

WANDERING INTO WAR: A SYSTEM OF DOMAIN ENCOUNTERS

The *Adventurer Conqueror System* provides elaborate mechanics for resolving random encounters with wandering monsters, even including a system for populating an empty dungeon with monsters wandering into it. What it does not provide is a system by which Judges can generate and resolve incursions by wandering monsters into player- or NPC-run domains during the course of play. This article provides that much-needed system! It requires that the Judge have access to *ACKS* and *Domains at War: Campaigns*.

DOMAIN ENCOUNTERS

Periodically, domains may suffer incursions from wandering monsters, known as **domain encounters**. Wilderness domains face the most danger from domain encounters, while civilized domains face little risk. *The Domain Encounters by Classification* table shows the frequency of encounter throws by classification. It also shows the terrain type used on the *Domain Encounter Frequency by Territory Size and Terrain* table (below), and the column used on the *Wilderness Encounters by Terrain* table in *ACKS*, p. XX if an encounter results.

EXAMPLE: A Civilized domain located in Hills terrain suffers one encounter throw per month, but treats the terrain as Settled; any encounters are resolved on the Inhabited column of the *Wilderness Encounters by Terrain* table. A Wilderness domain located in Woods terrain suffers one encounter throw per day; and any encounters are resolved on the Woods of the *Wilderness Encounters by Terrain* table.

The *Domain Encounter Frequency by Territory Size and Terrain* table shows the die roll and target value for domain encounter throws. The size of the territory (in 6-mile hexes) dictates the die used in the encounter throw. The territory size, cross-referenced against the predominant terrain of the domain's territory, determines the target value of the throw.

EXAMPLE: A 24-mile Woods hex is classified Wilderness. If the entire hex were one domain of 16 6-mile hexes, it would suffer one encounter throw per day of 1d6 v. a target value of 5+. Assume it actually consists of 4 domains, ruled by Andor, Balbus, Cerwyn, and Decimus. Andor's domain has a territory of 8 hexes; Balbus, 5 hexes; Cerwyn, 2 hexes; and Decimus, 1 hex. Andor's domain suffers one daily encounter throw of 1d12 v. a target value of 11+. Balbus's domain suffers one daily encounter throw v. a target value of 19+. Cerwyn's domain suffers one daily encounter throw of 1d100 v. a target value of 97+. Decimus's domain suffers one daily encounter throw v. a target value of 99. Note that the expected number of encounters for the entire hex is .33 per day (2/6). The expected number of encounters for the individual domains is virtually the same: 0.167 (Andor) + 0.1 (Balbus) + 0.04 (Cerwyn) + 0.02 (Decimus), or 0.327. You're welcome!

PERIODIC FREQUENCY (OPTIONAL)

Rather than make an encounter throw every game day, game week, or game month, the Judge can instead assume that encounters regularly occur at a periodic frequency based on the domain territory, classification and terrain.

To determine the length of time between encounters, consult the *Periodic Domain Encounter Frequency* table and cross-reference the domain's territory size and terrain and roll the listed dice. The time period will be months, weeks, or days for civilized, borderlands, or wilderness domains.

Domain Encounters by Classification

Classification	Frequency	Terrain	Wilderness Encounter
			Column
Civilized	Monthly	Settled terrain	Inhabited*
Borderlands	Weekly	By terrain	By terrain**
Wilderness	Daily	By terrain	By terrain

*Use City if a Class III or better market exists in hex.

**Use Inhabited if all adjacent hexes are either Civilized or Borderlands.

Domain Encounter Frequency by Territory Size and Terrain

Size of Territory	Die	City, Grass, Scrub, Settled	Aerial, Hills, Woods	Barren, Desert, Jungle, Mountains, Swamp
1 hex	1d100	100+	99+	98+
2 hexes	1d100	99+	97+	95+
3 hexes	1d100	98+	95+	92+
4-6 hexes	1d20	20+	19+	18+
7-8 hexes	1d12	12+	11+	10+
9-10 hexes	1d10	10+	9+	8+
11-13 hexes	1d8	8+	7+	6+
14-16 hexes	1d6	6+	5+	4+

EXAMPLE: A Wilderness domain of 7 6-mile Woods hexes (encounter throw 5+ on 1d6) will suffer from wandering monsters every 2d6-1 days, averaging 6 days between encounters. A Civilized domain of 10 6-mile Settled hexes (encounter throw 6+ on 1d6) will suffer from wandering monsters every 2d10-1 months, averaging 10 months between encounters.

DANGEROUS BORDERS

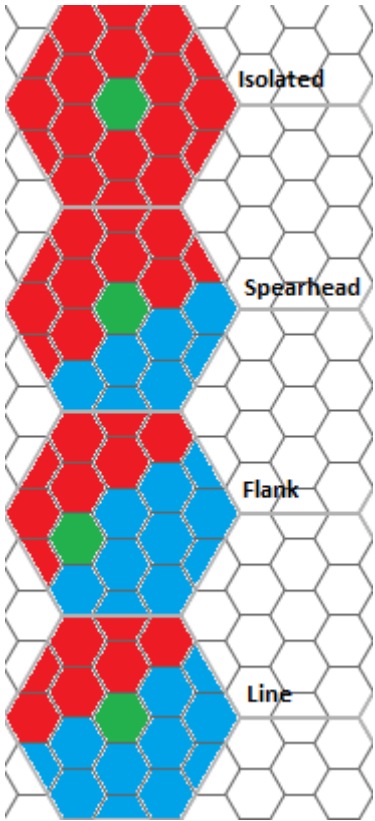
Isolated domains face more wandering encounters than those with neighbors. If there’s only one little village around, that’s the village the orcs will raid. A similar problem occurs to border fronts and frontier towns. It does little good to be adjacent to large, civilized domains if civilization is *behind* you. Therefore, a domain with dangerous borders counts as having a larger territory for purposes of encounter throws.

