

# Weekly Wonders

## The Art of War



## Mass Combat Options

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# Credits

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## Introduction

Oftentimes, fantasy stories culminate in large-scale battles involving massive armies, cunning generals, and masterful tactics. Whether it's *The Lord of the Rings*, *The Lion, the Witch, and the Wardrobe*, or one of countless other beloved stories, mass combat dominates the most dramatic scenes of fantasy stories. *Pathfinder Roleplaying Game: Ultimate Campaign* features some pretty good rules for handling mass combat in a fun and fast-paced way that doesn't bog things down too much, but while there is plenty of room for additional support and options for these rules, they haven't received much in the way of an expansion. This book provides new options to a variety of existing facets of these mass combat rules, including battlefield conditions, army tactics, commander boons, and army resources. So take a look at this war chest of mass combat options and prepare yourself for battle. Onwards to victory!

### New Battlefield Conditions

The following section provides several new battlefield conditions to supplement those found in *Pathfinder Roleplaying Game: Ultimate Campaign*. They are presented in alphabetical order.

**Bog:** The terrain is water-locked and filled with sinking sands, and heavy mud. Ranged attacks suffer a -2 penalty and all armies' DV is reduced by 2. Additionally, it is difficult to retreat, imposing a -4 penalty on Morale rolls made to attempt to withdraw. There is often mud present as well under these conditions.

**Extreme Temperature:** The temperature is either very cold or very hot, and armies not outfitted for such an environment have difficulty fighting on. Armies not outfitted for the climate suffer a -1 penalty to OM, DV, and on all Morale checks.

**Hostile Terrain:** The terrain itself is hostile to the combatants, perhaps containing carnivorous plants, quicksand, or some other hazard. Each round, the terrain makes an Offense check, with a bonus of +3 for mildly hostile terrain, +8 for hostile terrain, or +13 for extremely hostile terrain. The terrain makes this check against all armies in the area.

**Lightning Storm:** Lightning abounds, whether natural or magical, striking the warring parties. There is a 50% chance each round that an army is struck by lightning, suffering 1 point of damage. This condition generally is accompanied by rain and wind as well.

**Mud:** The ground is soaked with mud, making movement difficult and slowing the pace of combat. The area counts as difficult terrain. Additionally, the OM for melee attacks is reduced by 2.

**No Magic Zone:** The area is affected as though by an *antimagic field*, preventing all magical or supernatural powers from being used. Spells, spell-like abilities, and supernatural abilities cannot be used to aid either army.

**Thick Overgrowth:** Thick trees and large bushes interfere with most aspects of combat. Armies in this area can gain concealment or take cover in the trees, gaining a +4 bonus to their DV. Against ranged attacks, this bonus is increased to +8. These benefits must be chosen at the beginning of each round.

**Tremors:** The battlefield is shaken and quakes as it is wracked by the movements of the ground beneath the combatants' feet. This condition lasts for 1d4 rounds, during which time all armies suffer a -4 penalty to OM (unless the army is capable of flight). Additionally, each army must make a d20 roll; on a result of 10 or less, that army suffers 2d10 points of damage, as the moving ground causes accidents and casualties amongst the ranks.

**Poor Footing:** The battle happens in conditions of ice, shifting sands, or rocking boats. Tactics are more difficult to employ in these harsh conditions. At the start of combat, in order to use any tactics other than the standard tactic, an army must succeed on a DC 15 Morale check.

**Wild Magic Zone:** The battle takes place during a freak confluence of magical energies, which can help or hinder an army. Each round, there is a 10% chance that an army is affected by the wild magic in the area. If this happens, roll a d% and consult the following list to determine what happens.

- On a roll of 1-25, the affected army regains a number of hit points equal to 1d6 times the army's ACR, as the dead are brought back to life and the wounded are healed.
- On a roll of 26-50, the army suffers a number of points of damage equal to 1d6 times the army's ACR, as magical energies kill and maim the soldiers.
- On a roll of 51-75, the army is bolstered, gaining a +4 bonus to OM and DV for 1 round.
- On a roll of 76-100, the army is cursed, suffering a -4 penalty to OM and DV for 1 round.

### New Army Tactics

The following section provides new army tactics to supplement those found in *Pathfinder Roleplaying Game: Ultimate Campaign*. They are presented in alphabetical order.

**Battle Songs:** Your army sings during battle, bolstering morale and striking fear into the hearts of their enemies; however, the focus on the song makes them more vulnerable to disciplined foes. Your army gains a +2 bonus on Morale checks, and enemy army suffers a -2 penalty on such checks. You cannot use the Defensive or Cautious strategies during combat.

**Cavalry Brace:** Your armies are prepared for rushing mounted units and await their charge to unleash the devastating effects of their melee weapons. Your army gains a +2 bonus to OM and DV against armies with the mount resource. However, because they are waiting for mounted

attackers to engage in close combat, they are unprepared for ranged strikes, suffering a -4 penalty to DV against ranged attacks.

**Hammer and Anvil:** Your armies combine against a single enemy army, with one driving the other forth to smash your foe. If your army attacks the same enemy army as an allied army, the allied army gains a +2 bonus to OM and DV versus the target enemy army due to your assistance.

