



ADVENTURER CONQUEROR KING SYSTEM[™]
DOMAINS AT WAR



Written by **ALEXANDER MACRIS**

ADVENTURER CONQUEROR KING SYSTEM™

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C A M P A I G N S

WAGING WAR WITH THE *ADVENTURER CONQUEROR KING SYSTEM*

ADVENTURER CONQUEROR KING SYSTEM™

DOMAINS AT WAR

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Introduction



I am not carrying on a war of extermination against the Romans. I am contending for honor and empire. My ancestors yielded to Roman valor. I am endeavoring that others, in their turn, will be obliged to yield to my good fortune, and my valor.

– HANNIBAL OF CARTHAGE

ABOUT *DOMAINS AT WAR*

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: Campaigns* book. Using the rules herein, your fantasy RPG characters can raise armies, campaign against enemy forces, and conquer domains. The *Campaigns* book also includes a streamlined system for resolving the outcome of pitched battles between army-sized forces. This system is ideal for resolving battles between NPC commanders, where the adventurers are bystanders or front-line participants.

When your campaign's characters attain the heights of power and begin to lead armies into pitched battles, then it's time to consult the *Domains at War: Battles* book. *Battles* provides comprehensive rules for playing out the results of epic battles on the tabletop using hex mapsheets and counters or miniatures. While *Domains at War: Battles* can be enjoyed as a stand-alone wargame, it was designed primarily for battles where the player characters are in command, so it makes the deeds and decisions of those characters the focus of its gameplay.

If you purchased the *Complete Domains at War Set*, you'll have both the *Campaigns* and *Battle* rulebooks, along with an assortment of mapsheets, counters, and tokens.

Domains at War is the product of a lifetime love affair with ancient military history and role-playing gaming. The chief inspirations for its rules have been the classical writings of Arrian, Maurice, Plutarch, Polybius, Thucydides, Vegetius, and Xenophon. But my understanding of these works has been in the light shed by the brilliant military historians who have illuminated these ancient sources. Any interested parties cannot go wrong by consulting the following masterworks: *Alexander the Great and the Logistics of the Macedonian Army*, by Donald W. Engels; *Byzantium and its Army*, by Warren Treadgold; *The Grand Strategy of the Byzantine Empire* and *The Grand Strategy of the Roman Empire*, by Edward N. Luttwak; *Siege Operations and Military Mining*, by Junius Brutus Wheeler; *Warfare in Antiquity*, by Hans Delbruck; and *Warfare in the Classical World*, by John Warry.

HOW TO USE THIS BOOK

You must have a copy of *ACKS* or a similar D20-based fantasy role-playing game to use *Domains at War: Campaigns*. This rulebook contains the strategic and operational rules for *Domains at War*, organized into the following parts.

The **Introduction** details the purpose, inspiration, and sources for this rulebook.

Chapter 1, **Armies**, explains how leaders recruit and train soldiers and organize them into armies.

Chapter 2, **Equipment**, details the costs and characteristics of military equipment, artillery, and siege engines. It also provides advanced rules for military construction projects, such as building strongholds or digging trenches.

Chapter 3, **Campaigns**, provides rules for going to war, maneuvering and supply armies, and reconnoitering enemy forces.

Chapter 4, **Battles**, provides a streamlined system for resolving the outcome of pitched battles between army-sized forces.

Chapter 5, **Sieges**, explains the mechanics for laying sieges and assaulting fortifications.

Chapter 6, **Vagaries**, includes a variety of random tables designed to add chaos, friction, and happenstance to your military campaigns.

Finally, the **Glossary** at the back of the book summarizes all of the 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.

BASICS OF THE GAME

Read this section carefully! These terms will be used through the rules of *Domains at War*.

When a group of people sit down to play using *ACKS*, 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 **military campaigns** to defend domains or seize new domains. *Domains at War* 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. In *Domains at War*, battles are resolved either with a streamlined resolution system (provided in this rulebook) or by pitching a battle on a tabletop **battlemap** (discussed in the *Domains at War: Battles* rulebook). The battle system in this rulebook is intended to quickly resolve engagements between armies commanded by NPC rulers. The system can also be employed for PC-on-NPC battles, or even to pit different PCs against each other, if the Judge prefers a more abstract resolution. Once the outcome of a battle is resolved, the defeated force may be pursued or **besieged**. The victor will earn the **spoils of war** and have the opportunity to **occupy**, **conquer**, and/or **pillage** the domain of the enemy.

Chapter 1: **Armies**



*I am not afraid of an army of lions led by a sheep; I am afraid of
an army of sheep led by a lion.*

– ALEXANDER THE GREAT

In order to wage war and fight battles, a **leader** must have an **army**. An army is made up of all the soldiers from all sources that are under the command of a particular leader. The soldiers in an army can be drawn from six sources: mercenaries, conscripts, militias, followers, slave soldiers, and vassal troops.

MERCENARIES

Mercenaries are hired soldiers that will guard, patrol, and campaign for anyone who pays their fee. Unlike conscripts and militias, which are levied involuntarily, mercenaries must be found and recruited to serve in an army.

TYPES OF MERCENARIES

Mercenaries are classified by how they are trained and equipped, which in turn dictates how they are used in battle. The Mercenary Type table below shows the most common mercenary types, along with the races that typically employ them and the default equipment for the type. Default equipment may vary with race or realm, and any given realm or race might have mercenaries of different types or equipment given the particulars of a Judge's setting.

In addition to the weapons and armor noted for their troop type, all mercenaries have the following equipment: military tunic, cloak, pair of sandals, backpack, laborer's tools, 4 stakes and mallet, mess kit, small tent, 2 wool blankets, and waterskin. Cavalry mercenaries will also have saddle, bridle, 2 saddlebags, and grooming kit. Missile-armed mercenaries will have 20 rounds of ammunition.

AVAILABILITY OF MERCENARIES IN MARKETS

All characters can hire mercenaries from markets to serve in their armies. The availability of mercenaries will depend on the **market class** (ACKS, p.39-40) within which they are recruited, as noted on the Mercenary Availability by Market Class table. Mercenaries will be of the prevailing race of the settlement they are recruited from (usually human).

Dwarven and elven troops may only be found in dwarven and elven settlements. Humanoid troops may only be found in Chaotic-aligned settlements. Certain troops can only be found when the realm lies within particular types of climates, or consists of particular types of terrain. For instance, camel archers are only available in desert realms. Exotic troops are available only at the Judge's discretion (see **Exotic Mercenaries**, p. 12).

EXAMPLE: Marcus sends a retainer to Aura (a Class I market) with instructions to hire as many heavy infantry as he can. According to the Mercenary Availability by Market Class table, there are 2d100 heavy infantry mercenaries in a Class I market. The GM rolls 2d100 and gets a 181. Marcus' retainer will be able to hire up to 181 heavy infantry.

The total number of mercenaries available of a given type is called a **crop**. One half of the crop (rounded up) become available within the week after the character begins mustering troops. Another quarter (rounded down, minimum 1) become available during the second week. The remainder of the crop becomes available in the third week. The crop of mercenaries available in the market replenishes at the end of each month.

Market Class	Cost Per Week Per Mercenary Type
I	1d6+15gp
II	1d10+10gp
III	1d8+5gp
IV	1d6+3gp
V	1d6gp
VI	1d3gp

Finding and hiring mercenaries in markets cost money. Each week that the adventurers are in the market for mercenaries, they must pay the fee listed on the adjacent table. This fee is per type of mercenary.

AVAILABILITY OF MERCENARIES FROM THE REALM

A domain or realm leader, or a character acting with the permission of the leader, may recruit mercenaries from throughout his entire realm to serve in his army. Doing so takes longer than recruiting from markets. The Mercenary Availability by Realm Size table shows how many of each type of mercenary are available in each size of realm and what time period is

Mercenary Type	Races	Default Equipment*
Light Infantry	Any	3 javelins, short sword, shield, leather armor
Heavy Infantry	Any but Kobold or Goblin	Spear, sword, shield, banded plate armor
Slingers	Man, Goblin	Sling, short sword, shield, leather armor
Bowmen	Man, Elf, Goblin, Orc	Short bow, short sword, leather armor
Crossbowmen	Man, Dwarf, Orc	Arbalest, short sword, chainmail armor
Longbowmen	Man, Elf, Hobgoblin, Gnome	Long bow, sword, chainmail armor
Light Cavalry	Man, Elf, Hobgoblin	3 javelins, sword, shield, leather armor, light warhorse
Horse Archers	Man, Elf, Hobgoblin	Composite bow, scimitar, shield, leather armor, light warhorse
Medium Cavalry	Man, Hobgoblin	Lance, sword, shield, lamellar armor, medium warhorse
Heavy Cavalry	Man	Lance, sword, shield, plate armor, chain barded medium warhorse
Cataphract Cavalry	Man, Elf	Composite bow, lance, sword, shield, plate armor, lamellar barded med. warhorse
Camel Archers	Man	Composite bow, scimitar, shield, leather armor, camel
Camel Lancers	Man	Composite bow, lance, scimitar, shield, chainmail armor, leather barded camel
War Elephants**	Man	Lamellar barded elephant, 6 x composite bows, lances, and leather armor
Mounted Crossbows	Dwarf	Crossbow, short sword, chainmail, mule
Beast Riders	Goblin, Orc	Spear, short sword, shield, leather or scale armor, dire wolf or giant boar

*Default equipment may vary with race; see the Troop Characteristics Summaries for details.

**War Elephants are hired per elephant.

required to recruit them. Availability restrictions by race, climate, and terrain are identical to those from settlements (above). Note that the listed realms are of minimum population for their type; if the realm is larger than the listed population, scale up proportionately.

One half of the realm's crop of mercenaries (rounded up) become available within the first time period after the leaders begin mustering troops. Another quarter (rounded down, minimum 1) become available during the second time period. The remainder of the crop becomes available in the third period. The crop of mercenaries available in the realm replenishes at the end of the fourth time period. (Replenishment represents younger sons deciding to become warriors, veterans leaving military life to become sellswords, foreign mercenaries being attracted by the opportunities for gold, etc.)

EXAMPLE: The Tarkaun of Aura, an empire with a population of 5,600,000 families, wants to hire all the heavy infantry mercenaries in his realm. A total crop of $(5,600,000 / 1,500,000 \times 13,000)$ 48,000 heavy infantry can be hired. He begins mustering mercenaries in the spring of the Year 381. In the first season (spring), a crop of 24,000 heavy infantry are available. In the second season (summer), a crop of 12,000 more heavy infantry become available. In the third season (fall), another crop of 12,000 heavy infantry become available. At the end of the fourth season (winter), the crop of heavy infantry available replenishes to 48,000.

As with finding and hiring mercenaries in markets, there is a gp cost associated with finding and hiring mercenaries in a realm. Each time period that the adventurer is recruiting mercenaries in his domain or realm, he must pay the fee listed on the table below. This fee is per type of mercenary.

Mercenary Availability by Market Class							
Mercenary Type	Class I	Class II	Class III	Class IV	Class V	Class VI	Availability Restrictions
Light Infantry	4d100	5d20	5d10	3d4	1d6	1d2	None
Heavy Infantry	2d100	5d10	3d8	1d8	1d3	1 (85%)	None
Slingers	8d20	4d10	2d10	1d6	1d2	1 (70%)	None
Bowmen	8d20	4d10	2d10	1d6	1d2	1 (70%)	None
Crossbowmen	8d20	4d10	2d10	1d6	1d2	1 (70%)	None
Longbowmen	4d20	2d10	1d10	1d3	1	1 (33%)	None
Light Cavalry	4d20	2d10	1d10	1d3	1	1 (33%)	None
Horse Archers	4d20	2d10	1d10	1d3	1	1 (33%)	None
Medium Cavalry	3d20	4d4	2d4	1d2	1 (70%)	1 (23%)	None
Heavy Cavalry	4d10	1d10	1d6	1d2 (50%)	1 (50%)	1 (15%)	None
Cataphract Cavalry	3d10	1d8	1d4	1d2 (33%)	1 (40%)	1 (10%)	None
Camel Archers	4d20	2d10	1d10	1d3	1	1 (33%)	Desert terrain only
Camel Lancers	3d20	4d4	2d4	1d2	1 (70%)	1 (23%)	Desert terrain only
War Elephants	1d10	1 (70%)	1 (40%)	1 (7%)	1 (5%)	-	Tropical climates only
Mounted Crossbowmen	3d20	4d4	2d4	1d2	1 (75%)	1 (25%)	Dwarven only
Beast Riders	3d10	1d8	1d4	1d2 (33%)	1 (40%)	1 (10%)	Chaotic only
Exotic	8d100/cost	10d20/cost	5d20/cost	3d8/cost	2d6/cost	-	Judge's Discretion

Mercenary Availability by Realm Size								
Mercenary Type	Continent	Empire	Kingdom	Principality	Duchy	County	March	Barony
Population (Families)	16,000,000	1,500,000	364,000	87,000	20,000	4,600	960	160
Time Period	Year	Season	Season	Month	Month	Week	Week	Week
Light Infantry	340,000	28,000	6,800	1,600	360	85	17	3
Heavy Infantry	170,000	13,000	3,400	800	180	40	8	2
Slingers	135,000	11,000	2,700	645	145	35	7	1
Bowmen	135,000	11,000	2,700	645	145	35	7	1
Crossbowmen	135,000	11,000	2,700	645	145	35	7	1
Longbowmen	70,000	5,500	1,350	325	75	17	3	1
Light Cavalry	70,000	5,500	1,350	325	75	17	3	1
Horse Archers	45,000	3,700	905	215	50	10	2	-
Medium Cavalry	45,000	3,700	905	215	50	10	2	-
Heavy Cavalry	34,000	2,750	680	160	36	8	2	-
Cataphract Cavalry	28,000	2,200	540	130	30	7	1	-
Camel Archers	45,000	3,700	905	215	50	10	2	-
Camel Lancers	28,000	2,200	540	130	30	7	1	-
War Elephants	4,400	345	85	20	5	1	-	-
Mtd. Crossbowman	45,000	3,700	1,350	215	50	10	2	-
Beast Riders	28,000	2,200	540	130	30	7	1	-
Exotic	400,000/cost	39,000/cost	8,100/cost	1,935/cost	435/cost	105/cost	-	-

EXAMPLE: Each season that the Tarkaun of Aura is finding and hiring heavy infantry in the countryside, he must pay a fee of $2d6+1 \times 1,000gp$. In the first season, he rolls an $8+1=9$, so his cost is 9,000gp. In the second season, he rolls a $5+1=6$, so his cost is 6,000gp. In the third season, he rolls a $10+1=11$, so his cost is 11,000gp.

HIRING MERCENARIES

Realm Size	Cost Per Time Period Per Mercenary Type
Continent	$6d10 \times 1,000gp$
Empire	$2d6+1 \times 1,000gp$
Kingdom	$4d12 \times 100gp$
Principality	$5d6 \times 100gp$
Duchy	$4d20 \times 10gp$
Country	$4d10 \times 10gp$
March	$2d4 \times 10gp$
Barony	$2d6+1gp$

Just because mercenaries are available does not mean they will automatically serve the character. Mercenaries must be recruited through negotiation, as per the rules in the *Adventurer Conqueror King System* (p. 49). However, adventurers in

Domains at War generally hire large numbers of mercenaries at once, making it far too time-consuming to recruit them individually. The Judge should divide the mercenaries into formations of companies (120), battalions (500), or brigades (2,000) for purposes of rolls on the Reaction to Hiring Offer table.

EXAMPLE: The Tarkaun of Aura is attempting to recruit 24,000 heavy infantry mercenaries. The Judge divides these into 12 brigades of 2,000 mercenaries each. The Tarkaun rolls 12 times on the Reaction to Hiring Offer table. 11 of the heavy infantry brigades accept his offer, meaning he has recruited 22,000 mercenaries.

After they are hired, mercenaries must be paid the monthly wages listed on the Mercenary Gp Wage per Month table, below. This table replaces the GP Wage per Month table found in the ACKS core rules. Note that troops with alternative arms and armor might have a better or worse wage. See the **Troop Characteristic Summaries** (p. 25) for examples.

If more than 50% of the crop of mercenaries available in a realm are hired, prices for that type of mercenaries throughout the realm increase by a percentage amount equal to the percentage over 50%. This represents prices rising due to scarcity. Prices will remain elevated even when a new crop of mercenaries becomes available, until less than 50% of a crop is employed in the realm.

EXAMPLE: After three seasons of recruiting, the Tarkaun has retained 48,000 heavy infantry, representing 100% of the empire's crop of heavy infantry. Prices for heavy infantry are therefore increased by $(100\% - 50\%) 50\%$. So long as the Tarkaun continues to employ 48,000 or more heavy infantry, heavy infantry wages in the Empire will be $(12 \times 150\%) 18gp$ per month.

MERCENARY MORALE

All mercenaries have a **morale score**, which represents their willingness to fight and die for their employer. Mercenary morale is based on their training and equipment rather than the personal magnetism of their employers. The Base Morale by Mercenary Type table shows the morale of mercenaries by race and type. Note that beastmen troops do not suffer a morale penalty for being light infantry, bowmen, or slingers. Human **veterans** (see p. 12) increase their morale score by +1.

Mercenaries may have additional bonuses or penalties to morale based on working conditions. If the mercenaries are being killed frequently or subjected to other abuses, morale will be low. If the mercenaries are enjoying riches and excitement, it might be higher. All of these factors should be considered by the Judge.

Morale score modifies **loyalty rolls** and **morale rolls**. Morale rolls are made during battles when **casualties** exceed an army's **break point**. See Chapter 4, **Ending Battles** (p. 72), for the Unit Morale table and break point rules.

Loyalty rolls are made any time the mercenaries suffer a **calamity**. A calamity includes routing from a battle, suffering 25% or greater casualties, being out of supply, or going without pay for a month. A loyalty roll is made by rolling $2d6$, adding the morale score and any other adjustments, and finding the result

Mercenary Gp Wage per Month											
Mercenary Type	Man	Dwarf	Elf	Kobold	Goblin	Orc	Hob.	Gnoll	Lizardman	Bugbear	Ogre
Light Infantry	6	-	10	2	3	6	12	18	27	35	40
Heavy Infantry	12	18	24	-	-	9	15	24	45	50	80
Slingers	6	-	-	-	3	-	-	-	-	-	-
Bowmen	9	-	21	-	3	6	-	-	-	-	-
Crossbowmen	18	24	-	-	-	12	-	-	-	-	-
Longbowmen	18	-	42	-	-	-	24	40	-	-	-
Light Cavalry	30	-	60	-	-	-	45	-	-	-	-
Horse Archers	45	-	90	-	-	-	75	-	-	-	-
Medium Cavalry	45	-	-	-	-	-	55	-	-	-	-
Heavy Cavalry	60	-	-	-	-	-	-	-	-	-	-
Cataphract Cavalry	75	-	150	-	-	-	-	-	-	-	-
Camel Archers	30	-	-	-	-	-	-	-	-	-	-
Camel Lancers	45	-	-	-	-	-	-	-	-	-	-
War Elephants	360	-	-	-	-	-	-	-	-	-	-
Mounted Crossbowmen	-	45	-	-	-	-	-	-	-	-	-
Beast Riders	-	-	-	-	15	33	-	-	-	-	-

for the adjusted die roll on the Unit Loyalty table, below. If the troops are suffering from more than one calamity at once, there is a -2 penalty on the die roll per calamity after the first.

Unit Loyalty	
Adjusted Die Roll (2d6)	Result
2-	Enmity
3-5	Resignation
6-8	Grudging Loyalty
9-11	Loyalty
12+	Fanatic loyalty

Roll whenever a calamity occurs (routing from a battle, 25% or greater casualties, loss of supply, no pay for a month)

Enmity means that the mercenaries consider the character an enemy. They will immediately leave his service. If the character is personally vulnerable, the mercenaries may attack him or stage a coup. If the character is opposed by a strong enemy, they will seek employment with the enemy leader.

Resignation means that the mercenaries leave the character's service. If possible they will resign at an advantageous moment, such as right after being paid or reaching a safe stronghold, but in no circumstances will they risk a further battle or calamity.

Grudging Loyalty means the mercenaries are reluctant to continue in the character's service, but sees no better options. If a result of grudging loyalty is rolled on two consecutive morale rolls, the mercenaries will leave the character's service.

Loyalty means that the mercenaries will continue in the character's service with enthusiasm.

Fanatic Loyalty means the mercenaries have become dedicated and sworn servants of the character. All future loyalty rolls will be at +1. Fanatic Loyalty can never result from going without pay – treat such results as Loyalty.

MERCENARY VETERANS

Most mercenary units try to avoid actual warfare, preferring to be deployed to patrols, garrisons, and punitive expeditions against peasants. After all, real fighting leads to real dying, and

dead mercenaries collect no wages! As a result, the average human mercenary is a 0th level normal man (1-1 HD, attack throw 11+, damage by weapon).

Mercenary units with experience of real war are known as **veterans**. Veterans will generally be 1st level fighters or explorers. They will have morale scores 1 point higher than the base morale for their troop type. If recruited into a leader's army, veterans must be paid an extra 12gp per month above the standard wage for their type. Up to 25% of human mercenaries hired (e.g. 100 out of every 400) may be veterans. (Being 1 HD creatures, elven and dwarven mercenaries are already equivalent to veterans.)

EXOTIC MERCENARIES

From time to time, characters might hire exotic types of mercenaries, such as trained animals, constructs, or fantastic creatures. The **Exotic Creatures Roster** (p. 31), provides wages, supply costs, and other characteristics for virtually every monster in ACKS. The players and Judge can use this roster to create almost any exotic unit imaginable.

To determine the number of exotic mercenaries of a particular type available, refer to the row for "Exotic" mercenaries on the Mercenary Availability tables. Divide the number listed for the market/realm by the creature's total monthly cost on the Exotic Creatures Roster. (Total monthly cost includes the cost of the creature's wages, supplies, and specialists necessary to handle it).

If available, exotic mercenaries are found and hired according to the rules above. However, finding exotic mercenaries costs more than finding common mercenaries. Multiply the cost required per time period by the multiplier shown on the table below.

Type of Exotic Mercenary	Cost Per Time Period Multiplier
Animal	x1
Animal, Wild	x3
Animal, Prehistoric/Giant	x8
Construct	x10
Fantastic Creature	x10
Ooze	x20
Undead	x20
Vermin	x20

Mercenary Morale											
Mercenary Type	Man	Dwarf	Elf	Kobold	Goblin	Orc	Hob.	Gnoll	Lizardman	Bugbear	Ogre
Light Infantry	-1	-	0	-2	-1	0	0	0	+2	+2	+2
Heavy Infantry	0	0	0	-	-	0	0	0	+2	+2	+2
Slings	-1	-	-	-	-1	-	-	-	-	-	-
Bowmen	-1	-	0	-	-1	0	-	-	-	-	-
Crossbowmen	0	0	-	-	-	0	-	-	-	-	-
Longbowmen	0	0	0	-	-	-	0	0	-	-	-
Light Cavalry	+1	-	+1	-	-	-	+1	-	-	-	-
Horse Archers	+1	-	+1	-	-	-	+1	-	-	-	-
Medium Cavalry	+1	-	-	-	-	-	+1	-	-	-	-
Heavy Cavalry	+2	-	-	-	-	-	-	-	-	-	-
Cataphract Cavalry	+2	-	+2	-	-	-	-	-	-	-	-
Camel Archers	+1	-	-	-	-	-	-	-	-	-	-
Camel Lancers	+2	-	-	-	-	-	-	-	-	-	-
War Elephants (riders)	+2	-	-	-	-	-	-	-	-	-	-
Mounted Crossbowmen	-	+1	-	-	-	-	-	-	-	-	-
Beast Riders	-	-	-	-	+1	+2	-	-	-	-	-

The Judge should adjust or amend the availability and cost of exotic mercenaries based on his particular campaign setting. In a savage and pre-historic world, packs of trained sabre-tooth tigers might be readily available; in a steampunk setting, golem mercenaries might be available while sabre-tooth tigers are unheard of. The nature, type, and cost of exotic troops available are strictly at the Judge's discretion!

EXAMPLE: In ancient legends, flights of lammasu allegedly served the Auran Empire's legions. The Tarkaun decides he wants to raise a unit of lammasu for his legions to prove he has restored the Imperial glory of old. The Judge decides this is reasonable given the context and history of the Auran Empire campaign setting.

The Judge first checks to see how many lammasu are extant in the empire. The Judge consults the Exotic Creatures Roster and notes that lammasu have a total monthly cost of 1,319gp/month. Turning to the Mercenary Availability by Realm Size table, e and cross-indexes "exotic" and "empire". He sees that the number of exotics available equals 39,000/cost. Since lammasu cost 1,319gp/month, there are (39,000 / 1,319) 29.6 lammasu available, rounded to 30.

One-half of this crop of lammasu are found in the first season. The cost in gp to find the lammasu is equal to the base cost for finding mercenaries in an empire each season (2d6+1 x 1,000gp) multiplied by 10 (because they are fantastic creatures). The die roll is an 8, so finding half the lammasu costs the Tarkaun (8 x 10 x 1,000gp) 80,000gp. Hopefully they agree to his terms!

CONSCRIPTS

The leader of a domain can permanently **conscript** peasants into his army. Up to 1 conscript per 10 peasant families can be levied without impacting domain morale or domain revenue. This conscription can be done all at once, or over a period of time. If the number of peasant families changes, the available number of conscripts likewise changes – a reduction in population means that some conscripts will have to be released from service, while an increase in population allows for increased conscription.

If conscripts are killed, they can only be replaced through population growth, so leaders should track conscript casualties.

EXAMPLE: When the campaign begins, Marcus's domain has 1,000 families. He can conscript and maintain a standing army of 100 conscripts from his domain. Six months later, Marcus has lost 50 conscripts to battle, but his domain has grown to 1,200 families. He can recruit an additional 20 conscripts (from the 200 families that joined his domain), giving him 70 conscripts.

When recruited, conscripts will carry no weapons or armor, have 1d4 hit points each, have morale scores of -2, and fight as normal men. Unless trained, they can only be equipped with spears, clubs, quarterstaves, or daggers. Conscripts must be paid wages of 3gp per month. Conscripts who are better equipped and trained must be paid more (see below).

TRAINING CONSCRIPTS

Once levied, conscripts can be trained to become professional troops in the same varieties as exist for mercenaries (e.g. light infantry, horse archers, etc.). However, not every conscript can qualify to become every type of troop. Some lack any talent with animals, and cannot become cavalry; others are nearsighted and cannot become archers, for instance.

Any peasant able-bodied enough to be conscripted in the first place can be trained to be light infantry. 50% of conscripts have the fitness and discipline to be heavy infantry. 50% have the agility and vision to be slingers, bowmen or crossbowmen. Up to 25% have the skill and seat to be light cavalry and only two-thirds of those (17% of the total) to be medium cavalry. Longbowmen must be drawn from those with the qualities of both heavy infantry and bowmen, so only 25% of conscripts can qualify. Horse archers must be drawn from those capable of being both bowmen and cavalry, so only 12.5% can qualify. Heavy cavalry must be drawn from those capable of being both heavy infantry and medium cavalry, so only 8.5% can qualify. Cataphract cavalry must be drawn from those capable of being

Troop Type	Qualifying Number (Per 120 Conscripts)										
	Man	Dwarf	Elf	Kobold	Goblin	Orc	Hob.	Gnoll	Lizardman	Bugbear	Ogre
Light Infantry	120	-	120	120	120	120	120	120	120	120	120
Heavy Infantry	60	120	60	-	-	90	90	90	90	90	60
Slingers	60	-	-	-	60	-	-	-	-	-	-
Bowmen	60	-	120	-	60	60	-	-	-	-	-
Crossbowmen	60	60	-	-	-	60	-	-	-	-	-
Longbowmen	30	-	60	-	-	-	60	60	-	-	-
Light Cavalry	30	-	60	-	-	-	30	-	-	-	-
Horse Archers	15	-	30	-	-	-	15	-	-	-	-
Medium Cavalry	20	-	-	-	-	-	20	-	-	-	-
Heavy Cavalry	10	-	-	-	-	-	-	-	-	-	-
Cataphract Cavalry	6	-	12	-	-	-	-	-	-	-	-
Camel Archers	15	-	-	-	-	-	-	-	-	-	-
Camel Lancers	6	-	-	-	-	-	-	-	-	-	-
War Elephants	15	-	-	-	-	-	-	-	-	-	-
Mounted Crossbowmen	-	15	-	-	-	-	-	-	-	-	-
Beast Riders	-	-	-	-	6	6	-	-	-	-	-

heavy infantry, bowmen, and medium cavalry, so only 5% can qualify.

Forces drawn from elven, dwarven, and humanoid racial stock follow similar rules at slightly different breakdowns. The Qualifying Number of Conscripts table summarizes these results, showing the number of each type of troop that can recruited from a pool of 120 conscripts. The Judge can create additional tables to create specialized nations or races. For instance, conscripts from a pseudo-Mongolian kingdom might all qualify as cavalry.

Training troops takes time, ranging from one month for light infantry to a full year for cataphract cavalry. During this time, the leader who levied the troops incurs costs for ammunition, training gear, **marshals** (p. 23), and so on. He must also provide for the equipment for the troops. The Training and Equipment Time and Cost table, below, shows the time and cost to train the default troop types. Trained conscripts have the same characteristics as mercenaries of their type. They must be paid wages appropriate to their troop type.

CONSCRIPT MORALE

Like mercenaries, conscripts have a morale score representing their willingness to fight and die for their employer. When first levied, conscripts have a base morale of -2. After they are trained, conscripts have a base morale appropriate to their troop type.

Conscripts levied from domains with Steadfast or Stalwart domain morale gain a one-time +1 increase to their morale scores. Conscripts levied from domains with Apathetic or Demoralized domain morale suffer a one-time -1 decrease to their morale scores. Conscripts may have additional bonuses or penalties to morale based on working conditions, just as with mercenaries.

Conscripts make morale rolls during battles when casualties exceed their army's break point, and loyalty rolls any time the conscripts suffer a calamity. (Remember, a calamity includes

routing from a battle, suffering 25% or greater casualties, being out of supply, or going without pay for a month.)

When a loyalty roll is called for, use the Unit Loyalty table (p. 12). Note that conscripts cannot voluntarily leave their leader's service, so such results actually represent desertion. If conscripts are released from service by their leader, trained conscripts will become mercenaries or brigands, while untrained conscripts will return to their farms.

MILITIA

In addition to conscripting peasants, the leader of a domain can also levy a **peasant militia**. Up to 2 additional peasants per 10 families can be levied into the militia. For each peasant levied, domain revenues are reduced by one family, from loss of able-bodied manpower. Domain morale is also reduced by 1 point by levying 1 or fewer peasants per 10 families, and by 2 points by levying 2 peasants per 10 families. These penalties remain until the militia is sent home. If militia are killed, the loss of domain morale and family revenue is permanent.

EXAMPLE: Marcus needs more troops than just 70 conscripts. He decides to call up 2 militia per 10 families, yielding him $(1,200 / 10 \times 2)$ 240 militia. Marcus's domain will now produce revenue as if it has $(1,200 - 240)$ 960 families, and his domain morale is reduced by 2 points, until the militia return home. When Marcus loses his entire militia in a disastrous battle, his domain is permanently reduced to 960 families.

TRAINING MILITIA

When recruited, militia have no weapons or armor, have only 1d4 hit points each, fight as normal men, and have -2 morale. Militia can be improved through training, like conscripts. They must be paid wages of 3gp per month while called up (or more if they are trained).

Training and Equipment Time and Cost						
Troop Type	Training Time	Marshal Cost*	Training Cost	Equipment Cost	Total Cost (Troop)	Total Cost (Unit)
Light Infantry	1 month	5sp	9gp	85gp	94.5gp	11,340gp
Heavy Infantry	1 month	1gp	9gp	118gp	128gp	15,360gp
Slingers	1.5 months	1.5gp	13.5gp	84gp	97.5gp	11,940gp
Bowmen	2 month	2gp	18gp	76gp	96gp	11,520gp
Crossbowmen	1 month	1gp	9gp	144gp	154gp	18,480gp
Longbowmen	3 months	3gp	30gp	103gp	136gp	16,320gp
Light Cavalry	3 months	3gp	30gp	273gp	306gp	18,360gp
Horse Archers	6 months	12gp	85gp	308gp	405gp	24,300gp
Medium Cavalry	4 months	8gp	45gp	403gp	456gp	27,360gp
Heavy Cavalry	6 months	12gp	85gp	563gp	660gp	39,600gp
Cataphract Cavalry	12 months	48gp	170gp	750gp	968gp	58,080gp
Camel Archers	6 months	12gp	85gp	261gp	358gp	21,480gp
Camel Lancers	12 months	48gp	170gp	321gp	539gp	32,340gp
War Elephants	6 months	48gp	340gp	8,048gp	8,606gp	43,030gp
Mounted Crossbowmen	4 months	8gp	30gp	179gp	209gp	12,540gp
Wolf Riders	6 months	12gp	85gp	820gp	917gp	55,020gp
Boar Riders	6 months	12gp	85gp	1530gp	1,627gp	97,620gp

*Per troop, assuming each marshal is training 60 troops.

If militia are trained and then sent home, they will take their equipment with them. When the militia are called up again, they will respond to the call with their equipment and be able to fight as the appropriate troop type. Trained militia will have the same characteristics as mercenaries of their type. They must be paid wages appropriate to their troop type.

EXAMPLE: Marcus has called up 240 militia prior to the outbreak of war, so that he can train them. 50% qualify to be trained as heavy infantry, which takes 1 month and 127gp each. The other 50% are trained as light infantry, taking 1 month and 94.5gp each. His total cost is $[(120 \times 127) + (120 \times 94.5)]$ 26,580gp. (In addition he has lost out on the domain revenue he'd have gained during this time, as noted above). However, should Marcus go to war in the future, when he calls up his militia he has a fighting force of 120 light infantry and 120 heavy infantry, rather than just a poorly-armed peasant levy.

Once equipped, the members of a peasant militia are assumed to pass their arms and skills on to their heirs when they become no longer capable of serving. This assumption frees the Judge from tracking the age of each militia member and accounting for their deaths due to disease and so on.

Training and equipping a militia is a very expensive proposition. It also carries a risk. Should the domain's morale ever become Turbulent, Defiant, or Rebellious (see *ACKS*, Chapter 6, **Keeping the Peace**, p. 131), any rebels will be drawn from the

militia. This means an unfortunate or uncharismatic leader might find himself fighting heavily armed, well trained forces rather than peasant rabble.

MILITIA MORALE

Militia morale is similar to conscript morale. When first levied, militias have a base morale of -2. If trained, militias have a base morale appropriate to their troop type. Militias levied from domains with Steadfast or Stalwart domain morale gain a one-time +1 bonus to their morale scores. Militias levied from domains with Apathetic or Demoralized domain morale suffer a one-time -1 penalty to their morale scores. Militia may have additional bonuses or penalties to morale based on working conditions, just as with mercenaries.

Militia make morale rolls during battles when casualties exceed their army's break point, and loyalty rolls any time the militia suffer a calamity. A calamity includes routing from a battle, suffering 25% or greater casualties, being out of supply, or going without pay for a month. Militias also consider each season of continuous campaigning to be a calamity.

When a loyalty roll is called for, use the Unit Loyalty table (p. 12). Like conscripts, militias cannot voluntarily leave their leader's service, but may desert, betray, or attack the leader. If militia are voluntarily released from service by their leader, they will return to their farms.

Follower Type and Equipment by Class (*cont. on next page*)

Die Roll (1d100)	Type and Equipment
<i>Barbarians (Jutland)</i>	
01-25	Bowmen (shortbow, hand axe, leather armor, shield)
26-50	Light Infantry (great axe, leather armor)
51-70	Light Infantry (spear, battle axe, leather armor, shield)
71-85	Heavy Infantry (two-handed sword, chain mail armor)
86-100	Heavy Infantry (spear, sword, chain mail armor, shield)
<i>Barbarians (Ivory Kingdoms)</i>	
01-25	Hunters* (bola, net, 5 darts, hand axe, hide armor)
26-50	Hunters* (bola, net, 3 javelins, hand axe, leather armor)
51-70	Bowmen (shortbow, hand axe, leather armor)
71-85	Hunters* (spear, club, shield, hide armor)
86-100	Hunters* (spear, hand axe, shield, leather armor)
<i>Barbarians (Skysos)</i>	
01-25	Light Infantry (spear, scimitar, shield, leather armor)
26-50	Composite Bowmen* (composite bow, scimitar, shield, leather armor)
51-70	Horse Archers (composite bow, scimitar, shield, leather armor, light warhorse)
71-85	Medium Cavalry (lance, shield, lamellar armor, and medium warhorse)
86-100	Light Cavalry (3 javelins, sword, shield, leather armor, light warhorse)
<i>Bards, Bladedancers, & Mystics</i>	
01-10	Heavy Cavalry (lance, sword, shield, plate armor, chain barded medium warhorse)
11-20	Medium Cavalry (lance, shield, lamellar armor, medium warhorse)
21-35	Light Cavalry (3 javelins, 2 swords, leather armor, light warhorse)
36-55	Heavy Infantry (pole arm, sword, shield, banded plate armor)
56-80	Light Infantry (2 swords, dagger, leather armor)
81-90	Bowmen (shortbow, sword, leather armor)
91-100	Slings (sling, short sword, shield, leather armor)

**Hunters are treated as Light Infantry for wages and morale. Composite Bowmen are treated as Longbowmen for wages and morale.*

FOLLOWERS

The leader of a domain may have attracted followers that he can deploy into his army. The Followers Type and Equipment by Class table, found on p. 15-16, shows the arms and equipment of various types of followers.

FOLLOWER MORALE

Like other types of troops, followers have a morale score, which represents their willingness to fight and die for the leader. The base morale score for followers is the same as for a mercenary of their type. For instance, Cataphract Cavalry have a base morale score of +2. However, followers fight out of personal loyalty, so their morale is modified by the leader's Charisma bonus (to a maximum of +4). Followers may have additional bonuses or penalties to morale based on working conditions, just as with mercenaries.

Followers make morale rolls during battles when casualties exceed their army's break point, and loyalty rolls any time the followers suffer a calamity. When a loyalty roll is called for, use the Unit Loyalty table (p. 12). As with mercenaries, a calamity includes routing from a battle, suffering 25% or greater casualties, being out of supply, or going without pay for a month.

A cleric or bladedancer's followers are religious fanatics, so they need not be paid more than basic upkeep (3gp per month), and their Base Morale is always +4, regardless of how they are equipped. Religious fanatics do not have to make loyalty rolls when suffering calamities, but still have to make morale rolls during battles.

SLAVE SOLDIERS

Some realms may rely partly or exclusively on **slave soldiers** to man their armies. Such realms are usually rare. While slavery was very common in ancient societies, slave soldiers were not. Most slaveholders saw armed slaves as a threat to the social order. Even in societies where they did exist, historical slave soldiers such as the Persian ghulam, Egyptian mamelukes, and Turkish janissaries were usually either born into slavery or enslaved in early childhood so they could be indoctrinated with loyalty to the leader. However, slave soldiers are more common in fantasy fiction, especially in darker works.

The existence of slave soldiers in any given campaign setting or realm is ultimately at the discretion of the Judge. The inclusion of rules for slave soldiers in *Domains at War* is not intended to justify or condone the real-world practice of slavery itself.

Follower Type and Equipment by Class (*cont. from previous page*)

Die Roll (1d100)	Type and Equipment
<i>Clerics, Fighters, Paladins, Anti-Paladins, & Zaharan Ruinguards</i>	
01-05	Cataphract Cavalry (composite bow, lance, sword, shield, plate armor, lamellar barded medium warhorse)
06-15	Heavy Cavalry (lance, sword, shield, plate armor, chain barded medium warhorse)
16-25	Medium Cavalry (lance, shield, lamellar armor, and medium warhorse)
26-35	Light Cavalry (3 javelins, sword, shield, leather armor, light warhorse)
36-60	Heavy Infantry (pole arm, sword, shield, banded plate armor)
61-80	Light Infantry (spear, short sword, shield, leather armor)
81-90	Bowmen (shortbow, short sword, leather armor)
91-100	Slings (sling, short sword, shield, leather armor)
<i>Dwarven Craftpriests, Dwarven Delvers, Dwarven Furies, Dwarven Vaultguards, & Gnomish Tricksters**</i>	
01-20	Dwarven Heavy Infantry (great axe, plate armor)
21-40	Dwarven Heavy Infantry (war hammer, shield, banded plate armor)
41-60	Dwarven Heavy Infantry (battle axe, shield, chain mail)
61-80	Dwarven Crossbowman (arbalest, dagger, chain mail)
81-100	Dwarven Mounted Crossbowmen (crossbow, chain mail, mule)
<i>Elven Courtiers, Elven Rangers & Elven Spellswords</i>	
01-15	Elven Horse Archers (composite bow, scimitar, shield, leather armor, light warhorse)
16-30	Elven Light Cavalry (lance, sword, shield, leather armor, light warhorse)
31-45	Elven Light Infantry (spear, short sword, shield, leather armor)
46-60	Elven Heavy Infantry (spear, sword, shield, chain mail)
61-75	Elven Bowmen (shortbow, dagger, leather armor)
76-100	Elven Longbowmen (longbow, sword, chain mail)
<i>Explorers & Shamans</i>	
01-10	Medium Cavalry (lance, shield, lamellar armor, and medium warhorse)
11-25	Light Cavalry (3 javelins, 2 swords, leather armor, light warhorse)
26-40	Horse Archers (composite bow, scimitar, shield, leather armor, light warhorse)
41-60	Light Infantry (spear, hand axe, shield, leather armor)
61-70	Longbowmen (longbow, sword, chain mail armor)
71-80	Bowmen (shortbow, short sword, leather armor)
81-90	Slings (sling, short sword, shield, leather armor)
91-100	Hunters* (bola, net, 3 javelins, hand axe, leather armor)

** Gnomish Tricksters replace Dwarven troops with Gnomish troops of the same type.

AVAILABILITY OF SLAVE SOLDIERS

To determine the availability of slave soldiers, consult the Mercenary Availability by Market Class and Mercenary Availability by Realm Size tables. Whenever slave soldiers are available for purchase, they will displace mercenaries to a greater or lesser degree. Depending on how widespread their use is, slave soldiers will replace 10% to 90% of the mercenaries available in the market or realm. Unlike mercenaries, slave soldiers need not be of the prevailing race of the settlement or realm. Weaker, faster-breeding, or simply “different” races might replace native-born troops.

EXAMPLE: Memet Mehtep, ruler of a principality of Kemesh, wishes to buy slave soldiers. Specifically, Memet Mehtep wants camel lancers to guard his sandy southern frontier. In Kemesh, slave soldiers have displaced 50% of the mercenaries. 130 camel lancer mercenaries are normally available in a principality, so there will be 65 camel lancer mercenaries and 65 camel lancer slaves. These slave soldiers are not actually Kemeshi, but are actually Besherah nomads captured as youths.

BUYING SLAVE SOLDIERS

Finding and buying slave soldiers has the same time requirements, and gp cost per time period, as recruiting mercenaries. Instead of being hired for a wage, however, slave soldiers are purchased at a variable cost depending on their race, training and equipment. See the Slave Troop Type table below.

Upkeep: Once hired, slave soldiers cost 3gp per month in upkeep (cavalry and ogres cost 16gp per month in upkeep). Failure to pay upkeep counts as a calamity for morale purposes. Supplemental pay, better food, access to women, and so on can increase morale over time.

Mercenary Slave Soldiers: At the Judge’s discretion, slave soldiers might be hired from their owner rather than purchased outright. In this case, the slave soldiers would have a monthly

cost equal to the standard wage for their troop type, but the funds would be paid to the owner rather than the slaves.

TRAINING SLAVE SOLDIERS

Realm leaders with sufficient patience may conscript, capture, or purchase promising candidates and train them to become slave soldiers. To be amenable for training, candidates must be able-bodied creatures no older than their race’s Youth age category: 12 to 15 years old for beastmen, 13 to 17 years old for humans, etc. See the Character Aging table (ACKS, p. 248) for the five age categories of human, demi-human, and humanoid races.

The readiest source of candidates is the ruler’s realm itself. In Chaotic societies, one candidate of the appropriate age per 10 peasant families can be enslaved without impacting domain morale or domain revenue. Enslaving additional candidates has the same detrimental effect on domain morale and revenue as levying militia. Enslaving families is not permitted in Lawful or Neutral realms; doing so changes the alignment of the realm!

Candidates can also be acquired in war. 25% of **prisoners** taken when pillaging a domain (see Chapter 2, **Invading, Conquering, Occupying, and Pillaging Domains**, p. 63) will be suitable in age, temperament, and physique to become slave soldiers.

Finally, candidates can be purchased in the market at a cost of 40gp each. See the Equipment Availability by Market Class table (ACKS p. 40) to determine the number available. If the number of candidates available is too few to meet demand, more candidates can be “commissioned.” This represents hiring slavers to abduct likely candidates, and takes 40 days (1 day per gp).

Once they are acquired, the enslaved youth require a five-year period of indoctrination and discipline. This costs 180gp in upkeep per candidate. One **marshal** (p. 23) is required per 60 candidates to oversee this process, costing 30gp per month. After their five years of indoctrination, the slave soldiers can be assigned and trained to their specific troop type using the rules for **conscripts** (p. 13).

Gp Cost per Slave											
Slave Troop Type	Man	Dwarf	Elf	Kobold	Goblin	Orc	Hobgoblin	Gnoll	Lizardman	Bugbear	Ogre
Militia	40	-	-	-	-	-	-	-	-	-	-
Light Infantry	215	-	315	40	85	185	385	575	750	1,115	1,275
Heavy Infantry	415	650	800	-	-	285	475	775	1,300	1,620	2,625
Slinger	185	-	-	-	85	-	-	-	-	-	-
Bowman	275	-	650	-	85	175	-	-	-	-	-
Crossbowman	600	866	-	-	-	415	-	-	-	-	-
Longbowman	650	-	1,400	-	-	-	825	-	-	-	-
Light Cavalry	1,150	-	2,150	-	-	-	1,650	-	-	-	-
Horse Archers	1,700	-	3,200	-	-	-	2,675	-	-	-	-
Medium Cavalry	1,800	-	-	-	-	-	2,115	-	-	-	-
Heavy Cavalry	2,600	-	-	-	-	-	-	-	-	-	-
Cataphract Cavalry	3,125	-	5,600	-	-	-	-	-	-	-	-
Camel Archers	1,150	-	-	-	-	-	-	-	-	-	-
Camel Lancers	1,700	-	-	-	-	-	-	-	-	-	-
War Elephants	20,000	-	-	-	-	-	-	-	-	-	-
Mounted Crossbowman	-	1,575	-	-	-	-	-	-	-	-	-
Beast Rider	-	-	-	-	1,200	2,525	-	-	-	-	-

EXAMPLE #1: Memet Mehtep has just pillaged the oasis of Al-Danya, taking 240 prisoners. 60 (25%) of these prisoners have the right age, temperament, and physique to become slave soldiers. These youths are placed under a marshal and indoctrinated for the next five years. This costs Memet Mehtep (60 x 180) 10,800gp in upkeep for the candidates and (30 x 12 x 5) 1,800gp for the marshal. At the end of five years, the slave soldiers can be trained (e.g. as light infantry or heavy cavalry) according to the standard rules.

