

RULES FOR MASS COMBAT







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THE BATTLE OF SCARLET DAWN

ai Lam was late. Cai Lam was late because the communications officer had been late. When the communications officer finally arrived at his tent, soiled from many hours on the high road, Cai Lam snatched the small red cylinder from his hands with an exaggerated impatience.

"You're excused," he told the young officer, an elf, who bowed stiffly and vanished through the flap of his tent, no doubt in search for a warm meal and a place to wash.

Cai Lam sat down at his desk, his officer's tent lit by soft glowing lanterns, and unfurled the missive. His eyes crawled across the sloppy script. It had been written in haste and no doubt in the dark. It took him a few moments to decipher it, and after he read it, he read it again, carefully, studying each character, absorbing its content. He could feel his heart beginning to race as the elegant characters' meanings sank in. He rolled the missive back up, slowly and methodically, and tucked it into the cylinder, sucked in a deep breath, and then threw himself to his feet, calling for his guard.

"Soldier," he said after the burly half-orc entered. "Where is the general?"

"I believe he retired to his tent, sir. He just finished an inspection of the camp." The soldier replied, standing at attention.

In his tent. That was all the way on the other side of the camp, several miles away. He thought briefly about sending a junior office, but then dismissed the idea. This was too important; he needed to see this to the general himself.

"Fetch my horse," he commanded. He would need to hurry; there was no time to waste. The half-orc rushed to obey.

It was night, and there was a chill in the air. He mounted his horse, a well-bred warhorse as black as the starless sky, and took off through the camp at a full gallop. The soldiers' tents marched by, row after row, on either side of him in endless monotony. The wide path was packed hard with dirt so the many wagons that constantly filtered through the camp would not be in any danger of getting stuck. His horse's hooves made good use of the packed dirt now as he tore down the path.

This was a military camp for an army of the kingdom of Fung Wong Siang. They were currently camped just to the south of their northern border of one of their enemies, the kingdom of Hak-Shen. They had been here for nearly one week while the general drew up his plans. General Hwang Chi commanded a vast army; they had two full compliments of kuns, twenty five thousand men total, including one hundred war chariots. There was another thirty seven thousand noncombatants-healers, laundresses, messengers, butchers, cooks, drivers, tailors, clerks, armorers, treasurers, and prostitutes—in the camp as well, which spread out like a glittering blanket of steel and flesh for miles. The king had personally ordered the mobilization of this great force and ordered it north to the border: this was going to be a spectacular battle... if he was not too late.

He thundered through the night, yelling with a powerful voice for those in the path ahead to clear out of his way. Torches, held aloft by long poles rising from the dirt in even intervals, flew by him like fiery phantoms.

If he was too late, then the enemy would have the advantage. He thought again of the camp's defenses: they had constructed a wooden palisade, at first eight feet and later extended to twelve feet, around the entire encampment. They had to fell many trees from the nearby forest to make their fortifications, something the local peasants were not too happy about. General Hwang Chi had ordered several of them flogged as a warning for such treasonous attitudes, and then their soldiers had went to work with their axes, and within days their camp sprang up like a vast, sprawling town. Towers rose up every one hundred yards along the wall and were manned by trained archers, with an officer in every third tower.

Cai Lam felt confident in their leadership abilities. They could withstand an assault; it was a long-term siege that he was worried about. A river ran through their camp, supplying them with fresh water for drink and a means to wash away their waste, and they had enough priests to purify the water if the enemy somehow poisoned it, but he did not think they had enough priests to keep the army running if they ran out of food. They had enough rations to keep the army fed for just over three weeks if it came to that.

He drove his horse harder. It would not come to that.

He thought of the army; it was mostly filled with conscripts, most of whom were levied peasants at that. He knew their training was not the best. They learned flag signals, marching, and which end of their spear was suppose to go into the enemy, but beyond that they had very little preparation before being sent off into battle.

The war had been raging for years, and the need of his kingdom to be able to draft and train new soldiers was always at a great demand. The real training was to be in the field, under the eyes of more experienced veterans. Cai Lam had been only fifteen when he was drafted. That was fifteen summers ago. He had seen more battles and skirmishes than he could sincerely remember. Now, at the rank of lieutenant, he was the first in his family to rise above the social status of a peasant. He knew his ancestors would be proud.

He made good time, arriving just under a half hour later. The general's tent was large and red, with the standard of the kingdom, a great red phoenix soaring against a white field, flapping proudly above it. Two tall, broad-shoulders soldiers stood guard outside, flanking the entrance, their pole arms nearly twice as tall as they were. Cai Lam pulled up and dismounted, handing over the reins to a waiting soldier. The guards recognized him. They saluted and stepped aside, holding the tent flap for him as he entered.

The general was standing, fully armored, bent over a table, his dark eyes fixed on a map that was unrolled before him. He was tall, slender, and graceful, like most elves. About him stood seven of his other lieutenants, each man appearing grimmer than the last. His secretary sat in the corner, a feathered quill in his hand.

The lieutenants pulled their gazes from the map as Cai Lam as he entered. He could clearly see the disdain in their eyes. Even though he was of the same rank as they were, they were nobles by birth, lords of the kingdom. Cai Lam was a peasant, given rank through his deeds on the battlefield. To be considered their peer was an insult that most nobles could not stand.

He had been a captain at the Battle of Little River, where their forces had engaged a Hak-Shen army. They were fighting over a ford, with their forces on one side and the enemy's on the other. The infantry lines clashed in the swift-flowing waters while archers and slingers lobbed missiles back and forth. The battle began in the early morning, and by mid-afternoon the waters ran red and were thick with bodies.

He was on the far left flank, in charge of a small unit of archers who served lieutenant Mai Po, a noble lord. It was Mai Po's first command, and he was eager, impetuous, and dangerously impatient.

The enemy forces had managed to sneak a contingent of archers across the river further downstream. They had come around, unspotted, and taken position on a nearby hill overlooking their flank. After the first volley fell upon them, Cai Lam had ordered his men to turn and fire, but the sun was in their eyes. Most of his soldiers had been peasants; some had hunting experience, and a few others had been trained in the use of crossbows, but none of them were prepared to handle the rain of arrows that fell upon them that day. They dropped by the score, and Cai Lam caught an arrow in his left bicep. The discipline among his ranks was crumbling, and they were on the verge of routing. It was then when Mai Po led his cavalry up the hill, seeing what he thought was an undefended unit of enemy archers. What he did not see was the heavy cavalry waiting behind the hill—not until they came screaming into view, smashing into his ranks. Before long, Cai Lam saw Mai Po's head being paraded on an enemy spear.

After their victory on the hill, the enemy cavalry thundered down and crashed into his men, who quickly began scattering. The entire left flank of the army was in danger of collapsing. When Cai Lam saw the standard-bearer fall with a saber through his heart, he rushed to pick up the flag. He held it high, waving it back and forth while men around him died. Though they were on the verge of panicking, the sight of the standard gave them courage, and they held.

He managed to hold his men together long enough for general Hwang Chi to arrive with the heavy chariots. After a brief skirmish, the general managed to drive the enemy back across the river. After the battle, Cai Lam was promoted to lieutenant for his heroism, an act that caused more than one noble to grumble unhappily, though they were careful to only openly display their contempt when the general was not around.

"It's about time you arrived," said the general without removing his eyes from the map. Cai Lam wanted to tell him it was the communications officer's fault, but the general did not like excuses, so he said nothing, instead bowing deeply and handing him the red cylinder.

"Urgent news from our scouts," he said.

The general was quiet as his eyes crawled across the letter. The general was renowned throughout the kingdom for his tactical brilliance. He had been one of the king's most trusted commanders for over twenty years, making him one of the most experienced throughout the land. He came from a noble family whose lineage stretched back over one thousand years... if the historical scrolls were to be believed.

He was a fair and just elf, Cai Lam had learned, but strict. No soldier serving under his command was ever late for a duty shift or lax in those duties. General Hwang Chi kept his soldiers sharp through constant drills and exercises and punitive discipline. Some thought he was excessive, but Cai Lam knew from experience that those measures were designed to save lives.

The general let his hand drop after finishing the letter, a severe look pinching his face.

"What does it say, my lord?" asked Lord Kai, one of his lieutenants.

The general raised the missive back to his face and read out loud: General,

The enemy forces are greater in number than we initially believed. They have taken up position only ten miles from our camp. They must have used magic to conceal their movements, though even so, how they were able to hide such a vast force is unknown to me.

Their army has over thirty thousand men, including two thousand cavalry and four hundred heavy chariots. They have chosen a flat plain as their battlefield, so their cavalry and chariots will be able to be brought fully to bear. Their camp is a mile behind their lines in a well-protected valley.

I saw the personal standard of General Tan while observing their camp, and I must conclude that it is he who leads the forces of Hak-Shen. It is unclear if they intend on marching on our position. I will remain here and relay any changes.

Signed,

Kong Ki, royal scout of Fung Wong Siang

At first, no one said anything, their voices silenced by the implications. It was Lord Kai who finally broke the stillness,

"Ten miles? How did they steal so many marches on us without our Scouts seeing anything?"

The dismay in Kai's voice was obvious, and his words seem to break the seal that was holding back the rest of the room's misgivings. "Two thousand cavalry...?" muttered one of the other lieutenants. Others joined a growing chorus of pessimism and fear. Cai Lam could feel the dread hanging heavily in the room, and the voices quickly mingled into a riotous cacophony, the general's men suggesting that they break camp and flee at once, that they send messengers for offers of terms, and someone even suggested surrender.

"General Tan is a worthy opponent," said general Hwang Chi, finally speaking. His voice was calm and deep, but it sliced through the others' like a saber through flesh, silencing them. "We will break camp at once and meet him on the field."

With the exception of Cai Lam, the lieutenants erupted into protest, but the general silenced them again, this time with a raise of his hand.

He said, "The king himself ordered this attack. We do not have enough supplies for a long-term campaign. Our rations will not hold; we cannot withstand a siege. Not here. We must attack now."

The general had spoken. His men shared dubious looks, but none dared protest further. They bowed and left, and Cai Lam followed, leaving the general, whose almond-shaped eyes, now deeply troubled, feel back to the map on the table.

Within a half hour the camp was stirring, and within two hours the baggage train was loaded and they

were prepared to march. Before they began, the general stood stoically near the head of the column and ordered the prisoners brought to him. There were three of them: condemned criminals who had been brought along for just this one purpose. With their wrists bound behind their backs, the prisoners were forced to kneel. The general pulled out his saber and, after three quick strokes, there were three heads on the ground, their bodies slumped nearby. With his sacrifice to the Passions complete, the army broke camp and began the ten-mile march north.

The vast army moved in silence, like a phantom serpent stretching miles over the dark, wavy plains. The soldiers were eager for battle; none of them knew they were outnumbered. Cai Lam wondered how many of them would be dead by tomorrow.

He pushed the thought out of his mind. Such bleak pessimism was unworthy of a lieutenant serving beneath the great General Hwang Chi. He had complete confidence in him. He had served with him for years, and he knew that he was not one to walk blindly into doom. He had to have a plan.

Yes, it had been the king who had ordered this attack. It was in response to last year's attack by Hak-Shen, who pushed over one hundred miles into their territory, sacking nearly a dozen towns and torching twice as many villages before finally being stopped at the Battle of Kage Bridge. This was how the war had always raged: retaliatory strikes, border patrols, and lightning raids.

It was surprising how many soldiers the enemy had somehow managed to summon. The king had ordered this attack now because of intelligence reports that told them Hak-Shen was engaged in a campaign with another small kingdom that bordered their lands. It was believed that the only army in their southern reaches was a mere thirteen thousand strong, at most. How they managed to over double that amount within a couple of weeks was astounding—and disturbing.

It was just before dawn when their scouts returned to inform them that the enemy position was only a mile away.

"They are forming up as we speak," he said. The general nodded.

"We will make camp here. The noncombatants will remain, along with one thousand men to guard the

camp," he instructed. Cai Lam knew the general would leave men behind to guard the camp, but he gave an inward sigh of relief just the same. He had served under a general, long ago, who never left men back at the camp, instead bringing them all to the battle. This was always a mistake. Once, they returned to find that nearly half of the noncombatants had stolen as much as they could carry and fled. Another time, a unit of the enemy's light cavalry broke through their flank and headed for their camp to loot it. In response, several of their units broke rank to chase them, fearing for the loss of their worldly goods. Eventually the general was killed in battle, much to Cai Lam's relief, and he was replaced with Hwang Chi.

After setting up camp, the army continued its march north. Cai Lam gave last minute instructions to his captains before taking up his position on the right flank. He was in command of just over three thousand spearmen, and it was his job, along with Lord Kai who was in charge of another three thousand spear, to make sure the right flank did not fold. Cai Lam sat up straight on his dark black warhorse. From his vantage he could see across the battlefield—an advantage every commander needed.

The enemy formation slowly crawled into view, and audible gasps could be heard along the lines.

"Silence!" someone yelled; a lieutenant, though which one Cai Lam was not sure. Slowly and methodically they drew up their lines, five hundred yards across the flat green field from the enemy. Cai Lam could see the morning sun winking across the enemies' weapons and armor, a rippling cascade of light. He wondered if the enemy found them just as imposing.

In the rear, the artillerists began setting up their catapults, positioning themselves across from the enemies' chariots. Looking back over his shoulder at them, Cai Lam wondered how effective they would truly be against charging chariots. But again, he placed his faith in the general.

He could hear the various captains yelling orders and watched as the flag bearers responded by raising their flags in various patterns to convey the message to the troops, who responded accordingly. Cai Lam was pleased that his three thousand spearmen formed up rather quickly and in good discipline. He had trained them well.

After they were formed into their tight ranks, the two

sides faced one another for many minutes in silence. Then somewhere across the battlefield, a horn blasted, and the army animated, marching slowly forward like a glittering wave.

Across from his position, Cai Lam could see a forest of spears heading his way. They marched in good order, disciplined, to a rhythmic cadence. *Thump, thump, thump, thump.*

Dawn broke the boundaries of night. Somewhere from the left, he heard orders being shouted, and a moment later the sharp *twangs* of thousands of bows were heard, and a shower of dark arrows arced up and down into the enemy ranks. Screams echoed back, but onward the enemy army marched.

Then the enemy chariots began to mobilize. Where were their chariots? Would General Hwang Chi send them forward to meet the enemies'? It did not seem to be the case. The enemy chariots lined themselves up across from their archers and slingers, and charged.

The he order was given to fire the catapults. What looked like sparkling motes flew through the sky, scattering on the field before the charging chariots. 'Caltrops!' Cai Lam realized. When the first rank of heavy warhorses that pulled the chariots stepped onto the sharpened spikes, they screamed and crashed to the earth. The following ranks, carrying too much forward momentum to stop, collided into them, and soon there was a vast, tangled mass of chariots, riders, and horses. A few of the ranks in the rear managed to stop short from the carnage but were unable to go around; their fallen comrades created a nice shield between them and the archers and slingers, who then proceeded to fire at will. Within minutes, the few remaining enemy chariots turned and fled from the battlefield.

Looking back across the field, Cai Lam saw that the enemy spearmen were almost upon them. He gave the order for his men to lower their spears, and the two sides collided in a vicious clash and awful red spray. The soldiers roared at one another, and the great noise drowned out all other sound, though to Cai Lam it was but a dull and constant roar as he focused on maintaining the line.