The accompanying illustration shows four possible territorial configurations of dangerous borders. In each configuration, the territory of the domain is represented in green; the territory secured by neighboring domains or impassable terrain is in blue; and the territory remaining unsecured is in red. The **isolated** domain is surrounded by unsecure territory on all sides. In the **spearhead** configuration, the domain has unsecured territory to its front and flanks, and secure territory to its rear. In the **flank** configuration, the domain has unsecured territory to its front and one flank, and secure territory to its other flank and rear. Finally, in the **line** configuration, the domain has unsecured territory to its front, but its flanks and rear are secured by neighbors or terrain.

The Judge should use this illustration and his own judgment of the regional geography to asses if an adventurer or NPC’s domain has dangerous borders, and if so whether it should be considered to be in an **isolated**, **spearhead**, **flank**, or **line** position. The Judge should then consult the *Effective Domain Territory with Dangerous Borders* table below, cross-referencing the domain’s territory size with its configuration to determine its effective territory size for encounter throws.

These rules make the location of a domain a decision of great long-term importance! A domain with a broad river, impassable cliffs or sturdy neighbors is far easier to defend.

Periodic Domain Encounter Frequency by Territory Size and Terrain			
Domain Territory	City, Grass, Scrub, Settled	Aerial, Hills, Woods	Barren, Desert, Jungle, Mountains, Swamp
1 hex	2d100-1	1d100	6d12-5
2 hexes	1d100	6d10-5	3d12-2
3 hexes	6d12-5	3d12-2	4d6-3
4-6 hexes	2d20-1	3d8-2	4d4-3
7-8 hexes	2d12 -1	2d6-1	2d4-1
9-10 hexes	2d10-1	1d4+1d6-1	2d3-1
11-13 hexes	2d8-1	2d4-1	1d4
14-16 hexes	2d6-1	2d3-1	1d3



Effective Domain Territory With Dangerous Borders				
Domain Territory	Isolated	Spearhead	Flank	Line
1 hex	16 hexes	8 hexes	6 hexes	4 hexes
2 hexes	16 hexes	10 hexes	7 hexes	4 hexes
3 hexes	16 hexes	12 hexes	9 hexes	5 hexes
4-6 hexes	16 hexes	14 hexes	10 hexes	6 hexes
7-8 hexes	16 hexes	16 hexes	12 hexes	8 hexes
9-10 hexes	16 hexes	16 hexes	14 hexes	9 hexes
11-13 hexes	16 hexes	16 hexes	16 hexes	10 hexes
14-16 hexes	16 hexes	16 hexes	16 hexes	11 hexes

EXAMPLE: Decimus’ Wilderness domain (1 6-mile Woods hex) has land secure and settled to its rear, while its flanks and front are unsecured wilderness. It is in spearhead configuration. Cross-referencing the “1 hex” row with the “Spearhead” column, the Judge finds that Decimus’s domain has an effective territory of 8 6-mile hexes. Consulting the *Domain Encounter Frequency table* (above), the Judge sees that Decimus’s domain will suffers one daily encounter throw of 1d12 v. a target value of 11+.

EFFECT OF STRONGHOLDS, GARRISONS, AND DUNGEONS ON DOMAIN ENCOUNTERS

By default, the rules assume that each domain is secured by a stronghold and garrison of sufficient size. If a civilized or borderlands domain has an insufficient garrison and/or stronghold, it is treated as if it were one classification worse for purposes of encounter throws. (E.g. a civilized domain is treated as a borderlands domain.)

A wilderness domain with an insufficient garrison and/or stronghold is treated as if its borders were one level more dangerous than they are for purposes of encounter throws. (E.g. a domain in a flank configuration is treated as in a spearhead configuration.)

An already-isolated wilderness domain with an insufficient garrison and/or stronghold suffers one encounter throw of 1d6 every day for every 6-mile hex. (It is essentially just wilderness!)

EXAMPLE: Decimus goes bankrupt due to the machinations of the thieves' guild, and can no longer pay his garrison. His wilderness domain is now treated as if its borders were one level worse than they are. Since his domain is ordinarily in spearhead configuration, it is treated as being in isolated configuration. Cross-referencing the "1 hex" row with the "Isolated" column, the Judge finds that Decimus's domain now has an effective territory of 16 6-mile hexes – ugh! Consulting the Domain Encounter Frequency table (above), the Judge sees that Decimus's domain will suffer one daily encounter throw of 1d6 v. a target value of 5+.

If a domain includes one or more unoccupied or partly occupied dungeons, wandering monsters may permanently settle there, as explained in *Populating a Dungeon*, in *ACKS* p. XX. This is useful for arcane experimentation, but peasants do not enjoy living near monsters.