EXAMPLE #2: Not satisfied with the candidates he has garnered in war, Memet Mehtep travels to Alakyrum, a Class I city. Because slave candidates cost 40gp each, there are 15 for sale at Alakyrum. Memet buys these, and then commissions local slavers to bring him more. “Commissioned” equipment is treated as if it were one price category less expensive on the Equipment Availability table, so Memet Mehtep can commission 100 candidates.

SLAVE MORALE

Slave soldiers enslaved as adults have morale scores of -4 (and are a very bad idea). Slave soldiers enslaved as children have the same morale scores as normal mercenaries of their type. They receive a permanent +1 bonus to their morale score provided they remain in the service of the leader who trained them. This bonus is lost if the slave soldiers are sold or hired out.

Slave soldiers make loyalty rolls as conscripts. Like conscripts, slave soldiers cannot voluntarily leave their leader’s service, but may desert, betray, or attack the leader.

Mother of Dragons Memorial Rule: If freed, slave soldiers immediately make a loyalty roll modified by their liberator’s Charisma. If the result is “Fanatic Loyalty,” the slave soldiers become liberator-worshipping fanatics who need only be paid their basic upkeep (3gp per month), and have Base Morale +4 regardless of how they are equipped.

EXOTIC SLAVES

From time to time, characters might purchase, capture, **charm**, or otherwise enslave exotic creatures. The **Exotic Creatures Roster** (p. 31) provides a purchase price for virtually every monster in ACKS. The availability of such creatures as slaves is strictly at the Judge’s discretion. In general, exotic slaves should be very rare.

The purchase prices listed are for tamed and trained creatures. Exotic slaves, like other slave soldiers, need not be paid a wage. Supply and specialist costs must still be paid, however.

Sentient exotics are only reliable if captured while young and raised in captivity. Exotic creatures of sentient intelligence captured as adults might serve out of honor, fear, or self-preservation, but they must make a loyalty roll any time they have the opportunity to escape or betray their master. Apply the creature’s normal morale bonus as a *penalty* to any loyalty rolls. The cost for such creatures is reduced by 25%.

EXAMPLE: A mantichore, captured as a baby and raised in captivity, costs 55,500gp and will have the normal morale score for its type (+1). A mantichore captured as an adult is only worth 41,625gp. If purchased, its loyalty will be highly questionable. Any time it has an opportunity to escape or betray its master, it will make a loyalty roll at -1.

VASSAL TROOPS

The leader of a realm does not have direct access to the mercenaries, conscripts, militias, or slave soldiers employed by his **vassals**. To access these troops, the leader of a realm must make a **call to arms** to his vassals. When a call to arms is issued, the vassal must muster a force at least equal to ½ the garrison of his realm. If desired, the leader can call for the vassal to send their full garrison, but doing so counts as demanding two duties and may provoke a Henchman Morale roll as described in **Realms and Vassals** in Chapter 6 of ACKS (p. 130). The Henchman Morale roll can be avoided by offering a boon of some sort to the vassal, as usual.

Note that when a leader makes a call to arms to a vassal, the vassal is required to muster forces based on the garrison of the vassal’s *realm*, not the vassal’s domain. The vassal will be expected to muster more than just the forces of his personal domain - it is the vassal’s responsibility in turn to issue calls to his own vassals. These sub-vassals may, in turn, call upon their own vassals for troops, and so on. In this way, the forces of an entire kingdom can be mobilized, one tier at a time.

Any particular domain’s garrison will be made up of some mix of followers, mercenaries, conscripts, and militia. The exact mix will be determined by the Judge or the player character who rules the domain.

Vassal Troops by Realm Size						
Title	Number of Domains	Overall Realm (families)	Average Personal Domain Garrison (wages/ month)	Maximum Realm Troops (wages/ month)	Maximum Realm Standing Army (approx. number)	Time Period
Emperor	4,096-46,656	1.5M – 11.6M+	25,000gp	3,000,000-24,000,000gp	150,000-1,000,000+	Season
King	1,024-7,776	364K – 2,000K	25,000gp	728,000-4,000,000gp	36,000-200,000	Season
Prince	256-1,296	87K – 322K	15,000gp	175,000-645,000gp	8,700-32,000	Month
Duke	64-216	20,000 – 52,000	3,000gp	40,000-104,000gp	2,000-5,200	Month
Earl/Count	16-36	4,600 – 8,500	1,500gp	9,600-17,000gp	460-850	Week
Marquis	4-6	960 – 1,280	640gp	1,920-2,560gp	100-130	Week
Baron	1	120-200	320gp	240-400gp	12-20	Week

VASSAL TROOPS BY REALM SIZE

The value and number of troops available to realm leaders of various sizes is listed above on the Vassal Troops by Realm Size table. This table can be used to quickly determine the armies that can be fielded by realms of various sizes.

In most cases, a leader will not muster the maximum number of vassal troops, for several reasons. First, doing so would require him to either provoke a substantial number of Henchmen Morale rolls or offer a substantial number of gifts to vassals to avoid those rolls (see *ACKS*, **Realms and Vassals**, p. 130, for details on this). Second, huge armies are expensive to supply, being effectively cities on the march (See Chapter 3, **Supply**, p. 56). Mustering a huge army can bankrupt a realm. Third, in the unfortunate event that the realm's army is defeated, the leader will have no forces with which to continue the war or maintain his rule. Most leaders will muster the minimum force necessary for a given conflict, or even better, allow the conflict to be settled by forces available to a vassal at the point of conflict.

EXAMPLE: Darius, leader of the vast Persian Empire, can muster 250,000 troops. When an upstart Macedonian king invades his empire with a paltry force of 45,000, he decides a quarter million troops is overkill. He directs a local satrap (vassal prince) to raise a force of 25,000 to deal with the invader. Unfortunately, the satrap's forces are defeated. Darius decides to personally muster a larger force, and raises another 100,000 troops. When these are also defeated, Darius finally makes a full call to arms, levying his remaining force of 150,000 for the next battle. Somehow, he is still defeated. The resulting cascade of Domain Morale and Henchman Morale rolls soon leaves Darius removed from power (and dead).

The Vassal Troops by Realm Size table assumes garrison expenditures of 2gp per peasant family each month. Borderlands and wilderness domains will have more troops, as will highly militarized societies. A realm engaged in "total war," such as Germany during the 30 Years War, or Rome during the Second Punic War, might have a garrison 50-100% larger than listed.

TIME REQUIRED

When a call to arms is issued, one half the requested troops (rounded up) will arrive within the first time period after the leader begins mustering troops. Another quarter (rounded down, minimum 1) will arrive during the second time period. The remainder of the troops becomes available in the third period.

The lengthy amount of time required to muster troops must be weighed against the costs and risk of doing so. The long period of time required for vast empires and kingdoms to raise all their forces is another reason why many leaders opt to have battles settled by lower-rank vassals close to the action.

EXAMPLE: The time period for mustering troops at the prince tier is months. It therefore would have taken Darius's local satrap three months to muster his army of 25,000: 12,500 showing up in the first month, 6,250 in the second month, and the remaining 6,250 in the third month. The time period for mustering troops at the emperor tier is seasons, so when Darius raised his armies, each took three seasons (9 months) to fully arrive.

Troops called to arms will generally muster at the realm leader's stronghold, unless ordered to muster elsewhere. If the realm is highly dispersed geographically, or its constituent domains have been isolated by enemy troops, troops may not be able to muster in one place. The Judge should use his discretion in determining where troops will rendezvous in these cases.

STANDING ARMIES

Rather than rely on vassals troops, a leader might maintain a standing army instead. A standing army sufficient to protect a realm is very expensive, usually requiring the leader to levy a special tax on his vassals of 1gp or more per peasant family (as per the Tax Demanded on the Favors and Duties table, *ACKS*, Chapter 6, p. 131). Each gp levied counts as demanding a duty, so levies of 2gp or more may provoke Henchman Morale rolls by the vassals, just as calling up troops will.

Standing armies tend to be parceled out across the realm to supplement the garrisons of vassal rulers in threatened areas, so in practice there may be little distinction between a standing army and an army of vassal troops. The biggest difference between the two may be the nature of the troops. Leaders who rely on their vassals to provide troops can expect to get conscripts recruited from the various domains of their realms, while leaders who maintain standing armies usually hire mercenaries.

ARMY ORGANIZATION

A body of men without order, organization, and officers cannot wage war. Once a leader has raised an army, he must organize it into **units** and **divisions**.

UNITS

The first step in organizing the army is to divide all of its troops into company-sized units. Each unit may have up to 120 man-sized creatures, 60 large (cavalry or ogre-sized) creatures, 20 huge creatures, 5 gigantic creatures, or 1 colossal creature. Where possible, units should consist exclusively of creatures of the same race, class, level, Hit Dice, and equipment.

If necessary, units may be made of any mix of creatures. Each unit has a minimum equivalent of 20 men or other normal-sized creatures, and a maximum equivalent of 120 men. Large creatures such as bears, ogres, or human cavalry on horses count as 2 men. Huge creatures such as chimeras, hill giants, or wyverns count as 6 men. Gigantic creatures such as elephants, giant crocodiles, or stegosaurus count as 24 men. Colossal creatures such as ancient dragons, giant rocs, or purple worms count as 120 men. See the **Exotic Creatures Roster** (p. 31) for a more detailed explanation of creature sizes. Living and undead creatures may not be part of the same unit. Infantry and cavalry may not be part of the same unit.

EXAMPLE: Marcus has 60 heavy cavalry, 360 heavy infantry, 360 light infantry, and 360 bowmen. He divides these troops into 1 unit of 60 heavy cavalry, 3 units of 120 heavy infantry, 3 units of 120 light infantry, and 3 units of 120 bowmen, for a total of 10 units.

DIVISIONS

After the army's troops have been divided into units, the next step is to assign those units to divisions. A division represents a group of units positioned in proximity to each other in the army's line of battle and supervised by a **commander** reporting to the army's leader.

In *Domains at War*, an army must have a minimum of three units and may have a maximum number of divisions equal to the maximum number of henchmen the army leader may retain, e.g. four plus his Charisma bonus or penalty. If the army leader has Leadership proficiency, the number of divisions permitted in his army is increased by one. (See also **leadership ability**, below).

EXAMPLE: Marcus has CHA 16 (+2) and Leadership proficiency. His army may have up to $(4+2+1)$ 7 divisions. Since he has only 10 units, he decides to organize his army into 4 divisions. The first division is assigned his 1 unit of heavy cavalry. Each of the other divisions is assigned 1 unit of heavy infantry, 1 unit of light infantry, and 1 unit of bowmen.

ARMY COMMAND

After the leader has organized his army into units and divisions, he must assign officers to it. Officers consist of **commanders** and **lieutenants**. Each division must have a commander. Each unit may have (but isn't required to have) a lieutenant. Only exceptionally well-trained and organized armies, such as the historical Roman legion, will have lieutenant characters for every unit.

The army leader will generally serve as one of the commanders, while other adventurers or high-level henchmen and followers fill the remaining commander positions. If an army has lieutenants, these might be drawn from the henchmen of the various commanders. Alternatively, **mercenary officers** (p. 23) can be hired as commanders and lieutenants.

QUALIFYING AS AN OFFICER

A PC or NPC must be at least 7th level to serve as a commander in a campaign battle, and must be of at least 5th level to serve as a lieutenant.

A monster must have at least four more Hit Dice than is average for the creatures it commands to serve as a commander in a campaign battle, and at least two more Hit Dice than is average to serve as a lieutenant. However, 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

Each officer has three characteristics: **leadership ability**, **strategic ability**, and **morale modifier**. Lieutenants only use one characteristic, morale modifier, but it is worth calculating a

lieutenant's leadership ability and strategic ability because they may later be appointed commanders to replace casualties.

Leadership Ability: This is the maximum number of units the character can readily control at once during a battle. (It also determines the number of divisions a leader may have in his army, as explained earlier). A character's leadership ability is equal to the number of henchmen the character may retain, i.e. 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.

Strategic Ability: This rates the character's military prowess and effectiveness. 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 $[(4/5, \text{rounded down}) - 1]$, or -1. A venerable red dragon (20 HD) has a strategic ability of $[(20/5) + 2]$ +6.

Morale Modifier: A character's morale modifier modifies rolls on the Unit Morale table (p. 73) made by units under his command. (Morale modifier does *not* affect rolls on the Unit Loyalty table). 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** (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.

ROLE OF OFFICERS

An officer’s leadership ability, strategic ability, and morale modifier impact the success of his troops in waging war. An army with mediocre officers, or insufficient numbers of officers given the size of the army, will be substantially disadvantaged in fighting. These mechanics are detailed in Chapters 4 - 6 of this book, and in *Domains at War: Battles* (q.v.).

ORGANIZATION AND COMMAND IN VERY SMALL OR VERY LARGE ARMIES

A typical *Domains at War* army built using the rules above 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, such as most adventuring player characters. However, some *ACKS* campaigns will feature far larger armies, with battles between empires fielding tens of thousands of troops on each side. Other campaigns might feature clashes between war bands of a few hundred troops.

When armies are very small or very large, the company-scale unit and division structure outlined above will not suffice. If the army has 600 or fewer troops, organize its troops into **platoon-scale** units. If the army has 3,001 to 12,000 troops, organize its troops into **battalion-scale** units. If the army has 12,001 or more troops, organize its troops into **brigade-scale** units.

Larger-sized units require more experienced officers. The stricter qualification requirements serve to keep the number of officers to a manageable level. While there are obviously still low- and mid-level characters leading smaller sub-formations in the army, they don’t need to be tracked. Just as company-sized units are subsumed into battalions and brigades, the company-scale officers are subsumed into the units they are part of.

Conversely, smaller-sized units require less experienced offers. Low- and mid-level characters can serve as important commanders and lieutenants in battles of this scale. The Army Size and Unit Scale table shows the unit scale, troops per

unit, commander qualifications, and lieutenant qualifications recommended for each army size.

BEASTMEN OFFICERS

As noted under **Qualifying as an Officer** (p. 20), a beastman chieftain can always serve as a commander for company-sized units of its own race, regardless of its HD; and a beastman sub-chieftain can always serve as a lieutenant for a company-sized unit of its race.

At platoon scale, a beastman sub-chieftain can always serve as a commander or lieutenant for units of its race, regardless of its HD. At battalion and brigade scale, beastman leaders do not receive any particular edge – beastmen tend to fare poorly in large-scale warfare.

RUMP TROOPS

When organizing small- and large-scale armies, there will often be a “rump” of excess troops left over. If the rump is less than half a unit, ignore the rump (assume it represents reserves, trainees, or sick troops). If the rump is at least half a unit, organize it as one or more understrength units. With large-scale units, you can sometimes reduce the “rump” by rounding the sizes to the nearest interval of 500, e.g. 500 infantry per battalion or 2,000 infantry per brigade, again assuming any excess is reserves, sick troops, and so on.

EXAMPLE #1: Balbus, a 14th level cleric, has become Theocrat of Aura. He raises a vast army for a crusade against Kemes. His army consists of 6,000 heavy cavalry; 18,000 heavy infantry; 18,000 light infantry, and 18,000 bowmen, for a total of 60,000 troops. Since the army is greater than 36,000 troops, he organizes it into brigade-sized units. He divides the troops into 6 brigades of 960 heavy cavalry each; 9 brigades of 1,920 heavy infantry each; 9 brigades of 1,920 light infantry each; and 9 brigades of 1,920 bowmen each. The “rump” of excess troops is ignored. He has a total of 33 brigade-sized units in his army. Balbus has CHA 14 (+1) and Leadership proficiency. His army may have up to (4+1+1) 6 divisions. He decides to organize his army as follows:

- » 1st division with six brigades of heavy cavalry
- » 2nd division with four brigades of heavy infantry and two brigades of bowmen
- » 3rd division with four brigades of heavy infantry and two brigades of bowmen
- » 4th division with four brigades of light infantry and two brigades of bowmen
- » 5th division with four brigades of light infantry and two brigades of bowmen
- » 6th division with one brigade of heavy infantry, one brigade of light infantry, and one brigade of bowmen

Because the army is organized into brigade-sized units, any unit lieutenants will need to be at least 9th level, and each division commander will need to be at least 11th level.

Army Size	Unit Scale	Troops/ Unit	Commander Qualification	Lieutenant Qualification
120 – 600	Platoon	x : 30 infantry, 15 cavalry	NPC: 5 th level; Monster: HD +2	NPC: 3 rd level; Monster: HD +1
601 – 3,000	Company	x1: 120 infantry, 60 cavalry	NPC: 7 th level; Monster: HD +4	NPC: 5 th level; Monster: HD +2
3,001 – 12,000	Battalion	x4: 480 infantry, 240 cavalry	NPC: 9 th level; Monster: HD +6	NPC: 7 th level; Monster: HD +4
12,001 or more	Brigade	x16: 1,920 infantry, 960 cavalry	NPC: 11 th level; Monster: HD +8	NPC: 9 th level; Monster: HD +6

EXAMPLE #2: An orc village is going to war. The village consists of 1 orc chief, 6 sub-chieftains, 30 champions (1+1 Hit Dice each), and 180 orcs. The orc chief organizes his army into seven platoons. Six platoons consist of 30 orcs each. The seventh platoon consists of 30 champions. The orc chief has a leadership ability of 4, so he may have up to four divisions in his army. He organizes his divisions as follows:

- » 1st division with one platoon of orc champions, commanded by the orc chief
- » 2nd division with two platoons of orcs, commanded by an orc sub-chief
- » 3rd division with two platoons of orcs, commanded by an orc sub-chief
- » 4th division with two platoons of orcs, commanded by an orc sub-chief

The remaining three orc sub-chiefs are distributed as lieutenants.

MILITARY SPECIALISTS

To function effectively, an army requires more than just troops and officers. It requires **military specialists** with expertise in the varied fields of military science.

TYPES OF MILITARY SPECIALISTS

Below are several possible military specialists and typical monthly pay rates. Player characters with appropriate **proficiencies** may act as specialists where noted. This list is not exhaustive, and the Judge may create more kinds of specialists as needed using the rules in the **Proficiencies** chapter of *ACKS* (p. 56).

Artillerist (25gp/month): Leaders wishing to employ **siege artillery** such as ballistae, catapults, and trebuchets will need to employ artillerists. Each artillerist can oversee a battery of 3-5 pieces of artillery. See Chapter 2, **Artillery and Siege Equipment** (p. 43).

Armorer (75gp/month): Each month, an armorer can make 40gp worth of weapons, armor, or shields. In addition to being hired for producing weapons and armor, armorers must be hired at the frequency of 1 per 60 troops (2 per unit) in order maintain and fix armor and weapons. Armorers may be assisted by up to two journeymen (20gp/month) and four apprentices (10gp/month). An armorer with one journeyman and two apprentices produces 100gp per month and can maintain 150 troops; an armorer with two journeymen and four apprentices produces 160gp per month and can maintain 240 troops. If an armorer is not provided to repair and maintain weapons, the troops will attend to their own gear as best they can. The extra duty will reduce the unit's morale by 1 point until an armorer is provided.

Creature Handler (25gp to 250gp/month): A creature handler is a specialist trained to safely handle hunting or guard creatures. Under normal circumstances, a fully-trained creature of animal intelligence doesn't require a trained specialist to handle it. However, battlefields offer an overwhelming palate of sounds and smells that can test the discipline of even the best-trained creature. In such circumstances, one creature handler is required per 6 hunting creatures or 20 guard creatures. A creature handler is not required for mounts or war mounts; these creatures are kept under control by their riders. Sentient creatures never require creature handlers, nor do trained animals used for ordinary purposes away from battle.

Handler Type	Wage
Domestic animal (Dog, hawk, horse, etc.)	25gp/month
Wild animal (Bear, cat, etc.)	75gp/month
Dire, giant, or prehistoric animal (any)	150gp/month
Fantastic creature or vermin (any)	250gp/month

Some creature handlers are animal trainers themselves, while others rely on Beast Friendship or similar powers. In either case, their wages are comparable to those for animal trainers. The Creature Handler Wages table shows the average cost to hire different types of handlers. If a creature is of gigantic size or larger, its handlers cost a minimum of 150gp/month).

Marshal (light infantry marshal, 30gp/month; bow, crossbow, or sling marshal 60gp/month; heavy infantry marshal, 60gp/month; light cavalry marshal 60gp/month; heavy cavalry marshal, 120gp/month; horse archer marshal, 120gp/month; cataphract marshal, 240gp/month): Marshals train soldiers in military discipline, physical fitness, and weapon drill. Training troops takes time, ranging from one month for light infantry to a full year for cataphract cavalry. The number of marshals required is based on the number of troops being trained. A minimum of 1 marshal is needed per 60 troops trained.

Mercenary Officer (lieutenant, 400gp/month; captain, 1,600gp/month; colonel, 7,250gp/month; general, 32,000gp/month):

Mercenary officers may be hired to serve as the lieutenants of units or commanders of divisions. Mercenary officers are usually (60%) fighters, but may sometimes be anti-paladins (3%), barbarians (10%), bards (10%), explorers (10%), paladins (5%), or ruinguards (2%). In elven settlements, officers may be courtiers (30%), rangers (40%), or spellswords (30%), while in dwarven settlements they may be delvers (10%), furies (10%), or vaultguards (80%).

The base level, cost, and characteristics of mercenary offers are noted on the Mercenary Officer Characteristics table. The officer characteristics will vary based on the officer's innate talent. Roll 3d6 to determine the officer's INT, WIS, and CHA scores. For colonels and generals, re-roll any one ability score and use the

Mercenary Officer Characteristics					
Officer Title	Level	Cost/ Month	Leadership Ability	Strategic Ability	Morale Modifier
Lieutenant	5 th	400gp	4	+1	+3
Captain	7 th	1,600gp	4	+2	+3
Colonel	9 th	7,250gp	5	+2	+3
General	11 th	32,000gp	5	+3	+3

new roll if desired. Apply the relevant bonuses or penalties per the rules in **Officer Characteristics**, p. 20.

Due to inherent disloyalty, all mercenary officers have a base morale of -2. (If the mercenary officers later becomes a henchman, this morale score may be modified by the morale modifier of his employer). Like all mercenaries, officers must make morale rolls each time they suffer a calamity. Mercenary officers also make morale rolls any time they are offered a higher wage by another employer. Mercenary officers who betray their leader will take with them any units assigned to their command! Wise leaders avoid mercenary officers where possible, preferring to entrust command of their units to adventuring comrades or trusted henchmen.

Quartermaster (50gp/month): A quartermaster is an experienced soldier who manages distribution of supplies and provisions to the troops of a unit. Quartermasters must be hired at the frequency of 1 per unit in order to efficiently maintain the unit's line of supply. A unit without a quartermaster will suffer from unfair distribution of supplies, cheating of provisions, and other indignities. The supply cost of such is doubled, and their morale is reduced by 1 until a quartermaster is provided

Siege Engineer (50gp/month): Siege engineers are skilled in the construction and placement of temporary defensive works such as ditches, pits, fields of stakes, and simple wooden and earthen barricades. They also know how to construct and operate **war machines** such as all types of artillery, battery rams, galleries, hoists, screws, and siege towers. See Chapter 2, **Artillery and Siege Equipment** (p. 43) and **Construction Projects** (p. 49) for additional details.

AVAILABILITY OF MILITARY SPECIALISTS IN MARKETS

As with mercenaries, all characters can hire specialists from markets to serve in their armies. The number of specialists available for hire will be determined by the market class within which the adventurers are recruiting. The Military Specialist Availability by Market Class table shows how many of each type of specialist are available in each type of market. Some values will indicate a percentage chance; this is the chance of that type of specialist being present at all. One half of the specialists (rounded up) become available within the first week the adventurers enter the market. Another quarter (rounded down, minimum 1) become available during the second week. The remainder of the specialists becomes available in the third week. The number of specialists available in the market replenishes at the end of each month.

Finding and hiring military specialists in markets cost money. The fees required to find each type of specialist are determined by the market class in which they are recruited. The fee is identical to that for recruiting mercenaries.

AVAILABILITY OF MILITARY SPECIALISTS IN THE REALM
Domain and realm leaders may recruit military specialists from throughout their realm to serve in their armies. Doing so takes longer than recruiting from markets. The Military Specialist Availability by Realm Size table shows how many of each type of specialist is available in each size of realm. Note that the listed

realms are of minimum population for their type; if the realm is larger than the listed population, scale up proportionately.

One half of the specialists (rounded up) become available within the first time period after the leader begins recruiting. Another quarter (rounded down, minimum 1) become available during the second time period. The remainder becomes available in the third period. The number of specialists available in the market replenishes at the end of the fourth time period. As with finding and hiring specialists in markets, there is a gp cost associated with finding and hiring specialists throughout the realm. Each time period that the adventurer is recruiting specialists in his



domain or realm, he must pay the fee per type of specialist. The fee is identical to that for recruiting mercenaries.

TROOP CHARACTERISTICS SUMMARY

The following tables summarize the characteristics for common demi-human, human, and beastman troops. All mercenaries and followers presented in the *Adventurer Conqueror King System* core rules, *Player's Companion*, and *Domains at War: Campaigns* supplement are described.

Notes:

- » When several equipment loadouts exist for a given troop type, the default mercenary loadout is listed as “A”, while variant types are listed as “B”, “C”, etc. Availability of variant types is at the Judge's discretion.
- » Cavalry characteristics are separated by a “/” to separate the AC, HD, hp, # of attacks, and damage of rider and mount.
- » BR, or “Battle Rating”, measures the troop's value on the battlefield. The listed BR is *per creature*. See Chapter 4, **Battle Ratings**, p. 68.

Military Specialist Availability by Market Class

Specialist Type	Class I	Class II	Class III	Class IV	Class V	Class VI
Artillerist	5d10	2d6	1d6	1d2	1 (65%)	1 (20%)
Armorer	3d10	2d4	1d4	1	1 (40%)	1 (15%)
Creature Handler – Domestic	5d10	2d6	1d6	1d2	1 (65%)	1 (20%)
Creature Handler – Wild	3d10	2d4	1d4	1	1 (40%)	1 (15%)
Creature Handler – Giant/Prehistoric	2d10	1d6	1d3	1 (65%)	1 (25%)	1 (10%)
Creature Handler - Fantastic	1d10	1d3	1	1 (33%)	1 (15%)	1 (5%)
Marshal – Light Infantry	5d10	2d6	1d6	1d2	1 (65%)	1 (20%)
Marshal – Bow, Hvy. Inf., or Light Cavalry	3d10	2d4	1d4	1	1 (40%)	1 (15%)
Marshal – Heavy Cavalry or Horse Archer	2d10	1d6	1d2	1 (85%)	1 (25%)	1 (10%)
Marshal – Cataphract	1d10	1d3	1	1 (33%)	1 (15%)	1 (5%)
Mercenary Officer – Lieutenant	1d10	1d3	1	1 (33%)	1 (15%)	1 (5%)
Mercenary Officer – Captain	1d6	1d2	1 (45%)	1 (15%)	1 (5%)	-
Mercenary Officer – Colonel	1d2	1 (25%)	1 (15%)	1 (5%)	-	-
Mercenary Officer – General	1 (15%)	-	-	-	-	-
Quartermaster	3d10	2d4	1d4	1	1 (40%)	1 (15%)
Siege Engineer	3d10	2d4	1d4	1	1 (40%)	1 (15%)

Military Specialist Availability by Realm Size

Specialist Type	Continent	Empire	Kingdom	Principality	Duchy	County	March	Barony
Population (Families)	16,000,000	1,500,000	364,000	87,000	20,000	4,600	960	160
Time Period	Year	Season	Season	Month	Month	Week	Week	Week
Artillerist	45,000	3,700	905	215	50	10	2	-
Armorer	28,000	2,200	540	130	30	7	1	-
Creature Handler – Domestic	45,000	3,700	905	215	50	10	2	-
Creature Handler – Wild	28,000	2,200	540	130	30	7	1	-
Creature Handler – Giant/Prehistoric	19,000	1,450	360	85	20	5	1	-
Creature Handler - Fantastic	9,300	725	180	45	10	3	-	-
Marshal – Light Infantry	45,000	3,700	905	215	50	10	2	-
Marshal – Bow, Hvy. Inf., or Light Cavalry	28,000	2,200	540	130	30	7	1	-
Marshal – Heavy Cavalry or Horse Archer	19,000	1,450	360	85	20	5	1	-
Marshal – Cataphract	9,300	725	180	45	10	3	-	-
Mercenary Officer – Lieutenant	9,300	725	180	45	10	5	1	-
Mercenary Officer – Captain	3,500	275	25	16	3	1	-	-
Mercenary Officer – Colonel	1,000	75	20	4	1	-	-	-
Mercenary Officer – General	125	10	3	1	-	-	-	-
Quartermaster	28,000	2,200	540	130	30	7	1	-
Siege Engineer	28,000	2,200	540	130	30	7	1	-

DEMI-HUMAN TROOPS

Troop Type	AC	Move	HD	Hp	Att.	Dmg	SV	ML	BR	Wage
<i>Dwarven Troops</i>										
Heavy Infantry A <i>spear, hand axe, shield, banded plate</i>	6	60'	1	5	1	BW+1	D1	0	0.025	18gp
Heavy Infantry B <i>great axe, plate</i>	6	60'	1	5	1	BW+1	D1	0	0.029	21gp
Heavy Infantry C <i>war hammer, shield, banded plate</i>	6	90'	1	5	1	BW+1	D1	0	0.021	15gp
Heavy Infantry D <i>battle axe, shield, chain mail</i>	5	90'	1	5	1	BW+1	D1	0	0.017	12gp
Crossbowmen <i>arbalest, dagger, chain mail</i>	4	90'	1	5	1	BW+1	D1	0	0.033	24gp
Mounted Crossbowmen <i>crossbow, hand axe, chain mail, mule</i>	4/2	120'	1/2	5/9	1	BW+1	D1	+1	0.082	45gp
<i>Elven Troops</i>										
Light Infantry <i>spear, short sword, shield, leather</i>	3	120'	1+1	6	1	BW+1	E1	-1	0.014	10gp
Heavy Infantry A <i>spear, sword, shield, chain mail</i>	5	90'	1+1	6	1	BW+1	E1	0	0.033	24gp
Heavy Infantry B <i>spear, sword, shield, lamellar</i>	6	90'	1+1	6	1	BW+1	E1	0	0.038	27gp
Bowmen <i>shortbow, dagger, leather</i>	2	120'	1+1	6	1	BW+1	E1	-1	0.029	21gp
Longbowmen <i>longbow, sword, chain mail</i>	4	90'	1+1	6	1	BW+1	E1	0	0.058	42gp
Light Cavalry <i>lance, sword, shield, leather, light warhorse</i>	3/2	240'	1+1/2	6/9	1	BW+1	E1	+1	0.103	60gp
Horse Archers <i>composite bow, scimitar, shield, leather, light warhorse</i>	3/2	240'	1+1/2	6/9	1	BW+1	E1	+1	0.145	90gp
Cataphract Cavalry <i>composite bow, lance, sword, shield, plate, lamellar barded medium warhorse</i>	7/6	180'	1+2/3	6/14	1 / 2	BW+1	E1	+2	0.229	150gp



HUMAN TROOPS

Troop Type	AC	Move	HD	Hp	Att.	Dmg	SV	ML	BR	Wage
Untrained Conscripts/Militia <i>spear, club</i>	0	120'		3	1	BW	NM	-2	0.003	3gp
Light Infantry A <i>3 javelins, short sword, shield, leather</i>	3	120'	1-1	4	1	BW	NM	-1	0.008	6gp
Light Infantry B <i>spear, scimitar or battle axe, shield, leather</i>	3	120'	1-1	4	1	BW	NM	-1	0.008	6gp
Light Infantry C <i>great axe, leather</i>	2	120'	1-1	4	1	BW	NM	-1	0.008	6gp
Light Infantry D <i>pair of swords, dagger, leather</i>	2	120'	1-1	4	1	BW	NM	-1	0.008	6gp
Light Infantry E / Hunters <i>spear, hand axe, shield, leather</i>	3	120'	1-1	4	1	BW	NM	-1	0.008	6gp
Light Infantry F / Hunters <i>bola, net, 3 javelins, hand axe, leather</i>	2	120'	1-1	4	1	BW	NM	-1	0.006	4gp
Light Infantry G / Hunters <i>spear, club, shield, hide</i>	2	120'	1-1	4	1	BW	NM	-1	0.006	4gp
Light Infantry H / Hunters <i>bola, hand axe, 5 darts, hide</i>	1	120'	1-1	4	1	BW	NM	-1	0.006	4gp
Heavy Infantry A <i>spear, sword, shield, banded</i>	6	60'	1-1	4	1	BW	NM	0	0.017	12gp
Heavy Infantry B <i>pole arm, sword, shield, banded</i>	5 or 6	60'	1-1	4	1	BW	NM	0	0.021	15gp
Heavy Infantry C <i>spear, sword, shield, chain</i>	5	90'	1-1	4	1	BW	NM	0	0.017	12gp
Heavy Infantry D <i>two-handed sword, chain</i>	4	90'	1-1	4	1	BW	NM	0	0.013	9gp
Slings <i>sling, short sword, shield, leather</i>	3	120'	1-1	4	1	BW	NM	-1	0.008	6gp
Bowmen <i>shortbow, short sword or hand axe, leather</i>	2	120'	1-1	4	1	BW	NM	-1	0.013	9gp
Crossbowmen A <i>arbalest, short sword, chain</i>	4	90'	1-1	4	1	BW	NM	0	0.025	18gp
Longbowmen A <i>longbow, sword, chain</i>	4	90'	1-1	4	1	BW	NM	0	0.025	18gp
Longbowmen B <i>composite bow, scimitar, shield, leather</i>	2 or 3	120'	1-1	4	1	BW	NM	0	0.025	18gp
Light Cavalry A <i>3 javelins, sword, shield, leather, light warhorse</i>	3/2	240'	1-1/2	4/9	1	BW	NM	+1	0.061	30gp
Light Cavalry B <i>3 javelins, pair of swords, leather, light warhorse</i>	2/2	240'	1-1/2	4/9	1	BW	NM	+1	0.061	30gp
Light Cavalry C <i>lance, sword, shield, leather, light warhorse</i>	3/2	240'	1-1/2	4/9	1 / 2	BW	NM	+1	0.061	30gp
Horse Archers <i>composite bow, scimitar, shield, leather, light warhorse</i>	3/2	240'	1-1/2	4/9	1 / 2	BW	NM	+1	0.082	45gp
Medium Cavalry <i>lance, sword, shield, lamellar, medium warhorse</i>	6/2	180'	1-1/3	4/14	1 / 2	BW	NM	+1	0.082	45gp
Heavy Cavalry <i>lance, sword, shield, plate, chain-barded medium warhorse</i>	7/5	180'	1-1/3	4/14	1 / 2	BW	NM	+2	0.103	60gp
Cataphracts <i>composite bow, lance, sword, shield, plate, lamellar-barded medium warhorse</i>	7/6	180'	1-1/3	4/14	1 / 2	BW	NM	+2	0.124	75gp
Camel Archers <i>composite bow, scimitar, shield, leather, camel</i>	3/2	150'	1-1/2	4/9	1 / 1	BW	NM	+1	0.042	30gp
Camel Lancers <i>composite bow, lance, scimitar, shield, chain, leather-barded camel</i>	5/3	150'	1-1/2	4/9	1 / 1	BW	NM	+2	0.069	45gp
War Elephant <i>6 riders with composite bow, lances, and leather armor in gigantic war howdah on lamellar-barded elephant</i>	6/7	120'	1-1x4/9	4/40	4 / 2	BW/2d4	NM	+2	0.777	360gp

Notes: 25% of human units will be veterans (1st level fighters). Veterans have 1 HD, 5 hp, +1 to morale, and +1 to damage rolls.

BEASTMAN TROOP

Troop Type	AC	Move	HD	Hp	Att.	Dmg	SV	ML	BR	Wage
<i>Kobold Troops</i>										
Light Infantry 3 javelins, spiked club, hand axe, leather	2	60		3	1	BW-1	NM	-2	0.003	2gp
<i>Goblin Troops</i>										
Light Infantry spear, short sword, shield, leather	3	60'	1-1	4	1	BW	NM	-1	0.004	3gp
Slings sling, short sword, shield, leather	3	60'	1-1	4	1	BW	NM	-1	0.004	3gp
Bowmen short bow, short sword, leather	2	60'	1-1	4	1	BW	NM	-1	0.004	3gp
Wolf Riders spear, short sword, shield, leather, dire wolf	3/3	150'	1-1/4+1	4/21	1 / 1	BW/ 2d4	F1	+2	0.107	15gp
<i>Orc Troops</i>										
Light Infantry spear, scimitar, shield, leather	3	120'	1	5	1	BW	F1	0	0.008	6gp
Heavy Infantry pole arm, scale	3	120'	1	5	1	BW	F1	0	0.013	9gp
Bowmen short bow, scimitar, leather	2	120'	1	5	1	BW	F1	0	0.008	6gp
Crossbowmen crossbow, scimitar, scale	3	120'	1	5	1	BW	F1	0	0.017	12gp
Boar Riders spear, scimitar, shield, scale, giant boar	4/3	120'	1/5	5/26	1 / 1	BW/ 3d4	F1	+2	0.131	33gp
<i>Hobgoblin Troops</i>										
Light Infantry spear, sword, shield, leather	3	90'	1+1	6	1	BW	F1	0	0.017	12gp
Heavy Infantry pole arm, scale	3	90'	1+1	6	1	BW	F1	0	0.021	15gp
Longbowmen composite bow, sword, scale	3	90'	1+1	6	1	BW	F1	0	0.035	25gp
Light Cavalry 3 javelins, sword, leather, shield, light warhorse	3/2	240'	1+1/2	6/9	1	BW	F1	+1	0.082	45gp
Medium Cavalry lance, sword, shield, lamellar, medium warhorse	5/2	180'	1+1/3	6/14	1	BW	F1	+1	0.095	55gp
Horse Archers comp. bow, sword, shield, leather, light warhorse	3/2	240'	1+1/2	6/9	1	BW	F1	+1	0.124	75gp
<i>Gnoll Troops</i>										
Light Infantry spear, shield, leather	4	90'	2	10	1	BW+1	F2	0	0.025	18gp
Heavy Infantry pole arm, scale	4	90'	2	10	1	BW+1	F2	0	0.033	24gp
Longbowmen long bow, battle axe, scale	4	90'	2	10	1	BW+1	F2	0	0.055	40gp
<i>Lizardman Troops</i>										
Light Infantry 5 darts, spiked club, shield	4	60'	2+1	11	1/3	BW+1/d3, d8	F2	+2	0.036	27gp
Heavy Infantry 3 javelins, spiked club, shield, leather	6	60'	2+1	11	1/3	BW+1/d3, d8	F2	+2	0.061	45gp
<i>Bugbear Troops</i>										
Light Infantry spear, shield	4	90'	3+1	16	1	BW+1	F3	+2	0.050	36gp
Heavy Infantry morning star, hand axe, hide	4	90'	3+1	16	1	BW+1	F3	+2	0.069	50gp
<i>Ogre Troops</i>										
Light Infantry large club, hide	4	90'	4+1	21	1	BW +3	F4	+2	0.077	40gp
Heavy Infantry great axe, scale	6	90'	4+1	21	1	BW +3	F4	+2	0.131	80gp

UNIT CHARACTERISTICS SUMMARY

The following tables summarize the characteristics for common demi-human, human, and beastman troops.

Daily Move/Weekly Move: See Chapter 3, **Moving Armies**, p. 55.

Monthly Wage: Monthly wage is equal to the troops' monthly wage x 120 (for infantry) or x 60 (for cavalry or large creatures).

Supply Cost: Supply cost is generally 60gp per week for infantry units and 240gp per week for cavalry units. Units without

quartermasters, and carnivorous units, pay more. See Chapter 3, **Supply Cost**, p. 56.

Specialist Cost: For all units except untrained conscripts and militia, we assume there is 1 quartermaster (50gp) per unit and 1 armorer, 2 journeymen, and 4 apprentices (costing 160gp) per 240 troops.

Total Cost: Total cost per month is equal to monthly wage cost plus monthly specialist cost plus 4 x weekly supply cost.

Battle Rating: The measure of the creature's value on the battlefield. See Chapter 4, **Battle Ratings**, p. 68.

DEMI-HUMAN UNITS

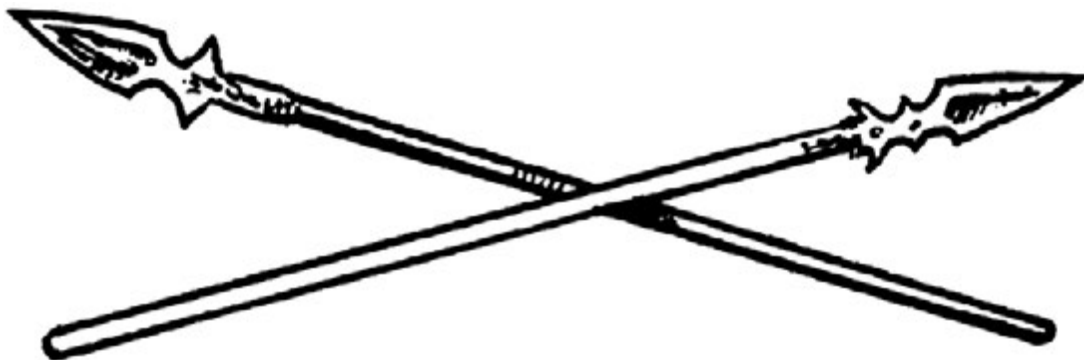
Unit Type	Daily Move (Miles)	Weekly Move (Miles)	Monthly Wage (GP/ Month)	Supply Cost (GP/ Week)	Specialist Cost (GP/ Month)	Total Cost (GP/ Month)	Battle Rating
<i>Dwarven Troops</i>							
120 Heavy Infantry A	12	48	2,160	60	130	2,530	3
120 Heavy Infantry B	12	48	2,520	60	130	2,890	3.5
120 Heavy Infantry C	18	72	1,800	60	130	2,170	2.5
120 Heavy Infantry D	18	72	1,440	60	130	1,810	2
120 Crossbowmen	18	72	2,880	60	130	3,250	4
60 Mounted Crossbowmen	24	96	2,700	240	90	3,750	5
<i>Elven Troops</i>							
120 Light Infantry	24	96	1,200	60	130	1,570	1.5
120 Heavy Infantry A	18	72	2,880	60	130	3,250	4
120 Heavy Infantry B	18	72	3,240	60	130	3,610	4.5
120 Bowmen	24	96	2,520	60	130	2,890	3.5
120 Longbowmen	18	72	5,040	60	130	5,410	7
60 Light Cavalry	48	192	3,600	240	90	4,650	6
60 Horse Archers	48	192	5,400	240	90	6,450	8.5
60 Cataphract Cavalry	36	144	9,000	240	90	10,050	13.5



HUMAN TROOPS

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
120 Untrained Conscripts/Militia	24	96	360	120	0	840	0.5
120 Light Infantry A/B/C/D/E	24	96	720	60	130	1,090	1
120 Veteran Light Infantry A/B/C/D/E	24	96	2,160	60	130	2,530	3
120 Light Infantry F/G/H	24	96	480	120	130	850	0.5
120 Veteran Light Infantry F/G/H	24	96	1,920	60	130	2,290	2.5
120 Heavy Infantry A/C	12	48	1,440	60	130	1,810	2
120 Veteran Heavy Infantry A/C	12	48	2,880	60	130	3,250	4
120 Heavy Infantry B	12	48	1,800	60	130	2,170	2.5
120 Veteran Heavy Infantry B	12	48	3,240	60	130	3,610	4.5
120 Heavy Infantry D	18	72	1,080	60	130	1,450	1.5
120 Veteran Heavy Infantry D	18	72	2,520	60	130	2,890	3.5
120 Slingers	24	96	720	60	130	1,090	1
120 Veteran Slingers	24	96	2,160	60	130	2,530	3
120 Bowmen	24	96	1,080	60	130	1,450	1.5
120 Veteran Bowmen	24	96	2,520	60	130	2,890	3.5
120 Crossbowmen	18	72	2,160	60	130	2,530	3
120 Veteran Crossbowmen	18	72	3,600	60	130	3,970	5
120 Longbowmen A	18	72	2,160	60	130	2,530	3
120 Veteran Longbowmen A	18	72	3,600	60	130	3,970	5
60 Light Cavalry A/B	48	192	1,800	240	90	2,850	3.5
120 Longbowmen B	24	96	2,160	60	130	2,530	3
120 Veteran Longbowmen B	24	96	3,600	60	130	3,970	5
60 Veteran Light Cavalry	48	192	2,520	240	90	3,570	4.5
60 Horse Archers	48	192	2,700	240	90	3,750	5
60 Veteran Horse Archers	48	192	3,420	240	90	4,470	6
60 Medium Cavalry	36	144	2,700	240	90	3,750	5
60 Veteran Medium Cavalry	36	144	3,420	240	90	4,470	6
60 Heavy Cavalry	36	144	3,600	240	90	4,650	6
60 Veteran Heavy Cavalry	36	144	4,320	240	90	5,370	7
60 Cataphract Cavalry	36	144	4,500	240	90	5,550	7.5
60 Veteran Cataphract Cavalry	36	144	5,720	240	90	6,270	8.5
60 Camel Archers	30	120	1,800	240	90	2,850	2.5
60 Veteran Camel Archers	30	120	2,520	240	90	3,570	3.5
60 Camel Lancers	30	120	2,700	240	90	3,750	4
60 Veteran Camel Lancers	30	120	3,420	240	90	4,470	5
5 War Elephants (w/ 30 Riders)	24	96	1,800	240	70	2,830	4
5 Vet. War Elephants (w/ 30 Riders)	24	96	2,160*	240	70	3,190	5

*Since each war elephant is accompanied by 6 troops, monthly wages of a unit of 5 veteran war elephant units are increased by (5 x 6 x 12) 360gp.



BEASTMAN TROOPS

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
<i>Kobold Troops</i>							
120 Light Infantry	12	48	240	60	130	610	0.25
<i>Goblin Troops</i>							
120 Light Infantry	12	48	360	60	130	730	0.5
120 Slingers	12	48	360	60	130	730	0.5
120 Bowmen	12	48	360	60	130	730	0.5
60 Wolf Riders	30	120	900	960	90	4,830	6.5
<i>Orc Troops</i>							
120 Light Infantry	24	96	720	60	130	1,090	1
120 Heavy Infantry	24	96	1,080	60	130	1,450	1.5
120 Bowmen	24	96	720	60	130	1,090	1
120 Crossbowmen	24	96	1,440	60	130	1,810	2
60 Boar Riders	24	96	1,980	960	90	5,910	8
<i>Hobgoblin Troops</i>							
120 Light Infantry	18	72	1,440	60	130	1,810	2
120 Heavy Infantry	18	72	1,800	60	130	2,170	2.5
120 Longbowman	18	72	2,880	60	130	3,250	4
60 Light Cavalry	48	192	2,700	240	90	3,750	5
60 Horse Archers	48	192	4,500	240	90	5,550	7.5
60 Medium Cavalry	36	144	3,120	240	90	4,350	5.5
<i>Gnoll Troops</i>							
120 Light Infantry	18	72	2,160	60	130	2,530	3
120 Heavy Infantry	18	72	2,880	60	130	3,250	4
120 Longbowmen	18	72	4,680	60	130	5,050	6.5
<i>Lizardmen Troops</i>							
120 Light Infantry	12	48	3,240	60	130	3,610	4.5
120 Heavy Infantry	12	48	5,400	60	130	5,770	7.5
<i>Bugbear Troops</i>							
120 Light Infantry	18	72	4,320	60	130	4,690	6
120 Heavy Infantry	18	72	6,000	60	130	6,370	8
<i>Ogre Troops</i>							
60 Light Infantry	18	72	2,400	240	90	3,450	4
60 Heavy Infantry	18	72	4,800	240	90	5,850	8

EXOTIC CREATURES ROSTER

The following tables present *D@W*-specific characteristics for a variety of animals, constructs, fantastic creatures, oozes, undead, vermin, and other monsters. For the creature's standard characteristics, please refer the monster listings in the *ACKS* core rulebook. Special rules that are relevant to these characteristics are explained below.

