	20	0	2 sword 9+	2 composite bow 9+
240 Hobgoblin Pike & 60 White Apes	2/3/4	IF	3	2	42	0 (U)	3 pole arm and claw 8+	1 rock 7+
480 Hobgoblin Light Infantry	2/3/4	FF	3	1+1	20	0	2 spear and shield 9+ or 2 sword and shield 9+	2 spear 9+
480 Hobgoblin Heavy Infantry	2/3/4	FF	3	1+1	20	0	3 pole arm 9+	-

UNIT CHARACTERISTICS (CAMPAIGNS) – COMPANY SCALE

Unit Type	Daily Move (Miles)	Weekly Move (Miles)	Monthly Wage (GP/ Month)	Supply Cost (GP/ Week)	Specialist Cost (GP/ Month)	Total Cost (GP/ Month)	Battle Rating
60 Goblin Bat Riders	72	288	12,000	960	90	15,930	22
5 War Mastodons	24	96	4,500	240	70	5,530	7.5
60 Hobgoblin Horse Archers	48	192	4,500	240	90	5,550	7.5
60 Hellhounds	24	96	3,600	120	50	4,080	5
120 Hobgoblin Longbowmen	18	72	2,880	60	130	3,250	4
60 Hob. Pike & 60 White Apes	18	72	2,520	60	430	3,190	3.5
120 Hobgoblin Heavy Infantry	18	72	1,800	60	130	2,170	2.5
120 Hobgoblin Light Infantry	18	72	1,440	60	130	1,810	2

CUSTOM UNIT DESCRIPTIONS

War Mastodons: Ysgre tramples the thrones of mankind beneath her mammoth tread with this behemoth cavalry unit. It is composed of 5 mighty mastodons trained as war mounts (+2 ML). Each mastodon carries a war howdah holding 6 hobgoblins equipped with spear, crossbow, 20 bolts, and scale armor. When charging, the unit deals 1 extra uhp of damage if it hits with at least one of its tusk and spear attacks, and it gains +4 bonus to its trample attack throws if the target unit is constituted of man-sized or smaller creatures. A quartermaster (50gp/month) and armorers (20gp/month) support the unit.

Goblin Bat Riders: Ysgre's goblin bat riders are the terror of the skies. Each unit is composed of 60 goblins mounted on giant bats. Each goblin is armed with a spear, a sling, 20 sling stones, a shield, and leather armor. The giant bats have all been trained as a war mounts (giving them +2 ML). The unit is supported by a quartermaster (50gp/month) and armorers (40gp/month).

Hellhounds: Composed of 60 hellhounds (3 HD each), this unit will bring fire and death against any who face it. During each melee attack sequence, the unit has a 30% chance of breathing fire in lieu of its normal

attacks. The unit's breath weapon deals 3 uhp of damage to the target unit (6 at battalion scale). If the target succeeds on a saving throw versus Blast, the damage is reduced by half. Damage from hellhound breath always triggers a shock roll. The unit is supported by a quartermaster (50gp).

Hobgoblin Pike and Albino Apes: This **mixed unit** (p. 84) consists of 60 hobgoblins and 60 guard-trained albino apes. The hobgoblins are equipped with pole arms and scale armor, while the albino apes carry rocks. Supporting the unit are a quartermaster (50gp/month), armorers (80gp), and two creature handlers (150gp/month each) to manage the apes.

IMPORTANT NOTE:

The heroes of Ysgre's horde are all monsters of one sort or another.

Ysgre herself was built with a unique custom class, which we called Hobgoblin Warchanter. As a Hobgoblin Warchanter, she has the special abilities noted in her description, the most important of which is her ability to cast spells as an 8th level shaman.

The other monstrous heroes in this section were built as ACKS monsters with advanced hit dice. We then used the rules for "Ability Scores for Monsters" and "Proficiencies for Monsters" from the upcoming ACKS supplement Lairs and Encounters to assign some improved scores and interesting proficiencies to Iritak and Vul.

HEROES

Ysgre the Hate Mother: 12th level Hobgoblin Warchanter*; AC 9, Move 90' / 120', HD 9+7, hp 64, #AT 1 spear -4+, Dmg 1d6+14; STR 16, INT 9, WIS 13, DEX 10, CON 12, CHA 16; Alignment Chaotic; Abilities: Dark Blessing (+2 saving throws), Fighter bonus (+5 damage), Fearsome Size (+4 damage, +1 morale modifier), Mystic Aura (+2 reaction rolls), Mystic Path (cast spells as 8th level Shaman),

Unholy Fanaticism (+1 morale modifier); Proficiencies: Beast Friendship, Black Lore of Zahar, Command, Leadership, Manual of Arms, Military Strategy 2, Riding, Siege Engineering; Equipment: **spear +2, chainmail armor +2, shield +1, gauntlets of ogre power, ring of spell storing (call lightning, skinchange, summon weather), ring of protection +1, potion of extra-healing, potion of fire resistance**, mounted on **Biletongue** (Greater Hellhound; AC 8, Move 120', HD 7*, hp 38, #AT 1 bite 3+ or breath, Dmg 1d6 or 7d6; Alignment Chaotic; Equipment: chain barding, war saddle and tack)

Iritak: Ogre Chieftain; AC 7, Move 90', HD 8+2, hp53, #AT 1 great axe 2+, Dmg 2d6+2; CON 15; Alignment: Chaotic; Proficiencies: Command, Combat Reflexes, Leadership, Military Strategy; Equipment: **great axe +1**, chainmail armor, shield, **potion of healing**

Vulg: Advanced Ghoul; AC 9, Move 90', HD 8, hp 41, #AT 2 claws/1 bite 1+, Dmg 1d3+3/1d3+3/1d3+3; DEX 16; Alignment: Chaotic; Proficiencies: Combat Reflexes, Military Strategy 2,

Weapon Finesse; Equipment: chainmail armor, **ring of fire resistance**

Hobgoblin Chieftains: AC 7, Move 90', HD 5, hp 21, #AT 1 weapon 6+, Dmg by weapon +3, Alignment: Chaotic; Equipment: spear, sword, plate armor, shield

THE WATCHFUL LEGION OF ARTASHUMARA

For a generation, the legion of the Nobiran wonderworker Artashumara has served as a bulwark between civilization and the Chthonic hordes that threaten it. From his mountain citadel of Shemal-Ulitu, high in the peaks of the Meniri, Artashumara stands sentinel over the Wastes to the south. When a warlord of particular cunning arises, Artashumara sallies forth to destroy the foe before it can unify the tribes into a grand horde. Countless chieftains of the beastmen tribes have been destroyed by the blue and bronze legion. It is against the hobgoblin tyrant Ysgre that Artashumara now turns his watchful eye... (*Caesar: Cain Gillespie*)

ORDER OF BATTLE

Army: The Watchful Legion		
<i>Army General</i>	Artashumara the Watchful	
1st Division		Cost (troops)
<i>Commander</i>	Artashumara the Watchful	
<i>Units</i>	1 st Company of Under-Wizards of Shemal-Ulitu (Artashumara, Lieutenant)	48,450gp
	1 st Battalion of 4 Cataphract Cavalry Companies (Lieutenant)	22,200gp
	1 st Battalion of 4 Camel Lancer Companies (Lieutenant)	15,000gp
	1 st Battalion of 4 Camel Archer Companies (Lieutenant)	11,400gp
2nd Division		Cost (troops)
<i>Commander</i>	Azar el-Zardez	
<i>Units</i>	1 st Battalion of 4 Stormstalker Chariot Companies (Azar, Lieutenant)	66,280gp
	1 st Battalion of 4 Light Infantry (Lieutenant)	4,360gp
	2 nd Battalion of 4 Light Infantry (Lieutenant)	4,360gp
	1 st Battalion of 4 War Elephant Companies (Lieutenant)	11,320gp
3rd Division		Cost (troops)
<i>Commander</i>	Hameed Hadassah	
<i>Units</i>	1 st Battalion of 4 Longbowmen B (Hameed Hadassah, Lieutenant)	10,120gp
	2 nd Battalion of 4 Longbowmen B (Lieutenant)	10,120gp
	3 rd Battalion of 4 Longbowmen B (Lieutenant)	10,120gp
	Total Cost per Month:	213,730gp

COMMANDER CHARACTERISTICS

Name	Rank	Leadership Ability	ZOC	Strategic Ability	Morale Modifier	Attached To
Artashumara	General	5	3	+4	+1	1 st Company of Under-Wizards
Azar el-Zardez	Commander	7	4	+4	+5	1 st Company of Stormstalker Chariots
Hameed Hadassah	Commander	6	3	+1	+2	1 st Battalion of 4 Longbowmen Companies
Lieutenants (various)	Lieutenant	4	2	+1	+3	Various

HERO CHARACTERISTICS

Name	Capable of Independence	Unit Move	Unit Form	Unit AC	Unit Morale	Unit Melee Attacks & Attack Throws	Unit Missile Attacks & Attack Throws
Artashumara	Yes	6/12/18	FLY	5	0	-	Spells or Wand
Azar el-Zardez	No	2/3/4	IM	9 (10)	+2	1 scimitar 0+	-
Hameed Hadassah	No	2/3/4	LF	5	+1	1 pair of scimitars -1+	1 composite bow 0+
Lieutenants (various)	No	By unit	By unit	By unit +1	+0	1 sword 3+	-

UNIT CHARACTERISTICS (BATTLES – BATTALION SCALE)

Unit Type	Unit Move	Unit Form	Unit AC	Unit HD	Unit HP	Unit Morale	Unit Melee Attacks & Attack Throws	Unit Missile Attacks & Attack Throws
60 Under-Wizards *	6/12/18	FLY	2	4+3	19	+2	1 staff 10+ Charge: 5 talon/bite 7+	1 dart 10+
80 Stormstalker Chariots	2/3/4	IM	7	15	40	+1	2 scimitar 10+ Charge: 10 claw/bite/tail 5+	2 composite bow 10+ Lightning breath
240 Cataphract Cavalry	3/6/9	FM	7	1-1	12	+2	2 lance & shield 11+ Charge: 3 hooves 8+	2 composite bow 11+
20 War Elephants	2/4/6	FM	7	13+2	8	+2 (U)	4 spear & tusk 8+ Charge: 3 trample 3+	2 composite bow 11+
240 Camel Lancers	2/5/7	IM	4	1-1	12	+2	2 lance & shield 11+	2 composite bow 11+
240 Camel Archers	2/5/7	IM	3	1-1	12	+1	2 scimitar & shield 11+	2 composite bow 11+
480 Longbowmen B	2/4/6	LF	2 / 3	1-1	12	0	2 scimitar & shield 11+	2 composite bow 11+
480 Light Infantry A	2/4/6	LF	3	1-1	12	-1	2 short sword & shield 11+	2 javelins 11+

*The Under-Wizards are a company-sized unit. As such they deal 1 uhp of damage per successful attack, rather than 4.