To determine the morale impact of a dungeon on nearby domains, total the experience point value of the monsters in the dungeon and divide that total by the number of families in the domain's territory (round to the nearest whole number). The quotient represents the penalty to the domain's base morale.

EXAMPLE: Quintus' domain has 1,100 peasant families. It also is home to a sinister dungeon with a cyclops (2,400xp), 6 ogres (1,290xp), and 60 orcs (600xp), for 4,290xp total. 4,290xp/1,100 families is 3.9, rounded to 4, so Quintus' domain suffers a -4 penalty to its domain morale.

If a domain suffers a morale penalty from monsters in its dungeon(s), then any domains neighboring the dungeon's domain treat the territory as being unsecured land for purposes of dangerous borders. This represents the risk of monsters wandering *from* the dungeon into their lands.

EXAMPLE: Quintus's domain is on the southwestern flank of along line of Auran strongholds. To the northeast is the fort of Türos Drav. Normally, Türos Drav would be in a line configuration, but since Quintus's domain has a morale penalty from monsters, it counts as unsecured wilderness. Türos Drav therefore is treated as in a flank configuration.

A domain with a dungeon may increase the size of its garrison in order to reduce or eliminate the penalty imposed on domain morale by the dungeon. The penalty is reduced by 1 point for gp per family increase in garrison expenditure. Additional expenditures thereafter do not improve morale, but might help deal with the encounters themselves (see **Resolving Domain Encounters**, below).

EXAMPLE: Quintus' domain is suffering a -4 penalty to domain morale because of the presence of monsters. If he increases his garrison expenditure by 4gp per family, he can eliminate the penalty. Being a stingy archmage, Quintus opts to only spend an extra 3gp per family (3,300gp). This alleviates 3 points of the penalty, so his base domain morale is only decreased by 1.

RESOLVING DOMAIN ENCOUNTERS

Not every wandering monster enters a domain with intent to raid and pillage. Some may be exploring, migrating, or trading, while even those with violent intent may retreat if they do not find any weak prey or undefended villages. Conversely, not every violent encounter requires the domain's ruler to sally forth. A typical domain's garrison is more than capable of dealing with incursions by wolves, kobolds, or owlbears. That's what garrisons are for!

DOMAIN ENCOUNTER GENERATION

When a domain encounter throw results in an encounter, the following steps should be followed:

1. Roll 1d8 on the appropriate column of the Wilderness Encounters by Terrain table in *ACKS* and consult the resulting sub-table.
2. Roll 1d12 on the resulting sub-table to determine the type of creature encountered.
3. Find the encountered creature's entry in the **Monster** chapter and roll against its **% In Lair** to determine whether the creature is **lingering** or **migrating** (see below).
4. Roll the appropriate **number encountered** for the creature to determine how many are present.

Lingering or Migrating: Wandering monsters are, by definition, not encountered in their lair. However, they may decide to make a lair in the domain. Any wandering monsters that arrive have a percentage chance of lingering in the domain equal to their % In Lair entry. Monsters are twice as likely to linger if treasure is available in an unoccupied or partly-occupied dungeon (see *Population a Dungeon*, *ACKS*, p. XX). Otherwise, the monsters are migrating. Whether the monsters are migrating or lingering changes how the monsters behave (see below).

Number Encountered: If the monster is migrating, use the number encountered for a wandering wilderness encounter. If the monster is lingering, roll again against its **% In Lair**. If the result is again equal to or less than its % In Lair, use the number encountered for a wilderness lair. Otherwise, use the number encountered for a wandering wilderness encounter.

Treasure Type: Monsters entering a domain do not normally have any treasure of their own. However, if the monsters are a huge migration (see above) or arriving for mercantilist purposes (see below), they will have treasure according to their treasure type.

RECONNAISSANCE ROLLS FOR DOMAIN ENCOUNTERS

When a domain encounter occurs, the Judge should make a reconnaissance roll for the domain ruler as well as the monsters to determine what intelligence they have about each other. For purposes of reconnaissance, assume the garrison is in the domain's stronghold if the ruler has not made other arrangements. The Judge should use his judgment to determine the initial location of the wandering monsters based on the geography, roads, strongholds, and settlements in the region. See *Reconnaissance and Intelligence*, *D@W: Campaigns*, p. XX.

It is possible that a domain ruler may not be aware of a domain encounter until the enemy begins pillaging his domain or arrives at his stronghold! Given sufficiently poor reconnaissance, it is even possible for monsters to settle into a domain and impose morale penalties while an oblivious ruler remains unaware of the cause of the problem.

REACTION ROLLS FOR DOMAIN ENCOUNTERS

When a domain encounter occurs, a reaction roll should be made to determine the attitude of the monsters. The Judge rolls 2d6, applies any relevant adjustments to the roll, and consults the Domain Encounter Reaction table below. Note that the rulers of the domain do *not* know the reaction result until they discover it in play.

Hostile means that the monsters have come to wreak havoc. If the domain's garrison is deployed against them, they will always fight. If the garrison remains in the stronghold, the monsters will assault or besiege the domain's stronghold if (a) their BR is more than twice that of the garrison and (b) they possess the intelligence and means to do so. Otherwise the monsters will immediately begin pillaging the domain. If the monsters are lingering, they will remain in the domain until defeated or until they have pillaged it to the ground. (If a dungeon is available, they will lair therein.) If the monsters are migrating, they will depart after pillaging the domain once. Allowing a domain to be pillaged has disastrous consequences on its population, stronghold value, and domain morale – see *Pillaging Domains*, *D@W: Campaigns*, p. XX. If the monsters settle in the domain, it may effect the domain's base morale score (see above).