SIZE CATEGORY

Creatures are sorted into one of five **size categories** – man-size, large, huge, gigantic, or colossal. Man-sized creatures are about the size of human beings. Up to 120 man-sized creatures can be organized into a company-sized unit. Large creatures count as 2 men, so up to 60 large creatures can be organized into a

company-sized unit. Huge creatures count as 6 men, so no more than 20 huge creatures can be organized into a company-sized unit. Gigantic creatures count as 24 men, so only 5 gigantic creatures can be organized into a company-sized unit. Colossal creatures count as 120 men. A colossal creature is a unit by itself!

ROLE

A creature might play one of several different **roles** within an army. Which roles are available are determined by the creature's natural intelligence and training.

Controlled: Mindless creatures that cannot be trained or led, but instead must be magically controlled. Unlike normal troops, controlled troops can *only* be formed into a unit if a

	Man-Sized	Large	Huge	Gigantic	Colossal
<i>Relative Size</i>	<i>Counts as 1 man</i>	<i>Counts as 2 men</i>	<i>Counts as 6 men</i>	<i>Counts as 24 men</i>	<i>Counts as 120 men</i>
Max No. per Unit	120 per unit	60 per unit	20 per unit	5 per unit	1 per unit
Length/Height	Less than 8' long/tall	8' to 12' long/tall	12' to 20' long/tall	20' to 32' long/tall	32' or more long/tall
Weight	Up to 400lbs	401 to 2,000lbs	2,001 to 8,000lbs	8,001 to 32,000lbs	More than 32,000lbs

lieutenant capable of controlling them is available. Automatons, gargoyles, golems, and statues can be controlled by their creator or through special magic. Mindless undead can be controlled by the spellcaster that **animated** them, through **control undead** magic, or by chaotic clerics turning them with a “D” result. Oozes can be controlled by **charm monster** or similar magic.

EXAMPLE: Moruvai’s army includes 120 skeletons. He forms the skeletons into a company-sized unit, and appoints his henchmen Atrekh, a 6th level chaotic cleric, as the unit’s lieutenant. As a 6th level chaotic cleric, Atrekh can automatically control skeletons. If Atrekh (or someone of similar abilities) were not available, Moruvai would not be able to form the skeletons into a unit at all.

Guards: Creatures of animal intelligence trained to attack designated targets and defend designated characters or locations. Guards will accompany their handlers when requested, but loyally stay in place when their handlers are not present. If guard creatures are formed into units, one creature handler specialist is required for every 20 guard creatures. The creature handlers themselves do not fight and do not count as officers.

EXAMPLE: Orog, a neanderthal war chief, owns 120 white apes trained as guards. He forms these creatures into a company-sized unit. Six creature handlers will be required to manage the white apes. Without these handlers, the white apes cannot function as a unit, regardless of the skill of their commander or lieutenant. Fortunately, white ape handlers are common among Orog’s neanderthal tribe.

Guard training increases a creature’s morale score (ML) by 2, to a maximum of +2, but it is highly demanding (equivalent to learning seven “tricks” from an animal trainer). Many creatures lack the intelligence or temperament to be guards – these are usually trained as hunters instead.

EXAMPLE: White apes have a base morale score of -1. Because of their training, Orog’s white apes have morale scores of +1.

Hunters: Creatures of animal intelligence trained to accompany their handlers on hunts, where they will track and kill designated targets. Unlike guard creatures, hunters require constant monitoring and discipline to ensure they stay under control. Therefore one creature handler specialist is required for every six hunters formed into a unit. Hunter training requires learning only two “tricks”, so most animals of a carnivorous nature can be trained as hunters even if they are not suitable as guards.

EXAMPLE: Zeodarë owns 60 lions trained as hunters. She organizes them into a company-sized unit (lions are large creatures, so 60 lions is a full unit). 10 creature handlers are required to manage the unit of lions.

Livestock: Creatures of animal intelligence raised to be used for food. They receive just enough training to be safely handled but are not useful in war except as a source of supply. They cannot be formed into units on the battlefield except under exceptional circumstances or with magic (Judge’s discretion).

Mounts: Creatures of animal or sentient intelligence trained to serve as steeds. They are used in conjunction with troops to

form irregular cavalry units. Mount training counts as 5 “tricks,” so when dealing with less-intelligent beasts, suitable specimens might be rare and expensive. Note that even sentient creatures which are to carry riders must be trained as mounts, because the subtleties of communication between rider and mount, and of movement while laden with a rider, do not come naturally. Creatures noted as Mount (S) are sentient and can also fight as troops. Otherwise, mounts without troops to ride them cannot be organized into units.

Troops: Creatures of sentient intelligence capable of fighting on the battlefield. They are organized into units following the standard rules.

War Mounts: Creatures of animal intelligence trained to serve as fighting steeds. They are used in conjunction with troops to form various cavalry units. Training as a war mount is even more demanding than guard or mount training, counting as 8 “tricks.” Very few animals have the intelligence and temperament to serve as war mounts, which accounts for their high cost. As with guard training, war mount training increases a creature’s morale score by 2, to a maximum of +2. War mounts without troops to ride them can be organized into units as if they were guard creatures.

War Mount/Troops: Sentient creatures trained to fight both as troops and war mounts. Unlike creatures of animal intelligence, their morale score is not increased by war mount training. The cost of training a sentient creature is usually low relative to its underlying price, so we have assumed that all sentient creatures capable of bearing a rider are trained in this manner.

Workbeast: Creatures of animal intelligence trained to pull heavy loads or carry burdens. Workbeasts cannot be formed into units on the battlefield except under exceptional circumstances or with magic (Judge’s discretion). For this reason, all workbeasts’ **battle ratings** (see p. 68) are noted in parentheses.

NORMAL LOAD

Some creatures are valued primarily for their ability to carry equipment, supplies, or treasure. The figure listed is the **normal load** the creature can carry in stone. Most creatures can carry a maximum of twice their normal load. When carrying more than their normal load, their movement rate is reduced to half.

EXAMPLE: A giant tiger beetle can carry its normal load of 250 stone at its full movement rate of 150’ per turn. It can carry up to 500 stone at 75’ per turn.

Humanoids can endure heavier loads, relative to their own size. Humanoids may carry their normal load at full movement. They may carry up to half again of their normal load at three-quarters movement. They may carry up to twice their normal load at half movement. They may carry up to four times their normal load at one-quarter movement.

EXAMPLE: A cyclops can carry 90 stone at its full movement rate of 90’ per turn. It can carry up to 135 stone at 67’ per turn. It can carry up to 180 stone at 45’ per turn. It can carry up to 360 stone at 22’ per turn.

OTHER CHARACTERISTICS

Price (GP): The typical market price in gold pieces to purchase the creature as property. Animals, constructs, oozes, vermin, and other creatures of animal intelligence can be bought and sold as property in most realms. Creatures of sentient intelligence can be bought and sold as property (slaves) only in chaotic realms where slavery is permitted. Otherwise they must be hired as mercenaries. Note that price varies by training. Guards and war mounts, being rare specimens, often command a premium.

Monthly Wage (GP/Month): The typical monthly wage that the creature charges when hired as a mercenary.

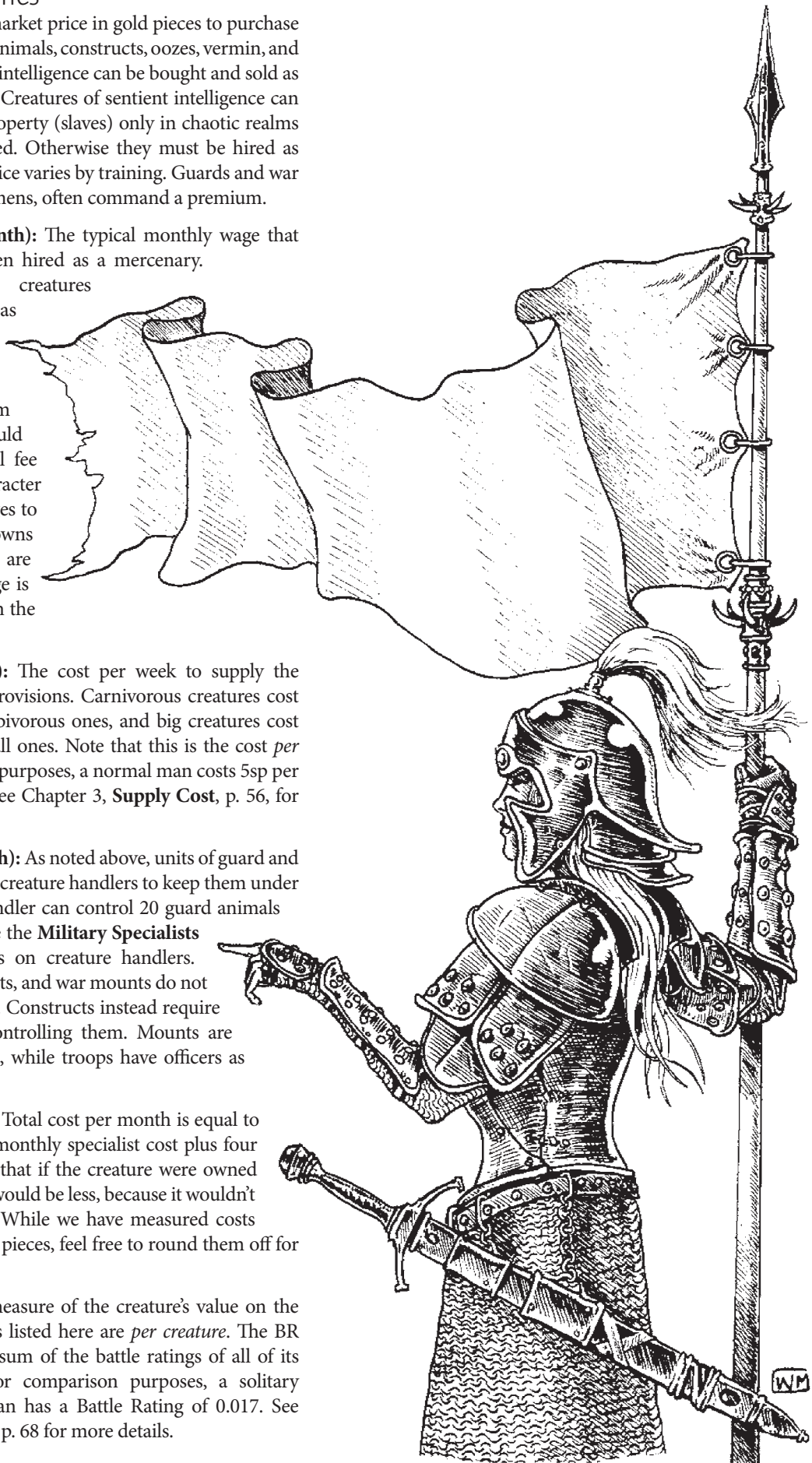
Only free, sentient creatures hire themselves out as mercenaries. Owned, or enslaved sentient, creatures can sometimes be hired (rented) from their owner; the wage would then represent the rental fee paid to the owner. A character does not need to pay wages to creatures he personally owns or has enslaved. If wages are 0, then the creature's wage is so low that it's included in the cost of its supplies.

Supply Cost (GP/Week): The cost per week to supply the creature with adequate provisions. Carnivorous creatures cost more to supply than herbivorous ones, and big creatures cost more to supply than small ones. Note that this is the cost *per creature*. For comparison purposes, a normal man costs 5sp per week (0.5gp) to supply. See Chapter 3, **Supply Cost**, p. 56, for more details.

Handler Cost (GP/Month): As noted above, units of guard and hunting creatures require creature handlers to keep them under control. One creature handler can control 20 guard animals or 6 hunting animals. See the **Military Specialists** section (p.23) for details on creature handlers. Constructs, troops, mounts, and war mounts do not require creature handlers. Constructs instead require lieutenants capable of controlling them. Mounts are "handled" by their riders, while troops have officers as normal.

Total Cost (GP/Month): Total cost per month is equal to monthly wage cost plus monthly specialist cost plus four weeks' supply cost. Note that if the creature were owned or enslaved, its total cost would be less, because it wouldn't need to be paid a wage. While we have measured costs down to fractions of gold pieces, feel free to round them off for ease of play!

Battle Rating (BR): A measure of the creature's value on the battlefield. The BR values listed here are *per creature*. The BR of a unit is equal to the sum of the battle ratings of all of its constituent creatures. For comparison purposes, a solitary human heavy infantryman has a Battle Rating of 0.017. See Chapter 4, **Battle Rating**, p. 68 for more details.



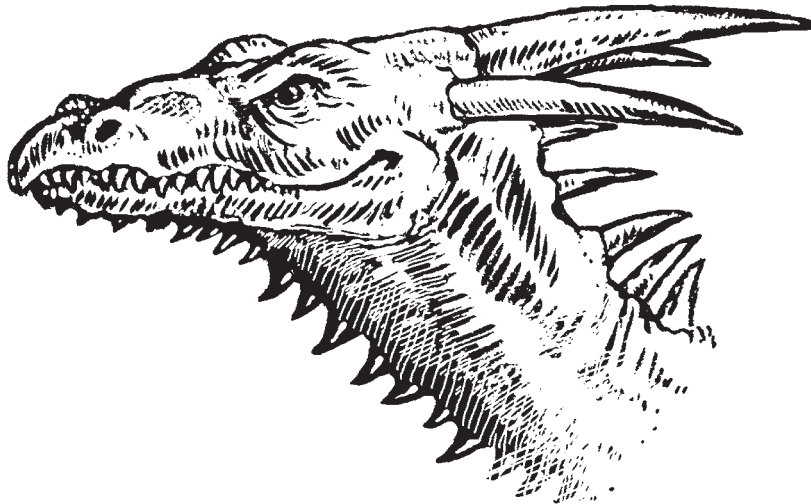
EXOTIC CREATURES

Animals <i>(cont. on next page)</i>	Size	Role	Normal Load	Price	Monthly Wages	Weekly Supplies	Handler Cost	Total Cost	BR
Ape, White	Man-sized	Guard	22	465	15	0.5	20.6	37.6	0.034
Baboon, Rock	Man-sized	Guard	14	250	9	0.5	20.6	31.6	0.014
Bat, Giant	Large	War Mount	9	2,250	6	16	0	70	0.094
Bear, Black	Large	Hunter	18	435	0	4	68.8	84.8	0.010
Bear, Cave	Large	Hunter	36	1,165	15	4	68.8	99.8	0.032
Bear, Cave, Riding	Large	War Mount	36	11,750	230	4	0	246	0.036
Bear, Grizzly	Large	Hunter	25	766	15	4	68.8	99.8	0.019
Bear, Grizzly, Riding	Large	War Mount	25	3000	115	4	0	131	0.021
Bear, Polar	Large	Hunter	45	1,650	36	4	68.8	120.8	0.073
Bear, Polar, Riding	Large	War Mount	45	5,750	160	4	0	176	0.077
Boar, Giant	Large	War Mount	30	1,400	0	16	0	64	0.026
Boar, Ordinary	Man-sized	Livestock	12	3	0	0.5	0	2	0.010
Camel	Large	Mount	30	100	0	4	0	16	0.002
Cat, Lion	Large	Hunter	25	750	0	16	68.8	132.8	0.035
Cat, Mountain Lion	Man-sized	Hunter	12	425	6	2	68.8	82.8	0.017
Cat, Panther	Man-sized	Hunter	18	1,150	30	2	68.8	106.8	0.052
Cat, Saber-Tooth	Large	Hunter	48	2,475	1	16	68.8	144.8	0.107
Cat, Saber-Tooth, Riding	Large	War Mount	48	8,500	195	16	0	259	0.107
Cat, Tiger	Large	Hunter	30	1,250	0	16	68.8	132.8	0.050
Crocodile, Giant	Gigantic	Hunter	400	21,000	0	192	137.5	905.5	0.095
Crocodile, Large	Huge	Hunter	65	4,275	0	48	68.8	260.8	0.020
Crocodile, Ordinary	Large	Hunter	8	600	0	16	68.8	132.8	0.003
Dog, Hunting	Man-sized	Hunter	2	10	0	0.5	2.8	4.8	0.002
Dog, War	Man-sized	Guard	6	75	3	0.5	6.9	11.9	0.008
Donkey	Large	Workbeast	10	8	0	4	0	16	0.001
Elephant	Gigantic	Workbeast	180	1,500	0	48	0	192	(0.038)
Elephant, War	Gigantic	War Mount	180	3,500	0	48	0	192	0.087
Fish, Giant Catfish	Large	Hunter	55	4,100	110	4	137.5	263.5	0.062
Fish, Giant Piranha	Man-sized	Hunter	15	1,875	50	2	137.5	195.5	0.015
Fish, Giant Rockfish	Huge	Hunter	135	5,150	110	12	137.5	295.5	0.011
Fish, Giant Sturgeon	Gigantic	Hunter	400	13,500	0	192	137.5	905.5	0.110
Hawk, Giant	Large	War Mount	30	15,175	400	16	0	464	0.639
Hawk, Ordinary	Man-sized	Hunter	2	20	0	0.5	22.9	24.9	0.005
Herd Animal, 1HD	Man-sized	Livestock	2	2	0	0.5	0	2	0.001
Herd Animal, 2HD	Large	Livestock	7	3	0	4	0	16	0.003
Herd Animal, 3HD	Large	Livestock	16	10	0	4	0	16	0.005
Herd Animal, 4HD	Large	Livestock	28	25	0	4	0	16	0.010
Horse, Heavy	Large	Workbeast	40	40	0	4	0	16	(0.005)
Horse, Heavy War	Large	War Mount	40	700	6	4	0	22	0.009
Horse, Light	Large	Mount	20	75	0	4	0	16	0.002
Horse, Light War	Large	War Mount	20	150	0	4	0	16	0.005
Horse, Medium	Large	Mount	30	40	0	4	0	16	0.005
Horse, Medium Draft	Large	Workbeast	30	30	0	4	0	16	(0.005)
Horse, Medium War	Large	War Mount	30	250	0	4	0	16	0.009
Lizard, Giant Draco	Man-sized	Hunter	3	1,000	30	0.5	137.5	169.5	0.041
Lizard, Giant Gecko	Man-sized	Hunter	2	875	27	0.5	137.5	166.5	0.013
Lizard, Giant Horned	Man-sized	Hunter	4	1,625	50	0.5	137.5	189.5	0.054
Lizard, Giant Tuatara	Large	Hunter	5	1,950	45	4	137.5	198.5	0.028
Mastodon	Gigantic	War Mount	360	20,500	430	48	0	622	0.151
Mule	Large	Workbeast	20	20	0	4	0	16	(0.001)
Octopus, Giant	Huge	Guard	4	6,000	135	12	41.3	224.3	0.010

Animals <i>(cont. from previous page)</i>	Size	Role	Normal Load	Price	Monthly Wages	Weekly Supplies	Handler Cost	Total Cost	BR
Pteranodon	Large	Hunter	6	4,350	70	16	137.5	271.5	0.195
Pterodactyl	Man-sized	Hunter	2	350	6	2	137.5	151.5	0.005
Rhinoceros	Huge	Hunter	100	3,000	45	12	68.8	161.8	0.019
Shark, Bull	Man-sized	Hunter	6	850	21	2	137.5	166.5	0.013
Shark, Great White	Huge	Hunter	80	7,500	36	48	137.5	365.5	0.082
Shark, Mako	Large	Hunter	21	2,500	15	16	137.5	216.5	0.034
Snake, Giant Python	Large	Hunter	10	325	0	16	68.8	132.8	0.016
Snake, Giant Rattler	Large	Hunter	2	180	0	16	68.8	132.8	0.015
Snake, Pit Viper	Man-sized	Hunter	1	170	0	2	68.8	76.8	0.006
Snake, Sea Snake	Man-sized	Hunter	1	170	0	2	68.8	76.8	0.006
Snake, Spitting Cobra	Man-sized	Hunter	1	165	0	2	68.8	76.8	0.005
Squid, Giant	Huge	Guard	80	4,750	100	12	41.3	189.3	0.018
Stegosaurus	Gigantic	Hunter	220	3,250	0	48	137.5	329.5	0.023
Stegosaurus, Riding	Gigantic	Mount	220	5,000	0	48	0	192	0.023
Titanother	Gigantic	Hunter	250	3,500	0	48	137.5	329.5	0.033
Toad, Giant	Man-sized	Hunter	8	650	21	0.5	137.5	160.5	0.002
Triceratops	Gigantic	Hunter	260	3,500	0	48	137.5	329.5	0.044
Triceratops, Riding	Gigantic	Mount	260	5,500	0	48	0	192	0.044
Tyrannosaurus Rex	Gigantic	Hunter	300	35,000	295	192	137.5	1200.5	0.235
Tyrannosaurus Rex, Riding	Gigantic	Mount	300	48,500	705	192	0	1473	0.235
Varmint, Giant Ferret	Man-sized	Hunter	3	165	0	2	68.8	76.8	0.006
Varmint, Giant Rat	Man-sized	Hunter	1	90	3	0.5	68.8	73.8	0.000
Varmint, Giant Shrew	Man-sized	Hunter	4	150	6	0.5	68.8	76.8	0.009
Varmint, Giant Weasel	Large	Hunter	40	1,000	15	4	68.8	99.8	0.013
Whale, Killer	Huge	Hunter	150	3,750	0	48	137.5	329.5	0.044
Whale, Narwhal	Huge	Hunter	70	3,250	50	12	137.5	235.5	0.054
Whale, Sperm	Colossal	Hunter	2,400	60,000	0	960	137.5	3977.5	0.155
Wolf	Man-sized	Guard	6	150	0	2	20.6	28.6	0.006
Wolf, Dire	Large	Guard	20	415	0	16	20.6	84.6	0.019
Wolf, Dire, Riding	Large	War Mount	20	700	0	16	0	64	0.019

Beastmen & Humanoids	Size	Role	Normal Load	Price	Monthly Wages	Weekly Supplies	Handler Cost	Total Cost	BR
Bugbear	Man-sized	Troop	13		Based on type; see Mercenary and Slave Soldier tables				
Centaur	Large	Troop	42	4,500	120	4.0	0	136	0.189
Dwarf	Man-sized	Troop	5		Based on type; see Mercenary and Slave Soldier tables				
Elf	Man-sized	Troop	5		Based on type; see Mercenary and Slave Soldier tables				
Faerie, Pixie	Man-sized	Troop	1	2,050	60	0.5	0	62	0.086
Faerie, Sprite	Man-sized	Troop	½	250	9	0.5	0	11	0.011
Gnoll	Man-sized	Troop	10		Based on type; see Mercenary and Slave Soldier tables				
Gnome	Man-sized	Troop	2	350	12	0.5	0	14	0.015
Goblin	Man-sized	Troop	3		Based on type; see Mercenary and Slave Soldier tables				
Halfling	Man-sized	Troop	1	145	4	0.5	0	6	0.006
Human	Man-sized	Troop	5		Based on type; see Mercenary and Slave Soldier tables				
Hobgoblin	Man-sized	Troop	7		Based on type; see Mercenary and Slave Soldier tables				
Kobold	Man-sized	Troop	3		Based on type; see Mercenary and Slave Soldier tables				
Lizardman	Man-sized	Troop	8		Based on type; see Mercenary and Slave Soldier tables				
Merman	Man-sized	Troop	12	130	3	0.5	0	5	0.005
Minotaur	Large	Troop	25	1,850	40	4.0	0	56	0.077
Morlock	Man-sized	Troop	5	70	0	2.0	0	8	0.003
Neanderthal	Man-sized	Troop	7	130	3	0.5	0	5	0.005
Nymph, Dryad	Man-sized	Troop	3	1,000	30	0.5	0	32	0.042
Nymph, Naiad	Man-sized	Troop	3	550	18	0.5	0	20	0.023
Ogre	Large	Troop	40		Based on type; see Mercenary and Slave Soldier tables				
Orc	Man-sized	Troop	7		Based on type; see Mercenary and Slave Soldier tables				
Troglodyte	Man-sized	Troop	5	700	21	0.5	0	23	0.029

Fantastic Creatures <i>(cont. on next page)</i>	Size	Role	Normal Load	Price	Monthly Wages	Weekly Supplies	Handler Cost	Total Cost	BR
Basilisk	Man-sized	Hunter	20	15,000	450	2	229.2	687.2	0.637
Blink Dog	Man-sized	Troop	4	8,500	260	0.5	0	262	0.359
Chimera	Huge	War Mount / Troop	80	36,500	915	48	0	1,107	1.539
Cockatrice	Man-sized	Hunter	1	5,000	145	2	229.2	382.2	0.221
Demon Boar	Large	Troop	30	18,500	500	16	0	564	0.779
Doppelganger	Man-sized	Troop	5	13,500	405	2	0	413	0.573
Dragon Turtle	Colossal	War Mount / Troop	2,300	130,000	100	960	0	2,940	5.384
Dragon, Huge Venerable	Colossal	War Mount / Troop	1,200	450,000	9,800	960	0	13,640	18.762
Dragon, Venerable	Colossal	War Mount / Troop	720	360,000	7,070	960	0	10,910	14.968
Dragon, Ancient	Colossal	War Mount / Troop	585	310,000	5,555	960	0	9,395	12.842
Dragon, Very Old	Colossal	War Mount / Troop	460	290,000	4,950	960	0	8,790	11.849
Dragon, Old	Gigantic	War Mount / Troop	350	185,000	4,840	192	0	5,608	8.047
Dragon, Mature Adult	Gigantic	War Mount / Troop	260	140,000	3,475	192	0	4,243	5.930
Dragon, Adult	Gigantic	War Mount / Troop	180	115,000	2,720	192	0	3,488	4.931
Dragon, Juvenile	Huge	War Mount / Troop	120	65,000	1,780	48	0	1,972	2.749
Dragon, Young	Huge	War Mount / Troop	65	50,000	1,325	48	0	1,517	2.057
Dragon, Very Young	Huge	War Mount / Troop	30	35,000	870	48	0	1,062	1.490
Dragon, Spawn	Large	War Mount / Troop	8	20,000	545	16	0	609	0.755
Gorgon	Huge	Guard	80	36,000	900	48	68.8	1,160.8	1.238
Griffon	Large	War Mount	45	30,000	845	16	0	909	1.124
Harpy	Man-sized	Troop	9	15,000	465	2	0	473	0.655
Hellhound, Greater	Large	War Mount / Troop	45	5,250	95	16	0	159	0.216
Hellhound, Lesser	Man-sized	Troop	10	2,100	60	2	0	68	0.088
Hippogriff	Large	War Mount	45	17,250	510	4	0	526	0.724
Hydra, 12 Head	Huge	Guard	96	12,150	180	48	68.8	440.8	0.206
Hydra, 11 Head	Huge	Guard	92	10,500	130	48	68.8	390.8	0.177
Hydra, 10 Head	Huge	Guard	88	9,250	90	48	68.8	350.8	0.141
Hydra, 9 Head	Huge	Guard	84	8,000	50	48	68.8	310.8	0.112
Hydra, 8 Head	Huge	Guard	80	7,000	21	48	68.8	281.8	0.086
Hydra, 7 Head	Huge	Guard	76	5,450	0	48	68.8	260.8	0.065
Hydra, 6 Head	Huge	Guard	72	4,300	0	48	68.8	260.8	0.047
Hydra, 5 Head	Huge	Guard	68	3,175	0	48	68.8	260.8	0.032
Lamia	Large	Troop	30	41,200	1,185	16	0	1,249	1.733
Lammasu	Large	Troop	25	43,500	1,255	16	0	1,319	1.832
Lycanthrope, Werebear	Large	Troop	36	9,000	210	16	0	274	0.380
Lycanthrope, Wereboar	Large	Troop	22	5,000	140	4	0	156	0.211
Lycanthrope, Wererat	Man-sized	Troop	5	3,150	90	2	0	98	0.133
Lycanthrope, Weretiger	Large	Troop	30	6,725	140	16	0	204	0.283
Lycanthrope, Werewolf	Man-sized	Troop	6	4,350	125	2	0	133	0.183



Fantastic Creatures <i>(cont. from prev. page)</i>	Size	Role	Normal Load	Price	Monthly Wages	Weekly Supplies	Handler Cost	Total Cost	BR
Manticore	Large	War Mount / Troop	20	55,500	1,620	16	0	1,684	2.334
Medusa	Man-sized	Troop	5	14,250	425	2	0	433	0.598
Owl Bear	Large	Guard	50	2,325	9	16	68.8	141.8	0.046
Pegasus	Large	War Mount / Troop	30	20,000	590	4	0	606	0.845
Phase Tiger	Large	War Mount / Troop	30	4,352	70	16	0	134	0.182
Remorhaz, 10HD	Gigantic	Hunter	200	12,850	0	192	229.2	997.2	0.219
Roc, Giant	Colossal	War Mount / Troop	300	485,000	10,860	960	0	14,700	20.530
Roc, Large	Gigantic	War Mount / Troop	60	138,000	3,415	192	0	4,183	5.802
Roc, Small	Huge	War Mount / Troop	15	50,000	1,325	48	0	1,517	2.023
Rust Monster	Man-sized	Hunter	4	2,250	70	0	229.2	299.2	0.107
Sea Serpent	Huge	Hunter	130	11,350	155	48	229.2	576.2	0.020
Shadow	Man-sized	Troop	0	7,000	215	0	0	215	0.293
Skittering Maw	Huge	Hunter	96	18,500	370	48	229.2	791.2	0.153
Stirge	Man-sized	Hunter	0	1,000	30	0.5	229.2	261.2	0.004
Throghrin	Man-sized	Troop	7	5,600	170	0.5	0	172	0.236
Treant	Huge	Troop	0	27,000	770	12	0	818	1.131
Unicorn	Large	War Mount / Troop	30	28,500	850	4	0	866	1.143
Wyvern	Huge	War Mount	30	35,500	885	48	0	1,077	1.497

Constructs	Size	Role	Normal Load	Price	Monthly Wages	Weekly Supplies	Handler Cost	Total Cost	BR
Gargoyle	Large	Controlled	50	13,000	395	0	0	395	0.211
Golem, Amber	Large	Controlled	12	25,000	760	0	0	760	0.214
Golem, Bone	Man-sized	Controlled	10	21,000	640	0	0	640	0.305
Golem, Bronze	Large	Controlled	300	45,000	1,365	0	0	1,365	1.834
Golem, Wood	Man-sized	Controlled	3	10,000	305	0	0	305	0.009
Statue, Animated Crystal	Man-sized	Controlled	20	6,000	185	0	0	185	0.031
Statue, Animated Iron	Man-sized	Controlled	25	13,000	400	0	0	400	0.036
Statue, Animated Stone	Man-sized	Controlled	15	10,000	305	0	0	305	0.109

Giants	Size	Role	Normal Load	Price	Monthly Wages	Weekly Supplies	Handler Cost	Total Cost	BR
Cyclops	Huge	Troop	90	12,750	340	12	0	388	0.533
Ettin	Huge	Troop	75	10,200	265	12	0	313	0.430
Giant, Hill	Huge	Troop	35	6,750	160	12	0	208	0.284
Giant, Stone	Huge	Troop	50	9,500	240	12	0	288	0.402
Giant, Frost	Huge	Troop	75	12,500	335	12	0	383	0.529
Giant, Fire	Huge	Troop	85	19,500	545	12	0	593	0.817
Giant, Cloud	Huge	Troop	90	26,250	750	12	0	798	1.103
Giant, Storm	Gigantic	Troop	155	46,850	1,230	48	0	1,422	1.971
Troll	Large	Troop	28	8,725	200	16	0	264	0.367

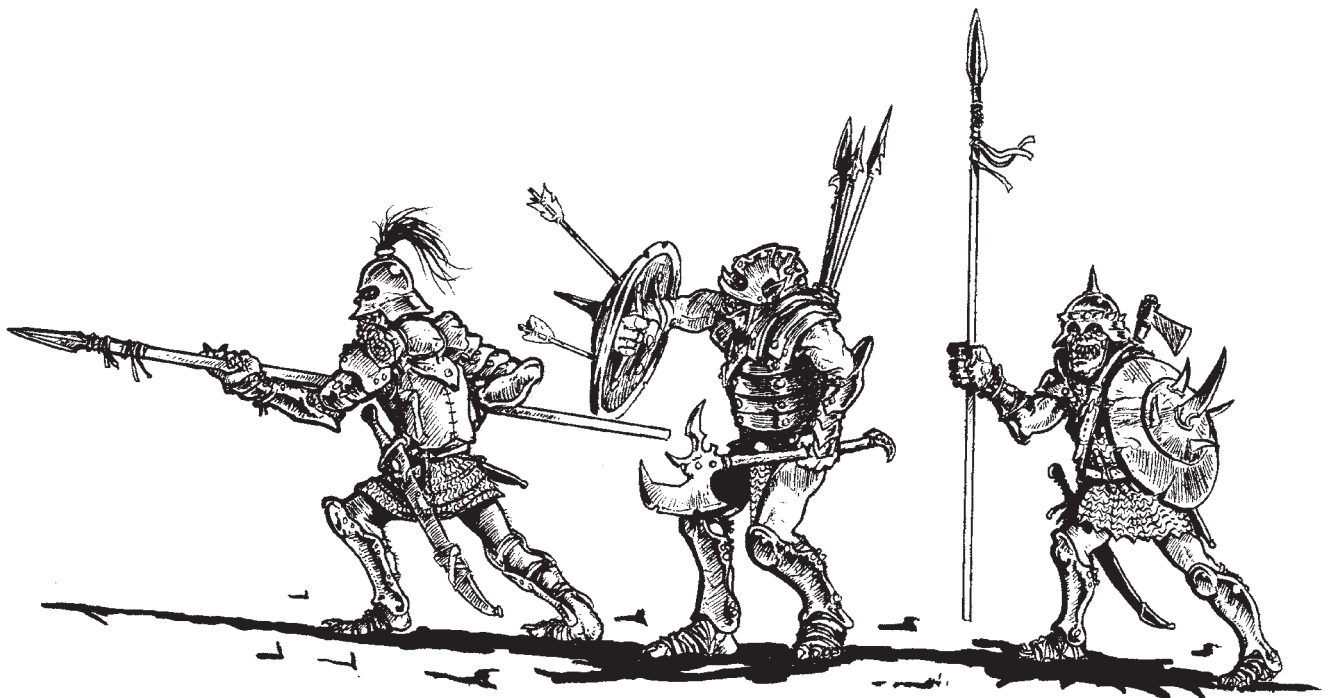
Oozes	Size	Role	Normal Load	Price	Monthly Wages	Weekly Supplies	Handler Cost	Total Cost	BR
Black Pudding	Gigantic	Controlled	0	9,435	95	48	0	287	0.397
Gelatinous Cube	Huge	Controlled	0	550	0	12	0	48	0.018
Green Slime	Huge	Controlled	0	300	0	12	0	48	0.013
Grey Ooze	Huge	Controlled	0	465	0	12	0	48	0.019

Summoned Creatures	Size	Role	Normal Load	Price	Monthly Wages	Weekly Supplies	Handler Cost	Total Cost	BR
Djinni	Large	Troop	60	77,350	2,345	0	0	2,345	3.256
Efreeti	Large	Troop	100	145,000	4,395	0	0	4,395	6.039
Invisible Stalker	Large	Troop	75	14,500	440	0	0	440	0.613
Salamander, Flame	Huge	Guard	25	22,000	475	48	0	667	0.930
Salamander, Frost	Huge	Guard	50	36,000	910	48	0	1102	1.529

Undead	Size	Role	Normal Load	Price	Monthly Wages	Weekly Supplies	Handler Cost	Total Cost	BR
Ghoul	Man-sized	Troop*	5	9,000	265	2	0	273	0.289
Mummy	Man-sized	Troop*	4	25,000	760	0	0	760	1.037
Skeleton	Man-sized	Controlled	5	72	3	0	0	3	0.005
Spectre	Man-sized	Troop*	0	51,000	1,545	0	0	1,545	2.143
Vampire	Man-sized	Troop*	5	82,000	2,480	2	0	2,488	3.450
Wight	Man-sized	Troop*	5	16,000	485	0	0	485	0.305
Wraith	Man-sized	Troop*	0	18,000	545	0	0	545	0.636
Zombie	Man-sized	Controlled	5	143	6	0	0	6	0.010

*Any undead can be treated as Controlled troops if sufficiently powerful controllers are available.

Vermín	Size	Role	Normal Load	Price	Monthly Wages	Weekly Supplies	Handler Cost	Total Cost	BR
Ankheg	Large	Workbeast	72	2,785	21	16	0	85	(0.052)
Ankheg, Hunting	Large	Hunter	72	3,125	33	16	229.2	326.2	0.052
Ant, Giant	Man-sized	Hunter	3	1,275	39	0.5	229.2	270.2	0.064
Bee, Giant	Man-sized	Hunter	0	275	9	0.5	229.2	240.2	0.012
Beetle, Ct. Bombardier	Man-sized	Workbeast	55	600	18	0.5	0	20	(0.010)
Beetle, Ct. Bomb., Hunt.	Man-sized	Hunter	55	630	18	0.5	229.2	249.2	0.010
Beetle, Giant Fire	Man-sized	Workbeast	30	585	18	0.5	0	20	(0.010)
Beetle, Giant Fire, Hunt.	Man-sized	Hunter	30	600	18	0.5	229.2	249.2	0.010
Beetle, Giant Tiger	Man-sized	Workbeast	250	1,365	36	2	0	44	(0.057)
Beetle, Giant Tiger, Hunt.	Man-sized	Hunter	250	1,365	36	2	229.2	273.2	0.057
Caecilian	Huge	Hunter	10	4,350	85	12	229.2	362.2	0.004
Carcass Scavenger	Large	Hunter	4	1,700	0	16	229.2	293.2	0.040
Centipede, Giant	Man-sized	Hunter	0	550	18	0.5	229.2	249.2	0.001
Crab, Giant	Large	Workbeast	210	1,200	21	4	0	37	(0.017)
Crab, Giant, Hunting	Large	Hunter	210	1,300	24	4	229.2	269.2	0.017
Fly, Giant Carnivorous	Man-sized	Hunter	0	600	12	2	229.2	249.2	0.025
Locust, Cavern	Man-sized	Hunter	5	1,185	36	0.5	229.2	267.2	0.035
Purple Worm	Colossal	Hunter	320	43,000	0	960	229.2	4069.2	0.069
Rhagodessa, Giant	Large	Hunter	90	1,450	0	16	229.2	293.2	0.046
Scorpion, Giant	Large	Guard	96	4,250	65	16	68.8	197.8	0.130
Spider, Black Widow	Large	War Mount	100	3,750	50	16	0	114	0.052
Spider, Crab	Large	War Mount	50	3,150	33	16	0	97	0.034
Spider, Tarantula	Large	War Mount	100	5,250	95	16	0	159	0.078



Chapter 2: **Equipment**



Now, he made war upon the Rhodians, and brought up against their walls his greatest City Taker. Its base was square, and each of its sides measured at the bottom forty-eight cubits. It rose to a height of sixty-six cubits, and tapered from base to summit. Within, it was divided off into many stories and chambers, and the side which faced the enemy had windows opening out of every story, and out through these issued missiles of every sort...

– **PLUTARCH, LIFE
OF DEMETRIUS**

Waging war demands specialized weapons and equipment such as artillery pieces, siege engines, training devices, and campaign provisions. Costs for these items are listed on the tables below. Additional information about some items is provided in the **Description** sections following the tables.

ARMY EQUIPMENT

Army Equipment	Cost
Archery Target	3sp
Army Emblem, Silver (1lb)	10gp
Army Emblem, Gold (1lb)	100gp
Barding, Colossal	2,400 – 36,000gp
Barding, Gigantic	480 – 7,200gp
Barding, Huge	120 – 1,800gp
Boardgame	5gp
Chariot, Heavy	240gp
Chariot, Light	120gp
Chariot, Medium	180gp
Craftsman's Tools (any)	25gp
Craftsman's Workshop (any)	350gp
Crutch	1gp
Dice (pair)	5sp
Earplugs (pair)	1sp
Flag, Pennant (3' x 1')	3gp
Flag, Banner (6' x 2')	12gp
Flag, Standard (12' x 4')	50gp+
Helmet, Heavy	20gp
Helmet, Light	0gp (5gp)
Howdah, Colossal	600 – 1,200gp
Howdah, Gigantic	120 – 240gp
Howdah, Huge	30 – 60gp
Laborers' Tools	9gp
Musical Instrument, Military	25gp
Mess Kit	3gp
Pavilion (20 men)	100gp
Pell	12gp
Prosthesis, Arm	25gp
Prosthesis, Hand	5gp
Prosthesis, Foot	3gp
Prosthesis, Leg	15gp
Quintain	15gp
Rucksack (holds 2 stone)	1gp
Shield, Mirrored	250gp
Surgical Saw, Large	10gp
Surgical Saw, Small	3gp
Tent, Large (8 men)	20gp
Tent, Small (2 men)	3gp
Whistle	1gp

ARMY EQUIPMENT DESCRIPTIONS

Archery Target: A device for training troops in marksmanship. An archery target is a 2' diameter board of soft wood, usually covered by thick cloth or cork. Trainees practice shooting at the target at various ranges, aiming to land the highest possible number of arrows into the target within a given time. The cost of archery targets is already included in the training costs for missile troops. An archery target weighs 2 stone (20lb).

Army Emblem: A silver or gold figurine mounted on a pole above the army's standard. The emblem is treasured by the army as the symbol of its strength, honor, and glory. If an army's standard is not provided with an emblem, its morale score is reduced by 1. Loss of an army's standard and/or emblem reduces its morale score by 1 and counts as a **calamity** (p. 11). In the Auran Empire, the emblem of its armies is the winged sun.

Barding, Colossal: Colossal barding is armor sized to fit colossal creatures such as ancient dragons and giant rocs. It costs and weighs 60 times more than horse barding of the same type. For instance, colossal leather barding costs 2,400gp and weighs 60 stone (600lb).

Barding, Gigantic: Gigantic barding is armor sized to fit gigantic creatures such as war elephants. It costs and weighs 12 times more than horse barding of the same type. For instance, gigantic leather barding costs 480gp and weighs 12 stone (120lb). Historical examples include the scale, chain, and lamellar barding used on war elephants.

Barding, Huge: Huge barding is armor sized to fit huge creatures such as wyverns. It costs and weighs 3 times more than horse barding of the same type. For instance, huge leather barding costs 120gp and weighs 3 stone (30lb).

The cost and encumbrance of barding for creatures of large, huge, gigantic, and colossal size is summarized below.

Boardgame: Rulers and officers enjoy the intellectual stimulation of a variety of strategic boardgames. The listed price is for a basic wooden board with bone or stone pieces. Vastly more expensive boardgames may feature inlaid woods, precious metals, and gem-carved pieces. Historical examples include the Egyptian senet ("passing"), Germanic hnefatafl ("king's table"), Indian chaturanga ("game of four divisions"), Roman latrones ("game of brigands"), and Sumerian ur ("game of twenty squares").

Chariot, Heavy: A heavy chariot is an open, two- or four-wheeled vehicle used in warfare. The cab is constructed from slates of hardwood and reinforced with bronze. The axle is set beneath the center of the cab, adding to strength of construction. The chariot's wheels are about 5' in diameter. Its wheel track is about 7' wide, while its total length is 15'. The cab measures 4'6" wide, 3'3" deep, and 3'9" high, with room for four man-sized

Barding	Colossal Creature		Gigantic Creature		Huge Creature		Large Creature	
Material	Cost	Enc.	Cost	Enc.	Cost	Enc.	Cost	Enc.
Leather	2,400gp	60st	480gp	12st	120gp	3st	40gp	1st
Scale	4,500gp	120st	900gp	24st	225gp	6st	75gp	2st
Chain	9,000gp	180st	1,800gp	36st	450gp	9st	150gp	3st
Lamellar	18,000gp	240st	3,600gp	48st	900gp	12st	300gp	4st
Plate	36,000gp	300st	7,200gp	60st	1,800gp	15st	600gp	5st

creatures, one of whom must be the driver. The cab includes three built in weapon-cases, with room for a composite bow, 3 javelins, and 20 arrows. The armored cab provides its occupants with a +2 AC bonus against attacks to the front and flank. A heavy chariot has AC 2 and 2 shp.

A heavy chariot may be pulled by two, three, or four creatures whose normal loads add up to at least 80 stone. When used in war, heavy chariots are typically pulled by three medium horses or four light horses. The chariot can transport up to the harnessed creatures' combined normal load at $\frac{1}{2}$ the harnessed creatures' movement rate, or up to the harnessed creature's combined maximum load at $\frac{1}{4}$ the harnessed creatures' movement rate. The chariot may not exceed 90' per turn in any case. Heavy chariots can only move through deserts, forests, mountains, or swamps if a road is available. Historical examples include the Neo-Assyrian chariot, Chinese Anyang-type chariot, and Classical Indian chariot.

EXAMPLE: A heavy chariot is harnessed to three medium horses (movement rate 180' per turn, normal load 30 stone). The three medium horses have a combined normal load of $(30 + 30 + 30)$ 90 stone and a combined maximum load of 180 stone. The heavy chariot can transport up to 90 stone at $(180 \times \frac{1}{2})$ 90' per turn; or up to 180 stone at $(180 \times \frac{1}{4})$ 45' per turn.

Chariot, Light: A light chariot is an open, two-wheeled vehicle used for hunting, racing, or warfare. It is built for speed, with a lightweight frame of elm or ash covered by hide. The axle is set at the very rear of the body for maximum mobility and stability. The chariot's wheels are about 2'6" in diameter. Its wheel track is about 5'9" wide, while its total length, including harnessed creatures, is 11'6". The cab measures 3'3" wide, 1'8" deep, and 2'6" high, with room for two man-sized creatures, one of whom must be the driver. The cab includes three built in weapon-cases, with room for a composite bow, 3 javelins, and 20 arrows. A light chariot has AC 0 and 1 shp.

A light chariot may be pulled by one or two creatures whose normal loads add up to at least 40 stone. When used in war, light chariots are typically pulled by two light horses. The chariot can transport up to the harnessed creatures' combined normal load at $\frac{3}{4}$ the harnessed creatures' movement rate, or up to the harnessed creature's combined maximum load at $\frac{3}{8}$ the harnessed creatures' movement rate. The chariot may not exceed 180' per turn in any case. Light chariots can only move through deserts, forests, mountains, or swamps if a road is available. Historical examples include the New Kingdom Egyptian chariot, the Mycenaean rail-chariot, and the Celtic chariot.