The rest of the battle no longer existed for him. He was only dimly aware of Lord Kai's spearmen, on the farthest right flank, who were also holding their ground. The minutes passed and men died as the



sharpened metal spear tips tore through flesh, the corpses piling hip deep. Blood coated the grass, which looked almost black in the dim morning light, so slick that the soldiers' sandaled feet vanished in the shallow puddles it created.

On and on it went, until the enemy began slowly backing away. They were winning! They pushed their enemy back, further and further, until their lines broke, and they turned and fled. Cai Lam assessed the battle: the center and left flank were still locked in combat, and the enemy maintained its reserves. They would not pursue, not yet. They had to hold the right flank. He ordered his flag bearer to signal a halt and resume position. His men obeyed immediately, forming back up, staring ahead from behind their wall of spears with a grim determination.

But then Cai Lam saw something that made his heart leap to his throat. To his right, the spearmen were breaking rank and charging triumphantly forward, pursuing the routing enemy. He saw Lord Kai, mounted on his proud warhorse, encouraging them onward. The fool!

Across the battlefield, an enemy lieutenant noticed the mistake. He led a unit of heavy cavalry around Lord Kai's unit to attack from the side.

"Form your men up, you fool! Form up!" Cai Lam screamed at the top of his lungs, but his voice was torn away by the chaos of battle. The enemy heavy cavalry smashed into the lightly armored spearmen. Formed up, a wall of spears was death to a unit of charging cavalry, but in the disarray they were in, the mounted soldiers tore through them like wet parchment. Lord Kai went down with a spear in his back, his beautiful, stark-white warhorse going down with him, both swallowed from view. And then his men routed, turning back and rushing toward the lines. Cai Lam's heart froze for a second time when he saw that they were rushing straight toward them.

He turned, ordering his flag bearer to signal to his men to hold their ground, but it was too late. When they saw their comrades rushing toward their spears, they raised them and stepped aside, allowing them to run madly through their ranks.

"No!" yelled Cai Lam. "Hold your positions! Hold your—,"

The enemy heavy cavalry smashed into their disorganized ranks, and chaos ensued. Men tried to hold steady but were thrown off their feat. The soldiers in the far back ranks, seeing their own soldiers running madly away from battle, allowed their fear to take hold, dropping their spears and running.

"No!" Cai Lam continued to yell. "Rally to me!" But it was hopeless. The chaos spread, and there was nothing he could do to prevent it. The right flank collapsed...

"War horns split the cool morning air just as dawn began to bleed over the horizon. My breath danced before my face, pulsing to the rhythmic stirring of my heart. Our lines stood fixed on the hill, overlooking the long, broad plain below. The enemy's army marched in wide, ragged columns toward us—a steady wave urged on by the low pounding of war drums. Our archers hauled back the strings of their mighty bows, and then loosed. The arrows leapt from their cords with a chorus of sharp twangs, the wooden shafts arcing high into the air with a great sibilant whispering, like a tremendous wind rushing through a forest of leaves. The arrows, so many, darkened the sky, and then fell earthward, clattering down upon the enemy like steel hail, slapping into metal and flesh and dropping men by the score.

"When the second horn blast ordered the charge, we surged forward, and I nearly lost my footing down the slick, grassy slope. Our two armies thundered through the tall grass, crashing into each other like steel tides. All sound was lost in the frightful din of clashing arms, screams of horses and men, and death cries of the mortally wounded. The sour scent of blood hung thick in the air, and I could numbly hear myself screaming—screaming challenges at my enemy, screaming to drown out the chaos, and screaming in sheer, blind terror.

"By the gods, I have never felt more alive."

-Anonymous Soldier after the Battle of Scarlet Dawn

INTRODUCTION

In most roleplaying games, war is a fact of life. The kings of the ages have often said that wars are fought for four main reasons: glory, plunder, vengeance, and fear. Unfortunately for the inhabitants of many roleplaying game worlds, these reasons are often piled just behind the lips of monarchs, and thus many an innocent soul might find himself quickly swept up in a war in which he has little vested interest, all at the whim of his betters.

This product is designed to give Game Masters and players all the tools they need to run anything from a tiny border skirmish to an all-out epic battle involving thousands of soldiers. The rules can be used for units as small as one to as many as needed, and is designed to be compatible with the *Pathfinder Roleplaying Game system.*



Unlike most other large-scale combat systems out there, *Warpath* is highly versatile. Since units can represent any amount of soldiers, you do not need to switch game mechanics to run different sized armies. You may have a lone PC versus 100 soldiers, or a lone PC versus a lone bugbear, or dozens of mismatched units of various sizes fighting one another. It is recommended that units be kept to a maximum of 100 dismounted medium-sized creatures, 50 mounted or Large creatures, 25 chariots or Huge creatures, 10 Gargantuan creatures, or 5 Colossal creatures. The rules in this product assume these are the sizes used.

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While 30×60 feet (which are the dimensions covered by the standard Unit Card, explained later in this product) can hold only 72 Mediumsized creatures according to regular combat rules, **Warpath** rules do not follow the same conventions. In standard battle lines, soldiers do not typically take up an entire 5 × 5 space, so in Mass Combat, 100 Medium-sized soldiers fit in a 30×60 foot area.

Epic Battles: Some battles are so large that dividing the army up into such small units would take forever to resolve the conflict. For example, a 50,000-man army versus a 75,000-man army would have 1,250 Unit Cards on the battle map!

If you wish to have such epic battles, simply merge the units into much larger units. Two hundred medium-sized soldiers would take up the same space as two normal-sized Unit Cards (i.e., 3 squares × 12 squares or 6×6). One thousand soldiers would take up the same as 10, and so on. The power rating of such units would be much higher (the power rating of 1,000 soldiers is +100!), but so would the unit's strength rating. While this allows you to recreate truly awesome battles, it also takes up quite a bit of room, so be sure you have the space available!

Before discussing the creation of the unit, we will first discuss the battlefield. Battlefields in *Warpath* are played upon a standard game map of 1×1 squares. Each square represents roughly 10 feet, as opposed to the standard 5 feet for individual combat, though in *Warpath*, precise dimensions are never given. The 10-foot model is adopted simply for ease of calculating movement and range. Issues such as space taken up by each individual soldier in a unit and so forth are left purposefully abstract and do not affect the rules laid out in this product.

designing the Unit

The unit is the centerpiece of the battlefield. The unit is comprised of a number of similar creatures that moves, acts, and behaves as one, single entity. In many ways, *Warpath* works much like regular combat as laid out in the *Pathfinder RPG Core Rulebook*, only instead of using a miniature, players use a Unit Card.

The Unit Card is a 3×6 card (a pack of standard index cards will work perfectly for these). Each Unit Card represents a single unit, and the unit's statistics reflect the type of troop that fills its ranks. Most of the statistics will be the same as its regular, single-combat counterpart, and likewise, the rules will be the same. For example, a unit of 100 1st-level human fighters will have a BAB, an Armor Class, an attack bonus, and so on, that exactly matches a single 1st-level human fighter. The unit will be able to move up to 30 feet per round and still attack (though on a *Warpath* battlefield, this will only be three squares), it will be able to attack adjacent enemies, and it will be able to charge.

However, the Unit Card will have some additional stats. These new stats, along with the method for determining their values, are described in a moment. The first step when creating a new unit, though, is to write down all of the values of the troops that do not change. These are as follows: **Attack Bonus, Class Abilities, CMB, CMD, Damage Bonus, Feats, Hit Die Type, Movement**, and **Saving Throws.**

Certain information, like skills, are likely not to be used during mass combat, and so are not necessary to record.

The next step is determining the new statistics:

Step One: Determine the Unit Strength. The unit strength is equal to the unit's number of HD × # of troops in the unit (also known as the Unit Count). For example, if the creatures that make up a unit have 6d8 hit dice, you multiply their Unit Count by 6 (it would be the same if it were 6d4 or 6d10).

Step Two: Determine the unit's Mass Rating. This is done by multiplying the number of the unit's HD by 10.

Step Three: Determine the Unit Power. The Unit Power is found by the following formula: Unit Strength dived by the unit's Mass Rating (round up). **Step Four: Determine the unit's average damage bonus for all of its different types of attacks.** First determine the average damage of an attack. To determine an average damage, assign a number depending upon the die rolled and add any damage modifiers. Always round down. (For example, the average damage of 2d6 is 7, while the average of 3d8 is 13.)

- D4 = 2.5
- D6 = 3.5
- D8 = 4.5
- D10 = 5.5
- D12 = 6.5
- D20 = 10.5

If a natural attack has an area of effect (such as a dragon's tail sweep), triple the damage. After calculating the average damage, consult the table below for its average damage bonus:

- <4:(+0)
- 4-9 (+1)
- 10-18 (+2)
- 19-27 (+3)
- 28-36 (+4)
- 37-45 (+5)
- 46-54 (+6)
- 55-63 (+7)
- 64-72 (+8)
- 73-81 (+9)
- 82-90 (+10)
- 91-99 (+11)
- 100-108 (+12)
- 109-117 (+13)
- 118-126 (+14)
- 127-135 (+15)
- 136-144 (+16)
- 145+ (+17)

For example, if an attack dealt 2d6+7 damage, its average damage bonus would be +2 (3.5 + 3.5 + 7 = 14, which gives you +2).

Step Five: Determine the unit's Discipline. Discipline is important for Battlefield Maneuvers. The discipline bonus is also used when making a morale check. The roll for a Discipline Check is 1d20 + discipline bonus + General's Leadership Rating vs. DC 15 (Generals, Battlefield Maneuvers, and morale checks are explained later). Natural 1s are always a failure, while natural 20s are always a success. Calculating Discipline is based on a number of factors:

- Unit is composed of barbarians -1
- Unit is composed of fighters +1
- Unit is composed of a barbaric race (e.g., orc) -1
- Unit is composed of a militaristic race (e.g., hobgoblin) +1
- Every 4 months of training +1 (no more than +3)
- For every battle the unit has been in +1
- Unit is composed of chaotic creatures -1
- Unit is composed of lawful creatures +1

DISCIPLINE BONUS: If a general or commander is within 20ft. × the commander's Charisma bonus of a unit, then that unit receives a +2 leader bonus to its discipline checks (which includes morale checks; this bonus rises to +4 if the commander has the Leadership feat). Leader bonuses do not stack.

Units with an Intelligence score of less than 5 do not have a Discipline rating and are considered a mob (mobs are explained later in this product).

Step Six: Miscellanceous Considerations.

If the unit is mounted upon mounts that are Large or bigger, then the unit gains a +2 circumstance bonus to attacks against any unit that is not mounted or that is not equipped with reach weapons. The unit uses its mounts' speed for movement. In addition, the mounts' highest average damage of its highest damaging attack is added to the unit's average damage for melee attacks. If the mounts are armored, the unit receives an AC bonus equal to half (round down) of the mounts' armor bonus (e.g., chainmail barding would add a +3 to the unit's AC). Finally, the mount's Strength and Size are used when determining the unit's CMB and CMD (but still use the rider's BAB).

If the unit is riding in chariots, the above applies, but the unit gains a +2 Power bonus. Remember to add both mount's Strength and Size when determining the unit's CMD and CMD (most chariots have two riders and two mounts). Finally, add an additional +10 to CMD for chariots.

NOTE: If a mounted character is attacking a creature smaller than its mount's size, it gains a +1 bonus to attack for having the higher ground (refer to chapter eight of the *Pathfinder RPG Core Rulebook*).

Flying Units: Flying units are determined the same as regular units (for example, a unit of mounted griffon riders would be created the same as regular mounted units). However, if a flying unit attacks a grounded unit from above, it is considered to be flanking the unit from the side (flanking is explained later in this product).

Intelligent Mounts: The rules provided in this product for mounts assumes that the mounts are unintelligent. As such, it is assumed that they are not the target of attacks, therefore their hit dice are not factored into the unit strength rating. However, in special cases, such as troops riding dragons or other fierce monsters capable of carrying the fight without a rider, add the number of HD per mount as well. For example, if the rider had 3 hit dice and the mount 4, the effective hit dice count would be 7 per soldier.

Class Abilities: Class abilities function as normal. For example, a unit of rogues still apply their sneak attack damage against flanked opponents.



EXAMPLE UNIT

We will now apply the above six steps to the example NPC in the *Pathfinder RPG Core Rulebook*—Kiramor, the Forest Shadow (p.455)—to create a unit of 100 soldiers, and we arrive at a unit stat block that looks like the following:

FOREST SHADOWS

MASS RATING: 60 HD: 6

(HD PER SOLDIER)

UNIT STRENGTH: 600 (HD X UNIT COUNT)

UNIT POWER: 10 (UNIT STRENGTH/MASS RATING)

FORT: +6 REF: +12 WILL: +2 AC: 18, TOUCH 14, FLAT-FOOTED 14 CMB: +6; CMD 20

ATTACK: +10 (MWK RAPIER/18-20), +10 (+1 LONGBOW/X3), +8/+8 (+1 LONGBOW/X3)

AVERAGE DAMAGE BONUS: +1 (MWK RAPIER), +1 (+1 LONGBOW)

DIFFERENT SIZED UNITS:

Some Game Masters may wish to represent different sized units on the battlefield to reflect the relative differences between units. If so, the following sizes are recommended, depending on the number of troops in the unit:

- **3×6 Unit Card**: 67-100 Medium-sized troops, 34-50 mounted Medium-sized troops or Large-sized troops, 17-25 chariots or Huge-sized troops, 8-10 Gargantuan-sized troops, 4-5 Colossal-sized troops.
- **3×4 Unit Card**: 34-66 Medium-sized troops, 17-33 mounted Medium-sized troops or Large-sized troops, 9-16 chariots or Huge-sized troops, 5-7 Gargantuan-sized troops, 3 Colossal-sized troops.
- **2×3 Unit Card**: 6-33 Medium-sized troops, 6-16 mounted Medium-sized troops or Large-sized troops, 6-8 chariots or Huge-sized troops, 2-4 Gargantuan-sized troops, 2 Colossal-sized troops.
- **Standard Miniature**: 1-5 of appropriate miniature size (e.g., a 1×1 miniature represents 1-5 medium-sized troops).
- NOTE: Chariots typically carry two passengers each.

COMBAT

Combat occurs when two or more units meet on the battlefield. As with regular combat, a combat round represents 6 seconds in the game world (with 10 rounds in a minute of combat). In one round, each unit will normally have a chance to act.

In *Warpath* it is assumed each player has control of one or more units. Each round's activity is broken up into individual phases. A phase begins with the character with the highest initiative result and then proceeds in order. When a player's turn comes up in the phase sequence, that character performs his entire phase's worth of actions (determined by which phase it is during the round) for each unit under his control.

When the rules refer to a "full round," they usually mean a span of time from a particular initiative count in one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count on which they began.

Unlike regular combat, *Warpath* requires the use of Unit Cards. Each Unit Card should be placed down upon the battlefield before combat begins. In addition, the Unit Cards' facing should be clearly marked (typically with a small arrow in the upper right-hand corner). The importance of facing is explained later in this product.

INITIATIVE

Initiative is rolled only once per battle, just like regular Pathfinder combat. However, collections of units, called armies, take their turns one after the other, before or after the opposing side(s). The general of the armies roll for their respective armies by making a Charisma roll. If he has the Leadership feat, he adds his BAB to the roll.

