ULTIMATE GAME MECHANICS GUIDE

GROUND WARFARE

Official SAVAGE WORLDS Licensed Product

Contents

ULTIMATE GAME MECHANICS GUIDE: GROUND WARFARE

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A New Layer

The *Savage Worlds* core mechanics take a fairly simple approach to Mass Battles. The emphasis is on quick set-up and resolution. What it doesn't do is take into consideration the many details of each opposing force. *Ultimate Game Mechanics Guide: Ground Warfare* adds a couple new steps to the *Mass Battle* mechanics to account for the structure of each opposing force while still maintaining the quick resolution of the game's mechanics.

Using this Book

Ultimate Game Mechanics Guide: Ground Warfare provides mechanics for two different types of Mass Battle encounters. This chapter, **A New Layer**, presents the basic mechanics used throughout those combat encounters. Instead of approximation, the mechanics herein provide depth to the Setup stage of the Mass Battle.

Each chapter presents a different type of Mass Battle encounter and the components involved in running that encounter. **Land Battle** details mass combat where huge forces battle to seize their prize. **Siege Warfare** details the ins and outs of running a siege. To cap things off, a bonus chapter is provided to discuss **Characters in Warfare** for those who want to specialize in commanding these Mass Battle encounters.

In order to build each encounter type properly, it's imperative to understand the new mechanics that govern them. What follows is a list of mechanics designed to enhance Mass Battle encounters across any genre given the appropriate situation. These mechanics are layered on top of the existing *Savage Worlds* core mechanics.

OVERVIEW

Mass Battles in *Savage Worlds* uses tokens to represent the size of the opposing force. Adjustments are to be made by the GM to compensate for training and equipment, but it's still meant as an imperfect simulation. Unfortunately, these details can vary drastically from one army to another, making approximating difficult and possibly unreliable.

Setup can make a difference between winning a Mass Battle and losing it if the tokens aren't properly proportioned. Setup is, thus, expanded mechanically to adjust for type, strength, and capability of each opposing force. New mechanics are provided to accommodate that as follows:

Composition: Composition defines the type, strength, and capabilities of each force involved in the Mass Battle or Siege.

Engagement: Engagement takes into account the distance each token of the army is from the opposing army and if they have weapons to overcome that distance.

Equipment: Mass Battles may have a heavy weapon and heavy armor components that needs to be considered to ensure the balance of the strength of a weapon with the strength of fortified structures. This prevents lower strength weapons from damaging fortified structures.

COMPOSITION

How does one properly weigh the composition of a force against that of another? There are several factors to take into consideration including: type, characteristics, armor, weapons, and special abilities. These factors, and more, are used to create a **Composition Rating**.

COMPOSITION RATING

Savage Worlds utilizes a basic rating of each force in the Mass Battle mechanics that only considers quantity and slight advantages. Composition Rating is used herein as the basis for determining the overall effectiveness of each side of the battle by considering many characteristics. This Composition Rating is then used to determine how many tokens each side gets – although size is part of calculating Composition Rating, it's not the only determining factor.

In Mass Battle, Composition Rating works on a "majority rules" basis; always consider what the majority of each force is comprised of instead of its best or worst members. If a force of 10,000 includes 7,500 trained soldiers and 2,500 conscripts, the majority rules as they push their conscript allies forward, bolstering their ranks. If the distribution was reversed, the conscripts would hinder the movement and tactics of the trained soldiers, forcing them into a lower Composition Rating.

In Siege Warfare, Composition Rating is based on the number of units assigned during the siege. This is explained further in **Siege Warfare**.

ENGAGEMENT

When zooming out on a Mass Battle, the entire force may not be engaged 100% of the time and parts of the force may not have weapons that can cover the distance to the target. To compensate for this factor during setup, an engagement step is added to determine what tokens within the army are actually participating in that round of Mass Battle. This is determined by using **Range Categories**.

Range Categories

The Mass Battle mechanics for *Savage Worlds* are great when considering a swirling maelstrom of melee action between two sides bent on destroying each other. However, in most warfare situations, this is not the set up you want to portray. For example, how would something like this work when both sides have a combination of foot-soldiers, archers, cavalry, and siege engines? Without taking range into consideration, the time you spent planning the composition of your army could be for naught as you are unable to compensate for the positioning of your different forces and how they engage with the different forces of the enemy.

Range Categories help to establish what divisions of your army are capable of engaging considering how long the reach of their weapons are. Instead of worrying about exact ranges, it's faster to use categories defined as **Melee**, **Close** (such as thrown weapons), **Short**, and **Long**. As weapon capability scales with the change from one genre to another, knowing the actual distance is not as important as understanding the relative distance.

Mass Battle Equipment

Armor and weapons in warfare are much different than those used for personal combat. Personal armor is not going to protect a fortified structure and heavy armor is not going to be damaged by regular weapons. To take this into consideration, heavy armor and heavy weapons are used to adjust the Knowledge (Battle) roll. Additionally, be cognizant of any fortified structures on the battlefield as their Toughness and fortifications could be a factor in if they can be damaged or not.

Heavy Armor (HA)

Heavy Armor is a superior type of armor or fortified structure in ground warfare. Fortified structures considered as heavy armor cannot be damaged by weapons without the heavy weapon trait. This is represented as a large Battle Modifier bonus; see **Land Battle** for more details.
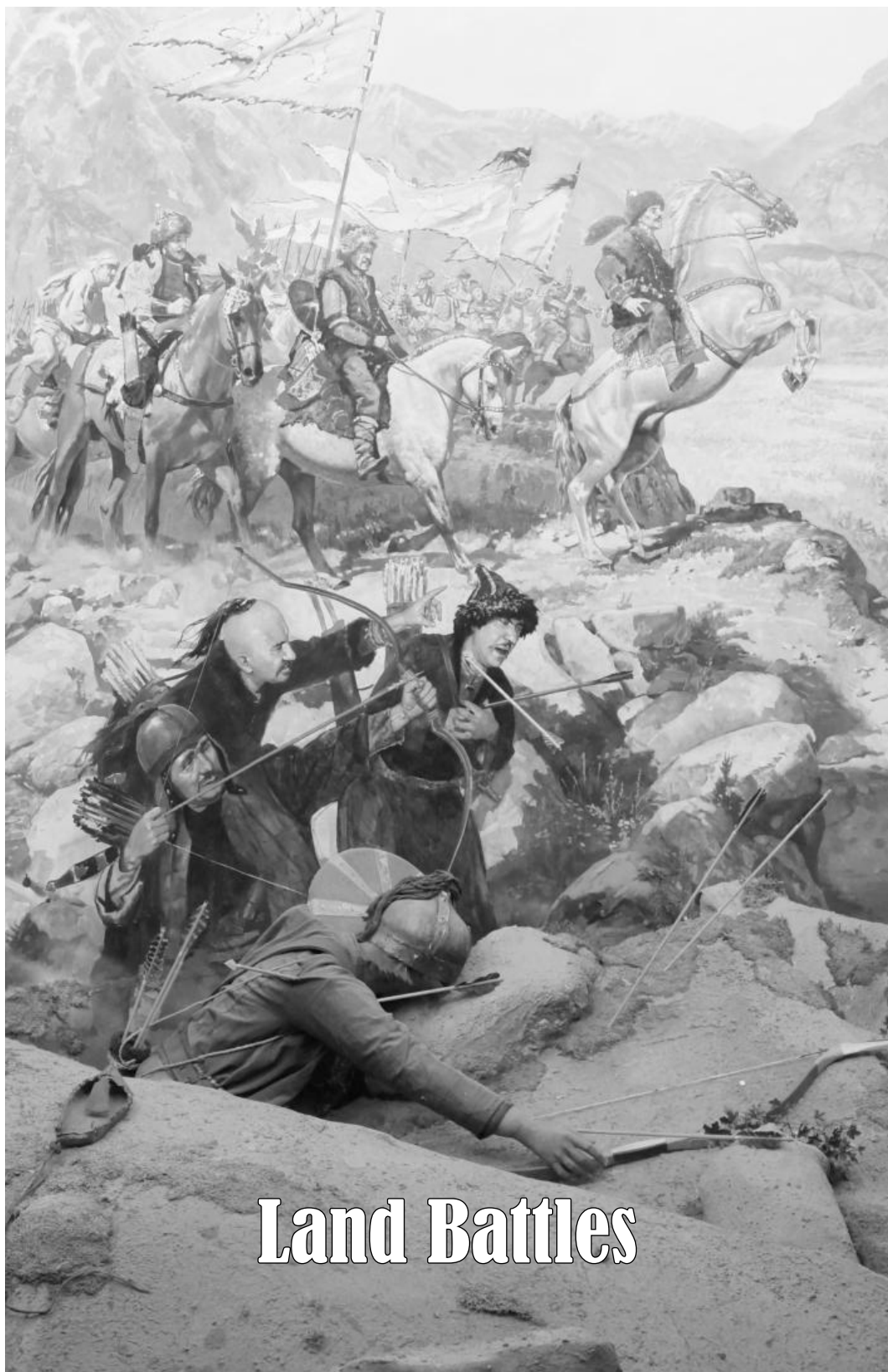
Heavy Weapon (HW)

Heavy Weapons are weapons designed to damage armored structures and overcome heavy armor. This is represented as a large Battle Modifier penalty to the opposing force. See **Land Battle** for more details.

Object Toughness

In the context of ground warfare, Object Toughness is only used for walls and fortifications.

Land Battles

Land Battles

Land battles are large-scale combat that involves multiple forces of troops, air support, and artillery. This includes commanding a large army, acting as elite warriors amidst a large conflict, and charging into battle with a force of dozens, hundreds, or thousands. Land battles can be massive warfare efforts or consist of multiple engagements by groups of smaller forces. Weapons, armor, and support capabilities may allow one to outmuscle the opposition, but tactics and strategy may ultimately win the day.

Land Battles focuses on mass combat by commanding large forces of soldiers, measuring support capabilities, utilizing tactics and strategy, and being conscious of long distances. Small skirmishes mean very little, but heroes can be made when the PC makes a critical strike against a key objective that cripples the opposition.

Composition Rating

As stated in **A New Layer**, *Ultimate Game Mechanics Guide: Ground Warfare* utilizes a Composition Rating to determine the capabilities of each force in the mass battle. To calculate that Composition Rating, start by determining what **Unit Type** each army has.

UNIT TYPE

The core Mass Battle rules all but assume a 1:1 equivalency between the attacker and the defender. While in many warfare situations this may be true, there are many occasions where this does not apply, thus requiring new mechanics to overcome this difference. Instead of measuring quantity, build-up the Composition Rating by measuring the inherent capability of the Unit Type as follows:

Description	Composition Rating
Flash Mob	1
Untrained	1
Militia	2
Volunteer Soldiers	2
Elderly Soldiers	2
Trained Soldiers	3
Monstrous Creatures (Size 4+)	3
Veteran Soldiers	4
Elite Soldiers	5
Hardened Warriors	5

FLASH MOB

A flash mob is the assembly of combatants at its most basic. They are untrained and unprepared, but determined to fight against some force threatening their way of life. These are the "grab your pitch forks and storm the vampire's castle" type of characters that really don't belong in warfare, but are inevitably there. This style of combatant can also include fresh conscripts for a larger war who have yet to receive formal training.

At this very basic level, these types of combatants start with a Composition Rating of 1. Thus, 10,000 of these types of soldiers would be given a Composition Rating of 10,000.

TRAINED SOLDIERS

Trained soldiers are those prepared for battle, forming the rank and file of most armies. They do not stand-out from their peers, but are much more capable of handling themselves in a battle compared to the flash mob-style combatant. Considering warfare, armies are composed of thousands and thousands of trained soldiers who die regularly or attempt to make a heroic stand. In individual game terms, trained soldiers are still considered Extras.

In mass combat, the leader can be a general, commander, captain, warlord, squad leader, or anyone capable of providing or conveying orders to subordinates. Player characters can assume any of these roles, or they can play a part in acting out those commands for extraordinary results. Character interaction from an individual standpoint can affect the outcome of those orders when executed.

At this trained level, these types of combatants start with a Composition Rating of 3. Thus, 10,000 trained soldiers would be given a Composition Rating of 30,000 due to their training.

ELITE SOLDIERS

Elite soldiers are the heroes, special operations, and leaders of the militant force. All Wild Cards fall under the elite soldiers ranking, although not all elite soldiers need to be Wild Cards. For example, in an army comprising goblins and trolls, the trolls could be considered elite soldiers even though they may still be Extras.

At this level of expertise, these types of combatants start with a Composition Rating of 5. Thus, 10,000 elite soldiers would be given a Composition Rating of 50,000 due to their expertise.

