Abstracted Warfare – Abridged v.1

A thousand-strong army crests a hill and sees below them an army of orcs making their way across the plains. The commander gives the order and they begin their charge. Their horses breathing hot steam into the cool, crisp air and the men shouting their war cries as they close in on the orcs.

Abstracted Realty

You could roll initiative for each orc and for each soldier, but that isn't a real solution when your campaign calls for mass combat. Instead, we are forced to abstract realty and use vague skills and features, and then our players, including the DM, are confused by the new mechanics and aren't sure how this works with that.

With this mass combat system, I am attempting to limit how many new mechanics are introduced and use as many mechanics as possible from the *Dungeons & Dragons* - 5e system to reduce confusion. This doesn't mean no new mechanics, but rather a limited amount that should hopefully allow you to keep things abstract while still providing some detail.

Gritty Details vs Abstraction

Not everything can be perfectly abstracted, but not everything can have a lot of detail. Mass combat requires a lot of abstraction, but I am going to try and keep some of the detail in there to help you shape your stories and provide hard numbers for army sizes, hit points and the like. There are many systems out there that already go to great lengths to abstract almost everything about mass combat, or go into every small detail.

With this system, there will be abstractions backed up by details. Instead of a dozen special units making up a single army, it will be the single army with one or two special 'units' all using stat blocks that DMs would be familiar with. It also goes the other way, there will be details that are abstracted out. Instead of knowing how many soldiers are wounded instead of killed during the past day of combat, we will roll hit dice to determine how many soldiers died during the last battle and how this effects our army.

Creating an Army

Before you can begin mass combat, we must have our armies first. Building an army is simple and can be done quickly, especially if an army is built up of a single type of creature, like an orc warband or a kobold army led by a ferocious dragon tyrant. Or, maybe this army is a bit of a hodge-podge and you don't have a single creature to build it off of, in which case we will go over how to build an army from scratch.

Before you build the army, we must first understand what each ability does. Because these armies will have a statblock, each army will have Ability Scores, Skills, Attack Rolls and more.

Abilities

Strength. This is the quality and power of your army. This stat is used when determining how much damage your army deals with melee weapons.

Dexterity. This is the speed and ability of moving troops, supplies, and changing tactics in the middle of a battle. This stat is also used when determining how much damage your army deals with ranged weapons.

Constitution. This is the size of your army and based on the number of troops you have. The more troops in your army, the larger this score becomes and the more damage your army can take.

Intelligence. This is the power of your spy network and their ability to get you information about the opposing army, so you can learn key information like military size, equipment used, tactics, and more.

Wisdom. This is your army's ability of reading the other and living off the land. Without your foragers, your army goes hungry, without your tacticians watching the opponent, they get the upper hand.

Charisma. This is how terrifying or brave your army appears to the outside world. An army that has no stories written about them isn't very intimidating.

Army Creation

Assembling Ability Scores

You can easily create an army by using creatures from the Monster Manual or using the Point Buy and the Standard Stat Array found in the **Player's Handbook.**

Determine Experience

Depending on how experienced the army is, their proficiency bonus can be anywhere from +2 to +6. This also effects the number of skills the armies has. See **Army Experience** later on for more information.

Determine Army Size

There are three different sizes of armies included in this mass combat system.

Small. Armies of this size range from 100 to 3,000 soldiers.

Medium. Armies of this size range from 4,000 to 30,000 soldiers.

Large. Armies of this size range from 40,000 to 300,000 soldiers.

If you need an army larger than 300,000 soldiers, you might consider breaking them down into smaller units as a million-strong army will be almost impossible for the other armies to fight in mass combat.

Determine Equipment

Equipment can be fairly difficult to figure out, but we will provide racial equipment and standard load out of equipment. See **Equipment** for more information.

Determine Magic Users (Optional)

Depending on your world, an army may not have access to enough spellcasters to take part in mass combat, and they might even be way too valuable to risk them in such senseless bloodshed. On the other hand, your world might have a deep understanding of magic and have units of war mages. See **Spellcasters** for more information.

Determine specialty Units (Optional)

Your army might have siege equipment or calvary that might be best if separated from the main force. You shouldn't separate your army too much or you may create too many units to keep the abstraction of the system going and bog down the creation of your army. See **specialty Units** for more information.

Finishing Touches

There are certain traits that all armies share, just like some armies are going to have special abilities that other's might not possess. We will cover this later on.

Using the Monster Manaual

The fastest way to produce an army is by consulting the **Monster Manual** and borrowing from it.

Assembling Ability Scores

You can easily create an army by taking a low CR creature, such as an Orc or Kobold, and using their Ability Scores, though make sure to remove their Constitution score as that will be determined later.

We are going to use this to build our Kobold army! First, we will grab their Ability Scores from the **Monster Manual**.

Kobold Army

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	- (-)	8 (-1)	7 (-2)	8 (-1)

Notice that we removed the Constitution score.

Determine Experience

Now that we have our Abilities, we then determine the experience of our Kobold Army. We are going to assume that these are *Green* troops and will have a +2 Proficiency Bonus and 1 Skill. You can see more information about experience in the **Army Experience** section later on.

Because our Kobolds don't come with any skills already in the **Monster Manual** we are going to give them the Stealth skill as I imagine that this army is very sneaky and likes to attack at night.

We are also going to add in the Kobold's nightvision to this statblock as this army is only made up of Kobolds and all Kobolds have nightvision. Some armies made up of mixed races won't have this sense.

Kobold Army

(green) kobold army, chaotic evil

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	- (-)	8 (-1)	7 (-2)	8 (-1)

Skills Stealth +5
Senses Darkvision 60 ft., passive Perception 8

Determine Army Size

Now is when we determine the Constitution score of our army. We are going to assume that the Kobolds are a small army, only a few hundred. For the purposes of this, we are going to assume there is 800 of them slowly moving across the lands.

This means they are a **Small** army and their Hit Die will be a d10. To determine the Hit Points of the Kobold Army, we must find their Constitution score. As a small army, it gains 1 point in Constitution for each 100 soldiers in the army. A **Small** army of 800 Kobolds will have a Constitution score of 8.

To determine their Hit Points, you take the highest result their hit die and and times it by their Constitution score. *We will not be adding in their Constitution modifier as that will bog down our mass combat later on, armies don't benefit from their Constitution modifier when figuring out Hit Points.*

Kobold Army

Small (green) kobold army, chaotic evil

Hit Points 80 (8d10)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	8 (-1)	8 (-1)	7 (-2)	8 (-1)

Skills Stealth +5
Senses Darkvision 60 ft., passive Perception 8
Army Size 800 Kobolds

Notice that their Hit Points is 80 Hit Points, instead of 44 hit points. The Hit Points for an army is determined by multiplying their Constitution score by the highest result on their hit die. We do not add in their Constitution modifier into this result as that will bog down gameplay later on after suffering casualties.