Unfriendly means that the monsters intend violence, but can be deterred. If the domain’s garrison is deployed against them, they will only fight if their BR equals or exceeds that of the garrison; otherwise they will be driven off (either out of the hex or, if lingering, into an available dungeon). If the domain’s garrison is not deployed against them, they will immediately begin pillaging the domain. If the monsters are lingering, they will continue pillaging until driven off or defeated, or until they have pillaged it to the ground. If a dungeon is available, they will then lair therein. If the monsters are migrating, they will depart after pillaging the domain once. Allowing a domain to be pillaged has disastrous consequences on its population, stronghold value, and domain morale – see *Pillaging Domains*, *D@W: Campaigns*, p. XX. If the monsters settle in the domain, it may effect the domain’s base morale score (see above).

Domain Encounter Reaction	
Adjusted Die Roll	Sapient
2-	Hostile, pillage
3-5	Unfriendly, opportunistic
6-8	Neutral, exploratory
9-11	Mercantilist , trade
12+	Friendly, help

Neutral means that the monsters are migrating through the domain for reasons of their own – exploration, scouting, hunting, foraging, etc. If the domain’s garrison is deployed against them, they will become **unfriendly** (as above). If the domain’s garrison is not deployed against them, they will attempt to either find a place to settle (if lingering) or exit peacefully after 1d4 weeks (if migrating). Peasants tend to be xenophobic and distrustful, so if the domain ruler does not deploy the garrison against the monsters, the domain suffers a -1 penalty to its next domain morale roll. If the monsters settle in the domain, it may effect the domain’s base morale score (see above). Re-roll settled neutral monster’s reactions if the domain’s morale score changes.

Circumstances	Morale Roll Adjustment
Domain’s current morale score	+ current morale score
Lawful domain encountering lawful monsters	+2
Lawful or neutral domain encountering chaotic monsters	-2*
Chaotic domain encountering lawful monsters	-2*

*Doubled if monsters’ BR is greater than garrison’s BR.

Mercantilist means that the monsters have come with commercial motivations. If the domain’s garrison is deployed against them, they will become **unfriendly** (as above). Otherwise they will travel towards the domain’s urban settlement or stronghold to seek out opportunities for trade. Mercantilist monsters will carry treasure according to their treasure type; the Judge may substitute an equivalent value of merchandise for trade if desired. Mercantilist monsters without treasure might be offering mercenary services (Judge’s discretion).

Friendly means that the monsters actively wish to assist the domain. If the domain’s garrison is deployed against them, they will become **unfriendly** (as above). Otherwise they will travel towards the domain’s urban settlement or stronghold to offer their assistance. If the domain has been invaded by monsters or enemy troops, the friendly monsters may attack the invaders and/or assist the garrison in dealing with them. Friendly monsters can be offered positions as mercenaries or henchmen with a +2 bonus (see below).

Encounters between Monsters and Adventurers: The reactions of monsters to individual adventurers that they interact with should be handled with individual reaction rolls as per *ACKS*, p. XX. However, apply a -2 penalty if the monsters are hostile to the domain, a -1 penalty if unfriendly, a +1 bonus if mercantilist, and a +2 bonus if friendly.

Encounters with Animals: Encounters with monsters of animal intelligence are limited to results of Neutral or below unless the domain is an elven fastness. Pillaging by animals represents attacks on livestock, carrying off of young, etc.

Encounters with Mindless Monsters: Encounters with mindless monsters such as constructs and vermin are limited to results of Neutral or below. Pillaging by mindless monsters represents instinctual or programmed activities.

Pillaging by Monsters: The rules for pillaging in *D@W: Campaigns* assume pillaging by large numbers of men. Powerful monsters can pillage with much greater effectiveness. For every 2 points of platoon-scale BR, the monsters count as 120 men for pillaging purposes.

MILITARY CAMPAIGNS FOR DOMAIN ENCOUNTERS

According to *D@W: Campaigns*, p. XX, the arrival of hostile or unfriendly wandering monsters or the deployment of a garrison would begin a military campaign. However, most domain encounters do not need to be handled using those detailed mechanics. Typically, the BR of wandering monsters is considerably less than the BR of the garrison, and the monsters will be quickly driven off.

When the threat posed by the monsters is interesting, the Judge may run the domain encounter as a *D@W* military campaign. In this case, hostile monsters have a strategic stance of *offensive*, while unfriendly monsters have a strategic stance of either *offensive* (if their BR exceeds that of the garrison) or *evasive* (if attempting to retreat).

MASS COMBAT FOR DOMAIN ENCOUNTERS

We recommend that the Judge use the mass combat mechanics presented in *D@W: Campaigns* to resolve violent domain encounters. These mechanics allow for the garrison to confront the monsters without the adventurers, while still affording the opportunity for adventurers to influence the outcome through heroic forays.