UNIT CHARACTERISTICS

After the inherent type is defined, the Composition Rating is then modified given the characteristics of the military unit and what is supporting it during combat. These modifications, above and beyond what's listed in the core rulebook, are cumulative and are as follows:

GROUND WARFARE

Description	Composition Rating
Armor	+1 per point of Armor
Armor Piercing	-1 to opponent's Armor per point of AP
Combat Edges	See **Edges** below
Demon Ability	See **Resistance** below
Fast Regeneration Ability	+1
Fear Ability	+1, see **Fear** below
Improvised Weapons	-1*
Invulnerability Ability	See **Invulnerability** below
Mechanized Infantry	+1
Monstrous Creatures (Size 2+)	+1**
Mounted Infantry	+1
Poison Ability	+1
Superior Weapons***	+2
Template Weapons	+1
Undead Ability	+1

To a minimum of 1

** *The +1 for monstrous creatures only applies to units that aren't already solely composed of monstrous creatures. Add an additional +1 for each +2 to Size (e.g. Size 8 = +4 to Composition Rating).*

*** *Superior weapons are defined as those capable of exploiting the opposition's Weakness, such as creatures that take extra damage due to ice or fire attacks. This does not include enemies that can only be damaged by a Weakness due to having Invulnerability.*

SIZE

Due to its mechanic, Size is an important factor when determining a creature's ability to defend itself against the odds. Since each increase in Size increases a creatures Toughness, it should be a consideration when determining their Composition Rating. An easy mechanic is to add 1 to the Composition Rating for each +2 increase in Size (2, 4, 6, etc.) the creature exhibits. This reflects their ability to soak the damage received from whomever they are facing. Please note, this assumes the opposing size is Size 0. If the opposing side is Size -1 (such as a goblin army) or Size -2, add an additional +1 to Composition Rating. If the opposing army is larger than Size 0, subtract the two Sizes to determine the difference, then add the bonus.

ARMOR

In warfare, armor can be very important, regardless if it's natural or just worn. As with size, Armor directly increases one's Toughness, increasing their ability to soak the wounds from their opponents. As a simple mechanic, add 1 to the Composition Rating for each point of armor the character or creature possesses. These armor points should be the base rating only and not those that fall under certain circumstances (such as an increase to armor versus certain weapon types).

ARMOR PIERCING

Armor piercing is in opposition to a target's armor rating. Instead of increasing one's Composition Rating for having an armor piercing weapon, it lowers the target's Composition Rating when considering their armor. For characters with armor piercing weapons, each point of AP negates 1 point of Armor added to the target's Composition Rating. Thus a creature with Armor 4 against an enemy with AP 2 only adds 2 to their Composition Rating due to the armor piercing weapon wielding by their opponent.

EDGES

If your small force comprises only PCs and PC-equivalent NPCs with Edges and Hindrances, they may have one or two Edges that give them an advantage within the Mass Battle against that particular opposition. Examples of this include Arcane Resistance, Giant Killer, and Beast Master (each with a very specific application). If you can directly tie an Edge to an advantage gained over the opposition, add 1 to the unit's Composition Rating

ETHEREAL

Ethereal creatures are immaterial and can typically only be harmed by magical attacks. If your force of soldiers comes upon an army of ghosts, they better have magical weapons or powers that can damage the insubstantial beings. If they do not, their Composition Rating becomes 0 as they are completely unable to damage the army of ghosts. This is fairly extreme and used in very specific cases. Some settings may adjust this mechanic whereas it becomes a resistance instead of a complete immunity.

FEAR

Creatures with a Fear rating force Fear checks for all those involved, unless they are Fearless or have some type of immunity against that creature type. When considering a Mass Battle, this fear may cause soldiers to hesitate during their attacks or possibly drop their weapon and flee. If the Fear-causing creature's opponents have characteristics to overcome Fear, such as Fearless, this characteristic is ignored.

FLIGHT

Creatures with Flight facing off against beings without flight gain an advantage. They can move away from melee combat or find an elevation their opponent cannot reach. If the opponent also has Flight, this characteristic is ignored.

INVULNERABILITY

Invulnerability means the creature only takes damage from a specific attack type. When the opposition only contains weapons of the type the creature is immune to, their Composition Rating becomes 0, as they cannot damage the creature. If the opposition better understands their target and is properly equipped, no additional modifications apply due to this invulnerability.

RESISTANCE

Some creatures are resistant to certain types of attack, cutting the damage received in half. Demons, for instance, are resistant to non-magical attacks and receive half-damage from any weapon that is not forged from cold iron (some settings may adjust this mechanic). If your force is ill-prepared for the enemy being faced, that enemy becomes a lot more difficult to defeat.

Units resistant to the attacks being made by their opposition double their Composition Rating after all other modifications have been made. This is only applicable when the enemy force does not have the type of weapons that cause normal damage.

TEMPLATE WEAPONS

Weapons that can attack and damage multiple targets at one time provide an advantage to the one wielding the weapon. The actual template used doesn't matter as all template weapons have the potential to affect more than one target.

PARRY

Mass Battles are a swirling mass of attacks from all directions. As such, Parry shouldn't affect the Composition Rating as there are too many combatants and those involved have too many targets to monitor at one time.

STRENGTH

While Strength could be a consideration for Composition Rating, it's often reflected within one's size rating (especially considering creatures). In addition, while many elite soldiers may have higher strength ratings, they already receive a higher rating simply for being elite. Thus, Strength doesn't affect the Composition Rating as other characteristics tied indirectly to it are already considered.

SETUP

The resulting Composition Rating provides defined mechanics for adjusting each side to better consider training, gear, and characteristics. Once you have a Composition Rating established, multiply it by the number of soldiers in each army to determine the final number for assigning tokens.

For example, an army of 10,000 with a Composition Rating of 5 has a final army composition of 50,000. An army of 20,000 with a Composition Rating of 2 has a final army composition of 40,000. From these numbers, an outnumbered army has the advantage as they are better prepared or equipped for the battle.

OPTIONAL MECHANIC: MIXED ARMY

For armies comprised of a mixture of unit types, divide each unit type into a separate "pool" of like types and characteristics (still consider "majority rules" to limit the number of separate units), calculate each unit's Composition Rating separately (including the final Composition Rating by multiplying the number of soldiers in each unit) and then add each unit's Composition Rating to get the army's final Composition Rating. The final Composition Rating is used to deter-

mine the number of tokens to distribute and the individual units can be divided up and assigned to different Range Categories.

If using this method, it may be necessary to assign each unit a Battle Modifier and then calculate the average of those Battle Modifiers (rounded down) when making the Knowledge (Battle) roll.

EXAMPLES

Now that the basics of using Composition Rating have been explained, a few examples of how it is implemented will allow the new mechanics to be *Fast, Fun, and Furious*.

THE DRAGON HUNTERS

An Inquisitional force of 10 demon hunters has tracked down the location of a demon summoning within the wetlands of Florida. Their training, investigation, and continued surveillance of the Burning Crow cult have led them to the night of their alleged summoning. Upon reaching a clearing in the wetlands, the demon hunters spot the summoning ritual, but they are too late. The cult's hierophant has already performed the ritual and demons are flying into the bodies of the willing participants, turning them into hideous beasts.

Our Inquisitional force comprises five player characters and five non-player characters. The GM decides the battle would be easiest as a Mass Battle and begins to calculate each side's Composition Rating.

The Inquisitional force is divided between Demon Inquisitors and Demon Hunters, all of whom have the Demon Inquisitor Edge which gives them +2 bonus to Fear checks against demons. Their Composition Rating is calculated as follows:

- **Elite Soldiers**: 5
- **Armor**: +2
- **Armor Piercing**: Enemy Armor -2
- **Demon Inquisitor**: +2 bonus to Fear checks against demons.
- **Palladium Weapons**: Demons suffer regular damage from palladium weapons.

The Inquisitional force is given a Composition Rating of 70.

There are twenty cultists who have now sprouted horns and wings to become hideous demons. The demons' Composition Rating is calculated as follows:

- **Elite Soldiers**: 5
- **Flight**: +1
- **Armor**: 0; negated by armor piercing weapons.
- **Fear**: 0; negated by the Demon Inquisitor Edge.
- **Resistance**: 0; negated by palladium weapons.

The demons are given a Composition Rating of 120; the Inquisitional force stands a chance of survival, but they must use other tactics to gain any additional advantage over the demons. In addition, the demon force gains a +2 modifier to Morale Rolls due to being Fearless.

As the two forces are ready for battle, the demons are given 10 tokens while the Inquisitional force is given 6.

THE DRAGONS' DEN

Dragons are large, vicious creatures and the Game Master does not want to be hampered in a Mass Battle by simply counting quantities of combatants.

The local populace around Budapest has no knowledge of the Inquisition and thus decides to take matters into their own hands. They send a force of 100 militiamen to flush out and kill the ten dragons living in the hills north of the city. The PCs are captains of the various squads and leading the march to the dragons' den. Not wanting to be simply outdone by a measly force of soldiers, the Game Master decides to use Composition Ratings to properly weight the two sides.

The Hungarian force consists of 100 militiamen and their Composition Rating is calculated as follows:

- **Militia**: 2
- **Flak Jackets**: +2
- **Armor Piercing**: Enemy Armor -2

The Hungarian force is given a composition rating of 400.

The dragons' den consists of 10 adult dragons and their Composition Rating is calculated as follows:

- **Elite Soldiers**: 5
- **Size**: +4
- **Fear**: +1
- **Flight**: +1
- **Armor**: +2; 2 additional points negated by enemy armor piercing
- **Template Weapon**: +1

The dragons are given a composition rating of 140.

As the two forces are ready for battle, the Hungarian force is given 10 tokens while the dragons are given 4.

BURNING CROW

Lord Steel's Inquisitional force is confident in their ability to take down a force of cultists given their greater training and skill in combat. Before the cult's shamans are able to call forth a force of spirits, the Inquisitional force moves in to attack.

At this point, the GM moves to Mass Battle using the Composition Rating to better rate the Inquisitional force's superior training against the cultists. There are ten witch and ghost hunters in the Inquisitional force. Their Composition Rating is calculated as follows:

- **Elite Soldiers**: 5
- **Armor**: +2
- **Armor Piercing**: Enemy Armor -2

The Inquisitional Force is given a Composition Rating of 70.

There are 50 cultists in the Burning Crow cult ready to attack all those in opposition. Their Composition Rating is calculated as follows:

- **Militia**: 2
- **Armor**: None
- **Armor Piercing**: None

The cultists are given a Composition Rating of 100.

As the two forces are ready to battle, the cultists are given 10 tokens while Lord Steel's Inquisitional force is given 7.

Battle Modifiers

In addition to the standard Battle Modifiers from the core rulebook, here are some additional circumstances on the battlefield to consider:

Type	Modifier*
Heavy Armor	+8
Armored Fighting Vehicles	+4
Heavy Weapons	-8
Fortification, Small (e.g. bunker)	+2
Fortification, Large (e.g. keep)	+4
Fortified Structure (e.g. castle)	+8

* Positive modifiers are added to your Knowledge (Battle) roll. Negative modifiers are applied to your opponent's Knowledge (Battle) roll.

Combat Engagement

Warfare doesn't have to be just a melee affair. Range Categories and the general engagement of each army provide another level of tactics to compensate for ranged attacks, the capabilities of different weapons, and the set-up of the battle-field. Range Categories can be used with Composition Rating or without; they're just another mechanic option to make Mass Battle more dynamic.

RANGE CATEGORIES

The largest defining factor in regards to range during mass battles is the capability of the weapons. This capability is in regards to its distance and not its damage, except for siege engines which will be handled separately. When establishing the battleground using range mechanics, it is important to divide up the army into Range Categories.

MELEE RANGE

Melee weapons are those that cannot be thrown or used at range, regardless of their reach. When establishing your army's capabilities, these are the warriors that must move before they engage in mass battle. Melee weapons can only be used when both sides reside within the same range block as shown on the battlemap. Using the Melee Range block shown on the battlemap, both armies would have to move their troops into this block before they can be counted in the Knowledge (Battle) roll.

BATTLEMAP

When fighting a mass battle using range, it's easiest to use a battlemap of some type to define the different Range Categories. Draw on the battlemap different "blocks" for each Range Category following both directions of the mass battle.

In the middle of the battlemap would be the Melee Range. Next to that on both sides of Melee is Close Range. Next to Close Range on both sides of the battlemap is Short Range. Next to Short Range on the outer ends is Long Range.

To keep things simple, follow the example battlemap for each range. Keep in mind this is an abstract way of representing range and not a method of defining actual distance.

Long Range

Short Range

Close Range

Melee Range

Close Range

Short Range

Long Range

CLOSE RANGE

Close Range consists of thrown weapons and ranged weapons with a very limited range (such as a sling). These weapons can be used to attack opponents in the same range block or one adjacent to it. Using the Close Range block as shown on the battlemap, both armies could attack opponents within the same Close Range block as they are or in the adjacent Melee Range block, but they cannot reach across to the opposite side's Close Range block.

SHORT RANGE

Short Range consists of many standard ranged weapons including bows, pistols, and submachine guns. In a fantasy game, this may be the longest range utilized in the army. Short Range weapons can be used to attack opponents within four blocks away from their position.

Using the Short Range block as shown on the battlemap, both armies could attack opponents within the adjacent Close Range, Melee Range, opposite Close Range, or opposite Short Range. Outside of this range the weapons may become ineffective or at least not as reliable.

LONG RANGE

Long Range consists of heavy weapons and long range firearms common to modern games and those involving massive warfare (not including siege engines). These weapons include rifles, machine guns, and artillery. Using the battlemap, Long Range weapons can reach all the way across to the opposite Long Range block and everything in-between starting with the adjacent Short Range block.