UNIT CHARACTERISTICS (CAMPAIGNS – COMPANY SCALE)

Unit Type	Daily Move (Miles)	Weekly Move (Miles)	Monthly Wage (GP/ Month)	Supply Cost (GP/ Week)	Specialist Cost (GP/ Month)	Total Cost (GP/ Month)	Battle Rating
60 Under-Wizards	192	768	47,400	240	90	48,450	67
20 Stormstalker Chariots	24	96	13,800	670	90	16,570	23
60 Cataphract Cavalry	36	144	4,500	240	90	5,550	7.5
60 Camel Lancers	30	120	2,700	240	90	3,750	4
60 Camel Archers	30	120	1,800	240	90	2,850	2.5
5 War Elephants	24	96	1,800	240	70	2,830	4
120 Longbowmen B	24	96	2,160	60	130	2,530	3
120 Light Infantry A	24	96	720	60	130	1,090	1

CUSTOM UNIT DESCRIPTIONS

Under-Wizards of Shemal-Ulitu: During his long watch, Artashumara has taken many apprentices. Promising candidates with suitable courage and fitness are trained for battle magic and aerial combat. Those who complete the training are recruited into the Under-Wizards of Shemal-Ulitu, a cavalry unit of 60 3rd level mages on hippogriffs. As Flyers, the Under-Wizards can withdraw and voluntarily retreat in combat. Only other Flyers, and enemy units conducting a reaction attack against them, can threaten the Under-Wizards. The Under-Wizards can fly above impassable, obscuring, or rough terrain, being treated as elevated while doing so.

When charging, the Under-Wizards deal one additional point of damage if the unit hits with at least one of its talon/bite attacks. Additionally, if any of the talon/bite attack throws is an unmodified 20, then the unit has grabbed creatures from among the target unit and flown off with them. This inflicts additional damage equal to the target unit's own HD, unless the target unit makes a successful saving throw versus Paralysis.

Up to 15 of the mages in the unit can cast spells during the unit's attack sequence. In order for any of the unit's mages to

cast spells, the unit must have remained stationary during its movement sequence, and must not have taken damage prior to its activation that combat round. Casting spells counts as an action in lieu of attacking for the entire unit, even if only a few of the mages cast spells. If multiple mages within the unit cast spells all of them must cast the same spell. They may select different targets for the effect, however, if possible to do so. The Under-Wizards typically cast **burning hands**, **sleep**, and **phantasmal force**. In certain battles, some of the mages might be equipped with **scrolls of fireball**.

Stormstalker Chariots: The wonderworker Artashumara crossbred blue dragons and dire wolves to create the stormstalkers. Each the size of a large horse, the lightning-breathing creatures form Artashumara's primary weapon in the battle against chaos.

This chariot unit is composed of 20 medium chariots, each drawn by 2 stormstalkers and carrying 3 veteran charioteers. The driver is equipped with scimitar, shield, and lamellar armor, while the other two charioteers are equipped with composite bows, scimitars, and lamellar armor. The unit has the hitting

power of a longbow unit and more than twice the staying power of veteran heavy infantry!

In lieu of its normal attack sequence, a unit of stormstalker chariots may conduct a lightning breath attack sequence against an opposing unit within 1 hex. The stormstalker chariot unit receives 10 breath attacks during its attack sequence. Each breath attack automatically hits and deals 6 uhp of damage to the target unit (12 uhp at battalion scale). Damage is doubled against cavalry units, behemoth cavalry units, and chariot units. The target unit may make a saving throw versus Blast for each attack; if successful, the damage from that attack is reduced by half. A unit may not lose more than $\frac{1}{8}$ its maximum uhp (rounded up) from each attack. Damage from the stormstalker's breath attack sequence always triggers a shock roll.

Stormstalker: AC 7, Move 150', HD 6, #AT 2 claws, 1 bite, 1 tail lash or 1 breath weapon, Dmg 2d6/1d8/2d6 or 6d6, Save F6, ML +1, AL L; Type Sentient Fantastic Creature, Size Large, Role War Mount, Normal Load 30, Price 17,000gp, Monthly Wages 540gp; Weekly Supplies 16gp, Total Cost 604gp/month, BR 0.750

HEROES

Artashumara the Watchful: 12th level Nobiran Wonderworker; AC 5, Move 120' / 180', hp 30, #AT 1 dagger 5+ (4+ v. beastmen), Dmg 1d4+2 (+3 v. beastmen); STR 11, INT 17, WIS 15, DEX 11, CON 11, CHA 11; Alignment Lawful; Proficiencies: Battle Magic, Collegiate Wizard, Military Strategy 2, Leadership, Theology, Transmogrification; Arcane Spells Known: 1st – **burning hands, detect magic, magic missile, read languages, sleep, summon berserkers** / 2nd – **alter self, hallucinatory pattern, invisibility, mirror image, stinking cloud, uncanny gyration** / 3rd – **dispel magic, fireball, lightning bolt, protection from normal missiles, skinchange** / 4th – **growth of plants, polymorph self, polymorph other, scry, summon fantastic creature** / 5th – **panic, protection from normal weapons, scouring wind, teleport, transmute rock to mud, wall of**

stone / 6th – **control weather, detect ritual magic, lower water, move earth**; Equipment: **dagger +2, +3 v. beastmen, bracers of armor +5, wand of polymorph** (13 charges), **elven cloak and boots, medallion of ESP** (90'), **ring of invisibility, ring of fire resistance, ring of water walking, potion of clairaudience, potions of ESP, potion of longevity, scroll** (ESP, invisibility, invisibility 10' radius, wall of stone), **scroll** (hallucinatory terrain, massmorph), **scroll** (smite undead, restore life and limb), and military kit, mounted on hippogriff with war saddle and tack

Azar el-Zardez: 9th level Paladin; AC 9 (10 v. evil), Move 90' / 90', hp 55, #AT 1 scimitar 0+, Dmg 1d6+9; STR 16, INT 9, WIS 14, DEX 10, CON 13, CHA 16; Alignment Lawful; Proficiencies: Command, Leadership, Military Strategy 3, Riding; Equipment: **scimitar +3** (Lawful sentient, INT 9, EGO 1, Will 10, **detect evil, detect invisible, detect secret doors**), **lamellar armor +1, shield +1, ring of protection +1, ring of regeneration, potion of giant strength, potion of healing, potion of heroism, potion of invulnerability**, and military kit, riding medium chariot drawn by 2 stormstalkers and carrying two charioteers with composite bows, scimitars, and lamellar armor.

Hameed Hadassah: 9th level Explorer; AC 5, Move 120' / 150', hp 54, #AT composite bow 0+ or pair of scimitars -1+, Dmg 1d6+4 (bow) or 1d6+7 (scimitars); STR 13, INT 9, WIS 9, DEX 17, CON 16, CHA 13; Alignment: Lawful; Proficiencies: Alertness, Military Strategy, Leadership, Precise Shot, Riding, Survival, Weapon Finesse; Equipment: **shortsword +2, short sword +1, composite bow +1**, 20 arrows, **leather armor +1, potion of giant strength**, and military kit

Lieutenants: 7th level Fighters; AC By unit +1, Move By unit, hp 40, #AT 1 melee weapon 4+ or ranged weapon 5+, Dmg By weapon +3; STR 13, INT 11, WIS 11, DEX 10, CON 10, CHA 12; Proficiencies: Combat Reflexes, Leadership, Military Strategy, Precise Shot, Riding; Equipment: By unit; weapons and armor will be **magical +1**

ADDITIONAL CUSTOM UNITS

DOMAINS AT WAR: BATTLES CHARACTERISTICS

Unit Type	Unit Move	Unit Form	Unit AC	Unit HD	Unit HP	Unit Morale	Unit Melee Attacks & Attack Throws	Unit Missile Attacks & Attack Throws
1 Thrassian Dragon Turtle	1/2/3	IM	13	75	5	+2	7 bite/claw and spear 3+ 1 steaming breath attack	2 medium catapults 8+ 5 reload tokens
5 Barbarian Triceratops	2/3/4	IM	7	17	6	+1 (U)	5 gore and spear 5+ Charge: 3 trample 2+	1 sling 10+
60 Knights of the Wing. Sun	2/4/6	FM	7	1+2	12	+4	3 lance 10+ Charge: 4 hooves 7+	-
120 Tin Soldiers	1/2/3	FF	7	1	8	0	4 pole arm 10+	-