Determine Equipment

Because the **Monster Manual** already provides equipment that the Kobolds use, we are just going to use that for our Kobold army. The dragon in charge doesn't wish to spend more than they have to on this grand army.

Kobold Army

Small (green) kobold army, chaotic evil

Armor Class 12
Hit Points 80 (8d10)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	8 (-1)	8 (-1)	7 (-2)	8 (-1)

Skills Stealth +4
Senses Darkvision 60 ft., passive Perception 8
Weapon Proficiency Daggers, Slings
Army Size 800 Kobolds

Actions

Daggers. *Melee Weapon Attack:* +4 to hit, Range 0, one army. *Hit:* 7 (2d4 + 2) piercing damage

Slings. *Ranged Weapon Attack:* +4 to hit, Range 0/1, one army. *Hit:* 7 (2d4 + 2) bludgeoning damage

Determine Magic Users (Optional)

While Kobolds are magical, these Kobolds just don't have any.

Determine specialty Units (Optional)

While each and every Kobold is very unique and special to my heart, these Kobolds have no specialty units.

Finishing Touches

Our Kobold army has a few special abilities that other armies don't possess like their **Pack Tactics** and their **Sunlight Sensitivity**. We are going to add this into their stat blocks and we will be going over traits and features for armies later.

We are also going to add in **Finesse** so that the Kobold army can use their Dexterity modifier instead of their Strength modifier for their attack and damage rolls.

They will also receive the standard *Army* traits and immunities.

Kobold Army

Small (green) kobold army, chaotic evil

Armor Class 12
Hit Points 80 (8d10)
Move 2

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	8 (-1)	8 (-1)	7 (-2)	8 (-1)

Skills Stealth +4
Condition Immunities Charmed, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Darkvision 60 ft., passive Perception 8
Weapon Proficiency Daggers, Slings
Army Size 800 Kobolds

Army. The kobold army can occupy another army's space and vice versa, and the kobold army can move through any opening large enough for a small creature.

Finesse. The kobold army can use their Dexterity instead of their Strength with weapon attacks using finesse weapons.

Sunlight Sensitivity. While in sunlight, the kobold army has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold army has advantage on attack rolls against another army while occupying the same space as that army.

Actions

Daggers. *Melee Weapon Attack:* +4 to hit, Range 0, one army. *Hit:* 7 (2d4 + 2) piercing damage

Slings. *Ranged Weapon Attack:* +4 to hit, Range 0/1, one army. *Hit:* 7 (2d4 + 2) bludgeoning damage

There are a few new things added, like they have a *Move* instead of *Speed* and they are given a few new traits, but these will be explained later.

Our Kobold Army is finished, and I've never seen a finer army. Time to build another army and immediately send them against each other!

Using Standard Stat Array

On page 13 of the **Player's Handbook** are the numbers for a Standard Stat Array, because we only need to provide scores for five of our abilities instead of 6, our Standard Stat Array for building an army will be reduced to: 15, 14, 13, 10, 8.

Assembling Ability Scores

Now, we will place the provided numbers from the Standard Stat Array into the different abilities for our army. We are going to build a mixed-humanoid army, meaning that they are made up of a variety of races and thus will be a more generic army with very few special traits.

Due to Strength determining the amount of damage our army can deal, we will be placing the 15 in that Ability. Then, placing a 14 in Intelligence for our spy network, a 13 in Wisdom to help us read the enemy, 10 in Dexterity to help us move about the battlefield, which leaves us an 8 in our Charisma, meaning the army isn't very well known or feared.

The Capital's Army

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	- (-)	14 (+2)	13 (+1)	8 (-1)

Now, this isn't our final ability scores. Our ability scores are also influenced by the race of our army, because this is a mixed-race army, we will be using the Human racial bonuses provided in the **Player's Handbook** which is a +1 to all abilities *[added in next example]*. Constitution is not added in this because Constitution is a reflection of army size, not ability.

Racial bonuses for an army are provided in the **Traits & Bonuses** section.

Determine Experience

With our abilities set, we must now decide on the experience of our army. A general rule of thumb is that an army increases in experience for every 4 battles it has won, though if you bring in a lot of inexperienced conscripts, it could decrease the overall level of experience your army has.

Our army has yet to win any battles and is still considered green, the lowest experience level for an army. Because they are green, they only have access to 1 Skill and have a +2 Proficiency Bonus. I am going to give them proficiency in the **Athletics** skill to help them with charging forward and attacking walls. See **Skills** for more information

The Capital's Army

(green) army, -

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	- (-)	15 (+2)	14 (+2)	9 (-1)

Skills Athletics +5
Senses passive Perception 12

Determine Army Size

We must now decide on the size of our army, which is highly dependent on where they are from and the size of whatever kingdom is supporting the army. Our army is from a fairly small kingdom with no more than 50,000 people spread across a handful of cities, villages, and hamlets. To determine your army size, you can use the general rule of thumb that for every 15 adults, they can support one fighting man with their taxes. During major wars, the kingdom might forcibly conscript more than that for the army.

With a population of 50,000, we can feasibly support about 3,333 soldiers during peacetimes, you could easily increase that number during sieges or on big campaigns. Because our maximum army size for a small army is 3,000 and the minimum for a medium army is 3,000, we are going to reduce that number to 3,000 soldiers, which gives us a 30 Constitution score *(3,000 / 100 = 30)*. Because we have a small army, our hit die will be a d10. To determine the army's hit points, it will be the highest result on that die (10) times the Constitution score (30). We do not add additional hit points based off of Constitution modifier.

We could choose to make the army a medium sized army, but if we had any specialty units, that would effect our statblock by decreasing the army size.

For more information on army size, see the **Army Size** section for more information.

The Capital's Army

small (green) army, -

Hit Points 300 (30d10)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	30 (+10)	15 (+2)	14 (+2)	9 (-1)

Skills Athletics +5
Senses passive Perception 12
Army Size 3,000 Soldiers

Because we have an additional 333 soldiers unaccounted for based off of our calculations, the DM could choose to add them to the **Army Size** number as a reminder, create a second mini army, keep a note and treat them as a reserved force or just round them down into the 3,000 soldiers to help the abstraction.

Determine Equipment

It is assumed that every army is proficient with certain Simple Weapons and Padded Armor. If your army is made of a single race, they may provide extra proficiencies for your army. Starting equipment for an army is based off of the kingdom's wealth and their willingness to purchase more expensive equipment. Most armies will start with only a Club, Sling and Padded Armor.

You can purchase additional equipment for your army, see the **Equipment & Proficiencies** section for more information.

