

BY THIS POLEAXE

PEN & PAPER SMALL BATTLE RULES



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Pen and Paper Small Battle Rules

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By this Poleaxe: Pen and Paper Small Battle Rules

Squad

Each “squad” is made up of up to 5 combatants. A squad is represented by a single figure in a miniatures game and will generally be part of a battle or conroy (a larger unit) in battles involving more than 100 combatants. A squad must be at full strength (five combatants) if possible.

Squads have five attributes: *Attack Value*, *Defense Value*, *Morale Value*, *Hits to Kill* and *Movement*

Squad Attributes

Attack Value (AV)

The measure of the squad’s ability to hit on a d10. Total Hit Dice and divide by 5.

Attack Value Table

Base AV	Description
1	0 level Human, monster under 1HD
2	Man-at-Arms 1st level, monster up to 1+1 HD
3	Monsters of 2 to 3 HD
4	Monsters of 4 to 7 HD
5	Monsters of 8 to 10 HD
6	Monsters of 11+ HD

Attack Value Modifiers

Type	Modifier
Attacking from the flank, rear, or from surprise	+1
Crappy weapon (dagger, club, hoe)	-1
Fighter or Trained Leader over 6th level/HD “stacked” with unit	+1
Major special offensive ability	+3
Medium special offensive ability	+2
Minor special offensive ability	+1
Mounted	+1
Squad all equipped with major magic weapons	+3
Squad all equipped with minor magic weapons	+1
Two-handed weapon	+1

Defense Value (DV)

The measure of the squad’s ability to shrug off hits, used as a savings throw. Average the ACs in the squad.

Defense Value Table

Base	Type
1	Unarmored (AC 9 or 10)
2	Light (AC 7 or 8)
3	Medium (AC 4 to 6)
4	High (AC 1 to 3)
5	Very High (AC 0 and less)

Defense Value Modifiers

Type	Modifier
Hard cover	+2
Major special defensive ability	+3
Medium special defensive ability	+2
Minor special defensive ability	+1
Soft cover	+1

Morale (MV)

The measure of a squads ability to not break and run.

Morale Value Table

Squad Type	Base Morale
Peasant Levy, kobolds, rabble	4
Average soldiery, orcs	6
Veterans, hobgoblins, white apes	7
Knights or other elite	8
Fanatics, berserkers	9
Undead	10

Modifiers:

+1 if in a “*secure position*” (behind cover, in a pike phalanx, bless spell etc)

+1 if leader’s CHA is between 15-17 (non-stackable)

+2 if leader’s CHA is 18 (non-stackable)

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Hits to Kill (HTK)

The number of hits the squad can take before being Out of the Fight.

Hits to Kill (HTK)

Squad Type	HTK
Human levy or 1/2 HD	1
1 HD or Man-at-Arms	3
2 to 3 HD	3
4 to 5 HD	4
6 to 7 HD	5
8 to 9 HD	6
10+ HD	7
Squad has 4 members	-1
Squad has 3 members	-2

Movement (M)

The number of abstract “*move spaces*” that a squad can move per combat turn. Movement is with the by-the-book standard rates if a map grid is in use.

Movement Table

Base Move	Spaces Moved
60 feet or less	1
90 feet	2
120 feet	3
150 feet or more	4

The Combat Turn

Phases in a Round

1. Both sides declare movement/charges
2. Both sides move half their stated distance.
3. Missile fire and Spells for stationary or moved and trained skirmishers (horse archers, halfling bola throwers, jinetes etc.).
4. Both sides finish declared movement.
5. Melee combat

Before the Battle

Roll 2d6 for the number of “*move spaces*” (abstractions that are roughly 60-foot increments) between the sides. Direct contact is considered to be at 0 move spaces.

Movement

Squads move at standard btb movement rates or in their move spaces if used abstractly.

Missile Ranges in Move Spaces

Weapon Type	Effective Range	Long Range
Thrown Weapon	1	-
Short Bow	2	3
Long Bow	2	4
Light Crossbow	2	3
Heavy Crossbow	3	4

All weapons are at -2 to hit at Long Range



Spells

Spells need to be adjudicated by the GM on a case by case basis (yes, a cop out).

As a general rule low-level spells that only effect 1-2 individuals will have no effect at this scale. Spell duration will almost always equal one round per combat turn. If movement spaces are used spell ranges will scale to 60 foot per movement space. Touch based or under 30 feet range spells can only be used in melee.

General Guidelines for Spell Effects

Damage dealing spells (Magic Missile, Flame Arrow)	Cause 1 HTK per 2 to 3 HD worth of damage.
Area effect damage dealing spells (Fire Ball, Lightning Bolt)	As above but spread over squads as per spell effect.
Incapacitating spells (Sleep, Web, Hold Person, Color Spray)	Cause 1 temporary (until end of spell effect) HTK per 2 to 3 HD worth of damage. Target squad immobilized.
Healing spells (Cure, Heal)	Remove 1 HTK per 2 to 3 HD worth of spell effect.
Combat enhancement spells	Give AV bonus of +1 to 3 depending on strength of spell.
Protective spells	Give DV bonus of +1 to 4 depending on strength of spell.

Melee and Missile Combat

Combat is simultaneous. Each combatant rolls a d10 once for each squad in combat. A hit is scored if the value is at or below the CV. At the end of the round each squad hit rolls a d10 save against their DV (at or below the value).

A squad who takes all of its HTK is Out of the Fight.

Morale

When to check Morale:

- Squad has taken a hit.
- Squad is attacked from the flank, rear, or in surprise.
- Foot receiving a mounted charge.
- Friendlies routing in line of sight.

To perform a check roll a d10 against the **Morale Value**. If the number rolled exceeds the MV, the squad immediately routs away from the closest enemy danger and along the safest perceived route.

Leaders (or PCs) may attempt to rally a squad by making a Resistance check of CHA vs 10 or a roll against the Tactics skill if that is higher.

Out of the Fight

Squad members out of the fight are not necessarily killed. Some are seriously injured, others may be only lightly but have been traumatized into ineffectiveness. After the battle the victor can try and recoup casualties.

Out of the Fight Table

d10 Roll	Effect
1	All members killed.
2-4	1 to 4 members killed, the rest severely injured.
5-7	1 to 2 members kills, the rest severely injured.
8	1 member killed, 1 to 3 severely injured, the rest lightly injured.
9	1 to 4 severely injured, the rest lightly injured.
10	All members lightly injured.
11+	No post-battle damage.

Modifiers to Out of Fight Roll

Description	Modifier
1st to 3rd level Cleric or Druid present	+1
4th to 5th level Cleric or Druid present	+2
6th to 7th level Cleric or Druid present	+3
8th to 9th level Cleric or Druid present	+4
10th level and above Cleric or Druid present	+5

Squads who have taken less than half their hits rolls on the table above at +5.

Severely wounded characters are at 1 hit point and need at least two weeks of bed rest to recover. Lightly wounded characters are at half hit points.

Mythical Creatures

Man-sized creatures are treated as normal. Other larger beasts have special features. Such beasts have a flat inflated AV, DV and MV attached to them. Hits will range from 2 and up depending on the size of the beast.