**Highly Mobile:** The army moves about frequently, never settling in to form ranks against the enemy. An army employing this tactic gains a +2 bonus to its OM and DV, but can act only during either the ranged or the melee phase of combat, not both.

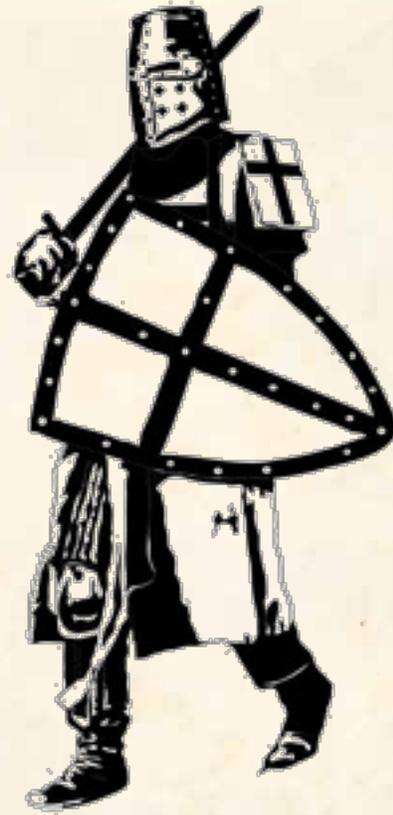
**Horse Killer:** Your army is trained to kill horses, but your focus on doing so often leaves you at the mercy of their riders. You gain a +2 bonus to OM against opponents with the mount resource, and suffer a -4 penalty to DV against armies with the mount resource. If you deal damage equal to the opposing army's ACR during the melee round against an enemy with the mount resource, the army loses the benefits of the mount resource until new mounts can be acquired.

**Parting Shots:** The army is skilled at making ranged attacks while mounted, falling back as the enemy closes in melee. If you did damage during the ranged phase of combat, the army gains a +2 bonus to DV against melee attacks. If you failed to deal damage, the rush of your foes was not adequately stayed and your retreating horses are exposed, causing you to suffer a -4 penalty to OM and DV during the melee phase of combat.

**Siege Bombardment:** You retain use of your siege engines to damage and distract enemy forces, rather than attacking the enemy's fortifications. The army does not gain the normal benefits from having siege engines; instead, whenever the army deals damage in the melee or ranged phases of combat, it inflicts an additional 2 points of damage per siege engine it possesses.

**Subterfuge:** During melee, your army attempts to sneak some saboteurs, assassins, and other commandos behind enemy lines to inflict great harm on the enemy. Your army suffers a penalty to OM of an amount between 1 and the army's ACR. If your army deals damage to an enemy army during the melee phase of combat, then on the following round, that enemy army suffers an amount of damage equal to the penalty to OM suffered in this way, in addition to any other damage taken that round. Armies of Fine size, and armies 2 size categories smaller than your own, are unaffected by this tactic because they are more likely to notice the sudden increase in soldiers on their side.

**Suicidal Charge:** Your army charges forth without any care for their own lives, so long as they can put their enemies to death. Your army gains a +6 bonus to damage dealt (this bonus damage applies even if the army would normally do no damage); however, your DV is reduced by 10 while using this tactic. When employing this tactic, your army gains a +5 bonus to Morale checks made to avoid a rout.



**Surprise Spellcasting:** Though your army has spellcasting abilities, it takes steps to hide this fact, either hiding mages among the rank and file, or simply equipping them with gear. In either case, once during a battle, you may choose to reveal this fact. Until you do, the army gains no benefit from the spellcasting ability, but on the round the effects are revealed, they gain an additional +4 bonus to the army's OM and DV. After this revelation is made, the army gains the benefits of the spellcasting ability as normal. Against armies employing the spellbreaker tactic, this bonus is halved, because they are ready for such tricks.

### New Commander Boons

The following section provides new commander boons to supplement those found in *Pathfinder Roleplaying Game: Ultimate Campaign*. They are presented in alphabetical order.

**Cavalry Commander:** The commander is skilled equestrian herself, and drills her soldiers to fight while mounted and practice horsemanship in all tasks. The Consumption cost for having the mount resource is reduced by half. This effect stacks with the estates boon, to reduce the total Consumption cost of the mount resource to 1/4 its actual cost. The commander's army gains a +1 bonus to OM and DV if they have the mount resource.

**Compassionate Commander:** The commander is very concerned about the lives of her soldiers, and will go out of her way to employ conservative tactics in order to keep everyone alive. When employing the Defensive or Cautious strategies, the army's bonus to DV is increased by 2. The commander must have Leadership 5 or higher to gain this boon. At Leadership 10 or higher, this bonus increases to +4.

**Conservative Killer:** The commander is versed in cautious fighting techniques, but does not sacrifice as much offensive potential as other commanders. The penalty to OM and damage dealt for using a Cautious or Defensive strategy is reduced by half, rounded down.

**Estates:** The commander has private wealth to help equip the army. The Consumption cost for any resources employed by the army is reduced by half (the Consumption cost of the army itself remains unchanged).

