

JON BRAZER ENTERPRISES

BOOK of the RIVER NATIONS

Mass Combat



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Chapter 3: Mass Combat

The following rules present a fast-play method to resolve large-scale combats involving the clashing of armies. They are not intended to accurately represent complex wars or provide a highly-tactical simulation of the same—but they are intended to be fun! Nations go to war for a number of reasons: to gain valuable resources, to capture wealthy cities or trade routes, to assert their dominance over another nation. When fighting a war, the PC's nation will need an army at their command. These rules will help you and your players to quickly and easily simulate such a mass scale conflicts.

The Army Stat Block

Like NPCs, Monsters and Kingdoms, Armies have their own stat block. Here are the various part of the stat block and what they mean.

Name and CR: The army's name is presented first, along with its Challenge Rating (CR). To determine an army's CR, simply adjust the CR of an individual member of that group by the appropriate modifier depending on the army's size, as shown on the Army Sizes table on page 2. If, after modifiers apply, the group's CR is lower than 1, it does not count as an army—add more troops until you reach a CR of 1. If an army is mounted, the army's CR is set by the combined rider's and mount's CR score.

XP: This lists the XP awarded for defeating the army.



Alignment, Size, and Type: An army's alignment has no effect on its statistics and is essentially just a convenient way to summarize its attitude with two letters. The army's size determines not only how many individual units exist in the army, but also the army's Challenge Rating. The army's type is defined by the nature of its individual soldiers. An army must be made up of identical creatures.

hp: An army's hit points equal its CR $\times$ the average hp from the HD type of the army's units (3.5 for d6 HD, 4.5 for d8, 5.5 for d10, and 6.5 for d12). If an army is composed of units with multiple HD (such as the case of multiclassed characters, monsters with class levels, or mounted armies), use the lowest HD type. Drop any fractions from the final total. Note that only damage from other armies can reduce an army's hp—treat individual creatures who attack an army as a fine-sized army.

Defense and Offense: These entries list an army's Defense Value (this is always a static number used to resist an attack) and its Offense Modifier (this is always a modifier that's applied to a d20 roll during an attack). If the group has ranged capability, it is indicated here. The army's Defense Value (DV) is equal to its CR + 10 + any additional modifiers (such as resources, see below). The army's Offense Modifier (OM) is equal to its CR + any additional modifiers (such as resources, see below).

Tactics and Resources: Armies learn tactics and gain resources as they grow more seasoned from battles.

Special Abilities: Any special abilities the army possesses.

Speed: This number indicates how many 12-mile hexes the army traverses in a day's march. Marching through difficult terrain halves the army's speed. The speed is equal to 12 divided by the number of hours an individual member of the army would require to travel across a grassland hex (see Chapter 1 of the **Book of the River Nations: Exploration and Kingdom Building** for those times).

Morale: An army's morale is a modifier ranging from -4 (the minimum) to $+4$ (the maximum). Morale can be further modified by the army's leader or other factors. A new army's starting morale is $+0$.

Consumption: Consumption lists how many Build Points an army consumes each week, representing the cost to feed, hydrate, arm, train, care for, and pay the soldiers. An army's consumption is equal to its CR divided by 2





Army Size

Army Size	Number of Soldiers	Army's CR
Fine	1	CR of individual creatures -8
Diminutive	10	CR of individual creatures -6
Tiny	25	CR of individual creatures -4
Small	50	CR of individual creatures -2
Medium	100	CR of individual creatures
Large	200	CR of individual creatures +2
Huge	500	CR of individual creatures +4
Gargantuan	1,000	CR of individual creatures +6
Colossal	2,000	CR of individual creatures +8

Build Points

Build Points (BP) represents the wealth of nations (See Book of the River Nations: Exploration and Kingdom Building for more details on BP). All mass combat armies have their cost in BP. If you are not using the Kingdom Building system, multiply the listed Consumption by 500 to determine the army's weekly upkeep cost in gp.

The point of armies having a cost is to make the players weigh the benefits of prolonging a war against the cost of maintaining the armies. GMs should feel free to adjust the cost of armies up or down (depending on how rich or poor the PC's nation is).

(minimum of 1; consumption can be further modified by tactics and resources). You must pay the army's consumption value at the start of each week it is active. Each week you fail to pay an army's consumption, reduce its morale by 2 points. If this penalty causes an army's morale to drop to -5 or lower, the army disbands. Each army that disbands in this fashion causes the kingdom's Unrest to increase by +1.