The Capital's Army

small (green) army, -

Armor Class 11 (padded armor)
Hit Points 300 (30d10)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	30 (+10)	15 (+2)	14 (+2)	9 (-1)

Skills Athletics +5
Senses passive Perception 12
Weapon Proficiency Clubs, Daggers, Slings, Light Crossbows
Armor Proficiency Padded Armor
Army Size 3,000 Soldiers

Actions

Club. *Melee Weapon Attack:* +5 to hit, Range 0, one army. *Hit:* 8 (2d4 + 3) bludgeoning damage

Sling. *Ranged Weapon Attack:* +2 to hit, Range 0/1, one army. *Hit:* 5 (2d4) bludgeoning damage

Determine Magic Users (Optional)

For our example, our capital has no magic users to field in battle.

Determine Specialty Units (Optional)

For our example, our capital has no specialty units to field in battle.

Finishing Touches

Our capital army, as it is composed of mixed races, has no innate racial traits available to all of the army. An army gains new traits depending on their experience level, You can find more information in the **Traits & Bonuses** section. As they are a *green* army, they get one trait known.

For now, we are just going to add in their Move value, Condition Immunities, and the ***Army*** trait.

The Capital's Army

small (green) army, -

Armor Class 11 (padded armor)
Hit Points 300 (30d10)
Move 0

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	30 (+10)	15 (+2)	14 (+2)	9 (-1)

Skills Athletics +5
Condition Immunities Charmed, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses passive Perception 12
Weapon Proficiency Clubs, Daggers, Slings, Light Crossbows
Armor Proficiency Padded Armor
Army Size 3,000 Soldiers

Army. The capital army can occupy another army's space and vice versa, and the capital army can move through any opening large enough for a medium creature.

Craftsmen. Prices for equipment are decreased by 10%.

Actions

Club. *Melee Weapon Attack:* +5 to hit, Range 0, one army. *Hit:* 8 (2d4 + 3) bludgeoning damage

Sling. *Ranged Weapon Attack:* +2 to hit, Range 0/1, one army. *Hit:* 5 (2d4) bludgeoning damage

This is our second example army created, and to see how to use them, see the **Combat** section for more information.

Variant: Point Buy

Instead of using the Standard Stat Array, you can instead buy your points using the rules put forth in the **Player's Handbook**, though you only have 23 points to spend. You can not invest points into Constitution.

Variant: Rolling

Instead of using the Standard Stat Array, you can instead roll randomly for your abilities using the rules put forth in the **Player's Handbook**. You can not roll for your Constitution.

Army Experience

Experience

Proficiency Bonus	Experience Level	Skills	Traits	Battles Won
+2	Green	1	1	0-4
+3	Irregulars	2	1	5-8
+4	Regulars	3	2	9-12
+5	Veterans	4	2	13-16
+6	Elite	5	3	17+

As an army takes part in battles, wars, and conquest, they grow stronger and become a better connected force. An army's fighting ability is reflected in their Experience Level, this determines their skills, Proficiency Bonus, and more.

The experience of an army waxes and wanes as new soldiers join up, and old soldiers succumb to battle. An army is bound to increase and decrease in experience, an elite army is one bad loss away from having to take on peasant conscripts, dropping them back down to a green army.

Proficiency Bonus

This is an added number to skills, attacks, and other values to showcase how well your army strives at their task. As you win more battles, your army gets more proficient, though the new recruits can begin bringing this number down as they are not as skilled in violence.

This also determines the number of damage die your army rolls on an attack.

Skills

As the army increases in experience, they gain skills as according to the Experience table. If an army is made up of a single race, they gain any available skills from that race per the **Traits & Bonuses** section, as well as an additional number of skills according to the Experience table.

Traits

As the army increases in experience, it also gains traits as according to the Experience table. If an army is made up of a single race, they gain any available traits from that race per the Racial **Traits & Bonuses** section, as well as an additional number of traits according to the Experience table. An army made of a single race can not choose to ignore certain racial traits, like Sunlight Sensitivity.

Battles Won

The experience level of an army is highly dependent on their ability to win battles and seize victory. When an army wins enough battles, as shown in the Experience table, they can increase the Experience Level of the army and gaining additional skills or traits as shown in the table.

When an army gains additional recruits, this may affect the experience of the army, decreasing it or increasing it.

What is considered a Battle?

A battle is anytime an army fights another army, you are only considered to win a battle, and thus increase your Battles Won, if the opposing army flees or is destroyed. This might take a few hours, several days or even weeks depending on how hard the fighting is. Depending on how long it takes, the DM might determine that you gain additional Battles Won than just one for a hard fought victory.

Adjusting Experience Level

In every battle, an army is going to lose men and must find a way to replenish their units. Sometimes you can conquer a city and press their men into service, or you can bring up serfs to help supplement the army. In either case, you are adding people with different experience compared to your own army and, if enough people join up, it can cause an army to perform better or to fall apart due to inexperience.

To determine how this effects the army, first you must determine the level of experience that the new recruits have, as well as the number being added in. While this is ultimately up to DM's discretion, a general rule of thumb is that if your army is increased by 10% by recruits who have a different experience level, you should either increase or decrease the number of Battles Won by 1.

King's Army Example

The King's Army just won a decisive victory against an orc warband, though they suffered losses forcing them to press the locals serfs into the army. Their army size, after the battle, is 600 men and they plan to add in 100 serfs.

The King's Army has won 5 battles, meaning they have an Experience Level of Irregulars. Unfortunately, the serfs have never been in battle, and thus have an Experience Level of Green. Because they are adding in 100 men into the King's Army, they are increasing the army size by ~16% with recruits who have never been into battle. The Constitution Score of the Army will increase to match the new number of men in the King's Army, but the army decreases the number of Battles Won by 1 to a total of 4 Battles Won. This has the effect that the army decreases their experience from Irregulars to Green and are forced to remove one skill of their choice and their Proficiency Bonus decreases to +2.

On the other hand, had the King's Army added in 100 soldiers from a mercenary company that had won 17+ battles, and thus considered Elite, they would increase the number of Battles Won by 1, from 5 to 6. Per the DM's discretion, the effective number of Battles Won could increase or decrease more than that, and it should be determined by whichever army has the highest number of soldiers. If the King's Army was adding in 1,000 soldiers from a mercenary company, they would instead be adjusting the Experience Level of the mercenary company instead of the King's Army.

Whichever army or added units has the higher number of men should be the starting point when determining the Experience Level of the army. If an army increases in size, for every 10% of additional men, this should affect the number of Battles Won by 1, but that is only a general rule of thumb and the DM should adjust this depending on the circumstances.

Army Size

Hit Die	Hit Points per die	Constitution Score	Army Size (# of Soldiers)	Hit Points	Minimum Army Size	Number of Attacks
d10	10	# of Soldiers / 100	Small 100 to 3,000	10 - 300	100 soldiers	1
d100	100	# of Soldiers / 1,000	Medium 1,000 to 30,000	100 - 3,000	3,000 soldiers	2
d1,000	1,000	# of Soldiers / 10,000	Large 10,000 to 300,000	1,000 - 30,000	30,000 soldiers	4

Army Size

The number of soldiers in your army determines the army's Constitution Score. Once you know the size of your army, let's say the King's Army has 6,000 soldiers ready to go on campaign, you can then determine the number of Hit Points your army has. Before any battles or campaigns, the army always has the maximum number of Hit Points possible, this number will decrease as they take damage and lose men throughout a campaign.