GROUND WARFARE

MOVEMENT

Every unit can move to engage the opposition, much like in a skirmish. During each round, each unit is allowed to move at the lowest Pace amongst their personnel (every unit moves as a cohesive group). The purpose of the movement is to select which opposing unit will be within a given Range Category. This is important as the range of the unit's weapons must cover the distance between them and their target. Optionally, the GM may rule that each unit can move a single Range Category block regardless what its Pace is, continuing with the abstract method of defining range.

When moving into position, the average capability of all weapons within that unit is considered. If the target unit is beyond their weapons' Range Category, they cannot engage that opponent. When this occurs, that unit's token does not count during that Knowledge (Battle) roll. For example, a unit of archers in the Long Range block cannot launch arrows at targets in the opposite Short Range block until they move into their own Short Range block.

If the target is within their weapons' Range Category, they can participate in the Mass Battle.

APPLICATION

Now that you have your armies divided into ranges, what good does it do? By dividing your armies into Range Categories, you can determine which army has an advantage over the other due to composition. If one army has lots of archers while the other consists of only foot-soldiers, there is a definite advantage to distance. When making your Knowledge (Battle) rolls, the foot-soldiers cannot even reach the archers until they've moved close enough to engage in melee combat.

So how do you resolve this? By forcing movement during the Mass Battle, you can declare that during the first round or two of combat, the foot-soldiers do not get to make any Knowledge (Battle) rolls and instead suffer from attrition. This is representative of the archers being able to attack their opponents before their opponents reach their position.

A second application of these mechanics is when both sides have ranged support, but only one side has long range support. In a battle of attrition, those that cannot be reached with ranged weapons cannot die. The side without long range support has a definite disadvantage as they cannot reach a portion of their opponent's army. The army with long range support can sit and fire upon their opponent with ease as they sit in a fortified position unreachable by the opponent's weapons. Thus when you calculate casualties, you ignore the long range support. This can also be considered as a minor or major advantage imposing a -2 or -3 penalty to the army without long range support.

When applying these mechanics and involving movement (as in one side's need to force movement to engage with the enemy), the number of tokens each army has during each round should be commensurate to how many units are actively engaged in combat.

For example, Army A has 10,000 soldiers while Army B has 7,000 soldiers. However, Army A solely consists of Melee and Close ranged warriors while Army B has Close and Short ranged warriors. During round 1 of the Mass Battle, Army A moves into the Melee range block on the battlemap.

During the first round of Knowledge (Battle) rolls, Army B can use its entire army to full force while Army A can only use half (because only half of the army has Close Range while the other half is Melee range). Thus, during the first round of Mass Battle, Army B actually outnumbers its opponent 7:5 because only half of Army A's 10,000 soldiers can attack the enemy. Casualties are taken against the entire army of 10,000 (all 10 tokens), which may even the odds significantly for round 2 of the battle, because Army B was able to effectively reach all of Army A due to ranged support.

If Army A loses 5,000 soldiers during the first round of fighting, then when round 2 starts and they move to fully engage the enemy, their army only totals 5,000, as they are all who survived the first onslaught from the enemy. Even though Army A outnumbered their opponent, due to their lack of ranged support, their opponent was able to reduce their numbers quickly.

Given these examples, determining ranged abilities can change the tide of the battle significantly to favor the army that plans appropriately.

FORTIFICATIONS

In **Range Categories**, mass battle is looked at from an open field. For warfare that occurs against an opponent inside a fortification, the mechanics for range are slightly altered.

Instead of providing simple bonuses to those inside fortifications, it can be much more exciting to impede the intruding army given the vertical distance they now have to overcome. Instead of drawing the battlemap in a strictly horizontal fashion, you have to think vertically, picturing those atop the fortification shooting down on their enemy.

VERTICAL RANGE

Most fortifications provide enough vertical distance equivalent to attack from the Melee Range block to the Short Range block. Using the sample battlemap, the fortification is "drawn" adjacent to the Melee Range block. Those on the ground have to overcome the vertical distance in addition to the horizontal distance while those in the fortification only deal with the horizontal distance.

To overcome the vertical distance, only Short or Long Ranged weapons can be used against those atop the fortification. This position can still be reached via the opposite Close and Short Range blocks in addition to the Melee Range block.

Those atop the fortification gain a bonus as they no longer have to overcome the adjacent Close Range block in regards to their own ranged support. Those atop the fortification using Short Ranged weapons can effectively reach the opponent's Long Range block. If the opponent has any Melee or Close Range warriors, they now become mostly ineffective during the chaos of warfare. To use

these warriors would require a siege tower to gain access to the upper portions of the fortification.

Siege Tower

To overcome a fortification's vertical distance, the army on the ground will need a siege tower to reach the top. Those within the fortification should be allowed to specifically attack the siege tower (such as a PC action) in the hopes of destroying it before enemy warriors can disembark.

Another option is to use ladders. While this allows the rest of the army to become useful, it should take 2 – 3 rounds of combat before the first warriors make it to the top of the ladder. This allows those atop the fortification 2 – 3 rounds of combat to hopefully cause enough casualties that those warriors again become mostly ineffective.

Breaking the Fortification

It is conceivable that with enough warriors, the army on the ground can concentrate attacks on the fortification itself in the hopes of breaking a wall and launching an assault within. This type of attack uses the Obstacles mechanics from the *Savage Worlds* core rulebook. This should only be possible using siege engines.

Application

Using the previous Army example, Army B is now protected within a fortification with a total of 7,000 troops. Because Army A only has Melee and Close Ranged soldiers, they must first overcome the vertical distance of the fortification before being able to attack the troops of Army B. Fortunately, they have come prepared with hundreds of ladders and a dozen siege towers (that hold 20 warriors each).

The warriors on the ladders will not overcome the vertical distance until the start of the third round of combat. The warriors in the siege towers will overcome the vertical distance at the start of the second round of combat. Thus, during the first round of combat, Army A is shelled by Army B because they have no one that can reach the troops atop the fortification.

Army A does not get a Knowledge (Battle) roll, giving Army B a minimum of one success before finally being able to react. While it is conceivable that Army B would focus on the siege towers, they would have to somehow overcome the Toughness of those siege towers before breaking them down. This is difficult to abstract during Mass Battle and can instead be shown as a part of the casualties, given the percentage of warriors within the siege towers. A quick abstraction would be for every one token lost by Army A, they lose one siege tower.

Upon calculating casualties, round 2 of the Mass Battle will have to consider how many warriors from Army A made it to the top of the fortification. While this may be as low as 1 token, it still gives them a chance against Army B. Round 3 will see the remaining force of Army A in action as warriors are regularly disembarking from the siege towers and ladders. From this point on, Mass Battle resumes as normal without worrying about range.

SIEGE ENGINES

Siege engines provide long range support when attempting to overcome the enemy's defenses. They can be used to break shield walls, barriers, or fortifications, but aren't much more effective than regular weapons in killing soldiers. As such, the core rulebook allows for bonuses to Knowledge (Battle) rolls considering their use as artillery and heavy support.

When considering a more dynamic Mass Battle where the battlefield is littered with barriers, defensive positions, walls, and fortifications, siege engines can be used for specific tasks to break the defenses of the enemy. This can be done by providing additional firepower for breaking through a fortification, allowing the foot-soldiers to enter, or by breaking apart a planned defensive emplacement, eliminating any bonuses being provided on the Knowledge (Battle) roll.

Mechanics for siege warfare can be found in *the Savage Worlds Fantasy Companion* and in the **Siege Warfare** chapter of this book. However, if you do not wish to perform siege warfare and prefer to simply use siege engines on a round-by-round basis for battering defenses, treat them as a type of character performing a specific task. If the operator of the siege engine can strike its target and overcome its Toughness, then the structure is either weakened or destroyed, removing that bonus from any Knowledge (Battle) rolls or as a modification to range considerations (e.g. the walls are knocked down and foot-soldiers are able to invade the fortification).

TERRAIN

Terrain can add another level of customization to your battlefield depending on its configuration. Rolling hills and groves of trees most likely will not sway a battle one way or another, but cliffs, rivers, and thick forests may. Most of these terrain features can be dealt with on abstract levels including: only those within the thick forest have line of site for ranged attacks or the river requires two rounds to cross before the foot-soldiers arrive on the other bank.

If you are using terrain as part of your Mass Battle, either use the simple mechanics of allowing bonuses for ideal positions or translate the terrain into mechanics regarding horizontal and vertical range, and maybe even movement. However, warfare is typically fought on a relatively open battlefield; otherwise it's more like guerrilla warfare.

OPTIONAL MECHANIC: IN RESERVE

When an army is so large that its full scale is not required at the beginning of the mass battle, GMs may wish to allow mechanics for deployment. When assigning tokens, use a proportional number of soldiers as normal, but allow the largest army to exceed 10 tokens. All tokens above and beyond 10 are considered to be **In Reserve**. After each Mass Battle round, the In Reserve can be depleted to replenish the units lost during that round of battle. Simply decrease the In Re-

serve by the same quantity of tokens used to increase the deployed army, up to a maximum of 10 tokens deployed.

For example, one army has a Composition Rating of 21,000, but chooses only to engage 15,000. The opposing army has a Composition Rating of 9,000 and must use its full force. Dividing tokens is based on a proportion of 1,500, providing the larger army with 10 tokens deployed and 4 tokens In Reserve; the smaller army has 6 tokens. If the larger army drops below 10 tokens, it can take tokens from In Reserve to replenish its deployed army.

MOVING ON

All of the above mechanics and examples are for use during mass battle exchanges where one army has a ranged advantage over the other. As combat ensues, the armies likely move toward each other to engage in melee, making these mechanics ineffective. If movement is involved during the Mass Battle, then once both armies are fully engaged (as in 100% of their force is now able to attack the enemy), move to using the standard Mass Battle mechanics (possibly with the mechanics for Composition Rating). The purpose of the ranged mechanics is to allow for a more dynamic mass battle when range is a consideration.

Heroic Intervention

During mass battle, the battlefield is filled with soldiers shooting at each other and vying for the best strategic position to either win the battle of attrition or obtain the objective. There is little to no room for defense and the player charac-

ters could simply get lost in the sea of battle. However, *Savage Worlds* is designed to allow characters to shine, and the spotlight should always be on them.

Before it's time to make that Knowledge (Battle) roll, all characters have the opportunity to influence the roll. How this is done can vary dramatically depending on the how the battlefield is set-up and the outcome of the character's actions should be judged accordingly.

EXAMPLE COMBAT ACTIONS

Here is a collection of example Combat Actions characters can perform during Mass Battle. Each one includes a difficulty modifier in parentheses as guidance only; these difficulties are based on the action being performed and the benefit gained rather than the token difference between each side of the Mass Battle. Actual difficulty modifiers could be assessed for the actual battlefield set-up as it may change from battle to battle. Additionally, outcomes are provided that go beyond the *Character Battle Results* listed in the core rulebook. These are optional and the GM may wish to simplify it by using those listed in the core rulebook.

Assassinate Leader (-3): The character sets his sight to scope out the captain leading the charge. If successful, that opposing unit's Knowledge (Battle) rolls incur a -2 penalty and Morale incurs a -1 penalty until a new leader is assigned.

Destroy Armored Support (-2): The character is able to use explosives or artillery to target an armored support vehicle. If successful, the opponent loses any bonuses associated with that armored support.

Maneuver to Advantageous Terrain (0): Finding advantageous terrain requires the character to use an appropriate skill while the unit is moving. If successful, the Knowledge (Battle) roll gains a +1 bonus.

Provide First Aid (-1): The character dodges incoming fire and provides first aid to wounded soldiers that can quickly continue fighting. If successful, Morale gains a +1 bonus.

Replenish Ammunition Depot (0): The character ensures the soldiers have plenty of ammunition for the battle (only works on ranged weapons with ammunition). If successful, the Knowledge (Battle) roll gains a +1 bonus.

Scout Opposition's Position (0): The character moves ahead of his unit to judge the movement of the opposing unit. This can only be done if the opposing unit is moving during round. If successful, the Knowledge (Battle) roll gains a +1 bonus.

Example – Battle of Trollhaven

After being dealt a massive blow by the crusading force of humans, the trolls have decided to amass a force and attack Trollhaven, the city from where the

humans originated. They pull together clans from all around with a combined force of 1,800 trolls. They march as one to Trollhaven to meet the humans there.

The human city of Trollhaven has scouted the troll army coming their way and sounded the alarm. The city's walls are strong, but probably not strong enough to withstand the strength of the troll throwers. They from-up ranks around the city's keep and assemble a group of soldiers to meet the trolls head-on. Unfortunately, their army only numbers 1,500.

Each army is broken into two units. The trolls have 1,000 troll skirmishers and 800 troll throwers (with giant rocks capable of damaging the city's walls). The humans have 1,000 mounted soldiers and 500 bowmen protected by the city's keep. Each side begins by calculating Composition Rating as follows:

1. Troll skirmishers are considered militia and start with a rating of 2.

    a. Skirmishers are Size 2, gaining a +1 bonus to a rating of 3.

    b. Skirmishers are wearing leather armor (all 1), gaining a +1 bonus to a rating of 4.

    c. There are 1,000 skirmishers for a final Composition Rating of 4,000.

2. Troll throwers are also considered militia and start with a rating of 2.

    a. Throwers are Size 2, gaining a +1 bonus to a rating of 3.

    b. Throwers are wearing leather armor (all 1), gaining a +1 bonus to a rating of 4.

    c. There are 800 throwers for a final Composition Rating of 3,200.