Leader: This line lists the army's leader and her Charisma modifier.

Tactics

Each time an army wins a battle, you can attempt a Loyalty check against your nation's Control DC. If you succeed, your army learns a new tactic. An army can know a number of tactics equal to half its CR. When a battle begins, the army must select one tactic to use for that battle.

Cautious Combat: Your army fights cautiously in order to maintain morale. -2 OM, +2 on all Morale checks.

Cavalry Experts: The army must have the mount resource to use this tactic. +2 OM against armies that are not mounted.

Close Quarters: The army is use to fighting in tight spaces, be it narrow terrain, inside ships or in underground tunnels. The army gains a +2 DV when in such narrow terrain.

Defensive Wall: The army fights defensively, taking actions to protect their fellow soldiers as needed. -2 OM, +2 DV.

Dirty Fighters: An army that fights dirty uses trickery and unfair tactics to gain an advantage at the start of a battle. +6 OM on first round of the melee phase.

Expert Flankers: The army is skilled at surrounding the foe and distracting them, at the cost of spreading out too much and increasing its vulnerability. +2 OM, -2 DV.

False Retreat: Once per battle, your army can make a false retreat, luring the enemy deeper into your territory. On the round you make a false retreat, you cannot make an Offense check. On the round after a False Retreat, you gain +6 OM and +6 DV.

Hold the Line: Your army focuses on total defense of the battlefield. +4 DV, -4 OM.

Relentless Brutality: You throw caution to the wind and attack with savage and gory vigor. +4 OM, -4 DV.

Siegebreaker: You target the enemy's siege engines in an attempt to destroy them. Each time you damage an enemy army in melee, you may make a second Offense check. If this second check is successful, you destroy one of the enemy army's siege engines. This tactic has no effect on armies without siege engines.

Sniper Support: An army must have ranged capability to use this tactic. Each round you successfully damage an army with an Offense check, you inflict an additional 2 points of damage from archers held in reserve.

Spellbreaker: You adopt tactics to disrupt spellcasting. Against armies with spellcasting ability, you gain +4 DV.

Taunt: You are skilled at taunting the enemy, provoking stupid mistakes and overconfidence in battle. The enemy must make a Morale check (DC = 10 + your army's CR) at the start of each round to avoid taking a -2 penalty to DV and OM for the round. Once the enemy makes two consecutive Morale checks against your taunt, it is immune to this tactic for the remainder of the battle.

Resources

Resources are various upgrades an army can possess. The BP cost listed increases the army's Consumption. This cost must be paid for before an army can be outfitted with the resource. Resources can only be made in cities that are capable of making the resource. As such, resources can only be added to an army in cities that possess the prerequisites. Resources can be added to an army after its initial training. If the cost of a resource is not paid weekly, the army loses the benefit the resource provided. The army can only regain a resource that was previously



dropped by going to a city that can produce the resource and paying the BP cost.

Fortification Builders (2 BP): This resource represents each member possessing shovels, hand axes and similar basic tools to dig trenches plant wooden spikes. As long as a unit does not use its full movement in a single day, the unit can build quick fortifications, increasing their DV by +2. This resource require a smith to be in the city this resource is added.

Improved Weapons (5 BP/50 BP): For 5 BP, the army is armed with masterwork weapons (increase OM by +1). For 50 BP, you can instead outfit the army with magic weapons (increase OM by +2). Masterwork weapons require a smith in the city this resource is added. Magic weapons require a smith and a caster's tower in the city.

Improved Armor (3 BP/15 BP): For 3 BP, the army is armed with masterwork armor (increase DV by +1). For 15 BP, you can instead outfit the army with magic armor (increase DV by +2). Masterwork armor requires a smith in the city this resource is added. Magic armor requires a smith and a caster's tower in the city.

Healing Potions (10 BP): Each soldier is equipped with several healing potions. At any point during a battle (but no more than twice per battle), you can order your soldiers to drink their potions—they cannot make an Offense check this round, but they regain hit points equal to twice their CR. This resource requires shrine, temple, or cathedral to be in the city this resource is added.

Mounts (BP = Special): The army is mounted on horses or other war-trained animals. Increase DV and OM by +2. If the combined soldier and mount CR is greater than the CR of the soldiers themselves, your army's CR (and all derived scores, including Consumption) will increase. If the mount can fly, the army gains the mobility advantage (flying) special ability. For land mounts, this resource requires a stable to be in the city this resource is added. For aerial mounts, this resource requires an aviary to be in the city this resource is added.