DOMAINS AT WAR: CAMPAIGNS CHARACTERISTICS

Unit Type	Daily Move (Miles)	Weekly Move (Miles)	Monthly Wage (GP/ Month)	Supply Cost (GP/ Week)	Specialist Cost (GP/ Month)	Total Cost (GP/ Month)	Battle Rating
1 Thrassian Dragon Turtle	6	24	2,485	960	63	6,388	9.0
5 Barbarian Triceratops	18	72	480	240	70	1,510	2.0
60 Knights of the W. Sun	24	96	8,700	240	90	9,750	12.0
120 Tin Soldiers	12	48	2,880	0	160	3,040	4.0

UNIT DESCRIPTIONS

Thrassian Dragon Turtle: The paltry elephants of mankind's armies would seem insignificant next to this reptilian dreadnaught from the ancient Thrassian Empire. A behemoth cavalry unit, it is composed of a dragon turtle in plate barding carrying a war howdah holding 20 lizardman heavy infantry. Each lizardman is equipped with a spear, a shield, and leather armor, but their primary purpose is to crew the four medium catapults that are mounted on the dragon turtle's back. A total of 80 shots of 30lb ballistic ammunition is kept for the artillery. If the catapults do not suffice, the dragon turtle may conduct a steaming breath attack sequence against an opposing unit in lieu of the unit's normal attack. The dragon turtle's steaming breath affects one unit within 2 hexes of the unit, dealing 30 uhp of damage. If the unit succeeds on a saving throw versus Blast, the damage is reduced by half. Damage from the dragon turtle's breath attack is doubled against cavalry units. Damage from the dragon turtle's breath always triggers a shock roll (if there's anything left to shock). To protect this valuable military asset, the dragon turtle has been permanently **hasted** and **protected from normal missiles**. The dragon turtle unit costs 6,388gp per month total. (*Legate: Scott Boston*)

Barbarian Triceratops: Jutland traders often tell stories of terrible juggernauts from prehistoric times that still wander in the northlands beyond the Jutting Mountains. The truth behind the legend is this behemoth cavalry unit composed of 5 triceratops. Each triceratops carries a bone war howdah holding six 1st-level barbarians equipped with spears, shortbows, 20 arrows, and hide armor. When charging, the unit deals 1 extra uhp of damage if it hits with at least one of its gore and spear attacks, and it gains +4 bonus to its trample attack throws if the target unit is constituted of man-sized or smaller creatures. If they could be hired as mercenaries, a barbarian triceratops with its six riders would cost 288gp per month in wages. The unit as a whole costs 15,10gp per month total. (*Legate: Casey Garske*)

Knights of the Winged Sun: An order of militant clerics based in the monastery atop holy Mt. Audarammas, the Knights of the Winged Sun fight Chaos and defend holy places across the Auran Empire. The elite units of the Knights of the Winged Sun are their four armored cavalry companies, each composed of 60 2nd level clerics with fanatical morale. These clerics, mounted on

plate-barded heavy warhorses, have all taken Martial Training proficiency and are each equipped with a lance, a sword, a shield, and a suit of plate armor. When charging, a Knights unit deals 1 extra uhp of damage if it hits with at least one of its lance attacks.

Since it consists of 60 2nd level clerics, a Knight unit can turn undead on the battlefield and cast spells. In order for any of the unit's clerics to cast spells, the unit must have remained stationary during its movement sequence, and must not have taken damage prior to its activation that combat round. Casting spells counts as an action in lieu of attacking for the entire unit, even if only a few of the clerics cast spells. If multiple clerics within the unit cast spells all of them must cast the same spell. They may select different targets for the effect, however, if possible to do so. The Knights of the Winged Sun typically cast **cure light wounds**. Every 20 clerics which cast will heal 1 uhp of damage. All 60 clerics can cast in the same combat round, healing the unit 3 uhp. Each individual Knight of the Winged Sun costs 145gp per month in wages, and the unit as a whole costs 9,750gp per month total. (*Legate: Jon Zeigler*)

Tin Soldiers: Tin soldiers are living constructs designed for war. Like automatons and golems, they have no need for sleep, food, or water; but unlike those constructs, they possess the intelligence, will, and drive of living creatures. Who constructed the first tin soldiers, and to what purpose, remains unknown to even the wisest loremasters of the Auran Empire. Some believe they are not even from the world of Cybele at all, but instead are the spearhead of an invasion from some advanced sphere of existence. Whatever the case, they seemingly can forge more of their own kind, creating fears that a tin army may one day threaten the Empire.

A tin soldier unit is similar in most respects to a dwarven or human heavy infantry unit. However, because of its constructed nature, the unit's troops are immune to poison, and gain a +1 bonus to saving throw versus Spells. The unit also has no supply cost, does not have to maintain lines of supply, and is never considered out of supply. However, they require twice the normal number of armorers to maintain their tin bodies. Each individual tin soldier costs 24gp per month in wages, and the unit as a whole costs 3,040gp total. (*Legate: Charles Meyers*)



Glossary



In war, opportunity is fleeting, and cannot be put off at all.

– MAURICE'S STRATEGIKON

action in lieu of attacking: an action, such as defending, readying to attack, or casting a spell, which takes the place of a unit's attacks during its attack sequence.

activate: to expend activation points on a unit in order to allow it to move and attack.

activation points (AP): activation points are used by commanders to activate units of their divisions during their command phase. A commander receives a number of activation points each combat round equal to his leadership ability.

active commander: the term for a commander during that commander's command phase. When a commander becomes active, he receives a number of activation points (AP) equal to his leadership ability.

active unit: a unit which has been activated. An active unit takes a movement sequence and then an attack sequence.

advance: a movement into a newly-vacated hex by an attacker which triggered a rout, retreat, or withdrawal.

adventurer: a character played by a player.

ambush: a strategic situation in which an unaware army on the march is surprised by a fully deployed and ready army. Every division from each army participates in the battle.

army: (a) in *Domains at War: Campaigns*, a body of troops raised by a domain or realm leader. It is made up of all the soldiers from all sources that are under the command of a particular leader. (b) In *Domains at War: Battles*, all of the forces controlled by one side during a battle. An army may be thought of as a group of divisions under one general. An army typically has three to eight divisions.

artillery: a siege weapon designed to bombard and destroy enemy ships and structures.

assault: a method of capturing a stronghold in which the besieging army attacks the stronghold directly to capture it with force of arms.

attach: (a) in the Basic Rules, each officer counter must be placed on a unit counter. The officer is said to be "attached" to that unit. During the battle, officers move with the unit they are attached to. They do not move or attack independent of their unit, and do not directly affect combat. (b) When using Heroes, a hero may be placed on a unit counter. The hero is said to be "attached" to that unit. During the battle, attached heroes move with the unit they are attached to. They may attack with their unit, receiving their own attack throw(s).

attack sequence: a sequence of attacks conducted by an active unit subsequent to its movement sequence.

attack throw: the target value required to hit an AC of 0 on a roll of 1d20.

ballista: a two-armed siege weapon, powered either by tension (composite bow) or torsion spring mechanisms. Light ballista cannot damage structures. Medium ballista can damage creatures or wood structures, but not stone structures. Heavy ballista can damage creatures, wood, and stone.

battalion scale: a scale used for battles between 3,001 and 12,000 combatants. Each battalion-scale unit represents four company-scale units. Each battalion-scale hex is 120' across. Each battalion-scale combat round represents 2 standard combat rounds (20 seconds).

battering ram/screw: a siege engine designed to batter down the walls and gates of strongholds.

battle: (a) a confrontation between two armies in the same 6-mile hex; (b) a game of *Domains at War: Battles*.

battlemap: a paper or game-board surface divided into six-sided hexes which represents the region of the battlefield, upon which battles are resolved.

behemoth cavalry unit: a special type of cavalry unit in which multiple smaller riders are seated on huge, gigantic, or colossal mounts. A behemoth cavalry unit will always have either Formed Mounted, Irregular Mounted, Loose Mounted, or Flyer formation.

besieging army: an army laying a siege.

blockade: a method of capturing a stronghold in which the besieging army encircles the besieged stronghold with its forces to deny re-supply and escape.

bonus attacks: attacks available to certain types of troops, such as cavalry, whenever they charge.

breach: an entry into a fortified structure created by reducing it to ½ its starting shp. Breaches make it easier to assault a structure.

break point: 1/3 of an army's starting number of units, rounded up.

brigade scale: a scale used for battles with 12,001 combatants or more. Each brigade-scale unit represents 16 company-scale units. Each battalion-scale hex is 240' across. Each battalion-scale combat round represents 4 standard combat rounds (40 seconds).

campaign battle: battles fought in the context of an ongoing role-playing game campaign.

casualties: a loss of troops due to units being destroyed or dealt damage.

catapult: a one-armed tension- or torsion-powered siege engine which hurls rocks, burning pitch, or other projectiles from a sling or spoon attached to its throwing arm. All catapults can damage creatures, wood, and stone. Catapults have difficulty striking small, fast-moving creatures.

cauldron: a pot used by defending units during an assault to pour boiling water, oil, or sand over walls or through murder holes onto assault troops.

cavalry: troops that fight mounted on other creatures or from vehicles. The combination of rider and mount or vehicle packs more fighting power within a given area, and increases mobility, but increases the risk from area of effect attacks. Cavalry will always have either Formed Mounted, Irregular Mounted, Loose Mounted, or Flyer formation.

cavalry unit: a unit in which man-sized riders, are seated on large-sized mounts. (In contrast, man-sized riders seated on huge, gigantic, or colossal creatures form behemoth cavalry units; while man-sized troops fighting from vehicles form chariots). A cavalry unit will always have either Formed Mounted, Irregular Mounted, Loose Mounted, or Flyer formation.

character: an individual within the game-world.

