

Savage Worlds Mass Combat Cheat sheet

1. **Give Armies tokens:** Example 1000 troops vs 600 troops. 10 tokens to one side 6 tokens to one side. Battle rolls will add +4 to larger attackers rolls, -4 to lesser forces rolls.
2. **Add modifiers-**Situational, If characters fight make rolls Add +1 for every rank above novice subtract modifiers to rolls- or + Difference of tokens between armies.

3. **Roll Character battle Results:**

Failure: Hero stopped by overwhelming forces and bad fortune 4d6 damage.

Raise: Hero wreaks havoc, slaying leaders and destroying important assets. He suffers 2d6 damage but adds +2 to his sides battle roll.

Two Raises: Glory! Scores of foes fall and his success inspires his allies. Add +2 to sides battle roll and he comes out unscathed.

Battle Rolls: Generals on each side make attack rolls. Add modifiers from above rolls. Every success or raise takes one token away from enemy force. If heroes general is an NPC pick a player to make a roll for him.

Morale: Each round an army loses a token the leader must check morale. This is a spirit roll modified by situations below.

-1 For each Token in battle lost

+2 Army is made up of undead or drones

+2 Army within fortifications or prepared positions

+2 Army cannot retreat

With a success army fights on. Failure means army defeated and makes an orderly retreat. Make one more roll at the end of battle on a 1 result the Army routs when defeated and runs off the battlefield.

4.Aftermath: For each token that each army lost equals 10% of the force. \$ tokens would equal 40% ect.

Battle Modifiers:

Tokens +1 for each token greater than enemies tokens

Artillery or Air support

+1 Light (Mortars, Archer troops)

+2 Mediumn (Artillery on demand heavy artillery, Catapults,

+3 Heavy (Heavy Support on demand, Cannon, bombs,Airstrikes)

Terrain

-1 Slight advantage: Rolling Hills, foxholes, tripholes, rocky ground,

-2 Minor Advantage: High Hills, Fortifications, Trenches, moats

-3 Major advantage: Cliffs, high castles, Sea fortresses

Battle Plan

+/- The Army gains bonuses depending on decisions made by the general added or subtracted from the battle roll.

Seige Warfare

Each round takes 1 week. After each roll reduce provisions on each side by one.

Defending General adds his protection bonus of the fortification to his Knowledge Battle rolls, rather than subtracting it from his attackers rolls. The attacker adds his Siege bonus from siege engines to his Knowledge Battle rolls.

1.	Boiling oil: +2 to Defender's battle roll. Supplies reduced by 1
2.	Diseased Animals: +1 to attackers battle roll 1 st time used if attacker roll beats defender roll defenders supplies reduced by 2 as disease spreads
3.	Forlorn Hope: +2 to attackers roll each time used but automatically kills 1 token.
4.	Lockdown: Full defensive -2 to Defenders roll instead of reducing tokens of the attacker roll is considered opposed by the defenders roll.
5.	Rationing: The attacker reduces the use of his provisions or subsidies on secondary resources for the week. Any supplies lost this round are halved (round down) but defenders suffers a -2 to his battle roll.
6.	Sappers: They cannot be used until after the first attack. +2 to the attackers roll the first time they are used.
7.	Spy: You have bribed or blackmailed someone inside +2 to clandestine action results. If the attackers roll fails the spy is discovered and dealt with.

Conventional Siege Engines

Item	Range	Damage	Seige Bonus	Crew/Reload	Notes
Balista	25/50/100	3D8	+1	2/1	AP4 can target individuals
Bore Ram		2D6+	+2	6	AP10/HW
Catapult					
Boulder	50/100/200	4D6	+3	6/2	AP10/HW/MBT
Putrid Gas	50/100/200	Special	+3	6/2	LBT
Incendiary	50/100/200	2D10	+3	6/2	LBT
Flamethrower	Cone	2D10	+1	2	Ignores Armor
Ram					
Frame Mounted		2D6+	+2	6	AP6/HW
Hand Carried		2D6+	+2	12	AP4/HW
Seige Tower			+2	12	Pace 3/30 troops
Trebuchet					
Boulder	25/50/100	3D8	+2	4	AP4/SBT/HW
Gas	25/50/100	Special	+2	4	MBT
incendiary	25/50/100	2D10	+2	4	MBT

Fortifications

City or Town	Toughness/Protection	Wall	Gate	Defenders	Supplies
Concentric Castle	16/+3	26(10)	22(6)	400	52
Hill Fort	16/+2	22(6)	20(4)	200	20
Large Castle	15/+3	25(10)	21(6)	200	26
Manor House	12/+1	18(6)	16(4)	10	6
Motte & Bailey	15/+2	23(8)	21(6)	20	12
Small Castle	14/+2	14(10)	20(6)	50	26
Stone Tower	13/+1	19(6)	17(4)	10	4