**Mad Dog:** The commander is a known hothead, bringing an all-or-nothing attitude to battles that spills over into the hearts of her troops when they take aggressive action. When using the Aggressive or Reckless tactics, the army adds an additional 1d6 points of damage to any damage dealt. The commander must have Leadership 8 or higher to select this boon. At Leadership 16, the damage increases to 2d6.

**Master Tactician:** The commander is able to train her men to follow multiple orders at once, employing a variety of tactical approaches. During the tactics phase, the commander can choose two different tactics to employ during battle and gains the benefits of both those tactics. She may attempt to alter one of these tactics during the Ranged or Melee phases of the battle.

**Mastermind:** The commander always seems to be one step ahead of his enemies. Whenever an enemy army changes tactics, the commander knows what tactics they have changed to and may attempt a DC 25 Morale check in order to change tactics in response. She may use this ability only once per phase.

**Rapport:** The commander builds a strong relationship with her armies throughout multiple battles, raising their confidence and inspiring them to greater heights with each victory. The army loses no Morale after a rout. Additionally, for each victory the army has achieved while the commander was in charge, the army gains a +1 bonus on Morale checks and the commander's choice of DV or OM. The commander must have Leadership 15 or higher to select this boon. The bonuses continue to improve as the army and commander achieve more victories. At Leadership 25, the bonuses on Morale checks and DV or OM for each successful victory increases to +2.

**Siege Captain:** The commander knows how to most effectively use siege engines and drills her crews in their use. The OM bonus from siege engines is increased by +1, and siege engines reduce the effectiveness of enemy fortifications by 1d6 per siege engine instead of 1d4. The commander must have Leadership 7 or higher to select this boon. At Leadership 14, the bonus to OM increases to +2.

**Scout:** The commander trains her forces to scout ahead and look for useful aspects of the land, reporting back so they can

better prepare for battle. The commander always fights in advantageous conditions and has a 50% chance to ignore the effects of ambushes.

## New Army Resources

The following section provides new army resources to supplement those found in *Pathfinder Roleplaying Game: Ultimate Campaign*. They are presented in alphabetical order.

**Boats (Varies):** The army is outfitted with simple boats, such as canoes and longships, which allow them to ford rivers and lakes and make raids from the sea. In areas where there is a water feature, the army fights in the advantageous terrain condition. Additionally, an army that has fought with boats in at least 1 battle never suffers a penalty due to poor footing. Consumption is increased by 3.

This resource normally costs a number of BP equal to  $\frac{1}{2}$  the army's ACR. By spending a number of build points equal to the army's ACR, you can outfit your army with powerful seagoing vessels such as caravels and frigates. In cases where the army could use these boats, they gain a +6 bonus to DV. Siege weapons can reduce this bonus in the same fashion as a fortification. In such a case, Consumption is increased by 4.

**Firearms (4 BP):** The army is outfitted with primitive firearms and can make ranged attacks. The army gains a +2 bonus to OM while making ranged attacks with firearms, and Consumption is increased by 2. At the GM's discretion, you can spend 20 build points in order to outfit your army with advanced firearms (provided such things are available). If you do, the bonus to OM made while using ranged attacks is increased to +4, and damage dealt is increased by an additional 2. In this case, Consumption is increased by 10.

**Magic Potions (5 BP per level of the potion):** The army is outfitted with magical potions, which allow them to benefit as though they had the spellcasting ability, adding the level of the potion to OM and DV. Because potions cannot exceed spell level 3, the potions cannot exceed level 3. Increase Consumption by 2 per level of the potion.

**Repair Supplies (4 BP):** The army is outfitted with wood planks, stone fragments, and the like. Once per battle, the army can expend this resource to restore 1d3 points of DV from fortifications and boats that have been damaged or destroyed by siege engines.

**Scrolls (6 BP per level of the scroll):** The army must have the ability to read scrolls in order to benefit from this resource. Like potions, this resource allows the army to benefit from the spellcasting ability, adding the level of the scrolls to OM and DV. Consumption is increased by 4 per level of the scrolls.

**Survival Supplies (1 BP):** The army is outfitted with supplies specific to thriving in a certain condition. The army ignores the negative effects of one battlefield condition, such as bog, extreme temperature, mud, rain, etc. This resource can be gained multiple times; the total Consumption cost is increased by 1 for each type of survival gear your army is outfitted with.

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## Master the Art of Warfare!

The mass combat rules presented in *Pathfinder Roleplaying Game: Ultimate Campaign* allow players to take their conflicts to a new order of magnitude, allowing them to command entire armies. While useful on their own, these rules present several new elements that are ripe for expansion. As every general knows, many different aspects of a battle can decide its outcome, from tactics and commanders to the layout of the battlefield and the equipment issued to the troops.

This book provides a variety of additional options to build upon the rules presented in *Pathfinder Roleplaying Game: Ultimate Campaign*. Make the battlefield truly treacherous by placing it in a lightning storm or wild magic zone. Outmaneuver your foes with new army tactics like a cavalry brace or siege bombardment. Lead your army in style with new commander boons like mad dog and mastermind, and outfit your troops with the best in new resources, such as boats, potions, and repair supplies.