Poison (6 BP): When a poison-using army damages an enemy army, the enemy army takes an automatic 1d6 points of damage on the round immediately following any round it took damage from the army with poison. This resource requires an herbalist to be in the city this resource is added. If the poison is natural, poison is listed as a special ability, costs nothing and has no prerequisite.

Ranged Weapons (2 BP): Your soldiers are equipped with ranged weapons (such as crossbows or bows). Your army gains ranged capability. This resource requires a Fletcher to be in the city this resource is added.

Shields (1 BP): This army possesses shields help guard against ranged attacks. Units equipped with shields gain a +2 DV against ranged weapons. This resource requires a mill to be in the city this resource is added.

Row Boats (10 BP per 100 soldiers): This army is capable of moving over water through a single body of water (and connected bodies that a ship could reasonable reach) at a rate equal to their normal speed +1. The army receives +4 DV and – 4 OM if on the water and battling an army on land. Having ranged weapons negates the penalty to OM. This resource requires a waterfront to be in the city this resource is added.

Siege Engines (15 BP per engine): Your army includes catapults, trebuchets, ballistae, rams, and other siege engines designed to break down fortifications. Increase OM by +2 (regardless of the total number of siege engines you control); each round of the melee phase, reduce the enemy's bonus to DV from fortifications by 1d4 points per siege engine your army controls. This resource requires a carpenter to be in the city this resource is added.

Special Abilities

Most armies also possess special abilities that they can use during a battle, or that provide constant bonuses. Special abilities do not increase an army's Consumption (unless specifically stated). You can use the following special abilities as inspirations to generate additional army abilities of your own.

Bleed: When a bleed damage-dealing army successfully attacks an enemy army, the enemy army takes an automatic 1d4 points of damage on the round immediately following any round it took damage from the army with this special ability.

Breath Weapon: The army gains ranged capability and inflicts +1d4 points of damage on every successful hit against an enemy army.





Construct/Plant/Undead: These armies always make Morale checks, but can never change their strategy from normal.

Crusader: Whether a legion of holy warriors or a band of freedom fighters, this army is particularly dedicated to its cause. Its Consumption is reduced by -1 (to a minimum of 0).

Energy Drain: An army that can energy drain reduces its enemy's OV and DV by 1 each time it damages them. This reduction vanishes after 24 hours.

Fast Healing/Regeneration: Fast healing and regeneration allow an army's hit points to recover in the same way that they restore hit points for individual creatures. The fast healing/regenerating army regains the listed number of hit points per phase to a maximum of their normal total. A regenerating army that is reduced to 0 hit points is still considered defeated, assuming the victors can move among the defeated creatures and finish them off.

Fear: An army that uses a fear attack forces the enemy army to make a Morale check (DC = 10 + attacking army's CR) or be unable to make an Offense check in the next round. If an army fails a Morale check from fear in a round when it cannot make an Offense check due to fear, the army flees.

Mercenary: This army fights for the highest bidder. Its weekly consumption points can be paid in either Build Points or gold. A mercenary army

can be overpaid to increase its morale. For every additional Build Point (or its worth in gold) paid in addition to its normal consumption, the army gains +1 Morale for that week (to a maximum Morale bonus equal to half the army's CR). Paying a mercenary army in gold requires 1000gp x the army's CR for every 1 BP of Consumption the army requires.

Mobility Advantage: If the creatures in an army have unusual mobility (such as flight, swimming, climbing, burrowing, teleportation, and so on) that actually gives an advantage in the battle, increase that army's DV by +1. If all armies possess the same mobility options, this advantage does not apply.

Paralysis: If an army can paralyze foes, each time it damages an enemy the army's DV is reduced by 1. This reduction vanishes at the end of a battle.

Rock Throwing: An army that can throw large rocks or similar objects gains the ranged capability (at no additional Consumption) and inflicts +4 damage during the Ranged phase.

Significant Defense: If an army's component creatures possess a significant defense (such as powerful damage reduction, incorporeal, or numerous immunities and/or resistances), increase its DV by +10, but only when it fights against an army that would have a significantly difficult time overcoming the army's significant defense. In some cases, you might even wish to rule that an army is simply undefeatable by an enemy army because of its defenses—but you should never pit the PCs against such an army.