The armies go from highest to lowest. If there is more than one player in the same army commanding multiple units (i.e., the players are commanders, explained later), then they go when their army goes, in an order corresponding to their characters' Cha modifiers (highest first). If the Charisma modifiers are tied, then it's the PC with the highest BAB. If the BABs are tied, then it is the PC with the highest Dexterity modifier. If the Dexterity modifiers are tied, then the PCs roll 1d20s, with the highest roll going first.

The *Warpath* round is broken up into multiple phases, as follows:

- 1. Ranged attacks and spells (and morale checks)
- 2. Recalculate unit count and unit power for damaged units.
- 3. Units move (including maneuver checks).
- 4. Melee attacks (and morale checks).
- 5. Recalculate unit count and unit power for damaged units.

Thus, at the beginning of the round during Phase 1, all units capable of ranged attacks (including siege equipment) or of casting spells take their turns, in initiative order. After all of the units capable of action have gone, each unit that took damage must recalculate the unit power:

Unit Count = Unit Strength/Unit Power (round up to the nearest whole number)

If a unit's strength rating is ever reduced to 0, the unit is wiped out and its Unit Card is removed from the battlefield.

Next, during Phase 2, all units capable of doing so move, in initiative order. If a unit is adjacent to an enemy unit, then in order to move it must successfully perform the Disengage maneuver (see **Battlefield Maneuvers** later in this product). It is during the movement phase when all battlefield maneuvers are performed. A unit can double move, as per regular



combat, but doing so means they cannot attack this round (and they cannot double move if they already acted during Phase 1).

After movement, any unit that is adjacent to an enemy unit may make a melee attack (Phase 3), again following initiative order.

Finally, after melee attacks, unit count and unit power is once again recalculated, and the turn starts over.

ACTIONS PER ROUND

Since the combat round in Mass Combat is divided into phases, it may be a little confusing to those who are used to the standard Pathfinder combat round. The options are outlined below:

- Missile/spell attack and then move
- Missile/spell attack and then perform a maneuver
- Move and then melee attack
- Perform a maneuver and then melee attack
- Move twice
- Perform two maneuvers
- Do not move or perform a maneuver and take a full-attack action

ATTACKING

To attack, a unit's facing must be adjacent to an enemy unit, and then roll its attack bonus vs. the opposing unit's AC. If it hits, it calculates damage using the following formula: **unit power + average damage bonus**. If a unit has multiple attacks, they are resolved in the same manner as regular combat (see chapter eight of the *Pathfinder RPG Core Rulebook*).

If a critical hit is scored, the average damage bonus (but not the power bonus!) is doubled (or tripled, depending on the weapon) before adding it to the unit power.

Damage is subtracted directly from the unit strength. Hits always do a minimum of 1 damage.

Leader Bonuses: If a leader unit is engaged in melee with a unit, all other friendly units gain a +2 morale bonus to melee attacks against the same unit (leader units are explained later in this product).

Natural 1s & 20s: A natural 20 is always a hit, and a natural 1 is always a miss. Units do not have to confirm critical in Mass Combat. However, if a unit *needs* a natural 20 in order to hit, then when they hit, they do not score a critical hit. In addition, the unit does not add its unit power to the damage.

When doubling (or tripling) damage, only double the average damage bonus, not the unit's power bonus. For example, using our example statblock of 100 Forest Shadows, if the unit rolls a natural 18, 19, or 20 when attacking with their rapiers, they deal 12 damage (unit power $10 + [1 \times 2]$), not 22.

Guns: If a unit attacks with a gun, roll the damage die of the weapon. If you roll the maximum damage on the die, double the unit's average damage bonus. Keep rolling the die until you do not roll the maximum, adding the unit's average damage bonus again each time your dice "explodes."

Ranged Attacks: If a ranged attack needs a straight line (e.g., guns, ballistae), then they cannot attack *through* another unit. Bowmen can fire over units but suffer the regular cover penalties, as outlined in the *Pathfinder RPG Core Rulebook.*

When firing into a melee, the attacker receives a -4 penalty if he does not wish to risk hitting his allies. If he does not care, he can forego the penalty. However, if

he hits, then the damage is spread evenly among all of the units engaged in melee with the targeted unit (any remainders go toward the targeted unit).

High Attack Bonus: If the attacking unit's attack modifier is higher than the defender's AC, the attacking unit might gain a bonus. If the attacker's attack modifier is divisible by the defending unit's AC, multiply the total damage by an equal amount, rounded down (ex: A unit has a +30 to attack, and it attacks a unit with AC 10. The total damage is multiplied by 3, since 10 goes into 30 3 times).

Attacks of Opportunity: Attacks of opportunity work in the same fashion as regular combat (see chapter eight of the *Pathfinder RPG Core Rulebook*). **Damage Reduction**: Creatures' damage reduction ratings work as they do in regular combat. However, the rating is reduced for purposes of *Warpath*, depending upon its original reduction:

- 1-10 = (1)
- 11-20 = (2)
- 21-30 = (3)
- And so on.

For example, a unit that has damage reduction 10/magic is hit with a unit wielding nonmagical longswords dealing 11 damage. After applying the damage reduction (10 converts to 1), they only suffer 10 damage.



Regeneration: If a unit has regeneration, treat the regeneration number as if it were damage and find its average damage bonus using the average damage bonus chart. The unit gains this amount back to its unit strength each round.

For example, a unit of trolls has regeneration 5. Converting 5 on the average damage bonus yields a result of +1. Therefore, the unit regains 1 point to its strength rating each round.

Poison: To calculate the damage poison inflicts on a unit, simply find the average damage bonus and apply it per round. For example, if a creature's poison does 5 poison damage each round, then after calculating its average damage bonus for **Warpath**, it instead inflicts +1 damage each round.

WHAT ABOUT FEATS?

Many feats work as they normally do in *Warpath* (Far Shot, for example, increases the range of weapons,). Feats that affect adjacent targets still work, but instead can be targeted against the same unit (the maximum iterative attacks from Great Cleave being eight).

If a feat grants extra damage, always be sure to double check against the average damage bonus to see if it has any effect in **Warpath**. For example, if a unit uses Power Attack for an extra 2 damage, double checking with the average damage bonus table, we see that anything less than 4 equals +0, so it would have no effect under these rules (while a 4 would add a +1 to the unit's damage).

SIEGE WEAPONS

The damage for siege weapons against a unit is as follows:

- Heavy Catapult: +3
- Light Catapult: +2
- Ballista: +2
- Trebuchet: +4

In addition, you halve the damage if the unit is in open formation, or double it if they are in closed formation (see **Battlefield Maneuvers**).

TACTICS

Two perfectly matched units can hack away at each other all day before one is declared the victor. Tactics are a way to gain an advantage.

Flanking: In *Warpath*, flanking is when a unit is attacked from the sides or the rear (unlike individual combat in Pathfinder, facing is very important in mass combat). If attacked from the sides, a unit receives a –2 penalty to AC. If attacking from the rear, a unit automatically hits. Exception: Phalanxes suffer heavier penalties for being flanked (see **Battlefield Maneuvers**).

NOTE: Any creature immune to flanking in regular combat cannot be flanked in Mass Combat, though for purposes of movement, facing still needs to be indicated.





Routing: Ideally, the goal of an army is to get its enemies to rout. When a unit is routing, it suffers a –4 penalty to AC, cannot attack, and all hits are treated as critical hits. A unit routs when it fails a morale check. Several factors can provoke a morale check:

- The unit suffers more damage in one attack than half its unit strength.
- The unit is flanked (first round that it is flanked only. Roll again if the attacking unit disengages and flanks again).
- Two or more enemy units are attacking the unit at once.
- The unit suffers damage from a siege weapon or area-damaging spell.
- A friendly unit within 20 feet (two squares) of its position routs (this can cause a domino effect).
- The general of the army is killed, captured, or retreats from the battlefield.
- The unit is attacked by a ferocious creature, such as a dragon (Game Master's discretion).

Morale checks are rolled at the end of the ranged attack phase and the end of the melee attack phase (explained later in this book). A unit must roll once for each trigger, but never more than once for any one trigger. A routed unit flees the battlefield as quickly as it can (Game Master's decision). If a unit routs, a commander can attempt to rally the unit (commanders are explained later in this book). If a routed unit cannot flee (for example, if it is completely encircled by enemy units), then it fights to the death. However, it suffers a -5 morale penalty to all actions, including Discipline checks. If an escape route appears, the unit seizes it at the first earliest opportunity. NOTE: Some units need not roll a morale check, such as undead, constructs, or any unit immune to fear and fear effects.

> A morale check is the same as a discipline check, but also adding the unit's Will save to the roll.

BATTLEFIELD MANEUVERS

Contrary popular to belief, military training does not focus solely on an individual's ability to fight; most of a soldier's training time is dedicated to teaching the soldiers how to work together as a unit: understanding horn, drum, and flag commands; marching; very basic martial abilities (thrusting, blocking); and of course, performing maneuvers.

Maneuvers are special formations or movements that are performed during the movement phase of a turn. Maneuvers are the most important aspect of a battle:winningbattlesrelies not on merciless attrition but on outmaneuvering your opponent's soldiers, breaking through his lines, disrupting his formation, and causing his men to rout. With a few exceptions, a majority of deaths in a battle occur from soldiers running down an enemy's routing units, not from front lines clashing together and the soldiers simply killing each other until only one side is left standing.

Each battlefield maneuver listed below has prerequisites lines, which function similarly to feats. All maneuvers, unless stated otherwise, require a discipline check.



Maneuvers are performed during Phase 3 and cost a move action. If the check fails, the unit fails to perform

the maneuver and wastes its move action for the round. The maneuvers for use in *Warpath* are as follows:

BULL RUSH

Prerequisites: The unit must be in close formation.

The Bull Rush maneuver allows a unit to shove an opposing unit backward. The unit can only attempt a Bull Rush toward its facing. In order to perform this maneuver, the unit rolls its CMB vs. the unit's CMD. A defending unit adds its unit power to its CMD. Likewise, an attacking unit adds its unit power to its CMB.

If successful, the unit is pushed back 10ft. (one battlefield square) for every number above the DC your roll was successful. If the unit enters a square that is occupied by another unit, add this second unit's CMD to the first's. If this second unit is to be pushed back into yet a third unit, add its CMD to the sum of the first two, and so on. If this roll fails, the unit goes no further backward.

The unit must be in close formation to perform this maneuver. This maneuver does not provoke an attack of opportunity.

COUNTER CHARGE

Prerequisites: The unit must ready this maneuver, the unit must be dismounted

The Counter Charge maneuver allows a unit to step a few paces back from a charging, dismounted unit, timing the move at the end of an enemy's charge so their weapons find only empty air. At that moment the unit counter charges, striking as the enemy is off balance. In order to perform this maneuver, the player must declare that the unit is preparing a counter charge. In this case, the unit receives a +2 circumstance bonus to its AC against dismounted charges that are aimed at its facing. If the charging unit misses, the readied unit may make an immediate counter attack as if they just charged, applying bonuses and penalties per usual.

DISENGAGE

Prerequisites: Adjacent to an enemy unit. If a unit is adjacent to an enemy unit it cannot move or perform any maneuver other than disengage (the only exception is if the unit routs).

If the unit successfully performs the Disengage

maneuver, the unit may then move away from the enemy unit either by turning around (free action, full speed) or backing away (1/3 move, round down) as part of the maneuver.

FORMATION

Prerequisites: Varies by formation (see text); must have at least 10 soldiers in the unit.

Some generals may wish to take up a defensive posture against an enemy, decreasing its ability to be offensive but greatly increasing its defense. The following formations may be undertaken by any unit that meets the criteria for the formation (see below). Discipline checks for formations are only required when first entering the formation. If the discipline check is successful, the unit forms into the maneuver at the cost of a move action.

Close/Open Formation:

In a close formation, soldiers stand closer together, reducing the space between soldiers. In an open formation, soldiers spread out. There are no bonuses or penalties for a close formation, but while in open formation, the unit's AC increases by +4 against ranged attacks. However, it receives a -2 to its AC against melee attacks, as well as -2 to its CMD. Many maneuvers depend on the unit being in either an open or close formation. **NOTE**: Units equipped with double-handed weapons cannot attack while in closed formation.

Hedgehog:

In order to perform this maneuver, the unit must be equipped with spears, pikes, or any weapon that can be used to set against a charge. When forming a hedgehog, the unit stands in a large circle or square, with the soldiers holding their pikes outward. When in this position, the unit cannot be flanked and is considered to be set against a charge (see below). In addition, the unit that is in the hedgehog formation does not have to make a morale check if it is being attacked by 2 or more enemy units at once. Returning to a normal formation is a free maneuver, not requiring a roll (though it does take 1 round). The unit can only perform this maneuver if it is in close formation. The unit cannot move while in this formation.

Phalanx:

In order to perform this maneuver, the unit must be equipped with spears, pikes, or any weapon that can be used to set against a charge. When forming a phalanx, the soldiers hold their weapons in such a way that an enemy faces rows upon rows of pikes, as the soldiers in the 2nd through 5th rows (depending upon the length of the weapon) hold their shafts over the shoulders of the soldiers in front of him. While in the phalanx, the unit receives the following bonuses: +5 to CMB, +10 to CMD, and it gains a free bull rush attempt after each attack that hits (except attacks of opportunity). However, the phalanx has its disadvantages: While in this formation, the unit's speed is reduced in half (round down) and any unit attacking it from the side receives a +2 to damage in addition to its normal flanking bonus. If attacking from the rear, this bonus raises to +4.

The unit must be in close formation in order to perform this maneuver.

Set Stakes:

A unit equipped with six-foot long sharpened stakes (typically archers) may place them in the earth before them in order to effectively create the same effect as setting against a charge (see below). It takes a unit 3 rounds to perform this maneuver (at which point 5 squares are chosen that have stakes), so it is best for an army to do so before the battle begins, if it is able. If a unit charges into a square that has stakes, the unit suffers damage 5 plus the defending unit's power.

Setting against a Charge:

In order for a unit to set against a charge, the soldiers must be equipped with pikes, spears, or any weapon able to do so. If a unit that has prepared for a charge is charged by an enemy unit, the unit gets an attack of opportunity as normal for having reach weapons (see reach weapons), and if it hits, their average damage bonus is doubled. Also, if they hit, all charging bonuses for the charging unit are negated. **NOTE**: Unless the unit is in the hedgehog formation, this does not apply if the unit is flanked. The unit cannot move while in this formation.

Shield Wall:

A unit must be equipped with a medium-sized shield or larger in order to perform this maneuver. A shield wall is when all members in a unit stand shoulder to shoulder with their shields raised so that they overlap like the scales of a serpent, creating an effective barrier. When in the shield wall, the unit suffers a -2 penalty to its melee attack but gains a +4 bonus to AC vs. melee attacks. The unit can only perform this maneuver if it is in close formation. The unit can only move at 1/3 its speed (round down) while in this formation.

Tortoise Formation:

In order to perform the tortoise formation maneuver, the soldiers must be equipped with a large shield. When using this formation, the soldiers around the perimeter of the unit duck behind their shields while those in the center raise their shields above their heads, which protects the unit on all sides from missile attacks. While in this formation, the unit's speed is halved (round down). They also gain a +5 bonus to their AC against Missile Attacks. The unit can only perform this while in close formation.