With the King's Army having 6,000 soldiers, this means we have a Medium sized army and our Hit Die is a d100. The way we determine our Constitution score is by taking the number of soldiers we have, 6,000, and then dividing it by the number of troops per Constitution score found in the Number of Soldiers column. For a Medium army, this is 1,000 soldiers for every 1 point. The King's Army has a Constitution Score of 6 (-2), and the army has 600 Hit Points.

Hit Die

The Hit Die determines the number of Hit Points an army has and allows an army to regain hit points at the end of every day after they battle, and there is still an army standing. To determine Hit Points before you set out on campaign, it is the maximum result on the Hit Die times the Constitution Score of the army, you do not add or remove additional Hit Points due to the Constitution Modifier.

Revitalizing Units

If an army has fought within the last 24 hours, at the end of the day, the army can attempt a DC 10 Wisdom (Medicine) check, on a success they can roll their Hit Die to regain a number of lost hit points. Once you expend those Hit Die, the army does not regain them until they spend a week with no combat.

You can not regain more Hit Points than your Hit Point Maximum.

Losing Units

War reduces army sizes, and this is no different for your own army. At the end of each day, any Hit Points you don't restore are permanently lost and you lose men. If you lose enough Hit Points at the end of the day that you are at least one full Hit Die down from your maximum, you permanently lose a point of Constitution and that Hit Die. You continue this process until you are no longer at least one full Hit Die down from your new Hit Point Maximum.

Example

If the King's Army starts out with 600 Hit Points, but ends up taking 130 points of damage and their Hit Points are dropped to 470. They can then attempt a DC 10 Wisdom (Medicine) check at the end of the day. On a success, they can roll Hit Die, in this case a d100, to restore Hit Points. Assuming they expend 1 Hit Die and regain 40 points of damage, their Hit Points increase from 470 to 510 and they do not lose any points to their Constitution Score, and their Hit Point Maximum is not decreased, as they lost under 100 Hit Points at the end of the day.

On the other hand, if they failed their Wisdom (Medicine) check, meaning their clerics and healers couldn't save enough men to warrant rolling a Hit Die, they end the day with 470 Hit Points and that means they have over one full Hit Die of lost Hit Points. Their Constitution score, and Hit Point Maximum, would then reduce until they are no longer suffering one full Hit Die of Hit Points. In this case, their Constitution Score would decrease to a 5 (-3) and their new Hit Point Maximum would be 500, and their hit points remain at 470.

This effectively means that the army lost 1,000 soldiers in that day's conflict, a grievous wound against the army by all accounts. In order for them to increase their Hit Point Maximum, they must recruit new soldiers.

Gaining More Hit Points

But what happens if you are fighting in a battle that takes several days to complete and you go into the day with only 510 Hit Points, but thanks to a great Wisdom (Medicine) check and a really high result on your Hit Die roll, you come out with 530 Hit Points, 20 points higher than when you started the day?

This is just an example of your soldiers getting properly healed throughout the day, and by the end of the day being able to rejoin the ranks. If you had 490 Hit Points, with a maximum of 500 Hit Points, and you rolled a Hit Die for 30 points of healing, your Hit Points increase to your Maximum but do not increase past it. While your men recover enough to rejoin the fighting force, you are unable to increase the number of men you have past your maximum, even if you started the battle with a higher Constitution Score and after several days of fighting it has decreased.

Minimum Army Size

Every army size has a minimum, once they fall below that minimum they decrease to the smaller army size.

Number of Attacks

Due to the number of men taking part in the largest of armies, they are able to unleash more damage on to other armies, this is especially relevant when a Large army fights a Small army. Unless the Small army has some sort of fortification or ability to defend itself from such a massive horde, it will be devastated in short order.

An army can take a number of attacks per round based on the size of their army and a medium army automatically gains the **Extra Attack** trait and a large army automatically gains the **Improved Extra Attack** trait.

Skills

Skills are the measure of an army's abilities and how they interact across the battlefield. These skills help an army seize a wall, pass obstacles, trick opponents or heal the injured.

Strength

This is the might and power of your army. It helps you strike harder in the melee.

Athletics

A Strength (Athletics) check is the ability to climb city walls, push back an opposing army or to determine the effects of a forced march.

Dexterity

This is the agility and speed of your army. It helps you hit armies from range.

Acrobatics

A Dexterity (Acrobatics) check is the ability to move quickly across a battlefield, over hazardous obstacles, and to avoid another army attempting to push them back.

Sleight of Hand

A Dexterity (Sleight of Hand) check is the ability to steal important documents or equipment from an opposing fortification or army.

Stealth

A Dexterity (Stealth) check is the ability to sneak up on another army, either for scouting or for a surprise attack.

Intelligence

This is the quality of your tacticians and generals. It helps your spies and informs decisions.

Arcana

An Intelligence (Arcana) check your army's ability to manage their Arcane spellcasters and to use them effectively in battle.

History

An Intelligence (History) check is the ability of your army to recall important information about another army and what their skills, equipment or other information of the past.

Investigation

An Intelligence (Investigation) check is the ability for your army to learn information about an opposing enemy or fortification. It also helps your engineers figure out the weakest part of a fortification.

Nature

An Intelligence (Nature) check is the ability of your army to understand the terrain and weather for the future.

Religion

An Intelligence (Religion) check is the ability to recall information about important religious events and even to call on the gods for their aid.

Wisdom

This is the ability to read armies, adjust tactics on the fly and to keep the army fed.

Animal Handling

A Wisdom (Animal Handling) check is the ability to properly guide your beasts, mounts and livestock.

Insight

A Wisdom (Insight) check is the ability to read your opponent and to determine their tactics.

Medicine

A Wisdom (Medicine) check is the ability for your army to recover from wounds and to expend hit die.

Perception

A Wisdom (Perception) check is the ability for your army to notice a sneaking army or something important in a battle.

Survival

A Wisdom (Survival) check is the ability for your army to live off of the land and to march through the land in the right direction.

Charisma

The ability to hide tactics, surprise foes and scare off armies.

Deception

A Charisma (Deception) check is the ability for your army to hide their tactics from an opposing army.

Intimidation

A Charisma (Intimidation) check is the ability for your army to scare and frighten.

Performance

A Charisma (Performance) check is the ability for your army to raise morale.

Persuasion

A Charisma (Persuasion) check is the ability for your army to persuade others to join their cause, like sellswords and conscripts.

Equipment & Proficiencies

Every army must be fielded with the basics in order to take on another army, though the basics won't make the army very effective. Every army starts out with the following proficiencies.