Spell Resistance: If an army's units have spell resistance, they gain a +6 bonus to their DV against armies that have the Spellcasting ability.

Spellcasting: If an army's units can use magic (either from spell-like abilities or actual spellcasting), it gains a bonus to its DV and OM equal to the level of the highest level spell its individual units can cast. In addition, if any of its offensive spells have a range of greater than touch, the army gains ranged capability (at no additional Consumption) and can attack during the Ranged phase.

Training Armies

The kingdom can train 1 army per week per barracks and 2 per week per garrison in a given city. The army begins play in the city in which it was trained.

The maximum size army a kingdom can get train is limited by the kingdom's size. See Appendix 1 to determine the largest size army your kingdom can produce.

Why Such Large Vassal Armies?

Vassal armies can produce armies of disproportionate size compared to the quantity of land controlled. For example, a kobold vassal community that spans 3 hexes can produce an Colossal mounted army. While this might not seem fair, remember the following: the vassal community can only produce a single army. The PCs have the ability to produce unlimited armies of humans or whatever the dominant race of their nation is (provided they have sufficient BP).

Also remember that most monstrous races are of a warrior or barbaric tradition. While many humanoid races teach their young math, business, art, a trade and magic, the monstrous races learn how to fight and use weaponry. So a much larger percentage of the vassal community are called to the fight.

Vassal Armies

Whether the vassal community joins your kingdom through normal game play or from the New Vassals Kingdom Events (See **Book of the River Nations: Exploration and Kingdom Building**), you can draw upon them to produce an army. Vassal armies begin play where the vassal community is located in your nation. You are limited to 1 medium army per vassal community. Unless the players have taken a direct hand in how the vassal community has developed, the communities are assumed to possess all the necessary building perquisites to produce the armies listed in Appendix 1 (see page 7). The PC's nation is still required to fund the vassal army's Consumption.

All vassal armies are limited to a maximum size of Medium except as following races: goblins, kobolds and mites. Goblins are limited to large size, kobolds are limited to Gargantuan size, and mites are limited to Huge size. All vassal mounted armies are limited to 1 size smaller than the race's normal maximum. Vassals that occupy 3 or more adjoining hexes can produce a single army of 2 sizes larger than their normal.

Running Mass Combat

Since an army's strength is represented by a CR score, you can balance armies against each other using the guidelines for CR in the Pathfinder RPG Core Rulebook. For example, two CR 9 armies should make for a relatively even battle, but so would a CR 9 army against three CR 6 armies.

The Battlefield

In most mass combats, the battlefield should not impact either army. But sometimes a battlefield can decide the outcome of a war.

Mass Combat Summary

Order of Mass Combat

1. Tactics Phase
2. Ranged Phase
3. Melee Phase

Rolls Summary

Offense Check = d20 + OM

Damage = Offense check result – defending army's DV

Morale Check = d20 + leader's Cha mod + morale score + 1 (if the Leader has the Leadership feat)

DV/OM Modifiers

Tactics
Resources
Special Abilities
Battlefield
Strategy

Advantageous Terrain: Generally, if one army occupies a position of superiority (such as being atop a hill, wedged in a narrow canyon, or protected by a deep river along one flank), the defending army gains a +2 bonus to its DV.

Ambush: In order to attempt to ambush an army, the entire ambushing army must have concealment. The ambusher makes an Offense check against the army's DV—if successful, the battle begins but the defending army does not get to act during the tactics phase. Otherwise, the battle proceeds normally.

Battlefield Advantage: If an army is particularly familiar with a battlefield, it gains a +2 bonus to both DV and OM.

Fortifications: An army located in a fortification adds the fortification's Defense score to its DV. A city's Defense is determined by the types of buildings it contains, as detailed in Chapter 2 of the **Book of the River Nations: Exploration and Kingdom Building**. If you are not using these rules, a typical fortification increases DV by +8.

Battle Phases

Mass combat generally takes place over the course of three battle phases—the Tactics Phase, the Ranged Phase, and the Melee Phase. Ranged and Melee Phases are 1 minute in length. The Tactics Phase can be as short as 5 minutes or as long as 30 minutes. The GM should determine the amount of time a Tactics Phase lasts (longer for larger armies and a greater number of armies, shorter for smaller armies and a fewer number of armies).