3. Human mounted soldiers are considered trained and start with a rating of 3.

    a. Mounted soldiers are mounted, gaining a +1 bonus to a rating of 4.

    b. Mounted soldiers are wearing scale armor (all 2), gaining a +2 bonus to a rating of 6.

    c. There are 1,000 mounted soldiers for a final Composition Rating of 6,000.

4. Human bowmen are considered trained and start with a rating of 3.

    a. Bowmen are wearing leather armor (all 1), gaining a +1 bonus to a rating of 4.

b. There are 500 bowmen for a final Composition Rating of 2,000.

c. Bowmen are protected by a keep and gain a +4 Battle Modifier bonus. The mounted soldiers have no Battle Modifiers, making this bonus an average of +2 to the Knowledge (Battle) roll.

The humans have an army Composition Rating of 8,000 while the trolls have an army Composition Rating of 7,200. The humans are given 10 tokens while the trolls are given 9. Each army's general has Knowledge (Battle) d8.

Mass Battle begins and the melee units square off as do the ranged units. The trolls roll Knowledge (Battle) d8 while the humans roll Knowledge (Battle) d8+3 (an additional +1 for the difference in the number of tokens on the first round).

Even though the humans are outnumbered, Composition Rating actually puts them ahead of the trolls, providing them with more tokens. They now stand a good chance of winning this battle.

Optional Mechanic: Aftermath

Not everyone can pick-up and walk away from a war without it having long-term psychological effects. As an optional mechanic, anyone involved in mass battle for an extended period of time may be the unfortunate recipient of one of the following Hindrances:

FLASHBACKS (MINOR)
Periodically, the character has flashbacks about the war and struggles to concentrate. This often affects his psyche when forced to resist a negative stimulant.

OBSESSED (MINOR)
The character has become obsessed with the original purpose behind the war and struggles to see past the propaganda that was circulating during that time. This may lead to random outbursts of hate or the general dislike for all others.

POST-TRAUMATIC STRESS DISORDER (MAJOR)
The war has had a long-lasting effect on the character. He often has nightmares about his time on the battlefield, fears the faces of those that look like the opposing army, and sometimes lashes out when his stress level reaches overload. Every morning he must make a Spirit roll at -1. If he fails, his PTSD gets the best of him (allow the player to decide how) and he gains a level of Fatigue that doesn't recover until a full night's rest.

WAR VETERAN (MINOR)
The character was involved in a great war that now has social ramifications. When in social environments, he fears being asked about the war.

Siege Warfare

Siege Warfare

Siege warfare is the tactical and strategic execution of offensive or defensive military maneuvers, on a large scale, to conquer or defend a city or fortress. It is not a clash of arms within a short timeframe, and sieges are not won by manpower alone; they are won through logistics and attrition.

Siege warfare is commonplace in medieval settings where large armies seek to conquer a location that refused to surrender. However, they require a considerable amount of planning and proper execution to succeed. Weapons, armor, and support were important, but so were food, resources, engineering, and superior tactics.

In siege warfare, the leader can be a king, general, commander, warlord, advisor, or anyone capable of providing or conveying the tactics required to manage the siege. Player characters can assume these roles, or they can play a part in acting out those commands for extraordinary results. Character interaction from an individual standpoint can affect the outcome of those orders when executed.

Siege Warfare focuses on military sieges, including managing a siege train and pitting one side's tactics against those of the other side. On the offensive, these tactics are part of the daily activities during the siege. On the defensive, these tactics are put in place prior to the siege train's arrival and are further carried out during the siege. Managing a siege can seem like a daunting task, but the rewards are reaped when the garrison finally surrenders and the PCs walk in victorious!

Composition Rating

Ultimate Game Mechanics Guide: Ground Warfare takes a significantly different approach to running a siege versus what the *Fantasy Companion* describes. Whereas the latter uses siege warfare as another layer to Mass Battle, in a sense that the two occur together, the former utilizes an in-depth set-up method and then resolves each round in the same fashion as Mass Battle.

To start, each participant in a siege is built-up with a number of units that create a cohesive force. For the besiegers, this cohesive force is called a siege train. For the besieged, it's the collection of personnel, provisions, and resources already stored in or available to the city or fortification before the siege begins. This build-up is used to calculate each side's Composition Rating.

Before a siege begins, each side must determine how many units comprise their force. For the siege train, **Siege Train Units** are limited by available funds: sieges cost a lot of money and someone needs to pay for them. For the city or fortification, **Defending Units** are limited by the size of the city or fortification.

Each individual unit is assigned a Composition Rating. This is done by building-up each side's units according to their position in the siege as follows:

SIEGE TRAIN UNITS

The besieging force is comprised of a number of Siege Train Units which form the overall siege train. Before the siege begins, the besieging force must define how many Siege Train Units it's comprised of. Each Siege Train Unit costs $50. For personnel this is a <u>daily cost</u>; for resources and

Composition Rating in Siege Warfare ignores the number of soldiers in a force. Instead, the besieger and defender are measured in units with each unit being commensurate to the cost of upkeep for a given unit type – the actual number of soldiers is irrelevant. When calculating the army's Composition Rating, only count the Composition Rating of the units; don't multiply it by a number of soldiers in each unit.

provisions this is a replenish cost. This cost is incurred both during the trip to the target and during the course of the siege. If the leader or financier runs out of the money, the siege train will be dismissed unless other arrangements can be made.

After the number of available units is defined, each unit needs to be assigned. This is a matter of defining the unit type and noting its role, bonuses, and penalties. To determine the Composition Rating of each unit, start with its type and then add bonuses as applicable. Please note, not all units have a Composition Rating; units comprised of supporting personnel or equipment perform certain functions during the siege and do not carry their own Composition Rating. Some Composition Rating bonuses only apply when certain actions are being carried out. Do not add those bonuses until after a Siege Train Unit is assigned an action. This is further explained in **Siege Resolution**.

The available Siege Train Unit types are:

COMBAT PERSONNEL

Militiamen: Militiamen (and militiawomen) spend most of their time performing non-military duties until being conscripted for the siege. They do so willingly or are required to serve due to other arrangements (such as serving as a vassal to a feudal lord) and confer a couple benefits. They start with a Composition Rating of 2, carry melee and ranged weapons, confer a +1 bonus to Morale (because defecting often results in worse consequences than fighting or they are fighting for a greater cause), and cost half as much. They cannot operate siege engines, but can be used to aid in military engineering. However, this requires at least one unit of combat engineers. They are capable of riding horses during combat, but only half of them can be assigned this way.

Trained Soldiers: The most common soldier in a siege, trained soldiers gain no bonuses, incur no penalties, and are capable of foraging and performing all military engineering functions, although this requires at least one unit of combat engineers. They carry melee and ranged weapons, and are capable of

operating siege engines, but cannot ride horses. They start with a Composition Rating of 3.

Veteran Soldiers: Veteran soldiers have survived previous sieges and learned from them. They start with a Composition Rating of 4, carry melee and ranged weapons, are capable of operating siege engines, and can ride horses. They confer a +1 bonus to Knowledge (Battle) for combat and non-combat duties, but incur a x2 multiplier to cost. They cannot be used for foraging.

Elite Soldiers: Elite soldiers are the most gifted combatants on the field. They are capable of riding horses during combat, but cannot be used to perform any duty that isn't combat oriented. They start with a Composition Rating of 5 and confer a +2 bonus to Knowledge (Battle) for combat duties, but incur a x4 multiplier to cost.

Non-Combat Personnel

Combat Engineers: Combat engineers, also known as sappers, are trained for a variety of military engineering duties including construction, digging, and repairing field defenses. They act as light infantry if needed for combat. They start with a Composition Rating of 2 and confer a +1 bonus to Knowledge (Battle) for all non-combat duties, but incur a -1 penalty to Knowledge (Battle) for all combat duties.

Combat Medics: Combat medics are trained to provide onsite medical care including the treating of injuries and ensuring a healthy diet. They act as light infantry if needed for combat, but cannot be used for other non-combat duties. They start with a Composition Rating of 4 and confer a +3 bonus to Morale, but incur a x4 multiplier to cost.

Siege Engineers: Siege engineers, including engineers and carpenters, are required to be able to build siege engines onsite. Most siege engines have to be dismantled before trekking across the land to reach the target. Each unit of siege engineers can build one siege engine unit, regardless of the type of unit. They can only be used for combat duties associated with a siege engine. They cannot be assigned to any other combat duty. They start with a Composition Rating of 2 and incur a -1 penalty to Knowledge (Battle) for all non-combat actions. No penalty is incurred when they are assigned to build siege engines.

Equipment & Supplies

Armor: Armor supplies can be brought in with each armor unit providing armor for one personnel unit only usable for combat duties. Each personnel unit with additional armor gains a +1 bonus to Composition Rating.

Ballista: Ballistae are large missile weapons that launch large darts over a great distance using tension. Its primary use is to hit personnel at great distances, even capable of shooting over the heads of allies to hit the enemy. One Siege Tank Unit contains five ballistae, which can be assembled onsite or wheeled in
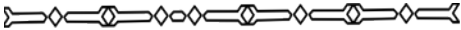
Any siege engine unit being assembled onsite requires wagons with oxen, or another beast of burden, to be pulled to the site of the siege. The livestock must consume food on the way to the siege, but can then be slaughtered for food during the siege or sent back to fetch additional supplies. If slaughtered for food, each beast of burden unit provides an additional provisions unit.
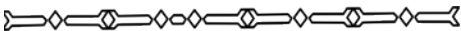
already assembled. If wheeled in already built, the ballista unit must be pulled by a mounted unit, which can then be repurposed during the siege. If assembled onsite, it requires 1 siege engineer unit for construction of each unit and takes 1 day to build. Upon completion, it provides a long distance ranged weapon that can fire darts twice as far as a bow can fire an arrow, requiring one group of trained soldiers to operate (which includes loading, firing, and maintaining).

Battering Ram: Battering rams are siege engines designed to bash down doors and obstacles adjacent to it. It's built like a moving shed with a roof and walls to protect those inside. The ram consists of a large, heavy log, typically reinforced, and attached by ropes or chains to the roof to allow it to swing at the obstacle. They are effective against wood, stone, and brick, but the latter two require many repeated blows before a breach occurs. One Siege Tank Unit contains two battering rams which can be assembled onsite or wheeled in already-built. If wheeled in pre-built, the battering ram unit must be pushed and pulled by two personnel units, or using beasts of burden. If assembled onsite, it requires one siege engineer unit to be built and takes five days to build. Upon completion, it can be used to breach doors and walls, requiring one group of trained soldiers to operate (which can then flood in through the breach).

Catapult: The basic catapult is designed for flinging projectiles a shorter distance (about the same as a bow) for the purpose of breaching walls or sending objects over a wall (such as incendiary missiles). One Siege Tank Unit contains twelve catapults, which can be assembled onsite or wheeled in pre-built. If wheeled in already-built, the catapult unit must be pushed and pulled by two personnel units. If assembled onsite, it requires one siege engineer unit to be built and takes two days to build. Upon completion, it can be used to damage walls and fling objects, requiring one group of trained soldiers to operate (which includes loading, firing, and maintaining).

Horses: Horses (or other mounts) can be brought in to provide mounts to elite and veteran soldiers when used to assault. Each unit of horses provides mounts for one unit of personnel. Horses confer a +1 bonus to the Composition Rating of the mounted unit.

Provisions: Each provision unit provides 30 days of food and water. This can support a single personnel unit for 30 days, 30 personnel units for one day, etc. They can be replenished from incoming supplies (for $50) or through foraging.

Siege Tower: One Siege Train Unit can only hold one siege tower, and is considered to be a siege engine. The siege tower requires one siege engineer unit to be built and takes 30 days to build. Upon completion, it provides protection for eight units of soldiers, one unit of catapults, and one unit of battering rams that can be wheeled into position against the city's or fortification's wall. All siege towers can be used to batter the wall and all soldiers can disembark onto the top of the wall.

Sow: Sows are mobile armored shelters that allow protection while soldiers perform leveling or mining duties. One Siege Tank Unit contains two sows which can be assembled onsite or wheeled in already-built. If wheeled in already-built, the sows must be pushed and pulled by two personnel units. If assembled onsite, it requires one siege engineer unit to be built and takes two days to build. Upon completion, it provides cover for one group of proper personnel to perform leveling duties.

Supplies: Each supplies unit provides tools and necessary equipment to one personnel unit for performing non-combat duties related to military engineering. They don't need to be replenished, but are required for non-combat duties.

Trebuchet: Trebuchets are large, specialized, catapults that can fling very large projectiles from a safe distance. Each Siege Train Unit contains two trebuchets that require one siege engineer unit to be built and takes five days to build. Upon completion, it can be used as artillery against a fortification, requiring one unit of trained soldiers to operate (which includes loading, firing, and maintaining).

The following table summarizes the differences in the various Siege Train Units. 'K(B)' stands for the Knowledge (Battle) skill with the first value being a bonus or penalty for combat duties and the second value being a bonus or penalty for non-combat duties. 'MRL' stands for the Battle Roll for Morale. A value of '-' means no change and 'NA' means it's not applicable and cannot be used for that function.