Wedge:

The wedge(also known as the *boar's head* formation) is a V-shaped formation—the point aimed at the enemy—that is designed to break up enemy formations. When attacking while in the wedge formation, the unit must charge in order to gain any benefit from it. When it does so, resolve the charge normally. However, if the CMB vs. CMD attack is successful (see the March maneuver), it knocks a hole in the unit's defense. In addition to forcing the unit into an open formation, the wedge unit benefits as if flanking the unit from the side. To repulse the wedge, the defending unit must take a standard action and roll its CMB vs. the wedge unit's CMD.

While in a wedge formation, a unit is susceptible to itself being flanked. If flanking from the sides, the attacking unit receives a +2 bonus to damage in addition to regular flanking bonuses.

WHAT ABOUT COMBAT MANEUVERS?

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Only the maneuvers outlined above can be used during mass combat. Other combat maneuvers, such as trip, disarm, and so on, are too complicated to be mass orchestrated during such a large melee.

MARCH

Prerequisites: At least 10 soldiers in the unit. This maneuver allows your unit to move in a synchronistic fashion. There are several methods of movement, each described below. If a unit has less than 11 soldiers in the unit, movement does not require a discipline check. Performing a March maneuver is a move action.

Infantry units in light or no armor can perform any of these maneuvers with no check. Any unit can move straight forward (in the direction of its facing) with no check.

About Face:

With this maneuver, a unit can spin on its heel, changing its facing 180 degrees.

Change Facing:

With this maneuver, a unit can spin on its heel, changing its facing 90 degrees.

Charge:

To charge, a unit must move at least two squares. A charging can be in either open formation, close formation, or wedge formation, but it cannot be in any other formation (see Formation). A charging unit receives a +2 bonus on its attack at the end of the charge but suffers a -2 penalty to AC. If the unit successfully hits a unit on a charge, it is granted an immediate Shock Test. To perform a shock test, the unit rolls its CMB vs. the enemy unit's CMD. If successful, the unit immediately breaks into an open formation. If the unit was already in an open formation, nothing happens.

March Backward:

The unit can move backward at 1/3 (round down) its speed without changing facing.

March Diagonal:

This maneuver does not take a discipline check. Moving diagonally works just as it does in Pathfinder, with every other square counting as two squares.

March Forward:

This maneuver does not require a discipline check. The unit can move forward equal to its speed.

Sidestep:

The unit can move up to half (round down) its speed sideways without changing its facing.

Wheel:

The unit can wheel 45 (costing half its movement) or 90 (costing its full movement) degrees, the axis centering on either the front left or front right corner of the unit.

PASS THROUGH

Prerequisites: Must be in open formation, must have more than 10 soldiers in the unit

The Pass Through Maneuver allows one allied unit to pass through another. The unit allowing another to pass through it is the unit that performs this maneuver. If the discipline check fails, then both units can perform no other action (except defense) for the rest of the round, the units remaining adjacent to one another. In addition, the following rounds they can perform no actions, including movement, until the unit successfully performs this maneuver (which reflects the confusion in the ranks until they are sorted out). If a unit has a unit count of less than 10, it may perform this maneuver automatically. A unit must end the movement phase completely in unoccupied squares. If it cannot do so, then it cannot move through the occupied squares.

Archer units retreating behind a line of infantry most often use this maneuver.



RALLY

Prerequisites: Can only be performed by a commander.

The Rally maneuver allows a commander to gain control over a unit that has been routed. If a commander successfully rallies a routed unit, the unit immediately comes back under the control of the player. In order to rally a unit, the unit must be within the 30ft. × the commander's Charisma bonus.

A commander may only attempt to rally a routed unit once per round, though he may attempt the maneuver multiple times each round—once for each routed unit within range (**NOTE**: In order to perform more than one rally in one round, it costs a double move action).



MOBS

A mob is a large, disorganized mass. Mobs are generally made up of units whose Intelligence scores are too low for disciplined order, such as a pack of hyenas or a group of gargoyles. Mobs still move as one unit, but they cannot perform any maneuver except for March (mobs do not have to make Discipline checks to perform this maneuver). Mobs do not gain a leader bonus from commanders nor do they gain a general's bonus to morale checks. When making a morale check, a mob simply rolls 1d20 versus a DC of 15. A routed mob cannot be rallied.

SPELLS AND SPELL-LIKE ABILITIES

Spells rule the battlefield. An army overmatched in magic is an army doomed to be defeated. Because spells vary in complexity and nuances, they are handled in a simplistic manner based on the spell level, its targets, and its general effects.

Spellcasting units (or monsters with spell-like abilities) have one additional statistic to keep track of: Unit Count (the number of troops in the unit).

Spells are divided into three basic types:

- Area spells: Spells that affect *all* creatures in a radius, burst line, or cone as their range are area spells.
- Target spells: Spells that can or do target only one creature are target spells.
- Iterative spells: Spells that target one target, but have secondary, tertiary, or more additional attacks, are iterative spells.

The equation for damage depends upon the spell's type:

Area spells: average damage bonus × caster unit count × 10

Target spells: average damage bonus × caster unit count

Iterative spells: average damage bonus × number of iterative attacks × caster unit count

This damage is deducted directly from the unit's strength, as normal. You do not add the unit power to spell damage.

SPELL EFFECTS

Some spells do not cause damage, or they do not deal direct damage, instead affecting Hit Dice, causing entanglement, imposing penalties, and so on. Below is how to handle various other spell effects:

- BUFFS: Spells that buff the target, such as mage armor, but have a range of touch, can only be used on the casting unit. If the spell is a ranged spell, it only affects a targeted unit if the casting unit's power rating is equal to or greater than the targeted unit.
- HEALS: Spells that heal with a range of touch can only be used on the casting unit. Calculate the heal bonus as if it were damage, adding the average damage bonus to the unit's strength.
- HINDERS MOVEMENT: A spell that affects movement, such as *hold person*, only affects the targeted unit if the unit's power rating is equal to or less than the targeted unit unless the spell is an area spell, in which case it affects the unit regardless.
- PENALTIES: Spells that penalize opponents (imposing negatives, such as -1 to AC or -2 to attacks) cannot be used if it is a touch attack. If it is a ranged attack, then the spell only affects the targeted unit if the targeted unit's power rating is equal to or less than the casting unit, unless it is an area spell, in which case it affects the unit regardless.
- CHARMS/CONFUSION/ETC.: A spell that takes an opponent out of the fight is treated the same as if it deals damage. The damage dealt is equal to the targeted unit's HD. If it takes out a random number of creatures, the damage is equal to the average number (determined the same way average damage is calculated) × the targeted unitIs HD. NOTE: If a spell or spell-like ability that causes fear has an area of effect large enough to affect an entire unit, then the unit simply routs if it fails its saving throw.

HD: Spells that target a variable amount of HD (e.g., affect X amount of Hit Dice) are treated as if they do damage. Simply find the average HD affected the same way you would calculate an average damage bonus, only you do not convert. For example, if a spell affects 4d12 Hit Dice worth of creatures, it does 26 damage (6.5 + 6.5 + 6.5 + 6.5). Add the damage to the unit's power.

If the spell affects up to a certain HD, the spell does damage equal to the targeted unit's HD. For example, if a spell affects a creature with 4 or fewer HD, then the spell does 4 damage (unless the target unit has more than 4 Hit Dice, in which case it would not affect them at all). If the spell affects all creatures with 4 or fewer HD in a radius, then treat it as an area effect spell (damage × unit count × 10).

NOTE: HD spells that affect up to X amount of Hit Dice in an area are NOT area spells. Area spells affect *all* creatures in the area (e.g., fireball), not up to a certain amount in the area. With these guidelines, let's examine a few spells. But first, let's create a unit of 10 10th-level wizards (a very powerful unit indeed!):

THE WITCHLORDS'	GUARD
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MASS RATING: 100 HD: 10 UNIT STRENGTH: 100 (HD PER SOLDIER) (HD X UNIT COUNT)

UNIT POWER: 1 (UNIT STR/MASS RATING)

FORT: +3 REF: +3 WILL: +11 AC: 15, TOUCH 10, FLAT-FOOTED 15 CMB +5; CMD 15

ATTACK: +5 (STAFF) AVERAGE DAMAGE BONUS: +1 (STAFF)

Let's pretend they are targeting a unit of 100 2ndlevel warriors (2 HD). Now let's give the mages some spells and see how they work in *Warpath*:

- *Mage Armor*: The wizards cast *mage armor* (a buff spell), raising their own AC to 19.
- Magic Missile: The wizards cast magic missile, a target spell. At 10th level, the spell does 5d4+5 damage (avg dmg 17, for a +2 average damage bonus.). Therefore, the spell does 20 damage.
- **Cause Fear**: The wizard casts *cause fear*, which affects the warrior unit since they have less than 5 HD (see the spell description). This spell falls under the rules found for spells that are categorized as "Charm/Confusion/etc." Since the spell targets only one creature, it deals a number of damage equal to the targeted unit's HD, which is 2 (2nd-level warriors), for a grand total of 20.
- Hypnotic Pattern: The spell affects 2d4+10 HD worth of creatures, so it falls under the category of "HD." The average of 2d4+10 is 15 (2.5+2.5+10), so the spell does a total of 150 damage (15 × 10).

- Fireball: At 10th-level, fireball deals 10d6 points of fire damage (55 average damage, for an average damage bonus of +7). Since it is an area spell, it does 7 × 10 × 10 damage, or 700. As we can see, 10 10th-level fireballs are more than enough to take out 100 2nd-level warriors!
- **Black Tentacles**: Casting black tentacles causes the unit to be unable to move for the duration of the spell (this spells falls under the "hinders movement" rule).
- Cloudkill: Cloudkill covers 2×2 squares and moves at a speed of three squares per turn. It only affects units whose hit dice are six or less (thus it would affect the unit of 2nd-level warriors). Therefore, the spell does 2 damage. Since cloudkill is an area of effect spell, the

formula is $2 \times 10 \times 10$ damage, or 200. Again, we see how devastating 10 simultaneous *cloudkills* can be!

• **Chain Lightning**: Chain lightning is an iterative spell. The average damage bonus of *chain lightning* (CL 10) is +5. The spell casts 10 extra attacks, for a grand total of 11. Therefore the formula is 5 × 11 × 10, or 550 damage.

While some of these equations may seem like they would slow down game play, these average damage bonuses should be calculated before combat begins (just like a fighter's sword's average damage bonus or a ranger's bow's average damage bonus would be calculated prior to battle. The Game Master is the final arbiter over whether a spell is classified as an area, target, or iterative spell.



Leaders & Command

Every army needs a leader. Whoever this character is, he is the most important element to his side. The leader of the army—hereafter referred to as a general—can be anyone. This character's statistics are used to determine a variety of rolls, the most important of which is his Leadership Rating, which is used for units' maneuver rolls as well as their morale checks.

The Leadership Rating is the general's BAB + Charisma bonus. If he has the Leadership feat, he gains an extra +1 circumstance bonus.

If an army loses its leader, a commander (see below) can take over. If no leaders are left to take command of the army, all remaining units rout. The general also functions as a commander (see below). The Unit Card where the general is located should always be indicated with some sort of marker, as the general of an army must always be visible to his men for morale, and consequently, visible to his enemies.

COMMANDERS

PCs are assumed to be commanders in an army, and one player may in fact be the general (however, they do not have to be either; see below). If a PC is given a command in an army, he is considered to be a commander and may command any number of units (these units become under the player's control).

A PC is "embedded" into a unit, which is then known as a "leader unit." The PC moves with the unit, performing the same maneuvers as the unit. However, a separate unit statblock is designed for the PC. When the unit in which the PC is embedded attacks, the PC makes a separate attack. When the leader unit is attacked by enemy units, the damage is removed from the unit before the PC (therefore the PC does not suffer damage until his unit is first wiped out; the unit in which the PC is embedded becomes a sort of temporary hit points). However, if the embedded unit suffers a critical hit, then the attacker can choose to apply that damage instead to the commander, bypassing the other unit completely. No more than one PC or NPC can be embedded in any one unit at one time.



Typically, a PC is given an elite bodyguard unit (usually mounted soldiers, between 10-50 strong). This is useful so the leader can ride quickly from one end of his units to the other, offering support and encouragement (remember, units near a commander gain a +2 leader bonus to their discipline and morale checks). However, a PC can also be by himself on the battlefield, though being a solo unit leaves him vulnerable.

If a commander is taken out, then another commander can take control of his units. If there are no more commanders (including no general), the entire army routs and the battle is over.

ZH€ BAZZL€FI€LD

When armies are readying for battle, the two sides must play a game of maneuvers in order to see how much intelligence they gathered on the other.

SCOUTING

Before the battlefield is set up, the two armies must roll scout checks. This is done by armies' generals rolling their respective Leadership Ratings. Whoever loses must set up his army on the battlefield first. Afterward, the winner can set up his army in response to the loser's placement.

TERRAIN

Terrain can be just as important to the outcome of a battle as the troops and the general who leads them. Using terrain to one's advantage can invalidate an opponent's size advantage, it can hide troops, or it can provide your reserves cover.

Terrain features—such as difficult terrain—function the same in Mass Combat as in the standard Pathfinder rules (see the Pathfinder RPG Core Rulebook chapter seven) with the additional added rules:

Forest:

Forests are considered difficult terrain. Units in a forest gain partial cover from missile attacks. Units in a forest firing missiles have their power rating reduced in half (round down).

Hills:

Units gain no benefits if charging up a hill. In addition, if two units are engaged in melee while on a hill, the unit that has the higher ground gains a +1 attack bonus.

Rivers/Lakes:

Any unit whose native element is not water that enters a sizeable body of liquid suffers a –5 penalty to its unit power rating and cannot perform any maneuver except March. In addition, the unit cannot be in a close formation.

For more information regarding terrain and its effects on movement, refer to the Pathfinder RPG Core Rulebook, chapter thirteen.



TYPICAL ARMY DEPLOYMENTS & TACTICS

The standard deployment of an army has it divided into four parts, known as "Battles": the vanguard (right), main force (center), rearguard (left), and the reserves (behind the lines). The army is sometimes deployed in three main columns, with the vanguard in the front, the main force second, the rearguard third, and the reserves held back.

The vanguard usually consists of ranged attackers, such as archers, slingers, spellcasters, and so on. The main force consists of the foot soldiers and heavy cavalry/chariots. The rearguard has light cavalry whose purpose is to protect the flanks, run down routing enemy units, or, if the opportunity presents itself, to be employed against exposed enemy flanks. The reserve units are held back, used for plugging holes in the lines.

The basic strategy is to break through the enemy's lines (in order to disrupt its formation) and then swing back to attack units from the rear or attack the general, hopefully causing them to rout, while simultaneously preventing the enemy from doing the same.

TRIPLE LINE FORMATION

Set up in a staggered array, the Triple Line formation is so named because the main bulk of the deployment consists of three lines of infantry, with a long line of skirmishers deployed out front. These skirmishers consist of javelin throwers, slingers, archers, and/or spellcasters. They are used to soften up the enemy units before engagement. Once the enemy army threatens them, the skirmishers retreat quickly back through the gaps in the infantries' line. Then the secondary infantry line marches forward and fills in those gaps, creating a solid front line of infantry.