If the Judge has decided to run the military campaign in detail, the results of that campaign will determine where, how, and when the garrison confronts the wandering monsters. Otherwise, combat between domain garrisons and wandering monsters occurs as follows:

1. Hostile monsters facing a garrison in its stronghold *assault* the stronghold if the monster's BR is more than twice that of the garrison and they possess the intelligence and means to do so. (Otherwise they simply pillage the domain.)
2. Hostile monsters facing a deployed garrison always fight a *pitched battle* against the garrison.
3. Unfriendly monsters facing a deployed garrison fight a *pitched battle* against the garrison if the monster's BR is equal to or greater than that of the garrison. (Otherwise they are driven off.)
4. A garrison pursuing monsters into a dungeon *assaults* the dungeon.

Because the number of monsters encountered is usually between a dozen and a hundred, platoon scale should be used for the assaults and battles, with units of 30 man-sized infantry or 15 large creatures or cavalry. Be sure to organize the garrison at platoon scale, too. (Remember that platoon-scale BR is four times higher per individual creature than company-scale BR.)

EXAMPLE: A wilderness domain of 225 families has a garrison expenditure of 900gp per month, with which it retains 60 heavy infantry (720gp per month) and 30 light infantry (180gp per month). At platoon scale, this equals 2 heavy infantry platoons (BR 2.0 each) and 1 heavy infantry platoon (BR 1.0). The garrison's total BR is 5.0. This is more than enough to deal with most threats. Unfortunately, a bad encounter throw results in the arrival of an entire wilderness lair of orcs. The reaction roll is unfriendly. The Judge decides to use the average encounter: 6 platoons of 30 orcs, each with a BR of 1.0, for a total BR of 6.0. Since the orcs are unfriendly, and their BR is greater than the garrison's BR, the orcs will fight if the garrison is deployed against them.

The tables below present the Battle Rating of various creatures organized into platoon-scale units for average-sized wandering and lair wilderness encounters. Some encounter sizes have been adjusted slightly for ease of play.

Beastmen & Humanoids	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Bugbear	0.050	1 of 12	2.5	3 of 24	5.0	Leaders available for heroic forays
Centaur	0.189	1 of 10	7.5	2 of 10	7.5	Leaders available for heroic forays
Dwarf	0.021	1 of 25	2.0	5 of 25	2.0	Leaders available for heroic forays
Elf	0.033	1 of 15	2.0	5 of 15	2.0	Leaders available for heroic forays
Faerie, Pixie	0.086	1 of 25	8.5	1 of 25	8.5	Recon modifiers: magic camouflage, aerial observation
Faerie, Sprite	0.011	1 of 10	0.5	1 of 10	0.5	Recon modifiers: aerial observation
Gnoll	0.025	1 of 10	1.0	3 of 20	2.0	Leaders available for heroic forays
Gnome	0.015	1 of 25	1.5	5 of 25	1.5	Leaders available for heroic forays
Goblin	0.004	1 of 30	0.5	6 of 30	0.5	Leaders available for heroic forays
Halfling	0.006	1 of 25	0.5	6 of 25	0.5	Leaders available for heroic forays
Hobgoblin	0.017	1 of 15	1.0	3 of 30	2.0	Leaders available for heroic forays
Kobold	0.003	1 of 30	0.5	6 of 30	0.5	Leaders available for heroic forays
Lizardman	0.036	1 of 25	3.5	5 of 25	3.5	Leaders available for heroic forays
Merman	0.005	1 of 12	0.25	5 of 24	0.5	Leaders available for heroic forays
Men	Varies	Varies	Varies	Varies	Varies	See Men sub-table
Minotaur	0.077	1 of 5	1.5	1 of 5	1.5	Leaders available for heroic forays
Morlock	0.003	1 of 30	0.5	1 of 30	0.5	Leaders available for heroic forays
Neanderthal	0.005	1 of 6	0.25	1 of 30	1.25	Leaders available for heroic forays
Nymph, Dryad	0.042	1 of 1	0	1 of 4	0.5	Recon modifier: magic camouflage
Nymph, Naiad	0.023	1 of 1	0	1 of 20	2.0	Cannot be attacked by land-based units
Ogre	0.077	1 of 6	2.0	2 of 12	4.0	Leaders available for heroic forays
Orc	0.008	1 of 30	1.0	6 of 30	1.0	Leaders available for heroic forays
Troglodyte	0.029	1 of 25	3.0	5 of 25	3.0	Leaders available for heroic forays

Men	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Berserkers	0.014	1 of 15	1.0	1 of 15	1.0	Leaders available for heroic forays
Brigands (bowmen)	0.013	1 of 10 +	0.5	3 of 30 +	1.5	Leaders available for heroic forays
Brigands (med. cavalry)	0.093	1 of 10	3.5	6 of 15	5.5	Recon modifiers: cavalry units
Merchants	0.025	2 of 25	2.5	2 of 25	2.5	Leaders available for heroic forays Recon modifiers: cavalry units
Nomads (med. cavalry)	0.082	1 of 15	5.0	7 of 15	5.0	Leaders available for heroic forays
Nomads (horse archers)	0.082	1 of 15	5.0	7 of 15	5.0	Recon modifiers: cavalry units
Pirates (swordsmen)	0.006	4 of 20 +	0.5	4 of 20 +	0.5	Leaders available for heroic forays
Pirates (bowmen)	0.013	2 of 30	1.5	2 of 30	1.5	