EXAMPLE: A light chariot is harnessed to two light horses (movement rate 240' per turn, normal load 20 stone). The two light horses have a combined normal load of $(20 + 20)$ 40 stone, and a combined maximum load of 80 stone. The light chariot can transport up to 40 stone at $(240 \times \frac{3}{4})$ 180' per turn; or up to 80 stone at $(240 \times \frac{3}{8})$ 90' per turn.

Chariot, Medium: A medium chariot is an open, two-wheeled vehicle used in hunting and warfare. The cab is constructed from slates of hardwood. The axle is set beneath the center of the cab, adding to strength of construction. The chariot's wheels are about 3' in diameter. Its wheel track is about 6'6" wide, while its total length is 13'. The cab measures 4' wide, 3' deep, and 3' high, with room for three man-sized creatures, one of whom must be the driver. The cab includes three built in weapon-cases, with room for a composite bow, 3 javelins, and 20 arrows. The sturdily-built cab provides its occupants with a +1 AC bonus against attacks to the front and flank. A medium chariot has AC 1 and 1 shp.

A medium chariot may be pulled by two or three creatures whose normal loads add up to at least 60 stone. When used in war, medium chariots are typically pulled by two medium horses or three light horses. The chariot can transport up to the harnessed creatures' combined normal load at $\frac{2}{3}$ the harnessed creatures' movement rate, or up to the harnessed creature's combined maximum load at $\frac{1}{3}$ the harnessed creatures' movement rate. The chariot may not exceed 120' per turn in any case. Medium chariots can only move through deserts, forests, mountains, or swamps if a road is available. Historical examples include the Hittite Anatolian-type chariot and the Mycenaean box chariot.

EXAMPLE: A medium chariot is harnessed to three light horses (movement rate 240' per turn, normal load 20 stone). The three light horses have a combined normal load of $(20 + 20 + 20)$ 60 stone, and a combined maximum load of 120 stone. Based on these factors the medium chariot could transport up to 60 stone at $(240 \times \frac{2}{3})$ 160' per turn; or up to 120 stone at $(240 \times \frac{1}{3})$ 80' per turn. However, a medium chariot cannot exceed 120' per turn, so its movement rate at normal load is capped to 120'.

The characteristics of the various chariots types are summarized below.

Craftsman's Tools: Craftsman's tools include the various implements used by tradesman in their craft. Craftsman's tools are required to make Craft proficiency throws. Each craft has its own specific type of craftsman's tools. Craftsman's tools weigh 1 stone (10lb).

Chariot Type	Crew			Combat Characteristics					Dimensions	
	Driver	Warriors	Animals	Move	Max Move	AC	AC Bonus	SHP	Chariot	Cab / Platform
Light	1	1	1 - 2	$\times 3/4$	180'	0	0	1	5'9" x 11'6"	3'3" x 1'8" x 2'6"
Medium	1	2	2 - 3	$\times 2/3$	120'	1	+1	1	6'6" x 13'	4' x 3' x 3'
Heavy	1	3	3 - 4	$\times 1/2$	90'	2	+2	2	7' x 15'	4'6" x 3'3" x 3'9"

Craftsman's Workshop: A craftsman's workshop has a full complement of craftsman's tools and furnishings sufficient to allow up to 8 craftsmen to work together. A Master Craftsman must have access to a craftsman's workshop in order to increase the productivity of journeymen and apprentices. Each craft has its own specific type of craftsman's workshop. When set up, a workshop takes up 20' x 20' space. When transported by wagon, a craftsman's workshop has an encumbrance of 64 stone (640lb).

Crutch: A shoulder-height padded staff used by characters with missing or maimed legs who lack prostheses. A crutch has an encumbrance of 1 stone (10lb).

Dice: Commonly available in many shapes and sizes, made from bone, ivory, talus, or wood. While rulers and officers favor boardgames, common soldiers favor dice games.

Earplugs: Made of clay, cotton, or wax, these protect the wearer from loud sounds. Commanders may issue these to troops to that will face harpies on the field of battle.

Flag: Symbols and signaling devices used by armies. Pennants are 2' wide by 2' long and are carried as insignia by company-sized units or individual heroes. A pennant with pole weighs ¼ stone. Banners are 6' long by 2' wide, and are carried as insignia by battalion- or regiment-sized units. A banner with pole weighs 1 stone. Standards are 12' long by 4' tall or more, and are carried as insignia for brigade-sized units, divisions and armies. A standard with pole weighs 4 stone. Standards may be topped by **emblems** (see above). If a unit or division is not provided with a flag of the appropriate size, its morale score is reduced by 1. Loss of a unit's flag reduces its morale score by 1 and counts as a calamity.

Helmet, Heavy: A metal close-faced or visored helmet that completely covers the face, head, and neck. A heavy helmet must be purchased separately from a suit of armor. Wearing a heavy helm imposes a -1 penalty to surprise rolls and -4 penalty to proficiency throws to hear noise, but offers a +2 bonus on d20 rolls made on the Mortal Wounds table. Historical examples of heavy helmets include the classical Corinthian helmet, Roman gladiatorial helmets, and the medieval armet, barbute, close helm, great helm, and hounskull.

Helmet, Light: Any leather or metal open-faced helmet designed to protect the head and neck while maintaining unrestricted sight and breathing. A light helmet is included in the cost of any suit of armor. If a suit of armor is worn without a helmet, decrease the character's armor class by 1 point. A light helmet can be purchased separately from a suit of armor at a cost of 5gp, but provides no in-game benefit. Historical examples include the Illyrian, Phrygian, Boeotian, Attic, and Galeian helmets of Antiquity, the medieval bascinet, nasal helm, and spangenhelm, and the Renaissance burgonet and sallet.

Howdah: A howdah is a carriage mounted on the back of a creature of huge, gigantic, or colossal size. Howdah of any size can be built for riding or war. Riding howdah are lightweight wicker frames covered by hide. War howdah are sturdy wooden towers with crenellations; these cost and weigh twice as much. Both types are often laminated, painted, and opulently decorated.

Huge howdah are 4' long, 3' wide, and 3' tall. They weigh 6 stone (60lb), have AC 0, 1 shp, and can carry 2 man-sized creatures (up to 4 can squeeze in, but the occupants suffer a -4 penalty to attack throws and -2 AC penalty due to the confined quarters). War howdah of this size weigh 15 stone (150lb) and have AC 1 and 1 shp. The occupants gain a +3 AC bonus and a +3 bonus to saving throws versus Blast caused by artillery, burning oil, or similar effects.

Gigantic howdah are 7' long, 5' wide, and 4' tall. They weigh 18 stone (180lb), have AC 0, 1 shp, and can carry 6 man-sized creatures (up to 12 if squeezed). War howdah of this size weigh 36 stone (360lb) and have AC 1 and 1 shp. The occupants gain a +4 AC bonus and a +4 bonus to saving throws versus Blast caused by artillery, burning oil, or similar effects.

Colossal howdah are 12' long, 10' wide, and 4'6" tall. They weigh 60 stone (600lb), have AC 0, 1 shp, and can carry 20 man-sized creatures (up to 40 if squeezed). War howdah of this size weigh 120 stone (1,200lb) and have AC 1 and 2 shp. The occupants gain a +4 AC bonus and a +4 bonus to saving throws versus Blast caused by artillery, burning oil, or similar effects.

Laborer's Tools: A collection of tools useful to the unskilled laborer, including an axe, mattock, saw, shovel, and sickle. Laborer's tools are required for troops to assist in construction projects. Laborer's tools weigh 1 stone (10lb).

Mess Kit: A collection of portable eating and cooking utensils designed for troops on extended military campaigns. An Auran legionnaire's mess kit includes a mess tin, cooking pot, skewer, and dagger.

Musical Instrument: Musical instruments are used by armies to call to arms, issue orders, call to quarters, and otherwise signal commands. The most common military instruments are the bugle (buccina), horn, and drum.

Pavilion: A large round tent with an interior frame, measuring 24' in diameter and 12' in height. Pavilions are used by army leaders and division commanders as command posts and sleeping quarters. A pavilion weighs 72 stone (720lb).

Pell: A device for training troops in sword and shield techniques. A pell is generally a stout wooden post, man-height and about 6" to 1' in diameter, planted firmly in the ground. The trainee practices striking the pell with a wooden sword and shield. The cost of pells is already included in the training costs for infantry troops. A pell weighs 15-30 stone (150-300lb).

Prosthesis: Nothing is as common as the sight of an old soldier with a missing limb. Most maimed characters, lacking the wealth to pay for a **restore life and limb** spell, replace the limb with a prosthesis. Basic prostheses are made of wood or bronze, but prostheses may be also made of iron (cost x2), silver (x5), or gold (x50). Decorations, leather or silk wrappings, and other adornment is extra. A character with a prosthetic arm or hand regains the ability to use a shield. Alternatively, the arm or hand may be replaced by a weapon, such as a club, hook, or short sword. A character with a prosthetic leg or foot can walk without use of a crutch, but does not avoid the movement and Dexterity penalties from loss of the limb. Dwarven machinists may be able to forge superior prostheses using gears and clockwork mechanisms. See the *Player's Companion* for information on dwarven machinists.

Quintain: A device for training cavalry troops in lance and sword techniques. A quintain consists of a shield or plank mounted on a swiveling pole. A club is affixed to the opposite end of the pole. The trainee practices striking the shield with sufficient velocity to avoid being struck by the club as it swivels around. The cost of quintains is already included in the training costs for cavalry. A quintain weighs 20 stone (200lb).

Rucksack: A rucksack is a small backpack. It holds up to 2 stone (20lb).

Shield, Mirror: This shield is entirely made of steel polished to a high reflectivity inside and out. When fighting a monster with a gaze attack, the shield's interior can be used as a mirror to reduce the penalties otherwise suffered from averting one's gaze. A monster with a petrifying gaze that attacks a character wielding a mirror shield has a chance (1-2 on 1d6) of seeing its own reflection in the shield's reflective exterior unless it averts its own eyes.

Surgical Saw: Sharp, sturdy saws are used to saw through bone and tissue when amputation of the limbs is required. Use of a surgical saw gives a bonus on Healing proficiency throws to cure mortally, grievously, or critically wounded characters suffering from one of these permanent wounds. The bonus is +2 from a small saw and +4 from a large saw. See *Mortal Wounds* in *ACKS* for more information. A large surgical saw weighs 1 stone (10lb).

EXAMPLE: Curtius has been reduced to -11hp and is grievously wounded. His left leg has been crushed, and he will die unless healed to 1hp within 1 turn. Galen, a 5th level mage with 3 ranks of Healing proficiency, can **cure serious wounds** with a proficiency throw of 14+. Using a large surgical saw to amputate Curtius' leg, he gains a +4 bonus to the proficiency throw, so he need only roll a 10+ to **cure serious wounds**. Sadly, he only rolls a 4, and Curtius dies screaming for a cleric.

Tent: Tents are made of animal skin, stitched together over a frame and staked with ropes. A small tent is 6' x 4' and can sleep two men. A small tent weighs 2 stone (20lb). A large tent sleeps eight men. It may be round (12' in diameter) or square (10' on a side), and weighs 16 stone (160lb). Historical examples include the Roman legionary tent and the Mongol yurt.

Whistle: A signaling device made of wood, horn, or similar materials. It emits a shrill, high-pitched sound audible at great distance.

ARTILLERY AND SIEGE EQUIPMENT

Artillery	Cost
Ballista, Light (75lb)	40gp
Ballista, Light Repeating (75lb)	200gp
Light Ballista Shot, Crude (1lb)	1cp
Light Ballista Shot, Ballistic (1lb)	1gp
Ballista, Medium (800lb)	80gp
Medium Ballista Shot, Crude (3lb)	3cp
Medium Ballista Shot, Ballistic (3lb)	2gp
Ballista, Heavy (3,200lb)	180gp
Heavy Ballista Shot, Crude (6lb)	15cp
Heavy Ballista Shot, Ballistic (6lb)	3gp
Catapult, Light (1,200lb)	100gp
Light Catapult Shot, Crude (6lb)	15cp
Light Catapult Shot, Ballistic (6lb)	3gp
Light Catapult Shot, Pitch (6lb)	15gp
Catapult, Medium (1,800lb)	200gp
Heavy Catapult Shot, Crude (30lb)	1gp
Heavy Catapult Shot, Ballistic (30lb)	10gp
Heavy Catapult Shot, Pitch (30lb)	50gp
Catapult, Heavy (4 tons)	600gp
Superheavy Catapult Shot, Crude (90lb)	4gp
Superheavy Catapult Shot, Ballistic (90lb)	20gp
Superheavy Catapult Shot, Pitch (90lb)	100gp
Trebuchet, Light (8 tons)	1,200gp
Light Trebuchet Shot, Crude (60lb)	3gp
Light Trebuchet Shot, Ballistic (60lb)	15gp
Light Trebuchet Shot, Pitch (60lb)	75gp
Trebuchet, Medium (15 tons)	1,600gp
Medium Trebuchet Shot, Crude (90lb)	4gp
Medium Trebuchet Shot, Ballistic (90lb)	20gp
Medium Trebuchet Shot, Pitch (90lb)	100gp
Trebuchet, Heavy (30 tons)	2,500gp
Heavy Trebuchet Shot, Crude (180lb)	8gp
Heavy Trebuchet Shot, Ballistic (180lb)	30gp
Heavy Trebuchet Shot, Pitch (180lb)	150gp

Siege Equipment	Cost
Battering Ram	200gp
Cauldron, Suspended	50gp
Fascine (10' x 10' x 10')	100gp
Hoist	300gp
Movable Gallery (12' x 12' x 20')	300gp
Movable Mantlet (8' x 6')	50gp
Petard	125gp/lb
Ram Catcher	50gp
Screw	200gp
Siege Hook	50gp
Siege Ladder	1sp/10'
Siege Tower, Standard (40' tall)	2,500gp
Siege Tower, Large (90' tall)	10,000gp
Siege Tower, Huge (135' tall)	40,000gp

ARTILLERY CHARACTERISTICS

Artillery are siege weapons designed to bombard and destroy enemy ships and structures. The Artillery Characteristics table on the next page details the weight, crew requirements, and other characteristics of artillery.

AC: The armor class of the artillery piece itself.

SHP: The structural hit points of the artillery piece itself.

Weight: The weight of the artillery piece. For trebuchets, the weight includes the counterweight (ballast).

Ammo Weight: The weight of the ammunition fired by the artillery piece. Artillery is most effective when firing ammunition of the designated weight. Artillery can fire ammunition of a lighter or heavier weight than indicated for their type, but reduce their maximum range by 25% when doing so.

Range: Artillery cannot be used to attack targets closer than the minimum range or farther than the maximum range indicated.

Damage: Artillery that successfully attacks a ship or structure deals damage to the **structural hit points (shp)** of the target. The hit also deals damage to any creatures within the listed area of effect, as explained below.

Artillery that successfully attacks a creature deals damage to both the creature struck and the area of effect around the creature. Creatures in the area of effect can avoid the damage with a successful saving throw v. Blast, but the actual target cannot avoid the damage.

Even a miss may still result in damage to a targeted creature. If the artillery's modified attack throw, ignoring the creature's Armor Class, would have been sufficient to hit the creature, the artillery's projectile has landed near enough that the creature is within the area of effect and affected as above.

Some artillery can fire combustible pitch. Combustible pitch deals fire damage to the shp of ships and wooden structures each turn until the fire is extinguished. It deals fire damage to the hp of creatures each round the creatures are in the area of effect or until the fire is extinguished. Five creatures can extinguish a fire in 3 turns. For every five additional creatures, this time can be reduced by 1 turn, to a minimum of 1 turn.

Crew: Artillery can be operated by a variable number of crew, which will affect rate of fire. Artillery attacks as the lowest level member of the **crew**. Artillery crews without an **artillerist** (p. 23) suffer a -4 to attack throws. Artillery firing crude ammunition suffer a -2 to attack throws.

Rate of fire: The number of crew and type of artillery determines rate of fire. In between shots, the artillery is reloaded, the firing arm is cranked back into position, the frame is adjusted to aim at a new target, etc. Artillery crews without an artillerist specialist reduce their rate of fire by half.

ARTILLERY DESCRIPTIONS

Ballista: A ballista is a two-armed siege weapon, powered either by tension (composite bow) or torsion spring mechanisms, which hurls large spear-like bolts or pellets. Historical examples

Artillery Characteristics									
Artillery Type	AC	SHP	Weight	Ammo Weight	Min. Range	Max. Range	Damage	Crew	Rate of Fire
Ballista, Light	0	1	75lb	1lb	0'	200'	1d10 (5' line)	1-2	1 Crew: 1/4 rounds 2 Crew: 1/2 rounds
Ballista, Light Repeating	0	1	75lb	1lb	0'	200'	1d10 (5' line)	1-2	1 Crew: 1/1 round 2 Crew: 2/1 round
Ballista, Medium	1	1	800lb	3lb	0'	200'	3d6 (5' line)	2-4	2 Crew: 1/10 rounds 3 Crew: 1/8 rounds 4 Crew: 1/5 rounds
Ballista, Heavy	1	2-3	3,200lb	6lb	0'	300'	3d6 (15' line) 3d6 (5' radius)	2-4	2 Crew: 1/10 rounds 3 Crew: 1/8 rounds 4 Crew: 1/5 rounds
Catapult, Light	0	1	1,200lb	6lb	150'	300'	3d6 (5' radius) 1d6 fire (5' radius)	2-4	2 Crew: 1/10 rounds 3 Crew: 1/8 rounds 4 Crew: 1/5 rounds
Catapult, Medium	1	1-2	1,800lb	30lb	200'	400'	4d6 (10' radius) 2d6 fire (10' radius)	2-4	2 Crew: 1/10 rounds 3 Crew: 1/8 rounds 4 Crew: 1/5 rounds
Catapult, Heavy	1	3-5	4 tons	90lb	200'	400'	6d6 (15' radius) 3d6 fire (15' radius)	4-8	4 Crew: 1/10 rounds 6 Crew: 1/8 rounds 8 Crew: 1/5 rounds
Trebuchet, Light	1	6-10	8 tons	60lb	200'	500'	6d6 (15' radius) 3d6 fire (15' radius)	20-40	20 Crew: 1/4 rounds 30 Crew: 1/3 rounds 40 Crew: 1/2 rounds
Trebuchet, Medium	1	12-18	15 tons	90lb	200'	500'	8d6 (15' radius) 4d6 fire (15' radius)	40-80	40 Crew: 1/4 rounds 60 Crew: 1/3 rounds 80 Crew: 1/2 rounds
Trebuchet, Heavy	2	28-32	30 tons	180lb	200'	500'	10d6 (20' radius) 5d6 fire (20' radius)	50-100	50 Crew: 1/4 rounds 75 Crew: 1/3 rounds 100 Crew: 1/2 rounds

of light ballista include the Greek oxybeles and Roman scorpio. Historical examples of heavy ballistas include the Roman ballista and medieval springald.

Light ballista are meant for use against creatures and cannot damage structures. Medium ballista can damage creatures or wooden structures, but cannot damage stone. Heavy ballista can damage creatures, wood, and stone.

Ballista, Repeating: A repeating ballista is an advanced tension-powered siege weapon that uses a mechanical chain drive to automatically reload its javelin-like bolts into the firing slot after each shot is fired. Historical examples include the Greek polybolos and Roman repeating ballista.

The magazine for the repeating ballista holds 20 bolts. Because of its complexity, a repeating ballista is prone to malfunctions. A malfunction occurs whenever the crew's attack throw is an unmodified 1. A malfunction takes 1 turn for a siege engineer to repair, during which time the ballista cannot be fired.

Catapult: A catapult is 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. Historical examples include the Greek katapeltes, Roman onager and medieval mangonel.

All catapults can damage creatures, wood, and stone. Catapults have difficulty striking small, fast-moving creatures, however. They suffer a -4 penalty to attack throws against man-sized creatures and a -2 penalty to attack throws against large (ogre-sized) creatures. They suffer an additional -1 penalty to attack throws per 10' of movement the creature moved.

Trebuchet: A trebuchet is a one-armed siege engine which hurls rocks, burning pitch, and other projectiles from a sling affixed to a long throwing arm. Historical examples include the Byzantine cheiromangana, and the medieval couillard, brigola, and fenevol.

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 (reduce cost by 20%) but counterweight trebuchets are more precise (+2 to attack throws).

Trebuchets have the same benefits and drawbacks as catapults when targeting creatures and structures.

SIEGE EQUIPMENT DESCRIPTIONS

Battering Ram: A siege engine designed to batter down the walls and gates of strongholds. A typical battering ram consists of a 4,000lb, 20' long, 2' diameter iron-shod log with a wedge-shaped metal head. Larger rams can be built at a cost of 10gp per foot of ram. A battering ram must be crewed with 5 man-sized creatures per 5'. Battering rams can be moved at 30' per round by their crews. Alternatively, rams can be mounted in movable galleries of sufficient size. Once brought adjacent to a structure, the ram can start battering the structure. A ram may batter once every other round. Each blow deals 4d10 shp of damage to wooden structures and 1d4 shp of damage to stone structures. A 20' ram has AC 2 and 4 shp (1 shp per 5'). For rams with variant dimensions, adjust price, shp, and damage proportionately.

Cauldron, Suspended: A cauldron is a cast-iron pot mounted over a brazier. During sieges, cauldrons are used to heat sand,



melt lead, or boil water, wine, or oil, any of which can be poured over walls or through murder holes to inflict grievous wounds on assaulting troops. A cauldron will affect a 10' radius area, or all creatures on a siege ladder. Creatures in the area of effect suffer 1d8 points of damage per round for two rounds. A successful saving throw v. Blast reduces the damage to 1d3.

Fascine: A large bundle of sticks used to reinforce field fortifications, fill up a moat, or make a path across wet terrain. Fascines are purchased in 10' x 10' x 10' cubes costing 100gp each. Filling a 100' x 20' x 10' moat would require (20,000 / 1,000) 20 fascines, costing 2,000gp.

Hoist: A siege engine used by assaulting troops to ascend to the top of a wall. It consists of a heavy frame supporting a 30' long arm. One end of the arm has a large basket for transporting up to 4 man-sized creatures at a time, while the other end has a counterweight heavy enough to lift them. It takes 1 round for the basket to ascend or descend. It takes 4 rounds to re-set the counterweight in between each ascent. The basket provides partial cover to the ascending creatures. Missile attacks against them suffer a -2 penalty. Hoists can be mounted in movable galleries or siege towers for mobility. The hoist itself has AC 0 and 5-10 shp.

Movable Gallery: A wheeled carriage with a heavy timber frame used to provide cover for troops operating against a wall. Missile attacks targeting creatures within the gallery suffers a -4 penalty, and the creatures gain a +4 bonus to saving throws versus Blast caused by artillery, burning oil, or similar effects. A typical movable gallery measures 12' tall, 12' wide, and 20' long and can protect 20 man-sized creatures. The gallery itself has AC 1 and 10 shp. A movable gallery can mount a battering ram, hoist, or screw (purchased separately). If at least 10 man-sized creatures occupy the gallery, it can move at a rate of 30' per round. Larger galleries may be built at a cost of 1gp per square foot. Historical examples include the Roman tortoise and medieval cat.

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. Missile attacks targeting creatures shielded by the mantlet suffers a -4 penalty, and the creatures gain a +4 bonus to saving throws v. Blast caused by artillery, burning oil, or similar effects. A typical movable mantlet measures 8' tall by 6' wide and can protect 2 man-sized creatures. The mantlet itself has AC 1 and 2 shp. The shield of the mantlet features slits to allow archery fire. Historical examples include the medieval mantlet and Mughal turah.

Petard: A crude bomb used to breach stronghold walls. Petards have a slow fuse that must be lit with a match, a risky proposition. Lighting the fuse requires a Siege Engineering proficiency throw of 6+. A successful throw indicates the petard will detonate in 1d4 rounds. A failed throw indicates the fuse has not been lit. A fumble occurs if the proficiency throw is an unmodified 1. A fumble results in the immediate detonation of the petard. When detonated, a 1lb petard does 1d6 points of damage to all creatures within 5'. A 6lb petard deals 2d6 damage to all creatures within 10'. An 18lb petard deals 3d6 damage to all creatures within 15'. A 40lb petard deals 4d6 damage to all creatures within 20'. Creatures may make a saving throw versus Blast to reduce the damage by half. Petards also deal full damage

to the structural hit points of ships and buildings. In the Auran Empire campaign setting, only the magic-wary dwarves make and use petards.

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. To use a ram catcher, its wielder must succeed on an attack throw against the ram with a -4 penalty. The ram must then make a successful saving throw versus Paralysis. (A ram or other crewed engine always saves as the lowest level member of its crew.) If the saving throw fails, the ram is dislodged and takes 1d6 shp of damage.

Screw: A siege engine designed to bore a hole into a stronghold's walls. A typical screw consists of a 20' long iron-shod log with a screw or bore head affixed to the tip. Larger screws can be built at a cost of 10gp per foot. A screw must be crewed with 2-5 man-sized creatures per 5'. Screws can be moved at 30' per round by their crews. Alternatively, screws can be mounted in movable galleries of sufficient size. Once brought adjacent to a structure, the screw can start boring into the structure. A screw bores once every other round. Each bore deals 3d10 shp of damage to wooden structures and 1d4+1 shp of damage to stone structures. A 20' bore has AC 2 and 4 shp (1 shp per 5'). For bores with variant dimensions, adjust price, shp, and damage proportionately. Historical examples include the bore, pick, and sow.

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. To use a siege hook, its wielder must succeed on an attack throw against the target creature with a -4 penalty. (The attack throw must also be modified by any cover the target enjoys from battlements, etc.) The target creature must then make a successful saving throw versus Paralysis. If the saving throw fails, the creature is knocked off the wall, and suffers falling damage (1d6 per 10').

Siege Tower Characteristics			
Characteristics	Standard	Large	Huge
Base	20'	40'	65'
Height	40'	90'	135'
Stories	4	6	9
Internal Crew	12	60	200
External Crew	108	420	1,000
Total Troops	60	360	1,080
Total Siege Engines	800gp	2,400gp	5,400gp
Armor Class	0	1	2
Structural Hit Points	50-100	180-220	400-600

Siege Ladder: A ladder used by assaulting troops to scale a stronghold's walls or ramparts, an act known as escalade. Most siege ladders are simply long pieces of timber with crosspieces set upon them. Creatures may move up siege ladders at ¼ their normal movement rate. A creature defending the walls can push a siege ladder away with a successful proficiency throw to open doors. Each man-sized creature on the ladder imposes a -1 penalty to the proficiency throw.

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. A siege tower consists of a multi-story wooden frame built over a huge carriage with wheels mounted in casters. The frame is then covered with iron or animal skins to protect it from flame. Missile attacks targeting creatures within the siege tower suffer a -4 penalty, and the creatures gain a +4 bonus to saving throws versus Blast caused by artillery, burning oil, or similar effects. If properly crewed, a siege tower can move at a rate of 30' per round.

A standard siege tower is 20' square at the base. It has four stories, at 10', 20', 30', and 40' in height. The top floor, at 40' height, is surrounded by a 10' square parapet. The third floor, at 30' height, features a 10' drawbridge. The second and first floor are at 10' and 20' height respectively. Each floor can mount up to 200gp of siege engines. Beneath the first floor is a capstan where a crew of 12 man-sized creatures pushes the tower. In addition to its crew, a standard siege tower can carry 60 man-sized troops.

A large siege tower is 40' square at the base. It has six stories, at 15', 30', 45', 60', 75', and 90'. The top floor, at 90' height, is surrounded by a 20' square parapet. The fifth floor, at 75' height, features a 10' drawbridge. Each floor can mount up to 400gp of siege engines. Beneath the first floor is a capstan where a crew of 60 man-sized creatures pushes the tower. In addition to its crew, a large siege tower can carry up to 360 man-sized troops. Historical examples of large siege towers include the Roman towers used at Masada.

A huge siege tower is 65' square at the base. It has nine stories, at 15', 30', 45', 60', 75', 90', 105', 120', and 135'. The top floor, at 135' height, is surrounded by a 30' square parapet. The fifth floor, at 75', features a 10' drawbridge. Each floor can mount up to 600gp of siege engines. The capstan below the first floor requires a crew of 200 man-sized creatures to push the tower. In addition to its crew, a huge siege tower can carry up to 1,080 man-sized troops. A historical example of a huge tower is Helepolis ("City Taker"), used by Demetrius during the siege of Rhodes. Siege towers all require a large number of external crew to move the tower. A small siege tower requires 108 external crew. A large siege tower requires 420 external crew. A huge siege tower requires 1,000 external crew. External crew generally stand outside the tower and pull it with ropes. If available, draft animals or exotic creatures can substitute for external crew. For every 10 stone of normal load, the creature counts as 1 external crew.

EXAMPLE: An ox or heavy draft horse (normal load 40 stone) can substitute for 4 external crew. A medium draft horse (normal load 30 stone) can substitute for 3 external crew. A mule (normal load 20 stone) can substitute for 2 external crew. If a trained giant tiger beetle (normal load 250 stone) were available, it could substitute for 25 external crew!

EQUIPMENT AVAILABILITY ON CAMPAIGN

An army of even modest size will be accompanied by a baggage train that includes merchants, craftsmen, and tinkers that supply the army with its equipment. This allows an army of 1,200 troops (12 units) or more to function as its own market for purposes of **equipment availability**, as shown on the table below.

Army Size	Market Class
72,000 troops or more	II
36,001 – 72,000 troops	III
12,001 – 36,000 troops	IV
3,001 - 12,000 troops	V
1,200 - 3,000 troops	VI

This benefit is lost if the army's supply lines become blocked or over-extended. See **Equipment Availability** in Chapter 2 of ACKS (p.39) for rules on equipment availability, and **Supplying Armies** in Chapter 3 of this rulebook (p. 56) for rules on **supply lines**.



STRONGHOLDS AND STRUCTURES

Stronghold Structures	Cost	Structural HP	Armor Class	Unit Capacity
Barbican (gatehouse, 2 small towers, and a drawbridge)	38,000gp	2,500	6	4
Battlement (100' long, crenellated parapets)	500gp	100	6	-
Building, stone (20' high, 30' square)*	3,000gp	200	5	1
Building, wood (20' high, 30' square)*	1,500gp	60	2	1
Corridor, dungeon (10'x10'x10')	500gp	80	6	-
Drawbridge, wood (10' x 20', 1' thick)	250gp	7	2	-
Gatehouse (20' high, 30' x 20')	6,500gp	1,000	6	2
Keep, square (80' high, 60' square)*	75,000gp	15,000	6	12
Moat, unfilled (100' x 20' x 10' deep)*	400gp	(500)	0	-
Moat, filled (100' x 20' x 10' deep)*	800gp	(1,000)	0	-
Palisade, wood (10' high, 100' long, 1" thick)	125gp	5	2	1
Rampart, earthen (10' high, 100' long, 15' thick)	2,500gp	750	4	1
Tower, small round (30' high, 20' diameter)	15,000gp	750	7	1
Tower, medium round (40' high, 20' diameter)	22,500gp	1,000	7	1
Tower, large round (40' high, 30' diameter)	30,000gp	1,600	7	2
Tower, huge round (60' high, 30' diameter)	54,000gp	2,400	7	5
Wall, stone castle (20' high, 100' long, 10' thick)	5,000gp	1,500	6	1.5-3
Wall, stone castle (30' high, 100' long, 10' thick)	7,500gp	2,250	6	1.5-4.5
Wall, stone castle (40' high, 100' long, 10' thick)	12,500gp	3,000	6	1.5-6
Wall, stone castle (50' high, 100' long, 10' thick)	17,500gp	3,750	6	1.5-7.5
Wall, stone castle (60' high, 100' long, 10' thick)	22,500gp	4,500	6	1.5-9

**The dimensions of these constructions can be altered as long as the square footage remains the same.*

Structure Accessories	Cost	Structural HP	Armor Class	Unit Capacity
Arrow Slit/Window**	10gp	2	0	-
Door, wood (3' x 7')**	10gp	3	1	-
Door, reinforced wood (3' x 7')**	20gp	5	2	-
Door, iron/stone (3' x 7')**	50gp	12	6	-
Door, secret (3' x 7')**	Material x5	By material	By material	-
Floor/Roof, flagstone or tile (10' x 10')**	40gp	5	4	-
Floor/Roof, wood (10' x 10')**	10gp	3	2	-
Shutters (window)**	5gp	1	2	-
Shifting Wall (10' x 10')**	1000gp	60	6	-
Stairs, wood (one flight, 3' x 10')**	20gp	5	2	-
Stairs, stone (one flight, 3' x 10')**	60gp	15	6	-

***Upgrade a structure to include these at time of construction for 25% of the accessories' base cost.*

Civilian Structures	Cost	Structural HP	Armor Class	Unit Capacity
Cottage, wood (20' high, 30' square)*	300gp	6	1	1
Hut, pit (8' high, 8' square)*	15gp	1	1	-
Hut, sod or wattle (10' high, 10' square)*	25gp	1	1	-
Hut, mudbrick or wood (10' high, 10' square)*	50gp	2	1	-
Longhouse, wood (15' high, 30' long, 15' wide)*	300gp	5	1	-
Roundhouse, wood (15' high, 15' diameter)*	125gp	4	1	-
Townhouse, stone (20' high, 30' square)*	1,200gp	100	4	1

**The dimensions of these constructions can be altered as long as the square footage remains the same.*

STRONGHOLD AND STRUCTURE CHARACTERISTICS

AC: During sieges, attack throws may be directed at structures. Every structure has an armor class, indicating 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 is determined by its **structural hit points (shp)**. When a structure reaches 0 or less shp, it will collapse in 1d10 rounds. As a rule of thumb, a structure has 1 shp per ton of weight.

Wooden structures are harder to damage than creatures. Man-sized weapons and light ballista cannot deal damage to wooden structures. Huge creatures and magic deal only $\frac{1}{5}$ damage to wooden structures. Artillery heavier than light ballista, as well

as gigantic and larger creatures, deal normal damage to wooden structures.

Stone and earthen structures are even harder to damage. Wood-throwing artillery and huge creatures cannot even deal damage. Stone-throwing artillery and gigantic creatures deal only $\frac{1}{10}$ damage to stone structures. Colossal creatures and magic deal only $\frac{1}{5}$ damage to stone structures. Petards (p. 46) deal normal damage to stone.

Unit Capacity: The number of company-sized units that can garrison the fortified structure.

STRONGHOLD AND STRUCTURE DESCRIPTIONS

Arrow Slit: A narrow vertical or cross-shaped opening in a wall through which defenders can fire missiles. Missile attacks targeting creatures behind arrow slits suffer a -4 penalty, and the defenders gain a +4 bonus to saving throws v. Blast caused by artillery, burning oil, or similar effects. On a successful saving throw, creatures protected by arrow slits take no damage, even if the effect would normally deal $\frac{1}{2}$ damage. Arrow slits must be purchased separately; 1 arrow slit per 5' of wall is standard.

Barbican: An outer fortification consisting of a gatehouse, two small towers, and a drawbridge. A barbican may be situated outside the stronghold and connected to the walls with a short neck. A barbican can hold 4 units.

Battlement: A defensive structure built atop walls to protect defenders from enemy fire. A battlement consists of a chest-high barrier (parapet) running the length of the wall, pierced with periodic rectangular gaps (crenellation) through which the defenders can fire missiles. Missile attacks targeting creatures protected by battlements suffer a -4 penalty, and the defenders gain a +4 bonus to saving throws v. Blast caused by artillery, burning oil, or similar effects. On a successful saving throw, creatures protected by battlements take no damage, even if the effect would normally deal $\frac{1}{2}$ damage.

Building: A stone or wood structure, 20' high, 30' square, with wooden doors, floors, roof, and stairs. The walls are more thickly built than similar civilian structures (e.g. cottages or townhouses), resulting in higher shp. A standard building can hold 1 unit. For variant dimensions, adjust price and shp proportionately.

Drawbridge: A movable bridge that can be raised or lowered across a moat to control access to the stronghold. A standard drawbridge is 10' wide, 20' high, and 1' thick. For variant dimensions, adjust price and shp proportionately.

Gatehouse: A fortified building protecting an entrance to a stronghold or settlement. The standard gatehouse is 20' high, 30' wide, 20' long, with 10' thick walls, with a metal portcullis that can be raised or lowered to control access. For variant dimensions, adjust price and shp proportionately. A standard gatehouse can hold 2 units.

Keep: A fortified tower within a stronghold that serves as the lord's residence and final redoubt during siege. The standard keep is 80' high and 60' square, with 10' thick stone walls. The interior features wooden doors and stairs between its 8 floors. For square keeps with variant dimensions, adjust price and shp proportionately. A round keep costs 50% more but has +1 AC. A standard keep can hold 12 units.

Moat: A broad, stone-lined trench surrounding a stronghold to provide an obstacle against siege. Most moats are filled with water, but some are left unfilled. A standard moat is 100' long, 20' wide, and 10' deep. For variant dimensions, adjust price proportionately. A moat does not have shp, but it can be filled with fascines.

Palisade: A fence made of wooden stakes or tree trunks. Palisades are commonly built around army encampments to provide security. They are also used to circumvallate (encircle) besieged strongholds to prevent traffic in or out. The standard palisade is 10' high, 100' long, and 1" thick. A 100' palisade can be defended by 1 unit. For palisades with variant dimensions, adjust price and shp proportionately.

Rampart: A broad embankment made of rock fragments, debris, or earth. Ramparts may be surmounted by parapets and used as defensive walls. The standard rampart is 10' high, 100' long, and 15' thick. A 100' rampart can be defended by 1 unit. For ramparts with variant dimensions, adjust price and shp proportionately. Earthworks such as mottes and siege ramps can be constructed in this manner.

Tower: A tall, fortified structure within a stronghold. Towers are typically higher than the surrounding walls, offering the defenders a vantage point from which to view the surrounding area as well as a wide field of fire for missiles. Towers have 5' thick round walls, with wooden doors, floors, and stairs. Towers have one story per 10' of height. For round towers with variant dimensions, adjust price and shp proportionately. Square towers costs 50% less but are -1 AC. A small or medium tower can hold 1 unit. A large tower can hold 2 units. A huge tower can hold 5 units.

Wall: A fortified barrier used to protect a stronghold or settlement from besiegers. A stone wall is 100' long and 10' thick, with height ranging from 20' to 60' high. For walls with variant dimensions, adjust price and shp proportionately. Walls may be built up to 200' high, but cost is doubled for construction over 60' high. A 100' wall can be defended by 1.5 units stationed at the top of the wall, plus an additional 1.5 units per 10' of height, firing through arrow slits. (Arrow slits, battlements, drawbridges, and other features must be purchased separately. 1 arrow slit per 5' per story is required for a multi-story wall to be defended with arrows.) Add up the length of all sections of wall to determine the number of units that can defend them.

CONSTRUCTION PROJECTS

While some military equipment can be purchased at a market, many large and expensive items must be constructed. This section provides rules for constructing strongholds, building ships, manufacturing siege engines, and more. These rules substitute for the rules for **commissioning equipment** and **constructing strongholds** found in Chapters 3 and 7 of the *Adventurer Conqueror King System*. Those basic rules for construction are simple and easy to apply, but they are really only suitable when leaders have the leisure to gather a large, well-trained work force. Wartime construction efforts are virtually always pressed for time and/or short on skilled labor, which necessitates a more flexible approach to construction, described below.

In *Domains at War: Campaigns*, all construction is handled as a series of **construction projects**. The default construction project is stronghold construction, but other examples include ship building, siege engine manufacture, field fortification, ammunition scavenging, and sapping. Stronghold construction, siege engine manufacture, and ship building are discussed in this section; ammunition scavenging, sapping, and other projects are presented in the context of Chapter 5, **Sieges**.

CONSTRUCTION COST, RATE, AND SUPERVISION

Regardless of type, every construction project has a **construction cost**. A project's construction cost is equal to the base cost of the project in gold pieces. For example, a keep has a construction cost of 75,000gp while a heavy catapult has a construction cost of 800gp.

The construction cost is paid by the labor of **construction workers**. Each day, each worker contributes a gp value of construction towards the construction cost. This amount is known as the **construction rate**. A worker's construction rate is normally identical to his wage rate.

EXAMPLE: A construction project with 50 unskilled laborers has a total construction rate of 5gp per day. A construction project with 49 craftsmen (7 masters, 14 journeymen, and 28 apprentices) has a total construction rate of 35gp per day.

The Typical Laborer: If you don't want or need to differentiate between unskilled laborers, skilled laborers, craftsmen, and engineers, you can simply assume that every laborer has a construction rate of 1 2/3 sp. Every 3,000 laborers will construct 500gp per day. This is a good option for large armies on long campaigns.

Construction workers may be **unskilled laborers**, **skilled laborers**, **craftsmen**, and/or **engineers**. Unskilled laborers might be peasants, slaves, prisoners, conscripts, or even mercenaries on labor detail. Each unskilled laborer has a wage rate and construction rate of 3gp per month or 1sp per day. (Levying peasants to serve as laborers has the same limits and effects on domains as levying peasants into a militia.)

Skilled laborers are trained workers in a physically demanding field such as bricklaying or stonecutting. Each skilled laborer (one with the appropriate Labor proficiency, as detailed in the **Proficiencies** section of *ACKS*) has a wage rate and construction rate of 6gp per month or 2sp per day. One in four laborers is usually a skilled laborer.

Craftsmen have considerably higher wage rates and construction rates. As detailed in the **Proficiencies** section of *ACKS*, an apprentice craftsman can construct 10gp per month, a journeyman craftsman can construct 20gp per month, and a master craftsman can construct 40gp per month. Master craftsmen can also manage up to 2 journeymen and 4 apprentices to increase their construction rate by 50%. However, a master craftsmen managing junior craftsmen on a large-scale construction project (taking more than a day) reduces his personal construction rate by 25% due to friction and chaos. There is usually no more than one master craftsman per one hundred laborers.

Engineers and siege engineers can labor on any type of construction project. A siege engineer has the construction rate of a journeyman craftsman, while an engineer has the construction rate of a master craftsman. (Note that this is *less* than their wage rate; such highly trained characters are better used as supervisors.) Characters with just one rank of Siege Engineering proficiency count as skilled laborers, not siege engineers.

The wages rate and construction rates of unskilled laborers, laborers, craftsmen, and engineers are summarized on the Wage and Construction Rates table, below. The sum of the construction rates of all the workers on the project is the **total construction rate**.

Monstrous Workers: Sometimes a construction project may have access to ogres, centaurs, giants, or other powerful creatures. Monstrous workers multiply their construction rate (normally that of unskilled laborers) by their normal load / 5, rounded down.

Construction Supervisors: Each construction project must be overseen by a **construction supervisor**. Supervisors must either be siege engineers or engineers. A siege engineer may supervise one construction project of up to 25,000gp construction cost. An engineer may supervise one construction project of up to 100,000gp construction cost. Multiple engineers or siege engineers may work together to supervise large projects.

Back to Basics: The basic stronghold construction rules in *ACKS* assume a typical stronghold is constructed by around 3,000 men. Of these, 30 are master craftsmen of the various types, each with their 2 journeymen and 4 apprentices, 210 men total. These construct a total of 150gp per day. Another 525 skilled laborers and 2,450 unskilled laborers construct another 350gp per day. The total is thus 500gp of construction per day. The two

Wage and Construction Rates			
Worker	Construction Rate/ Month	Construction Rate/ Day	Wage Rate/ Month
Unskilled Laborer	3gp	1sp	3gp*
Skilled Laborer	6gp	2sp	6gp*
Apprentice Craftsman	10gp/15gp**	33cp/5sp**	10gp
Journeyman Craftsman	20gp/30gp**	66cp/1gp**	20gp
Master Craftsman	40gp/30gp**	1gp, 33cp/1gp**	75gp
Master, 2 Journeyman, and 4 Apprentices	150gp**	5gp**	150gp
Siege Engineer	20gp	66cp	50gp
Engineer	40gp	1gp, 33cp	250gp

*Troops on labor detail must still be paid their normal wage rate. Slaves or prisoners need not be paid any wages.
 **When apprentices and journeymen are working under master on large project.

systems (*ACKS* and *D@W*) are compatible, so you can switch back and forth between them as appropriate.

CONSTRUCTION SITES

The geographic area around a construction project is called the **construction site**. As a general guideline, a construction site should be about ½ mile in diameter. The exact border of the construction site is left to the Judge's discretion. *Any and all construction of a similar sort at the same construction site must be consolidated into a single construction project.*

EXAMPLE #1: Marcus wants to build 2 keeps (75,000gp each), with 200' of high wall (25,000gp each), on a large hill about ¼ mile in diameter. That means the 2 keeps are on the same site and must be combined into one construction project of 200,000gp.

EXAMPLE #2: Marcus wants to build a stone wall 20' high and 100 miles long (528,000'). This great wall will cost 2,640,000gp. Because it occupies such a large geographic area, the Judge rules that the great wall must be divided into many different construction projects. Since a construction site is about ½ mile in diameter, the Judge determines the great wall will encompass (100 / ½) 200 construction projects, each costing 13,200gp.

A maximum of 12,000 workers may work on any given construction site. The first 3,000 workers on a construction site work at their full construction rate. Any additional workers thereafter work at only 33% the normal construction rate, although the workers' wage rates remain the same. Thus a project built with a work force of more than 3,000 workers will end up costing more (in gp of wages paid) than the labor cost of the project. However, the project will get built faster.

EXAMPLE: Marcus initially hires 3,000 various laborers and craftsmen to construct his 200,000gp stronghold. The workers have a total wage rate of 500gp per day and total construction rate of 500gp per day. Wanting to hasten the project, Marcus decides to hire another 3,000 workers with identical characteristics. These additional workers will have a construction rate of just (33% x 500gp) 166gp per day. Their wage rate remains 500gp per day. Marcus's workers now have a total wage rate of 1,000gp per day and a total construction rate of 666gp per day. Since Marcus's stronghold has a base cost of 200,000gp, it will take (200,000 / 666) 300 days to build at a cost of (300 days x 1,000gp/day) 300,000gp in wages.

Note that this result is mathematically identical to the option (explained in Chapter 6 of *ACKS*, p. 127) of reducing construction time by 25% (from 400 days to 300 days) by paying 50% additional construction costs (from 200,000gp to 300,000gp).

CONSTRUCTION MATERIALS

Construction projects require an available source of raw materials (lumber and/or stone). For ease of play, lumber is assumed to be cut down from a forest near the construction site, and stone is assumed to be drawn from quarries near the construction site. The time and effort required to secure these raw materials is already factored into the labor cost. The Judge should increase the labor cost of a construction project by

10%, 20%, or more when raw materials must be gathered and transported to the construction site from a long distance.

EXAMPLE: Marcus has access to the nearby market of Arganos. He decides to buy lumber and timber for his 200,000gp stronghold, in order to reduce the labor cost. The raw materials cost 50,000gp (25% of the cost of the construction project), but the labor cost is reduced by 25%, to 150,000gp. It will now take (150,000 / 666) 225 days to build the stronghold and cost (225 x 1,000gp) 225,000gp in wages.

Alternatively, raw materials may be bought with cash at a market or scavenged from other buildings on the construction site. If purchased at market, the raw materials will cost 25% of the total cost of the construction project, but the labor cost is reduced by 25%. If scavenged from nearby buildings, the labor cost is reduced by 25%, but the value of the buildings is reduced by twice that amount.