This deployment is used so the skirmishers do not have to use the Pass Through maneuver, which many find to be too risky, since a failure in the maneuver disrupts the formation and leaves the units vulnerable to attack. The Triple Line formation might use cavalry to protect its flanks.

STRONG CENTER

The Strong Center formation is when the army places its heaviest shock troops in the center, usually with the lead unit in a wedge formation. The strategy behind this deployment is simple: punch through the enemy's center.

STRONG LEFT OR RIGHT

With a Strong Left or Right deployment, the army spreads its units out in a long line, with either the left or right flanks two, three, or even four ranks deep. The strategy is to quickly punch through one side of the enemy's line. Once they do so, the units wheel around and flank the next closest enemy unit, hoping to quickly overcome it, and then so on down the enemy's line.

WEAK CENTER

With weak center, the army once again stretches its forces out in a long line facing the enemy. The entire line is packed two to three ranks deep, except for the center units, which are kept at one rank deep, typically with light infantry. This is to entice the enemy into attempting a punch through the center. If the enemy falls for the bait, the center units perform the Disengage maneuver, slowly marching backward, while the stronger units along the flanks push forward and swing inwards, enveloping the enemy's flanks. This maneuver is particularly useful against larger, more densely packed armies.

Post-Battl€

THE CASUALTY ROLL

If a unique NPC or PC is taken out on the battlefield, it doesn't necessarily mean that he's dead. Hit points are not tracked in Mass Combat the same way as in regular combat. Because of this, the Game Master must make a Casualty Roll after the battle to determine his fate.

The Game Master makes a Constitution check for the character and adds a bonus equal to the character's Hit Dice and consults the chart below:

- Natural One: The character is dead and his body is missing (if somehow found, it is mutilated beyond recognition and at –[Constitution score + 10] hit points).
- 2-10: The character is dead and suffers a horrible scar or wound (– [Constitution score] hit points, –2 to Charisma).
- 11-15: The character is alive, but suffers a horrible scar or wound (-9 hps, -1 to Charisma).
- **16-20**: The character is alive (-5 hit points).
- **21-25**: The character is alive (-1 hit point).
- **26+**: The character is alive (1d4 hit points).

In addition, not all casualties of a unit will be fatalities. While much of the damage a unit takes translates directly into troop deaths, many also simulate troops merely taken out of the fight, either by being knocked unconscious, playing dead, being too injured to move, and so on. To determine how many soldiers of a unit's lost unit strength actually survived, consult the following table:

- Your army was the victor: 25% + 1d4% per Constitution modifier (or minus if negative)
- Your army was the loser: 10% + 1% per Constitution modifier (or minus if negative)
- You have healers at your camp (and your camp was not overrun): Add +1d20%

Example:

A unit of 100 2nd-level warriors (2 HD, Unit Strength 200) suffers 57 points of damage (down to 143), meaning 28 of their number has fallen, dropping them to 72 (57/2 = 28). However, this unit was part of the victorious army (25%) and has adequate healers and clerics at their camp (+1d20%). The player rolls an 11, for a total of 36%. Only 18 fallen soldiers of the unit actually died, and their Unit Strength swells back up by 20 points to 163 ($.36 \times 28 = 10$; $10 \times 2 = 20$).

Roll separately for each unit that suffered damage.

PRISONERS & RANSOM

Between two wealthy nations, battles are often fought with but one goal in mind: ransom. While the lowly foot soldier drafted from the peasantry will surely be slaughtered, those displaying their wealth on the battlefield—or whose banners are well known—often are spared, taken prisoner so that their captors might be paid a fee for their release. Some soldiers can become rich off of a ransom; indeed, a king's ransom often takes years to be paid off.

Before a battle, each army must declare whether or not their army is taking prisoners. If an army is not taking prisoners, then the army suffers a -2 morale penalty to all discipline checks, as the prospect for a lowly soldier of becoming rich on the campaign has just become more far-reaching. However, if an army declares that it is not taking prisoners and it wins, then the enemy's army casualties are much higher (only 2% + 1% per Con mod of lost troops survive), as soldiers lift helmets and visors to slice throats, or insert their rondels—long, thin daggers—in enemies' eyes, or into their mouths, through their palate and up into the brain.

If an army is taking prisoners, there is no effect on morale, but after an enemy unit is destroyed (removed from the battlefield) in melee combat, then 10% of its unit count is taken prisoner. However, for every five enemy troops taken prisoner, the victorious unit loses two points from its unit count. This is to reflect the



soldiers escorting their captives back behind their lines to stand guard over them.

Keep in mind, the ransoms go to the soldiers who caught the wealthy enemy soldiers, so the leader of the army does not see this wealth (unless he himself captures someone for ransom).

KILLING PRISONERS

After a battle, the general of the victorious army can kill any captured prisoners or survivors of the defeated army. If he chooses to do so, then the generals of both armies make opposed Diplomacy checks. If the general doing the killing wins, then the next time he meets the other army in battle, the enemy army suffers a -1 penalty to all rolls. If the other general wins, then instead of a penalty, his army gains a +1 morale bonus to all of their actions during the next battle due to their collective outrage.

DECIMATION

Decimation is a practice in which the general of an army kills one out of every 10 soldiers. This is used as corporal punishment against a unit guilty of cowardice. In practice, the soldiers line up in a row and every 10th soldier steps forward, and that soldier is then beaten to death by his other nine comrades while the rest of the army watches on.

Any army that has any of its units decimated receives a +3 morale bonus on its discipline checks during its next battle. Each battle thereafter the bonus reduces by one until it reaches 0. Decimation can only be used against units guilty of cowardice (i.e., that have routed during a battle), and morale bonuses from further decimations do not stack until the bonus reaches +0.



QUICK MASS COMBAT

For Game Masters wishing to quickly determine the victor in a battle, the following rules are designed to allow them to calculate the battle in as few as one roll to as many as they wish.

The first thing that the Game Master must do is determine the overall CR of each army. To accomplish this, convert the CR of each unit (by finding the CR of the creatures that make up the unit) into the following numbers:

- CR 1/2 or less: 1 + 1 for each point of unit power.
- CR 1: 2 + 1 for each point of unit power.
- CR 2: 3 + 1 for each point of unit power.
- And so on.

The total is the army's CR bonus.

Next, each armies' generals make opposing Leadership Rating checks. The highest roll wins. Consult the chart below to determine casualties.

CASUALTIES		
Tie	50% losses	50% losses
1	48%	52%
2	46%	54%
3	44%	56%
4	42%	58%
5	42%	60%
6	40%	62%
7	38%	64%
8	36%	66%
9	34%	68%
10	30%	70%
11	38%	72%
12	26%	74%
13	20%	76%
14	15%	78%
15	13%	80%
16	10%	82%
17	8%	84%
18+	5%	86%
If you wish to draw the battle out longer, simply assign a number of victories required (e.g., best 2 out of 3). You can have the PCs perform heroic actions—such as sabotaging the enemy's siege equipment or assassinating a general—and have those actions add to their army's roll. Casualties are not calculated until the final roll.



SI€S€ WARFAR€

Permanent fortifications—walled cities, castles, forts, and so on—allow outmanned armies to survive assaults from a superior invasion force. Oftentimes an invading army will bypass such fortifications, content on pillaging the unprotected countryside while the native soldiers cower behind their tall walls. However, sometimes the goal is not plunder, but to conquer. In these times, a siege is required.

A siege is when an invading army blockades a fortification in hopes of either starving out the defenders, or by assaulting and overcoming their defenses. There are several different tactics one can use during siege warfare, outlined below.

STORMING THE WALLS

The most direct method of taking a fortification is by storming the walls. The most common method is by using assault ladders. Assume any dismounted unit has enough ladders with their baggage train to storm a wall. Mounted units, without the aid of magic or flight, cannot storm a wall.

Defenders are at a distinct advantage in this case, and a small force can typically hold off a force many times its size. First, unless the attacker somehow has the higher ground (such as with a siege tower, see below), the defender has partial cover against ranged attacks. Furthermore, a unit defending atop a wall gains a bonus to its power rating equal to the height of the wall divided by 10 (rounded down) against units attempting to climb the wall.

Attackers can climb ladders at their normal movement speed. However, climbing the ladders provokes an attack of opportunity. In addition, attackers climbing assault ladders are vulnerable to missile fire.

CREATING A BREACH

Creating a breach is the strategy of using siege engines to knock a hole in the enemy's walls to permit one's soldiers to enter the fortification. However, creating a sizeable breach large enough for a unit to squeeze through takes time, requiring patience, a lot of siege engines, and a lot more ammo.



MANNING A WALL

For the sake of simplicity, assume that a wall, no matter its size, is thick enough to hold one unit (i.e., one 3 ×6 Unit Card, lengthwise). Therefore, when drawing the wall on the battle map, draw it 3" deep. The rules in **Creating a Breach** assume this calculation is used.

The amount of damage a wall can take before it is breached depends on the type of city for which is was designed to protect:

- Small Town: Wooden palisade, 2 feet thick, 12 feet high, AC 3, hardness 0, and 200 hps per 10-foot × 30-foot section (1 battlefield square wide, 3 deep).
- Large Town: Stone wall, 4 feet thick, 15 feet high, AC 3, hardness 1*, and 300 hps per 10-



foot × 30-foot section (1 battlefield square wide, 3 deep).

- Small City: Stone wall, 5 feet thick, 20 feet high, AC 3, hardness 1*, and 450 hps per 10foot × 30-foot section (1 battlefield square wide, 3 deep).
- Large City: Stone wall, 10 feet thick, 30 feet high, AC 3, hardness 1*, and 720 hps per 10foot s × 30-foot section (1 battlefield square wide, 3 deep).
- Metropolis: Stone wall, 15 feet thick, 40 feet high, AC 3, hardness 1*, and 1,170 hps per 10-foot × 30-foot section (1 battlefield square wide, 3 deep).

*Subtract directly from damage during Mass Combat.

Rather than rolling for each and every siege engine, figure that against a small town's wall, heavy catapults can do 30 points of damage per hour each, trebuchets can do 40, and light catapults and ballistae can do 20. Against every other type of fortification, heavy catapults can deal 20 points of damage per hour, trebuchets 30, and light catapults and ballistae 10. Armies can fire their siege engines at fortifications from sun up until sun down (figure 12 hours per day). Some Game Masters might allow units with darkvision to continue firing through the night.

Unfortunately for the attackers, the defenders can repair the walls under cover of darkness. Each unit can repair 20 × its unit power to any one section of the wall each night (even if the section has been reduced to 0 hit points). Most cities keep extra scrolls of *wall of stone* and *wall of iron* to seal breaches.

Any unit occupying a section of wall that suffers a breach immediately suffers 16 damage. Units cannot pass over a breach while atop the battlements without aid.



SIEGE ENGINES

Siege engines are large weapons, temporary structures, or pieces of equipment traditionally used in besieging castles or fortresses. Siege engines are treated as difficult devices if someone tries to disable them using Disable Device. This takes 2d4 rounds and requires a DC 20 Disable Device check.

Siege engines are typically made out of wood and have an AC of 3 (–5 Dex, –2 size), a Hardness of 5, and 80 hit points. Siege engines made up of a different material might have different values. Some siege engines are armored as well. Treat the siege engine as a Huge creature to determine the cost of such armor. Siege engines can be crafted as masterwork and enchanted as magic weapons, adding bonuses on attack rolls to the checks made to hit with the siege engine. A masterwork siege engine costs 300 gp more than the listed price. Enchanting a siege engine costs twice the normal amount. For example, a +1 f laming heavy catapult, armored with full plate, would have an AC of 11 and would cost 23,100 gp (800 gp base + 6,000 gp for the armor + 300 gp masterwork + 16,000 gp for the enhancements).

CATAPULT AND TREBUCHET ATTACK MODIFIERS Condition Modifier No line of sight to -6 target square -6

Successive shots (crew can see where most recent misses landed)	Cumulative +2 per previous miss (maximum +10)
Successive shots (crew	Cumulative +1 per
can't see where most	previous miss (maximum
recent misses landed,	+5)
but an observer is	
providing feedback)	

SIEGE ENGINES					
Item	Cost	Damage	Critical	Range Increment	Typical Crew
Catapult, heavy	800 gp	6d6	-	200 ft. (100 ft. minimum)	4
Catapult, light	550 gp	4d6	-	150 ft. (100 ft. minimum)	2
Ballista	500 gp	3d8	19-20	120 ft.	1
Ram	1,000 gp	3d6*	-	-	10
Sambuca	1,500 gp	_	_	_	10
Siege Tower, small	2,000 gp	_	-	-	20
Siege Tower, large	3,000 gp	_	_	_	30
Tortoise shed	1,000 gp	-	—	-	20
Trebuchet	1,200 gp	8d6	_	300 ft. (150 ft. <u>minimum)</u>	30

* See description for special rules.



CATAPULT, HEAVY:

A heavy catapult is a massive engine capable of throwing rocks or heavy objects with great force. Because the catapult throws its payload in a high arc, it can hit squares out of its line of sight. To fire a heavy catapult, the crew chief makes a special check against DC 15 using only his base attack bonus, Intelligence modifier, range increment penalty, and the appropriate modifiers from the lower section of Table 13–8. If the check succeeds, the catapult stone hits the square the catapult was aimed at, dealing the indicated damage to any object or unit occupying the square. Once a catapult stone hits a square, subsequent shots hit the same square unless the catapult is re-aimed or the wind changes direction or speed.

If a catapult stone misses, roll 1d8 to determine where it lands. This determines the misdirection of the throw, with 1 being back toward the catapult and 2 through 8 counting clockwise around the target square. Finally, count 1d4 squares away from the target square for every range increment of the attack.

Loading a catapult requires a series of full-round actions. It takes a DC 15 Strength check to winch the throwing arm down; most catapults have wheels to allow up to two crew members to use the aid another action, assisting the main winch operator. A DC 15 Profession (siege engineer) check latches the arm into place, and then another DC 15 Profession (siege engineer) check loads the catapult ammunition. It takes four full-round actions to re-aim a heavy catapult (multiple crew members can perform these full-round actions in the same round, so it would take a crew of four only 1 round to re-aim the catapult). A heavy catapult takes up a space 15 feet across (1×2 battlefield squares).

CATAPULT, LIGHT:

This is a smaller, lighter version of the heavy catapult. It functions as the heavy catapult, except that it takes a DC 10 Strength check to winch the arm into place, and only two full-round actions are required to re-aim the catapult. A light catapult takes up a space 10 feet across (1 battlefield square).

BALLISTA:

A ballista—also called a scorpion—is essentially a Huge heavy crossbow fixed in place. Though its size makes it hard for most creatures to aim it, *the regular penalty is negated during Mass Combat (see the Pathfinder RPG Core Rulebook, chapter thirteen).* It takes a creature smaller than Large two full-round actions to reload the ballista after firing. A ballista takes up a space 5 feet across.

RAM:

This heavy pole is sometimes suspended from a movable scaffold that allows the crew to swing it back and forth against objects. As a full-round action, the character closest to the front of the ram makes an attack roll against the AC of the construction, applying the -4 penalty for lack of proficiency. It's not possible to be proficient with this device.