Proficiencies

Armor: Padded Armor
Weapons: Clubs, Daggers, Slings, Light Crossbows

Certain armies made up of a single race may gain additional proficiencies, see the chart below.

Racial Proficiencies

Race	Weapons	Armor
Dwarf	Battleaxe, Handaxe, Light Hammer, Warhammer	-
Mountain	-	Light, Medium
Elf	-	-
High	Longsword, Shortsword, Longbow, Shortbow	-
Wood	Longsword, Shortsword, Longbow, Shortbow	-
Drow	Rapiers, Shortswords, Hand Crossbows	-
Sea	Spear, Trident, Light Crossbow, Net	-
Hobgoblin	2 Martial Weapons of Your Choice	Light
Githyanki	Greatswords, Longswords, Shortswords	Light, Medium

Training Proficiencies

In order to train your army with new weapons, you must have a number of weeks available to train as well as enough gold to outfit your entire army with the new weapon you wish for them to train with, see the cost of new weapons in the Equipment Costs chart.

The number of weeks required is 10 minus your army's Intelligence modifier, to a minimum of 2 weeks. After the alloted time, your army is proficient in that equipment.

If you wish to speed up the progress of training, you could hire professional teachers for your army, though that might be very expensive. This typically cuts the training time in half, to a minimum of 1 week. The price is based on DM's discretion, though suggested prices are provided.

Specialized Units

If you train only a small number of troops with specific equipment, you can create a small subgroup within your army that can split from the main force as you see fit. This is especially useful for training calvary with lances or having a small force with heavy armor and powerful weapons. For more information on Specialized Units, see the *Specialty Units* section.

Training Costs

Equipment	per 100 per week	per 1,000 per week	per 10,000 per week
Any 1 Light Armor	200 gp	2,000 gp	20,000 gp
Any 1 Medium Armor	250 gp	2,500 gp	25,000 gp
Any 1 Heavy Armor	300 gp	3,000 gp	30,000 gp
Shields	250 gp	2,500 gp	25,000 gp
Any 1 Simple Weapon	200 gp	2,000 gp	20,000 gp
Any 1 Martial Weapon	250 gp	2,500 gp	25,000 gp

For exotic equipment, per the DM's discretion, the price might increase as you must find a special trainers that are proficient in that equipment.

New Recruits

When you bring on new recruits, you must provide equipment and any training with that equipment or those recruits are unable to benefit from it. If you don't have the appropriate equipment for them or the appropriate training, your army suffers and you deal less damage to another army, see the **Combat** section for more information.

Scavenging Equipment

It is assumed that after a battle, unless you lost and were driven out, that you could scavenge some lost equipment. To determine how much equipment you are able to scavenge, roll a Wisdom (Survival) or Dexterity (Sleight of Hand) check. Then consult the chart below.

This check determines, of the number of soldiers who died during the battle, how much of their equipment you were able to recover. You sometimes are not able to recover everything due to weapons breaking, armor being sundered, and scavengers looting before you can get there.

Scavenged Equipment

DC	Percent of Equipment Recovered
5	10%
10	25%
15	50%
20	75%
25	100%

You have a small army with a Constitution of 21 and equip your army with padded armor and clubs. If you lost 200 men during the battle, your Constitution would drop to a 19 and you run the risk of losing 200 padded armors and 200 clubs. If you then roll a check and get a 15, you are able to recover 100 padded armors and 100 clubs, 50% of the number of soldiers who died, meaning you don't have to buy that if you recruit 100 new soldiers later on, though if you recruit 200 soldiers, you will need to purchase 100 more padded armors and clubs as you don't have enough for everyone.

Equipment Costs

Armor	Normal Cost	AC	Strength	Stealth	100 soldiers ---- 10% off	1,000 soldiers ---- 15% off	10,000 soldiers ---- 20% off
Light Armor							
Padded	5 gp	11+Dex	-	Disadvantage	450 gp	4,250 gp	40,000 gp
Leather	10 gp	11+Dex	-	-	900 gp	8,500 gp	80,000 gp
Studded Leather	45 gp	12+Dex	-	-	4,050 gp	38,250 gp	360,000 gp
Medium Armor							
Hide	10 gp	12+Dex (Max 2)	-	-	900 gp	8,500 gp	80,000 gp
Chain Shirt	50 gp	13+Dex (Max 2)	-	-	4,500 gp	42,500 gp	400,000 gp
Scale Mail	50 gp	14+Dex (Max 2)	-	Disadvantage	4,500 gp	42,500 gp	400,000 gp
Breastplate	400 gp	14+Dex (Max 2)	-	-	36,000 gp	340,000 gp	3,200,000 gp
Half Plate	750 gp	15+Dex (Max 2)	-	Disadvantage	67,500 gp	637,500 gp	6,000,000 gp
Heavy Armor							
Ring Mail	30 gp	14	-	Disadvantage	2,700 gp	25,500 gp	240,000 gp
Chain Mail	75 gp	16	13	Disadvantage	6,750 gp	63,750 gp	600,000 gp
Splint	200 gp	17	15	Disadvantage	18,000 gp	170,000 gp	1,600,000 gp
Plate	1,500 gp	18	15	Disadvantage	135,000 gp	1,275,000 gp	12,000,000 gp
Shield							
Shield	10 gp	+2	-	-	900 gp	8,500 gp	80,000 gp

Weapon	Normal Cost	Damage	Properties	100 soldiers ---- 10% off	1,000 soldiers ---- 15% off	10,000 soldiers ---- 20% off
Simple Melee Weapons						
Club	1 sp	1d4 bludgeoning	Light	9 gp	85 gp	800 gp
Dagger	2 gp	1d4 piercing	Finesse, light	180 gp	1,700 gp	16,000 gp
Greatclub	2 sp	1d8 bludgeoning	Two-handed	18 gp	170 gp	1,600 gp
Handaxe	5 gp	1d6 slashing	Light	450 gp	4,250 gp	40,000 gp
Javelin	5 sp	1d6 piercing	Thrown (range 0/1)	45 gp	425 gp	4,000 gp
Light hammer	2 gp	1d4 bludgeoning	Light	180 gp	1,700 gp	16,000 gp
Mace	5 gp	1d6 bludgeoning	-	45 gp	4,250 gp	4,000 gp
Quarterstaff	2 sp	1d6 bludgeoning	Versatile (1d8)	18 gp	170 gp	1,600 gp
Sickle	1 gp	1d4 slashing	Light	90 gp	850 gp	8,000 gp
Spear	1 gp	1d6 piercing	Versatile (1d8)	90 gp	850 gp	8,000 gp
Unarmed strike	-	1 bludgeoning	-	-	-	-

