

Detailed Battle Rules

by Eirik Bull-Hansen

Here are the next version of the battle rules I'm working on. In these rules, heroes can be much more involved than in the rules in the book. They can lead charges, defend walls, singlehandedly charge Units of foes and so on. Take a look, and if anyone would care to try it out, I would like to know how it went.

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Rounds

A round in this system is one minute long (ten standards action rounds). In these rules, the some of the more detailed combat actions for regular combat is used in a more abstract battle system, to create faster and more furious battle. One attack from a Unit is actually several attacks over a one minute battle round.

A Unit has two actions, which may be used for movement and/or attacks. Units may use these two actions to charge. A Unit may also go above this limit, with the usual multiple action penalty, but doing so requires an Inspire check of TN 10. The multiple action penalty affects this check too.

The Units are handled much in the same manner as characters. These rules are quite easy to learn, but keep a calculator handy.

Initiative

In Battles using these rules, the Initiative is handled using Inspire checks from the Unit's leaders.

Attack

The average attack bonus for the individuals in the Unit. If the Unit is lead by a Captain with Hero's Strength, that bonus is added to the attack bonus.

Defense

The average defense of the individuals in the Unit.

Damage

This is the average damage the average individual in the Unit can inflict in one basic attack, multiplied by the Unit's Size.

Toughness: This is the Health points the average individual in the Unit has on one Wound level, plus armor points.

Size

This is the number of individuals in the Unit.

Move

This is the movement rating of the Unit, multiplied by ten.

Test Result	Damage Multiplier	
11+	above Defense	2
6-10	above Defense	1.5
1-5	above Defense	1
Result	= Defense	0.75
1-5	below Defense	0.5
6-10	below Defense	0.25
11+	below Defense	0

How to Make Attacks

Roll to hit as normal, and compare the result the table above. Multiply the damage of the attacking Unit with the Damage Multiplier. Divide the result by the defending Unit's Toughness, and round down. The result is the number of individuals out of action in the defender's Unit. Units may have several different attacks, depending on weapons and equipment.

The Damage inflicted and losses taken in a Unit is subtracted the moment it happens, and these losses will affect the damage the Unit can inflict in any counterattack. Initiative is very important, and a Captain better have a high Inspire-skill.

Actions

In battles, Captains may order his troops to fight in various styles, and this is representet by the various Combat Maneuvers on Table 9.14. To change the maneuver used, the Captain needs to make a TN 10 Inspire check. To change to a maneuver that requires two actions, the TN is 15. A Unit may dodge, but not parry. A charge will not have the knockdown-effect in these rules.

Example: A Unit of 100 Elven Bowmen open fire at a Unit of 200 Orcs at 150 yards away. The Elves, being expert bowmen, has an attack bonus of +7. The average Orc has a Defense of 10. The TN is 14, since it is long range. The Elves roll a 9, making their final result 16.

The Elves has a damage of 1200 (max of 2d6 multiplied by Size). Since the Elves got 1-5 above the Orc's Defense, the damage is multiplied by one, keeping it at 1200. These Orcs have a total Toughness of 20 (Health 9, though skin, orc mail and hauberk). The attack kills 60 Orcs. If this was the Elves' first action in this round, they could attack again, or move. With a successful Inspire test, TN 15, the Elves might fire a third time, and so on, with the regular penalty for multiple actions.

Example: Continuing from the above example, we come to the next battle round. The Elven Captain and the Orcish chieftain do an opposed Inspire check, which the Elves win. The Captain of the Elves commands his troops to Aim their bows and then Delays until the Orcs are within 30 yards to fire. This gives the Elves +3 for Aim

and no penalty to attack for range. The attack roll is 8, and with +10 for a total of 18. The Captain has Hero's Strength, so this would be another +2, for a total of 20. Since the Orcs were jogging, another +4 is added to their defense against ranged attacks, which makes their Defense 14. Consulting the table, we see that the damage is on the 1.5 multiplier. 1200 multiplied by 1.5 is 1800. This is the damage, and it is divided by 20 (the Orc's toughness). The result is the number of dead orcs, and 90 more Orc corpses litter the ground.

Individuals in Battle:

Characters may be involved in battles with these rules in various ways. Maybe the most rewarding and fun would be as a leader of a Unit, in which case, the character follows the rules written here, but with some exceptions.

When an attack is launched against a Unit with a character in, the character is attacked as a single target once. The damage is not multiplied by the Size of the attacker, but with the damage multiplier from the attack roll. This represents the damage inflicted during a one minute battle round. Armor protection may be subtracted from this (which is why it is wise to wear heavy armor in large battles). Another way to use individuals in battles is to play each battle round as ten action rounds, with the Narrator describing what happens in the battle in the background. If the individual heroes kills any number of foes belonging to Units, these are subtracted from the Size of that Unit. They may, however fight freely during these ten rounds, since the battle rounds are abstract .