ASSISTING CONSTRUCTION WITH MAGIC

A spellcaster with Engineering proficiency, or under the supervision of an engineer, can use spells to assist construction. **Move earth**, **transmute rock to mud**, and **wall of stone** are the most valuable spells for construction projects.

A spellcaster can use **move earth** to dig or fill moats or erect earthen ramparts. The caster's construction rate towards these projects is 12,500gp per turn. The spell expires after 6 turns, allowing 75,000gp of construction total. This construction rate can *only* be used on ditches, moats, and earthen ramparts!

EXAMPLE: Quintus wishes to build his sanctum, a huge tower, on a hill. Unfortunately, the grasslands of Southern Argollé where he is building are as flat as his spellbook. He casts **move earth** and gets to work fixing the local geography. An earthen rampart of 15,000 cubic feet costs 2,500gp. With a construction rate of 75,000gp per hour Quintus is able to erect an earthen mound of (15,000 cubic feet x 75,000 / 2,500) 450,000 cubic feet! When the spell's duration ends, a 200' x 100' x 15' mound now rises from the plains.

A spellcaster can use **transmute rock to mud** to make the stone at a construction site easier to sculpt and mold until the mud hardens. For the duration of the spell (3d6 days), the workers can work stone as if it were earth, increasing their construction rate by 50%. (A stronghold constructed in this manner will look like it was built of mud or concrete rather than stone blocks.)

EXAMPLE: The workers at Quintus' construction site have a construction rate of 500gp per day. Since a huge tower has a cost of 54,000gp, it will take 108 days for them to build the tower. Quintus, an impatient fire mage, decides this is far too long. He casts **transmute rock to mud** on the construction site. He rolls 3d6 for the duration and gets an 11. For the next 11 days, the worker's construction rate will be (500gp x 150%) 750gp per day. "Better," he thinks. "But not fast enough!"

A spellcaster capable of casting both **move earth** and **transmute rock to mud** can speed up construction even further. **Transmute rock to mud** is first used to transform the stone at a construction site into shapeable mud. **Move earth** is then used to pour the mud at the site into a wooden mold created by on-

site workers. Subsequently, the **transmute rock to mud** spell is **dispelled** or reversed, and the wooden molds are pulled down, leaving behind concrete-like stone. This combination of spells allows workers to construct stone structures as if they were wooden, *doubling* their construction rate.

EXAMPLE: Quintus halts work on the mud and orders the workers to instead construct a wooden mold for his sanctum. As the mold is erected, Quintus uses **transmute rock to mud** and **move earth** to pour shapeable mud into the mold. When the mold is filled, he **dispels** the spell and returns the mud to rock. The workers then remove the wooden mold and a concrete-like tower remains. Using this process, the construction rate on the project becomes (500gp x 2) 1,000gp per day. At this rate, it will take (54,000gp / 1,000gp) 54 days to erect Quintus' sanctum.

To further speed the process, a spellcaster can use **wall of stone** to create stone molds into which he can pour transformed mud. This removes the need for workers to construct wooden molds. Apply 500gp towards the stronghold's construction cost per **wall of stone** spell cast in this manner.

EXAMPLE: Quintus, ever impatient, decides to supplement the wooden molds his workers are creating with stone molds made with magic. Each day, he casts three **walls of stone** in the form of stone molds. He then casts **transmute rock to mud** on the construction site, and uses **move earth** to pour the transformed earth into the stone molds. He then **dispels** the **walls** and **mud**, leaving behind stone walls in the shape of the poured mold. In this manner, Quintus achieves a construction rate of (500gp per **wall of stone** x 3 castings) 1,500gp per day. This value, combined with the construction rate of the workers, yields a total construction rate of 2,500gp per day. It will take (54,000gp / 2,500gp) 21.6 days to complete the stronghold.

A spellcaster can also use **wall of stone** to re-surface a stone wall with a new surface, forming a magical "coat of paint". Depending on the mage's spell signature and desires, the **walls of stone** might be seamless and smooth, graven with strange runes, and/or made of exotic stones. Each wall of stone can re-surface 5,000gp of stronghold value.

EXAMPLE: Surveying his completed sanctum, Quintus decides that it lacks pizzazz. As a fire mage, Quintus is partial to red, so he uses a series of **wall of stone** spells to re-surface his sanctum's outer walls with coral red marble. It takes (54,000gp / 5,000gp) 11 **walls of stone** to entirely re-surface the sanctum.

Finally, a spellcaster can also use **wall of stone** to instantly and permanently erect a stone structure of up to 250gp value. While permanent, a **wall of stone** can be **dispelled** easily. Because of this critical weakness, structures made up of **walls of stone** are easily destroyed. Any **dispel magic** cast will function like a **disintegrate** spell!

ARTILLERY AND SIEGE EQUIPMENT CONSTRUCTION

Artillery and siege equipment are sometimes purchased at market or commissioned. More commonly, however, artillery and siege equipment are constructed by a leader's siege engineers and workers. Constructing a piece of artillery or siege equipment is handled as a construction project. Use the standard Construction Project rules except as follows:

- » The normal limits regarding construction sites do not apply to artillery and siege equipment. Any number of siege engines may be constructed simultaneously at the same site, provided enough supervisors are available.
- » The number of workers able to work on any particular piece of artillery or siege equipment is limited. Huge siege towers are capped at 1,200 workers. Large siege towers are capped at 300 workers. All other artillery and siege equipment are capped at 50 workers. Because of these limits, craftsmen rather than unskilled laborers generally do the bulk of the work.

EXAMPLE: King Edward Longshanks orders the construction of a heavy trebuchet (2,500gp) under the supervision of a siege engineer. He assigns 5 master craftsmen, 10 journeymen, 20 apprentices, and 15 skilled laborers, for a total of 50 workers. The project has a construction rate of (5 x 5gp/day) + (15 x 0.2gp/day) or 28gp per day. After (2,500 / 28) 89 days, about three months, the workers finishes construction of the trebuchet. King Edward dubs it "Warwolf" and immediately smashes Stirling Castle with it.

SHIP CONSTRUCTION

A maritime siege may require ships. Building a ship can be handled as a construction project. Use the standard Construction Project rules, except as follows:

- » The construction site for the ship must be adjacent to a navigable waterway.
- » The normal limits regarding construction sites do not apply to ships. Any number of ships may be constructed simultaneously at the same site, provided enough supervisors are available.
- » The number of workers able to work on any particular ship is equal to the ship's maximum crew.

EXAMPLE: Baal the Terrible orders the construction of a fleet of 5 galleys (10,000gp each). Galleys have a maximum crew of 90, so up to 90 workers can work on each galley. Baal assigns 12 master craftsmen, 24 journeymen, and 48 apprentices to each galley. Each galley has a construction rate of (12 x 5gp) 60gp per day. It will take 167 days for each galley to be built.

Spells Cast	Construction Effect
Move earth	Gain 12,500gp per turn construction rate on ditches, moats, and ramparts only
Transmute rock to mud	Increase construction rate of workers at construction site by 50%
Move earth and transmute rock to mud	Increase construction rate of workers at construction site by 100%
Move earth and rock to mud with wall of stone	Gain 500gp of construction per wall of stone spell cast
Wall of stone	Decorative re-surfacing of 5,000gp of stronghold

Chapter 3: **Campaigns**



*The art of war is, in the last result, the art of keeping one's
freedom of action.*

– XENOPHON

Once a leader has raised and equipped his army, he may begin to wage war. Wars are fought in a series of **military campaigns**. A military campaign begins when an army's troops are taken out of their garrisons, and ends when the army's troops return to garrison. A short military campaign will last one month. Longer campaigns can last seasons or even years. Hannibal of Carthage fought a ten year campaign against the Romans during the Second Punic War.

REGIONS

Military campaigns take place within **regions**, consisting of several domains or realms. Regions should be mapped on sheets of hex graph paper beforehand, so that the Judge knows the layout of the land. The **regional map** should show the terrain type in each hex, and indicate the location of major domains, urban settlements, navigable waterways, and roads.

ACKS-compatible medium region hex paper, available for free download at www.autarch.co, is ideal for regional maps. This hex paper is 32 6-mile hexes wide and 48 6-mile hexes long. A set of larger 24-mile hexes, 8 wide and 12 long, are superimposed on top for easy reference. The medium region map is sufficient for a principality or portion of a kingdom. Larger regions can be plotted by adjusting the scale upwards so that each small hex equals 24 miles.

CAMPAIGN ACTIVITIES

When on campaign, armies generally take actions in time increments of **weeks**. During each week of a military campaign, the Judge should follow the procedure below:

1. **Initiative:** Each army's leader calculates his initiative score by rolling 1d6 and adding his **strategic ability** (p. 20) to the roll. Before rolling, the leader may order a forced march (p. 55) in order to gain a +2 bonus to their initiative score. Resolve any ties in favor of the leader with higher strategic ability; if still tied, re-roll.
2. **Movement and Battles:** Starting with the leader with highest initiative score and counting downward, each leader now has the opportunity to move his army. A leader may choose to delay his army's initiative until a lower count is reached, down to the negative value of his initiative score. The army with the initiative is called the "acting army".
 - a. The acting army selects its **strategic stance** (see below), either offensive, defensive, or evasive.
 - b. The acting army conducts any desired **movement** (p. 55) on the regional map. If this takes the acting army into a domain controlled by another leader without his permission, the army is considered to have **invaded** the domain (p. 63).

- c. After the acting army completes its movement, the Judge makes a **reconnaissance roll** (p. 58) to determine what intelligence the acting army learns about nearby opposing armies, if any. Then the Judge makes a reconnaissance roll for each nearby opposing army to see what intelligence those armies learn about the acting army.
 - d. If the acting army is now in the same 6-mile hex as another army, those armies might fight a **battle**. Battles are discussed in Chapter 4, **Battles**. If one of the armies is in a stronghold, a **siege** might result. Sieges are discussed in Chapter 5, **Sieges**.
 - e. After the results of any battles or sieges triggered by the acting army are resolved, the initiative passes to the leader with the next highest initiative score. His army now becomes the acting army.
3. **Supply:** Each army checks if it is in **supply** (p. 56). If so, it pays its supply cost. If not, it resolves the consequences of lack of supplies.
 4. **Occupation and Conquest:** The outcome of any **invasions** by the various armies are resolved. Successful invaders get an opportunity for **occupation, conquest, and pillage**. These mechanics are discussed in the **Invading, Conquering, Occupying, and Pillaging Domains** section (p. 63).

When opposing armies are within one week's movement of each other, the Judge should shift the time increment to **days** instead of weeks. This allows for close maneuver of the opposing forces. When resolving actions in daily increments, the Judge should follow the same steps as above. Movement, battles, invasion, reconnaissance rolls, and other activities should be addressed daily. However, supply should still only be checked once per week.

Conversely, if the opposing armies are so far apart as to make interaction impossible, the Judge may dispense with these steps and simply adjudicate each army's movement and activities in a more casual manner. The weekly increments can be thought of as similar to the turns of a dungeon crawl – sometimes tracking turns is very important, and other times it's not at all.

STRATEGIC STANCE

An army on campaign must be assigned a **strategic stance**. Strategic stance determines how an army reacts when it detects opposing armies. An army's strategic stance may be either **offensive**, meaning that the army is actively seeking battle with opposing armies; **defensive**, meaning the army will fight if battle is offered by an opposing army, but will not otherwise attack; or **evasive**, meaning the army will avoid battle if possible.

When an army chooses its stance, it must designate one-quarter to one-third of its divisions to be its **vanguard** and another one-quarter to one-third to be in the **rear guard**. The remaining divisions are in the **main body**. Divisions in the vanguard lead the marching order and are the most likely to fight an offensive battle. Divisions in the rear guard cover the flank of an evading army's other divisions and are the most likely formation to fight an evasive battle.

Any army's strategic stance may be changed freely each time initiative is rolled. With the Judge's permission, it may also be changed when a new opposing army is detected. Strategic stance is discussed further in Chapter 4, **Battles**.

MOVING ARMIES

Armies move on the regional map. The daily and weekly movement rates of an army are related directly to the encounter movement rates of its troops, as shown on the table below.

Encounter Movement	Daily Movement	Weekly Movement
Feet per Turn	Miles / 6-Mile Hexes	Miles / 24-Mile Hexes
30'	6 / 1	24 / 1
60'	12 / 2	48 / 2
90'	18 / 3	72 / 3
120'	24 / 4	96 / 4
150'	30 / 5	120 / 5
180'	36 / 6	144 / 6
210'	42 / 7	168 / 7
240'	48 / 8	192 / 8
270'	54 / 9	216 / 9
300'	60 / 10	240 / 10
330'	66 / 11	264 / 11
360'	72 / 12	288 / 12

Naturally, any army traveling in formation moves at the rate of its slowest unit. The movement rates shown on the table above are figured based on a full day of travel through open, clear terrain. The terrain type will alter the rate somewhat, as shown on the table to the left.

Terrain	Movement Multiplier
Barren, desert, hills, woods	$\times \frac{2}{3}$
Jungle, swamps, mountains	$\times \frac{1}{2}$
Road, trail	$\times \frac{3}{2}$

REST AND RECUPERATION

When moving over long distances, armies are required to rest for three days out of every seven in order to re-supply and care for their pack animals. The weekly movement rates above include this mandatory rest period.

If an army marches more than four days out of seven without resting, all its units suffer a cumulative penalty of -1 on attack throws and damage rolls per day until they have caught up on the required rest.

Tireless Troops: Certain troops, such as constructs, have no need to rest. Such units may march every day, and even conduct a forced marching without penalty if desired (see below).

FORCED MARCHING

When necessary, armies may engage in a forced march, traveling 12 hours per day instead of the usual 8. A leader may order a forced march either before initiative is rolled or during his initiative. If the leader orders a forced march before initiative is rolled, he gets a +2 bonus to his initiative score. This represents awakening the troops early for a pre-dawn start. A leader who orders a forced march during his initiative does not get this bonus. Either way, the army's daily movement rate is increased by 50% because of the forced march. However, each day of forced marching counts as two days of marching for purposes of rest and recuperation. This penalty applies even if the army does not actually move more than its normal daily movement.

EXAMPLE: A Roman army and a German warband are each 18 miles from a nearby Roman fort. The Roman army has a daily movement rate of 12 miles. The Roman general wants to make sure his army gets to the fort first, before the Germans. Before initiative is rolled, the Roman general orders a forced march. This grants a +2 bonus to his initiative score. The Roman general beats the German general's initiative score, and takes the opportunity to go first. Because of the forced march, the Roman army's daily movement rate is (12 miles $\times$ 150%) 18 miles, enough to reach the fort!

It is now the German general's initiative. Angry at allowing the wily Roman to get the drop on him, the German general now orders a forced march as well. This does not impact his initiative score, but does increase his army's daily movement rate by 50%. He arrives after dark to find the Romans safely behind the fort's walls.

MOVEMENT OF LARGE ARMIES

Most armies occupy one 6-mile hex or less, and can march at about the same pace as individual men and horses. Large armies, however, require such long columns of march that they occupy 2 or more hexes on the regional map, and move much slower. The Movement of Large Armies table shows the column length and movement multiplier based on the size of the army.

Movement of Large Armies		
Army Size	Column Length	Movement Multiplier
Up to 12,000 troops	1 hex	$\times 1$
12,001- 36,000 troops	2 hexes	$\times \frac{3}{4}$
36,001-72,000 troops	3 hexes	$\times \frac{1}{2}$
72,000 troops or more	4 hexes	$\times \frac{1}{4}$

Any movement multiplier due to army size is applied on top of the movement multiplier for terrain. If a multi-hex army occupies two or more different types of terrain, apply whichever movement multiplier is worse.

Because large armies move so slowly, it can sometimes be advantageous to split the army into divisions and have each division march separately. Each of the divisions then functions as a separate army for all purposes until the armies regroup by moving back into adjacent hexes.

MOVEMENT OF WAR MACHINES

War machines, which include all types of artillery, battering rams, galleries, hoists, screws, and siege towers, can be moved

either assembled or disassembled. Assembled war machines move at a rate of 30' per turn (6 miles per day and 24 miles per week), while disassembled war machines move at a rate of 60' per turn (12 miles per day and 48 miles per week).

Assembling and disassembling a war machine is a **construction project** (p. 49) with a construction cost equal to $\frac{1}{100}$ the cost of constructing the war machine from scratch (minimum one day). Disassembled war machines cannot be used until they are assembled, so an army that has to suddenly pitch battle, or is surprised on the march, will not have access to any disassembled artillery and other devices.

EXAMPLE: A Roman legion with 1,040 men has four heavy catapults (600gp each). It has to march 120 miles to lay siege to a Gallic fort. If the legion marches with its heavy catapults assembled, it will travel at 24 miles per week, and take 5 weeks.

Disassembling the catapults is a set of four 6gp construction projects, each of which can have up to 50 men assigned to it. Each man has a typical construction rate of 1 2/3sp per day, so each project has a construction rate of 8.3gp/day – thus it takes just one day to disassemble the catapults. The legion can then march to the Gallic fort at 48 miles per week, and get there in 2 ½ weeks. It then takes one day to assemble the catapults on arrival.

SUPPLYING ARMIES

An army on campaign must remain in **supply** at all times or suffer severe consequences. In order to be in supply, an army must meet three conditions. First, it must be able to pay a **supply cost** (in gold pieces). Second, it must have a sufficiently valuable **supply base** or bases. Third, it must have a clear **line of supply** to its supply base.

SUPPLY COST

Unit Scale	Cost Per Infantry Unit	Cost Per Cavalry Unit
Platoon	15gp	60gp
Company	60gp	240gp
Battalion	240gp	960gp
Brigade	960gp	3,840gp

Each week, the supply cost is 60gp for each unit of 120 infantry, and 240gp for each unit of 60 cavalry. The Exotic Creatures Roster (p. 31) has a list of weekly supply costs for other types of creatures. Armies with smaller- or larger- scale units cost proportionately more to supply per unit.

The costs are inclusive of fresh bread, wheat, and water, as well as pack animals and handlers for the transport of the provisions. Units without a **quartermaster** (p. 24) cost double to supply.



EXAMPLE: Marcus's army consists of 12 brigade-sized infantry units and 4 brigade-sized cavalry units. His army's supply cost is $[12 \times 960] + (4 \times 3,840)$ 26,880gp per week.

Carnivorous Troops: Most units are fed wheat, oats, grass, and similar inexpensive foodstuffs. If a unit's troops or mounts are carnivorous (e.g. beast riders, dragons, ghouls), the unit will be much more expensive to supply. The supply cost for these units is generally four times higher.

As supplying carnivores can be quite expensive, these units are sometimes fed battle **casualties** (p. 74) or **prisoners captured** (p. 64 and p. 74) in battle or from pillage. Each casualty or prisoner supplies his own base XP value in gold pieces of meat. A non-Chaotic unit which sees casualties or prisoners of its own race eaten by a carnivorous unit from its own army suffers a **calamity** (p. 11), triggering a loyalty roll, due to the innate repulsiveness of the practice.

EXAMPLE: Moruvai's army includes a unit of 60 goblin wolf riders. The wolf riders costs (240×4) 960gp per week to supply.

When Moruvai's army captures 500 normal men, the ruthless ruinguard decides to use the prisoners as food for the wolf riders. Normal men have 1-1 HD, so they are worth 5xp each. Therefore they supply (500×5) 2,500gp worth of meat to the wolf riders, enough to keep the unit in supply for $2\frac{1}{2}$ weeks.

However, Moruvai's army includes four units of Neutral-aligned human mercenaries. Upon seeing prisoners of their race devoured by the wolf riders, each of these units must now make a loyalty roll. One of the units fails its roll and deserts. Undeterred, Moruvai sends his wolf riders to capture the deserters. Some problems create their own solutions...

Hungerless Troops: Certain troops, such as constructs, have no need to eat or drink. Such units have no supply cost and do not have to maintain lines of supply. They are never considered out of supply.

SUPPLY BASE

A supply base converts supply cost (gold) into food, water, and other provisions. Any friendly or occupied city, town, or stronghold can serve as a supply base. In order to be in supply, an army requires one or more supply bases whose total value equals or exceeds its supply cost. The value of a supply base is the sum of the following:

- » The monthly income (after expenses) of the supply base;
- » The monthly income (after expenses) of any friendly domains in the same 24-mile hex as the supply base; and
- » The value of any supply bases to which the supply base itself has a clear line of supply (see below)

EXAMPLE #1: Marcus's supply base is Cyfaraun, a city of 2,000 families in Southern Argollë. Cyfaraun is a Class IV urban settlement with a monthly income of 1,950gp. It sits in a large, wealthy domain which has a monthly income of 55,650gp. Cyfaraun has a clear line of supply to Arganos, a Class II city with a supply value of 110,000gp. Cyfaraun is therefore a supply base with a value of $(1,950 + 55,650 + 110,000)$ 167,600gp, easily valuable enough to serve as the supply base for Marcus's army.

EXAMPLE #2: Later in the war, Marcus has greatly expanded his army, and now has a supply cost of 65,000gp. Meanwhile, Arganos has become besieged, so there is no longer a clear line of supply to it from Cyfaraun. Cyfaraun is now worth only $(1,950 + 55,650)$ 57,600gp as a supply base. It is no longer of sufficient value to serve as a supply base for Marcus's expanded force.

If necessary an army can construct its own supply bases. As a 10,000gp construction project, an army can build a small border fort that can serve as a Class VI market. By building such supply bases periodically as necessary to maintain a clear line of supply, the army can create a chain of supply bases back to a large capital.

EXAMPLE: With Cyfaraun no longer sufficient to serve as his supply base, Marcus must find a larger supply base. The city of Kavala is the last friendly city of sufficient size to be his supply base, but Kavala is separated from his army by 900 miles of desert. Marcus decides to construct a chain of 38 forts, each 24 miles apart, stretching from his army's area of operation all the way back to Kavala. It will cost 380,000gp to build these forts, but Marcus will have a supply base for campaigns anywhere between the borderlands and Kavala... assuming that the enemy does not capture one of the "links" in the chain of forts.

An army may change its supply base(s) at any time. For instance, if it captures a stronghold near the front lines, it can begin to use the captured stronghold as its supply base.

LINE AND LENGTH OF SUPPLY

The **line of supply** is the route between the army and its supply base, or from one supply base to another. To function, a line of supply must be **clear**. A line of supply is clear if it is neither **blocked** nor **overextended**.

A supply line becomes **blocked** if the route passes through any hexes **occupied** by enemy forces. An army with a blocked supply line is out of supply until the enemy forces are driven off or a new, unobstructed route is found for the supplies.

A supply line becomes **overextended** if the route between the army and its supply base is too long. The length that the supply line can extend is limited by the terrain the supply line traverses.

Determining whether a supply line is overextended is a simple matter. Just count the number of 6-mile hexes between the army and its supply base. Count each barren or desert hex as four hexes. Count each jungle, mountain, or swamp hex as two hexes. Count every two hill or woods hexes as three hexes. Count every four road or three settled hexes as just one hex, and do not count hexes where the route runs along a navigable

waterway at all! If the total count exceeds 16 hexes (96 miles), the line of supply is overextended.

An army with an overextended supply line is out of supply until it shortens its supply line to within the permitted length.

EXAMPLE #1: Marcus's army departs from Cyfaraun, marching along an old imperial road for 32 hexes (192 miles). Every 4 road hex counts as 1 hex, so the length of the supply line is $(32/4)$ 8 hexes. The army's supply line is not overextended.

Marcus's army then enters the harsh desert of the Waste, travelling 3 hexes. Each desert hex counts as 4 hexes, so the length of the army's supply line is now $(32 / 4)$ 8 hexes from the road and (3×4) 12 hexes from the desert, for a total of 20 hexes. Its supply line is overextended, so Marcus's army is out of supply!

EXAMPLE #2: Baal the Terrible's army departs its supply base in Zidium and marches 30 hexes (320 miles) along the coast of Celdorea, and then 3 hexes inland across settled terrain towards Dappakosea. Since every 3 settled hexes count as 1 hex, and hexes where the route runs along a navigable waterway are not counted at all, Baal's army's supply line only counts as 1 hex long.

For purposes of measuring their line of supply, elves treat forest terrain as settled, while dwarves treat hills and mountains as settled. Beastmen, who have little need for food or drink, eat anything, and forage rapaciously, treat all terrain as settled.

REQUISITIONING AND LOOTING SUPPLIES

An army that is out of supply can **requisition** or **loot** supplies from peasants in the domains it passes through. An orderly requisition of supplies will yield 40gp of supplies per peasant family. This will leave the peasants with sufficient supplies to survive. Supplies can only be requisitioned once every 6 months. Any additional supplies taken must be looted. Looting will yield up to 20gp of supplies per peasant family, but the more that is taken the less remains for the peasants to survive on. For each 20gp of supplies looted, one peasant family is lost. This represents the flight of farmers to the woods, starvation from soldiers stealing all the food, and losses from resistance to the looting. A domain can be looted until no peasant families remain, yielding supplies totaling 60gp per family (40gp from requisition and 20gp from looting). Such a domain is usually **pillaged** to boot; see **Pillaging Domains**, p. 64

If the domain's leader takes umbrage at the supplies being requisitioned or looted, he can fight a battle against the invading army, but generally an army large enough to need to requisition supplies is sufficiently large enough that the petty barons and manorial lords do not resist its efforts, provided the lord himself is not harmed.

EXAMPLE: Marcus's army has encamped in a hex at the borders of the Waste. The hex has 600 peasant families under a local lord. With a supply cost of 27,600gp per week and no supplies coming from Cyfaraun, Marcus's army needs supplies from the peasants. The local lord, with only a small garrison, dares not resist. Marcus requisitions supplies, and gets (600×40) 24,000gp.

Marcus's army needs more supplies, so despite his moral objections he orders his men to loot another 4,000gp. This causes the loss of $(4,000 / 20)$ 200 peasant families. Marcus's army is supplied and marches on. The count stares in horror at the ruin that was once his flourishing domain.

A moving army can either requisition all its supplies from one particular hex, or requisition a fraction of its supplies from each hex it travels through. Either way, requisitioning and looting reduces movement rate by half.

An encamped (stationary) army must first requisition supplies from the hexes it is encamped in, and then from adjacent hexes.

CONSEQUENCES OF LACK OF SUPPLIES

Troops which are insufficiently supplied lose 1 hit point per day and suffer a cumulative -1 to attack throws and damage rolls. Furthermore, they lose the ability to heal wounds normally, though magic will still work. If troops eat enough food for a day, they regain the ability to heal, recover 1 hit point lost to hunger, and reduce by 1 any penalties to attack throws and damage rolls from hunger. Thus, troops that receive rations every other day (or half rations daily) can function almost indefinitely.

However, even if an army physically survives lack of supply, it may not survive psychologically. Each week a unit is partially or completely unsupplied counts as a calamity and the unit must make a loyalty roll.

If the army has enough supplies to feed some of its units, but not all, the army's leader must choose which units to supply. The supplied units do not suffer any penalties, nor do they need to make weekly morale checks. However, the unsupplied units suffer an additional -1 penalty on their loyalty rolls, as it is evident that they are being left to starve while others feed.

SUPPLY, SIMPLIFIED

In most cases, field armies that campaign in well-populated areas along roads and waterways can easily maintain their lines of supply. The Judge can simply deduct an army's supply cost from its leader's treasury each week, and only check for supply if the army is cut off by enemies, attempts to cross hostile or unsettled terrain, or moves more than 24 miles from a road or waterway.

RECONNAISSANCE AND INTELLIGENCE

Intelligence gathering is crucial to waging war. Since the means of intelligence gathering that might be employed, and the counter-measures against them, are as limitless as the imagination of players, *Domains at War* abstracts the various tactics into a set of mechanics called **reconnaissance rolls**.

FREQUENCY OF RECONNAISSANCE ROLLS

As each army completes its movement, the Judge will make a reconnaissance roll to see if the army has gathered intelligence on any nearby armies. Then the Judge will make a reconnaissance roll for each nearby army to see what it has learned about the army that just moved. The maximum range at which an army can be reconnoitered is determined by its size, as shown on the adjacent Reconnaissance Range table. The “observing army” is the army making the reconnaissance roll, while the “opposing army” is the army being observed.

Reconnaissance Range	
Opposing Army Size	Observing Army Must Be Within
120 troops or less	One 24-mile hex
121-600 troops	Two 24-mile hexes
601-3000 troops	Three 24-mile hexes
3,001 troops or more	Four 24-mile hexes

There is no particular limit to the number of reconnaissance rolls an army may make – if there are three armies within range,

it will make three reconnaissance rolls. If there is only one army within range, it will make only one reconnaissance roll. Reconnaissance rolls should *always* be made by the Judge, so that the army leaders remain unaware of how many rolls were made, and how many they failed.

If the number of reconnaissance rolls becomes burdensome, the Judge may consolidate the reconnaissance efforts for and against multiple friendly armies within one 24-mile hex into one roll. For example, if there are 10 watchtowers with 1 unit of cavalry each spread across a 24-mile hex, the Judge may roll for and against them as a single army with 10 units of cavalry.

RECONNAISSANCE ROLL PROCEDURE

To make a reconnaissance roll, the Judge rolls 2d6 and consults the Reconnaissance Rolls table. The die roll should be modified based on the Reconnaissance Modifiers table on the adjoining table. The “observing army” is the army making the reconnaissance roll, while the “opposing army” is the army being observed.

Reconnaissance Modifiers	Modifier
<i>Army Size</i>	
Opposing army has fewer than 600 troops total	-2
Opposing army has only 600 to 3,000 troops	-1
Opposing army has 3,001 to 12,000 troops total	0
Opposing army has 12,001 to 36,000 troops total	+1
Opposing army has 36,001 to 72,000 troops total	+2
Opposing army has 72,001 or more troops	+3
<i>Proximity of Armies</i>	
Armies are in same 6-mile hex	+2
Armies are in adjacent 6-mile hexes	+1
Armies are in same 24-mile hex	0
Armies are 1 or more 24-mile hexes away from each other	-1/hex
<i>Leadership</i>	
Observing army's leader has higher strategic ability than opposing army's leader	+1
Opposing army's leader has higher strategic ability than observing army's leader	-1
<i>Magic, Spies, and Stratagems</i>	
Observing army can observe opposing army with magic (crystal ball , scry , etc.)	+1/spell effect
Opposing army can camouflage location with magic (massmorph , hallucinatory terrain , etc.)	Varies
Observing army has spy infiltrated within opposing army	+1/spy
Observing army can observe opposing army from the air	+2
Observing army has stratagem to reconnoiter or scout enemy position (Judge's discretion)	Varies
Opposing army has stratagem to deceive or trick scouts (Judge's discretion)	Varies
<i>Scouting and Screening Troops</i>	
Observing army scouting with 6 to 20 units	+1
Observing army scouting with 21 to 100 units	+2
Observing army scouting 101 or more units	+3
Opposing army screened by 6 to 20 units	-1
Opposing army screened by 21 to 100 units	-2
Opposing army screened by 101 or more units	-3
Observing army has more cavalry units in total than opposing army	+1
Opposing army has more cavalry units in total than observing army	-1
<i>Terrain</i>	
Opposing army is in clear, plains, or desert hex	0
Opposing army is in scrub, woods, jungle, swamp, or mountains hex	-1
Observing army is more familiar with region than opposing army	+1
Opposing army is more familiar with region than observing army	-1

Reconnaissance Rolls	
Modified Die Roll	Result
2-	Catastrophe
3-5	Failure
6-8	Marginal Success
9-11	Success
12+	Major Success

Proximity of Armies: If the observing army is dispersed into two or more hexes, determine the proximity by counting the number of hexes between the closest unit of the observing army and the opposing army. If the opposing army is dispersed into two or more hexes, determine the proximity by counting the number of hexes between the observing army and the largest division (or other body of troops) in the opposing army. If both the observing and opposing armies are dispersed into multiple hexes, determine the proximity by counting the number of hexes between the closest unit of the observing army and the largest division in the opposing army.

Magic - Scrying: The reconnaissance roll bonus is +1 per spell effect. Each **crystal ball** available counts as one spell effect. Three castings of **scry** count as one spell effect. The spellcaster must be familiar with someone in the opposing army, or already know the location of the opposing army, in order to make use of the **scry** or **crystal ball**. If an officer is protected by an **amulet versus crystal balls and ESP** or **nondetection** spell, his location and the location of units under his command may not be scryed upon.

This does not prevent other officers or units from the army being scryed on. Only if *every* officer in the army is protected by an **amulet** or **nondetection** is their army protected from scrying. For highly powerful spells such as **commune** or **contact other plane**, the Judge may provide information from these spells using the question-and-answer mechanics described in *ACKS*, or treat them as a +1 modifier to reconnaissance rolls, as appropriate.

Magic - Camouflage: Magical camouflage reduces the effective size of the opposing army, which makes the army harder to observe. Each **hallucinatory terrain**, **massmorph**, or **permanent illusion** spell can hide one company-sized unit. For example, if an army with seven units employs **massmorph** to disguise two units, it will count as being an army of five units (600 troops) total for purposes of army size.

Scouting and Screening Troops: Scouting and screening troops only modify reconnaissance rolls within a limited range around them. Cavalry and flyers on garrison duty will scout and screen within the territory of the domain they garrison. Cavalry and flyers in an army on campaign will only scout and screen the 24-mile hex their army is located in and the adjacent 24-mile hexes. Reconnaissance rolls between armies three or more 24-mile hexes away will therefore not be modified. The table assumes company-sized units; treat a battalion-sized unit as 4 units and a brigade-scale unit as 16 units.

Spies: Spies can be infiltrated into an opposing army using the rules in the **Spying** section below.

Stratagems: This represents a variable modifier that the Judge can assign based on the actions of PCs and major NPCs. See the **Stratagems** section below.

EXAMPLE: A goblin army (4,320 troops) has just moved into a 24-mile hex of woods occupied by an elven army (1,200 troops). Both armies now get the chance to locate each other. The leader of the elves has a strategic ability of +2, while the leader of the goblins has a strategic ability of -1. The elves have 1 unit of giant hawks (flyers) and 2 units of horse archers (cavalry); the goblins have 16 units of wolf riders (cavalry). The elves are more familiar with the region.

The elven army will make a reconnaissance roll with the following modifiers: -1 (opposing army has 6 to 20 cavalry units) -1 (opposing army has overall more cavalry and flyers units) +1 (superior ranks in military strategy) +1 (more familiar with region) +2 (can observe enemy from the air) -1 (opposing army in woods). The total bonuses and penalties add up to +1, so the Judge will roll 2d6+1 for the elves. The Judge rolls an 8, modified to 9. The elves have rolled a success!

The goblin army will make a reconnaissance roll with the following modifiers: +1 (6 to 20 cavalry units) +1 (army has overall more cavalry and flyers) -1 (inferior ranks in military strategy) -1 (less familiar with region) -1 (opposing army in woods) -1 (opposing army has only 5 to 20 units). The total adds up to -2, so the Judge will roll 2d6-2 for the goblins. The Judge rolls a 5, modified to a 3; the goblins have failed to gather any information about the elves. In fact, they probably aren't even aware there is an elven army in the area (unless they knew from a prior reconnaissance roll success).

RESULTS OF RECONNAISSANCE ROLLS

A **catastrophe** means that the observing army has gathered false intelligence. The Judge should inform the observing army's leader that he has rolled a major success and pretend to provide intelligence as if that were the case. However, the intelligence will be riddled with falsehoods and misinformation.

A **failure** simply means the observing army has gathered no intelligence. If the opposing army has not yet been detected, then the observing army may be unaware that the observing army is there at all.

A **marginal success**, **success**, or **major success** means the observing army has gathered some intelligence. The amount of intelligence gathered will depend on the degree of success and the proximity of the two armies, as shown on the **Results of Reconnaissance** table below.

Location: The observing army learns the location of the opposing army relative to its own position. The precision with which the location is known can range from a wide swath of hexes to a specific 6-mile hex.

EXAMPLE: The modified result of the elven army's reconnaissance roll was a 9, so the elven army had a success. The elven army is in the same 24-mile hex as the goblin army. Cross-indexing "same 24-mile hex" with "success" on the Results of the Reconnaissance Rolls table, the Judge notes that the elven army learns which 6-mile hex the goblin army occupies. He provides this information to the leader of the elven army.

Approximate Size: The observing army learns whether the opposing army is small (600 or fewer troops); average (600 to 3,000 troops); large (3,001 to 12,000 troops); huge (12,001 to 36,000 troops); gigantic (36,001 to 72,000 troops); or colossal (72,001 or more troops).

EXAMPLE: The Judge reveals that the goblin army is large (3,001 to 12,000 troops).

Number of Divisions: The observing army learns the number of divisions in the opposing army. This can be valuable intelligence as it hints at the leadership ability of the enemy general, the number of officers available to the opposing army, and the flexibility of its command.

EXAMPLE: The Judge reveals that the goblin army is divided into four divisions.

Number of Units per Division: The observing army learns the number of units in each division of the opposing army. This can help identify if some divisions have particularly able commanders, or are particularly strong or weak. The observing army also learns whether the opposing army is organized into company-sized, battalion-sized or brigade-sized units.

EXAMPLE: The Judge reveals that the goblin army's first division has two battalion-sized units; its second division has three battalion-sized units; its third division has three battalion-sized units; and its fourth division has two battalion-sized units.

Type of Each Unit: The observing army learns the type of each unit it has detected, such as heavy infantry, light cavalry, war elephants, and so on. An army of cavalry and heavy infantry is obviously far more threatening than an army of conscripted peasants.

EXAMPLE: Since the elven army only rolled a success, it does not learn the type of each unit. Had the elven army rolled a major success, the Judge would have revealed that the goblin army's first division consisted of two battalion-sized goblin wolf rider units; its second division has four battalion-sized goblin light infantry units; its third division has three battalion-sized goblin slinger units; and its fourth division has two battalion-sized goblin wolf rider units.

Strength of Each Unit: The observing army learns the troop strength of each unit it has detected. This intelligence can be critically valuable as an army might turn out to consist of understrength units.

EXAMPLE: Since the elven army only rolled a success and was not in the same 6-mile hex as the goblin army, it does not learn the strength of each unit. Had the elven army rolled a major success while sharing the same 6-mile hex as the goblin army, the Judge would have revealed that the goblin army's first division consisted of two goblin wolf rider units of 240 troops each; its second division has four goblin light infantry units of 480 troops each; its third division has three goblin slinger units of 480 troops each; and its fourth division has two goblin wolf rider units of 240 troops each.

Results of Reconnaissance Rolls			
Degree of Success			
Proximity of Armies	Marginal Success	Success	Major Success
Same 6-mile Hex	Location (6-mile hex) Approximate size Number of divisions Number of units per division Common prisoner	Location (6-mile hex) Approximate size Number of divisions Number of units per division Type of each unit Valuable prisoner	Location (6-mile hex) Approximate size Number of divisions Number of units per division Type of each unit Strength of each unit Very valuable prisoner
Same 24-mile Hex	Location (24-mile hex) Approximate size Number of divisions	Location (6-mile hex) Approximate size Number of divisions Number of units per division Common prisoner	Location (6-mile hex) Approximate size Number of divisions Number of units per division Type of each unit Valuable prisoner
2 24-mile Hexes	Location (within 2 24-mile hexes) Approximate size	Location (24-mile hex) Approximate size Number of divisions	Location (6-mile hex) Approximate size Number of divisions Number of units per division Common prisoner
3-4 24-mile Hexes	Location (within 4 24-mile hexes)	Location (within 2 24-mile hexes) Approximate size	Location (24-mile hex) Approximate size Number of divisions

Prisoners: In some cases, a reconnaissance roll can yield **prisoners!** Prisoners might be captured deserters, foragers, scouts, or even turncoats. Each prisoner will know 1d3 pieces of information. For each piece of information, roll 1d4 and cross-index the result with the appropriate column on the Prisoner Information table. If the same piece of information is rolled twice, then the information known to the prisoner is of a more detailed nature (shift one column right on the table). The Judge should make these rolls in secret and then decide the identity of the prisoner accordingly.

EXAMPLE: The elven army rolled a success on its reconnaissance roll against the goblin army in its 24-mile hex. According to the Results of Reconnaissance table, the elven army has captured a common prisoner. The Judge secretly rolls 1d3 and scores a 2, so the prisoner will know two pieces of information. He rolls 1d4 for the first piece of information and scores a 1. Cross-indexing a roll of 1 with the "Common Prisoner" column, the Judge finds that the prisoner knows the name, race, and class of the goblin army's leader. The Judge then rolls 1d4 for the second piece of information and scores another 1. This means the prisoner knows even more on the same topic. The Judge therefore cross-indexes a roll of 1 with the "Valuable Prisoner" column, and finds that the prisoner knows the name, class, approximate level, and description of the goblin army's leader, and its total number of officers. The Judge decides the prisoner is a goblin wolf rider who was captured by a scouting party while foraging.

When a character interrogates a prisoner, the Judge may role-play the interrogation, and/or roll 2d6 on the Results of Interrogation table. The Judge should modify the roll by the interrogator's Charisma and applicable proficiencies (e.g. Bribery, Diplomacy, Intimidation, or Seduction), and any other adjustments he deems reasonable.

Results of Interrogation	
Adjusted Die Roll	Result
2-	False Information
3-5	Nothing
6-8	One piece of information
9-11	Two pieces of information
12+	All known information

On a roll of 2 or less, the prisoner reveals one piece of false information. The Judge should present this information as if it is the result of a successful roll. On a roll of 3-5, the prisoner reveals nothing of value (he may babble incoherently, reveal information already known to the interrogator, or beg for his parents, of course). On a roll of 6-8, the prisoner reveals one piece of information, and on a roll of 9-11 the prisoner reveals two pieces of information. On a roll of 12 or more, the prisoner reveals all known information.

Without magic, there is no way for an interrogator to know for sure how many pieces of information a prisoner possesses, or whether the information he has shared is true or false. If magic is available, a prisoner might be **charmed** into revealing the information, mentally questioned using **ESP**, and so on.

EXAMPLE: The elven army's leader has CHA 16 and the Bribery proficiency. He is offering the wolf rider a month's pay (+3 bonus). The elven army's leader rolls 2d6 and gets an 8. Adding his CHA bonus of +2 and his Bribery bonus of +3, his adjusted total is 13. This yields a "all known information" result on the Results of Interrogation table. "I don't know much, but I can tell you about our chieftain, Igrak, and his warband leaders..."

STRATAGEMS

From time to time, characters may concoct **stratagems** to reconnoiter or scout enemy positions, or slay, deceive, or trick enemy scouts. When stratagems are carried out by NPCs, the Judge may simply apply a variable die roll modifier of +1 to +3 (or -1 to -3 to an enemy) to a reconnaissance roll to reflect the stratagem, based on his assessment of the value of the stratagem.

If PCs are personally carrying out the stratagem, the Judge may wish to resolve the stratagem using the **Heroic Forays** rules (see Chapter 4, p. 71). This would represent skirmishing with enemy scouts, killing enemy foragers, and so on. Each ½ point of BR at stake should provide a +1 benefit to the army's reconnaissance roll.

SPYING AND OTHER HIJINKS

Once an opposing army has been located, leaders with access to a syndicate (or other source of perpetrators) can order **hijinks**

Prisoner Information			
1d4	Common Prisoner	Valuable Prisoner	Very Valuable Prisoner
1	The name, class, approximate level, and description of the opposing army's leader.	The name, class, approximate level, and description of the opposing army's leader; and its total number of officers.	The names, classes, approximate levels, and descriptions of the opposing army's leader and division commanders; and its total number of officers.
2	Whether there are any spies infiltrated into friendly army by opposing army.	Whether there are any spies infiltrated into friendly army by opposing army; and if so, the name, class, approximate level, and description of 1 spy.	Whether there are any spies infiltrated into friendly army by opposing army; and if so, the name, class, approximate level, and description of up to 1d4 spies.
3	Whether the opposing army is in supply.	Whether the opposing army is in supply, and the location of its supply base if so.	Whether the opposing army is in supply, along with the location and description of its supply base and the route of its supply line if so. The description of the supply base includes the supply base's commander, size, stronghold value, and garrison (if any).
4	Whether any spellcasters of 7th level or higher are serving in the opposing army.	Whether any spellcasters of 7th level or higher are serving in the opposing army, plus the name, class, and description of the opposing army's most powerful spellcaster.	The total number of spellcasters of 7th level or higher serving in the opposing army, plus the name, class, approximate level, and description of the opposing army's most powerful spellcaster.

against the army. **Syndicates**, **perpetrators**, and **hijinks** are explained in *ACKS*, Chapter 6, **Hideouts and Hijinks**, p. 139-141.

Spying: Before any other hijinks can be performed against an army, a perpetrator must be infiltrated into the opposing army as a spy. A successful spying hijink allows for a perpetrator to be infiltrated into the opposing army. For spying to succeed, the perpetrator must make a successful *Hide in Shadows* throw. The perpetrator must be of the same race as the opposing army's troops, or be disguised with a successful *Disguise* proficiency throw in addition to the hijink throw. The perpetrator must also speak the language spoken by the opposing army's troops.

Each perpetrator infiltrated into an opposing army gives a +1 on reconnaissance rolls made against the opposing army in the next month. The infiltrated perpetrator also has the opportunity to conduct either an assassination, carousing, disinformation, sabotage, or stealing hijink (described below) at any time during the month. At the end of the month, the perpetrator must perform another spying hijink if he wishes to remain infiltrated in the enemy army. If a perpetrator is caught spying on an enemy army, the charge is treason.

Assassination: An infiltrated perpetrator can target an identified enemy officer for an assassination hijink. For an assassination to succeed, the perpetrator must make a successful *Hide in Shadows* throw. There is a -1 penalty on the proficiency throw per each level the perpetrator is lower than the victim. The proficiency throw is further modified by the target officer's morale modifier (as highly charismatic, popular officers tend to be better protected and harder to harm). If a perpetrator is caught attempting to assassinate an enemy officer, the charge is murder.

Carousing: An infiltrated perpetrator can acquire information through carousing hijinks. For carousing to succeed, the perpetrator must make a successful *Hear Noise* throw. If the throw is successful, one piece of common information is acquired (as if interrogating a prisoner). Valuable information can be acquired by taking a -2 penalty on the proficiency throw; very valuable information by taking a -5 penalty. If a perpetrator is caught carousing, the charge is sedition.

Disinformation: An infiltrated perpetrator can spread lies and rumors through carousing hijinks. For carousing to succeed, the perpetrator must make a successful *Hear Noise* throw. If the throw is successful, any reconnaissance rolls made by the opposing army are at a -2 penalty for the next month. If a perpetrator is caught carousing, the charge is sedition.

Sabotage: An infiltrated perpetrator can attempt to destroy the supplies of the opposing army. For sabotage to succeed, the perpetrator must make a successful *Move Silently* throw. The proficiency throw is modified by the opposing army's leader's strategic ability (as skilled generals tend to be better at guarding their supply train). If the throw is successful, the perpetrator destroys 1,000gp of supplies per class level (representing a mix of grains, beer, preserved meat, salt, etc.) The perpetrator can destroy extra supplies by taking a -1 penalty on the proficiency throw per 1,000gp. If a perpetrator is caught attempting to sabotage an army's supplies, the charge is arson.