Animals	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Ape, White	0.034	1 of 4	0.5	1 of 4	0.5	
Baboon, Rock	0.014	1 of 18	1.0	1 of 18	1.0	
Bat, Giant	0.094	1 of 5	2.0	1 of 5	2.0	Recon modifier: aerial observation
Bear, Black	0.010	1 of 2	0.0	1 of 2	0.0	
Bear, Cave	0.032	1 of 2	0.25	1 of 2	0.25	
Bear, Grizzly	0.019	1 of 2	0.25	1 of 2	0.25	
Boar, Giant	0.026	1 of 3	0.25	1 of 3	0.25	
Boar, Ordinary	0.010	1 of 4	0.25	N/A	N/A	
Camel	0.002	1 of 5	0.0	N/A	N/A	Recon modifier: cavalry unit
Cat, Lion	0.035	1 of 2	0.25	1 of 4	0.5	
Cat, Mountain Lion	0.017	1 of 3	0.25	1 of 3	0.25	
Cat, Panther	0.052	1 of 3	0.5	1 of 3	0.5	
Cat, Saber-Tooth	0.107	1 of 2	1.0	1 of 2	1.0	
Cat, Tiger	0.050	1 of 1	0.25	1 of 2	0.5	
Crocodile, Giant	0.095	1 of 2	1.0	N/A	N/A	
Crocodile, Large	0.020	1 of 3	0.25	N/A	N/A	
Crocodile, Ordinary	0.003	1 of 5	0.0	N/A	N/A	
Dog, Hunting	0.002	1 of 10	0.0	1 of 10	0.0	
Dog, War	0.008	1 of 5	0.25	1 of 5	0.25	
Elephant	0.038	3 of 3	0.5	N/A	N/A	
Fish, Giant Catfish	0.062	1 of 2	0.5	N/A	N/A	Cannot be attacked by land-based units
Fish, Giant Piranha	0.015	1 of 4	0.25	N/A	N/A	Cannot be attacked by land-based units
Fish, Giant Rockfish	0.011	1 of 5	0.25	N/A	N/A	Cannot be attacked by land-based units
Fish, Giant Sturgeon	0.110	1 of 1	0.50	N/A	N/A	Cannot be attacked by land-based units
Hawk, Giant	0.639	1 of 2	5.0	1 of 2	5.0	Recon modifier: aerial observation
Hawk, Ordinary	0.005	1 of 4	0.0	1 of 4	0.0	Recon modifier: aerial observation
Herd Animal, 1HD	0.001	1 of 18	0.0	N/A	N/A	
Herd Animal, 2HD	0.003	1 of 18	0.25	N/A	N/A	
Herd Animal, 3HD	0.005	1 of 18	0.25	N/A	N/A	
Herd Animal, 4HD	0.010	2 of 9	0.25	N/A	N/A	
Horse, Heavy	(0.005)	4 of 15	0.25	N/A	N/A	
Horse, Light	0.002	4 of 15	0.25	N/A	N/A	
Horse, Medium	0.005	4 of 15	0.25	N/A	N/A	
Lizard, Giant Draco	0.041	1 of 3	0.5	1 of 3	0.5	
Lizard, Giant Gecko	0.013	1 of 5	0.25	1 of 5	0.25	
Lizard, Giant Horned	0.054	1 of 2	0.5	1 of 4	1.0	Recon modifier: magical camouflage
Lizard, Giant Tuatara	0.028	1 of 2	0.25	1 of 2	0.25	
Mastodon	0.151	2 of 5	1.0	N/A	N/A	

Animals (cont.)	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Octopus, Giant	0.010	1 of 1	0.0	N/A	N/A	Cannot be attacked by land-based units
Pteranodon	0.195	1 of 3	2.5	N/A	N/A	Recon modifier: aerial observation
Pterodactyl	0.005	1 of 5	0.0	N/A	N/A	Recon modifier: aerial observation
Rhinoceros	0.019	1 of 7	0.5	N/A	N/A	
Shark, Bull	0.013	1 of 10	0.5	N/A	N/A	Cannot be attacked by land-based units
Shark, Great White	0.082	1 of 3	1.0	N/A	N/A	Cannot be attacked by land-based units
Shark, Mako	0.034	1 of 7	1.0	N/A	N/A	Cannot be attacked by land-based units
Snake, Giant Python	0.016	1 of 2	0.0	N/A	N/A	
Snake, Giant Rattler	0.015	1 of 3	0.25	N/A	N/A	
Snake, Pit Viper	0.006	1 of 3	0.0	N/A	N/A	
Snake, Sea Snake	0.006	1 of 5	0.0	N/A	N/A	Cannot be attacked by land-based units
Snake, Spitting Cobra	0.005	1 of 3	0.0	N/A	N/A	
Squid, Giant	0.018	1 of 3	0.25	N/A	N/A	Cannot be attacked by land-based units
Stegosaurus	0.023	1 of 3	0.25	N/A	N/A	
Titanothere	0.033	1 of 4	0.5	N/A	N/A	
Toad, Giant	0.002	1 of 3	0.0	N/A	N/A	
Triceratops	0.044	1 of 3	0.5	N/A	N/A	
Tyrannosaurus Rex	0.235	1 of 1	1.0	N/A	N/A	
Varmint, Giant Ferret	0.006	1 of 5	0.0	1 of 5	0.0	
Varmint, Giant Rat	0.000	1 of 18	0.0	1 of 18	0.0	
Varmint, Giant Shrew	0.009	1 of 5	0.25	1 of 5	0.25	
Varmint, Giant Weasel	0.013	1 of 4	0.25	1 of 4	0.25	
Whale, Killer	0.044	1 of 3	0.5	N/A	N/A	Cannot be attacked by land-based units
Whale, Narwhal	0.054	1 of 2	0.5	N/A	N/A	Cannot be attacked by land-based units
Whale, Sperm	0.155	1 of 1	1.0	N/A	N/A	Cannot be attacked by land-based units
Wolf	0.006	1 of 10	0.25	1 of 10	0.25	
Wolf, Dire	0.019	1 of 6	0.5	1 of 6	0.5	