Tactics Phase: During the Tactics phase, each army selects which of its tactics it will use during





Strategy Track Table

Strategy	DV mod.	OM mod.	Damage mod.
Defensive	+4	−4	−6
Cautious	+2	−2	−3
Standard	+0	+0	+0
Aggressive	−2	+2	+3
Reckless	−4	+4	+6

the battle. Once decided, this cannot be changed for the rest of combat.

Ranged Phase: The Ranged phase typically lasts for 1 round, although the battlefield's shape and other conditions can extend this duration. During this phase, any army with Ranged capability makes an attack against an enemy army. Armies without Ranged capability cannot attack during this phase.

Melee Phase: The Melee phase begins as the armies involved finally clash—this phase continues until one army is defeated. An army with the ranged capability not engaged in melee combat can continue to make ranged attacks during this phase. However, if the targeted army is engaged in melee combat, the ranged army must target all armies their target is attacking and are being attacked by.

Strategy Track

Each round during the melee phase, an army's commander must select a strategy from one of five options on the strategy track. Strategies adjust the army's DV, OM, and damage modifier. Adjusting an army's strategy one step in either direction is automatic; if the leader wants to adjust strategy more than that in 1 phase, he must make a DC 20 Morale check. If he succeeds, the army's strategy changes to the desired level, but if he fails, the army's current strategy does not change at all.

Attacking and Taking Damage

In mass combat, it does not matter who goes first, since in the game it's assumed that all attacks happen simultaneously. Each army makes an Offense check by rolling 1d20 and adding its total OM. This result is then compared to the target army's DV.

Attacker's Offense check equal to or less than defender's DV: Attacker fails to damage the defending army.

Attacker's Offense check greater than defender's DV: The attacking army inflicts damage on the defending army equal to the result of the attacking army's Offense check minus the defending army's DV.

Natural 20: If you roll a natural 20 on your Offense check, you automatically deal damage to the army, even if the result of the roll is lower than the enemy army's DV. If the Offense check is still lower than the enemy army's DV, the enemy army sustains 1 hp of damage.

Natural 1: If you roll a natural 1 on your Offense check, your army cannot make an Offense Check during the following round.

Rout

If at any point an army's hit points are reduced to a number equal to or less than its CR, it immediately flees unless its commander can make a DC 15 Morale check. If this check fails, the army scatters and retreats from battle. When an army flees thusly, the enemy can make one final melee Offense check to get a parting shot before the army escapes. The routed unit is no longer considered to be in melee combat and can be freely attacked by ranged armies for 1 additional phase before they are considered to be too scattered to be targeted.

Multiple Armies

These rules can also serve in battles where multiple armies clash. In such battles, when you make your Offense check, you choose which enemy armies you're attacking and apply damage appropriately—you can change targets each round as you wish—these rules do not take into account complexities such as movement or location, after all!

Victory and Defeat

An army is victorious once all of its enemy armies are destroyed or flee the battlefield.

Victory: A victorious army's hit points remain at the level they were at when the battle ended (minimum value equal to the army's CR). Make a Loyalty check against your kingdom's Control DC—if you are successful, your army gains a new Tactic. Every time an army gains a new Tactic, its morale goes up by 1 (maximum of +4).

Rout: The army's hit points reset to a number equal to the army's CR, and its morale decreases



by 1. Before this army can fight again, you must make a successful Loyalty check against your nation's Control DC during your nation's Upkeep phase.

Defeated Army: Although there are certainly a few survivors if an army is reduced to 0 hit points, those few survivors are so demoralized and wounded that the army cannot recover. It must be replaced with a new army. Every time an army is defeated, reduce the kingdom's Stability, Economy, and Loyalty by 2.

Recovery

An inactive army heals back to its full hit points after a single month, but often, you'll need to restore your army to full fighting potential much more quickly. Each day that an army spends at rest (no movement and no battle), it heals hit points equal to its CR. Once per day you can also restore an additional amount of hit points to an army by making a successful Loyalty Check against your nation's Command DC. With a successful check, your army heals an additional amount of hit points equal to its CR.

Player Characters in Battles

As an option, you can have the PCs face battles of their own just before or even during a battle in which one of their armies clashes with the enemy. For example, the PCs might attack an evil necromancer and fight their way through his tower to confront and defeat him while their army battles the undead horde outside. Alternatively, the PCs could use a few potent spells (such as control water, earthquake, cloudkill, and so on) to adjust the battlefield condition to their favor. These possibilities allow the PCs to use their characters to directly affect the outcome of a battle without actually forcing the characters to "sit out" on an adventure opportunity by personally commanding an army.