Stealing: An infiltrated perpetrator can attempt to steal the flag of one of the units in the opposing army. For stealing to succeed, the perpetrator must make a successful *Pick Pocket* throw. The proficiency throw is modified by the target unit's morale score (representing the unit's discipline at the watch). If the throw is successful, the unit in question has lost its flag. This is so demoralizing that the unit must immediately make a loyalty roll at a -1 penalty. (Attempting to steal the emblem of the entire army imposes a penalty of -10 on the proficiency throw, but if successful each unit in the army must make a loyalty roll at a -1 penalty.) If a perpetrator is caught stealing, the charge is sedition.

Risks of Hijinks: Performing hijinks against enemy armies is highly risky. If a perpetrator is caught performing a hijink, very severe charges are always levied against him, and neither attorneys nor interpleaders are available. If the perpetrator is convicted, he will suffer the usual punishments. He will also be interrogated as a **prisoner**. If the perpetrator is 0th – 4th level, he has the information of a common prisoner; if 5th – 9th level, a valuable prisoner; if 10th level or more, a very valuable prisoner. (If the perpetrator is a PC, the Judge might allow the PC to negotiate a trade of information for a reduced sentence...)

INVADING, CONQUERING, OCCUPYING, AND PILLAGING DOMAINS

When an army moves into a domain controlled by another leader without his permission, the army is considered to have **invaded** the domain. Invading a domain is the first step towards **occupying**, **conquering**, and/or **pillaging** it.

When a domain is invaded, it must make an immediate domain morale roll. See *ACKS*, Chapter 6, **Keeping the Peace**, p. 131, for the mechanics of domain morale. Remember that only that portion of the garrison that is physically present in the domain counts for morale purposes in such cases. If the garrison is off campaigning, this will be detrimental to the domain's morale. On the other hand, if there is a friendly army from the same realm within the domain, it will count as a garrison for the invaded domain, even if it is not directly under the control of the domain's ruler.

OCCUPYING DOMAINS

An army has **occupied** a domain when the number of invading troops is sufficiently large enough to constitute an effective garrison. Large, heavily populated domains are more difficult to occupy than thinly populated ones, although civilized peasants do tend to be more docile than those on the borders.

To determine whether a domain is occupied, calculate the value (in wages/month) of the occupying troops in the domain, and subtract the value (in wages/month) of any of the owner's troops remaining in the domain after any battles have been fought. Divide the difference by the number of peasant families to calculate the **net gp value** of occupying troops per peasant. If the net gp value of occupying troops per peasant is greater than the domain's garrison cost (2-4gp), the domain is occupied. Effectively, if the enemy troops, less any friendly troops, would be enough to garrison the domain, the domain is occupied.

EXAMPLE: Marcus invades the civilized domain of Sarotem, a small barony with 500 peasant families. Marcus's army consists of 100 heavy cavalry (6,000gp wages/month). The domain is only defended with 200 light infantry (1,200gp wages/month). The net gp value of occupying troops per family is $(6,000 - 1,200 / 500)$ is 9.6gp. Marcus has occupied the domain, because 9.6gp exceeds 2gp, the domain's garrison cost.

Once a domain has been occupied, control over its families and revenues passes to the occupier, as does responsibility for garrisoning the domain, holding festivals, and paying any taxes and tithes (although taxes will go to the occupier's lord, not the owner's lord).

For so long as a domain is occupied but not yet **conquered** (see below), two domain morale scores must be tracked, one for the owner and one for the occupier. The dominion morale score for an occupier begins at 0, minus the dominion morale of the owner.

EXAMPLE: The owner of Sarotem has a dominion morale score of 0, Apathetic. The domain's populace sees their leader as just another petty noble. They work the land, pay their taxes, and do their duty, but have no special love for their leader. As occupier, Marcus's domain morale score is $(0 - 0)$ also 0. The populace of Sarotem is just as Apathetic about Marcus as they are about the rightful leader.

Each season after the occupation begins, the Judge will make two rolls on the Domain Morale table (ACKS p.131), once for the owner and once for the occupier. Separate adjustments should be applied to each die roll depending on the leaders' alignments, garrisons, and other factors. These rolls will determine whether the domain's morale has changed as a result of recent events.

Should an occupied domain become Turbulent, Defiant, or Rebellious towards the occupier, the rebel peasants will fight to restore the rightful leader. Should an occupied domain become Turbulent, Defiant, or Rebellious towards the owner, the rebel peasants will be insurgents rooting out loyalists.

EXAMPLE: A season after Marcus occupied Sarotem, the Judge rolls on the Domain Morale table for both Marcus and the original owner. Marcus is of a different alignment than the prior leader (-2) but he is keeping the domain heavily garrisoned (7gp per month over the minimum, for +7). The Judge rolls a 6, resulting in a modified roll of $(-2 + 7)$ 11. Sarotem is now Loyal (+1) to Marcus. The populace has been impressed with his military strength. Meanwhile, the owner does not have a garrison in the domain anymore (-2). The Judge rolls a 7, resulting in a modified roll of 5. Sarotem's populace is now Demoralized (-1) towards its original owner.

CONQUERING DOMAINS

An occupied domain is **conquered** when all strongholds and settlements within it have been captured. A stronghold or settlement is captured when no opposing units are present within. Ungarrisoned strongholds or urban settlements may thus be captured automatically. However, if the strongholds or settlements are garrisoned by troops, then the invading army must besiege them. See Chapter 5, **Sieges**.

When a leader conquers a domain, he may be able to add it to his personal domain. In order to be eligible to assimilate the conquest into his personal domain, the newly **conquered domain** must be adjacent to his personal domain, and his personal domain must not yet be at maximum size. Otherwise, the newly conquered domain may simply be added to the conqueror's realm, to be ruled by a vassal (or sub-vassal), or it may be pillaged (or both).

PILLAGING DOMAINS

Instead of integrating a conquered domain into his realm, a leader may **pillage** it. Pillaging a domain requires a sizeable force and can take up to a week, but can be exceptionally profitable. See the Domain Pillaging Requirements table for the army size and time required to pillage a domain.

Domain Pillaging Requirements		
Domain Size	Army Required	Time Required
1- 500 families	600 troops	1 day
501- 2,500 families	2,400 troops	1d3 days
2,501 - 7,500 families	7,200 troops	1d4 days
7,500 – 12,500 families	12,000 troops	1d6 days
12,501+ families	24,000 troops	1d8 days

Pillaging a domain yields gold pieces, supplies, and prisoners. Prisoners can be kept as slaves, or ransomed or sold for 40gp each. When a domain is pillaged, its population (in families) and its stronghold value or urban investment are reduced. See the Results of Pillaging table, below.

Results of Pillaging	
Gold Plundered	3d6gp per family
Supplies Looted	1d10x5gp per family
Prisoners Taken	1d10 per 10 families
Families Lost	1d10 per 10 families
Stronghold Reduction	1gp per 1gp plundered

EXAMPLE: Marcus orders his army to pillage the domain. Since Sarotem has 500 families, it takes 1 day to pillage. Marcus plunders 3d6 gp per family; rolling a 13, Marcus plunders (13×500) 6,500gp. He loots 1d10x5gp in supplies per family; rolling a 5, he loots $(5 \times 5 \times 500)$ 12,500gp in supplies. He takes 1d10 prisoners per 10 families; rolling a 4, Marcus captures $(4 \times 500 / 10)$ 200 prisoners. He ransoms the prisoners off for 40gp each (8,000gp). The total yield from pillaging Sarotem is $(6,500 + 12,500 + 8,000)$ 27,000gp.

If, after pillaging, the remaining stronghold value or urban investment value is too low to sustain the domain's remaining population, it will lose any excess population when the pillaging ends. A pillaged domain must also make an immediate domain morale roll with a -4 penalty.

EXAMPLE: Sarotem's population is reduced by 1d10 per 10 families. The 1d10 roll is a 4, so Sarotem loses $(4 \times 500 / 10)$ 200 families. It has 300 families remaining. The gp value of Sarotem's stronghold is also reduced by 6,500gp, the amount of gp plundered. If Sarotem's stronghold was only 10,000gp to begin with, it would be down to 3,500gp, barely large enough to secure 4 square miles. A 4 square mile domain cannot sustain more than 100 families. The excess 200 families would flee Sarotem when the pillaging was over. (They'd prefer to flee before then, but the presence of the enemy army at their gates makes this hard!)

A domain can be pillaged repeatedly. Each time the effects of the Results of Pillaging table should be applied based on the current size of the domain. Pillaging a domain until nothing remains ("salting the earth") takes four times the required time, while yielding 20gp in plunder, 50gp in supplies, and 1 prisoner per family in total. The domain is then destroyed and cannot be looted any further.

EXAMPLE: Marcus marches on to Luseatum, a 600 family domain that had rebelled against his authority. He decides to make an example of the domain, and "salts the earth". After 1d3x4 days, Luseatum yields 12,000gp in plunder, 30,000gp in supplies, and 600 prisoners. The domain is destroyed. Future generations use the destruction of Luseatum as a parable against rebellion.

An army too small to pillage a domain can still enjoy some plunder; it just doesn't do a proper job of it. Roll on the Results of Pillaging table normally, but the gp plundered, supplies looted, and prisoners taken are multiplied by the ratio of units available to units required. Pillaging with a small force still takes the normal time required.

EXAMPLE: 600 orcs are lucky enough to find an unprotected domain with 2,000 families. According to the Domain Pillaging Requirements table, it takes 2400 troops to pillage the domain, but the 600 orcs try anyway! They spend 1d3 days wreaking havoc and then roll on the Results of Pillaging table. The roll yields 20,000gp in plunder, 50,000gp in supplies, and 800 prisoners, which is reduced to $(600/2400 = 25\%)$ 5,000gp in plunder, 12,500gp in supplies, and 200 prisoners. Having acquired about 40gp each, the orcs feel rich!

An army that is pillaging a domain may not move. It may be attacked by an opposing army that moves into the hex it is pillaging. If it is interrupted prior to the completion of pillaging, some pillaging will still have occurred. Again, roll on the Results of Pillaging table normally, but the gp plundered, supplies looted, and prisoners taken is multiplied by the ratio of time spent pillaging to time required. (If a pillaging army is both small and limited in time, then the plunder, loot, and supplies acquired will be reduced proportionately based on both the size of the force and the time spent pillaging.)

Gold pieces earned from pillaging count as **spoils of war** (p. 74) for purposes of experience points.

HANDLING VERY SMALL OR LARGE DOMAINS AND URBAN SETTLEMENTS

If a single hex has a mix of domains and small urban settlements (Class V or Class VI), the Judge should sum the number of families into one value and treat them as a single domain for purposes of invasion, occupation, conquest, and pillage. On the other hand, urban settlements of Class IV or higher should be considered separate domains for purposes of invasion, occupation, conquest, and pillage.

PILLAGING SUPPLY BASES

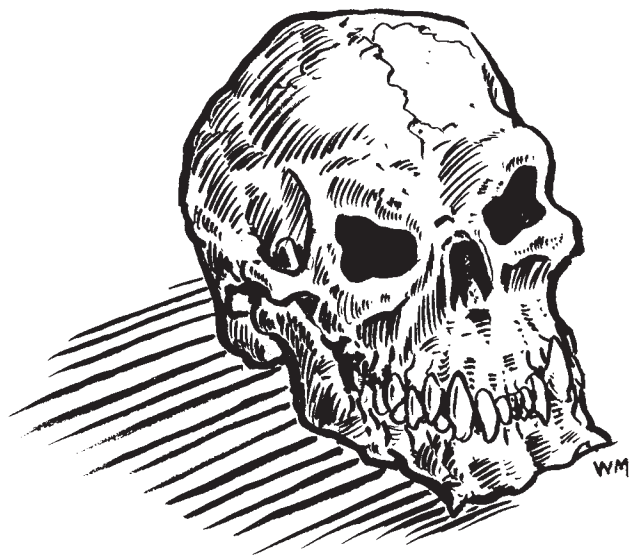
When the domain or settlement being pillaged is functioning as a supply base, it will yield more than the standard gold, supplies, and prisoners. The pillaging army will gain additional gold equal to one month's wages for the opposing army, and additional supplies equal to one month's supply cost for the opposing army.

The rules assume that gold and supplies are being cached at the supply base in advance and then brought forward to the front line when the troops are fed and paid. The Judge should use his judgment to adjust these rules if the situation does not fit these assumptions.

EXAMPLE: Marcus pillages the supply base of his arch-rival Moruvai. Moruvai's army consists of 4 units of goblin wolf riders (900gp wages/month and 3,840gp supplies/month per unit), 5 units of hobgoblin heavy infantry (1,440gp wages/month and 240gp supplies/month per unit), and 5 units of goblin slingers (240gp wages/month and 240gp supplies/month per unit).

Moruvai's wage cost is $[(4 \times 900gp) + (5 \times 1,440gp) + (5 \times 240gp)]$ 11,800gp per month. Moruvai's supply cost is $[(4 \times 3,840gp) + (5 \times 240gp) + (5 \times 240gp)]$ 17,760 per month. Therefore Marcus will net 17,760gp in supplies and 11,800gp in gold from pillaging Moruvai's base.

When an army's supply base is pillaged, its wages and supply costs for the next month are doubled as its leader must pay for the lost resources. The sack of the supply base counts as a calamity for morale purposes!



Chapter 4: **Battles**



Although extraordinary valor was displayed by the entire corps of Spartans and Thespians, the bravest of all was the Spartan Dienekes. It is said that on the eve of battle, he was told that the Persian archers were so numerous that their arrows would block out the sun. Dienekes, however, undaunted by this prospect, remarked with a laugh, 'Good. Then we will fight in the shade.'"

– HERODOTUS, HISTORIES, 7.226

When two opposing armies are in the same 6-mile hex, a **battle** may occur. To determine whether a battle occurs, first the Judge identifies the **state of awareness**. The three possible states are **mutual awareness**, **mutual unawareness**, or **unilateral awareness**.

The state of awareness depends on whether the various armies have located each other within the 6-mile hex. If both armies have located each other in the hex, the state is one of **mutual awareness**. If neither army has located the other in the hex, the state is one of **mutual unawareness**. If just one army has located the other in the hex, the state is **unilateral awareness**.

Once the state of awareness is known, the Judge finds the appropriate **State of Awareness** table, below. Cross index the two army's **strategic stances** (p. 54) to find the resulting type of **strategic situation**. Some strategic situations will result in a battle.

Mutual Awareness			
Army A's Stance	Army B's Stance		
	Offensive	Defensive	Evasive
Offensive	Pitched Battle	Pitched Battle	Rear Guard Action
Defensive	Pitched Battle	No Battle	No Battle
Evasive	Rear Guard Action	No Battle	No Battle

Mutual Unawareness			
Army A's Stance	Army B's Stance		
	Offensive	Defensive	Evasive
Offensive	Meeting Engagement	Meeting Engagement	Skirmish
Defensive	Meeting Engagement	No Battle	No Battle
Evasive	Skirmish	No Battle	No Battle

Unilateral Awareness			
Army A's Stance (Aware)	Army B's Stance (Unaware)		
	Offensive	Defensive	Evasive
Offensive	Deep Envelopment	Envelopment	Rear Guard Envelopment
Defensive	Ambush	No Battle	No Battle
Evasive	No Battle	No Battle	No Battle

Note that when indexing results on the tables above, the two opposing armies are always designated "Army A" and "Army B." In states of mutual awareness and mutual unawareness, the designation is arbitrary. In states of unilateral awareness, the aware army is Army A, and the unaware army is Army B.

STRATEGIC SITUATIONS

The State of Awareness tables will yield one of several different strategic situations. The strategic situation determines whether a battle is fought; and if so, which divisions of the armies may participate in the fight, and whether either army is surprised.

No Battle: No battle occurs. The two armies may each continue to move when they are next active.

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. Neither army is surprised.

Meeting Engagement: A meeting engagement pits the vanguard divisions of one army against the vanguard divisions of the other army. Neither army is surprised.

Rear Guard Action: A rear guard action pits every division of an offensive army against the rear guard divisions of an evading army. Neither army is surprised.

Skirmish: A skirmish pits the vanguard divisions of an offensive army against the rear guard divisions of an evading army. Neither army is surprised.

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, but the unaware army is surprised.

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. Every division from the opposing army participates.

On any result other than **No Battle**, the Judge may resolve the battle using the rules below. Alternatively, the Judge may use the more detailed rules available in *Domains at War: Battles* to fight the battle on the tabletop.

RESOLVING BATTLES

When a battle occurs, the Judge should run a series of **battle turns** following the procedure below. Each battle turn represents approximately 10 minutes of hard fighting.

1. Each army leader selects one or more units from those available to participate in the battle. Units participating in the battle are called **participating units**. Units that do not participate in the battle are in the **reserve**.
2. Each army leader calculates his army's **battle rating**. An army's battle rating is equal to the sum of the battle rating of all units participating in the battle. The battle rating of various units is detailed in the **Battle Rating** section (p. 68).
3. Heroic PCs and NPCs may make **heroic forays** to influence the battle rating in favor of one army or the other. All heroes' heroic forays are revealed and resolved simultaneously. Lost units are then removed. See the **Heroes in Battle** section (p. 71).
4. Each army leader simultaneously rolls a number of attack throws equal to his army's remaining battle

rating. The target value for the attack throws is 16+, modified by the **Attack Throw Modifiers** listed below. For each successful attack throw, one hit is scored.

- Each army leader tallies the hits scored against his army. Each army leader then removes units from his army with a combined battle rating equal to or greater than the total hits scored against his army. These units are defeated. Hits scored in excess of the amount required to defeat all the opposing army's units are ignored. Hits are applied simultaneously.
- The Judge now checks to see whether either army has reached a **break point** and if so resolves **morale rolls**, as explained in **Ending Battles** (p. 72). If, after resolving morale, all units of one army have routed or been destroyed, then the battle is over.
- Either army may now voluntarily withdraw. The army leader with the lower strategic ability must decide first. If either army voluntarily withdraws, the battle ends. If neither army wishes to withdraw, then another battle turn is fought, starting with step 1.

When the battle ends, the losing army must **retreat**. The winning army may **pursue** the defeated army. After pursuit, **casualties** are calculated. The winning army then seizes the **spoils of war**. See the **Aftermath of Battles** section (p. 73).

ATTACK THROW MODIFIERS

During a battle, each unit's attack throws are modified by the following factors:

Attack Throw Modifiers	Modifier
Lieutenant leading unit	+1
Opposing army surprised (first battle turn only)	+2
Opposing army occupies advantageous terrain (hill, ridgeline)	-2
Opposing army occupies highly advantageous terrain (cliffs, river bank)	-4

BATTLE RATINGS

A unit's **battle rating (BR)** is a measure of its value on the battlefield. An army's BR is equal to the sum of the battle ratings of all the units in the army, rounded down. The battle ratings of the default units for the major races are listed in the Battle Rating table, below. The **Unit Characteristics Summaries** (p. 29) and **Exotic Creatures Roster** (p. 31) have battle ratings for many additional unit types.

EXAMPLE: Moruvai has an army consisting of 20 units of goblin bowmen (BR 0.5 each), 4 units of goblin wolf riders (BR 6.5 each), and 5 units of ogre light infantry (BR 4 each). Moruvai's army has a battle rating of $[(20 \times 0.5) + (4 \times 6.5) + (5 \times 4)]$ 56.

The battle ratings are for company-sized units. If one army has units at a larger scale than the other, increase the larger units' BR proportionately or split them into smaller units. See **Organization and Command in Very Small or Very Large Armies** (p. 22).

EXAMPLE: Among the forces facing Moruvai's army are a battalion-sized unit of 480 elven longbowmen. Since a company-sized unit of 120 elven longbowmen has BR 7, a battalion-sized unit of 480 elven longbowmen would have BR 28. Alternatively, the elven longbow battalion could be split into four company-sized units of 120 troops, each with BR 7.

If both armies are organized into small- or large-scale units of the same size, use the BRs at the standard value. This allows you to quickly fight very large battles with the standard BR values.

EXAMPLE #1: A large dwarven army (6 brigade-sized units of 1,080 heavy infantry) is battling a huge goblin army (18 brigade-sized units of 1,080 bowmen). Rather than scale BR upward by a factor of 16, the Judge simply assigns the standard BR value to the larger units. Therefore the dwarven army has 6 units with a battle rating of 3 each while the goblin army has 18 units with a battle rating of 0.5 each.

Troop Type	Battle Rating										
	Man	Dwarf	Elf	Kobold	Goblin	Orc	Hobgoblin	Gnoll	Lizardman	Bugbear	Ogre
Conscript/Militia	0.5	0.5	1	-	-	-	-	-	-	-	-
Light Infantry	1	-	1.5	0.25	0.5	1	2	3	4.5	6	4
Heavy Infantry	2	3	4	-	-	1.5	2.5	4	7.5	8	8
Slinger	1	-	-	-	0.5	-	-	-	-	-	-
Bowman	1.5	-	3.5	-	0.5	1	-	-	-	-	-
Crossbowman	3	3.5	-	-	-	2	-	-	-	-	-
Longbowman	3	-	7	-	-	-	4	6.5	-	-	-
Light Cavalry	3.5	-	6	-	-	-	-	-	-	-	-
Horse Archers	5	-	8.5	-	-	-	7.5	-	-	-	-
Medium Cavalry	5	-	-	-	-	-	5.5	-	-	-	-
Heavy Cavalry	6	-	-	-	-	-	-	-	-	-	-
Cataphract Cavalry	7.5	-	13.5	-	-	-	-	-	-	-	-
Camel Archers	2.5	-	-	-	-	-	-	-	-	-	-
Camel Cataphracts	4	-	-	-	-	-	-	-	-	-	-
War Elephants	4	-	-	-	-	-	-	-	-	-	-
Mounted Crossbowman	-	5	-	-	-	-	-	-	-	-	-
Beast Rider	-	-	-	-	6.5	8	-	-	-	-	-



EXAMPLE #2: A caravan of nomads (4 platoon-sized units of horse archers) are facing a village of goblins (7 platoon-sized units of goblin light infantry). The Judge assigns the standard BR value to the smaller units. Therefore the nomad “army” has 4 units with a BR of 5 each, while the goblin army has 7 units with a battle rating of 0.5 each.

Strategic Ability: A commander of great **strategic ability** (p. 20) increases the BR of the units in his division. At strategic ability +3 or better, each unit’s BR is increased by 0.5. At strategic ability +6 or better, each unit’s BR is increased by 1.0.

EXAMPLE: Four units of longbowmen are led by a captain with strategic ability +3. Their total battle rating is $(4 \times (3 + 0.5))$ 14.

Overwhelmed Commanders: Commanders can only effectively command a number of units equal to their **leadership ability** (p. 20). If the number of units in a commander’s division exceeds the commander’s leadership ability, the BR rating of each unit in excess is halved.

EXAMPLE: Eight light infantry are led by a commander with a leadership rating of 4. The division’s battle rating is $(4 \times 1) + (4 \times 0.5)$ 6. If the commander had a leadership rating of 8, his division’s battle rating would be (8×1) 8.

Veteran Troops: Veterans (1st level fighters) are formidable foes in battle. Increase the battle rating of veteran infantry units by 2 points. Increase the battle rating of veteran cavalry units by 1 point.

EXAMPLE: A unit of crossbowmen has a BR of 3. Therefore, a unit of veteran crossbowmen has a BR of $(3+2)$ 5.

EXAMPLE: A unit of horse archers has a BR of 5. A unit of veteran horse archers has a BR of $(5+1)$ 6.

Battle Rating for Exotic Units: *Domains at War* battles are not limited to historical troops. Exotic units such as a band of minotaurs, a flight of wyverns, or an ancient dragon could all appear on the battlefield. To determine the battle rating for exotic units, find the constituent creature’s BR on the **Exotic Creatures Roster** (p. 31). Multiply the listed battle rating by the number of creatures in the unit. Round the final value to the nearest 0.5. Remember that units are limited to 120 man-sized creatures, 60 large-sized creatures, 20 huge creatures, 5 gigantic creatures, or 1 colossal creature.

EXAMPLE #1: A solitary ancient dragon has a BR of 12.093. Since ancient dragons are colossal creatures, one ancient dragon is a company-sized unit, with a BR rounded to 12. The dragon is the equivalent of 1,500 light infantry all by itself!

EXAMPLE #2: A solitary wyvern has a BR of 1.360. Since wyverns are huge creatures, up to 20 wyverns can form a company-sized unit. A unit of 20 wyverns therefore has a BR of (1.360×20) 27.2, rounded to 27.

EXAMPLE #3: A solitary minotaur has a BR of 0.078. Since minotaurs are large creatures, up to 60 minotaurs can form a company-sized unit. A unit of 60 minotaurs therefore has a BR of (0.078×60) 4.68, rounded to 4.5.

Units with a mix of different types of creatures can be created simply by summing the BR of the constituent creatures.

EXAMPLE #4: A unit of 30 minotaurs (BR 0.078 each) and 10 fire giants (BR 0.676 each) has a BR of $(30 \times 0.078) + (10 \times 0.676)$ 9.1, rounded to 9.

For unlisted monsters, use the following formula:

$$\frac{(\text{Number of Creatures}) \times (\text{Creature's AC}+1) \times (\text{Creature's HD}) \times (\text{Creature's HD} + 1) \times (1 + \text{Creature's \# of Special Abilities})}{(8 \times \# \text{ of Infantry per Regular Unit})}$$

Round the final value to the nearest 0.5. The number of infantry per regular unit is normally 120, unless unit size has been adjusted for a particularly large or small battle. The creature’s number of special abilities usually equals the number of asterisks next to its Hit Dice (e.g. 4** HD means two special abilities). Most creatures in *ACKS* have no special abilities. However, the Judge may, at his discretion, change the number of special abilities based on the creature’s possession of magic items, long range weapons, or other advantages or disadvantages in mass combat.

EXAMPLE: Artashumara, an 11th level Nobiran wonderworker, has cross-bred brown dragons with dire wolves to create lightning-breathing wolves he calls stormstalkers (Move 150', AC 7, HD 6**, #AT 2 claws, 1 bite, 1 tail lash or special, Dmg 2d6/2d6/1d8/2d6, ML +1, AL N). A stormstalker has a BR of $(1 \times (7+1) \times (6 \times (6+1) \times (1+2)) / (8 \times 120)$ 1.05. The Judge “benchmarks” this against a comparable creature. Checking the Exotic Creatures Roster, he notes that a young dragon has a BR of 2.057. Since both have 6 HD and two special abilities, but dragons can fly and stormstalkers cannot, he decides 1.05 is a reasonable BR for the stormstalker.

Battle ratings calculated using this formula will *not* line up perfectly with the BRs presented in the Exotic Creatures Roster. The battle ratings in the Roster were calculated by running the creatures’ *Domains at War: Battles* characteristics through a formula that weighed formation, cleave factor, and other factors. When using the formula listed here, be sure to “benchmark” the outcomes from the formula against similar creatures found in the Exotic Creatures Roster. You can also check out the *D@W: Battles* rulebook for the full details.

SURPRISE

In certain strategic situations (e.g. ambush, envelopment, deep envelopment, and rear guard envelopment), one army will have surprised the other. The surprised army may not make any attack throws during the first battle turn of the battle. In addition, units attacking the surprised army gain a +2 bonus on all attack throws against it during the first battle turn. Heroes may still make a heroic foray even if their army is surprised. See **Heroes in Battle**, below.

HEROES IN BATTLE

Great warriors, powerful wizards, and monstrous creatures can influence the outcome of battles far more than lesser mortals. *Domains at War: Campaigns* offers two mechanisms by which the actions of **heroes** on the battlefield can be resolved. Heroes can be treated as **heroic units**, with their activities abstracted into Battle Ratings. Alternatively, the activities of heroes can be resolved by “zooming in” on a particular fight between the heroes and their foes, called a **heroic foray**.

QUALIFYING HEROES

To qualify as a hero, a PC, NPC, or monster must be present at the battlefield and meet one of the following criteria:

- » The character is a PC (i.e. all player characters can act as heroes); or
- » The character is a monster possessing at least nine Hit Dice; or
- » The character is an NPC with at least seven levels of experience; or
- » The character is the henchman of a qualifying hero, and has at least four levels of experience.

EXAMPLE: Several PCs and NPCs are present at a battle: Marcus (9th level PC fighter) and his henchman Peristo (6th level fighter); Zeodarë (7th level PC bladedancer) and her henchman Sera (3rd level thief); and Theon (6th level NPC Paladin) and his henchman Jonus (4th level paladin).

Marcus and Zeodarë both qualify as heroes because they are PCs. Peristo qualifies as a hero because he is the henchman of a qualifying hero and has at least four levels of experience, but Sera does not qualify because she is too low level. Theon does not qualify as a hero because as an NPC he needs at least seven levels of experience, and he only has six. His henchman Jonus does not qualify because Theon didn't qualify. If Jonus were Marcus' or Zeodare's henchman, he would qualify as a hero.

In platoon-scale battles, decrease the level or HD requirements by two. In battalion-scale battles, increase the level or HD requirements by two. In brigade-scale battles, increase them by four. (And remember: Just because PCs *can* act as heroes, doesn't mean they should!)

EXAMPLE: If the battle above were at platoon scale, NPCs would qualify with five levels of experience, and henchmen of qualifying heroes would qualify with two levels of experience. Therefore Sera, Theon, and Jonus would all qualify as heroes.

HEROIC UNITS

Heroes can be treated as **heroic units**, with their activities abstracted into Battle Ratings. When using this method, heroes simply become (powerful) units on the battlefield. Treating heroes as units allows the Judge to quickly resolve battles, and is ideal for resolving mass combats that happen without player participation. Simply calculate each hero's BR using the formula under **Battle Rating for Exotic Units** (p. 70). Treat classed PCs and NPCs as having one special ability (*) each, or two if they cast arcane spells.

EXAMPLE #5: Peristo, a 6th level fighter with AC 9 and a **horn of blasting**, participates in a battle. The Judge determines that possessing the **horn** counts as a bonus special ability. Peristo's BR is $(1) \times (9+1) \times (6) \times (6+1) \times (1+2) / (8 \times 120) = 1.3$, rounded to 1.5. Without the **horn of blasting**, Peristo's BR would be $(1) \times (9+1) \times (6) \times (6+1) (1+1) / (8 \times 120) = 0.875$, rounded to 1.

HEROIC FORAYS

Instead of treating heroes as units, the activities of heroes can be resolved by “zooming in” on a **heroic foray**. A heroic foray is a fight between participating heroes and a selection of foes drawn from the opposing army. All heroes may fight in the same foray, or they may fight in separate forays, depending on the disposition of the heroes on the battlefield (Judge's discretion).

BR Staked	Hero is ...
0	Entering the foray
0.5	Leading from the front
1	Heroically charging into battle
1.5	Attacking in front of the vanguard
2	Cutting a swath of glory
2.5	Carving his name into the epics
3	Seeking glorious death!

To foray, a hero **stakes** between 0 and 3 points of battle rating. The amount of BR staked represents the risk the hero is taking during the battle. Each hero chooses how many points of battle rating he will stake. The total amount of BR staked by all the heroes in the foray will determine how many foes the heroes face.

EXAMPLE: Marcus and Peristo decide to foray against Moruvai's army. Marcus audaciously stakes 2 point of BR, while Peristo, more cautious by nature, stakes 1 point. They will collectively face 3 BR worth of foes.

The Judge should select foes for the foray from among the units and heroes of the opposing army. Foes enter the foray in 1-4 separate groups. The Judge should allocate foes to the groups however he deems appropriate, but each group should be approximately equal in size. If desired, the Judge may have the heroes face partial units, reducing both BR and number of creatures proportionately.

EXAMPLE: The Judge selects 3 BR worth of foes. A unit of 60 wolf riders has 6.5 BR, so the Judge confronts Marcus and Peristo with 45% of that number - 27 wolf riders, equal to BR 3. The Judge divides the wolf riders into three groups of 9 wolf riders each.

When the foray begins, consult the Battlefield Encounter Distance table to determine how many yards separate the heroes and their foes. Roll separately for each group.

Battlefield Encounter Distance	
Terrain	Encounter Distance (yds.)
Badlands or Hills	2d6x10
Desert or Plains	4d6x10
Fields, Fallow	4d6x10
Fields, Ripe	5d10
Fields, Wild	3d6x5
Forest, Heavy or Jungle	5d4
Forest, Light	5d8
Marsh	8d10
Mountains	4d6x10

EXAMPLE: The Judge consults the Battlefield Encounter Distance table for each group. The battle is being fought on the plains of Southern Argollë, so he rolls 4d6x10. Rolling for the first group of 4 wolf riders, the Judge gets a 14; the first group is 140 yards away from the heroes. Rolling for the second group of wolf riders, the Judge gets an 11; the second group is 110 yards away from the heroes. Rolling for the third group of wolf riders, the Judge gets a 15; the third group is 150 yards away.

The foray between the heroes and their foes should be resolved using the standard combat rules of ACKS (initiative, morale, etc.). The participating heroes may use any desired spells, magic items, or other powers they wish. The heroes may leave the foray by using Defensive Movement, but may not re-enter the same foray thereafter. The foray ends when all of the heroes or foes have been defeated. Foes who voluntarily withdraw or who fail morale rolls and flee are considered defeated.

If the heroes win the foray, the opposing army loses units with a combined battle rating equal to the total BR staked in the foray.

EXAMPLE: Marcus and Peristo kill half the goblin wolf riders, and the remaining goblins fail their morale rolls and flee. All of the foes are defeated, so the foray is over. The heroes won a foray with 3 BR at stake, so the Judge must remove 3 BR worth of units from the goblin army.

HEROES VERSUS HEROES

If there are heroes present in both armies, they will often end up foraying during the same battle turn. In this case, the heroes of each army might face each other in the foray. The highest total BR staked by either side is used. The heroes from each army will be supported by the staked BR worth of allies drawn from their army.

EXAMPLE: Next battle turn, Marcus and Peristo foray again, putting 2 BR at stake in total. Simultaneously, Moruvai, a 12th level ruinguard, also forays, and puts 3 BR at stake. The highest stake risked by either side is used, so 3 BR are at stake. Marcus and Peristo will face Moruvai in the foray. Each side will be supported by 3 BR worth of allies from their own army.

A foray with heroes on both sides ends when all of the heroes and creatures on one side have been defeated. Each side loses units with a combined battle rating equal to the total BR their side lost in the foray.

EXAMPLE: After a fierce fight with many losses on both sides, Moruvai withdraws. He has lost 6 goblin bow units (0.5 BR each) in the fighting. Marcus and Peristo are victorious, though their side has lost 1 heavy infantry unit (2 BR). Since 3 BR were at stake, Moruvai's army loses 3 BR worth of units, and Marcus's army loses 2 BR.

LULLS IN THE FIGHTING

In between each battle turn, there is a **lull in the fighting** during which PC and NPC heroes can treat injured comrades, use magical healing, or take other actions to prepare themselves for the next battle turn. If heroes from either army make any attacks or cast any spells affecting the opposing army, however, this immediately interrupts the lull and begins another battle turn. If not interrupted, the lull will last for 1 turn (10 minutes).

ENDING BATTLES

A battle ends when all of the units of one army have voluntarily withdrawn, routed, and/or been destroyed.

ANNIHILATION

A battle immediately ends if all of the units of either army are destroyed. Such an outcome is rare unless the army's leader has a very high morale modifier. In most cases, a battle will end from voluntary withdrawal or rout long before this occurs.

VOLUNTARY WITHDRAWAL

A battle immediately ends if either of the armies **voluntarily withdraws**. Armies which suffer a morale collapse are very vulnerable to pursuit, so a wise leader will conduct a voluntary withdrawal before this occurs.

MORALE COLLAPSE

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 an army must make a morale roll if:

- » One or more units in the army were destroyed during the preceding combat round; and
- » The total number of units destroyed in the battle thus far is 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 battle turn, Marcus's army lost its fourth unit. Since at least one unit was destroyed during the preceding battle turn, and the total number of units destroyed (4) is equal to or greater than the army's break point, every unit in Marcus's army must make a morale roll.

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 Roll Modifiers table below.

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

Rout: The unit immediately **routs** off the battlefield. It will play no further part in the battle, and counts as destroyed for battle resolution purposes.

Flee: The unit retreats in disorder. It may not attack next battle turn. If the battle ends before the unit can attack again, it counts as routed.

Waver: The unit's morale is wavering. Its BR is halved when attacking next battle turn.

Stand Firm: The unit remains steady. No effect.

Rally: The unit rallies under the pressure of battle. Its BR is increased by half when attacking next battle turn.

EXAMPLE: Since a unit was destroyed during the preceding battle turn, 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 BR worth of units, which imposes no modifier. However, his army has lost more BR of 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). Marcus rolls 2d6 and gets a 6, modified to a 7. The unit is wavering. Its BR will be halved from 2 to 1 when attacking next turn.

Morale Roll Modifiers	Modifier
<i>Army Modifiers (apply to all units)</i>	
Army leader present on battlefield	+ $\frac{1}{2}$ Morale Modifier
Army has lost $\frac{1}{2}$ or more of its starting BR, but less than $\frac{2}{3}$	-2
Army has lost $\frac{2}{3}$ or more of its starting BR	-5
Army has destroyed more BR of units than opposing army	+2
Army has lost more BR of units than opposing army	-2
Army cannot retreat (surrounded, trapped, etc.)	+2
Army defending homeland / sacred ground	Judge's Discretion
<i>Unit Modifiers</i>	
Commander attached to unit	+ Morale Modifier
Unit is wavering	-2
Unit is fleeing	-5

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.

AFTERMATH OF BATTLES

When a battle ends, the defeated army immediately **retreats**. The victorious army has the opportunity to **pursue** the defeated army. After pursuit is resolved, each army determines **casualties** and gathers the **spoils of war**. Finally, each army calculates **experience points** for its leaders, heroes, and troops.

An army that fights a battle may not make any further movement that day, apart from retreating.

RETREAT

After a battle, the defeated army must retreat. A retreating army generally retreats 1 6-mile hex along its line of supply. If there is a friendly stronghold or urban settlement in the same 6-mile hex, the army may retreat into the stronghold or settlement. The victorious army might then begin a **siege**, as described in Chapter 5.

If an army's line of supply is occupied by enemy troops, the army may choose to retreat into an adjacent empty hex (risking loss of supply), or it may retreat along its line of supply (risking a second battle with enemy troops, if they detect the retreating army).

PURSUIT

Pursuing Unit	Pursuit Throw
Light Cavalry or Flyer	11+
Other Cavalry	14+
Light Infantry	14+
Other Infantry	18+

As the defeated army retreats, the victorious army is eligible to **pursue**. Pursuit is handled with a series of **pursuit throws**. The victorious army receives one pursuit throw per **eligible** pursuing unit. Pursuing occurs within the same 6-mile hex that

the battle took place in. The pursuing army does not follow the retreating army into its new hex.

Pursuit Eligibility

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

- Did the defeated army end the battle without any cavalry 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.
- In all other cases, only cavalry or 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 cavalry 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, all of which voluntarily retreated. Because Army B still has unrouted cavalry units in its army, Army A is eligible to pursue with *only* its four light cavalry.

Pursuit Throws: For each eligible pursuing unit, the victorious army's commander makes a pursuit throw against the appropriate value from the table below. Add +4 to the pursuit throw if all of the defeated army's cavalry or flyer units were destroyed or routed. Each successful throw eliminates one enemy unit. If the defeated army ended the battle without any cavalry or flyer units, the victorious army commander 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 battlefield. Army A is pursuing with four light cavalry units. 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 cavalry units were destroyed or routed, Army A's general chooses which units are eliminated. He elects to destroy both of B's light cavalry.

Pursuit against Evading Armies: As explained in **Types of Battles** earlier in this chapter, certain battles (rear guard actions, rear guard envelopments, and skirmishes) involve offensive armies fighting evading armies. The longer it takes to defeat an evading army, the harder it is for the offensive army to pursue. Each battle turn imposes a cumulative -1 penalty to subsequent 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 battle turns, 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 leader will determine his army's casualties, using the following rules.

Destroyed Units: For each unit that was destroyed, 50% of its troops (rounded up) are crippled or dead, while the other 50% (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: An army containing a unit of 120 orcs was destroyed. 60 of the orcs are crippled or dead. 60 of the orcs are dead or disabled, 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.

Routed Units: For each unit that was routed, 25% of its troops (rounded up) are crippled or dead, while another 25% (rounded up) are lightly wounded. 50% of the victorious army's routed, wounded troops are lost to desertion (round up); the rest return to the unit in one week. 50% of a defeated army's routed, wounded troops become prisoners of the victorious army (round up); the other wound troops are lost to desertion.

EXAMPLE: A unit of 120 orcs routed. 30 troops are crippled or dead, while another 30 are lightly wounded. If the orc's army won the battle, 15 of the wounded troops are lost to desertion, reducing the unit to 75 orcs. If the orc's army lost the battle, 15 of the wounded troops become prisoners of the victorious army and the other 15 are lost to desertion. The unit is reduced to 60 orcs.

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

SPOILS OF WAR

Historically, most soldiers fought for the **spoils of war**. Those spoils could come in the form of booty from a pillaged city, food, wine and women from plundered cities, land captured in combat, or ransoms from captured nobility, but it was ultimately the prospect of economic gains that motivated ancient and medieval fighters. It was the nobility and leadership that were most motivated by the prospect of glory and renown from winning battles. To reflect this, *Domains at War* rewards leaders and heroes for the army's valor at arms, while the common soldiers are rewarded only for their personal material gain.

The spoils of war from a victorious battle are equal to one month's wages of each destroyed or routed unit. In addition, each prisoner captured is worth 40gp if sold as a slave or ransomed. (Higher level NPCs, monsters, and similar creatures can be ransomed for greater sums, at the Judge's discretion.) If kept, prisoners can be used as **construction workers** (p. 50)

EXAMPLE: In a great battle, an army has destroyed or routed 7 units of 60 heavy cavalry (60gp/month per troop) and 10 units of 120 heavy infantry (12gp/month per troop). From the defeated units, the victorious army captured and ransomed 550 prisoners. The spoils for defeating the heavy cavalry are (7 x 60 x 60) 25,200gp. The spoils for defeating the heavy infantry are (10 x 120 x 12) 14,400gp. The spoils from ransoming the prisoners are (550 x 40) 22,000gp. The total spoils are 61,600gp.

Remember that casualties and prisoners can be consumed as supplies by **carnivorous units** (p. 57).

Experience Points from Spoils: Each participant (whether a commander, a hero, or a creature in a unit) earns 1 XP for each gold piece he collects from the spoils of war. Troops will expect that at least 50% of any spoils captured will be shared on a pro rata basis in relation to their wages. If this does not occur, the Judge should make a loyalty roll for any unpaid troops.

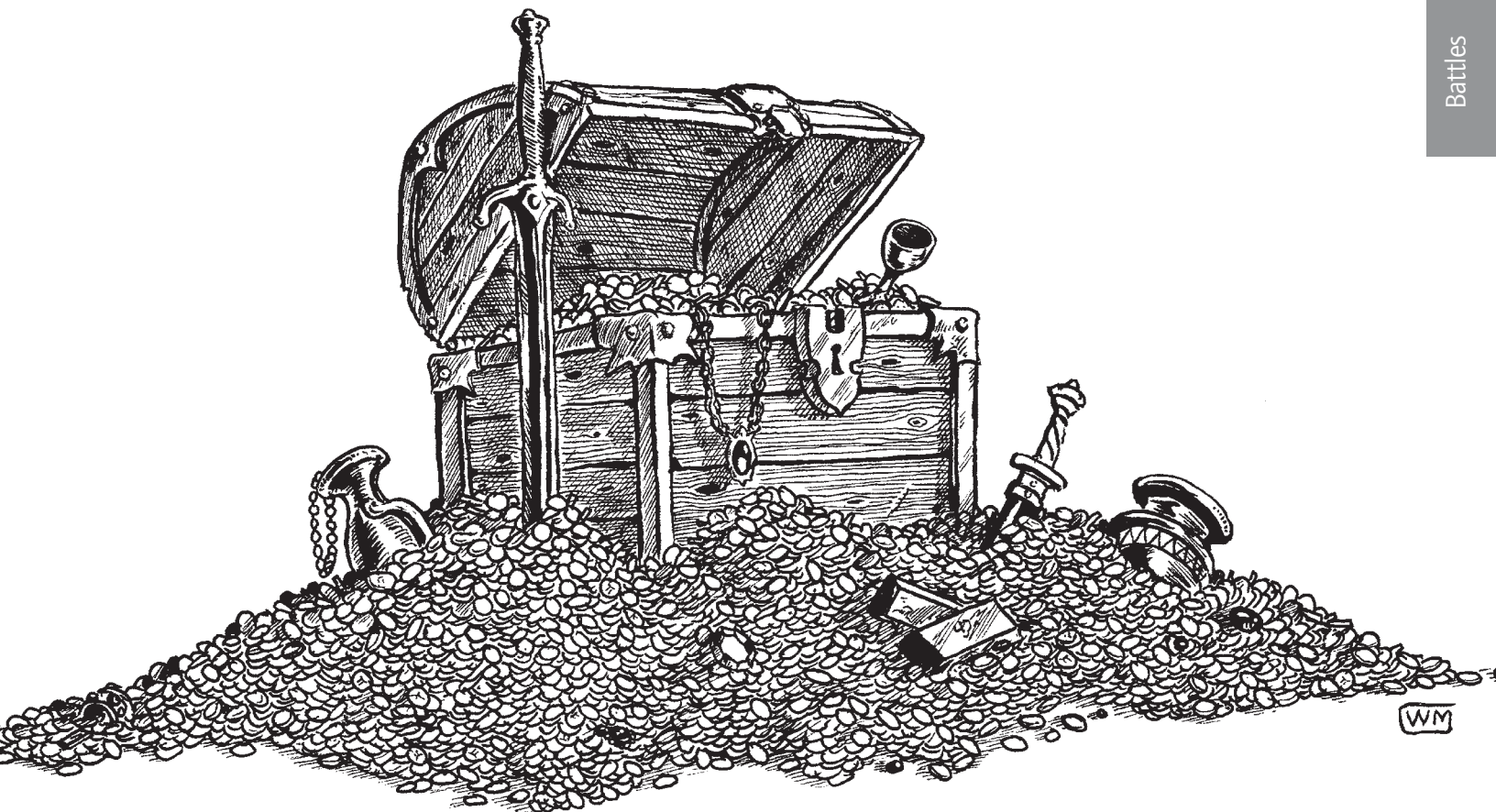
EXAMPLE: An army consisting of 8 units of 120 heavy infantry and 8 units of 60 heavy cavalry, led by a 9th level fighter, has gathered battle loot worth 10,000gp. The leader claims half (5,000gp) for himself and shares the rest of the loot among the men on a pro rata basis in relation to their wages, so that heavy infantry get 3gp each and heavy cavalry get 13gp each. The General earns 5,000XP, each heavy infantryman receives 3 XP and each heavy cavalryman receives 13XP.

For ease of play, troops' XP can be tracked on a unit-by-unit basis. 0th level characters can be advanced to 1st level as per the rules in *ACKS* under **0th Level Characters and Experience from Adventuring** (p. 115). In general, it requires 100 XP for a 0th level character to become a 1st level fighter.

Experience Points from Combat: The army's commanders earn XP equal to the value of enemy units defeated, less the value of friendly units defeated. 50% of the XP goes to the army's leader, while the remaining XP is divided proportionately among the commanders based on the number of units each commander led. (This is why ambitious commanders always demand to lead more troops!)