Unit	Composition	K(B)	MRL	Cost
Armor	+1	-/-	-	-
Combat Eng.	2	-1/+1	-	-
Elite	5	+2/NA	-	x4
Horses	+1	-/-	-	-
Medics	4	-/NA	+3	x4
Militia	2	-/-	+1	1/2
Siege Eng.	2	-/-1	-	-
Trained	3	-/-	-	-
Veteran	4	+1/+1	-	x2

DEFENDING UNITS

Each fortification or settlement being besieged has defensive forces comprised of a number of Defending Units. Before the siege beings, or while it's being built-up by the opposition, the defender should determine all its available Defending Units to use against the siege. The number of Defending Units available is based on the size of the fortification settlements. Daily upkeep consists of resources and provisions consumed or replenished during the course of the siege. The number of available Defending Units is as follows:

Location	Size	Defending Units Available
Keep	1	5
Castle	2	10
Fortress	4	20
Town	7	35
City	10	50
Capital City	20	100

In settings where fortification walls are considered to be Heavy Armor, those walls can only be damaged by siege engines, which are considered to by Heavy Weapons. Regular weapons simply cannot break through the fortification.

If using the **Siege Warfare > Fortifications** list from the *Savage Worlds: Fantasy Companion*, Defending Units Available can be calculated by taking the Defenders rating and dividing it by 5.

Settlements, such as towns, cities, and capital cities, may also include outlying farms and camps not protected by the settlement's fortification, but included in its territory. These are not counted as Defending Units, but can provide resources and provisions to the Defending Units.

After the number of available units is defined, each unit needs to be assigned. This is a matter of defining the unit type and noting its role, bonuses, and penalties. The available Defending Units are:

Combat Personnel

Militiamen: Any townsfolk capable of wielding a weapon or performing a specific duty to support the defense of the city are considered to be militiaman (or militiawoman) in the context of the Defending Unit. They are driven by survival or the desire to keep their family safe; as opposed to enslavement or death at the hands of the opposition. They start with a Composition Rating of 2 and confer a +1 bonus to Morale. They cannot perform combat duties outside of the fortified walls and cannot man siege engines, but can perform non-combat duties and attempt to protect themselves when needed. All personnel manning machicolations and murder holes are considered militiamen.

> **Machicolations**: Machicolations are small openings in the corbel of a battlement. One Defending Unit contains machicolations along a single facing (or section if the battlement is really long) of the settlement or fortification. Each machicolations unit is manned by men and women capable of dropping rocks and other large objects upon opponents adjacent to the fortified walls. They count as a personnel unit manned by militiamen.

> **Murder Holes**: Murder holes are small holes in the ceiling of a gateway or passageway. Each Defending Unit represents murder holes along a single gateway or passageway. Each murder holes unit is manned by men and women capable of dropping rocks or pouring harmful substances upon the opponents passing through that gateway or passageway. They count as a personnel unit manned by militiamen.

Trained Soldiers: The common soldier capable of performing all duties, but cannot ride horses. They can be used for sorties, but only on foot. They start with a Composition Rating of 3.

Veteran Soldiers: Veteran soldiers serve as trained soldiers that can perform a number of duties, including being used for sorties. They can be used for all combat duties, can operate siege engines, and can ride horses. They start with a Composition Rating of 4 and confer a +1 bonus to Knowledge (Battle). They cannot be used to gather supplies and only a maximum of 20% of the available Defending Units (rounded up) can be veterans.

Elite Soldiers: Elite soldiers serve as highly talented guards that can be utilized for a sortie. They cannot be used for any offensive duties within the confines of the settlement or fortification, but can be used to defend against a siege tower or once the wall is breached. Only 10% of the available Defending Units (rounded up) can be elite soldiers. They start with a Composition Rating of 5 and confer a +2 bonus to Knowledge (Battle).

NON-COMBAT PERSONNEL

Physicians: Physicians are trained to provide onsite medical care including the treating of injuries and ensuring a healthy diet. They cannot be used for combat or any other non-combat duties. They start with a Composition Rating of 4 and confer a +3 bonus to Morale, but only a maximum of 5% of the available Defending Units (rounded up) can be considered physicians.

Townsfolk: Townsfolk are the remaining men, women, and children incapable of wielding a weapon or performing a specific duty to support the defense of the city. They would typically only be located in settlements and comprise a good portion of the settlement's population. Generally, townsfolk aren't counted as a Defending Unit unless conscripted to perform survival duties. They have a Composition Rating of 1 and confer a +2 bonus to Morale. They cannot perform any combat duties and cannot wear armor, but they can support the defending personnel by fetching supplies and ensuring a greater survival rate by foraging or harvesting.

EQUIPMENT & SUPPLIES

Armor: Armor supplies may be available with each armor unit providing armor for one personnel unit, and is only usable for combat duties. Each personnel unit with additional armor gains a +1 bonus to Composition Rating.

Arrow Slits: Arrow slits are small cross-like openings in the walls for attacking enemy personnel. One Defending Unit contains arrow slits pointing in a single direction (or along a section if the battlement is really long). Each arrow slit unit is manned by bowmen (considered Trained Soldiers) capable of firing arrows upon opponents at a distance. They cannot be used against opponents adjacent to the fortified walls.

Ballista: Ballistae can be mounted on the top of battlements. One Defending Unit contains five manned ballistae (considered Trained Soldiers) which provide a long distance ranged weapon that can fire darts twice as far as a bow can fire an arrow.

Catapult: Catapults can be mounted on the top of battlements. One Defending Unit contains twelve manned catapults (considered Trained Soldiers) which provide artillery that can be fired at enemy siege units within range.

Horses: Horse (or another mount) can be provided to elite or veteran soldiers when utilized as a sortie. Each unit of horses provides mounts for one unit of personnel. Horses confer a +1 bonus to the Composition Rating of the mounted unit.

Provisions: Each provisions unit represents 30 days of food and water. This can support a single personnel unit for 30 days, 30 personnel units for one day, etc. They can be replenished from incoming supplies or by retrieving them from outlying farms.

The following table summarizes the differences in the various Defending Units. 'K(B)' stands for the Knowledge (Battle) skill with the first value being a bonus or penalty for combat duties and the second value being a bonus or penalty for non-combat duties. 'MRL' stands for the Battle Roll for Morale. A value of '-' means no change and 'NA' means it's not applicable and cannot be used for that function. 'Avail' stands for the percentage of the overall available Defending Units that particular unit type can comprise.

Unit	Composition	K(B)	MRL	Avail
Armor	+1	-/-	-	-
Elite	5	+2/NA	-	10%
Horses	+1	-/-	-	20%
Militia	2	-/-	+1	-
Physicians	4	-/NA	+3	5%
Townsfolk	1	NA/-	+2	-
Trained	3	-/-	-	50%*
Veteran	4	+1/+1	-	20%

*In a settlement, only 50% of the available Defending Units can be trained soldiers. In fortifications not considered settlements, this restriction doesn't apply.

NON-DEFENDERS

Towns, cities, and capital cities also house a number of townsfolk that aren't designated as Defending Units. Although they don't provide any benefit to defending the siege, they do require provisions and must be accounted for during the Upkeep phase. In addition to the number of Defending Units in a settlement, there are a number of non-defending units equal to Size (see the table on page) that must be fed.

If using the **Siege Warfare > Fortifications** list from the *Savage Worlds: Fantasy Companion*, Size can be calculated by taking the Defenders rating and dividing it by 25 to determine how many non-defenders there are. This only applies to Fortifications with a Defenders rating of 200 or more.

Siege Resolution

Resolving the siege is done across a number of **Siege Rounds**. Each Siege Round is equal to 1 day, regardless of the number of hours in that day and the amount of available daylight. Each Siege Round has a number of steps that each side performs before moving onto the next Siege Round.

The general health of each side of the siege is dependent on the number of personnel units it has remaining. Siege Train Units determine the general health of the besieging force and Defending Units determine the general health of the target of the siege. When there are 0 personnel Siege Train Units or Defending Units left, that side is considered to have been defeated. If the besieging force reaches 0, they must abandon the siege or suffer death at the hands of the target. If the target of the siege reaches 0, they must surrender their fortification or settlement, and hope for the best for terms of their surrender.

At any time, either side is allowed to surrender to the other side and abandon the siege all together. This can be done diplomatically with a truce and possibly surrender, or forcibly where one side is routed or pillaged.

Siege Warfare is resolved in a similar manner to Mass Battles. The only differences are the set-up to the Battle Roll, the resolution of the Morale Battle Roll, and the upkeep of provisions.

DECLARATION

Before the first Siege Round begins, a declaration of intent to besiege a fortification or settlement is made by the besieging force. This declaration is most likely accompanied by terms of surrender the target may accept or deny. If accepted, the siege is bypassed and the fortification or settlement falls into the possession of the besieging force under the terms of surrender. If the terms are denied, the siege begins.

The target has a number of Siege Rounds to act before the siege train arrives. If the messenger was sent two days ahead of the siege train, the target has two Siege Rounds to act before the siege train arrives. If the messenger was sent with the siege train, the target would have no Siege Rounds to reply as the siege train is already "parked" outside. A messenger shouldn't be more than ten days ahead of a siege train, but that's ultimately up to the besieging force.

Gamemasters may allow for the target of the siege to scout the surrounding region. The scout may spot the siege, hear of it from another settlement, or have been warned by a remote outpost that a siege train is imminent. This allows the target to plan for the siege without the besieging force knowing.

SIEGE ROUNDS

Every duty performed during a siege occurs during the course of one or more Siege Rounds. Even if the duty can plausibly be performed in less than half a day,

there are many steps involved in executing that duty that increase its overall time. For simplicity's sake, each Siege Round is kept at 1 day.

Siege Rounds occur across five phases: **Set-up**, **Combat Battle Roll**, **Non-Combat Battle Roll**, **Morale**, and **Upkeep**.

SET-UP

During the Set-up phase, each side declares what duties are to be performed and what units are assigned to that duty. Depending on the unit, there are multiple possibilities for duties to perform, but specific tasks can often only be performed by specific units. A list of possible duties is provided below, but players and GMs are encouraged to come up with other creative tasks to be performed during the siege.

1. The besieging force starts by declaring their first duty to be performed and how many of each unit will be assigned to that duty. Many duties require certain units in order to perform; if those units are not present, that duty cannot be performed. Add the Composition Rating of the combat assigned units to the besieger's Combat Composition Rating (this is used for the Combat Battle Roll). Add the Composition Rating of the non-combat assigned units to the besieger's Non-Combat Composition Rating (this is used for the Non-Combat Battle Roll).

2. The target of the siege declares their first duty to be performed and how many of each unit will be assigned to that duty. This can be in response to the besieger's assigned duty or something unaffected by it. Some duties require certain units in order to perform; if those units are not present, that duty cannot be performed. Add the Composition Rating of the combat assigned units to the defender's Combat Composition Rating (this is used for the Combat Battle Roll). Add the Composition Rating of the non-combat assigned units to the defender's Non-Combat Composition Rating (this is used for the Non-Combat Battle Roll).

3. Always note which duties are responding to the other force's duties. After the Battle Rolls (Combat and Non-Combat), unopposed duties automatically succeed and may receive a bonus due to any Raises achieved. Opposed duties do not automatically succeed and do not receive any bonuses due to Raises on the Battle Roll.

4. Continue going back and forth until all units are assigned.

5. On-hold units need to be declared as such.

6. Once all duties are chosen and all units are assigned, move on to the Combat Battle Roll phase.

To manage the assigning of duties, it's recommended to use chips, markers, or some other indicator (possibly a numbered indicator) that can be assigned to each unit. Use the **Siege Sheet** and place a number of indicators equal to the number of assigned units within the box defining the duty being performed. This way each participant knows how many units have been assigned and what tasks are being executed. This may also aid in visually recognizing the bonuses and penalties involved during the Battle Roll phases.

COMBAT DUTIES

Combat duties are executed during the first Battle Roll, but can only be performed by those capable of performing combat duties.

Attack, Assault: Within the Siege Train Units, at least one unit of combat personnel can be ordered to attack the target's forces outside of the fortification or the target's forces inside of the fortification once its Toughness (either the fortification or a gate into the fortification) has dropped to 0.

Attack, Sorties: Within the Defending Units, at least one unit of proper personnel can be suddenly issued through a sally port to harry the besiegers.

Attack/Defend, Ballista: Within either force, ballistae can be manned by a proper personnel unit, with at least one personnel unit per ballista unit, to fire darts at personnel or siege engines at a distance of twice a bow and arrow. They can also be used to overcome elevation at a distance equal to a bow and arrow. This allows the ballistae to fire over a wall or rampart to hit personnel behind it.

Attack/Defend, Bowmen: Within the Siege Train Units, bowmen can be placed with standard bow and arrow range to fire upon outside forces, or half that range to fire upon forces atop a battlement. Within the Defending unit, bowmen can be placed atop a battlement or outside the fortification and utilize the full bow and arrow range.

Attack/Defend, Catapult: Within the Siege Train Units, catapults can be manned by a proper personnel unit, at least one personnel unit per catapult unit, to fling rocks and such at bow and arrow distance to hit personnel or siege engines on a battlement or personnel protected behind the battlement. Within the Defending Unit, catapults placed on a battlement can fling rocks and other ammunition at personnel and siege engines at twice the distance of a bow and arrow.

Breach, Battering Ram: Within the Siege Train Units, battering rams can be manned by a proper personnel unit, only one personnel unit per battering ram unit, to breach a door or wall when placed adjacent to the target.