charge (attack): any melee attack made by an attacker that charged during its movement sequence. Charging grants a +2 bonus to attack throws. Formed Foot and any Mounted units equipped with spears, polearms, or lances deal one extra point of damage during charges if they hit with at least one attack with these weapons. Mounted units also receive bonus attacks when they charge, based on the mount's attack characteristics. A unit that makes a charge attack always becomes disordered if it was not already.

charge (movement): to move a number of hexes up to a unit's charging movement rate. Each hex of movement must be into one of the unit's front hexes. The unit cannot change its facing before, during, or while charging. A unit which charges immediately becomes disordered. During its attack sequence, a charging unit can attack with melee weapons. However, a charging unit does not have to attack; a unit can charge simply to move across the battlemat quickly if desired.

chariot unit: a special type of cavalry unit in which two to four man-sized charioteers are seated on chariots each pulled by two to four large steeds. A chariot unit will always have either Formed Mounted, Irregular Mounted, Loose Mounted, or Flyer formation.

cleave factor: a factor added to a creature's number of attacks to take into account the possibility for additional attacks when opponents are incapacitated.

combat round: a segment of a battle lasting 10 seconds. Each round begins with an initiative phase, includes several command phases, then ends with a morale phase.

command phase: the phase of the combat round during which a commander receives activation points and spends them to move and attack with his units.

commander: an officer in charge of a division. A division can be thought of as a group of units under one commander. The maximum number of units in a division that can move and fight is determined by its commander's leadership ability.

company scale: the standard scale of *Domains at War*, used for battles of 601 to 3,000 combatants. A company-scale unit represents 120 infantry, 60 cavalry, or an equivalent number of larger creatures. Each company-scale hex is 60' across. Each company-scale combat round is 10 seconds long.

condition: a circumstance that modifies the characteristics or available actions of a unit. Conditions are marked with tokens.

condition token: a 1" x 1" marker used to indicate a unit has a particular condition.

constituent creature: one of the individual creatures within a unit. In a standard unit, the constituent creatures are all

identical. In a mixed unit, there may be a variety of different constituent creatures.

damaged: a condition indicating a unit has taken damage in combat. A unit is destroyed and removed from a battle when it has taken damage equal to its unit hit points.

deep envelopment: a strategic situation in which an offensive army is surprised by an attack by an opposing army on its front and rear. Every division from each army participates in the battle.

defend: an action in lieu of attacking which grants the unit the shielded condition.

delay: when a commander takes his command phase at a lower initiative score than he rolled. A commander may delay his command phase until the negative value of his initiative score, but must take his command phase then.

depleted: a condition indicating a unit has depleted its store of ammunition. Each depleted token reduces the unit's number of attacks per attack sequence when using that weapon by one.

deployment: the initial placement of an army's units on the battlemat. In most strategic situations, each side deploys its units simultaneously and in secret.

deployment restriction: the rules that units must obey when being set up in the deployment zone. Some strategic situations impose additional deployment restrictions.

deployment zone: the area on the battlemat in which an army may be deployed during set up.

detach: an attached hero may detach from his unit at the start of any initiative phase, prior to initiative being rolled. Remove the hero's counter from the unit's counter and place it in the unit's hex to indicate the hero has detached. The newly independent hero may roll for initiative and activate himself that round. An officer who would not qualify to be hero except for his status as a commander or lieutenant may not detach from his unit.

disengagement: A disengagement enables a unit that starts its movement sequence threatened to move away from the unit which is threatening it. A disengagement triggers one free melee attack sequence from each threatening enemy unit which is not disordered. However, a disengaging Loose Foot, Loose Mounted, or Flyer unit does not trigger attacks by threatening units that have a slower marching movement rate than it. If an attack sequence is triggered by disengagement, the attacker applies a special +2 bonus to hit the disengaging unit. If multiple attack sequences are triggered, the disengaging unit chooses the order in which the threatening units' attack sequences are resolved.

disordered: a condition indicating a unit has had its formation disrupted by rapid movement, casualties, etc. A unit becomes disordered if it charges, withdraws, or takes damage. Disordered units suffer a -2 penalty to their Unit AC, shock rolls, and morale rolls, and cost 1 additional activation point to activate. A disordered unit is marked by placing a disordered token on it. The disordered token is removed the next time the unit is activated.

division: a group of units positioned in proximity to each other in an army's line of battle and supervised by a commander reporting to the army's leader. A division typically consists of three to eight units.

domain: an area of land secured by a stronghold.

envelopment: a strategic situation in which an army deployed for defense is surprised by an attack by an offensive army on its front and flank. Every division from each army participates in the battle.

epic fortified structure: a structure, used in an epic scale battle, abstracted from a standard scale structure's physical layout.

epic scale: a means of handling large battles. At epic scale, each unit represents a larger body of troops, each hex represents a larger area of ground, and each round represents a lengthier period of time. There are two epic scales available, each named for the relative size of the units: battalion scale and brigade scale.

exterior fortified structure: an exterior fortified structure is a structure in a hex adjacent to one or more hexes that do not contain other fortified structures of the stronghold.

facing: the hex vertex towards which a unit's counter is oriented. A unit's facing impacts its ability to move and fight on the battlemat.

flank hexes: the two hexes to the left and right of a unit's current hex.

flanking attack: (a) a melee attack wherein the attacker is threatening the target, while the target is not threatening the attacker. (b) A missile attack wherein an imaginary line drawn from the center of the attacker's hex to the center of the target's hex would enter the target's hex through the target's flank or rear hexes. A flanking attacker gains a +2 bonus to attack throws against the flanked target.

flee: a possible result of a shock roll or morale roll. A fleeing unit changes its facing towards its own battlemat edge and immediately retreats a number of hexes equal to its hustling movement rate in that direction. If a fleeing unit cannot complete its retreat, it is considered routed and removed from play.

flyer (FLY): aerial monsters or cavalry. Flyers generally fly wingtip-to-wingtip in order to maximize striking power, with as few as 5 and as many as 60 in a unit depending on size. Some flyers carry riders equipped with lances or bows and serve as highly mobile cataphracts. Other flyers rely on beak and talon. A Flyer unit can only be threatened by an enemy Flyer or by an enemy unit conducting a reaction attack against the Flyer. Flyers can march or hustle through friendly units, and be marched or hustled through by friendly units. A disengaging Flyer does not trigger attacks by threatening units that have a slower marching movement rate than it. Flyers equipped with spears, polearms, or lances deal one extra point during charges if they hit with at least one attack. Flyers might also receive bonus attacks when they charge. When a Flyer unit is hit, it may be eligible to reduce damage dealt by one or more points by withdrawing one or more hexes, up to a maximum of its marching movement. Flyers may retreat through any friendly units, and friendly units may retreat through them. They may

retreat one additional hex if doing so is the only way to retreat without ending their movement in the same hex as another unit. A Flyer which conducts a missile attack after remaining stationary may make a voluntary retreat of up to its marching move at the conclusion of its attack sequence. As an action in lieu of attacking, Flyers may ready to attack. Flyers may choose to fly above rough, impassable, or obscuring terrain if desired, and are treated as elevated when doing so. Flyers may move and attack as if elevated one or more levels above the surrounding hex if desired.

foot unit: a unit with a unit formation of either FF (Formed Foot), IF (Irregular Foot), or LF (Loose Foot). Foot units are always infantry, but infantry are not always Foot units. For example, a company of 60 hellhounds without riders would technically be infantry, but it would be a Mounted unit, not a Foot unit, because of its Irregular Mounted formation.

formed foot (FF): highly-disciplined soldiers fighting shoulder-to-shoulder in close order, with a frontage of one soldier every 3'. Formed Foot are sturdy defenders, usually heavily armed and armored. They are used to take or hold ground in close combat. During deployment, Formed Foot may form a phalanx with another similarly-equipped FF unit. FF units equipped with spears, polearms, or lances deal one extra point during charges if they hit with at least one attack. As actions in lieu of attacking, FF may defend or ready to attack. A reaction attack by spear- or pole arm-equipped FF units deals one extra point of damage when the attacker is charging if the reacting unit does not charge. FF adjacent to at least two friendly units gain +2 to morale rolls.

formed mounted (FM): highly-disciplined cavalry mounted on medium or heavy warhorses fighting in close order (knee to knee). A frontage of one horse per 4' is typical. Formed Mounted are generally shock troops equipped with lances, but some (cataphracts) may carry and use composite bows, which they use to disorder their foes before finishing them off with a charge. FM units equipped with spears, polearms, or lances deal one extra point during charges if they hit with at least one attack. FM units might also receive bonus attacks when they charge, based on the mount's attack characteristics. As actions in lieu of attacking, FM may ready to attack. FM adjacent to at least two friendly units gain +2 to morale rolls. FM units may not charge into, through, or from rough terrain.

fortified structure: a keep, gatehouse, tower, length of wall or other building. A set of one or more fortified structures securing a domain is called a stronghold.

general: an officer in charge of an army. An army can be thought of as a group of divisions under one general. The maximum number of divisions in an army is limited by its general's leadership ability.

ground story: the story of a fortified structure situated at the same elevation as the surrounding ground. A breached ground story can be entered by assaulting units without need for hoists, siege ladders, or siege towers.

hero: an officer that can move and/or fight independently of a unit. In company-scale battles, a hero must be one of the following: a general, commander or lieutenant; a PC or NPC

of at least 7th level; a monster of at least 9 HD and functioning outside of a unit; or a spellcaster capable of third level arcane spells or fifth level divine spells.

hero officer characteristics: a hero's officer characteristics come into play if he serves as a general, commander, or lieutenant. A hero's officer characteristics include leadership ability, zone of control, strategic ability, and morale modifier.

hero personal characteristics: a hero's personal characteristics are used when the hero attacks or is attacked by another hero. A hero's personal characteristics include movement rate, AC, HD, hp, attack throw, number of attacks, damage, saving throws, initiative modifier, and special abilities.