EXAMPLE: An army of 10 100-man units (10XP per man equals 1,000XP per unit) defeats 12 units of 100 orcs (10XP per orc equals 1,000 XP per unit) while losing 3 units itself. The overall leader and three commanders of the army will split $[(12 \times 1,000) - (3 \times 1,000)]$ 9,000xp. The leader receives 4,500XP. The first commander had 5 units, the second had 3 units, and the third had 2 units, so the commanders receive 2,250XP; 1,350XP; and 900XP, respectively.

Characters also earn XP for the creatures they personally defeated. Troops organized in units (i.e. non-heroes) do not earn XP from fighting, only from spoils of war.



Chapter 5: **Sieges**



*I will encamp against you all around; I will encircle you with
towers and set up my siege works against you.*

– ISAIAH 29:3

A **siege** is an attempt to capture a garrisoned **stronghold** or **urban settlement**. The army laying siege is known as the **besieging army** or besieger, while the army garrisoning the stronghold is the **defending army** or defender. Hereafter, any reference to “strongholds” is inclusive of urban settlements unless otherwise noted.

METHODS OF SIEGE

There are three basic methods of capturing strongholds. In a **blockade**, the besieging army encircles the besieged stronghold with its forces to deny re-supply 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.

A besieger may employ one, some, or all of these methods. Most commonly, the besieging army will begin with blockade and then move on to reduction. Only if a stronghold has still refused to capitulate will the besieging army resort to assault. Most sieges end before progressing to an assault, but they are generally conducted *as if* they will end with an assault, if only to intimidate the defender into surrendering.

The sequence of siege tactics can vary considerably, however, with methods overlapping or repeating as necessary. A besieger might immediately attempt an assault, hoping for a quick victory, and only then begin blockade and reduction when the initial assault fails. It might then resume bombardment, only to assault again upon learning that a relief force is on its way.

SIEGE MECHANICS

Sieges Without Maps: If you do not have a map for a besieged stronghold, you can estimate a stone stronghold's shp by dividing the stronghold or urban settlement's gp value by 8 and rounding up. This is not an exact calculus, but it will serve for most castles and fortified towns.

EXAMPLE: When the Judge prepared his campaign setting, he decided Moruvai's stronghold was worth 185,000gp, but he never mapped it out. Based on the stronghold value, he estimates that Moruvai's stronghold has about $(185,000 / 8)$ 24,000 shp.

Structural hit points can be used to estimate the number of troops that can garrison a stronghold. For every 1,000 shp, a stronghold can be defended by 1 unit (rounded up).

EXAMPLE: With 24,000 shp, Moruvai's stronghold can be defended by $(24,000 / 1,000)$ 24 units.

Wooden strongholds have $1/10$ the shp of a stone stronghold, but comparable unit capacity.

Domains at War: Campaigns uses the **structural hit points (shp)** and **unit capacity** of strongholds to resolve the outcome of sieges. See Chapter 2, **Strongholds and Structures** (p. 48) for a list of shp and unit capacity by structure type.

Calculating a stronghold's structural hit points simply requires adding up the shp of the walls and buildings that make up of the structure. Calculating a stronghold's unit capacity likewise

requires adding up the number of units that the stronghold can be defended by.

EXAMPLE: Moruvai's stronghold falls under siege by Marcus. Moruvai's stronghold consists of a keep (15,000 shp, unit capacity 12); 4 medium towers (1,000 shp, unit capacity 1 each); and 4 100' lengths of wall (1,500shp and unit capacity 2 each). The stronghold has 25,000 shp and unit capacity 24.

Unit capacity and structural hit points interact to determine how many units can assault and defend a stronghold. For every point of unit capacity, a stronghold can be assaulted and defended by 1 unit. For each 1,000 shp of damage dealt, a **breach** is created that permits another unit to join the assault.

Effect of Unit Capacity and Structural Hit Points

Unit Capacity	For each point, a stronghold can be assaulted and defended by 1 unit
Structural Hit Points	For each breach (1,000 shp of damage) 1 additional unit can assault the stronghold

Thus, any attempt to assault an undamaged stronghold will put assaulting units up against defending units at a 1:1 ratio. Since a unit defending a stronghold has significant advantages over a unit assaulting a stronghold, a fully-garrisoned and undamaged stronghold is very, very hard to capture. In order to overcome the defending army's initial advantage, the besieging army must reduce the stronghold's defenses. The gradual creation of breaches to allow for a successful assault is the core of siege warfare in *Domains at War: Campaigns*.

EXAMPLE: As the siege begins, Moruvai's keep has a unit capacity of 24. If Marcus were to assault immediately, he could assault with 24 units and Moruvai could defend with 24 units. Instead, Marcus patiently bombards Moruvai's stronghold for several weeks, dealing 15,000 shp of damage. That's 15 breaches! Now Marcus can assault with $(24 + 15)$ 39 units, while Moruvai can still only defend with 24 units.

BLOCKADE

In a **blockade**, the besieging army encircles the besieged stronghold to deny the defenders the opportunity to re-supply or escape. To blockade a besieged stronghold, the besieging army must encircle the area around the besieged stronghold with troops, ships, or fortifications. Once a blockade is in place, the besieged stronghold is cut off from its supply lines.

Blockade Quick Reference

1 point of unit capacity requires...
2 blockading units, or
blockading ship, or
250' of circumvallation
Minimum 20 units / 10 ships / 2500'

If a besieging army has the luxury of time and resources, a blockade may be all that's required to win the siege. Within a few months, the defending garrison will run out of supplies and be forced to surrender or starve. Most besiegers have supply concerns of their own, however, and cannot afford to wait a season or more for a recalcitrant city or fortress to surrender.

BLOCKADING WITH UNITS

The number of units required to blockade a stronghold is equal to twice the unit capacity of the stronghold, with a minimum of 20 units required. The units can be infantry units of 120 troops or cavalry units of 60 troops. (Even though cavalry units only consist of 60 troops, they are able to patrol as well as 120 infantry troops because of their greater mobility and scouting ability.) Units *cannot* be assigned to construction projects if they are being used to blockade.

EXAMPLE: Marcus wishes to blockade Moruvai's stronghold with his troops. Moruvai's stronghold has a unit capacity of 24, so it will require 48 units to blockade the stronghold. Marcus's army has 50 units (6,000 troops). He assigns 48 units to blockade the stronghold. He has only 2 units remaining for construction projects or other purposes.

BLOCKADING WITH SHIPS

Strongholds built on navigable waterways will be able to re-supply along the waterway if it is not blocked. The besieging army must have a sufficient number of ships to blockade the waterway. To function in a naval blockade, a ship must have a ram, a catapult, or at least 20 marines on board.

Blockading a stronghold surrounded by waterways on all sides (such as an island) requires one ship for each 2 points of unit capacity. If the stronghold faces water for only a portion of its perimeter, multiply the stronghold's unit capacity by the percentage of the stronghold's perimeter which faces the waterway.

The besieging army does *not* have to blockade the portion of the walls blockaded by ship. It must still blockade any remaining walls facing land.

EXAMPLE: Baal the Terrible has laid siege to Aura. Aura is an enormous city with a unit capacity of 300. Aura is a harbor city on a peninsula, and 70% of Aura's walls touch the sea. Therefore $(300 \times 0.70 / 2)$ 105 ships are required to blockade Aura's sea walls. 180 units $(300 \times 0.30 \times 2)$ are still necessary to blockade the land walls of Aura.

If the besieged stronghold is protected by a navy of its own, the number of ships required to blockade the stronghold is increased by the size of the stronghold's navy.

EXAMPLE: If a fleet of 25 ships protects Aura, Baal the Terrible will need $(105 + 25)$ 130 ships to blockade Aura.

BLOCKADING WITH FORTIFICATIONS (CIRCUMVALLATION)

Given sufficient time, the besieging army may encircle the besieged stronghold with a line of fortifications built outside of bow-shot of the stronghold's walls, known as a **circumvallation**. A circumvallation consists of a mix of wooden palisades (8' high x 1" thick), trenches (10' wide x 5' deep), and earthen ramparts (8' high x 1' thick). Circumvallations cost 100gp per 100' length.

Construction of a circumvallation is usually divided into several **construction projects** at **construction sites** around the besieged stronghold. As a guideline, each project should encompass at least 2,500' (about ½ mile) of circumvallation. The workers on

the circumvallation projects are usually unskilled labor drawn from the besieging army, but craftsmen may be used if available. Construction of circumvallations can also be assisted with **move earth**. See Chapter 2, **Construction Projects** (p. 49).

Each 250' length of circumvallation reduces the number of units required to maintain the blockade by 2 (e.g. 250' is required per point of unit capacity). If the circumvallation reduces the number of units required for the blockade to 0, it completely encircles the stronghold. A complete circumvallation imposes a -4 penalty on attempts to smuggle supplies into the stronghold.

EXAMPLE: Marcus's army has laid siege to Moruvai's stronghold (unit capacity 24). He wants to erect a circumvallation that will entirely encircle the stronghold. Therefore the circumvallation must be $(24 \times 250')$ 6,000' around. The circumvallation's construction cost will be 6,000gp.

Marcus has 6,000 troops. Marcus splits the circumvallation into 2 construction projects, each consisting of 3,000' of circumvallation. 3,000 troops are assigned to work on each project. Each project has a construction rate of $(3,000 \times 0.1\text{gp/day})$ 300gp per day, so it will take $(3,000 / 300)$ 10 days to complete each circumvallation. When the circumvallations are complete, the stronghold will be blockaded, and the troops can be used for other purposes.

EFFECTS OF A BLOCKADE

As soon as a blockade is in place, the defending army loses access to its supply line. It is thereafter restricted to paying its supply cost from the actual value of supplies already in the besieged stronghold, or from supplies smuggled into the stronghold. A blockaded stronghold is very vulnerable to having its supplies destroyed by sabotage.

Stored Supplies: Strongholds usually have a larder and pantry provisioned for siege. By default, the value of supplies stored in a besieged stronghold will be 600gp per point of unit capacity, enough for 10 weeks if garrisoned at full capacity. Gold and other liquid wealth held by the ruler does *not* count towards the value of supplies!

EXAMPLE: Moruvai is blockaded in his stronghold by Marcus's army. Moruvai has 10 infantry units in his castle. His army requires (10×60) 600gp in supplies each week. Moruvai's stronghold has a unit capacity of 24 units, so the stronghold has $(24 \times 600\text{gp})$ 14,400gp in supplies stored up. The castle therefore has sufficient supplies to maintain the defending army for $(14,400\text{gp} / 600)$ 24 weeks.

If the stronghold is not blockaded immediately, the defending army will be able to gather far more supplies. Increase the value of supplies stored in the stronghold by 600gp per point of unit capacity for each week of preparation time available to the defending army. A stronghold may not hold more than 3,000gp of supplies per point of unit capacity (1 year's supplies).

EXAMPLE: If it took Marcus two weeks to blockade Moruvai's stronghold, then Moruvai would have time to gather an additional $(24 \times 600\text{gp/week} \times 2 \text{ weeks})$ 28,800gp worth of supplies.

Loss of Supplies: If and when supplies become exhausted, the defending troops suffer all of the normal consequences from loss of supply - they lose 1 hit point per day, suffer a cumulative -1 to attack throws and damage rolls, and lose the ability to heal wounds normally. Each week troops are partially or completely unsupplied also counts as a calamity, and triggers a loyalty roll. Few sieges last long once the defender's supplies are exhausted! See Chapter 3, **Supplying Armies** (p. 56), for additional information on supply.

HIJINKS DURING BLOCKADE

Either or both armies may resort to hijinks during the course of a blockade. See Chapter 3, **Spying and Other Hijinks** (p. 62) for additional information on hijinks.

Smuggling: A defending army leader with access to perpetrators can order his perpetrators to attempt smuggling hijinks to re-supply his stronghold. For smuggling to succeed, the perpetrator must make a successful Move Silently throw. The proficiency throw is modified by the besieging leader's strategic ability. If a circumvallation completely encircles the stronghold, the proficiency throw suffers an additional -4 penalty. If the throw is successful, the perpetrator smuggles 1,000gp of supplies in per class level (representing a mix of grains, beer, preserved meat, salt, onions, etc.). The perpetrator can smuggle extra supplies by taking a -1 penalty on the proficiency throw per 1,000gp.

Sabotage: A besieging army leader with access to perpetrators inside the besieged stronghold (infiltrated perpetrators) can order his perpetrators to attempt sabotage hijinks against the defending army's supplies. For sabotage to succeed, the perpetrator must make a successful Move Silently throw. The proficiency throw is modified by the opposing army's leader's strategic ability (as skilled generals tend to be better at guarding their stored supplies). If the throw is successful, the perpetrator destroys 1,000gp of supplies per class level. The perpetrator can destroy extra supplies by taking a -1 penalty on the proficiency throw per 1,000gp.

REDUCTION

In a **reduction**, the besieging army seeks to weaken the defending stronghold with artillery bombardment, siege-mining, or magic. Reduction tactics deal damage to the besieged stronghold's structural hit points. If the stronghold's shp are reduced to 0, the stronghold is reduced to flattened rubble. Most sieges never get so far, as even partial destruction of a stronghold will substantially hamper its defense: Each 1,000 shp of damage dealt creates a breach that an assaulting unit can exploit.

REDUCTION BY BOMBARDMENT

Bombardment by an artillery piece (ballista, catapult, trebuchet, etc.) reduces the stronghold's shp each day by the amount shown on the Artillery Bombardment table, below. Separate damage values are listed for wooden and stone strongholds, as wooden strongholds are considerably more vulnerable to artillery.

EXAMPLE: Marcus is bombarding Moruvai's stronghold with 2 light trebuchets and 4 light catapults. Each light trebuchet deals 300 shp of damage per day. Each light catapult deals 60 shp of damage per day. The stronghold is dealt $[(300 \times 2) + (60 \times 4)]$ 840 shp of damage, leaving it with $(25,000 - 840)$ 24,160 shp. Another day of pounding, and it will suffer a breach!

Ammunition: Sieges consume an enormous amount of artillery ammunition. A trebuchet bombarding around the clock will expend 1,500 shots per day! The shots fired each day of a bombardment are listed on the Artillery Bombardment table, below.

To maintain this volume of fire, artillery crews will use repurposed enemy ammo, rocks pulled from nearby buildings, rubble knocked loose by the bombardment, slaughtered animals, or even cadavers. For game purposes, *Domains at War* considers catapults and trebuchets in siege conditions to be firing the cheapest available ammunition, e.g. crude light catapult shot, costing 15cp each. (Remember that catapults and trebuchets can fire ammunition of a lighter or heavier weight than indicated for their type, though accuracy is reduced.)

The daily cost of ammunition is listed on the Artillery Bombardment table. The cost of ammunition during a siege is added to the army's supply cost. For the besieging army, the daily cost represents consumption of ammunition being brought in by its supply train. For the defending army (which is usually out of supply), the daily cost represents consumption of ammunition stored before the siege.

Workers can be assigned to scavenge for ammunition if desired. Scavenging ammunition is a construction project. The construction cost for scavenged ammunition is $\frac{1}{10}$ the daily cost listed on the Artillery Bombardment table, below. As long as workers are available for the construction project, the artillery can be kept firing for "free." See Chapter 2, **Construction Projects** (p. 49).

EXAMPLE: 2 master stonemasons, 4 journeymen, 8 apprentices, and 80 unskilled laborers are assigned to scavenge ammunition. Their total construction rate is $(5gp \times 2) + (80 \times 1sp)$ 18gp per day, which is the equivalent to 180gp worth of ammunition. The workers can supply 10 medium ballista, 2 heavy ballista, or 1 heavy ballista and 1 heavy catapult, etc.

Artillery Bombardment					
Artillery Type	Daily Damage v. Wood	Daily Damage v. Stone	Shots Fired Per Day	Daily Ammo Cost	Maximum Range
Medium Ballista	1,800	-	600	18gp	200'
Heavy Ballista	1,800	60	600	90gp	300'
Light Catapult	1,800	60	600	90gp	300'
Medium Catapult	2,400	80	600	90gp	400'
Heavy Catapult	3,600	120	600	90gp	400'
Light Trebuchet	9,000	300	1,500	225gp	500'
Medium Trebuchet	12,000	400	1,500	225gp	500'
Heavy Trebuchet	15,000	500	1,500	225gp	500'

An artillery piece with only limited access to ammunition may still bombard, but its damage is reduced by an amount proportional to the amount of ammunition available.

Artillery Duels: It is considerably more difficult to conduct bombardment when the besieged stronghold can return fire. When both the besieging and defending armies have artillery, the besieger has two options. A cautious besieger can restrict himself to using artillery capable of bombarding from outside the range of the defender's artillery. If the besieging army has no artillery that outrange the defender's artillery, of course, then this is not an option.

EXAMPLE: Moruvai has 4 medium catapults defending his stronghold. These medium catapults outrange Marcus's light catapults (400' to 300'). If Marcus does not wish to put his light catapults at risk, he must bombard using only his light trebuchets. If Marcus only had light catapults, this would not be an option.

A more aggressive besieger can offer an **artillery duel** by moving his artillery into range of one or more of the defender's artillery pieces. Only artillery within range will participate in the artillery duel. The besieging army can choose the ranges at which an artillery duel is offered. The defending army can accept the offer, or move his artillery out of range and into cover

and allow the besieger to bombard freely. (A defending army can also offer an artillery duel, though this is less common.)

If PCs are participating on either side, and/or magic is involved, a small artillery duel may be resolved as a heroic foray and played out using the ACKS combat rules. Otherwise, resolve the duel in a series of duel turns:

1. Each army leader simultaneously rolls 1d6 per ballista, 1d6 per catapult, and 2d6 per trebuchet participating in the artillery duel. The besieger scores a hit for each die roll of 6. The defender scores a hit on each 5-6. (A roll of 5 will miss if the besieger has constructed fortifications, mantlets, or other cover for his artillery.)
2. Each army leader tallies the hits scored by his artillery. For each hit, the army leader may destroy one of his opponent's artillery pieces. Heavy trebuchets require two hits to destroy. Hits must be applied to artillery actually participating in the duel, and the artillery targeted must have a lower range than the artillery scoring the hit. Hits scored in excess of the amount required to destroy all the opposing army's participating artillery are ignored. Hits are applied simultaneously.



3. Either army may now voluntarily withdraw from the duel. The army leader with the lower strategic ability must decide first. If either army voluntarily withdraws, the artillery duel ends, and the winner can bombard with any/all surviving artillery. If neither army wishes to withdraw, then another duel turn is fought, starting with step 1.

EXAMPLE: Marcus decides to advance his light catapults forward to a range of 300', offering Moruvai an artillery duel. Moruvai accepts and opens fire!

In the first turn of the duel, Marcus rolls 1d6 for each of his four light catapults and 2d6 for each of his two light trebuchets, for a total of 8d6. He rolls 1, 2, 2, 2, 3, 5, 6, 6, scoring 2 hits. Marcus destroys two of Moruvai's medium catapults. Meanwhile, Moruvai rolls 1d6 for each of his four medium catapults. He rolls 2, 2, 2, 4, scoring no hits. Neither army withdraws, so a second duel turn must be fought.

In the second duel turn, Marcus rolls 8d6 and scores two hits. That's enough to destroy all of Moruvai's remaining artillery! Meanwhile, Moruvai rolls only 2d6 (since he lost two of his four catapults), and scores one hit. Moruvai would like to destroy one of Marcus's light trebuchets, but these outrange his medium catapults, so he settles for destroying a light catapult instead. The duel is now over – Marcus has destroyed all of Moruvai's medium catapults at a cost of one light catapult of his own.

REDUCTION BY MAGIC

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

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

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.

REDUCTION BY SIEGE-MINING

The besieging army may dig one or more **siege mines** to reduce the besieged stronghold. Siege mining involves excavating wooden-reinforced earthen tunnels under and around the besieged stronghold. Once the stronghold's foundations are sufficiently undermined with tunnels, the tunnels are filled with combustible material, and set aflame. The subsequent fire then burns away the mine's wooden support structures, collapsing the tunnel and the structure above it.

Excavating a siege-mine is a construction project with a cost of 1,000gp. Construction of a siege-mine must be supervised by an engineer. No more than 100 workers can be assigned to each siege-mine. Because of these limits, craftsmen rather than unskilled laborers generally do the bulk of mining. When the siege-mine is completed, the tunnels are set aflame, and the besieged stronghold suffers 6d6x100 shp of damage.

If a petard is used in a siege-mine, increase the damage dealt by 100 x the petard's damage. For instance, placing a 40lb petard (4d6 damage) in a siege-mine would increase the siege mine's damage by 4d6x100 shp of damage.

How Big is a Siege-mine? Each siege-mine consists of approximately 20,000 cubic feet of tunnel, running from the lines of circumvallation to the besieged stronghold. A construction rate of 1gp per day excavates 20 cubic feet of underground tunnel daily (20,000 cubic feet x 1gp/20 cubic feet = 1,000gp).

If the Judge has a map of the besieged stronghold and lines of circumvallation around it, the Judge may map out the precise tunnels dug during excavation, but for game purposes this is not necessary.

A besieging army may pursue as many siege-mine projects as desired, subject to the number of available engineers and workers. However, siege-mining is dirty and dangerous work, and any workers assigned to a siege-mining project must make loyalty rolls each week. Any loyalty roll of an unmodified "2" means a mining accident destroys the mine and kills all the assigned workers! (The supervising engineer may make a saving throw versus Blast to escape death.) The value of the mine is lost when an accident occurs.

EXAMPLE: Marcus assigns 100 skilled workers, with a construction rate of 70gp per day, to begin siege-mining Moruvai's stronghold. At the end of each week, the miners must make a loyalty roll. On a natural "2", the workers die in a mining accident. The miners' luck holds, however, and after 15 days (2 loyalty rolls), the mine is completed. The supervising engineer sets the mine aflame, and the resulting collapse deals 6d6x100 shp of damage to the stronghold overhead. The roll yields a 21 – 2,100 shp of damage, two breaches! Marcus watches in glee as Moruvai's curtain walls go "BOOM!"

Countermining: Each day of a mining project, the defender may make a reconnaissance roll to detect the siege-mine. Once the mine is detected, he may order construction of one or more countermines. Countermining is a construction project, supervised by an engineer. Up to 100 workers can be assigned to each counter-mine. Like siege-mining, countermining requires a weekly loyalty roll, with an unmodified "2" resulting in a mining accident. Countermines are used to sortie into

the besieger's tunnels and disrupt the digging. In game terms, this is represented by applying the construction rate of each countermining project as a penalty to the construction rate of one siege-mining project.

EXAMPLE: Moruvai tasks 100 workers with a total construction rate of 70gp per day to begin countermining. This reduces Marcus's siege-miners to a construction rate of (70gp - 70gp) 0gp per day. Marcus responds by launching a second siege-mining project, assigning this siege-mine another engineer and another 100 workers.

Impregnable Strongholds: Some strongholds cannot be reduced by siege-mining. If a stronghold is built on solid rock (such as a mountain-top fortress), its foundation is too hard to easily excavate, and is unlikely to readily collapse. If a stronghold is entirely surrounded by water (either navigable waterways or a moat of at least 10' depth), the fluid will flood the mining tunnels and make the tunnel-and-burn process virtually impossible.

REDUCTION BY HIJINKS

Arson: An infiltrated perpetrator can attempt to reduce the stronghold by arson. For arson to succeed, the perpetrator must make a successful Move Silently throw. The proficiency throw is modified by the opposing army's leader's strategic ability. If the throw is successful, the perpetrator destroys 4d6 x 10 shp per class level. The perpetrator can set a larger fire by taking a -1 penalty on the proficiency throw per 4d6 x 10 additional shp. Divide damage from arson by 10 if the besieged stronghold is stone.

Subversion: An infiltrated perpetrator can attempt to subvert the stronghold's defenses. For subversion to succeed, the perpetrator must make a successful Hide in Shadows throw. The proficiency throw is modified by the opposing army leader's strategic ability. If the throw is successful, the perpetrator creates a breach in the stronghold. The perpetrator can create additional breaches by taking a -1 penalty on the proficiency throw per breach. Breaches created with subversion must be exploited with an assault immediately or they are lost, as they are nothing more than unlocked doors, opened gates, etc.

STRONGHOLD REPAIR

After each day of reduction, the defending army may make repairs during the evening hours. Making repairs is a construction project. Wooden construction is repaired at a rate of 5 shp of damage per 1gp of construction rate. Stone construction, while sturdier, is harder to fix. It is repaired at a rate of 1 shp of damage per 1gp of construction rate. Only half of all damage sustained during the siege can be repaired. The remainder must be re-built when the siege is lifted, at full construction cost.

EXAMPLE: Moruvai's stone stronghold has taken damage from Marcus's bombardment. 1,000 unskilled laborers are assigned to repair the fortifications overnight. Their construction rate is (1,000 x 0.1gp) 100gp per day, so they can repair 100 shp of damage.

ASSAULT

If, after having been blockaded and reduced, a stronghold has still refused to capitulate, the besieging army may resort to **assault**. An assault seeks to capture the stronghold through force of arms. Assaults are decisive, but expensive in manpower and material. Even successful assaults against battered strongholds will come at a high price in blood.

RESOLVING ASSAULTS

Assaults are resolved in a series of **assault turns** following the procedure below. Each assault turn represents approximately 10 minutes of hard fighting. The system should be familiar, as it is similar to that described in Chapter 4, **Resolving Battles** (p. 67).

1. The besieging army's leader selects one or more units from his army to serve as **assaulting units**. A maximum of 1 unit per point of unit capacity plus 1 additional unit per breach in the stronghold may be assigned to the assault. The leader must designate which units are assaulting through breaches. Other units are assumed to be assaulting with siege ladders. The leader does not have to assault with the maximum number of units if he doesn't want to. Units not assigned to the assault are kept in **reserve**, and do not participate this turn. The besieging army leader should also decide what artillery and siege equipment, if any, is being used in the assault. Artillery and siege equipment do not count against the maximum number of units. See **Artillery and Siege Equipment During Assaults** (p. 83).
2. The defending army's leader selects one or more units from his army to serve as **defending units**. A maximum of 1 unit per point of unit capacity may be assigned to the defense. The leader does not have to defend with the maximum number of units if he doesn't want to. Units not assigned to the defense (voluntarily or due to the limits of unit capacity) are kept in reserve, and do not participate this turn. The defending army leader should also decide what artillery and siege equipment, if any, is being used in the defense. Artillery and siege equipment do not count against maximum number of units.
3. Heroic PCs and NPCs may make **heroic forays** to influence the battle rating in favor of one army or the other. All heroes' heroic forays are revealed and resolved simultaneously. Lost units are then removed. See **Heroes in Battle** (p. 71).
4. Each army leader simultaneously rolls a number of attack throws equal to his army's remaining battle rating. The target value for the attack throws is 16+, modified by the **Attack Throw Modifiers** listed below. For each successful attack throw, one hit is scored.

5. Each army leader tallies the hits scored against his army. Each army leader then removes units from his army with a combined battle rating equal to or greater than the total hits scored against his army. These units are defeated. Hits scored in excess of the amount required to defeat all the opposing army's units are ignored. Hits are applied simultaneously.
6. If all of the defending units are defeated, and the defending army has no units in reserve, the stronghold is captured. If all of the assaulting units are defeated, and the besieging army has no units in reserve, then the stronghold is liberated. Either way, see **Ending Sieges** (p. 85).
7. The defending army may voluntarily surrender. If the defending army surrenders, the stronghold is captured. See **Ending Sieges**. Otherwise, the besieging army may renew the assault or call it off. If the besieging army renews the assault, then another assault turn is fought, starting with step 1. If the besieging army calls off the assault, the assault ends but the siege itself continues.
8. When the assault ends, determines **casualties** for both sides according to the rules below.

ATTACK THROW MODIFIERS DURING ASSAULTS

During an assault, unit attack throws are modified by the following factors:

Attack Throw Modifiers	Modifier
Attack by an assaulting unit other than artillery, siege equipment, flyer, or a unit assaulting through a breach	-2
Attack by a defending unit	+2

BATTLE RATINGS DURING ASSAULTS

See Chapter 4, **Battle Ratings** (p. 68), for a list of battle ratings by unit type. Remember that only the battle rating of assaulting or defending units apply to the army's BR; units in the reserve do *not* count towards the battle rating.

All defending infantry units have their BR increased by 1 due to the protection of the stronghold. For example, a unit of heavy infantry (BR 2) defending a stronghold has its BR increased to 3. It will roll three attack throws and will take three hits to eliminate.

Except when assaulting through a breach, assaulting cavalry units have their BR reduced to one-quarter their base value (round up). This represents the fact that they must fight dismounted as half-strength infantry.

ARTILLERY AND SIEGE EQUIPMENT DURING ASSAULTS

Artillery and Siege Equipment Battle Ratings			
Type of Equipment	Unit Size	BR	Notes
<i>Artillery</i>			
Light Ballista	10	1	-
Light Repeating Ballista	10	1	1
Medium Ballista	10	1	-
Heavy Ballista	5	1	-
Light Catapult	10	1	-
Medium Catapult	2	1	-
Heavy Catapult	1	1	-
Light Trebuchet	1	2	-
Medium Trebuchet	1	3	-
Heavy Trebuchet	1	6	-
<i>Siege Equipment</i>			
Battering Ram (20')	6	1	2
Cauldron	4	-	3
Hoist	6	1	2
Movable Gallery	6	-	2, 4
Movable Mantlet	60	-	2, 4
Ram Catcher	10	-	5
Screw (20')	6	1	2
Siege Hook	10	-	2, 6
Siege Tower, Standard	2	1	2
Siege Tower, Large	1	2	2
Siege Tower, Huge	1	8	2

When used during assaults, artillery and siege equipment must be grouped into units. The number of pieces of artillery or siege equipment required to form a unit depends on the type of artillery or equipment. The unit size and battle rating of artillery and siege equipment units is listed in the Artillery and Siege Equipment Battle Rating table. Artillery and siege equipment not present in sufficient numbers to form a unit do not affect the assault. A leader does not *have* to use artillery and siege equipment if he would prefer not to risk it.

EXAMPLE: Moruvai's defending army fields 2 medium trebuchets, 12 medium catapults, and 15 heavy ballista. When his stronghold is assaulted, he forms these into 2 units of 1 medium trebuchet each (BR 3 each), 6 units of 2 medium catapults each (BR 1 each), and 3 units of 5 heavy ballistas each (BR 1 each). His artillery adds 17 to his army's battle rating.

Unit Size: The minimum number of pieces of artillery or siege equipment that must be deployed to have an effect on an assault. For example, deploying one 20' ram will not have any game effect, but deploying six 20' rams will increase an army's BR by 1. For siege equipment of varying size (such as rams), a sufficiently oversized piece can qualify as a unit by itself. For example, a single 120' ram would have BR 1.

BR: Artillery and siege equipment units with a battle rating function exactly like assaulting/defending units for all purposes, except they do not count against the unit capacity restrictions on assault and defense. An army is limited to a maximum BR from siege equipment equal to its BR from assaulting/defending units. (There have to be troops to carry the equipment!)

Notes: Some units have special capabilities or restrictions, explained below.

1. May make four attacks each assault turn, but breaks on an unmodified throw of “1”. Broken units are removed from the assault.
2. May only be deployed by the besieging army.
3. Provides a bonus attack throw on the first turn of an assault.
4. Absorbs one hit dealt during an assault turn. Absorbing a hit destroys the gallery or mantlet unit.
5. May make one attack throw each assault turn; a hit destroys a ram or screw unit.
6. Reduces the BR of defending army by one.

Acquiring Artillery and Siege Equipment: If in supply, an army may acquire artillery and siege equipment from the market. Either army may construct artillery and siege equipment as construction projects. See Chapter 2, **Artillery and Siege Engine Construction** (p. 52).

HEROIC FORAYS DURING ASSAULTS

As with battles, heroes can influence the outcome of assaults by making heroic forays. The mechanics for heroic forays during assaults are identical to those for heroic forays during battles, except as noted below.

Artillery and Siege Equipment: Units of artillery and siege equipment can appear as foes for either side. See the Artillery and Siege Equipment Battle Rating table, above, for the battle ratings of various war machines. The effects of artillery and siege equipment on personal combat are as described in Chapter 2.

EXAMPLE: Moruvai makes a heroic foray in defense of his keep. He and his henchmen stake a total of 2 BR. The Judge picks a selection of troops from Marcus and Peristo’s army. He notes that Marcus’s army has deployed a huge 120’ battering ram. The Judge decides that Moruvai’s foray will be to stop a unit of 120 light infantry (1 point of BR) crewing the battering ram (1 BR).

Defending the Stronghold: Missile attacks targeting creatures defending the walls of the stronghold suffer a -4 penalty, and the creatures gain a +4 bonus to saving throws versus Blast caused by artillery, burning oil, or similar effects. On a successful saving throw, creatures defending the walls take *no* damage, even if the effect would normally deal ½ damage.

Assault Encounter Distance

Stronghold Site	Encounter Distance (yds.)
Badlands	2d6x10
Desert or Plains	4d6x10
Fields, Fallow	4d6x10
Fields, Ripe	5d10
Fields, Wild	3d6x5
Forest, Heavy or Jungle	5d4
Forest, Light	5d8
Marsh	8d10
Mountains or Hills	4d6x10

Encounter Distance: The foray begins with all participants from the defending army inside the stronghold. Participants from the besieging army begin outside, some distance from the stronghold’s walls. Use the Assault Encounter Distance table to determine how far away the besieging army is from the stronghold’s walls at the start of the foray. Multiply the encounter distance by the ratio of the height of the stronghold walls relative to the height of a man (6’), to a maximum encounter distance of 600 yards.

EXAMPLE: Moruvai’s stronghold is situated on a hill, so the Judge consults the Assault Encounter Distance table and rolls 4d6. The result is a 20, indicating a distance of 200 yards.

However, the stronghold has 80’ walls, so the encounter distance is increased by a factor of (80/6) 13.3 to 2,660 yards from the stronghold walls. The Judge uses the maximum encounter distance of 600 yards for the foray.

Foe Selection: When picking foes, remember that defending units are worth one additional point of BR each.

EXAMPLE: Marcus and Peristo make a heroic foray against Moruvai’s keep. The two heroes and their allies stake a total of 3 BR. Moruvai’s walls are defended by goblin light infantry units. Goblin light infantry normally have a battle rating of 0.5, but as defending units, their battle rating is increased by 1 each, to 1.5. The Judge decides that Marcus and Peristo’s foray will face 2 goblin light infantry units (BR 1.5 x 2 = 3).

CASUALTIES

When an assault ends, each army’s leader must determine his army’s casualties using the following rules.

Unit Loss: For each unit that was defeated, 50% of its troops (rounded up) are crippled or dead, while the other 50% (rounded down) are lightly wounded. The fate of wounded troops depends on how the assault ended.

If the besieging army captured the stronghold, then its wounded troops are assumed to be treated and recover during the next week. The defending army’s wounded troops become prisoners, as do any surrendering troops. A defending army’s leader may negotiate for other terms during a voluntary surrender, but it will ultimately be up to the besieging army whether these terms are honored.

EXAMPLE: After a brutal assault, the defending army surrenders in the face of overwhelming odds. The defending army began with 10 heavy infantry units. In the course of several assault turns, 7 heavy infantry units (840 men) were defeated. 420 men are crippled or dead, and 420 are prisoners. The remaining 3 units (360 men) also become prisoners.

If the defending army fought off the assault, then its wounded troops recover during the next week. The besieging army's wounded troops are left behind and become prisoners of the defending army.

EXAMPLE: A besieging army of 20 units has had 8 heavy infantry units (960 troops) defeated in a futile assault. 480 troops are crippled/dead and 480 are wounded and captured by the defending army.

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

Prisoners: Prisoners can be executed, kept as slaves, or ransomed for 40gp each as spoils of war. (Higher level NPCs, monsters, and similar creatures can be ransomed for greater sums, at the Judge's discretion.) Defending armies usually lack the supplies to feed prisoners, so they will likely be killed or ransomed. Cunning defenders may use prisoners as leverage to negotiate surrender terms.

ENDING SIEGES

A siege ends when (1) the defending army sallies forth and gives battle to the besieging army; (2) the defending army surrenders; (3) the besieging army departs the hex; (4) the besieging army captures or destroys the stronghold.

DEFENDING ARMY SALLIES FORTH

A siege can be ended by the defending army if it exits the stronghold and gives battle. Even if greatly outnumbered, a defending army might sally forth if it has run out of supplies,

or if the besieging army will be reinforced soon. As soon as the defending army sallies forth, it must immediately fight a **pitched battle** against the besieging army. See Chapter 4, **Resolving Battles** (p. 67).

If the defending army loses the pitched battle, it may retreat back into the stronghold, or retreat into an adjacent 6-mile hex, but is subject to pursuit either way. If the defending army wins the battle, the besieging army is subject to the normal rules for retreat and pursuit.

DEFENDING ARMY SURRENDERS

A siege can be ended by the defending army if it surrenders. Surrender can be voluntary or involuntary. A voluntary surrender occurs when the defending army's leader negotiates surrender with the besieging army's leader. An involuntary surrender occurs when all of the units within the stronghold fail loyalty rolls due to calamities. An army leader is likely to get better terms if he surrenders while a portion of his force is still intact, so a leader who sees his supplies dwindling and his army's morale collapsing may choose to voluntarily surrender to avoid an involuntary surrender later. Either way, the besieging army has won the siege.

BESIEGING ARMY DEPARTS THE HEX

A siege can be ended by the besieging army if it departs the hex with all of its units. If this occurs, the defending army has won the siege. The besieging army can continue the siege, however, simply by leaving a unit in the hex. Such a scant force may invite the defending army to sally forth, of course.

BESIEGING ARMY CAPTURES THE STRONGHOLD

A siege can be ended by the besieging army if it captures or destroys the stronghold. A stronghold can be captured by assault, or destroyed by reduction. Either way, the besieging army has won the siege.

Stronghold's Structural HP	Duration of Siege													
	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

A stronghold is captured in an assault whenever all of the defending units are defeated and there are no units in reserve. If at least one defending unit remains undefeated after the assault, the stronghold has held.

A stronghold is destroyed by reduction when its structural hit points are reduced to 0. Any defending units in the stronghold must either sally forth or surrender when this occurs.

SPOILS OF SIEGES

As with a battle, the spoils of war from a victorious siege are equal to one month's wages of each defeated unit. In addition, each prisoner captured is worth 40gp if sold as a slave or ransomed. Experience points are assigned as with a battle. See Chapter 4, **Spoils of War** (p. 74).

In addition to the spoils taken from the dead troops, the stronghold and domain itself can be a rich source of plunder. A victorious besieger may pillage the domain. See Chapter 3, **Pillaging Domains** (p. 64). Again, terms of a voluntary surrender may forbid the besieger from pillaging the domain, but whether this agreement is honored will depend on the besieger.

SIEGES, SIMPLIFIED

It isn't always important to know *how* a siege was fought – sometimes all that matters is who won and how long it took. The Duration of Siege table (p. 85) is designed for just these occasions!

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. 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.

Unit advantage is calculated by subtracting the number of units in the defending army from the number of units in the besieging army. Artillery and siege engines on either side count as bonus units, as shown on the table below.

Artillery / Siege Equipment	Bonus Units
Ballista, Light (3)	1
Ballista, Medium (2)	1
Ballista, Heavy	1
Battering Rams / Screws (6)	1
Catapult, Light	1
Catapult, Medium	2
Catapult, Heavy	3
Hoists (10)	1
Siege Tower, Standard	1
Siege Tower, Large	2
Siege Tower, Huge	8
Trebuchet, Light	8
Trebuchet, Medium	10
Trebuchet, Heavy	12

EXAMPLE: Moruvai's stronghold (24,000 shp) is under siege by Marcus. Marcus has 50 units. He also has 4 light catapults and 2 light trebuchets. These count as $[(4 \times 1) + (2 \times 8)]$ 20 bonus units, giving Marcus a total of 70 units. Moruvai's army has 12 units. Moruvai also has 4 medium catapults, which count as (4×2) 8 bonus units. Moruvai has a total of 20 units. Marcus's unit advantage is $(70 - 20)$ 50 units. Cross referencing Marcus' unit advantage of 50 with the stronghold's 24,000 shp, the Judge sees that it will take 18 days for Marcus to capture Moruvai's stronghold.

A stronghold situated on a mountain, island, or similar piece of inaccessible terrain is harder to capture than its structural hit points would indicate. Modify the duration of the siege as shown on the table below.

Stronghold Site	Duration Modifier
Mountain (Sogdian Rock, the Acropolis)	x5
Island (Tyre, Mont. St. Michel)	x4
Peninsula (Constantinople)	x3
Riverbank (Rhine river castles)	x2

EXAMPLE: If Moruvai's stronghold were an island-fortress, it would take Marcus 72 days to capture it instead of 18.

To assess the casualties resulting from a completed siege, just resolve a battle (not an assault) between the besieging army and defending army. This represents, e.g., the defending army sallying forth when all hope is lost, the besieging army mopping up after the stronghold is reduced, and so on. Play the final battle as normal, with two exceptions related to morale collapse. Defending units which suffer a Flee result are assumed to be cowering in the rubble rather than actually putting any distance between themselves and the encircling attackers. Defenders which suffer a Rout result are considered to have surrendered to the besieging army, whose commander may determine the unit's fate.

This table is especially useful for resolve sieges that are happening "off camera," away from the activities of player characters. Should the PCs intervene in the siege, the Judge can calculate the state of the defending stronghold's walls and supplies at the point when the PCs arrive. The stronghold will be reduced to 0 shp when the listed number of days has occurred, reduced to 50% of its shp when half the time has elapsed, and so on.



Chapter 6: **Vagaries**



Fortune, which has a great deal of power in other matters but especially in war, can bring about great changes in a situation through very slight forces.

– JULIUS CAESAR

Military history abounds with battles won or lost through the unlikelyst of circumstances. The vagaries of war can bring defeat to the proud, horror to the careful, and victory to the lucky. Here we present a variety of random tables designed to bring the chaos and confusion of war to your *Domains at War* campaigns. They include mechanics for disease, omens, weather, and more.

Specific rules for using the vagaries tables are presented separately for each table. As a general rule, whenever a vagary result is implausible or irrelevant, the Judge should re-roll, alter the event to make it plausible, or treat it as a “no vagary” result, as he deems most appropriate to the circumstances.

The use of these tables is strictly optional. The increase in variety and interest comes at a cost in extra book-keeping and added complexity.

THE VAGARIES OF RECRUITMENT

Raising an army can be an uncertain, challenging task. Some rulers find that peasants flock to their banners and mercenaries bid to serve them. Other would-be conquerors are abandoned by conscripts, cheated by mercenaries, betrayed by commanders, and preemptively attacked by rivals. Roll on the Vagaries of Recruitment table each month that a leader is recruiting mercenaries, conscripts, militia, or vassal troops.

Die Roll	Vagary of Recruitment
01-02	War Declared: A rival ruler, threatened by the leader's mustering of arms, declares war.
03-07	Resignation: One of the army's commanders unexpectedly resigns.
08-12	Treacherous Mercenaries: Immediately after receiving its wages, a unit of mercenaries abandons the leader.
13-17	Bidding War: A rival leader's recruitment efforts make it harder to find and hire mercenaries.
18-22	Weak Recruits: Any conscripts and militia recruited this month are a weak and sickly lot.
23-27	Commander Casualty: An army commander dies from falling off a horse, ill health, or other circumstances.
28-32	Brigands: Renegade mercenaries harass the realm.
33-37	Commerce Disrupted: Rumors of war make the merchant's guild nervous about doing business in the realm.
38-42	War Profiteers: Merchants take advantage of the mobilization to raise prices.
43-58	All Quiet: No vagary this month.
59-63	Tribute: Tribute pours in from vassals and clients, increasing the leader's war-chest.
64-68	Commerce Improves: The increase in the size of the military makes the merchant's guild feel secure.
69-73	Foreign Legion: A unit of mercenaries from a foreign realm offers its services.
74-78	Soldier of Fortune: An experienced soldier offers to serve the leader as a henchman.
79-83	Stout Recruits: Hard times breed hard men.
84-88	Surplus Sellswords: Peace has broken out in a neighboring realm, and its mercenaries are available for hire.
89-93	Mercenaries: A unit of mercenaries offers its services to the army.
94-98	Bold Captain: A young commander of surprising talent emerges from the army's ranks.
99-100	Alliance Offered: A nearby realm, impressed by the leader's growing military might, offers an alliance.

Note: Certain vagaries will cause the leader to gain or lose units. If the leader rules a duchy or principality, these will be battalion-sized units of 480 infantry or 240 cavalry. If the leader rules a kingdom or empire, these will be brigade-sized units of 1,920 infantry or 960 cavalry. In all other cases, the leader will gain or lose company-sized units of 120 infantry or 60 cavalry.

VAGARIES OF RECRUITMENT INDEX

Alliance Offered: A nearby realm, impressed by the leader's growing military might, offers an alliance. The ally should be selected from a neighboring domain or realm of approximately the same size as the leader's own. (If no such domain or realm exists, re-roll this vagary). The ally will support the leader if he goes to war by sending ½ his garrison in support.

All Quiet: No vagary befalls the leader this month.

Bidding War: A rival leader's recruitment efforts make it harder to find and hire mercenaries. The cost of finding and hiring mercenaries is increased by 2d4x100%. The bidding war lasts for 1d6 months. (Note that mercenary *wages* are not changed.)

EXAMPLE: The cost of finding and hiring mercenaries in a principality is normally 5d6 x 100gp per month. However, a Bidding War vagary occurs. The Judge rolls 2d4 roll and gets a 5. The cost of finding and hiring mercenaries is increased 500% to 5d6 x 500gp per month.

Bold Captain: A young commander of surprising talent emerges from the army's ranks to serve the leader. If the leader's realm is a principality, the young commander has the characteristics of a mercenary major; if a kingdom, a colonel; and if an empire, a general. In all other cases, he has the characteristics of a mercenary captain. His base morale score is +1 instead of -2.

Brigands: Renegade mercenaries begin to harass the realm. The brigands can be treated as an independent enemy army for *Domains at War* purposes. The brigand “army” consists of 1 unit of bowmen and 1 unit of light cavalry, each led by a 5th level fighter with command characteristics of a mercenary captain. The overall army leader will be a 9th level fighter with command characteristics of a mercenary colonel. There is a 30% chance an 8th level cleric will accompany the brigand army, and a 50% chance a mage of level 8+1d2 will be present. See the entry for Brigands in the *Adventurer Conqueror King System* core rules for more details.

Commander Casualty: Make a saving throw versus Death for each commander in the army, starting with the physically oldest commander. The first commander to fail the saving throw has died from falling off a horse, ill health, or other circumstances. The commander can be restored to life through **restore life and limb** or similar magic. (If no failure occurs, this event has no effect).

Commerce Disrupted: Rumors of war make the merchant's guild nervous about doing business in the realm. The leader's largest urban settlement is treated as one market class smaller for the next 1d6 months.

Commerce Improves: The increase in the size of the military makes the merchant's guild feel secure. The leader's largest

urban settlement is treated as one market class larger for the next 1d6 months.

Treacherous Mercenaries: Immediately after receiving its wages, a unit of mercenaries abandons the army. When this vagary occurs, make a loyalty roll for each mercenary unit in the army, starting with the unit with the lowest morale. The first unit with a result of 'Resignation' or 'Enmity' deserts from the army the day after it is next paid. (If no failure occurs, this event has no effect).