Breach, Catapult: Within the Siege Train Units, catapults can be manned by a proper personnel unit, at least one personnel unit per catapult unit, to fling rocks and such at a fortified wall at a distance of twice a bow and arrow.

Breach, Trebuchet: Within the Siege Train Units, trebuchets can be manned by a proper personnel unit, only one personnel unit per trebuchet unit, to fling rocks and such at a fortified wall, personnel on a battlement, or personnel outside the fortification at a distance of four times a bow and arrow.

The terms "proper personnel" and "combat personnel" are not used interchangeably. "Proper personnel" is given to mean that not all combat personnel units can perform that task, and the GM or players must remember to check which units can perform that duty. "Combat personnel" is given to mean that all combat personnel units can perform said task.

Defend, Machicolations: Within the Defending Units, combat personnel can be issued to drop rocks and such upon personnel units adjacent to the fortified wall. Only one personnel unit can be assigned per machicolation unit.

Defend, Murder Holes: Within the Defending Units, combat personnel can be issued to drop rocks and burning materials upon personnel units that have breached a passageway. Only one personnel unit can be assigned per murder holes unit.

Defend, Rock Men: Within the Defending Units, combat personnel can be ordered to drop rocks and burning materials upon personnel attempting to scale the fortified walls.

Escalade: Within the Siege Train Units, at least one unit of combat personnel can be ordered to scale the fortified walls using ladders in order to attack the defenders atop the battlement.

NON-COMBAT DUTIES

Non-combat duties, including military engineering, are executed during the second Battle Roll, but can only be performed by those capable of performing non-combat duties.

Anti-mining: Within the Defending Unit, at least one unit of proper personnel is tasked with digging or filling a tunnel to disrupt the siege train's mining activity. Mining and Anti-Mining activities occur at the same speed. Thus, if one side finishes before the other (by winning the Battle Roll), the other side's duty is nullified. If both activities finish at the same time (a tie on the Battle Roll), the two units attack each other, turning it into combat.

When using circumvallation or contravallation, the besieging force must define where the fortified wall is being built in regards to the full circumference of the target of the siege. If there are obstacles, the wall must find a way around them or stop adjacent to them (such as a thick forest). If gaps in the fortified wall exist, sorties issued can exploit those gaps in order to assault the besieging force. If the sorties can reach the siege camp unmolested (they must be able to exploit gaps in the circumvallation and contravallation if they both exist), they only have to deal with On-Hold units. On-Hold units can then be used to defend the siege camp.

Blockade: Within the Siege Train Units, at least one unit of combat personnel is sent out to cut off supplies or provisions from reaching the fortification or settlement. They are only effective if those carrying the supplies or provisions cannot find an easy way around the blockade. When a blockade is successful, the target of the siege incurs a -1 penalty to all Battle Rolls for Morale.

Circumvallation: Within the Siege Train Units, at least one unit of combat engineers is tasked with building a line of small fortifications that encompasses and faces the target of the siege. Each unit of combat engineers can build a circumvallation equal to Size 1 every two Siege Rounds. Proper personnel can be used to aid the combat engineers, but at least one unit of combat engineers is required to build the circumvallation. Each personnel unit that aids the combat engineers either increases the Size by +1 or reduces the number of Siege Rounds required by -1, to a minimum of 1. **Example**: A unit of combat engineers and a unit of militiamen can build a Size 1 circumvallation in one Siege Round. This is large enough to encompass a single keep (see the table on page 34). If that same force were to build a circumvallation around a city, they require ten Siege Rounds to complete it. Units protected by a circumvallation receive a +1 bonus to the Combat Battle Roll. This bonus is lost if the Besieger is being opposed by a Defender's catapult or ballista unit.

Construction, Siege Engine: Within the Siege Train Units, at least one unit of siege engineers is tasked with building a unit of siege engines. The requirement to build the siege engines is dependent on the unit; see each entry for details. No other units can aid in the construction of the siege engines, but they can be used to protect the siege engineers in the event of an attack.

Contravallation: Within the Siege Train Units, at least one unit of combat engineers is tasked with building a line of small fortifications outside the circumvallation, facing away from the target of the siege. This protects the besieging force from field armies allied with the enemy; it also enhances a blockade. Each unit of combat engineers can build a contravallation equal to Size 1 every two Siege Rounds. However, the Size required to encompass the circumvallation must be at least +2 over the Size of the circumvallation. Proper personnel can

be used to aid the combat engineers, but at least one unit of combat engineers is required to build the contravallation. Each personnel unit that aids the combat engineers either increases the Size by +1 or reduces the number of Siege Rounds required by -1 (the same as circumvallation). Units protected by a contravallation receive a +1 bonus to the Combat Battle Roll from a field army outside the target of the siege. Additionally, when combined with a blockade, the penalty to all Battle Rolls for Morale increases to -2.

Leveling: Moats and ditches that surround a fortification or settlement must be filled and leveled before the walls can be attacked (by siege towers or battering rams) or scaled (by using ladders). Within the Siege Train Units, at least one unit of combat engineers is tasked with filling and leveling the moat or ditch. Each unit of combat engineers can fill and level a typical ditch, with a mound large enough for one unit of siege engines, every two Siege Rounds. However, the combat engineers must be protected by a sow unit, or risk exposure to attacks. Those not protected by a sow unit, and being attacked by the Defender, incur a -4 penalty to the Non-Combat Battle Roll when performing the leveling duty. Proper personnel can be used to aid the combat engineers, but at least one unit of combat engineers is required to perform the leveling duties. Additionally, they too must be protected by a sow unit or risk attack. If under attack, they can choose to return fire, incurring no penalty, or continue their leveling duties, incurring the -4 penalty to the Non-Combat Battle Roll. Each personnel unit that aids the combat engineers reduces the number of Siege Rounds required by -1 (the same as circumvallation). For moats larger than a typical size (roughly 15ft), the GM has the final word on how long it takes to create a mound long and safe enough to be traversed by siege engines.

Mining: Within the Siege Train Unit, at least one unit of combat engineers is tasked with digging a tunnel under a fortified wall for the purpose of weakening the wall using a combustible material. This method is only usable when the fortification is not built on solid rock. Each unit of combat engineers can dig a hole large enough to weaken one section of a wall, or large enough to allow one unit of soldiers to pass through, every Siege Round. However, the combat engineers must be protected by a sow unit, or risk exposure to attack. Those not protected by a sow unit, and being attacked by the Defender, incur a -4 penalty to the Combat Battle Roll when performing the mining duty. Proper personnel can be used to aid the combat engineers, but only to offer protection by attacking the Defender. Successfully mining a section of wall reduces its Toughness by -4.
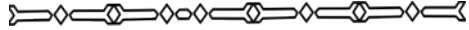
Siege engines made out of wood don't have to be brought in for assembly; the wood can be gathered from a surrounding forest. This requires a unit to be sent out for foraging, and additional time to cut the wood properly. Each siege engine unit requires one supplies unit worth of wood for building (there must be at least one supplies unit in the siege train to cut the wood). Besides the time required to cut down the trees, the number of days required to build the siege engine unit increases by one.
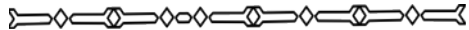
On-hold: The unit is pending further orders during that Siege Round. Only on-hold units can be used to defend units assigned to non-combat duties or the siege camp during an attack.

Survival, Expulsion: If necessary, the Defender may choose to expel a group of people from their population, which may go through more food than most people. The Size of the non-defending units is reduced by -1, but this may have social or political ramifications and the Battle Roll for Morale suffers a cumulative -1 penalty. Optionally, the siege force may attempt to "hire" the expelled group, putting them to work as foragers. This act is at the behest of the GM. This act doesn't actually require a roll, but one can be called for to determine the level of reluctance displayed by the townsfolk in regards to this act.

Survival, Forage: Within the Siege Train Unit, at least one unit of proper personnel can be sent out to forage for food or supplies. Foraging produces 15 days' worth of provisions for a single provisions unit. If the provisions unit reaches its maximum (30 days), the overage can be used to replenish a different provisions unit. If all provisions units reach their maximum and there is still overage, the overage is consumed during the next Upkeep phase. If choosing to gather wood for a siege engine, the foraging duty replenishes a single supplies unit.

**Survival, Harvest**: Within the Defending Unit, at least one unit of proper personnel can be tasked with harvesting from the farmland attached to that settlement. If that farmland is within the confines of the fortified wall and no breach has occurred, this duty cannot be opposed. If that farmland is located outside the fortification walls, the duty can be opposed by the besieger. However, if the settlement is 100% surrounded by a circumvallation, harvesting is not possible without first succeeding on an attack/assault duty so that personnel can reach the farmland. They must then be accompanied by combat personnel and a second attack/assault duty is required one Siege Round later to gain access back into the settlement. If either assault fails, the besieger chooses what to do with the personnel performing the harvesting duty. Harvesting produces 15 days' worth of provisions for a single provisions unit. This works the same as foraging.

Survival, Stripping Countryside: Stripping the countryside means removing as much food and timber as possible to prevent the besieging force from acquiring them during foraging. This can be done before the siege train arrives or during the siege. Within the Defending Unit, at least one unit of proper personnel can be tasked with stripping the countryside surrounding that settlement. If this occurs before the siege train arrives, no roll is needed, but the number of days spent stripping the countryside must be defined. If this occurs during the siege, the unit must find a way to get past the siege train or react to the besieger's response. This forces the unit to be accompanied by combat personnel or risk being captured by the besieger. As with harvesting, if the settlement is 100% surrounded by a circumvallation, a successful attack/assault duty is required to send the personnel out and bring them back. It is, however, feasible to send a group out and have them continue traveling to an allied settlement instead. Each successful stripping countryside duty confers a cumulative -1 penalty to the Non-Combat Battle Roll for foraging and harvesting (outside the fortified walls) duties (both sides incur the penalty).
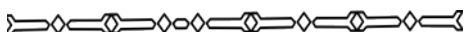
Not every potential combat and non-combat duty can be accounted for within the base mechanics for siege warfare; there are simply too many possible ideas. What's provided herein is a list of the most common; GMs should allow players to get creative with other potential duties and adjudicate rules to accommodate them. Examples include espionage, feigning retreat, bribing, poisoning a water source, and pillaging nearby settlements.
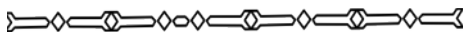
MEANS OF FORTIFICATION

In a setting where siege warfare is common, fortifications can be designed to defend against a possible siege using several different methods. Before a siege begins, the Defender needs to declare (which should be built into the description of the location being besieged) what means of fortification are present that the besieging force needs to overcome. The following is a list of fortification means to be overcome, but are ultimately not the only possibilities. However, these all have mechanical ramifications against the Aggressor that must be dealt with before the walls are considered breached.

- **Barbican**: A barbican is a fortified gateway into the settlement, serving as the passageway in and out of it. It has the same Toughness as the walls and possibly a number of other defensive means (such as machicolations and arrow slits).

- **Gates**: Gates reduce the number of passageways in and out of a fortification. Gates have fortified entryways that are half the Toughness of the walls. However, they are often equipped with murder holes in anticipation of a breach. Stronger/reinforced gates are typically referred to as portcullises.

- **Glacis**: A glacis is an artificial slope built-up to meet the walls of the fortification. If they exist, siege towers cannot be used to scale the walls. Additionally, mining is not possible at the base of the wall because it is well protected behind the glacis. All Defending Units attacking Siege Train Units scaling the glacis gain a +1 bonus to the Combat Battle Roll due to the angle of ascent.

- **Hills**: Fortifications built atop hills have a defensive advantage due to their elevation over the Aggressor. All Defending Units able to take advantage of this superior elevation gain a +1 bonus to the Combat Battle Roll.

- **Killing Fields**: A killing field is an area between a main and secondary wall. When the first wall is breached, the attackers must cross the killing field in order to reach the secondary wall before they fully penetrate the fortification. Within the killing field, they are susceptible to attack by defending soldiers. The inner wall is typically higher than the outer wall to allow for attacks from it.

- **Moats**: Moats are large ditches, with or without water, that prevent siege engines from being moved up to the walls or prevent units from entering a breach in that wall. If a moat is present, it must be filled and leveled first before any duty can occur adjacent to the wall. Defenders that wish to cross the moat must use the standard bridge or drawbridge.

- **Rampart**: Ramparts are earthen fortifications used before walls were constructed and after they became obsolete (such as against canon fire). They serve the same type of protection as a circumvallation, but to the Defending Unit instead.

- **Towers**: Towers are a fortified location along the walls that allow for defensive attacks. They incorporate siege engines, offer superior elevation, and are equipped with arrow slits and machicolations.

- **Walls**: Use the *Savage Worlds: Fantasy Companions* **Siege Warfare > Fortifications** for guidance on wall Toughness. Each unit that succeeds in a breach duty reduces the Toughness of that section of wall by -4. A wall is considered 100% breached once the Toughness drops to 0, allowing enemy soldier to pass through. This guidance is ignored if using actual Damage values for siege engines; use the damage roll instead.

COMBAT BATTLE ROLL

After all units are assigned a duty or assigned to rest, the Combat Battle Roll phase begins. This is done in the same fashion as Mass Battle with a few modifications.