Vermin	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Ankheg	0.052	1 of 5	1.0	1 of 5	1.0	
Ant, Giant	0.064	1 of 14	3.5	1 of 14	3.5	
Bee, Giant	0.012	1 of 18	1.0	1 of 18	1.0	Recon modifier: aerial observation
Beetle, Gt. Bombardier	0.010	1 of 7	0.25	1 of 7	0.25	
Beetle, Giant Fire	0.010	1 of 7	0.25	1 of 7	0.25	
Beetle, Giant Tiger	0.057	1 of 4	1.0	1 of 4	1.0	
Caecilian	0.004	1 of 2	0.0	N/A	N/A	Recon modifier: magical camouflage (burrowing)
Carcass Scavenger	0.040	1 of 3	0.5	N/A	N/A	
Centipede, Giant	0.001	1 of 13	0.0	1 of 13	0.0	
Crab, Giant	0.017	1 of 4	0.25	1 of 4	0.25	
Fly, Giant Carnivorous	0.025	1 of 10	1.0	1 of 10	1.0	Recon modifier: aerial observation
Purple Worm	0.069	1 of 2	0.5	1 of 2	0.5	Recon modifier: magical camouflage (burrowing)
Rhagodessa, Giant	0.046	1 of 3	0.5	1 of 3	0.5	
Scorpion, Giant	0.130	1 of 4	2.0	1 of 4	2.0	
Spider, Black Widow	0.052	1 of 2	0.5	1 of 2	0.5	
Spider, Crab	0.034	1 of 3	0.5	1 of 3	0.5	Recon modifier: magical camouflage
Spider, Tarantula	0.078	1 of 2	0.5	1 of 2	0.5	

Fantastic Creatures	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Basilisk	0.637	3 of 1	2.5	3 of 1	2.5	
Blink Dog	0.359	7 of 1	1.5	7 of 1	1.5	
Chimera	1.539	2 of 1	6	2 of 1	6	Recon modifier: aerial observation
Cockatrice	0.221	1 of 4	3.5	1 of 4	3.5	
Demon Boar	0.779	2 of 1	3.0	2 of 1	3.0	
Doppelganger	0.573	2 of 2	4.5	2 of 2	4.5	
Dragon Turtle	5.384	1 of 1	21.5	1 of 1	21.5	
Dragon, Huge Venerable	18.762	1 of 1	75	1 of 1	75	Recon modifier: aerial observation
Dragon, Venerable	14.968	1 of 1	60	1 of 1	60	Recon modifier: aerial observation
Dragon, Ancient	12.842	1 of 1	52	1 of 1	52	Recon modifier: aerial observation
Dragon, Very Old	11.849	1 of 1	47	1 of 1	47	Recon modifier: aerial observation
Dragon, Old	8.047	1 of 1	32	1 of 1	32	Recon modifier: aerial observation
Dragon, Mature Adult	5.930	2 of 1	24	2 of 1	24	Recon modifier: aerial observation
Dragon, Adult	4.931	2 of 1	20	2 of 1	20	Recon modifier: aerial observation
Dragon, Juvenile	2.749	3 of 1	11	3 of 1	11	Recon modifier: aerial observation
Dragon, Young	2.057	3 of 1	8	3 of 1	8	Recon modifier: aerial observation
Dragon, Very Young	1.490	3 of 1	6	3 of 1	6	Recon modifier: aerial observation
Dragon, Spawn	0.755	4 of 1	3	4 of 1	3	Recon modifier: aerial observation
Gorgon	1.238	2 of 1	5	2 of 1	5	
Griffon	1.124	4 of 2	9	4 of 2	9	Recon modifier: aerial observation
Harpy	0.655	2 of 2	5	2 of 2	5	Recon modifier: aerial observation
Hellhound, Greater	0.216	2 of 3	2.5	2 of 3	2.5	Recon modifier: magical scrying
Hellhound, Lesser	0.088	2 of 3	1	2 of 3	1	Recon modifier: magical scrying
Hippogriff	0.724	2 of 4	11.5	2 of 4	11.5	Recon modifier: aerial observation
Hydra, 12 Head	0.206	1 of 1	1.0	1 of 1	1.0	
Hydra, 11 Head	0.177	1 of 1	1.0	1 of 1	1.0	
Hydra, 10 Head	0.141	1 of 1	0.5	1 of 1	0.5	
Hydra, 9 Head	0.112	1 of 1	0.5	1 of 1	0.5	
Hydra, 8 Head	0.086	1 of 1	0.33	1 of 1	0.33	
Hydra, 7 Head	0.065	1 of 1	0.25	1 of 1	0.25	
Hydra, 6 Head	0.047	1 of 1	0.25	1 of 1	0.25	
Hydra, 5 Head	0.032	1 of 1	0.0	1 of 1	0.0	
Lamia	1.733	1 of 1	7.0	1 of 1	7.0	Recon modifier: magical camouflage (illusions)
Lammasu	1.832	5 of 1	7.5	5 of 1	7.5	
Lycanthrope, Werebear	0.380	3 of 1	1.5	3 of 1	1.5	
Lycanthrope, Wereboar	0.211	2 of 3	2.5	2 of 3	2.5	
Lycanthrope, Wererat	0.133	2 of 4	2.0	2 of 4	2.0	
Lycanthrope, Weretiger	0.283	1 of 2	2.5	1 of 2	2.5	
Lycanthrope, Werewolf	0.183	3 of 2	1.5	3 of 2	1.5	
Manticore	2.334	2 of 1	9.5	2 of 1	9.5	Recon modifier: aerial observation
Medusa	0.598	2 of 1	2.5	2 of 1	2.5	
Owl Bear	0.046	1 of 3	0.5	1 of 3	0.5	
Pegasus	0.845	2 of 3	10.0	2 of 3	10.0	Recon modifier: aerial observation
Phase Tiger	0.182	1 of 3	2.0	1 of 3	2.0	
Remorhaz, 10HD	0.219	1 of 4	3.5	2 of 4	3.5	
Roc, Giant	20.530	1 of 1	82.0	1 of 1	82.0	Recon modifier: aerial observation
Roc, Large	5.802	5 of 1	23.0	5 of 1	23.0	Recon modifier: aerial observation
Roc, Small	2.023	6 of 1	8.0	6 of 1	8.0	Recon modifier: aerial observation
Rust Monster	0.107	1 of 2	1.0	1 of 2	1.0	
Sea Serpent	0.020	1 of 6	0.5	1 of 6	0.5	Cannot be attacked by land-based units
Shadow	0.293	1 of 6	7.0	1 of 6	7.0	Recon modifier: magical camouflage
Skittering Maw	0.153	1 of 3	2.0	1 of 3	2.0	
Stirge	0.004	1 of 15	0.25	1 of 15	0.25	
Throghrin	0.236	1 of 5	5.0	1 of 5	5.0	
Treant	1.131	1 of 2	9.0	1 of 2	9.0	Recon modifier: magical camouflage (if in forest)
Unicorn	1.143	2 of 2	9.0	2 of 2	9.0	
Wyvern	1.497	3 of 1	6.0	3 of 1	6.0	Recon modifier: aerial observation