Foreign Legion: A unit of mercenaries from a foreign realm offers its services to the army. The type of mercenaries will be of a sort not generally available to the leader. For example, if the leader is a legate of the Auran Empire, the unit might be horse archers from Skysos, barbarians from Jutland, or even wolf riders from the Waste. If hired, language difficulties and cultural mistrust will impose a -1 penalty on the unit's base morale.

Mercenaries: A unit of mercenaries offers its services to the army. Determine the type of mercenaries by rolling on the Follower Type and Equipment by Class table (use the army leader's class). There is a 25% chance the mercenaries are veterans.

Resignation: When this vagary occurs, make a loyalty roll for each commander in the army, starting with the commander with the lowest morale. The first commander with a result of 'Resignation' or 'Enmity' unexpectedly resigns. (If no failure occurs, this event has no effect). The reason for the commander's resignation should be determined by the Judge. It might be ill

health, disappointment at assigned duties, disagreement with the leader's foreign policy, defection to an enemy ruler, or other plausible reasons.

Soldier of Fortune: An experienced soldier offers to serve the leader as a henchman. Generate the soldier of fortune using the NPC Parties rules in *ACKS*. The soldier of fortune's base level is two levels lower than that of the leader. The soldier of fortune will expect pay and position in the army appropriate to his class and level.

Stout Recruits: Hard times breed hard men. Twice as many conscripts and militia recruited this month qualify for advanced training (as heavy infantry, cavalry, etc.).

Surplus Sellwords: Peace has broken out in a neighboring realm, and its mercenaries are available for hire. The crop of mercenaries available in the leader's realm is doubled for the next four time periods. Mercenary wages do not increase during this time, regardless of how many are hired.

Tribute: Tribute pours in from vassals and clients, increasing the leader's war-chest. The leader receives gold pieces equal to the lesser of one month's wages for his army or one gp per family in his overall realm.

War Declared: A rival ruler, threatened by the leader's mustering of arms, declares war. The rival should be selected from a neighboring domain or realm of approximately the same size as the leader's own. (If no such domain or realm exists, re-



roll this vagary.) The rival will have a full complement of vassal troops, which he will use to attack as swiftly as possible.

War Profiteers: Merchants take advantage of the mobilization to raise prices. The cost of artillery ammunition, armor, mounts, supplies, and weapons is increased by 10% for 1d4 seasons. Each time this vagary is rolled, prices increase an additional 10%.

Weak Recruits: Any conscripts and militia recruited this month are a weak and sickly lot. While normally 50% of conscripts and militia would qualify to be heavy infantry or archers, these pathetic excuses for soldiery cannot qualify as anything except light infantry.

THE VAGARIES OF WAR

Die Roll	Vagary of War
01-02	Disease: A major outbreak of disease occurs in the army.
03-05	Defection: A commander defects to the enemy army.
06-08	Desertion: Scores of men desert the army.
09-11	Spy Caught: A friendly spy is caught and killed by the enemy.
12-14	Camp Followers: Itinerants and camp-wives arrive, creating chaos and ill-discipline.
15-17	Treacherous Guides: Natives guide the army through their land, but report the army's movements to the enemy.
18-20	Commander Casualty: An army commander dies from falling off a horse, ill health, or other circumstances.
21-24	Brigands: Brigands raid the army's supply lines.
25-28	Supply Problems: The army's supplies do not arrive this week.
29-32	War Profiteers: Merchants take advantage of the mobilization to raise prices.
32-36	Siege Train Problems: The hazards of campaigning are hard on siege artillery.
37-40	Bad Weather: Bad weather plagues the army.
41-45	Ill Omen: An ominous portent worries the troops.
46-55	All Quiet: No vagary this week.
56-60	Good Omen: A positive portent improves the army's morale.
61-64	Good Weather: Good weather shines on the army.
65-68	Artillery Magazine: A cache of ammunition is discovered.
69-72	Legendary Leadership: A legend begins to grow around the army's leader.
73-76	Supply Boon: The army is well-provisioned from local sources.
77-80	Friendly Peasants: The local populace keeps the army apprised of enemy movements.
81-83	Friendly Lord: A local lord makes generous gestures towards the army.
84-86	Local Guides: Helpful natives guide the army through their land.
87-89	Ministers: Clerics arrive to attend to the spiritual needs of the army.
90-92	Spy Caught: An enemy spy is caught and killed by the army.
93-95	Mercenaries: A unit of mercenaries offers its services to the army.
96-98	Defection: An enemy commander defects to the army.
99-100	Plans Discovered: The enemy army's plans have fallen into friendly hands.

An army on campaign in enemy territory, or out of garrison for more than one month, may be subject to a variety of random events. It may acquire camp followers, be approached by mercenaries, or lose units to disease or desertion. Roll 1d100 on the Vagaries of War table each week after checking for supply.

Sieges place more stress on an army than normal. Roll 1d100 twice per week and use whichever result is lower (worse). Use of the Vagaries of War table during sieges is highly recommended. A siege is just not a siege without the chance for an epidemic...

Note: Certain vagaries will cause the leader to gain or lose units. If the leader rules a duchy or principality, these will be battalion-sized units of 480 infantry or 240 cavalry. If the leader rules a kingdom or empire, these will be brigade-sized units of 1,920 infantry or 960 cavalry. In all other cases, the leader will gain or lose company-sized units of 120 infantry or 60 cavalry.

VAGARIES OF WAR INDEX

All Quiet: No vagary befalls this army this week.

Artillery Cache: The army has stumbled upon a cache of artillery set aside by some foresighted commander in prior campaigns. The army finds 1d4 different artillery units. Each has 1d6 days' worth of ammunition.

Brigands: Brigands raid the army's supply lines. Until the brigands are dealt with, the army's supply costs are increased by 10% (representing provisions lost to banditry) and its reconnaissance rolls are at -1 (because of the need to divert light troops from scouting to guarding the supply lines). The brigands can be treated as an independent enemy army for *Domains at War* purposes. The brigand "army" consists of 1 unit of bowmen and 1 unit of light cavalry, each led by a 5th level fighter with the command characteristics of a mercenary captain. The overall army leader will be a 9th level fighter with the command characteristics of a mercenary colonel. There is a 30% chance an 8th level cleric will accompany the brigand army, and a 50% chance a mage of level 8+1d2 will be present. See the entry for Brigands in the *Adventurer Conqueror King System* core rules for more details.

Camp Followers: The army has attracted a following of itinerants, tinkers, harlots, peddlers, and camp-wives. The presence of the civilians creates chaos and ill-discipline. While the camp followers are with the army, its movement rate is reduced by 1/3, and enemy spies gain a +2 bonus to conduct hijinks against the army. Nevertheless, the soldiers enjoy having the camp followers around! If the army leader drives off the camp followers, this counts as a calamity for morale purposes.

Commander Casualty: Make a saving throw versus Death for each commander in the army, starting with the physically oldest commander. The first commander to fail the saving throw has died from falling off a horse, ill health, or other circumstances. The commander can be restored to life through **restore life and limb** or similar magic. (If no failure occurs, this event has no effect).

Defection: When this vagary occurs, make a loyalty roll for each commander in the relevant army, starting with the commander with the lowest morale. The first commander with a result of 'Resignation' or 'Enmity' becomes a defector. (If no failure occurs, this event has no effect.) If there is an opposing army

within one week's march, the defector will immediately defect from his current army and bring the units under his command over to the opposing army. Otherwise, the defector will wait until an opportune moment presents itself, feigning loyalty until then.

Desertion: When this vagary occurs, make a loyalty roll for each unit in the army, starting with the unit with the lowest morale. The first unit with a result of 'Resignation' or 'Enmity' deserts from the army. (If no failure occurs, this event has no effect.) If there is an enemy force within one week's march, the deserters will join the opposing army. Otherwise, the deserters will simply disband and make for home.

Disease: Disease is endemic to any military campaign, and at any time 1%-2% of the troops are probably ill with colds, diarrhea, or fevers. This vagary represents something much worse: a major epidemic breaking out amidst the army.

When this vagary occurs, the type of disease is determined with a roll of 1d100 on the Disease Type table. Each unit must then make a saving throw versus Death against the disease. Certain diseases, being less acute, offer a saving throw bonus.

Disease Type				
Die Roll	Disease Type	Save Bonus	Duration	Death
1-5	Plague	0	1d8 days	Failed by 6+
6-15	Putrid Fever	0	2 weeks	Failed by 7+
16-30	Spotted Pox	+1	3 weeks	Failed by 8+
31-50	Bilious Fever	+2	4 weeks	Failed by 8+
51-75	Ague	+3	1d4 weeks	Failed by 10+
76-100	Bloody Flux	+4	1 week	Rolled Natural 1

If the saving throw succeeds, the troops in the unit avoid any serious illness. If the saving throw fails, the troops in the unit become diseased for the listed duration. Diseased troops cannot move or fight.

At the end of the duration, diseased troops either recover or die. If the saving throw failed on a roll of natural 1, or by the amount noted on the Disease Type table, the diseased troops expire from the illness, and the unit is removed from play. Otherwise, the diseased troops recover. Saving throws should be made secretly by the Judge, so the army commanders are unaware of whether their units will recover.

EXAMPLE: An army of 4 0th-level mercenary units is on campaign when a "disease" event is rolled. The Judge rolls 1d100 on the Disease Type table and gets a 30, so the disease is spotted pox. Each unit must make a saving throw versus Death at +1. 0th level mercenaries have a saving throw versus Death of 15+, so with the +1 bonus the units will need to roll a 14 or better. The first unit rolls a 14 and avoids the illness. The second unit rolls a 10. It is diseased for three weeks, but then recovers. The third unit rolls a natural 1. It is diseased for three weeks, then eliminated (since it rolled a natural 1 on the save). The fourth unit rolls a 4. It is diseased for three weeks, then eliminated (since it failed the save by 8 or more).

Diseased units can be cured through treatment by divine spellcasters and/or healers. It requires one 9th level divine spellcaster, two 7th-8th level divine spellcasters, three 6th level

divine spellcasters or chirurgeons, or nine physickers to cure one sickened unit in one week. If there are a greater or lesser number of casters or healers, the rate at which disease can be cured is increased or decreased proportionately.

EXAMPLE: The army has one 7th level cleric and one chirurgeon with it. After two weeks of casting **cure disease** each day, the cleric can cure a unit. After three weeks of treating troops with medicine, and a successful proficiency throw, the chirurgeon can cure a second unit. There is not enough time before the course of the illness ends for either the cleric or the chirurgeon to treat additional units.

Friendly Lord: A local lord makes generous gestures towards the army. He will offer to become a vassal or sub-vassal of the army leader, and extend the use of his stronghold as a supply base. He will also pay a tribute of gold equal to his monthly income. In exchange, the lord will expect his domain to be protected from looting, conquest, and pillage by the army.

Friendly Peasants: The local populace keeps the army apprised of enemy movements. The army gains a +2 to all reconnaissance rolls for the next week. This benefit is lost if the army requisitions or loots supplies from any domains during the week.

Good Omen: A positive portent, such as a comet, a flight of eagles, or a vision of a deity in the clouds, improves the army's morale. Loyalty and morale rolls gain a +1 bonus for the next week. Add 10 to the army's next roll on the Vagaries of War table.

Good Weather: Good weather shines on the army. The army's strategic movement rate is increased by 33% for the next week.

Ill Omen: An ominous portent, such as an encounter with diseased animals, a flight of crows, or a dark face in a storm, worries the troops. Loyalty and morale rolls suffer a -1 penalty for the next week. Subtract 10 from the army's next roll on the Vagaries of War table.

Legendary Leadership: A legend begins to grow around the army's leader. He acquires a sobriquet or victory title, such as "Lion-Hearted" or "Hammer of the Scots". His morale modifier is increased by 1. The benefit is lost if the leader's army is ever defeated in two consecutive battles.

Local Guides: Helpful natives offer to guide the army through their land. If the offer is accepted, the local guides increase the army's movement rate by 33% through their knowledge of hidden passes and forgotten roads. The local guides remain with the army for one week.

Mercenaries: A unit of mercenaries offers its services to the army. Determine the type of mercenaries by rolling on the Follower Type and Equipment by Class table (use the leader's class). There is a 25% chance the mercenaries are veterans.

Ministers: 2d6 clerics of level 1d4 join the campaign and begin ministering to the troops. The presence of these holy men increases the morale of all units in the army by +1. The ministers depart the army if camp followers (see above) are permitted on the campaign or if the army leader acts contrary to their faith.

Plans Discovered: Through an intercepted courier, mole, or other means, one army has gotten access to the battle plans of the other. The army benefiting from this vagary learns the

location, organization, and leadership of the opposing army as if it had scored a major success on a reconnaissance roll. It also automatically wins the next initiative roll against the opposing army.

Severe Weather: *Domains at War* assumes that most of the time the weather is mild enough to not substantially impact a military campaign. This vagary represents a bout of very severe weather, lasting for 1d4 weeks. (If this vagary is rolled again while a severe weather vagary is ongoing, add the durations together.) When this vagary occurs, refer to the Severe Weather Conditions table and cross-index the terrain of the 24-mile hex the army occupies with the current season. The first line indicates the temperature condition and the second line indicates the atmospheric condition. Some entries may indicate there is only a percentage chance for severe weather. If severe weather does not occur, mild temperature or calm atmosphere results instead.

The effects of severe weather are noted below. All effects are cumulative. For example, if both Cold and Snowy conditions are indicated, movement will be reduced to 25% normal (50% x 50%) while disease will have a 20% chance of occurring.

It should be noted that this vagary is *far* more punishing on certain seasonal and terrain combinations than others. Winter campaigns in mountain terrain or summer campaigns in jungle terrain, for example, can be disastrous.

Siege Train Problems: The hazards of campaigning are hard on siege artillery. Make a saving throw versus Death for each artillery piece in the army. If the artillery has a siege engineer or artillerist assigned to it, it saves as a 4th level fighter; otherwise, it saves as a normal man. A failed saving throw means the artillery piece has broken (0 shp). Broken artillery can be repaired as a construction project (remember that the repair rate for wood is 5 shp per gp of construction rate).

Spy Caught: The army has caught a spy from an opposing army. If there are one or more spies infiltrated into the army, choose one randomly. If there are no spies infiltrated into the army, then the army has caught a soldier that had just become a turncoat. Either way, the spy may be interrogated. He will know 1d4 common pieces of information about the opposing army.

Supply Boon: The army is well-provisioned by local sources. The army might get donations of bread from friendly peasants, stumble upon a herd of migrating animals, or be able to fish in nearby lakes and rivers. The army is automatically in supply this week, without the army leader being responsible for paying supply cost. The army's market class is raised by 1 for purposes of equipment availability this month.

Supply Problems: The army's supplies do not arrive this week. Whether this is due to bad weather, bandits, corruption, sabotage, or other causes, the result is the same: The army is out of supply. Supply problems can cause even the most lawful, well-provisioned force to turn to requisitioning and looting, for otherwise the army will suffer the unfortunate consequences of lack of supply (-1 hp per day, -1 to attack throws and damage rolls per day, and a morale calamity).

Treacherous Guides: Helpful-seeming natives offer to guide the army through their land. If the offer is accepted, the guides begin spying on the army for the enemy. Increase the army's movement rate by 33%, but give the enemy one free hijink and a +1 bonus on reconnaissance rolls. The local guides remain with the army for one week.

War Profiteers: Merchants are making enormous profits from the campaign. The cost of artillery ammunition, armor, mounts, supplies, and weapons is increased by 10% for the duration of the campaign. Each time this vagary is rolled, prices increase an additional 10%.

Severe Weather Conditions							
Season	Clear, Grass	Scrub	Woods, Hills	Barren, Desert	Mountains	Swamp	Jungle
Spring	Mild 75% Rainy	Hot 10% Windy	Mild 75% Rainy	Hot 25% Windy	Mild 25% Rainy	Mild Rainy	Hot 25% Rainy
Summer	Hot 25% Rainy	Hot Calm	Hot 25% Rainy	Hot 5% Rainy	Mild 25% Windy	Hot Rainy	Hot Rainy
Fall	75% Cold 10% Windy	Mild 50% Windy	75% Cold 10% Snowy	Hot Calm	Cold 50% Snowy	Mild Rainy	Hot 25% Rainy
Winter	Cold 10% Snowy	Mild 75% Rainy	Cold 25% Snowy	75% Hot Calm	Cold Snowy	Cold Rainy	25% Hot Rainy

Effects of Severe Weather	
<i>Temperature</i>	
Mild	No effect
Cold	Strategic movement rate halved. 10% chance of a disease vagary each week due to exposure.
Hot	Strategic movement rate halved. Supply cost increased 25% due to more water consumption. Out of supply penalties doubled due to heat exhaustion and dehydration. Prevents mud from forming.
<i>Wind and Rain</i>	
Calm	No effect
Rainy	Strategic movement rate halved. Reconnaissance rolls suffer -2 penalty due to limited visibility. In clear, grass, and scrub terrain, the land turns to mud, halving movement again. 10% chance of a disease vagary each week due to wetness.
Snowy	Strategic movement rate halved. Reconnaissance rolls suffer -4 penalty due to limited visibility. 10% chance of a disease vagary due to wetness.
Windy	Strategic movement rate halved. In barren or desert terrain, reconnaissance rolls suffer -4 penalty due to sandstorms.

THE VAGARIES OF BATTLE

Battles are never straightforward, particularly when heroes, wizards, and monsters are involved. Each time PCs make a heroic foray, roll 1d4 to determine the number of vagaries that will occur during that foray. For each vagary, roll 1d100 on the Vagaries of Battle table to see what the PCs are confronted with. Re-roll any results that make no sense in the context of the battle (e.g. if neither side has any missile weapons, re-roll a “Volley of Arrows” result).

Note: Whenever “battlefield” is mentioned below, it refers to the particular area of the battlefield where the foray is being fought, not necessarily the battlefield as a whole.

Die Roll	Vagary of Battle
01-03	Ambush: A trap is sprung and the battle is suddenly more dangerous.
04-07	Battle Standard: The vanguards of the armies are so close that each side's battle standard is within sight.
08-12	Blood and Mud: The battlefield here is soaked in blood and mud.
13-17	Bombardment: A nearby unit of artillery begins lobbing fire onto the battlefield.
18-23	Booby Traps: Battlefield traps confound, kill, and maim the unwary.
24-28	Calm Amidst the Storm: No vagary occurs.
29-30	Culmination: The battle nears a culminating point as troops from both sides join the foray.
31-35	Debris: The area is littered with tree limbs, crumbling walls, spent ammunition, and similar debris.
36-40	Debris, Dangerous: The fighting is taking place on dangerously littered terrain.
41-45	Debris, Heavy: The battlefield is punctuated with breached stone walls, fallen trees, and ancient ruins.
46-50	Deserters: Deserters seeking to flee the battlefield interrupt the fight.
51-55	Fire: Burning pitch, flaming arrows, fire-breathing monsters, or magical spells have ignited the battlefield.
56-60	Fog and Smoke: A thick cloud obscures the battlefield.
61-65	High Ground: The defending army has seized the high ground.
66-70	Marauders: Bandits and cut-throats are attempting to use the chaos of battle for their sinister ends.
71-75	Monsters: Monsters have been drawn to the battlefield by the blood and slaughter.
76-80	Piles of Dead: Huge piles of dead troops lie in heaps on the ground.
81-85	Reinforcements, Enemy: Enemy troops join the foray.
86-90	Reinforcements, Friendly: Friendly troops join the foray.
91-95	Scattered Bodies: Bodies of the fallen are scattered across the battlefield.
96-100	Volley of Arrows: Arrows fill the skies, striking friend and foe.

VAGARIES OF BATTLE INDEX

Ambush: A trap is sprung and the battle is suddenly more dangerous. The PCs are **surprised** for the first round of the foray. The distance between the heroes and each group of foes is halved.

Battle Standards: The vanguards of the armies are so close that each side's battle standard is within sight. Double the BR staked

for this foray. (For example, if the PCs staked 2 points of BR when they entered the foray, resolve the foray as if they had staked 4 BR.) All creatures on either side gain +2 to morale rolls because of the presence of their battle standards.

Blood and Mud: The battlefield here is soaked in blood and mud. Due to the wet, slippery conditions, creatures that roll a natural 1 on attack or saving throws fall prone.

Bombardment: A nearby unit of artillery begins lobbing fire onto the battlefield. 1d4 rounds after the foray begins, make an attack throw with a target value of 18+ (ignoring armor) against each creature in the foray. A hit means the creature has been caught in the blast radius of a catapult stone, and suffers 4d6 points of damage unless it makes a successful saving throw versus Blast.

Booby Traps: Battlefield traps confound, kill, and maim the unwary. There is one trap on the battlefield for each point of BR staked. The typical battlefield trap is a concealed pit filled with sharpened stakes. A moving PC has a 1 in 6 chance of moving into a previously-undiscovered battlefield trap. If the PC fails to detect the trap (normally requiring a proficiency throw of 18+), he falls 10' (1d6 damage) onto 1d4 spikes (each dealing 1d6 points of damage).

Calm Amidst the Storm: No vagary occurs.

Culmination: The battle nears a culminating point as troops from both sides join the foray. In each of the first 5 rounds of the foray, an additional 10 HD of creatures will join per point of Battle Rating staked.

Debris: The area where the fighting occurs is littered with tree limbs, crumbling walls, spent ammunition, and similar debris. Creatures that run or charge must make a saving throw versus Paralysis or fall down prone half-way through their move.

Debris, Dangerous: The fighting is taking place on terrain dangerously littered with discarded weapons, splinters of shattered wood, and fragments of bone. Creatures that run or charge must make a saving throw versus Paralysis or suffer 1d4 points of damage.

Debris, Heavy: The battlefield is punctuated with breached stone walls, fallen trees, ancient ruins, and other obstacles. Movement rates are halved, and no charging or running is permitted. Thieves and others skilled in hiding will find ample cover available to make use of their abilities (+2 bonus to proficiency throws).

Deserters: Deserters seeking to flee the battlefield interrupt the fight. The deserters will arrive 1d4 rounds after the foray begins. They will belong to whichever side has fewer HD present in the foray. There will be 10 HD of deserters present per point of BR staked. The deserters will enter the battlefield from their enemy's side and seek to escape to the friendly side. The deserters will attack any creatures that block their escape. PCs and NPCs from their side may attempt to rally them to return to the fight by making reaction rolls.

Fire: The battlefield is on fire! Burning pitch, flaming arrows, fire-breathing monsters, or magical spells have ignited blood, flesh, trees, and oil. Each round, all participants must make a

saving throw versus Blast or suffer 1d4 points of damage from fire. Line of sight is reduced to 30' due to smoke.

Fog and Smoke: A thick cloud obscures the battlefield, because of dust kicked up by marching men, magical clouds, burning smoke, and so on. Line of sight is reduced to 30' for the duration of the foray.

High Ground: The defending army has seized the high ground. Defending creatures receive +1 to AC and +1 to attack throws.

Marauders: Bandits and cut-throats are attempting to use the chaos of battle for their sinister ends. 1d4 rounds after the foray begins, 10 HD of brigands arrive per point of Battle Rating staked. The brigands will attack weak and damaged creatures, and make off with their carried equipment.

Monsters: Monsters have been drawn to the battlefield by the blood and slaughter. 1d4 rounds after the foray begins, 10 HD of monsters arrive per point of Battle Rating staked. The Judge may pick the monster type, or determine it randomly based on the battlefield's terrain. The monsters will attack weak and damaged creatures.

Piles of Dead: Huge piles of dead troops lie in heaps on the ground. Movement rates are halved because of the carrion obstacles, and no charging or running is permitted. The corpses may be **animated** by necromancers. Thieves and others skilled in hiding will find ample cover available to make use of their abilities (+2 bonus to proficiency throws). All creatures suffer a -2 penalty to morale rolls due to the awful carnage.

Scattered Bodies: 1d10x10 bodies of the fallen are scattered across the battlefield. The corpses may be animated by necromancers. Because of the cadaverous litter, creatures that run or charge must make a saving throw versus Paralysis or fall down prone half-way through their move. All creatures suffer a -1 penalty to morale rolls due to sight of the casualties.

Reinforcements: Additional troops join the foray from one of the sides 1d4 rounds after it begins. 10 HD of creatures will join per point of Battle Rating staked.

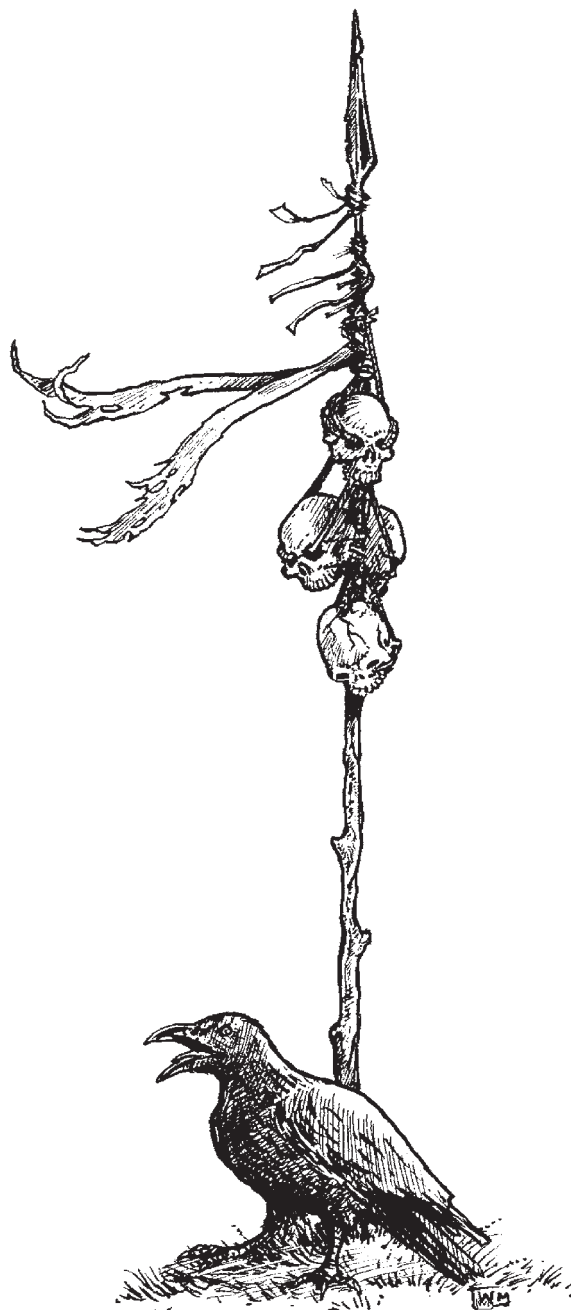
Volley of Arrows: Arrows fill the skies, striking friend and foe. 1d4 rounds after the foray begins, make an attack throw with a target value of 15+ (modified by AC) against each creature in the foray. A hit deals 1d6 points of damage to the creature struck.

WISHES AND WARFARE

When archmages battle theocrats for control of empires, fate itself may give way to **miracles** and **wishes**. In lieu of more traditional effects (e.g. raising the dead), a character casting either of those ritual spells may use them to bring about any vagary of recruitment, vagary of war, or vagary of battle desired, either to benefit the caster's army or to harm an enemy's. A **miracle** or **wish** can also be used to undo or avoid an undesirable vagary.

EXAMPLE #1: Quintus's stronghold is besieged by an army of beastmen. He casts a long-hoarded **wish** spell and calls down an outbreak of plague on the opposing army. The Judge resolves this as a Disease vagary (vagary of war 01-02). The resulting epidemic devastates the besieging army, enabling Quintus to sally forth.

EXAMPLE #2: Marcus's army is trapped in the Waste with the enemy straddling its lines of supply. It is too weakened to fight, but if it cannot break through it will starve to death. Marcus's clerical advisor, Balbus, uses a scroll of **miracle** and asks for "manna from heaven" to sustain the army. The Judge resolves the miracle as a Supply Boon vagary (vagary of war 72-76). Bread and water rain from the skies, and Marcus's well-fed army returns to the attack.



GLOSSARY

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.

annihilation: an ending to a battle in which all units of one side are destroyed.

armorer: a specialist hired to produce, maintain, and fix weapons and armor.

army: 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.

arson: a type of hijink in which an infiltrated perpetrator attempts to reduce a stronghold by setting it on fire.

artillerist: a specialist capable of overseeing a battery of 3-5 pieces of artillery.

artillery: a siege weapon designed to bombard and destroy enemy ships and structures.

artillery crew: a team of troops manning an artillery piece. Artillery attacks as the lowest level member of the crew. Artillery crews without an artillerist specialist suffer -4 to attack throws.

artillery duel: an exchange of fire between besieging and defending artillery.

artillery shot: ammunition, characterized by weight (1lb - 180lb) and type (crude, ballistic, or pitch). Artillery may fire shot of a lighter or heavier weight than indicated for their type, but reduce maximum range by 25%. Artillery firing crude ammunition suffer a -2 to attack throws.

assault: a method of capturing a stronghold in which the besieging army attacks the stronghold directly to capture it with force of arms.

assault turn: a period of game time representing approximately 10 minutes of hard fighting. An assault turn is to an assault what a battle turn is to a battle.

assaulting unit: a unit from the besieging army selected to participate in an assault on a stronghold.

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: a large-scale unit representing 4 company-sized units, or about 480 infantry or 240 cavalry. Armies of between 3,001 and 12,000 troops are organized using battalion-scale units.

battle: a confrontation between two armies in the same 6-mile hex.

battle rating, army: the sum of the battle ratings of all the units in the army, rounded down.

battle rating, unit: a measure of a unit's value on the battlefield.

battle turn: a period of game time representing approximately 10 minutes of hard fighting.

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.

breach: an entry into a stronghold created by dealing 1,000 shp of damage. Each breach allows 1 additional unit to assault a stronghold.

break point: $\frac{1}{3}$ of an army's starting number of units, rounded up. When an army loses units equal to or greater than its break point, all of its units must make morale rolls.

brigade: a large-scale unit representing 4 battalion-sized units or 16 company-sized units, about 1,920 infantry or 960 cavalry. Armies of 12,000 troops or more are organized using brigade-scale units.

calamity: an event which triggers a loyalty roll by the unit which experienced it. Calamities include routing from a battle, suffering 25% of greater casualties, being out of supply, or going without pay.

call to arms: a demand by a leader that his vassals muster a force at least equal to $\frac{1}{2}$ the garrison of the vassal's realm.

carnivorous troops: troops or mounts which require fresh meat, rather than wheat, oats, grass, and other inexpensive foodstuffs. The supply cost for these units is generally four times higher.

casualties: a loss of troops due to units being destroyed or routed.

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.

character: an individual within the game-world.

chariot: an open two- or four-wheeled vehicle used in hunting, racing, or warfare. Chariots are available in light, medium, or heavy varieties.

circumvallation: a line of fortifications built outside bow-shot of a stronghold's walls, usually consisting of a mix of wooden palisades, trenches, and earthen ramparts. Circumvallations cost 100gp per 100' length.

commander: the supervisor or officer of a division of units.

company: a standard-sized unit consisting of 120 infantry or 60 cavalry, or an equivalent number of larger creatures. Armies of 601 to 3,000 troops are organized using company-scale units.

conquer: to capture all of the strongholds and settlements of an occupied domain.

conquered domain: an occupied domain in which all of its strongholds and settlements have been captured. A stronghold or settlement is captured when no opposing units are present within. A conquered domain may be added to the conqueror's personal domain or realm.

conscript: the involuntary and permanent levy of peasants into a leader's army; a peasant involuntarily and permanently levied into a leader's army.

construction materials: raw materials, such as lumber and stone, required for a construction project. The time and effort required to secure these is factored into the labor cost of a project.

construction project: an endeavor aimed at building a stronghold, ship, siege engine, field fortification, or similar large and expensive item. Each construction project has a construction cost, a set of construction workers, and a construction rate derived from the workers.

construction rate: the gp value of construction that a construction worker contributes each day to a construction project. The sum of the construction rates of all workers on the project is the total construction rate.

construction site: the geographic area around a construction project, generally about ½ mile in diameter. A maximum of 12,000 workers may work on any given construction site. The first 3,000 workers on a construction site work at their full construction rate. Any additional workers thereafter work at only 33% the normal construction rate, although the workers' wage rates remain the same.

construction supervisor: an engineer or siege engineer overseeing a construction project. A siege engineer may supervise one construction project of up to 25,000gp construction cost. An engineer may supervise one construction project of up to 100,000gp construction cost. Multiple engineers or siege engineers may work together to supervise large projects.

construction worker: a laborer who contributes a gp value of construction towards the cost of a construction project, known as the construction rate. A worker's construction rate is normally identical to his wage rate.

controlled: the role of a mindless creature that cannot be trained or led, but must be magically controlled.

countermining: a construction project in which tunnels are built into a besieger's siege mines from which sorties can disrupt the digging.

craftsman: a construction worker with a construction rate of 5sp to 1gp per day, typically an apprentice, journeyman, or master craftsmen. Craftsmen working in teams led by a master gain improved construction rates.

creature handler: a specialist trained to safely handle hunting or guard creatures.

crop: the total number of mercenaries available of a given type in a given time period.

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.

defending army: an army garrisoning a stronghold or urban settlement under siege.

defending unit: a unit from a defending army selected to defend against an assault on a stronghold.

defensive stance: a strategic stance in which an army will fight if battle is offered by an opposing army, but will not otherwise attack.

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.

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.

evasive stance: a strategic stance in which an army will avoid battle if possible.

flee: a possible result of a morale roll. A fleeing unit may not attack during the next battle turn. If the battle ends before the unit can attack again, it counts as routed.

follower: a soldier attracted to the service of a leader by his prestige and reputation. Followers have a higher willingness to fight and die for their leader than do other types of troops.

guard: the role of a creature of animal intelligence trained to attack designated targets and defend designated characters or locations.

hero: in company-scale battles, a PC, an NPC of at least 7th level, a monster of at least 9 HD, or a hero's henchman of at least 4th level. In platoon-scale battles, decrease the level or HD requirements by two. In battalion-scale battles, increase the level or HD requirements by two. In brigade-scale battles, increase them by four.

heroic foray: a fight between participating heroes and a selection of foes drawn from the opposing army. Heroic forays resolve the actions of heroes on the battlefield by "zooming in" to where the action is.

heroic unit: a unit consisting of just one hero, with a battle rating that abstractly represents the hero's value on the battlefield.

hijink: a subversive act by a perpetrator designed to achieve a covert objective. Hijinks include arson, sabotage, smuggling, and subversion.

howdah: a carriage mounted on the back of a creature of huge, gigantic, or colossal size. Howdah of any size can be built for riding or war.

hungerless troops: troops which have no need to eat or drink. Such troops have no supply cost, do not have to maintain lines of supply, and are never considered out of supply.

hunter: the role of a creature of animal intelligence trained to accompany its handler on hunts, where it will track and kill designated creatures.

invasion: when an army moves into a domain controlled by another leader without his permission.

impregnable stronghold: a stronghold which cannot be reduced by siege-mining, either because it is entirely built on solid rock or entirely surrounded by water.

Judge: a participant in a game of ACKS who controls NPCs.

leader: a character who controls a domain or realm.

leadership ability: a character's capability to give orders and have them obeyed. It determines the maximum number of units in a division that a character can readily control at once during a battle. It also determines the number of divisions a leader may have in his army.

lieutenant: the supervisor or officer of a unit.

line of supply: see supply line.

livestock: the role of a creature of animal intelligence raised to be used for food.

looting of supplies: a violent seizure of supplies from peasants in the domain that an army is passing through. Looting will yield up to 20gp of supplies per peasant family, but the more that is taken the less remains for the peasants to survive on. For each 20gp of supplies looted, one peasant family is lost. A domain can be looted until no peasant families remain, yielding supplies totaling 60gp per family.

loyalty roll: a roll on the Unit Loyalty table made any time troops suffer a calamity, such as routing from a battle, suffering 25% or greater casualties, being out of supply, or going without pay.

lull in the fighting: during a battle, a period of up to one full turn (10 minutes) in between battle turns during which PC and NPC heroes can treat injured comrades, use magical healing, or take other actions to prepare themselves for the next battle turn.

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.

market class: a rating of the size and importance of the market.

marshal: a specialist hired to train soldiers in military discipline, physical fitness, and weapon drill.

meeting engagement: a strategic situation in which the vanguard divisions of one army fights the vanguard divisions of the other army.

mercenary: a hired soldier that will guard, patrol, and campaign for anyone who pays his fee. Unlike conscripts and militia, which are levied involuntarily, mercenaries must be found and recruited into the army.

mercenary officer: a specialist hired to serve as the lieutenant of a unit or the commander of a division.

military campaign: the strategic maneuver of armies to defend domains or conquer new domains.

military specialist: a hireling with expertise in one of the varied fields of military science.

militia: a peasant temporarily levied into a leader's army.

monstrous worker: monstrous workers multiply their construction rate (normally that of unskilled laborers) by their normal load divided by 5, rounded down.

morale collapse: an ending to a battle in which all units of one side are destroyed or routed.

morale modifier: a character's ability to inspire loyalty and courage. A character's morale modifier modifies rolls on the Unit Morale table made by units under his command.

morale roll: a roll on the Unit Morale table made during battle when an army's casualties exceed its break point.

morale score: a characteristic representing the willingness of troops to fight and die for their employer.

mount: the role of a creature of animal or sentient intelligence trained to serve as a steed.

movement, strategic: movement of armies on the regional map over days and weeks.

normal load: the encumbrance, in stone, a creature can carry at its full movement rate.

occupied domain: a domain invaded by an army sufficiently large to constitute an effective garrison. If the gp value (wages/month) of invading troops, less the gp value of any defending troops, would be enough to garrison the domain, the domain is occupied.

occupy: to invade a domain with a sufficient number of invading troops to constitute an effective garrison.

offensive stance: a strategic stance in which an army is actively seeking battle with opposing armies.

participating units: units in an army which are engaged in fighting a battle during a specific battle turn.

perpetrator: an assassin, thief, elven nightblade, or similar character tasked with carrying out a hijink. A perpetrator who has become a spy within an enemy army is known as an infiltrated perpetrator.

personal domain: a domain within a realm under the personal control of the realm's leader.

pillage: to plunder, loot, and sack a conquered domain to gain gold, supplies, and prisoners. Pillaging a domain requires a sizeable force and can take up to a week, but can be exceptionally profitable.

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: a small-scale unit representing $\frac{1}{4}$ of a company-sized unit, or about 30 infantry or 15 cavalry. Armies of 600 or fewer troops are organized using platoon-scale units.

player: a participant in a game of ACKS who is not the Judge

player character: a character played by a player.

prisoners: (1) deserters, foragers, scouts, or turncoats captured as a result of a successful reconnaissance roll. Prisoners know 1d3 pieces of information, the nature of the information being

determined by whether the prisoner is common, valuable, or very valuable. (2) Able-bodied captives from winning a battle or pillaging a domain. Prisoners can be sold or ransomed for 40gp each, used as construction workers, or fed to carnivorous troops.

proficiencies: particular areas of expertise that a character has developed due to his background, homeland, or training.

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.

quartermaster: a specialist who manages distribution of supplies and provision to the troops of a unit.

rally: a possible result of a morale roll. The unit rallies under the pressure of battle. Its BR is increased by half when attacking next battle turn.

realm: a collection of domains under the 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.

reconnaissance roll: an abstract mechanism used to assess the results of intelligence-gathering during a military campaign. Reconnaissance rolls are made each time an army completes its movement. To make a reconnaissance roll, the Judge rolls 2d6 and consults the Reconnaissance Rolls table. The die roll is modified based on the Reconnaissance Modifiers table. The "observing army" is the army making the reconnaissance roll, while the "opposing army" is the army being observed.

reduction: a method of capturing a stronghold in which the besieging army deploys bombardment and siege-mines to destroy the stronghold. Reduction tactics deal damage to the besieged stronghold's structural hit points. If the stronghold's shp are reduced to 0, the stronghold is reduced to flattened rubble.

region: the area within which a military campaign takes place, consisting of several domains or realms.

regional map: a map, 32 6-mile hexes wide and 48 6-mile hexes long, showing the terrain types, major domains, urban, settlements, navigable waterways, and roads in a region.

requisition of supplies: an orderly seizure of supplies from peasants in the domain that an army is passing through. Requisition yields 40gp of supplies per peasant family. Supplies can only be requisitioned once every 6 months.

reserve: units in army which are held back from fighting a battle during a specific battle turn.

role: the manner in which an exotic creature serves as a troop, determined by its natural intelligence and training. See guard, hunter, livestock, mount, troop, war mount, and war mount/troop.

rout: a possible result of a morale roll. A routed unit is immediately removed from play and counts as destroyed for morale purposes.

sabotage: a type of hijink in which an infiltrated perpetrator attempts to destroy the supplies of a besieged army.

siege: a confrontation between two armies in the same 6-mile hex, in which one of the armies is within a stronghold or urban settlement. An attempt to capture a garrisoned stronghold or urban settlement.

siege engineer: a specialist skilled in the construction and placement of temporary defensive works such as ditches, pits, and barricades.

siege equipment: a device or machine used in the investment and assault of strongholds.

siege mining: a construction project in which a series of wood-reinforced tunnels are excavated under and around a besieged stronghold. Once the stronghold's foundations are sufficiently undermined with tunnels, the tunnels are filled with combustible material, and set aflame. The subsequent fire then burns away the mine's wooden support structures, collapsing the tunnel and the structure above it.

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.

skilled laborer: a construction worker with a construction rate of 2sp per day, typically a trained worker in a field such as bricklaying or stonecutting.

skirmish: a strategic situation in which the vanguard divisions of an offensive army fight the rear guard divisions of an evading army.

slave soldier: an enslaved soldier, usually born into slavery or enslaved in early childhood to be better indoctrinated with loyalty to his leader.

smuggling: a type of hijink in which the perpetrator attempts to covertly bring supplies into a besieged stronghold.

spoils of war: the spoils of war from a victorious battle are equal to one month's wages of each defeated unit. In addition, each prisoner captured is worth 40gp if sold as a slave or ransomed.

stake: to commit to fighting between 0 and 3 battle ratings worth of opponents in a heroic foray. Each hero chooses how many points of battle rating he will stake. The total amount of

BR staked by all the heroes will determine how many foes the heroes face.

stand firm: a possible result of a morale roll. A unit standing firm remains steady. There is no game effect.

state of awareness: the circumstances in which two armies encounter each other, either mutual awareness, mutual unawareness, or unilateral awareness.

stratagem: a plan or scheme to reconnoiter or scout enemy positions, or ambush, deceive, or trick enemy scouts. Stratagems by PCs can be resolved as heroic forays.

strategic ability: a character's military prowess and effectiveness.

strategic situation: the circumstances under which two opposing armies meet. There are eight strategic situations in which a battle occurs: pitched battle, meeting engagement, rear guard action, skirmish, ambush, envelopment, deep envelopment, and rear guard envelopment. The strategic situation is determined by the opposing armies' strategic stance and their state of awareness.

strategic stance: a posture which determines how an army reacts when it detects opposing armies. Strategic stance may be offensive, defensive, or evasive.

stronghold: a fortified structure securing a domain. In the context of a siege, any reference to "strongholds" is inclusive of urban settlements unless otherwise noted.

structural hit points (shp): a structure's ability to remain intact despite damage. When a structure reaches 0 or less shp, it will collapse in 1d10 rounds. As a rule of thumb, a structure will have 1 shp per ton of weight.

subversion: a type of hijink in which an infiltrated perpetrator attempts to subvert a stronghold's defenses by unlocking doors, opening gates, etc.

supply: an army on campaign must remain in supply at all times or suffer severe consequences. In order to be in supply, an army must meet three conditions. First it must be able to pay a supply cost (in gold pieces). Second, it must have a sufficiently valuable supply base or bases. Third, it must have a clear line of supply to its supply base.

supply base: a friendly or occupied city, town, or stronghold which converts supply cost (gp) into food, water, and other provisions.

supply cost: a weekly cost incurred by armies on campaign. Supply cost is typically 60gp for each unit of 120 infantry and 240gp for each unit of 60 cavalry. Supply cost is inclusive of fresh bread, wheat, and water, as well as pack animals and handlers for the transport of the provisions.

supply line: a route between an army and its supply base, or from one supply base to another. To function, a line of supply must be clear. A line of supply is clear if it is neither blocked nor overextended.

supply line, blocked: a line of supply whose route through passes through any hexes occupied by enemy forces. An army with a blocked supply line is out of supply until the enemy

forces are driven off or a new, unobstructed route is found for the supplies.

supply line, clear: a line of supply is clear if it is neither blocked nor overextended.

supply line, overextended: a line of supply whose route between the army and its supply base is too long. The length that the supply line can extend is limited by the terrain the supply line traverses.

surprise: a circumstance arising in certain strategic situations wherein an army is initially unaware of the opposing army. The surprised army may not make attack throws during the first battle turn of the battle, and units attacking the surprised army gain a +2 bonus on attack throws against it.

total construction rate: the sum of the construction rates of all workers on a construction project.

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 (reduce cost by 20%) but counterweight trebuchets are more precise (+2 to attack throws). Trebuchets have the same benefits and drawbacks as catapults when targeting creatures and structures.

troop: the role of a creature of sentient intelligence capable of fighting on the battlefield.

typical laborer: a construction worker with a construction rate of 1 2/3 sp per day, representing the average rate of an unskilled laborer, skilled laborer, craftsman, and engineer.

unit: generally a company-sized formation of troops. A company-sized unit typically has 120 infantry or 60 cavalry or ogre-sized creatures. Units of smaller size are known as platoons, while units of larger size are battalions or brigades.

unit capacity: the number of company-sized units that can garrison a fortified structure. To calculate a stronghold's unit capacity, add up the unit capacity of its constituent fortified structures. For every point of unit capacity, a stronghold can be assaulted and defended by 1 unit.

unit scale: a measure of the size of units in armies. When an army has 600 or fewer troops, its units are organized at platoon scale. When an army has 601 to 3,000 troops, its units are organized at company scale, the standard scale for Domains at War. When an army has 3,001 to 12,000 troops, its units are organized at battalion scale. If an army has 12,001 or more troops, its units are organized at brigade scale.

unskilled laborer: a construction worker with a construction rate of 1 sp per day, typically a peasant, slave, prisoner, conscript, or mercenary on labor detail.

urban settlement: a village, town, or city within a domain. In the context of a siege, any reference to "strongholds" is inclusive of urban settlements unless otherwise noted.

vagary: a random event that may occur in certain circumstances. Vagaries of recruitment occur when raising armies. Vagaries of

war occur while on campaign. Vagaries of battle occur during actual battles and assaults.

vanguard: the 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.

vassal: a henchman of a leader who governs a vassal domain within the leader's realm.

vassal domain: a domain within a realm under control of a henchman of the realm's leader.

veteran: mercenary units with experience of real war, generally 1st level fighters or explorers.

voluntary withdrawal: an ending to a battle in which one side chooses to leave the battlefield before it is annihilated or routed.

war machine: all types of artillery, battery rams, galleries, hoists, screws, and siege towers.

war mount: the role of a creature of animal intelligence trained to serve as a fighting steed.

war mount/troop: the role of a creature of sentient intelligence trained to fight both as a troop and war mount.

waver: a possible result of a morale roll. The unit's BR is halved when attacking next turn.

workbeast: the role of a creature of animal intelligence trained to pull heavy loads or carry burdens.

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