Weapon	Normal Cost	Damage	Properties	100 soldiers ---- 10% off	1,000 soldiers ---- 15% off	10,000 soldiers ---- 20% off
Simple Ranged Weapons						
Crossbow, light	25 gp	1d8 piercing	Ammunition (range 1), two-handed	2,250 gp	21,250 gp	200,000 gp
Shortbow	25 gp	1d6 piercing	Ammunition (range 1), two-handed	2,250 gp	21,250 gp	200,000 gp
Sling	1 sp	1d4 bludgeoning	Ammunition (range 0/1)	9 gp	85 gp	800 gp
Martial Melee Weapons						
Battleaxe	10 gp	1d8 slashing	Versatile (1d10)	900 gp	8,500 gp	80,000 gp
Flail	10 gp	1d8 bludgeoning	-	900 gp	8,500 gp	80,000 gp
Glaive	20 gp	1d10 slashing	Heavy, two-handed	1,800 gp	17,000 gp	160,000 gp
Greataxe	30 gp	1d12 slashing	Heavy, two-handed	2,700 gp	25,500 gp	240,000 gp
Greatsword	50 gp	2d6 slashing	Heavy, two-handed	4,500 gp	42,500 gp	400,000 gp
Halberd	20 gp	1d10 slashing	Heavy, two-handed	1,800 gp	17,000 gp	160,000 gp
Lance	10 gp	1d12 piercing	Special	900 gp	8,500 gp	80,000 gp
Longsword	15 gp	1d8 slashing	Versatile (1d10)	1,350 gp	12,750 gp	120,000 gp
Maul	10 gp	2d6 bludgeoning	Heavy, two-handed	900 gp	8,500 gp	80,000 gp
Morningstar	15 gp	1d8 piercing	-	1,350 gp	12,750 gp	120,000 gp
Pike	5 gp	1d10 piercing	Heavy, two-handed	450 gp	4,250 gp	40,000 gp
Rapier	25 gp	1d8 piercing	Finesse	2,250 gp	21,250 gp	200,000 gp
Scimitar	25 gp	1d6 slashing	Finesse, light	2,250 gp	21,250 gp	200,000 gp
Shortsword	10 gp	1d6 piercing	Finesse, light	900 gp	8,500 gp	80,000 gp
Trident	5 gp	1d6 piercing	Versatile (1d8)	450 gp	4,250 gp	40,000 gp
War pick	5 gp	1d8 piercing	-	450 gp	4,250 gp	40,000 gp
Warhammer	15 gp	1d8 bludgeoning	Versatile (1d10)	1,350 gp	12,750 gp	120,000 gp
Whip	2 gp	1d4 slashing	Finesse	180 gp	1,700 gp	16,000 gp
Martial Ranged Weapons						
Blowgun	10 gp	1 piercing	Ammunition (range 0/1)	900 gp	8,500 gp	80,000 gp
Crossbow, hand	75 gp	1d6 piercing	Ammunition (range 0/1), light	6,750 gp	63,750 gp	600,000 gp
Crossbow, heavy	50 gp	1d10 piercing	Ammunition (range 1/2), heavy, two-handed	4,500 gp	42,500 gp	400,000 gp
Longbow	50 gp	1d8 piercing	Ammunition (range 2/3), heavy, two-handed	4,500 gp	42,500 gp	400,000 gp

Determine Damage

When an army deals damage, they roll their weapon's damage dice a number of times equal to their Proficiency Bonus, then add their Strength of Dexterity modifier based on the type of weapon being used. Melee Weapons, unless they have the finesse quality and the army has the finesse trait, use Strength. Ranged weapons use Dexterity to determine their damage.

A green army with a 12 Strength has a +1 modifier and have a +2 Proficiency Bonus, if they are using a shortsword they will deal 2d6 + 1 damage on a hit. If the army had a 16 Strength, which is a +3 modifier, they would deal 2d6 + 3 damage on a hit.

If an army has a +0 modifier or a negative modifier, they roll their damage as normal and then add their negative modifier to the total. An army can deal 0 damage but never negative damage.

Depending on the army size, they may be able to make an attack roll multiple times in a round.

New Recruits and Training

When you add additional soldiers into your army, most typically will not have any special equipment proficiencies, unless they are of a specific race. In order for your army to not be adversely affected by adding in new recruits in regards to equipment, the army must succeed on a Charisma (Performance) check or Intelligence (History) check.

The DC is determined by the number of additional soldiers being added to the army, as the impact on the number of new soldiers is dependent on army size. The DC is based off of the number of Hit Die the army gains. For every additional Hit Die the army increases, the DC increases by 1 with the starting DC of 8.

This means that if your army's hit die increases by 2, you must succeed on a DC 10 check.

On a success, the new recruits quickly pick up how the equipment works. On a failed check, the new recruits are unable to pick up the proficiencies required and you either must send them through training, thus they are unable to take part in battles for a set time, or attempt the check again one week later to see if they picked it up with more time. If the army fails the check again, the only way for the new recruits to learn is to send them through training.

Whenever you gain new recruits, you can only make this check once per week and at the end of the week, or earlier per the DM's discretion.

Retraining Abilities

An army might come to the point where they would like to refocus in a different direction, either to grow their spy network and increase their Intelligence, or to focus on drills to make their soldiers stronger and increase their Strength.

An army can spend 2 months retraining and can decrease one Ability Score of their choice by 1, and increase one Ability Score of their choice by 1. You can not increase or decrease your Constitution Score with this method. The army can still take part in battles while they are retraining but the Ability Scores do not change until after 2 months of retraining.

Specialty Unit

An army is made up of several different units, all working together to siege a castle, defend against an orc warband or to conquer the world. With this system, it is not ideal to field a lot of specialty units, instead there should only be one or two such units at a time split off from the main army and only if they are doing something tactically special than what the main army is doing.

Specialty Units could include calvary, siege units, a veteran force, or other units.

Use in Combat

A specialty unit takes its turn during the same time as the main army but make their own attack rolls, ability checks, and saving throws. Because specialty units are a lot smaller than the main army, they run a very real risk of being destroyed if they are used too often against an enemy as they have far less hit points.

The specialty units take their own actions but follow the same Move as the army.

Determining Ability Scores

Specialty units have the same basic ability scores as the main army, though their Constitution score is adjusted to match their size, just like the main army's Constitution score is adjusted when the specialty units are split off.

Determining Constitution

If you have a small army and fielding 1,200 soldiers and split off 200 of them to form a calvary for a charge, the small army's Constitution decreases from 12 (+1) to a 10 (+0) while the calvary gains a 2 (-4) Constitution score. The Hit Points are decided the same way, with the army having a total of 100 Hit Points and the calvary will have 20 Hit Points.

Specialty Units and Hit Points

At the end of the day, Specialty Units make their own DC 10 Wisdom (Medicine) check to roll hit die, they can only roll up to a number of hit die equal to their Constitution Score and are unable to regain more Hit Points than their maximum. They follow all the same rules as the army does for recovering Hit Points, Hit Die, and recruiting new soldiers.