If the PCs win their battle or dramatically affect the battlefield with magic, increase their army's DV and OM by +4. If the PCs lose their battle, penalize their army's DV and all OM rolls by -4. At your discretion, the PCs' failure or victory can have other effects on their army as well, such as granting temporary bonus tactics or starting the war with adjustments to one side's hit points.

Appendix 1: Sample Armies

The availability of armies for conscription by the PCs depends upon their acts and successes in the Kingmaker Adventure Path to this point. You can also allow your players to customize their own armies, using the rules above to build whatever type of army they want (subject to GM approval, of course!). None of these armies have a starting morale listed. All armies have a starting morale of +0. Leaders can (and should) be

replaced with anyone the PC choose (preferably one of the PCs).

BARONY MILITIA CR 1

Medium army of humans (warrior 3)

COMBAT

hp 5; DV 11; OM +1

LOGISTICS

Speed 2; Consumption 1

Leader Lieutenant Roe (Cha +2)

Prerequisite Kingdom size 1 or larger

DUCHY MILITIA CR 5

Huge army of humans (warrior 3)

COMBAT

hp 27; DV 15; OM +5

LOGISTICS

Speed 2; Consumption 2

Leader Captain Sisk (Cha +1)

Prerequisite kingdom size 21 or larger

KINGDOM MILITIA CR 7

Gargantuan army of humans (warrior 3)

COMBAT

hp 38; DV 17; OM +7

LOGISTICS

Speed 2; Consumption 3

Leader Major Welsch (Cha +3)

Prerequisite kingdom size 81 or larger

REGULAR KINGDOM MILITIA CR 9

Colossal army of humans (warrior 3)

COMBAT

hp 49; DV 19; OM +9

LOGISTICS

Speed 2; Consumption 4

Leader General Behapps (Cha +2)

Prerequisite kingdom size 151 or larger

REGULAR ARMY CR 8

Gargantuan army of humans (fighter 3)

COMBAT

hp 44; DV 18; OM +8

LOGISTICS

Speed 2; Consumption 4

Leader Major Winters (Cha +6)

Prerequisite kingdom size 100 or larger





ROYAL GUARD	CR 3
LG Small army of humans (paladin 5)	
COMBAT	
hp 13; DV 15; OM +5	
Tactics Cavalry Experts; Resources mounts (heavy horse)	
LOGISTICS	
Speed 4; Consumption 3	
Leader Sir Bromsworth (Cha +5)	
Prerequisite aviary, fletcher, kingdom size 21 or larger	

ROYAL CAVALRY	CR 5
LG Medium army of humans (paladin 5)	
COMBAT	
hp 22; DV 17; OM +7	
Tactics Cavalry Experts; Resources mounts (heavy horse)	
LOGISTICS	
Speed 4; Consumption 4	
Leader Dame Wren (Cha +6)	
Prerequisite aviary, fletcher, kingdom size 81 or larger	

TALON GUARD	CR 4
LG Small army of humans (fighter 6)	
COMBAT	
hp 22; DV 17; OM +6	
Tactics Cavalry Experts; Resources mounts (giant eagle), ranged	
Special Abilities mobility advantage (flight)	
LOGISTICS	
Speed 6; Consumption 7	
Leader Captain Strazer (Cha +3)	
Prerequisite aviary, fletcher, kingdom size 81 or larger	



ELVEN ARCHERS	CR 4
CG Medium army of elves (ranger 5)	
COMBAT	
hp 22; DV 14; OM +4	
Tactics Sniper Support, Taunt; Resources ranged weapons	
LOGISTICS	
Speed 2; Consumption 4	
Leader Ranger Captain Bluebrook (Cha +3)	
Prerequisite treaty with elven nation or elven vassals in kingdom, fletcher	

DWARVEN HAMMER WARRIORS	CR 4
Small army of dwarves (fighter 7)	
COMBAT	
hp 22; DV 14; OM +5	
Tactics Cautious Combat, Close Quarters; Resources improved weapons	
LOGISTICS	
Speed 1; Consumption 6	
Leader Priest Stonepick (Cha +3)	
Prerequisite treaty with dwarven nation or dwarven vassals in kingdom, smith	

FUR AND FANG GNOME BRIGADE	CR 1
CN Small army of gnome (warriors 5)	
COMBAT	
hp 5; DV 14; OM +3	
Tactics Calvary Expert; Resources mounted (wolverine)	
Special Abilities mobility advantage (burrow/climb)	
LOGISTICS	
Speed 2; Consumption 3	
Leader Bard Captain Neblin (Cha +5)	
Prerequisite Treaty with a gnome nation or gnome vassals in kingdom, smith	