hero unit characteristics: a hero's unit characteristics are used when the character attacks or is attacked by a unit. A heroic character's unit characteristics include unit movement rate, unit formation, unit armor class, unit hit dice, unit attacks, and unit morale. Note that heroes do not have uhp – as explained below, attacks against heroes always deal personal hp of damage.

hero, attached: a hero that moves and fight with a unit. An attached hero's counter is placed on the counter of the unit he is attached to.

hero, independent: a hero that moves and fight virtually as a unit himself. An independent hero's counter is placed in the hex he occupies, facing one of that hex's six vertices.

hex: a six-sided segment of the battlemap representing an area of ground 60' across that regulates the movement and combat of units.

hoist: a siege engine used by assaulting troops to ascend to the top of a wall.

hustle: to move a number of hexes up to a unit's hustling movement rate. A hustling unit can change its facing in any direction prior to moving, but each hex of movement thereafter must be into one of its front hexes. The unit can change its facing while hustling, but each 60-degree facing change counts as one hex of movement. A hustling unit cannot take an attack sequence.

infantry: any troop which fights on foot, without a mount or vehicle. Infantry will usually have either Formed Foot, Irregular Foot, or Loose Foot formation. However, quadrupedal troops such as dire wolves or centaurs will have a Mounted formation, while winged troops such as harpies will have a Flyer formation, even though they are technically "infantry".

initiative roll: a roll made by each commander during the initiative phase of every combat round.

initiative score: a number that determines the order in which a commander's command phase will occur during a combat round. A commander's initiative score is calculated by rolling 1d6 and adding the commander's strategic ability score.

irregular foot (IM): poorly-trained and undisciplined bands of warriors. They are incapable of any advanced tactics and must rely on individual ferocity or sheer mass. Irregular Foot units may not disengage or ready to attack, due to lack of discipline. IF units must attack if able. If the target of an IF unit's attack

recoils, flees, or routs, the Irregular Foot unit must advance if possible.

irregular mounted (IM): poorly-trained and undisciplined cavalry, packs of wild beasts, and riders of particularly aggressive, unpredictable, or vicious mounts. Irregular Mounted units may not disengage or ready to attack, due to lack of discipline. Irregular Foot units must attack if able. IM units equipped with spears, polearms, or lances deal one extra point during charges if they hit with at least one attack. IM units might also receive bonus attacks when they charge, based on the mount's attack characteristics. If the target of an Irregular Mounted unit's attack recoils, flees, or routs, the IM unit must advance if possible. IM units may not charge into, through, or from rough terrain.

judge: a participant in a game of ACKS who controls NPCs.

labor unit: a unit formed during deployment by merging two identical units into one. Labor units count as two units of crew for purposes of moving siege towers.

leader: a character who controls a domain or realm.

leadership ability: a character's capability to give orders and have them obeyed. Leadership ability determines the number of activation points (AP) that a commander receives. It also determines the number of divisions a general may have in his army. Leadership ability ranges from 1 to 8.

leading from the rear: taking up a position at the rear of a unit in order to reduce an attached hero's visibility distance to 0 hexes. A hero leading from the rear cannot attack or act in lieu of attacking. An attached hero cannot lead from the rear if he is of a larger size than that of the constituent troops of his unit.

lieutenant: an officer in charge of an individual unit. Lieutenants increase their unit's morale, make the unit easier to control, and can replace division commanders lost in battle.

line of sight: an attacker has line of sight if it can trace an imaginary line from the center of its hex to the center of the target's hex without crossing a hex containing an obstacle.

loose foot (LF): well-trained soldiers fighting in open order, with a frontage of one soldier every 5' to 6'. Their extended formation allows them to easily pass through or around obstacles or friendly units, and to withdraw in the face of enemy missiles or heavy troops. LF units can march or hustle through friendly units, and be marched or hustled through by friendly units. A disengaging LF unit does not trigger attacks by threatening units that have a slower marching movement rate than it. When a LF unit is hit, it may be eligible to reduce damage dealt by one or more points by withdrawing one or more hexes, up to a maximum of its marching movement. LF may retreat through any friendly units, and friendly units may retreat through them. LF may retreat one additional hex if doing so is the only way to retreat without ending their movement in the same hex as another unit. As an action in lieu of attacking, LF may ready to attack.

loose mounted (LM): well-trained cavalry mounted on light warhorses fighting in an extended order. A frontage of one horse per 6' to 8' is typical. Generally equipped with bows, javelins, or other missile weapons, Loose Mounted units use their speed and mobility to harass and disorder enemy forces.

LM units can march or hustle through friendly units, and be marched or hustled through by friendly units. A disengaging LM unit does not trigger attacks by threatening units that have a slower marching movement rate than it. LM units equipped with spears, polearms, or lances deal one extra point during charges if they hit with at least one attack. When a LM unit is hit, it may be eligible to reduce damage dealt by one or more points by withdrawing one or more hexes, up to a maximum of its marching movement. LM may retreat through any friendly units, and friendly units may retreat through them. They may retreat one additional hex if doing so is the only way to retreat without ending their movement in the same hex as another unit. A LM unit which conducts a missile attack after remaining stationary may make a voluntary retreat of up to its marching move at the conclusion of its attack sequence. As an action in lieu of attacking, LM units may ready to attack. LM units may not charge into, through, or from rough terrain.

loss of an officer: in the Basic Rules, the removal of an officer from play due to the destruction or rout of the unit to which he was attached. The officer is assumed to be killed if the unit was destroyed, and captured if the unit was routed.

main body: the divisions of an army that are neither part of its vanguard or rear guard.

map scale: the scale of hexes used on maps to chart the movement of armies.

march: to move a number of hexes up to a unit's marching movement rate. A marching unit can move in any direction regardless of facing, and can change its facing at no cost before, during, and/or while marching. During its attack sequence, a marching unit can attack with melee weapons, attack with most missile weapons, defend, or ready to attack.

meeting engagement: a strategic situation in which the vanguard divisions of one army fights the vanguard divisions of the other army.

method of attack: the weapon, fighting style, or attack routine used by a unit.

military campaign: the strategic maneuver of armies to defend domains or conquer new domains.

mixed unit: a unit made up of a variable number of different types of creatures. Mixed units may be of any size, and may include constituent creatures of different size (e.g. giants and goblins), HD (bugbears and orcs), armament (pike and bow), or other variances.

monstrous unit: a unit consisting of huge, gigantic, and/or colossal creatures. Monstrous units are capable of attacking fortified structures.

mounted unit: a unit with a unit formation of FM (Formed Mounted), IM (Irregular Mounted), or LM (Loose Mounted). Mounted unit are usually, but not always, cavalry. For example, a company of 60 hellhounds would be a mounted unit because of its IM formation, but since the hellhounds do not have riders they are not cavalry.

movable gallery: a wheeled carriage with a heavy timber frame used to provide cover for troops operating against a wall.

movable mantlet: a thick wooden shield mounted on wheels used to shelter assaulting troops from fire as they move towards the besieged stronghold's walls.

morale modifier: a character's ability to inspire loyalty and courage. A general's morale modifier modifies the shock rolls of every unit in his army. A commander or lieutenant's morale modifier modifies the shock rolls and morale rolls of the unit he is attached to. Morale modifier ranges from -3 to +7.

morale phase: the phase of the combat round during which the morale of each army is assessed.

morale roll: a roll, modified by unit morale, required when the army loses its general or 33% or more of its starting units.

movement sequence: a sequence of movement conducted by an active unit prior to its attack sequence. During its movement sequence, a unit may stand fast, march, hustle, or charge.

number of attacks: how many attacks a unit may make during its attack sequence.

obstacle: a friendly unit, enemy unit, or type of terrain that blocks line of sight.

officer: an important character taking part in a battle. Officers are represented with officer counters and rated with various officer characteristics. Officers include lieutenants, commanders, generals, and/or heroes.

officer characteristics: a set of characteristics which rate an officer's effectiveness on the battlefield, including leadership ability, zone of control, strategic ability, and morale modifier.

officer counter: a 1" x 1" counter used to represent an officer on the battlemat.

personal domain: a domain within a realm under the personal control of the realm's leader.

phalanx unit: a unit formed during deployment by merging two similarly-equipped Formed Foot units from a particular division into one.

pitched battle: a strategic situation in which two armies meet on a mutually agreed battlefield, fully deployed. Every division from each army may participate in the battle.

platoon scale: a scale used for battles with 120 to 600 combatants. Each platoon-scale unit represents ¼ of a company-scale unit. Each company-scale hex is 30' across. Each company-scale combat round represents a standard combat round (10 seconds).

player: a participant in a game of ACKS who is not the Judge.

player character: a character played by a player.

pursue: to inflict additional losses on an enemy army in the aftermath of its defeat in a battle.

pursuit throw: a roll of 1d20 against a target value set by the type of pursuing unit. A successful throw eliminates an enemy unit.

rally: a possible result of a morale roll. If the unit is disordered, the disordered token is removed. If the unit is not disordered, it recovers one lost uhp and, if unthreatened, may advance one hex towards an enemy unit.

ram catcher: a siege engine used to lift, break, or dislodge battering rams, siege hooks, or screws from the walls. The device consists of a grappling hook mounted at the end of a long beam or thick rope.

reacting unit: a unit which is conducting a reaction attack sequence.

reaction attack sequence: an attack sequence that may occur when a ready unit is the target of an attack, or is adjacent to the target of an attack. A reaction attack sequence interrupts the attack sequence of the attacker who triggered the reaction.

ready: a condition indicating a unit may make a reaction attack on enemy units that target it or its adjacent allies. A ready unit is marked by placing a ready token on it. The ready token is removed if the unit moves, attacks, or becomes disordered.