The DM should ensure that they keep track of specialty unit hit points and number of men available to take part in battles as that number doesn't reset after a battle or at the end of the day. If the army loses half of their calvary in a charge, they must train up new units to add to the calvary. New units could come from the main army, by hiring mercenaries or pressing serfs and peasants into the army.

Proficiencies and Equipment

One of the benefits of a specialty unit is that you can provide special training to a smaller section of the army, thus allowing you to only buy 100 sets of plate as opposed to 1,000 sets. For the purposes of the game, when these units join the main army, their special equipment is not used when determining the army's statistics like equipment, armor class or damage.

Experience
A specialty unit is assumed to have the same experience level as the main army, this might mean that despite them being victorious across 10+ battles, they may still be considered green for their proficiency bonus. If the DM so chooses, they could track their experience separately.

Obliterated
If the specialty unit is knocked to 0 hit points, the unit is destroyed and the army, if they wish to keep a specialty unit, must begin training new recruits.

Morale
During the course of a battle, the specialty unit will have to roll their own morale checks. If they fail, they retreat for the day and can not rejoin the army until the end of the day. If the army fails their check, the specialty unit immediately falls back.

Maximum Number of Units
You can only have a number of specialty units equal to the army's Intelligence modifier (minimum of 1). This represents your army's ability to properly train specialty units, keep them organized, and be able to use them effectively in battle.

Minimum Size
A specialty unit's minimum size is equal to the maximum value of a single hit die, thus the minimum size for a specialty unit in a small army, hit die is a d10, is 100 soldiers. If a specialty unit's size decreases below that, they are unable to create a strong enough force to be useful in battle as a specialty unit.

A medium army's hit die is a d100 and has a minimum size of 1,000 soldiers.

A large army's' hit die is a d1,000 and has a minimum size of 10,000 soldiers.

Below Minimum Size
For medium or large armies with less than a 10 Constitution score, the DM may determine that having a specialized unit smaller than the typical minimum is allowed. In that situation, the specialized unit's new minimum size is a hit die below them. This means a medium army with a Constitution score of 10 or less can have a specialized unit with a hit die of d10 and it is made up of soldiers in increments of 100. A large army with a Constitution score of 10 or less can have a specialized unit with a hit die of a d100 and it is made up of soldiers in increments of 1,000.

Decreasing Power and Damage
A specialty unit is typically a lot smaller than an army, and thus doesn't have the same ability to deal as much damage as an army does. A specialty unit only rolls a single die for their damage and if they are smaller than 20% of the army, they only deal half damage. A DM may decide that a suitably sized unit deals more damage.

If the calvary is made up of 100 soldiers, and the army is only 1,000 strong, then the calvary makes up 10% of the army. If the calvary charges the enemy, when they roll damage they will deal half the damage they rolled. The main army will deal their normal amount of damage.

Racial Proficiencies & Traits
If a specialty unit is made up of only a single race while the army is made up of multiple races, the specialty unit gains any racial specific proficiencies and traits. They lose the racial proficiencies and traits if they take on new recruits that are not of their race or when they rejoin the army.

Splitting up an Army
It might come to a point where a specialty unit becomes so large that it makes more sense to treat them as a separate army. At that point, it is recommended that you build this army using the Army Creation tools located at the beginning of this system, this way you can decide what abilities, skills, traits, and more are most important to this new army.

Examples of Specialty Units

Calvary
Calvary is a popular specialty unit great for charges, scouting, and routing an enemy. In order to field a calvary unit, you must have enough horses for the unit. Example horse prices are below, saddles are included in the price.

Horse	Range	Price
Horse, draft	1	70 gp
Horse, riding	2	95 gp
Warhorse	2	420 gp

The calvary automatically gains the *Mounted Charge* trait.

Siege Engineers
Sieges are the most common uses of armies, and engineers are put to great use in constructing and operating the engines of war. Siege engineers are required to construct siege engines and this unit automatically gains the *Siege* trait.

Traits and Bonuses

An army can separate itself from another army by any special abilities it is capable of or by the racial make up of its army. Some armies, like kobolds, are sensitive to sunlight, where as orcs are are naturally intimidating to face.

If an army is made up of a singular race, they automatically gain their racial traits per the table below. They can not choose to ignore a negative trait if it is a racial trait.

If an army is made up of a single race, they automatically gain a bonus to their ability score per the table below. If the army is made up of mixed races, they receive a +1 to all ability scores except Constitution.

It is up to the DM's discretion when an army becomes a mixed racial army and loses their racial specific traits.

If the Ability Score Bonus says, "Any" you may choose any ability to increase except for the Constitution Score. You can not select the same ability score to increase that is already increased by your racial ability.

Army Traits

The army starts out with a single trait and gains additional traits as they become more experienced. If the army has multiple learned traits due to its experience and then the army drops in experience, due to hiring on new recruits or being off campaign for a long time, you can choose which trait to keep. You can not take a trait more than once.

Adaptable

The army doesn't suffer penalties for marching through inhospitable terrain like deserts or jungles.

Ambushers

The army has advantage on an attack roll against an enemy that hasn't acted yet.

Charge

When the army moves into another army's space and attack, they make the attack roll with advantage. They benefit from this once per day.

Craftsmen

The army has access to fast and capable craftsmen, prices for equipment are decreased by 5% times the army's proficiency bonus.

Extra Attack

Medium Armies Only, Can Not Be Selected

The army can attack twice, instead of once, whenever they take the Attack action on their turn.

Finesse

The army can use Dexterity instead of Strength when wielding weapons that have the Finesse property.

Foragers

The army has advantage on Wisdom (Survival) checks for finding food and supplies.

Grizzled

The army can reroll a failed Morale check, they can do this a number of times equal to their Proficiency Bonus.

Improved Extra Attack

Large Armies Only, Can Not Be Selected

The army can attack four times, instead of once, whenever they take the Attack action on their turn.

Martial Advantage

The army deals an additional die of damage. The damage die is determined by the experience level of the army. A green army deals an additional 1d4 damage, Irregulars 1d6, Regulars 1d8, Veterans 1d10, and an Elite army deals 1d12 damage.

Mounted Charge

When the mounted unit charges into another army's space and attack, they make the attack roll with advantage and score a critical hit on a 19 or 20. Mounted combatants can not attack another unit on a range with a fortification.

Precise Orders

Fast runners and a clear chain of command provides the army with an additional Move once per day.

Roman March

The army is able to travel faster. They travel an additional 2 miles per day at a Slow Step, additional 4 miles at a March Step, and an additional 6 miles per day at a Full Pace.

Trained Physicians

Once per day when you roll a hit die to recover hit points, you can reroll the hit die and take either result.

Saving Throw

The army gains proficiency in a saving throw of their choice. This trait can be picked more than once.