Constructs	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Gargoyle	0.211	1 of 5	4.0	1 of 5	4.0	Recon modifier: aerial observation
Golem, Amber	0.214	1 of 1	1.0	N/A	N/A	Recon modifier: magical scrying
Golem, Bone	0.305	1 of 1	1.0	N/A	N/A	
Golem, Bronze	1.834	1 of 1	7.5	N/A	N/A	
Golem, Wood	0.009	1 of 1	0.0	N/A	N/A	
Statue, Animated Crystal	0.031	1 of 4	0.5	N/A	N/A	
Statue, Animated Iron	0.036	1 of 3	0.5	N/A	N/A	
Statue, Animated Stone	0.109	1 of 2	1.0	N/A	N/A	

Giants	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Cyclops	0.533	2 of 1	2.0	2 of 1	2.0	
Ettin	0.430	2 of 1	2.0	2 of 1	2.0	
Giant, Hill	0.284	5 of 1	1.0	5 of 1	1.0	
Giant, Stone	0.402	3 of 1	1.5	3 of 1	1.5	
Giant, Frost	0.529	2 of 1	2.0	3 of 1	2.0	
Giant, Fire	0.817	2 of 1	3.0	2 of 1	3.0	
Giant, Cloud	1.103	2 of 1	4.5	2 of 1	4.5	
Giant, Storm	1.971	2 of 1	8.0	2 of 1	8.0	
Troll	0.367	1 of 4	6.0	6 of 4	6.0	Leaders available for heroic forays

Summoned Creatures	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Djinni	3.256	1 of 1	13.0	N/A	N/A	Recon modifier: aerial observation
Efreeti	6.039	1 of 1	24.0	N/A	N/A	Recon modifier: aerial observation
Invisible Stalker	0.613	1 of 1	2.5	N/A	N/A	Recon modifier: aerial observation, magical camouflage
Salamander, Flame	0.930	5 of 1	4.0			
Salamander, Frost	1.529	2 of 1	6.0			

Undead	Individual BR	Platoons	Platoon BR	Platoons (Lair)	Platoon BR	Notes
Ghoul	0.289	3 of 3	3.5	3 of 3	3.5	
Mummy	1.037	6 of 1	4.0	6 of 1	4.0	
Skeleton	0.005	1 of 18	0.5	1 of 18	0.5	
Spectre	2.143	5 of 1	8.5	5 of 1	8.5	Recon modifier: aerial observation
Vampire	3.450	3 of 1	14.0	3 of 1	14.0	Recon modifier: aerial observation, magical camouflage
Wight	0.305	2 of 2	2.5	2 of 2	2.5	
Wraith	0.636	2 of 2	5.0	2 of 2	5.0	Recon modifier: aerial observation
Zombie	0.010	1 of 14	0.5	1 of 14	0.5	