First, determine the Combat Composition Rating for each side. Add the Composition Rating for all units performing a combat duty. The force with a higher Composition Rating is given 10 tokens, with the opposing force given a proportional number of tokens.

Determine the Battle Modifiers given means of fortification and the duty being performed (where applicable). As with Mass Battle, the side with more tokens receives a +1 bonus for every token it exceeds the opposing force. Then make the Battle Roll as normal.

Each success and Raise causes the other side to lose one unit (not one token, one unit). Casualties are only taken from units being opposed by the other side. Unopposed units cannot become casualties as they are unopposed. Additionally, the side that won the Combat Battle Roll loses one unit with the lowest Composition Rating (as a casualty of the siege).

The losing forces choose the units lost due to any successes, but always start with the units that have the lowest Composition Rating. The units lost for each Raise are chosen by the side that won the Combat Battle Roll. Again, only opposed units can be chosen to become casualties. However, instead of removing a unit, the winning force may choose to enhance an unopposed breach duty (must be an unopposed breach duty). If chosen, the target fortification incurs double damage (-8 to Toughness if choosing that method, double the damage value if rolling for damage). This may be done for multiple unopposed breach duties (but not the same breach duty) if more than one Raise was achieved.

All unopposed combat duties succeed automatically. That unit achieves what it set out to do and this is taken into consideration for the next Siege Round. Opposed combat duties only succeed if the opposing unit is removed. If the opposing unit is not removed, no headway is made and the unit may try again during the next Siege Round. If the opposing unit is removed, resolve the duty and take it into consideration for the next Siege Round.

NON-COMBAT BATTLE ROLL

All non-combat duties are unopposed. If the other side chooses to assault the unit performing the non-combat duty, that force must respond accordingly. An on-hold unit may be assigned to protect the non-combat unit. This unit and the one it's opposing are considered as part of the Combat Battle Roll. If the unit assigned to the non-combat duty is able to defend itself, it can instead choose to do so and be resolved during the Combat Battle Roll. If the unit assigned to the non-combat duty is able to defend itself, but chooses not to, it incurs a -4 penalty to the Combat Battle Roll. If the opposing unit is removed, the non-combat duty is resolved during the Combat Battle Roll phase.

If the unit assigned to the non-combat duty cannot defend itself (e.g. Townsfolk performing harvesting duties) and is assaulted by the opposing force, it is considered an automatic failure and removed after the Combat Battle Roll is made, regardless of the result.

A Non-Combat Battle Roll is made to gauge how well a unit succeeds in its non-combat duties. Opposed non-combat duties (as described above) are resolved during the Combat Battle Roll Phase, but unopposed non-combat duties are resolved during the Non-Combat Battle Roll Phase. For each Raise on the Non-Combat Battle Roll (both sides make a roll and spend their Raises accordingly), an unopposed non-combat duty may be enhanced.

The only exception to this rule is mining vs. anti-mining. These are opposing duties, but not combat oriented. Both are considered combat engineering and resolved through the Non-Combat Battle Roll. The "winning" side is the one that spends more Raises in order to win the activity. Otherwise the outcome is a tie and goes to the Defending Unit. This only applies if the mining activity is being opposed by a Defending Unit.

The Non-Combat Battle Roll is resolved in the same fashion as the Combat Battle Roll using the Mass Battle mechanics. Add up each side's Composition Rating, give the largest side 10 tokens, and provide the other side with a proportional number of tokens. This difference in tokens provides the side with 10 tokens a bonus to the Non-Combat Battle Roll as normal (along with any other applicable Battle Modifiers). When resolving the Battle Roll, the roll is not resolved as an opposed roll. The roll is instead resolved against the standard target number of 4, counting Raises on this roll accordingly. There is no penalty for rolling less than the opponent, other than possibly receiving fewer Raises, and success without a Raise does not provide any points to spend.

Here are the options for spending a Raise (the GM may add more if desired):

- Increase the resulting Size of a non-combat duty by +1.
- Reduce the number of Siege Rounds required by -1 (to a minimum of 1).
- Gain a +1 to mining or anti-mining duties.
- Increase foraging or harvesting output by 5 days' worth of provisions.

Resolve all non-combat duties and take them into consideration for the Upkeep Phase and the next Siege Round.

MORALE

The Battle Roll for Morale is done in the same fashion as for Mass Battles with a few modifications. All Morale Modifiers are the same (although it's a penalty for each unit removed instead of each token removed) with the inclusion of those given due to unit type and combat/non-combat duties. However, the outcome of the Battle Roll is not the same.

Failing the Battle Roll for Morale does not mean the army is defeated and retreats (nor does it allow for routing). Instead, the losing force suffers mentally and socially, with the entire force suffering one level of Fatigue. The penalties from Fatigue are conferred to both the Combat and Non-Combat Battle Rolls. When the Incapacitated level is reached, the penalty is increased to -4 and one personnel unit (chosen randomly) abandons the force every Siege Round during the Upkeep phase.

A success on the Battle Roll for Morale removes one level of Fatigue; a Raise removes two levels of Fatigue. This does not apply to Fatigue gained during Upkeep as that only affects individual units.

GROUND WARFARE

UPKEEP

The Upkeep phase occurs at the end of every Siege Round. This is when all provisions are divvied out to feed all units. No roll is necessary, but the outcome of the Upkeep phase has a direct impact on the following day of the siege.

The Upkeep phase is resolved as follows:

1. Total up all provisions overage from foraging or harvesting.

2. Total up all remaining provisions from all available provisions unit.

3. Deplete the provisions overage by an amount equal to the total number of personnel, horse, and non-defender units (where applicable) still remaining. If the result is negative, move to the remaining provisions. If there are no provisions overages, simply move to depleting the remaining provisions with an amount equal to the total number of personnel units, horse units, and non-defenders still remaining.

4. Deplete the remaining provisions by an amount equal to the negative result when depleting the provisions overage. If the result is negative, move to assessing Fatigue.

5. An equal number of personnel, horse, and non-defender units are assigned one level of Fatigue per negative result of the provisions depletion. If the Fatigue is assigned to a non-defender, they are removed from the siege as casualties, thus reducing the Size of non-defenders assigned to that settlement. However, allowing the townsfolk to die could result in a rebellion at the GM's discretion. Thus, if the provisions depletion result is -10, 10 units must be assigned one level of Fatigue.

6. If, at any time, a unit is two or more levels of Fatigue away from another allied unit, the unit with greater Fatigue revolts due to the improper rationing of provisions. This becomes a Combat Battle Roll using the rebellion unit's average Fighting skill against the healthier unit's average Fighting skill. The result is treated the same as siege combat on page 47.

7. If, at any time, a unit reaches Incapacitated (from Upkeep Fatigue only; do not count Fatigue from Morale for the purposes of Upkeep), they are removed from the siege as casualties.

8. Fatigue assessed during Upkeep only recovers if the unit is allocated a provision during the following Upkeep phase. Otherwise the Fatigue remains and the penalties sustained become cumulative with any additional Fatigue incurred (i.e. the Fatigue of each unit and the Fatigue from Morale all become penalties to the Battle Rolls).

NEXT DAY

At the end of the Upkeep phase, the next day begins. The Siege Round count continues and Set-up begins once again. If either side's general health is reduced to 0, the siege ends and that side has failed. Otherwise the siege continues on to the next day.

GENERAL HEALTH

General health is easily measured by the number of personnel units within the besieging force or siege target. Horse units do not count towards general health, they only serve to deplete provisions and offer a bonus during attacks. Non-defenders do not count towards general health as they cannot offer anything to the siege. Units of provisions, supplies, and siege engines do not count towards general health as they are not personnel units. All other units that contain people that contribute to the siege are considered personnel units.

At any time, a leader can choose to dismiss a unit to reduce the amount of provisions depleted during Upkeep. The unit returns home and can no longer contribute to the siege.

Player Characters

Typically in siege warfare, PCs play one of three roles: leader, champion, or specialist. PCs within the besieging force are more likely to play leaders while PCs within the target of the siege are more likely to play champions. Specialists serve to enhance the siege in new ways. Each one has its place within the siege, allowing the characters to partake in the action.

LEADER

PC leaders can be generals, field captains, advisors, tacticians, or any type of leadership role. They can help direct duties during Set-up and take the place of the leader during Execution and Attrition. The change is quite simple as the character's Knowledge (Battle) skill is used instead of the main leader's skill. Besides possibly having a better skill to make the roll, the PC may also gain the opportunity to use Leadership Edges.

CHAMPION

PC champions serve as focal points for the action, inspiring his attached group and facing down the enemy with strength and bravery. When a PC, or PCs as multiple can function as a group of champions, chooses to take the role of a champion, that unit's Composition Rating gains a bonus equal to the character's rank (Novice = 1, Legendary = 5). This is cumulative if multiple PCs are acting as champions.

When a PC is assuming the role of a champion, he should be performing some type of combat duty. It's perfectly acceptable for him to aid in non-combat duties, but then he's not really serving as a champion and is more akin to a supervisor.

SPECIALIST

Specialist is being used as a colloquial term for a character that chooses to perform any act outside of the scope of the standard siege mechanics. This can be psychological warfare to break the morale of the target, biological warfare to induce disease or pestilence, or any number of creative options players come up with. These acts, as there are way too many possibilities to consider, are resolved in the same fashion as PC interaction in Mass Battles. However, the outcome of the action should match its purpose, otherwise the time spent describing and performing the action might be wasted.

Summary

1. **Target Defined**: Before the siege begins, the target of the siege should be predefined in terms of type and means of fortification. This affects later steps during the siege.

2. **Unit Build-up**: Each side in the siege is built-up, defining its Siege Train Unit or Defending Unit composition.

3. **Declaration**: The besieging force declares its intent to attack the target, possibly offering terms of surrender.

4. **Target Pre-siege Rounds**: The target of the siege has a number of Siege Rounds to respond to the declaration until the siege train arrives.

5. **Siege Train Arrival**: The siege train arrives at the target and Day 1 begins.

6. **Set-up**: At the beginning of the Siege Round, all units are declared as performing a specific duty and their Composition Ratings are added together for Combat or Non-Combat.

7. **Combat Battle Roll**: Using the Mass Battle mechanics, make an opposed test for all units assigned to combat duties.

8. **Non-Combat Battle Roll**: Using the Mass Battle mechanics, make a roll against a target number of 4 for all units assigned to non-combat duties. Spend points for Raises to improve the non-combat duty results.

9. **Upkeep**: At the end of each Siege Round, all units are fed from the available provisions.

10. **Next Day**: At the beginning of Day 2 the cycle of Set-up, Combat Battle Roll, Non-Combat Battle Roll, and Upkeep repeats itself.

11. **General Health**: The general health of an army can be reduced at any time during Set-up, Combat Battle Roll, or Upkeep. Once a side runs out of personnel units, it has lost the siege. At any time, either side may wish to end the siege early by surrendering or abandoning the siege.

Characters in Warfare

Characters in Warfare

Characters within a warfare situation generally serve one of two roles: Champion or Leader. Champions are your knights, your heroes, your marines, and any other skilled characters that shine when knee-deep in the action. Leaders are commanders, generals, captains, advisors, engineers, and any characters whose focus is to ensure others are executing their tasks properly. *Savage Worlds* typically focuses on the champions from a standard character creation point of view. To deviate from that norm, herein is a look at creating leader characters designed to make the most out of a warfare situation.

Character Concepts

General: The term "General" is used generically here to define the individual in charge of an entire vessel or military force during the course of battle. They might be military generals in an army, naval admirals, medieval commanders, air force marshals, or space ship captains. Regardless of what their actual title is, these characters are the leaders of the forces involved in warfare. This may cover a single ship, a large battalion, or a small fleet.

Warlord: Warlords are similar to the concept of generals, except they use fear and subterfuge to lead their people instead of diplomatic and honorable methods. They can still be commanders, captains, advisors, admirals, and any other leadership position; they just go about things in a different way.

War Mage: Not every army has to be led by a simple leader; it could be led by a great mage who has fought many battles and leads her people to victory every time. Not only has she gained the title of commander or general, she's also considered a powerful war mage, wielding a tremendous amount of power on and off the battlefield.

Hindrances

Although these may not be the best suited for PCs, they can add additional flavor for NPC allies or enemies.

Cheap Construction (Minor)

The army's leader is a bit on the stingy side. While some say he spends more money on booze and women than fortifying their stronghold, the truth is probably much worse than that. As such, the stronghold is suffering and in need of repair.

When defending against an attack from inside a stronghold, the Toughness and armor rating of that stronghold is reduced by half due to the lack of proper upkeep.

DEMANDS RESPECT (MINOR)

Whether through boisterous speeches or a flex of political power, the warlord is highly respected as a leader. He may not be the best leader or even the smartest one, but all eyes turn his way the moment he begins to speak.

The character leads through intimidation. This works well most of the time, but occasionally it gets him into trouble with either an unruly soldier, one who is too afraid of the warlord to fight, or one who finds the leader unfit and rises up in revolt.

EASILY FRIGHTENED (MINOR)

The army and their captains are deathly afraid of the horror that plagues their lands. Although they realize the only chance for survival is to make a final stand against the supernatural forces, they do so almost unwillingly with most soldiers prepared to abandon their post should they succumb to fear.