ready to attack: an action in lieu of attacking which grants the unit the ready condition.

realm: a collection of domains under control of one powerful leader.

rear guard: divisions which cover the flank of an evading army's other divisions, and are the most likely to fight an evasive battle.

rear guard action: a strategic situation in which every division of an offensive army fights the rear guard divisions of an evading army.

rear guard envelopment: a strategic situation in which an army's rear guard divisions, deployed to cover an evasion, are surprised by an attack by an opposing army on its front and flank.

rear hexes: the two hexes to the rear of a unit's current hex.

recoil: a possible result of a shock roll. A recoiling unit retreats one hex directly away from the attacker without changing facing. If a recoiling unit cannot complete its retreat, it flees.

reduction: a method of capturing a stronghold in which the besieging army deploys bombardment and siege-mines to destroy the stronghold.

reinforcements: units from distant divisions that slowly arrive onto the battlemat during meeting engagements, skirmishes, rear guard actions, and rear guard envelopments.

reload token: a token which tracks the amount of time required to reload artillery after it fires. An artillery unit with one or more reload tokens cannot fire. One reload token is removed at the conclusion of each movement sequence in which an artillery unit remains stationary.

retreat: a movement of one or more hexes by a unit which has suffered a "flee" or "recoil" result on a shock roll or morale roll.

rout: a possible result of a shock roll or morale roll. A routed unit is immediately removed from play.

sequence of play: the order in which the phases occur during a combat round.

shielded: a condition indicating a unit has adopted a defensive formation such as a shield wall, testudo, or hedgehog. Shielded units are marked by placing a shielded token on the unit. While

the shielded token is present, its Unit AC is increased by +2 versus melee and thrown attacks and +4 versus bow, crossbow, and sling attacks. It receives a +2 bonus on morale rolls. The shielded token is removed if the unit attacks, moves, or becomes disordered.

shock roll: a roll, modified by unit morale, required when a unit loses 50% or more of its uhp.

side: a contesting faction, made up of one or more players, participating in a battle.

siege equipment: equipment designed to assault or defend strongholds, including battering rams, cauldrons, hoists, movable galleries and mantlets, ram catchers, screws, siege hooks, siege ladders, and siege towers.

siege hook: a siege engine designed to pull defenders from a wall during a siege. It consists of a long wooden beam mounted with a sickle-shaped blade.

siege ladder: a ladder used by assaulting troops to scale a stronghold's walls or ramparts, an act known as escalade.

siege tower: a mobile tower designed to protect assaulting troops during the approach to a stronghold, then get them over the walls by means of a gangplank or hoist.

size category: a rating of a creature's mass and height or length. There are five size categories – man-size, large, huge, gigantic, or colossal. Man-size creatures are about the size of human beings. Large creatures are 8' to 12' long or tall, and weigh up to 2,000lbs. Huge creatures are 12' to 20' long or tall, and weigh up to 8,000lbs. Gigantic creatures are 20' to 32' long or tall, and weigh up to 32,000lbs. Colossal creatures are more than 32' long or tall, and weigh more than 32,000lbs.

size factor: a factor simulating the need for smaller creatures have to form up in greater mass and depth to have the same impact on the battlefield. Man-sized creatures have a size factor of 60, large creatures 40, huge creatures 30, gigantic creatures 20, and colossal creatures 10.

skirmish: a strategic situation in which the vanguard divisions of an offensive army fight the rear guard divisions of an evading army.

stand fast: to remain stationary during the movement sequence. During its subsequent attack sequence, a stationary unit can attack with melee weapons, attack with missile weapons, defend, or ready to attack.

stand firm: a possible result of a shock roll or morale roll. A unit standing firm remains steady. There is no game effect.

standalone scenario: battles fought outside of the context of an ongoing role-playing game campaign.

standard unit: a unit which consists exclusively of creatures of the same race, class, level, Hit Dice, and equipment.

story: the number of levels or floors in the fortified structure. Multi-story structures can be thought of as a series of one-story structures "stacked" on top of each other. Each story has its own unit capacity and its own structural hit points. Units in each story of the structure are considered adjacent to units in the story above and below them. Units may move between stories at

a rate of one story per hex of movement. In general, there is one story per 10' - 15' of height.

strategic ability: a character's military puissance and effectiveness. Strategic ability modifies an officer's initiative roll each combat round. (Strategic ability also plays a significant role in certain mechanics in *Domains at War: Campaigns*). Strategic ability ranges from -3 to +6.

strategic situation: the circumstances under which two opposing armies meet for battle. There are eight strategic situations: pitched battle, meeting engagement, rear guard action, skirmish, ambush, envelopment, deep envelopment, and rear guard envelopment.

stronghold: a fortified structure securing a domain.

structural hit points (shp): a structure's ability to remain intact despite damage. A structure reduced to ½ its starting shp has been breached. A structure reduced to 0 shp is destroyed. When a structure is destroyed, collapsing stone and timber deal 8 hits to any occupying units and 8d6 damage to any occupying heroes. A saving throw versus Blast will reduce damage to half. Structures with multiple stories have a separate shp per story. Each story must be breached or destroyed separately.

swoop: certain creatures can swoop on enemy units with particular methods of attack. In order to swoop, the attacker must charge during its movement sequence and use its swoop attack(s) in the subsequent attack sequence. The swooping unit deals one additional point of damage if it hits with at least one of its swoop attacks. Additionally, if any of the swoop attack throws is an unmodified 20, then the swooping unit has grabbed creatures from among the target unit and flown off with them. This inflicts additional damage equal to the target unit's own Hit Dice, unless the target unit makes a successful saving throw versus Paralysis. A swooping unit can only fly off with creatures from the target unit if they are of a smaller size than the swooping creatures.

tactical modifier: a factor used in calculating a creature's battle rating, representing how effective the creature is at using its special abilities.

target: the enemy unit against which an attack sequence is directed. In order to be an eligible target for an attack, a unit must meet certain requirements.

terrain characteristic: a trait that a terrain piece may possess, such as elevated, impassable, obscuring, and/or rough. Terrain may have multiple characteristics, in which case the effects stack.

terrain piece: a geographical feature such as a hill, stream, grove of forest, or patch of mud, placed on the battlemat. There are three sizes of terrain pieces: small (one hex), medium (three hexes), and large (seven hexes). Each terrain piece is of a particular terrain type with certain terrain characteristics.

terrain type: the nature of a terrain piece, such as broken ground, forest, or mud. Each terrain type has certain terrain characteristics.

terrain type, broken ground: broken ground is rough terrain. Loose Foot units in broken ground gain a +2 bonus to AC.

terrain type, cliff/mountain: cliff/mountains are elevated terrain. Cliff/mountains are impassable except at designated passes up them.

terrain type, ford: fords are hexes of mud terrain placed to allow movement across wide streams.

terrain type, pass: passes are one-hex wide pieces of elevated terrain that provide access to cliffs/mountains.

terrain type, forest/jungle: forest/jungles are rough and obscuring terrain.

terrain type, hill: hills are elevated terrain.

terrain type, impenetrable forest: impenetrable forests are impassable and obscuring terrain.

terrain type, mud: mud is rough terrain. Units in mud suffer a -1 AC penalty against missile fire. War Machinery treats mud as impassable.

terrain type, pond/lake: ponds/lakes are impassable.

terrain type, stream: streams are lines of varying length and width. Units adjacent to a stream receive a +2 bonus to AC against melee attacks. Units crossing a stream suffer a -2 penalty to their AC until they reach the other bank.

terrain type, swamp: swamps are rough and obscuring terrain. War Machinery treats swamp as impassable.

terrain type, trench: trenches are lines of varying length and width. Units adjacent to a stream receive a +2 bonus to AC against melee attacks. Units crossing a stream suffer a -2 penalty to their AC until they reach the other bank. Units that enter a wide trench may move along its length, treating it as rough terrain. Units moving along a trench are below the line of sight of attacks which are not on elevated terrain. War Machinery cannot cross, enter, or move along trenches.

terrain, elevated: terrain such as cliffs/mountains and hills. Elevated terrain blocks line of sight in some cases, but in other cases it allows units to see over obstacles. Units on elevated terrain receive +1 to attack throws against units on unelevated elevation. Units on a lower elevation can only conduct missile attacks on targets on elevated terrain using volleying overhead, even if line of sight can be drawn. Flyers may move and attack as if elevated one or more levels above the surrounding hex if desired.

terrain, impassable: impassable terrain includes cliffs, impenetrable forests, and bodies of water. When terrain is impassable, it may not be moved into or through by any unit without special capabilities. Flyers may fly over impassable terrain if desired, and are treated as elevated when doing so.

terrain, obscuring: obscuring terrain includes forests, jungles, and swamps. Line of sight may be traced to and from the edge of an obscuring hex, but may not be traced through a complete hex of obscuring terrain. Units in obscuring terrain receive a +2 bonus to AC against missiles and may not be targeted by volleying overhead. Flyers may choose to fly above obscuring terrain if desired, and are treated as elevated when doing so.

terrain, rough: rough terrain includes broken ground, forests, jungles, mud, and swamp. When terrain is rough, it means that

each hex moved through the terrain counts as two hexes of movement. (Units may always march a minimum of one hex in rough terrain, however). Mounted units may not charge into, through, or from rough terrain. Flyers may choose to fly above rough if desired, and are treated as elevated when doing so.

threaten: to be in a threatening position towards an enemy unit.

threatened: a unit occupying one of the front hexes of an enemy unit is said to be threatened by the enemy unit. The front hexes of an enemy unit are said to be threatened hexes.

threatening: a unit positioned such that an enemy unit occupies one of its front hexes is said to be threatening the enemy unit. A unit is said to be threatening its front hexes.