KOBOLD ARMADA	CR 4
LE Gargantuan army of kobolds (warrior 1)	
COMBAT	
hp 22; DV 14; OM +4	
Tactics Dirty Fighters	
LOGISTICS	
Speed 2; Consumption 2	
Leader Kobold King (Cha +3)	
Prerequisite Kobold vassals in kingdom or treaty with kobold nation	



CENTAUR SKIRMISHERS CR 3

N Medium army of centaurs (HD 4)

COMBAT

hp 16; DV 13; OM +3, ranged

Tactics Cavalry Experts; **Resources** ranged weapons

Special Abilities always considered mounted

LOGISTICS

Speed 3; **Consumption** 4

Leader Advanced Centaur (Cha +3)

Prerequisite Centaur vassals in kingdom

ORC RAIDING PARTY CR 1

LE Small army of orcs (barbarian 4)

COMBAT

hp 6; DV 11; OM +1

Tactics Relentless Brutality, Siegebreaker

LOGISTICS

Speed 2; **Consumption** 1

Leader Chief Fangbite (Cha +2)

Prerequisite Orc vassals in kingdom or treaty with an orc nation or hire as mercenaries

ORC INVADING ARMY CR 5

LE Gargantuan army of orcs (warrior 2)

COMBAT

hp 27; DV 15; OM +5

LOGISTICS

Speed 2; **Consumption** 2

Leader General Bloodaxe (Cha +4)

Prerequisite Treaty with an orc nation or hire as mercenaries

BARBED DEVIL DEATH SQUAD CR 5

LE Diminutive army of barbed devils (12 HD)

COMBAT

hp 27; DV 19; OM +9

Tactics Dirty Fighters, False Retreat, Relentless Brutality

Special Abilities fear, mobility advantage (teleporting), spellcasting

LOGISTICS

Speed 2; **Consumption** 2

Leader advanced barbed devil (Cha +6)

Prerequisite Making a deal with a horned devil or more powerful devil.

BRUTE WIGHT ARMY CR 5

LE Medium army of brute wights (HD 6)

COMBAT

hp 22; DV 15; OM +5

Special Abilities energy drain, undead

LOGISTICS

Speed 2; **Consumption** 2

Leader advanced brute wight (Cha +4)

Prerequisite Ability to create undead

ZOMBIE HORDE CR 7

NE Colossal army of human zombies (HD 2)

COMBAT

hp 31; DV 17; OM +7

Special Abilities undead

LOGISTICS

Speed 2; **Consumption** 3

Leader necromancer (Cha -1)

Prerequisite Ability to create undead

TROLL MERCENARY HORDE CR 7

CE Large army of trolls (HD 6)

COMBAT

hp 31; DV 17; OM +7

Tactics Relentless Brutality

Special Abilities mercenary, regeneration 5

LOGISTICS

Speed 2; **Consumption** 3

Leader advanced troll (Cha +0)

Prerequisite Pay for army



Mass Combat Army Sheet

Army Name _____

Leader and Cha Modifier _____

CR _____

Size / Number of Soldiers _____

Alignment _____

Race _____

Class and Level _____

Army Statistics

Defense Value

Total = CR + Resources + Special Abilities ± Tactics ± Strategy ± Battlefield - Negative Energy - Paralysis

Offensive Modifier

_____ = _____ + _____ + _____ ± _____ ± _____ ± _____ - _____ - _____

hp

Speed

Consumption

Resources

Type

Bonus

Type

Bonus

+

DV / OM / Damage

+

DV / OM / Damage

+

DV / OM / Damage

+

DV / OM / Damage

Special Abilities

Type

DV

OM

Damage

Type

DV

OM

Damage

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Mass Combat Army Sheet

Army Name _____

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hp

Speed

Consumption

Resources

Type

Bonus

Type

Bonus

+

DV / OM / Damage

+

DV / OM / Damage

+

DV / OM / Damage

+

DV / OM / Damage

Special Abilities

Type

DV

OM

Damage

Type

DV

OM

Damage

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Additional Writing: Dale C. McCoy, Jr **Editor:** Dale C. McCoy, Jr.

Art: Jason Walton, Joe Calkins, John C. Walborn, Sade

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