Some armies have a difficult time fighting horrific creatures. Any time a leader must check morale due to losing any number of tokens against an army with creatures that carry the Fear special ability, they incur an additional -1 penalty to the Spirit roll.

ILL-PREPARED (MAJOR)

The character is one that often procrastinates or simply has a difficult time making the right decisions when the need arises. Although the character is the least ideal general, they are the only one available and thus the army is mustered beneath their leadership. Due to the lack of proper preparation, all Knowledge (Battle) rolls during Mass Battle incur a -1 penalty.

MEGALOMANIAC (MAJOR)

The warlord is a tyrant. He has gained his position through a number of means, possibly even killing off the competition. He will never stop until he commands the entire world, or someone finally puts him down.

During Mass Battles, his motivation provides him a +1 bonus to Knowledge (Battle). However, the Battle Roll for Morale incurs a -2 penalty as many of his subordinates question his motivations.

NARCISSIST (MAJOR)

There is simply no one greater than the warlord and he reminds everyone of that often. His best friend is his mirror and he wishes his subordinates were "truly worthy" of his command. All Battle Rolls for Morale incur a -1 penalty as he fails to bolster his army.

OPPRESSIVE (MAJOR)

The warlord hates something about his people. It may be hatred toward a specific ethnic group or a citizen caste. Whoever is the target of his abhorrence ends up worse off compared to everyone else.

During Mass Battles, he incurs a -2 penalty to all Knowledge (Battle) rolls as his soldiers are a bit on edge about their commander. However, the Battle Roll for

Morale receives a +1 bonus as his soldiers are determined to not return home after losing the war, possibly facing additional oppression.

Edges

New Edges can be taken by the PCs or by Wild Card NPCs serving as leaders for the Mass Battle. They are not suitable as special abilities for Extras.

ARDENT

Type: Leadership
Requirements: Wild Card, Seasoned, Command, Charisma 0+, Knowledge (Battle) d8+

The general is incredibly devoted to his duties as a leader. He always sees his orders through to the end and never gives up on his soldiers. This devotion not only allows him to inspire his soldiers during rough times, it also instills a high amount of respect that is conveyed with each command given. He gains a +1 bonus to all Battle Rolls for Morale.

AUTHORITATIVE

Type: Leadership
Requirements: Wild Card, Veteran, Command, Knowledge (Battle) d8+

The warlord has a natural air of authority about him that demands attention. It could be the way he carries himself, it could be his general demeanor, or it could be his reputation. All subordinates see him as the ultimate authority and execute his orders perfectly. During Mass Battle, he confers a +1 bonus to the Battle Roll for combat.

LEARN FROM THE DEAD

Type: Background
Requirements: Wild Card, Novice, Spirit d8+

The war mage has a sixth sense and is able to see the spirits of the dead. She uses this to communicate with the spirits to learn secrets from the past, possibly learning from their mistakes. During Mass Battle, the character makes a Spirit roll. If successful, she confers a +1 bonus to the Battle Roll for combat during that round. This roll can be made at the beginning of each round.

COMMANDER-IN-CHIEF

Type: Leadership
Requirements: Wild Card, Heroic, Command, Smarts d10+, Spirit d8+, Knowledge (Battle) d10+

The Commander-in-Chief is the ultimate leader on the battlefield. Although he may no longer pick-up a weapon, he has proven for years his ability to survive throughout all the wars. His proven track record provides numerous bonuses on the battlefield and opponents fear the wrathful hand of this true hero. He gains a +1 bonus to all Knowledge (Battle) rolls.

BATTLE MAGE

Type: Professional

Requirements: Wild Card, Novice, Arcane Background (Battle Magic), Spirit d8+, Bloodletting d6+, Knowledge (Battle) d8+

Battle mages take the typical powers of the wizard and make them larger and more explosive. They are strong and resilient, able to walk unwavering onto a battlefield with nothing but violence on their mind.

Battle mages may double the number of Power Points spent on any power to increase one aspect of that power (such as Range, Duration, quantity, damage, bonus, or penalty) by 1d4. A Range of Touch or Cone cannot be increased, nor can a blast template.

BLOOD MAGE

Type: Professional

Requirements: Wild Card, Novice, Arcane Background (Battle Magic), Spirit d8+, Vigor d8+, Bloodletting d6+

Blood mages are despicable battle magicians that find it easy to tap into the bloodshed of the battlefield for power.

Blood mages may cast the *exsanguinate* spell as a free action and without spending any Power Points. In addition, the Range of the power becomes the higher of Spirit or Bloodletting.

EAGLE EYES

Type: Background

Requirements: Wild Card, Novice, Knowledge (Battle) d8+, Notice d8+

The leader has an incredible sense of understanding of the battlefield. He can pick out even the minutest of details about how the enemy is responding to his actions and how the enemy is formulating their own tactics. During Mass Battle, he confers a +1 bonus to the Battle Roll for combat.

INSIGHTFUL

Type: Background

Requirements: Wild Card, Novice, Spirit d8+, Charisma 0+, Knowledge (Battle) d6+

The war mage has a natural way of understanding those around her. Not just empathetic, she's capable of placing herself in their place to better experience their thoughts and emotions. By doing this, she can appeal to their morality or desires, creating a powerful bond between individuals. During Mass Battle, she confers a +1 bonus to the Battle Roll for Morale.

IRON WILL

Type: Leadership

Requirements: Wild Card, Veteran, Command, Spirit d8+, Knowledge (Battle) d8+

Leadership can be as much about pressing on as it is about pressing the advantage. The greatest leaders urge their soldiers to fight on in the name of honor, glory, or survival. In the face of the death, they stand tall and encourage their soldiers to never back down.

When calculating the penalty modifier for tokens lost in a battle, reduce the final penalty by one, before making the Spirit roll, as the army's leader drives his soldiers on to victory.

MASTER TRAINING

Type: Leadership

Requirements: Wild Card, Seasoned, Command, Smarts d6+, Fighting d8+, Knowledge (Battle Tactics) d6+

Some leaders are naturally talented at training their soldiers (or the sergeants that train the actual soldiers). They expect nothing but perfection and teach the art of proper combat.

Due to the improved training, each allied soldier gains a +1 bonus to their Composition Rating. This bonus only applies to those deemed as Trained Soldiers.

MEDICAL TRAINING

Type: Wild Card

Requirements: Wild Card, Seasoned, Smarts d8+, Healing d8+

Leaders are sometimes only as good as the support they have. In the wake of battle, an army must pick themselves up and continue their lives. If this was just one battle of an ongoing campaign, numbers are crucial and a trained medical staff is necessary.

When making recovery rolls during the aftermath of a battle, this Edge only affects the army the character is allied to. The victor recovers a lost token on a roll of 3-6. The loser recovers a lost token on a roll of 4-6. A routed army is not affected by this Edge.

SHIELD WALL

Type: Leadership

Requirements: Wild Card, Veteran, Command, Smarts d8+, Knowledge (Battle Tactics) d8+, Soldiers equipped with shields

From ancient times, small armies have been able to survive unfavorable odds by employing shield wall tactics. The tactic is rather simple, but requires a disciplined army to form a solid shield wall when the enemy's arrows rain down.

Due to this disciplined formation, receive a +1 bonus to all Knowledge (Battle) rolls made against Close Range, Short Range, and Long Range attacks.

SIEGE ENGINEER

Type: Leadership

Requirements: Wild Card, Veteran, Command, Smarts d8+, Knowledge (Battle) d8+, Knowledge (Battle Tactics) d8+

Success on the battlefield is more than just having the right soldiers and vehicle support. When siege engines and artillery support are a factor, a leader with in-depth knowledge of siege warfare can make the best use of the tools at their disposal, gaining an edge over their opponent.

All siege engines and artillery support provide an additional +1 bonus to all Knowledge (Battle) rolls.

TACTICAL THINKER

Type: Wild Card

Requirements: Wild Card, Novice, Smarts d8+, Knowledge (Battle Tactics) d8+

The character takes an almost scholarly approach to war, learning from the mistakes and successes of those who came before him and applying them as necessary. His mind is like a machine as he breaks down every step into an almost mathematical-equation and comes up with on-the-fly strategies to respond to the enemy. During Mass Battle when performing a Character Battle Action, the tactical thinker gains a +2 bonus to the roll and suffers 1d6 less damage.

TEACHER

Type: Legendary

Requirements: Wild Card, Legendary, Smarts d12+

Sometimes the greatest war mage is only as good as the army she trains. Her ability to teach her craft to others is second to none, and she is capable of creating a cohesive army that is all but unbreakable. By working together to flawlessly execute their stratagems, they can tackle even the greatest opponents. All allies gain a +2 bonus to all Knowledge skill rolls.

WAR VETERAN

Type: Wild Card

Requirements: Wild Card, Heroic, Command Presence, Leader of Men, Knowledge (Battle) d10+

The captain has earned his position after decades of dedicated work. He's been in the trenches, on the frontline, in the war rooms, and everywhere else to experience everything warfare has to offer. He leads with experience and his subordinates view him as a decorated officer. All allies gain a +1 bonus to all Knowledge (Battle) rolls.

Battle Magic

Battle Magic is different from other magic abilities in that the spellcaster must harness the power of battle and war to cast their spells. Instead of learning their trade in an arcane school and pouring over books, they wade into the depths of a battlefield and call upon the dead and wounded to be their power source. If they revere a god or goddess, it is a god of war.

ARCANE BACKGROUND (BATTLE MAGIC)

Arcane Skill: Bloodletting (Spirit)
Starting Power Points: 10
Starting Powers: 2

Battle magicians are the bane of most spellcasters' existence. They are often the most despised version of the arts and are treated as such. However, their prowess on the battlefield is often unmatched by other spellcasters and there's little doubting a battle magician's ability to continue their bloodshed while blasting their foes time and again. Typically found in the strongest armies, battle magicians are also favored by cultists, as it they seem to match their cruel desires.

Power Points: Those who harness the power of Battle Magic do not regain Power Points through the traditional means. Instead, they must stand shoulder to shoulder with their brethren, breathing in the smell of blood and death, becoming invigorated by its power.

Anyone using Battle Magic does not recover Power Points through rest. Instead, they regain 1 Power Point for every 1 Wound or Shaken result caused to an enemy by either the spellcaster or one of his allies. Shaken results or Wounds to allies do not increase the spellcasters Power Points.

Optionally, the spellcaster can choose to inflict a Wound upon themselves (ignoring Shaken results and going straight to inflicting a Wound) to regain 10 Power Points.

Backlash: When a battle magician rolls a 1 on his Bloodletting die (regardless of his Wild Die), he must make an immediate Vigor roll. Success results in the battle magician being knocked prone due to the overwhelming bloodshed. Failure results in the battle magicians being knocked prone and Shaken - this can cause a Wound.

Additionally, even if the battle magician succeeds at casting his spell, he does not regain any Power Points. If he inflicts a Wound with the spell, the Power Points required to cast the spell are doubled that turn due to the volatile nature of Battle Magic. If he does not have enough Power Points to cover the doubled cost of inflicting a Wound, the Power instead fails.

NEW POWERS

ERUPTION
Rank: Novice
Power Points: 1-3
Range: 24/48/96
Duration: Instant
Trappings: Whispered words, hand gestures, thrown items

Eruption is an explosion of the ground to interrupt the enemy's advances. The caster first picks where he wants to center the *eruption* and then makes the appropriate skill roll. Normal ranged attack modifiers apply.

The area of effect is a Medium Blast Template. If the roll is failed, the *eruption* deviates as a launched projectile. If the roll is successful, everyone within the blast is knocked prone and the area becomes impassible terrain, forcing everyone to move around it. If this is placed underneath a vehicle, the vehicle falls into the hole and becomes immobile and unusable.

➤**Increased Size**: For one extra Power Point, the area of effect increases to a Large Blast Template.

➤**Add Damage**: For one extra Power Point, targets suffer 2d4 damage. This damage targets the legs only.

EXSANGUINATE
Rank: Novice
Power Points: 1
Range: Spirit
Duration: Instant
Trappings: Essence removal, palm on forehead, drawn rune

This power provides the spellcaster with a direct link to the victim for the purpose of draining their blood (forcing a Wound).

The caster chooses a single target within range and makes an opposed arcane skill roll versus the target's Vigor. On a success, he drains part of the victim's essence forcing him to become Shaken, this can cause a Wound, and recovering 2 Power Points. On a Raise, the victim is Shaken and Wounded and the caster recovers 4 Power points.

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PROVISIONS

MORALE

When a simple skirmish won't resolve the conflict, it's time to pull out the big guns and declare WAR! *Ultimate Game Mechanics Guide: Ground Warfare* is an all-crunch supplement for **Savage Worlds**, adding a new layer to Mass Battle resolution by offering greater control over the battlefield and new options to better represent your armies and their abilities.

Ultimate Game Mechanics Guide: Ground Warfare includes:
- Mass Combat
- Siege Warfare
- And Character Options to support them.

Ultimate Game Mechanics Guide: Ground Warfare is a rules supplement for **Savage Worlds**. It is not a standalone book and requires use of the core rulebook. Players and GMs might want to download or print the siege worksheets to help manage siege warfare.

Ultimate Game Mechanics Guide: Ground Warfare is an alternate and expanded version of the Mass Battle mechanics for **Savage Worlds**, including siege warfare.

MYSTICAL THRONE
ENTERTAINMENT
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