In addition to the damage given in the table, up to nine other characters holding the ram can add their Strength modifiers to the ram's damage, if they devote an attack action to doing so. It takes at least one Huge or larger creature, two Large creatures, four Medium creatures, or eight Small creatures to swing a ram. A ram is typically 30 feet long (taking up 1×3 squares on the battlefield). In a battle, the creatures wielding the ram stand in two adjacent columns of equal length, with the ram between them.

SAMBUCA:

The sambuca is a 60-foot ladder with a counterweight on the end, allowing it to be raised and lowered, using a vast undercarriage as a fulcrum point. The entire contraption is affixed to a 30-foot undercarriage (3×3 battlefield squares), which is moved along by threefoot high wheels at a speed of 20 feet (2 battlefield squares) per round.

Cheaper than an assault tower, the sambuca offers the same function as assault ladders only with a degree of protection—the ladder is surrounded by fireproofed walls, providing the unit equipped with the sambuca with total cover until they reach the top (i.e., attackers using a sambuca are not vulnerable to missile fire). Also, climbing a sambuca does not provoke an attack of opportunity. However, the sambuca does not negate power bonuses provided by walls as the siege tower does.

SIEGE TOWER, SMALL:

This device is a massive wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus get to the top of the wall with cover. The top of the siege tower contains a drawbridges capable of dropping down at various heights onto the battlements once within distance. This negates the power bonus of units defending atop a wall. Only 1 unit can be inside a small siege tower at one time. The wooden walls of the tower are usually 1 foot thick and covered with padded rawhide for fireproofing. The small siege tower stands 78 feet tall and is 21 feet wide at its base (2×2 battlefield squares), tapering to 18 feet wide at the top. The creatures inside push it at a base land speed of 10 feet (1 battlefield square per round—two with a double move—and a siege tower can't run). Some siege towers have a belt driven windlass in the undercarriage operated by men, allowing it to move at 20 feet per round. This addition costs an extra 500 gold pieces.

The eight creatures pushing on the ground floor have total cover, and those on higher floors get improved cover and can fire through arrow slits.

SIEGE TOWER, LARGE:

The large siege tower is identical to the small siege tower, except it rises to an impressive height of 160 feet, stands 30×30 feet wide (3×3 battlefield squares), tapering to only 24 feet at the top. Two units can be within a large siege tower at one time. The large siege tower has 120 hit points.

TORTOISE SHED:

The tortoise shed is a pitched roof over a 20-foot × 20foot platform moved forward on 1-foot thick wheels. The structure stands nine feet tall and is used to protect troops who wish to use rams, fill ditches, begin a mine, or create siege embankments (see below). (The cost provided for the tortoise shed is enough to supply an entire unit.) Units within a tortoise shed cannot fire missiles.

TREBUCHET:

The trebuchet is a massive siege engine designed to fling projectiles either into walls in order to smash them down, or over them by use of a counterweight. Because the trebuchet throws its payload in a high arc, it can hit squares out of its line of sight.

To fire a trebuchet, the crew chief makes a special check against DC 15 using only his base attack bonus, Intelligence modifier, range increment penalty, and the appropriate modifiers from the lower section of the table. If the check succeeds, the trebuchet stone hits the square the trebuchet was aimed at, dealing the indicated damage to any object or unit in the square. Once a trebuchet stone hits a square, subsequent shots hit the same square unless the trebuchet is re-aimed or the wind changes direction or speed.

If a trebuchet stone misses, roll 1d8 to determine where it lands. This determines the misdirection of the throw, with 1 being back toward the trebuchet and 2 through 8 counting clockwise around the target square. Finally, count 1d4 squares away from the target square for every range increment of the attack.

Loading a trebuchet requires a series of full-round actions. It takes a DC 15 Strength check to haul the counterweight down; most trebuchets have multiple ropes to allow up to 15 crew members to use the aid another action. A DC 15 Profession (siege engineer) check latches the arm into place, and then another DC 15 Profession (siege engineer) check loads the trebuchet ammunition. It takes four full-round actions to re-aim a trebuchet (multiple crew members can perform these full-round actions in the same round, so it would take a crew of four only 1 round to re-aim the catapult). A trebuchet takes up a space 20 feet across (2×2 battlefield squares).

SIEGE EMBANKMENT

The siege embankment is the raising of packed earth, layer by layer, until it reaches the height of the enemy wall. With a successful DC 12 Knowledge (engineering) check, a single unit can raise a space of $3'' \times 6''$ on the battlefield two feet per day. However, without the benefit of some protection, such as that provided by a tortoise shield, the unit will be vulnerable to missile fire from the defenders.

UNDERMINING

Also known as sapping, undermining is the art of digging a tunnel to the enemy's walls, setting ablaze the timbers upon which the wall rests, and collapsing it. Mining tunnels are typically very narrow, usually around four feet high and four feet wide. With a successful DC 14 Knowledge (engineering) check, a single unit can dig 10 feet per day, and no more than one unit can work on any one mine at a time.

Once it reaches the wall, a single mine will destroy a $6'' \times 3''$ section as the troops torch the supporting timbers. To prevent this, defenders often create their own countermines, digging tunnels to intercept the enemy mines. For these encounters, assume the tunnels can hold one unit at a time. ਭਾ

IT'S A MAGICAL WORLD Magical creatures can lay waste to even the most cleverly designed fortifications. Drow riding atop giant spiders with the ability to climb over walls or trained bullettes used for undermining are just a couple of examples. As such, in most fantasy worlds, engineers would no doubt create a wide host of contingencies to counter such threats.

STARVING A DEFENDER

During a siege, it is possible to cut the defender off from the outside world, making him unable to bring in new troops, new supplies, or new food. If an attacker is patient enough, he can outlast the defenders, as eventually they will starve. There is much risk to this strategy, however. The longer an attacker waits, the greater a chance there is that his army will contract disease, that reinforcements will arrive to aid the besieged city, that smugglers will break the blockade and deliver food and supplies, or that the defenders will strike a surprise sally, taking him off guard.

In order to effectively lay siege with the goal of starving out the defender, the attacker must have an army that is at least 33% the size of the settlement's population (an army's camp followers counts toward this requirement). For example, it would take an army with at least 8,580 creatures in order to lay siege to a metropolis with a population of 26,000 with the goal of starving them out.

How long a city can last before finally surrendering depends on its settlement size:

- Small Town: 6 months (population decreases by 13% each month)
- Large Town: 1 year (population decreases by 6% each month)
- Small City: 2 years (population decreases by 3% each month)
- Large City: 3 years (population decreases by 2% each month)
- Metropolis: 4 years (population decreases by 1% each month)

NOTE: If a settlement has a port, the attacking army must blockade the port in order to complete the siege. Without doing so, the besieged defenders are in no danger of starvation.

SACKING CITIES

Though sieges carry their risks, they also carry their rewards. After a city falls to an invader, it offers up its riches. The following amount is granted to the conqueror:

- Thorp: 400 gp
- Hamlet: 1,000 gp
- Village: 2,000 gp
- Small Town: 8,000 gp
- Large Town: 30,000 gp
- Small City: 150,000 gp
- Large City: 400,000 gp
- Metropolis: 1,000,000 gp

If the conqueror is particularly ruthless, he can put the population to the sword. Doing so reduces the population by 75% (thus reducing the settlement's ranking), but multiplies his riches by 1.5 (for example, putting a metropolis to the sword gains 1,500,000 gp).



POINT-BUY BATTLES

Though **WARPATH** is primarily designed for Game Masters' use for their campaigns, the rules provided in this product can also be used for one-shot battles. To create your own battles, assign each player to an army—or, if you wish, *armies*.

Assign each player a certain number of points, depending on the size of the battle you wish to play. For a skirmish battle, use 160 points; for a mediumsized battle of low-level troops, use 320 points; and for a large-sized battle of low-level troops, use 480 points.

Each player then purchases as many units as he can

afford. The cost for a unit is the creaturetype's CR cost × the unit's power rating. For units with mounts, add the points together separately from both the CR of the rider and the CR of the mount before multiplying the sum by the unit's power rating.

The CR cost is as follows:

•	CR 1/2:	4
•	CR 1:	7
•	CR 2:	10
•	CR 3:	13
•	CR 4:	16
•	CR 5:	20
•	CR 6:	25
•	CR 7 :	30
•	CR 8:	35
•	CR 9:	40
•	CR 10:	45
•	CR 11:	50
•	CR 12:	55
•	CR 13:	60
•	CR 14:	65
•	CR 15:	70
•	CR 16:	80
•	CR 17:	90
•	CR 18:	100
•	CR 19:	110
•	CR 20:	120

In addition, spellcasters (or creatures with spell-like abilities) add a CR cost equaling twice the highest level spell they can cast (so if a spellcaster unit can cast up to 3rd-level spells, then add a CR 6 cost).

Thus, a unit of 100 1st-level human fighters would cost 40 points (*CR 1/2 × unit power 10*), a unit of 50 6th-level warriors would cost 80 points (*CR 4 × power rating 5*), and a unit of a single 20th-level wizard would cost 210 points ([*CR 19 × power rating 1*] + *CR 18 for being able to cast 9th-level spells*).



MILLAEDIUS THE MARSH LORD A WARPATH BATTLE SCEDARID

In this epic scenario, the players are pitted against the forces of Millaenius, a powerful marsh-bound wizard who wishes to expand his influence beyond his fetid boundaries. To facilitate this goal, the burgeoning warlord first subjugated several frost giant clans in the nearby mountains. Now with 200 frost giants, 50 troll fighters atop ravenous megaraptors, and an elite bodyguard unit of 50 bog zombies all under his command, he is ready to march south for pillage and conquest. The players are commanders under Baron Endrik von Lussenfeld the Third, Heir Protector and High Baron of the Grand Barony of Slannaskert. It is up to them to stop him.

The players are in control of the only army capable of defending the southern lands from Millaenius's horde. The players have 1,325 points with which to build their army, including a general.

MILLAENIUS THE MARSH LORD (×1)

12th-level human wizard (Medium)

CR: 11 Mass Rating: 110 (HD × 10)

Cost per Unit: 160 **HD**: 11 (HD per soldier)

Leadership Rating: +8 Unit Count: 1 **Unit Strength**: 11 (HD × Unit Count)

Unit Power: 1 (Unit Strength/Mass Rating)

Average Damage Bonus: +0 (mwk quarterstaff); +20 (+10 with save) (wand of fireballs); +0 (acid splash); +0 (ray of frost); +2 (magic missile); +1 (acid arrow); +40 (+20 with save) (fireball); +20 (ice storm); +10 to creatures within 1 square, +30 to those contacting it (wall of fire); +30 to 3 HD or

less, +60 to 6 HD or less (+0 with save), +0 to 7 HD or more (cloudkill); +65 (+32 with save) (chain *lightning*)

Fort: +5 Ref: +4 Will: +8

Movement: 30ft. (embedded with the bog zombie unit)

AC: 14, touch 12, flat-footed 12

Attack: +6/+1 (mwk guarterstaff) or +6 (mwk guarterstaff)

CMB +5; **CMD** 16 Feats: Leadership

Note: Millaenius is embedded in his elite bodyguard unit of bog zombies. He has a wand of fireballs (CL 3, 35 charges), a headband of intellect +2, and bracers of armor +2. Millaenius's Mass Combat spells are listed below. 3 2

Spells: (DC 15 + spell level)

6th—chain lightning (2) (DC 21) 5th-cloudkill (2) (DC 20), wall of stone 4th—ice storm, wall of fire (2) 3rd—fireball (5) (DC 18) 2nd-acid arrow (3), fog cloud, summon swarm 1st—mage armor, magic missile (4) 0-acid splash (DC 15), daze (DC 15), flare (DC 15), ray of frost (DC 15)

BOG ZOMBIES (×1)

Bee Lembie				
Lizard folk zombies (Medium)				
CR : 1	Cost per Unit:	35 Discipline:	Mob	
Mass Rating: 40	HD: 4	Unit Strength: 200	Unit Power: 5	
(HD × 10)	(HD per soldier)	(HD × Unit Count) (Uni	t Strength/Mass Rating)	

Average Damage Bonus: +1 (slam)

Fort: +1 Ref: +1 Will: +4 Movement: 30ft.

AC: 17, touch 10, flat-footed 17

Attack: +7 (slam)

CMB +7; CMD 17

Abilities: Single actions only, damage reduction 1/slashing, darkvision 60ft.,

Note: Millaenius is embedded in this unit. As mindless undead, the bog zombies are not subject to morale checks. Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a Charge maneuver.

THE LEGION OF FROST (×4)			
Frost giants (Large)			
CR : 9	Cost per Unit:	200 Discipline: -1	
Mass Rating: 140	HD : 14	Unit Strength: 700 Unit Power: 5	
(HD × 10)	(HD per soldier)	(HD × Unit Count) (Unit Strength/Mass Rating)	

Average Damage Bonus: +3 (Huge greataxe) or +2 (slam) or +2 (rock)

Fort: +14 Ref: +3 Will: +6	Movement: 40ft.	
AC: 21, touch 8, flat-footed 21		
Attack: +18/+13 (Huge greataxe/×3) or	+18/+18 (slam) or +9 (rock)	
CMB +20; CMD 19	Feats: Great Cleave, Improved Overrun,	
Power Attack		
Abilities : Rock throwing, rock catching, immunity to cold, vulnerability to fire		

Note: The frost giants begin play by taking up a position in the center of their formation, with the raptor legion covering the flanks. Each giant has a large sack filled with 10 balls of solid ice, which count as rocks when thrown. The frost giants can use Power Attack with either their greataxes or slam attacks for -2 to hit and +1 to damage. The frost giants can attack the same unit up to eight consecutive times with Great Cleave (provided the targeted unit has at least eight separate targets within the unit).

THE RAPTOR	LEGION (×2)			
1st-level troll fighter	s atop megarapto	rs (Huge)		
CR: 6/6 (troll/megara	ptor) Cost p	er Unit : 165	Discipline: +0	
Mass Rating: 70	HD: 7	Unit Strength:	175 Unit Power:	
(HD × 10)	(HD per soldier)	(HD × Unit Count)) (Unit Strength/Mass Ratin	
Average Damage Bonus: +4 (Large scimitar) or +3 (claw) and +3 (bite)				
Fort: +13 Ref: +4 Will: +3 Movement: 60ft.				
AC: 21, touch 11, flat	-footed 19			
Attack: +10/+10 (claw) or +10 (Large scimitar/18-20) or +10 (claw) and +5 (bite)				
CMB +12; CMD 14		Feats: Ride by	Attack	

Abilities: regeneration 1

Note: Millaenius commanded Uthgar Lernheim, head smith of one of the northern frost giant clans, to create fine scale armor for these elite mounted soldiers. The megaraptors' Size and Strength bonuses are used instead of the rider's for the CMB and CMD. Half of the mount's AC has been added to the Armor Class value of the unit, since the mounts are equipped with armor. In addition, the mounts' average damage bonus was added to the riders' melee average damage bonus (scimitar, claw, and bite).

Bunning a Campaign

While rules for governing a settlement could in and of themselves be a complete game, below are simplified guidelines to help Game Masters and players do so should they wish for high-level play or a campaign of conquest.

With these rules, a high-level character can muster a grand army of mercenaries and followers and attempt to conquer their neighbors, or simply retire as the king of a small nation. Or instead, you and your players can run a game where each player runs a city-state or even an entire nation instead of a character, battling each other for world domination.