top story: the uppermost story of a fortified structure. The top story is the most vulnerable story of a structure, as assaulting units may enter it by means of flight, siege ladders, hoists, or siege towers, even if the top story is not breached.

trample: certain units can trod enemy underfoot with particular methods of attack. In order to trample, the unit must charge during its movement sequence or be recoiling or fleeing due to unpredictable morale, and use its trample attack(s) in the subsequent attack sequence. A trampling unit gains a +4 bonus to its attack throws if the target unit is constituted of man-sized or smaller creatures.

trebuchet: a one-armed siege engine which hurls rocks, burning pitch, and other projectiles from a sling affixed to a long throwing arm. Trebuchets can be powered by traction (via men pulling on the throwing arm) or by gravity (via counterweight mechanisms fixed to the throwing arm). Traction trebuchets are simpler and less expensive but counterweight trebuchets are more precise. Trebuchets have the same benefits and drawbacks as catapults when targeting creatures and structures.

unit: a company-sized formation of troops. A unit may have up to 120 infantry, 60 large (cavalry or ogre-sized) creatures, 20 huge (giant-sized) creatures, 5 gigantic creatures, or 1 colossal creature. Each unit is represented by a unit counter.

unit armor class (unit AC): a measure of how hard a unit is to damage. Unit AC ranges from 0 to 10 or more. Most light units will have an AC of 0-3, while heavier troops will have a Unit AC of 4-7.

unit attack: an indicator of how often and accurately a unit may attack with a particular method. Unit attack is presented in the format [number of attacks] [method of attack] [attack throw], e.g. 2 spear and shield 11+.

unit capacity: the number of company-sized units that can defend a fortified structure. Since most fortified structures consist of multiple stories, unit capacity is per story.

unit counter: a 2" x 1 1/8" counter used to represent a unit on the battlemat.

unit formation: a classification of the sort of tactics and maneuvers a unit is capable of. The unit formations are Formed Foot, Formed Mounted, Irregular Foot, Irregular Mounted, Loose Foot, Loose Mounted, Flyer, and War Machinery.

unit hit dice (unit HD): a measure of a unit's fighting power. Most units have around 1 Unit HD.

unit hit points (uhp): a measure of a unit's resilience in the face of combat. Most units have 4-8 uhp.

unit morale: how likely a unit is to retreat when it takes casualties. It ranges from -6 to +4, with most units having morale scores of -1 to +1.

unit movement rate: how many hexes a unit can move per round. Each unit has three separate movement rates: marching, hustling, and charging, presented in the format [marching]/[hustling]/[charging].

unit type: a general designator of the unit's size, training, and equipment.

unpredictable creature: a creature which may go berserk and attack friend and foe alike when heavily damaged. Unpredictable creatures are indicated with a [u] after their morale score.

vanguard: divisions of an army that lead the marching order and are the most likely to fight an offensive battle. One-quarter to one-third of an army's divisions may be in the vanguard.

visibility distance: the maximum number of hexes at which a hero or other officer may be an eligible target of an attack, spell, or special ability by a unit or hero targeting him. Visibility distance is determined by the size of the targeted hero.

volleying overhead: a unit conducting missile attacks without line of sight. Volleying overhead imposes a penalty of -4 on the unit's attack throw.

voluntary retreat: a movement of one or more hexes directly away from a target by a Loose Mounted or Flyer unit which has conducted a missile attack after remaining stationary.

war machinery (WM): all types of crewed pieces of artillery and siege equipment, including battery rams, galleries, hoists, mantlets, screws, siege ladders, and siege towers. As actions in lieu of attacking, War Machinery units may ready to attack. WM units treat mud and swamp terrain as impassable. WM units may not cross, enter, or move along trenches.

waver: a possible result of a morale roll. The unit immediately becomes disordered, if not already. If already disordered, it retreats one hex towards its own battlemat edge. If the unit cannot complete its retreat, it flees.

withdrawal: a movement of one or more hexes directly away from a successful attacker by a Hero, or Loose Foot, Loose Mounted, or Flyer unit, up to a maximum of its marching movement. Each hex withdrawn reduces damage dealt to the withdrawing hero or unit by one point.

zone of control (ZOC): the radius, in hexes, within which a commander may activate units in his division without penalty. ZOC is always equal to one-half the commander's leadership ability, rounded up. ZOC is measured by counting the number of hexes from the commander's hex to the unit in question (excluding the commander's hex, but including the hex of the unit to be ordered).

ORDER OF BATTLE

Army	Leadership Ability	Zone of Control	Strategic Ability	Morale Modifier	BR
General					
<i>Division</i>					
Commander					
Unit 1					
Unit 2					
Unit 3					
Unit 4					
Unit 5					
Unit 6					
Unit 7					
Unit 8					
<i>Division</i>					
Commander					
Unit 1					
Unit 2					
Unit 3					
Unit 4					
Unit 5					
Unit 6					
Unit 7					
Unit 8					
<i>Division</i>					
Commander					
Unit 1					
Unit 2					
Unit 3					
Unit 4					
Unit 5					
Unit 6					
Unit 7					
Unit 8					
<i>Division</i>					
Commander					
Unit 1					
Unit 2					
Unit 3					
Unit 4					
Unit 5					
Unit 6					
Unit 7					
Unit 8					
<i>Division</i>					
Commander					
Unit 1					
Unit 2					
Unit 3					
Unit 4					
Unit 5					
Unit 6					
Unit 7					
Unit 8					

COMMANDER CHARACTERISTICS

Name	Rank	Leadership Ability	ZOC	Strategic Ability	Morale Modifier	Attached To

HERO CHARACTERISTICS

Name	Unit Move	Unit Form	Unit AC	Unit Morale	Unit Melee Attacks & Attack Throws	Unit Missile Attacks & Attack Throws

DOMAINS AT WAR: CAMPAIGNS CHARACTERISTICS

121

STRONGHOLD UNDER SIEGE RECORD

Besieged Stronghold	GP Cost	Unit Capacity	Max SHP	No. of Defending Units	Starting Supplies (GP)

[illegible]

Blockade Calculator							
Stronghold's Unit Capacity	x 2 =	Base No. of Blockading Units Required	x	% of Stronghold's Perimeter on Land	-	Length of Completed Circumvallations / 250'	= Total No. of Blockading Units Required
	x 2 =		x		-		=

The base number of blockading units required must be at least 20, even if the stronghold has a unit capacity of 10 or less.

Stronghold's Unit Capacity	x 1/2 =	Base No. of Blockading Ships	x	% of Stronghold's Perimeter on Water	-	No. of Defending Ships	=	Total No. of Blockading Ships Required
	x 1/2 =		x		-		=	

The base number of blockading ships must be at least 5, even if the stronghold has a unit capacity of 10 or less.

Stronghold Perimeter Facing	Total No. of Blockading Units or Ships Available	-	Total No. of Blockading Units or Ships Required	=	Result of Blockade
Land		-		=	
Water		-		=	

If the result of blockade for both land and water is ≥ 0 , the stronghold is blockaded.

If required number of blocking units is reduced to 0 by circumvallations, stronghold is both blockaded and encircled (-4 to Smuggler).

SIEGE JOURNAL

[illegible]

Unit Advantage Calculator							
Besieging Army	Number	Modifier	Effective Units	Defending Army	Number	Modifier	Effective Units
Company-sized Units		x 1		Company-sized Units		x 1 =	
Ballista, Light		/ 3		Ballista, Light		/ 3 =	
Ballista, Medium		/ 2		Ballista, Medium		/ 2 =	
Ballista, Heavy		x 1		Ballista, Heavy		x 1 =	
Battering Rams / Screws		/ 6		Battering Rams / Screws		x 0 =	
Catapult, Light		x 1		Catapult, Light		x 1 =	
Catapult, Medium		x 2		Catapult, Medium		x 2 =	
Catapult, Heavy		x 3		Catapult, Heavy		x 3 =	
Hoists		/10		Hoists		x 0 =	
Siege Tower, Standard		x 1		Siege Tower, Standard		x 1 =	
Siege Tower, Large		x 2		Siege Tower, Large		x 2 =	
Siege Tower, Huge		x 8		Siege Tower, Huge		x 8 =	
Trebuchet, Light		x 8		Trebuchet, Light		x 8 =	
Trebuchet, Medium		x 10		Trebuchet, Medium		x 10 =	
Trebuchet, Heavy		x 12		Trebuchet, Heavy		x 12 =	
Besieging Army's Total Units =				Defending Army's Total Units =			
Unit Advantage = Besieging Army's Total Units – Defending Army's Total Units							

Duration of Siege Calculator														
Stronghold's Structural HP	Besieging Army's Unit Advantage													
	1-2	3-4	5-10	11-15	16-30	31-50	51-75	76-100	101-200	201-300	301-400	401-500	501-600	601+
1-3,000	45	23	9	6	3	2	1	1	0	0	0	0	0	0
4-6,000	90	45	18	12	6	4	2	2	1	1	0	0	0	0
7-9,000	135	68	27	18	9	5	4	3	1	1	1	1	0	0
10-12,000	180	90	36	24	12	7	5	4	2	1	1	1	1	1
13-15,000	225	113	45	30	15	9	6	5	2	2	1	1	1	1
16-20,000	-	150	60	40	20	12	8	6	3	2	2	1	1	1
21-30,000	-	225	90	60	30	18	12	9	5	3	2	2	2	1
31-50,000	-	-	150	100	50	30	20	15	8	5	4	3	3	2
51-75,000	-	-	225	150	75	45	30	23	11	8	6	5	4	3
76-100,000	-	-	-	200	100	60	40	30	15	10	8	6	5	4
101-125,000	-	-	-	250	125	75	50	38	19	13	9	8	6	5
126-150,000	-	-	-	-	200	120	80	60	30	20	15	12	10	9
151-200,000	-	-	-	-	250	150	100	75	38	25	19	15	13	11
201-250,000	-	-	-	-	-	180	120	90	45	30	23	18	15	13
251-300,000	-	-	-	-	-	210	140	105	53	35	26	21	18	15
301-350,000+	-	-	-	-	-	240	160	120	60	40	30	24	20	17

Stronghold Site	Duration Modifier
Mountain (Sogdian Rock, the Acropolis)	x5
Island (Tyre, Mont. St. Michel)	x4
Peninsula (Constantinople)	x3
Riverbank (Rhine river castles)	x2

To use the table, cross-reference the besieged stronghold's structural hit points with the besieging army's unit advantage. A numerical result indicates the number of days it will take the besieging army to capture the stronghold. If the strong hold is situated on a mountain, island, peninsula, or riverbank multiply the number of days by the duration modifier. A result of "0" indicates the stronghold is captured without a fight. A result of "-" indicates that the besieging army is not strong enough to capture the stronghold and can hope only to starve out the defenders with a blockade.