Mounts

If the Mounts in a Unit are War-Trained, the Unit will get a free action using the attack of the mounts. This action can be as a part of a charge. In a charge, both the rider and the mount will get the charge bonuses. When attacking a mounted Unit, the attacker must specify if he attacks the riders or the mounts.

Special Equipment:

Shields: Shield bonus for parry is added to the Defense of the Unit, as there are no parry. Shields get their usual bonus against ranged attacks.

Pikestuffs: If the Unit armed with a Pikestaff outnumbers the defending Unit at least two to one, it gets +4 to any attacks in melee, as it can fight in several ranks.

Ammunition: Missile weapons require ammo. A unit can attack once for every 10 rounds of ammo the average individual in the Unit carries.

Siege Weapons: To figure out how much damage an attack from a siege weapon does to a unit, roll to hit as normal, using Siegecraft. If it's a hit, take the maximum damage the weapon inflicts in structural points and multiply this damage by the Unit leader's Siegecraft bonus to get the damage it inflicts to the target Unit. This final damage can be multiplied again for a good or poor hit, as per the rules for attacks by Units.

Most rock-throwing siege weapons can fire anti-personnel versions of their ammo. Examples would include a load of many smaller rocks instead of one huge rock. When doing this, the Siegecraft-test for hitting the target gets a +2 bonus, the damage against Units is +4, but against structures, the damage is reduced with a -6 penalty. When

attacking structures, roll for damage as per normal rules.

Example: A castle is being stormed by orcs, and the defenders fire upon them with large catapults, loaded with anti-personnel ammo. The unit's Captain's Siegecraft-skill is +8, and the orcs have a Defense of 16 due to movement and other factors. The Captain's catapult is in a tower overlooking the advancing orcs, which gives him advantageous position, a +3 bonus and a bonus for anti-personnel ammo at +2, for a total of +13. He rolls a 10, which gives him a total of 23. A good hit, giving 6 above the Defense of the orcs, and a multiplier of 1.5. The damage is 18 for a large catapult with a +4 for the anti-personnel ammo, giving the weapon a 22 in damage. The Captain's Siegecraft-bonus is +8, and this is multiplied by the damage, for a total of 176 and again by 1.5 for a good hit of 6 above the Defense of the target, coming up at a total of 264. The devastating rain of boulders takes 17 of the orcs to their deaths (orcs have a toughness of 15).

Siege weapons are dangerous if used the right way (as in this example). But they are also slow, and the catapult in this example have a reload-time of 10 minutes. The damage multiplier for a good/bad hits with siege weapons is a result of the Captain's skill in Siegecraft, not the result of several attack, as in Unit-attacks.

Dividing Units:

As a full round action, the Captain can appoint another leader and divide his Unit into two or more smaller Units. This is good if the battle takes unexpected turns, or the Unit must attack several different other Units. To divide a Unit, the Captain must succeed in an Inspire-test. The TN is 10 if the Unit is divided in two parts, 15 if it is to be divided in three parts, 20 for four parts and so on. This includes finding a suitable leader quickly (usually another Captain or the warrior with highest Bearing or Rank).

Inspire

The Captain/leader in a Unit may make one free Inspire-test for each action the Unit takes, not including the initiative-test. If the Captain is a hero, and is played one standard round at a time, then Inspire is not free.

Morale

A Unit has a morale modifier of the average Willpower bonus of the individual warrior, +1 for every 100 individuals in the Unit. This bonus is added to the Captain's Inspire-test the Unit faces Intimidation. A Unit can also Intimidate any enemy Unit. The Captain makes an Inspire-check, and adds the average warrior's Intimidate-bonus. It also gets +1 for every 100 individual in the Unit.

Here are some unit types to try out the system on. Remember to decide Size of each Unit:

Orcs

Armed/Ranged (Damage): +4 (17)/+2(12)

Defense: 11 (scimitar)

Toughness: 15

Equipment: Scimitar, short bow, arrows for 6 attacks, orc mail, tough skin

Uruk

Armed/Ranged (Damage): +7 (19)/+5

Defense: 15

Toughness: 20

Equipment: Orc longword, Orc mail with plates, tough skin, small shield

Warg

Armed/Ranged (Damage): +6 (15)

Defense: 11

Toughness: 12

Rider of Rohan

Armed/Ranged (Damage): +5 (16)/+3 (12)

Defense: 11

Toughness: 15

Warhorse

Armed/Ranged (Damage): +6 (16)

Defense: 10

Toughness: 16

Equipment: Spear, shortbow with arrows for 4 attacks, chainmail

Remember that it's more difficult to hit anything moving fast with ranged weapons. This is especially important for mounted Units.