CITY INCOME

A city generates a number of gold pieces per month depending upon its size. In addition, public works and administration has an optional cost, depending on its size. Spending money on public works and administration has benefits (see below) and can be purchased more than once per month. **NOTE**: A city generates no income if it is under siege.

The goal of running a city is to increase its population, which raises its city type, and thus its revenue. In order to stimulate growth, you must pay the citizenry upkeep plus invest in public works and administration. These include things such as building parks, government buildings, sewers, schools, libraries, and so on. If you invest that month on public works and administration, the city grows by 1%, for each full amount (for example, if you are running a metropolis and you spend 100,000 gp that month on public works and administration, your population grows by 2%).

If you fail to pay for the citizenry upkeep, use the following formula, and then consult the chart below:

Formula: $5 \times per gold piece unpaid = y. Divide y by z, where z is the total population of the city.$

Result:

1-10:	–1% population.
11-20:	–1d2% population
21-30:	-1d4%
31-40:	-1d6%
41-50:	–1d8% (–1 to Loyalty)
51-60:	-1d10% (-2 to Loyalty)
61-70:	-1d12% (-3 to Loyalty)
71-80:	–2d6% (–4 to Loyalty)
81-90:	–2d8% (–5 to Loyalty)
91-100:	-2d10% (-6 to Loyalty)

For example: You owe 30,000 gp and you have a population of 10,000 citizens. The formula is $[5 \times 30,000]/10,000 = 3$, so the population in the city drops by 1% and the city's Loyalty remains unchanged.

The citizenry upkeep debt is cumulative. If you owe 30,000 gp per month for citizenry upkeep and do not pay for three months, then on the fourth month you will owe a total of 120,000 gp.

Settlement Size	Income per Month	Public Works and Administration Cost
Thorp	120 gp	20 gp
Hamlet	300 gp	50 gp
Village	600 gp	100 gp
Small Town	2,400 gp	400 gp
Large Town	9,000 gp	1,500 gp
Small City	45,000 gp	7,500 gp
Large City	120,000 gp	20,000 gp
Metropolis	300,000 gp	50,000 gp



POPULATION'S LOYALTY

A population's Loyalty starts fresh at 6 each month, influenced by the following factors (Max 10, Min 0).

- +1 for every 50,000 gold spent on public works and administration.
- +1 for every soldier per 100 people in the total population (round down).
- -10 if ruled by foreign power (this goes down by 1 for each year ruled, unless there are irreconcilable differences, like fundamental alignment differences. This negative can be permanently reduced to -0 if the population of the settlement is reduced to 900 or less).
- Failure to pay the citizenry upkeep (see above).

Each month, roll 1d8. If the roll is equal or higher than the Loyalty rating, a rebellion occurs. A rebellion results in 1d10% of the population rioting (use statistics for 1st-level commoners armed with clubs and staves and wearing no armor). Whatever percentage of the population riots, multiply it by 2, and the settlement's income is reduced by a percentage equaling the amount.



INCREASING IN SIZE

When your population reaches a certain size, it automatically upgrades to the next type. However, soldiers do not count toward this size (if you disband units, their unit count is redistributed into the population):

- Thorp: 20-80
- Hamlet: 81-400
- Village: 401-900
- Small Town: 901-2,000
- Large Town: 2,001-5,000
- Small City: 5,001-12,000
- Large City: 12,001-25,000
- Metropolis: 25,000+
- •

FOUNDING A SETTLEMENT

Rulers can settle new lands, expanding their power and influence. The cost and time it takes to create a new settlement depends on the target size:

Settlement Size	Cost	Length of Construction
Thorp	240 gp	1 month
Hamlet	600 gp	1 month
Village	1,200 gp	1 month
Small Town	4,800 gp	2 months
Large Town	18,000 gp	3 months
Small City	90,000 gp	4 months
Large City	240,000 gp	5 months
Metropolis	600,000 gp	6 months

The population for the new settlement must be taken from the populations of any other settlements the ruler already controls. The new settlement does not begin earning an income until the month after construction ends (e.g., a new Large City will begin earning an income on the sixth month).

UPKEEP OF AN ARMY

Upkeep costs 6 gold per foot solider per month; 8 gold per siege engineer (e.g., the crew of a trebuchet) per month; 12 gold per mounted soldier per month; 15 gold per each charioteer per month; and 3 gold per civilian each month. Spellcasters cost 1,000 gold pieces each for every level they have attained (e.g., one 5th-level sorcerer costs 5,000 gold pieces per month). Mercenary foot soldiers cost 9 gold per month, but you do not have to pay for their equipment. Mercenary cavalry costs 18 gold pieces per month. Failure to pay soldiers or spellcasters results in desertion (those not paid, flee), while failing to upkeep the citizenry results in a lower Loyalty (see below). Failure to pay mercenaries might result in them pillaging your towns and cities.

NOTE: The initial purchase of a soldier varies in price depending on equipment. Add the price for the arms and armor in addition to one month's pay per soldier for initial investment. Enlisting soldiers always draws from the population (e.g., if you levy 30,000 soldiers, your city's population drops by an equal amount). It takes four months of training before a soldier is ready for combat. You do not have to pay for soldiers' food while they are stationed in a settlement, permanent fortification (not including marching camps), or garrisons.

Higher-Level Soldiers: Hiring a 4th-level soldier should cost more than hiring a 2nd-level soldier. The cost for soldier upkeep provided in this section assumes a 1stlevel fighter or 2nd-level warrior. To calculate the cost of different levels, use the point-buy method provided earlier in this product as a guide to figure in the relative price differences between units.

MUSTERING ARMIES

The method of mustering armies varies depending upon the type of government, and the methods can be divided into four separate categories: tribal, feudal, professional, and mercenary, each described below.

TRIBAL

Tribal societies are typically defined by their warriors. Farming, the care of the home, cooking, the and the raising of children are usually handled by the women, the old, the handicapped, and the weak, while the warriors engage in raids against their neighbors for glory, plunder, or revenge.

Tribal societies do not have standing armies or paid soldiers of any kind. Every able-bodied man in the society is a fighter when the need or desire arises, whether that motivation is driven by defense against an enemy or a raid against a neighbor. There is no distinction between soldier and citizen in a tribal society, only the strong and the weak.

Tribal societies are largely hierarchal, with men on the battlefield deferring to the orders of their chief. The chief only holds his power through strength, fear, and victories in battle. Once a challenge to his power goes unanswered or he displays any weakness, it is not long after before he is replaced with a younger, stronger man.

Tribal tactics on the battlefield are largely based on personal glory, so unified battlefield tactics are often rare, and long-term campaigns practically unheard of. However, what they lack in logistics and cunning they make up for with numbers and brute savagery.

There is no formal training in a tribal society. Instead, young men simply imitate their fathers and the other older men of the tribe, often pitting themselves against their peers in tests of courage and strength.

Since tribal soldiers are not professional soldiers, they do not have ranks, they do not have uniforms, and they do not have standardized weapons (though most tribes often use the same types of weapons as their fellows, based on their culture). However, chiefs and other powerful men typically surround themselves with a retinue of semi-professional warriors, experienced and deadly men who have proven their worth in battle.

FEUDAL

Like tribal societies, feudal societies do not pay for a standing, national army. In a feudal system, each vassal owes the lord military service. If he runs a sizeable manor, he must also provide troops. These troops must be equipped at the expense of the lord, and the lord typically provides livery emblazoned with his heraldry so that his men might be recognized on the battlefield. Typically, a lord will keep an armory on his manor for just such occasions. However, for yeomen whose lord cannot afford weapons (or if the swords in the armory are rusted and the arrow shafts are warped), then making due with farm implements must suffice.

Minor lords might only be able to bring a handful of infantry and archers, plus his retainers which include pages and squires, while more powerful lords might be able to provide several hundred. A typical arrangement might include the following: A lord, 14 knights, 60 squires, and 82 archers.

For towns and cities, a county assessor known as an "arrayer" (men who have considerable clout and operate with the king's authority) is sent to determine how many men, known as a "levy," must be provided for the king's service. Like the lords of manors, the city must pay the cost for equipment. Often a town will simply provide its city militia, though this leaves their town vulnerable to crime, civil unrest, and attack.

These soldiers, whether fighting for a lord or their town, are expected to fight unpaid. It is generally expected that they will not have to leave the kingdom and that their term of service will not extend beyond the beginning of autumn. However, if the king should require of them a longer campaign, or one that takes them into a foreign land, then the men expect to be paid a daily wage.

Some feudal kings supplement their vassals' armies with contracts of indenture. These contracts are written up in the presence of a notary for either a noble, man-at-arms, or a knight. The contracts are written twice, side by side, and down a long length of parchment, signed on both sides. A knife is then used to cut an irregular line down its center, dividing the contracts and ensuring that no forgeries can be made. Each contract is then independently sealed with wax. With the contract, the signee has the authority to muster a retinue. The retinue is a predetermined amount of men, typically archers and foot soldiers. When the signee arrives at the muster point for the military campaign, the arrayer inspects the men, and if it is in keeping with what was agreed upon, pays the man (who then pays his men) half the agreed upon price up front, with the other half kept for completion of the campaign. If the campaign is expected to last a long time, then the payments generally occur every six weeks.

Men-at-arms often sign contracts of indenture for the extra money, promising to be able to provide more men. Most men-at-arms can provide, from their own retainers, a small company known as a "lance," which typically contains himself plus two or three archers, though some wealthy men-at-arms might be able to provide a considerable amount more, plus whatever they manage to gather for the mustering roll call. Lances are generally gathered together to form a post, and several posts are grouped together to form a single banner.

Some men might be able to get out of being levied by paying a small tax (known as a "shield tax"). This tax is then used by the king to hire mercenaries (see below).

Unlike a professional army, a feudal army's command structure is not uniform. Soldiers are under the command of whoever directly leads them. Often, a lord will select captains (for example, a unit of 100 archers might be led by a centinar, while every 10 archers will be commanded by a vintinar, and every 80 infantrymen might be led by a centurion, and so on) in order to help keep his men both disciplined and unified, but that rank holds no authority outside of the lord's men. While in theory lower-class citizens must obey anyone of a higher social standing, it is not possible for a lord to simply march over to another lord's men and begin ordering them around (with the exception of the king, who can seize command of any men at any time that he sees fit, though he rarely does so). Likewise, a city militiaman in one town holds absolutely no authority in the next town (or even the next village). Despite these drawbacks, feudal lands tend to create some of the most highly skilled warriors among the nobility in the form of men-at-arms and mounted knights. But though these armies can be quite large, once the campaign is complete, it quickly disbands.

As mentioned before, landed gentry often have retainers. However, since the amount of retainers often translates to power, the maximum amount of retainers a lord may have is determined by his social standing. A typical arrangement is as follows: king 600, duke 240, marquis 200, earl 140, viscount 80, baron 40, and knight 16. Running a feudal society in many ways is similar to running nations with a citizen army, in that the king does not pay for a permanent, standing army. Instead, his vassals muster troops when the king calls his banners together for war. While there may be towns and cities in a feudal society, the economic backbone of a feudal society is the manor, which is a selfsustaining plot of land governed by a lord, and they will far outnumber any urban centers.

To simulate manorialism, simply divide the kingdom up into provinces, with each province having a population rating identical to that of a settlement (thus a province with a population of 10,000 people is considered a small city, even though it is actually a large collection of various-sized manors). Each province should be protected by at least one castle (though in reality there would be many).

The province does not provide an income in the same manner as a settlement. Instead, the king gains an income based on taxes. The player decides if he is imposing Light, Moderate, or Severe taxes over a province, each netting a different amount and also determining the province's Loyalty Rating. The income provided, based on the level of tax, are as follows: towns and cities in an effort to increase their revenue. However, he cannot do so within his province, since it is assumed all of the land has already been parceled out to his vassals.

The true power of the feudal system lies with the knights and esquires (also known as men-at-arms). Like a citizen-army nation, the feudal nation calls upon troops during times of need. However, unlike a citizen-army nation, feudal armies provide elite warriors that have trained since childhood. The king can muster a number of troops equal to 1/10 the province's population. The king still must pay for the army's rations, as well as the required amount of wagons.

The kind of troops mustered are outlined below:

- **20% spearmen**: 1st-level fighters armed with polearms and equipped in medium armor.
- 50% archers: 1st-level fighters armed with medium crossbows or longbows and equipped in light armor.
- 10% men-at-arms: 3rd-level fighters armed with longswords and equipped in medium shields and heavy armor.

Settlement Size	Light Tax	Moderate Tax	Severe Tax
Thorp	20 gp (5 Loyalty)	40 gp (4 Loyalty)	60 gp (3 Loyalty)
Hamlet	50 gp (5 Loyalty)	100 gp (4 Loyalty)	150 gp (3 Loyalty)
Village	100 gp (5 Loyalty)	200 gp (4 Loyalty)	300 gp (3 Loyalty)
Small Town	400 gp (5 Loyalty)	800 gp (4 Loyalty)	1,200 gp (3 Loyalty)
Large Town	1,500 gp (5 Loyalty)	3,000 gp (4 Loyalty)	4,500 gp (3 Loyalty)
Small City	7,500 gp (5 Loyalty)	15,000 gp (4 Loyalty)	22,500 gp (3 Loyalty)
Large City	60,000 gp (5 Loyalty)	120,000 gp (4 Loyalty)	180,000 gp (3 Loyalty)
Metropolis	50,000 gp (5 Loyalty)	100,000 gp (4 Loyalty)	150,000 gp (3 Loyalty)

The king cannot pay for public works and administration in an effort to increase the size of his provinces—they remain static in size (unless reduced through famine, war, or disease, in which case they grow at a static rate of 2% each month until back to their normal size). In addition, the king does not have to pay upkeep for the citizens of his provinces.

While the king can maintain his own private military with his income, most invest in urban centers, erecting

- 10% hobilars: 3rd-level fighters armed with longswords and equipped in light armor. They ride light warhorses with no barding.
- 10% knights: 4th-level fighters armed with lances and longswords and equipped in heavy armor. They ride heavy warhorses equipped in medium barding.

CITIZEN ARMIES

Some nations and cultures do not have permanent, standing militaries, such as tribal societies or some citystates. Instead, these communities call their citizens to arms whenever there is a threat, or whenever they plan on conducting a raid on a neighbor. While there are pecuniary advantages to such a system, oftentimes the quality of the troops, in discipline, equipment, and fighting ability, will be inferior to that of professional militaries.

If you are ruling such a society, you may call upon a number of troops equal to 1/10 of your settlement's population (round down). A tribal society can call upon a number of troops equal to 1/5 of its settlement's population (round down). For example, a civilized metropolis with 25,001 people can muster 2,500 troops, while a tribal society with an equal population can muster 5,000.

Since the soldiers of a citizen army provide their own arms and armor, you do not have to equip them. You also do not have to pay them wages (unless the campaign lasts longer than the traditional campaign season, which is from Spring until the beginning of Autumn).

The kind of troops mustered are outlined below:

- 50% light infantry: 1st-level warriors armed with simple weapons and equipped in light armor.
- **15% archers**: 1st-level warriors armed with short bows and equipped in light armor.
- **15% slingers**: 1st-level warriors armed with slings and equipped in light armor.
- 10% medium infantry: 2nd-level warriors armed with spears and equipped in medium shields and medium armor.
- 10% cavalry: 2nd-level warriors armed with longswords and equipped in light armor. They ride heavy warhorses with no barding.