BESIEGER'S SIEGE RECORD

Besieger's Artillery	No. of Pieces	Daily Damage / Piece	Total Daily Damage	Daily Ammo Cost / Piece	Total Daily Ammo Cost	Maximum Range	Artillery Duel (Need 6s)
Light Ballista		0		-		200'	1d6
Medium Ballista		1,800 or 0		18gp		200'	1d6
Heavy Ballista		1,800 or 60		90gp		300'	1d6
Light Catapult		1,800 or 60		90gp		300'	1d6
Medium Catapult		2,400 or 80		90gp		400'	1d6
Heavy Catapult		3,600 or 120		90gp		400'	1d6
Light Trebuchet		9,000 or 300		225gp		500'	2d6
Medium Trebuchet		12,000 or 400		225gp		500'	2d6
Heavy Trebuchet		15,000 or 500		225gp		500'	2d6
Totals		-		-		-	-

Besieger's Work Force	Number	Construction Rate / Month	Construction Rate / Day	Wages / Month	Total Construction Rate / Month	Total Construction Rate / Day	Total Wages / Month
Unskilled Laborers		3gp	1sp	3gp			
Skilled Laborers		6gp	2sp	6gp			
Apprentices		10gp/15gp	33cp/5sp	10gp			
Journeyman		20gp/30g	66cp/1gp	20gp			
Masters		40gp/30g	133cp/1gp	75gp			
Craftsmen Teams		150gp	5gp	150gp			
Siege Engineers		20gp	66cp	50gp			
Engineers		40gp	1gp, 33cp	250gp			
Monstrous Worker ()							
Other ()							
Other ()							
Totals		-	-	-			

Besieger's Construction Projects	Construct. Cost	Materials Cost	Labor Cost	Construct. Supervisor	Workers Assigned	Construct. Rate / Day	Time Required	Time Remaining	Notes
Scavenge Ammo		-							1:10 gp to ammo
Siege Mining	1,000gp	-	1,000gp	Engineer					Max 100 workers

DEFENDER'S SIEGE RECORD

Defender's Artillery	No. of Pieces	Daily Damage / Piece	Total Daily Damage	Daily Ammo Cost / Piece	Total Daily Ammo Cost	Maximum Range	Artillery Duel (Need 6s)
Light Ballista		0		-		200'	1d6
Medium Ballista		1,800 or 0		18gp		200'	1d6
Heavy Ballista		1,800 or 60		90gp		300'	1d6
Light Catapult		1,800 or 60		90gp		300'	1d6
Medium Catapult		2,400 or 80		90gp		400'	1d6
Heavy Catapult		3,600 or 120		90gp		400'	1d6
Light Trebuchet		9,000 or 300		225gp		500'	2d6
Medium Trebuchet		12,000 or 400		225gp		500'	2d6
Heavy Trebuchet		15,000 or 500		225gp		500'	2d6
Totals		-		-		-	-

Defender's Work Force	Number	Construction Rate / Month	Construction Rate / Day	Wages / Month	Total Construction Rate / Month	Total Construction Rate/ Day	Total Wages / Month
Unskilled Laborers		3gp	1sp	3gp			
Skilled Laborers		6gp	2sp	6gp			
Apprentices		10gp/15gp	33cp/5sp	10gp			
Journeyman		20gp/30g	66cp/1gp	20gp			
Masters		40gp/30g	133cp/1gp	75gp			
Craftsmen Teams		150gp	5gp	150gp			
Siege Engineers		20gp	66cp	50gp			
Engineers		40gp	1gp, 33cp	250gp			
Monstrous Worker ()							
Other ()							
Other ()							
Totals		-	-	-			

Defender's Construction Projects	Construct. Cost	Materials Cost	Labor Cost	Construct. Supervisor	Workers Assigned	Construct. Rate / Day	Time Required	Time Remaining	Notes
Scavenge Ammo									1:10 gp to ammo
Countermining	1,000gp	-	1,000gp	Engineer					Max 100 workers
Repair Wood									5shp/1gp
Repair Stone									1shp/1gp

DESIGNATION OF PRODUCT IDENTITY

The following is designated as product identity: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, logos, symbols, graphic designs, and trade dress.

Autarch™, *Adventurer Conqueror King*™, *Adventurer Conqueror King System*™, *ACKS*™, *Domains at War*™, *Domains at War: Battles*™, and *Domains at War: Campaigns*™ are trademarks of Autarch™. Auran Empire™ is a trademark of Alexander Macris. The Auran Empire™ brand and all proper names, dialogue, plots, storylines, locations, and characters relating thereto are copyright 2011, Alexander Macris and used by Autarch™ under license.

DESIGNATION OF OPEN GAME CONTENT

All text and tables, with the exception of material specifically excluded in the declaration of product identity, are open game content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Adventurer Conqueror King Copyright 2011, Autarch; Authors Alexander Macris, Tavis Allison, Greg Tito, and Ryan Browning.

Basic Fantasy Role-Playing Game Copyright 2006-2008, Chris Gonnerman.

Castles & Crusades: Players Handbook Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters Product Support Copyright 2005, Troll Lord Games.

Labyrinth Lord™ Copyright 2007-2009, Daniel Proctor; Author Daniel Proctor.

Labyrinth Lord™ Advanced Edition Companion Copyright 2010, Daniel Proctor; Author Daniel Proctor.

END OF LICENSE

ADVENTURER CONQUEROR KING PRODUCT IDENTITY

LICENSE Version 1.0

Subject to the terms of the Open Game License, above, you may create derivative works based upon the *Adventurer Conqueror King System* (this document). However, the Open Game License protects the Product Identity (explained and detailed above) such that you must have permission from the copyright holder before you may use any of the listed Product Identity.

You may use certain items of the listed Product Identity under the following conditions:

1. You must comply fully with the Open Game License, version 1.0a, as described above; and
2. The work may not be obscene in nature; in general, any work containing subject matter that would qualify for an NC-17 movie rating in the United States, or an R rating due to explicit sexual content, is considered obscene for purposes of this license.

If you comply with the above conditions, you may do either or both of the following:

1. Include the text “Designed for use with the *Adventurer Conqueror King System*”
2. Use the “ACKS Compatible” logo, provided on the *Adventurer Conqueror King System* website: <http://www.adventurerconquerorking.com/logo.html>

The logo may be resized as needed, but must not be distorted and may not be altered other than to resize it.

3. Use the product identity elements “Autarch”, “*Adventurer Conqueror King*”, “*Adventurer Conqueror King System*”, and “ACKS” for the purposes of identifying the source of open content which is re-used from this document and discussing the relationship of the derivative work to this original, subject to the following terms:

- a. Any work making use of these elements must designate these elements as product identity in accordance with section 1(e) of the Open Game License version 1.0a;
- b. Any work making use of these elements must bear a notice declaring the fact that Autarch, *Adventurer Conqueror King*, *Adventurer Conqueror King System*, and ACKS are trademarks of Autarch LLC.

If you wish to use other Product Identity from this work, you must request and receive explicit permission from the copyright holder.

In any of the above cases where the *Adventurer Conqueror King* Product Identity is used in your work, you must also include the *Adventurer Conqueror King* website address “autarch.co” in that work. You may place the website address adjacent to the logo and/or name, or you may include it on your title page, or place it in some other location where any reasonably observant person would expect to find it.

END OF LICENSE



ADVENTURER CONQUEROR KING SYSTEM™
DOMAINS AT WAR

Tomorrow you will bring the battle to the foe. Tonight you walk among the troops you'll lead. The mercenaries are veterans and sleep while they can, but the peasants levied from your lands seek courage in tales of your previous victories. In the cover of darkness, you can listen rather than lead. Remember when you were like them? Back when you first entered the dungeon, you wielded a sword to fight for gold, glory, and the favor of the gods. Winning these earned you a throne. Now you wield an army, and fight for the right to rule the domains at war.

Domains at War: Battles™ (D@W) is a supplement for Autarch's best-selling *Adventure Conqueror King System™ (ACKS)*. Using the rules herein, you can run massive battles between opposing armies using playing pieces on the tabletop. Designed specifically for battles where RPG characters are in command, *D@W: Battles* makes the deeds and decisions of those characters the focus of its gameplay, and works hard to integrate their actions into the flow of battle. Built from the same mathematics that power *ACKS*, it generates outcomes like what you'd get if you fought it out on the one-on-one roleplaying scale.

Domains at War: Battles is compatible with any fantasy RPG system that uses twenty-sided dice and shares concepts like hit points and armor class. With *Domains at War: Battles*, we invite RPG gamers to bring the epic scope of pitched battle to their tabletops!