A nation can have either a citizen army or a professional army, but not both, though it can switch between the two.

PROFESSIONAL

Lands with a professional army maintain a fighting force year round, with a standardized system of rank, training, and deployment, all under a central authority figure (typically a king or emperor). Normally, age of enrollment will be between 17 and 46, with the average age of enrollment being 20. In order to enroll, a recruit will present himself at the recruiting station (usually found in major cities), armed with a letter of introduction that would include letters of recommendation written by a patron, the head of his family, or perhaps a city official or local authority figure. The interview process would be conducted to determine the applicant's legal and social status, his health and physical fitness, and his character.

If accepted, a recruit will then be assigned to a unit, and travel with a group of other recruits under a commander to wherever his unit is currently stationed. Then he will spend the next four months in training, where he learns drills, battlefield tactics, siege works, how to set up a battlefield camp, and general procedures with his fellows.

Certain tradesmen are highly valued by recruiters, including armorers, butchers, smiths, huntsmen, bowyers, barbers, wainwrights, surgeons, and so on. Those who display an aptitude for mathematics and literacy are often recruited as clerks, logistic officers, and secretaries.

Most soldiers sign on for a term of service of a minimum of 15 years. Leaving the military without special dispensation is considered desertion and is punishable by death. Pay is usually given four times a year (at the changing of the seasons), and nations' leaders typically mint their coins with their likeness, a pecuniary reinforcement that reminds soldiers where their loyalties should lie. Soldiers who do not receive their pay, however, are quick to desert (or worse revolt).

During times of peace, soldiers act as city garrisons, are deployed for building projects or tax collections, or any other various tasks for the bureaucrats.

Some nations do not have the funds to maintain a standing army year round. In these cases, laws are written that demand each free citizen who owns land are a certain amount of property to put his name in a military register and serve a certain amount of days out of the year (usually between spring and summer). The man's rank and role in the army is determined by his social standing (which in turn dictates his equipment; generally, families that are wealthy enough to own horses are granted a higher social status, since their ability to form a cavalry during a campaign is highly valued.

If there is a conflict, a general mustering is gathered, with government officials granted the authority to summon these men to battle, at which point they have so many days to report for duty before they are declared criminals. After the campaign, the army is disbanded and the soldiers return to their fields. While similar in some ways to feudalism, the difference lies in the command structure, with the army (or armies) under the direct command of a centralized authority and with rank outweighing regional considerations (e.g., a captain in one town is still a captain, with just as much authority, in the next town).

In either case, it is very unlikely that a commoner will rise to the rank of officer, since mostly only people of good birth are given such honors, but it is not unheard of. If a soldier proves his worth, he may very well one day climb to the rank of captain or even general.

MERCENARY

Known as "companies of fortune" or "free companies," mercenary bands make up the backbone of many armies. Mercenaries are hired swords, fighting a particular campaign for whoever gives them gold. While often better equipped and more experienced than levied armies, mercenary companies hardly ever fight to win, since once the war is over, their payments cease. There are many tales of mercenaries purposefully losing battles, avoiding a city they were ordered to attack for a less well-defended (and strategically unimportant) city for better plunder, and so on. Even worse, once the campaign is over, mercenary companies often turn to banditry, or widescale looting and pillaging until they can find another war to join.

There is no set period of time or procedure for when a mercenary band hires new recruits. Usually a mercenary captain will hire in between campaigns in an effort to make his company seem more appealing to a potential client, or he will promise a monarch that he can deliver so many troops of so many types, and then put out a general recruitment call in nearby cities, promising glory, women, and plunder.



BAGGAGE TRAINS

When two armies meet across a battlefield, they typically do so with their baggage trains safely in camp behind their respective lines, at their base camp. It takes a great deal of logistics to keep an army running, including food, medical supplies, extra weapons and armor, clothes, firewood, laundresses' cauldrons, pots and pans, horseshoes, nails, tents, and in some larger armies, even pawnbrokers' stalls. But of course, the most important commodity in a baggage train is gold, without which an army will very quickly disintegrate. Typically there is one wagon for every eight individuals in an army, though this number can be higher if there are a lot of high-ranking officers, who normally bring along their own pavilions and personal staffs. Each wagon requires two drivers and four horses.

In addition to the supplies and money, a baggage train also has a large number of non-combatants who are needed to keep the army running, such as armorers, healers, laundresses, butchers, cooks, drivers, clerks, treasurers, and prostitutes, among others. The number of camp followers is, on average, approximately 1/5 to 1.5 times the amount of combatants. Thus, an army of 10,000 will need approximately 2,000 to 15,000 noncombatants to keep it running, depending largely upon how much and what type of equipment is used, how far the army is traveling, how long the campaign is, and various other factors. Usually standing, professional armies need less support while feudal armies require the most. Tribal armies, which usually gather only for very short campaigns (such as raids or single battles), require the least.

Since the baggage train contains all of the wealth and possessions of an army, entire units have been known to abandon the front lines in order to defend it if it is threatened. Conversely, attacking units, once broken through the enemy lines, have been known to ignore orders and rush off to pillage the undefended enemy camp.

To reflect this reality, anytime a player's units have a clear shot toward a lightly or undefended enemy camp, the commander of said units (typically this will be the player's character) must make a discipline check for the unit (calculate the character's Leadership Rating in the same manner as you calculate the general's). Failure means he has lost control of them, and the units head straight for the baggage train to steal as much wealth as they can. Consequently, if this happens, then the players whose camp is being pillaged must roll for any units they have that are not presently engaged in melee battle. Failure means those units flee the battlefield and rush to protect the baggage train.

Wise leaders will leave a few units to protect the camp during a battle to prevent this from happening.



ON THE MARCH

Armies typically march in long columns, four to six men abreast, depending on the width of the roads upon which it travels. Each row of men, factoring in the average from the wagons, takes up six feet. Therefore, in order to determine the length of an army column, divide the total number of individuals by five (average) and then multiply by six feet.

For example, an army containing 10,000 people (including the camp followers) while on the march will stretch out over $(10,000/5) \times six$ feet, or 2.27 miles. Scouts are deployed well ahead of the column, with the baggage in the center where it can more easily be protected. When the terrain allows it, units are stationed well out to the flanks of the baggage for extra protection.

During spring and summer, a typical army can, under reasonable weather, travel 15 miles per day, plus 1 mile per Charisma modifier of its general (+4 if the general has the Leadership feat). In heavy rains over muddy territory, this is reduced to only 25% (round down). If the army is relying on foraging, reduce the amount of miles traveled each day by six + 1d4 miles per day. This rate is further reduced by 1/6 (round down) over broken or hilly terrain. Travel over well-kept roads increases the movement by 1d4+4 miles per day.

Unaccompanied mounted troops can travel twice the normal rate per day.

FORCED MARCH

In a day of normal marching, an army walks for eight hours. The rest of the daylight time is spent making and breaking camp, resting, and eating. An army can march for more than eight hours in a day by making a forced march. For each hour of marching beyond eight hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, every unit in the army gains the fatigued condition. This condition lasts until the army gains a full night's rest.

For each extra hour marched, the army travels an extra distance equal to the day[®]s total distance × .125. For example, if an army travels 20 miles in one day but force marches for two extra hours, that army gains an extra 5 miles (20 × .125 × 2) and must make a DC 14 Constitution check or be fatigued.

BATTLEFIELD FORTIFICATIONS

Some armies are skilled in constructing battlefield fortifications, setting up an easily defensible camp each night, providing the entire army a degree of protection. These marching fortifications require units skilled in Knowledge (engineering). To set up a fortification camp, each unit able to do so rolls a DC 10 Knowledge (engineering) check. If successful, it adds its power rating to a cumulative pool. Once this pool reaches 100, the camp is finished. Each check takes one hour. There is no limit to how many units can help construct a camp at one time. For example, 10 units with power ratings of 10 each (i.e., 100 men in each unit) can complete a camp in one hour.

Once completed, the camp resembles a large fortified perimeter in the shape of a large square. Tents are laid out on a predefined grid, with wide streets crisscrossing among them. Tents are always placed in the same positions in relation with one another so the soldiers are always familiar with the layout. The general's large pavilion is erected in the center, near the wide-open assembly area. The entire perimeter is surrounded by a wide, deep ditch, sharpened stakes set in the earth, and a ten-foot high wall (2 feet thick, AC 3, hardness 0, and 150 hps per 10-foot section).

For more information regarding fortifications, refer to **Siege Warfare**.

SUPPLYING AN ARMY

An army marches on its stomach. A unit can go without food for three days. After this time, the unit must make a Constitution check each day (DC 10 + 1 for each previous check) or suffer 1d6 damage. This damage represents desertion, as starving troops leave the army in search of food. In addition, each time a unit fails its roll, the general of the army must make a [DC 10 + 1 for each Constitution check] Leadership Rating test or else the unit suffers a -1 cumulative morale penalty to all rolls until they receive food.

Each soldier and mount costs 5 silver pieces per day to feed (i.e., dismounted units cost 5 sp each day per solider while mounted units cost 1 gp each day per unit count). One day's worth of rations for one soldier or mount weighs 1 lb. Since wagons are also used for transporting supplies, they can only carry 240 pounds worth of trail rations each (or enough to feed eight soldiers for 30 days). Wagons cost 35 gold pieces each.

Following the calculations for a baggage train in the previous section of this product, we find that an army of 10,000 (this includes camp followers and wagon drivers) requires a minimum of 1,250 wagons (or 43,750 gold). Each wagon requires four horses, for a total of 5,000 horses. If the army has 2,000 cavalry, that is 7,000 mounts, for a grand total of 17,000 mouths to feed, or 8,500 gold pieces per day.

Because wagons can only hold a finite amount of rations, most generals need to create a supply line for their armies. A supply line is the method of purchasing more rations from a friendly city and having it transported—either overland or by sea—to the front lines. Depending upon the size of the army, the purchasing of supplies and the transport of it can be a very complicated and involved process. For this reason, most armies have a logistics officer whose sole duty is to ensure that supplies always arrive on time. A powerful defensive tactic during a campaign is to disrupt or completely cut off an invading army's supply line, thus denying the soldiers food.

This cost of feeding an army may be reduced if the army plans on living off the land (e.g., foraging by stealing food and supplies from the homes of the simple people whose towns and villages they pass through, and also to a lesser extent hunting and gathering), but armies rarely set out with this in mind since it is extremely risky, and only an option for very short campaigns besides.

In order to forage, each unit must make a Survival check. The DC for this check is 7 + the unit's power rating. Failure means the unit failed to find enough food for that day. Units can only forage in the same area for a total of three days before they have exhausted all resources. Foraging by an army leaves everything within a one-mile radius per 1,000 soldiers barren and empty, which usually results in widespread famine the following winter for the locals.

Some defending nations operate under a scorched earth policy, in which they move all food and supplies within a fortified structure, such as a walled city, and destroy anything they leave behind (such as crops and granaries), impeding the invading army's ability to forage. In this case, the DC for foraging increases to 12 + the unit's power rating. The strategy behind the scorched earth is to outwait the invaders, hoping that they run out of food first.

Because of the exorbitant costs, ost monarchs borrow heavily from banks and money lenders to fund their wars, confident that the sacking of cities will earn a greater return for their investment (see **Siege Warfare**; also note that each siege engine accompanying the army has its own artillery crew that must be fed as well).



DISEASE

Anytime an army remains sedentary for longer than one week, it runs the risk of contracting a disease. Common diseases of an army include dysentery, cholera, and the plague. For every week beyond the first that an army remains out in the open field, there is a 3% chance (per 1,000 individuals in the army; minimum 3%) that the army contracts a disease (maximum 50%). This increases to 5% per unit if the season is either autumn or winter. This percentage is cumulative (though the maximum is still 50%), rolling each week.

In addition, other factors help increase or decrease an army's vulnerability to disease, as outlined below (these modifications can take the percentage above 50%).

- The army has adequate latrine systems and access to fresh water (-10%).
- The army is poorly fed (+10%).
- The army is stationed inside a city (+15%).
- The army is stationed inside a city, and the enemy is firing carcasses over the walls (+10%).
- The army is in a very dry climate (-10%).
- The army has access to healers and/or clerics (-10%)



€XAMPL€ UNIZS

Below are a few examples of traditional military units found in a typical, feudal army.

ARCHERS

1st-level human fighters

Mass Rating: 10

HD: 1 (HD per soldier) Unit Strength: 100 Unit Power: 10 (HD × Unit Count) (Unit Strength/Mass Rating)

Average Damage Bonus: +1 (longsword) or +1 (longbow)

Fort: +4 Ref: +1 Will: +0

AC: 13, touch 10, flat-footed 13

Attack: +3 (longsword/19-20)

Ranged: +2 (longbow/×3) or +0/+0 (longbow/×3)

CMB +3; CMD 13

Note: The archers possess the Point Blank Shot and Rapid Shot feats. They are armed with longbows, longswords, and 40 arrows each. They wear leather armor.

LIGHT INFANTRY

1st-level human fighters

Mass Rating: 10

HD: 1 Unit (HD per soldier) (HD ×

Unit Strength: 100 Unit Power: 10 r) (HD × Unit Count) (Unit Strength/Mass Rating)

Average Damage Bonus: +1 (javelin) or +1 (short sword) Fort: +4 Ref: +1 Will: +0 AC: 16, touch 10, flat-footed 16 Attack: +3 (javelin) or +3 (short sword/19-20)

CMB +3; CMD 13

Note: The light infantrymen possess the Cleave and Point Blank Shot. They are armed with short swords and two javelins each. They wear chain shirts and light wooden shields.



MEN-AT-ARMS (aka esquires)

3rd-level human fighters

Mass Rating: 30

HD: 3

Unit Strength: 300 Unit Power: 10 (HD per soldier) (HD × Unit Count) (Unit Strength/Mass Rating)

Average Damage Bonus: +1 (mace) or +1 (shortened lance) Fort: +5 Ref: +1 Will: +1 AC: 20, touch 11, flat-footed 19 Attack: +5 (mace) or +5 (shortened lance/×3)

CMB +5; CMD 16

Note: The men-at-arms possess the Cleave, Dodge, and Power Attack. They are armed with maces and shortened lances. They wear full-plate armor.

MOUNTED KNIGHTS

4th-level human fighters w/heavy warhorses Mass Rating: 40 HD: 4 Unit Strength: 400 Unit Power: 10 (HD per soldier) (HD × Unit Count) (Unit Strength/Mass Rating)

Average Damage Bonus: +2 (lance) or +2 (longsword)

Fort: +6 Ref: +1 Will: +1

AC: 21, touch 10, flat-footed 21

Attack: +6 (lance/×3) or +6 (longsword/19-20)

CMB +9; CMD 19

Note: Knight possess the Mounted Combat, Power Attack, Ride-by Attack, and Spirited Charge feats. They are armed with longswords and lances. They wear full-plate armor. The warhorses have chain shirt barding. The heavy warhorses' Size and Strength bonuses are used instead of the rider's for the CMB and CMD. Half of the mount's AC has been added to the Armor Class value of the unit, since the mounts are equipped with armor. In addition, the mounts' average damage bonus was added to the riders' melee average damage bonus (lance and longsword).



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