Siege

Specialized Unit Only

The army gains the ability to construct siege engines and they can add their proficiency bonus to the attack roll of any siege engine.

Swift Footed

The army can move an additional range at the beginning of the round once per day.

Well Loved

The army has advantage on Charisma checks to attract new recruits or keep the soldiers from deserting.

Racial Traits

Amphibious

The army can breathe air and water.

Armor Bonus

The army gains a bonus to their Armor Class.

Brute

The army deals an additional die of damage on a hit.

Burrow

The army has a burrow speed.

Climb

The army has a climb speed.

Darkvision

The army has darkvision.

Fly

The army has a fly speed.

Immunity

The army gains immunity to specific damage types or conditions.

Incorporeal
The army can move through obstacles and fortifications and they gain damage resistance to bludgeoning, piercing, and slashing from nonmagical attacks.

Magic Resistance
The army has advantage on saving throws against spells and magical abilities.

Mindless
Prerequisite: Army made of Undead or Constructs
The army automatically succeeds on Morale checks and Charisma skills do not work on them.

Natural Armor
The army has a natural armor class.

Natural Weapons
The army has natural weapons.

Nimble Escape
The army can move 2 ranges back when it chooses to fall back.

Pack Tactics
The army has advantage on melee attack rolls.

Proficiency
The army has proficiency in a specific skill.

Resilience
The army has no need for food, drink, or air and they do not suffer exhaustion for not sleeping.

Resistance
The army gains a resistance to a specific type of damage.

Savage
On a critical hit, the army deals an additional die of damage, do not double that die.

Save Resistance
The army has advantage on saving throws against specific effects.

Shapechange
The army has the ability to change their shape so long as they change into a creature with the same general shape and build of themselves.

Sunlight Sensitivity
The army has disadvantage on attack rolls and Wisdom (Perception) checks while in direct sunlight.

Swim
The army has a swim speed.

Undead
The army has no need for food, drink, air or sleep.

Racial Traits and Bonuses

Race	Ability Score Bonus	Traits
Dragonborn	+2 Strength, +1 Charisma	Resistance (Acid, Cold, Fire, Lightning, Poison; Pick 1)
Dwarf	+2 Strength, +1 Wisdom	Craftsmen, Darkvision, Resistance (Poison), Save Resistance (Poison)
Elf	+2 Dexterity, +1 Wisdom	Darkvision, Immunity (Sleep), Proficiency (Perception)
Gnome	+2 Intelligence, +1 Dexterity	Darkvision, Magic Resistance (Intelligence, Wisdom, Charisma only)
Half-Elf	+2 Charisma, +1 Any	Darkvision, Resistance (Charmed), Proficiency (Pick 2)
Halfling	+2 Dexterity, +1 Wisdom or +1 Charisma	Lucky, Save Advantage (Frightened)
Half-Orc	+2 Strength, +1 Any	Darkvision, Proficiency (Intimidation), Savage
Human	+1 All	Proficiency (Pick 1)
Tiefling	+2 Charisma, +1 Intelligence	Darkvision, Resistance (Fire)
Aarakocra	+2 Dexterity, +1 Wisdom	Fly (50 ft; no Medium or Heavy Armor), Unarmed (d4)
Genasi	+2 Any, +1 Any	
Goliath	+2 Strength, +1 Any	Proficiency (Athletics)
Aasimar	+2 Charisma, +1 Any	Darkvision, Resistance (Necrotic, Radiant)
Bugbear	+2 Strength, +1 Dexterity	Darkvision, Proficiency (Stealth)
Firbolg	+2 Wisdom, +1 Strength	
Goblin	+2 Dexterity, +1 Any	Darkvision
Hobgoblin	+2 Any, +1 Intelligence	Darkvision
Kenku	+2 Dexterity, +1 Wisdom	Proficiency (Acrobatics, Deception, Stealth, Sleight of Hand; Pick 2)
Kobold	-2 Strength, +2 Dexterity	Darkvision, Pack Tactics, Sunlight Sensitivity
Lizardfolk	+2 Any, +1 Wisdom	Natural Armor (13 + Dexterity), Proficiency (Animal Handling, Nature, Perception, Stealth, Survival; Pick 2), Unarmed (1d6)
Orc	+2 Strength, +1 Any, -2 Intelligence	Darkvision, Proficiency (Intimidation), Swift Footed
Tabaxi	+2 Dexterity, +1 Charisma	Climb (20 ft), Darkvision, Proficiency (Perception, Stealth)
Triton	+1 Strength, +1 Charisma, +1 Any	Amphibious, Swim (30 ft)
Yuan-Ti	+2 Charisma, +1 Intelligence	Immunity (Poison/Poisoned), Magic Resistance
Tortle	+2 Strength, +1 Wisdom	Natural Armor (17), Proficiency (Survival), Unarmed (1d4)
Changeling	+2 Charisma, +1 Dexterity	Shapechange, Proficiency (Deception, Insight, Intimidation, Persuasion; Pick 2)
Kalashtar	+1 Wisdom, +1 Charisma, +1 Any	Resistance (Psychic), Save Resistance (Wisdom)
Shifter	+2 Any, +1 Dexterity	Darkvision, Proficiency (Athletics, Acrobatics, Survival; Pick 1)
Warforged	+2 Strength, +1 Any, +1 Any	Armor Bonus (+1), Immunity (Disease, Sleep), Proficiency (Pick 1), Resistance (Poison), Resilience, Save Resistance (Poisoned)
Githyanki	+2 Strength, +1 Intelligence	
Githzerai	+2 Wisdom, +1 Intelligence	

Spellcasters

Spellcasters are a powerful tool in any army, though they are only effective when they are in large quantities. While a single spell can decimate a large area, armies are large enough to recover from a single *fireball* or *shatter* launched at them.

Spellcasters are largely up to the DM's discretion and how they work best in an army, but the following are some recommendations.

- Most problems can be solved with magic in some way. When a group of wizards has to help an army cross a large river, multiple wizards casting *wall of stone* can build a suitable bridge to ensure that the army is only slowed for a few minutes.
- Spellcasters are extremely valuable and are not likely to be found in the front lines, but rather in the back where they can launch their spells. Most close range spells, anything that has a range of 30 feet, will not be used as it puts the spellcasters into too much danger.

Minimum Number of Spellcasters

Because spellcasters are so powerful, you only need a small percentage to boost the power of your army. If an army has at least 1 spellcaster for every 100 soldiers, they are able to make enough of an impact in battle to take part, though the less spellcasters, the more limited their help.

Combat

Spellcasters should be counted outside of the army size, though they are not considered specialized units. Instead, they provide bonuses to the army's different abilities depending on what they choose to use each round. The more spellcasters available, the greater they can help the army.

Losing Spellcasters

For basic assumptions, it is assumed that an equal proportion of spellcasters are killed when an army suffers losses. This means that if an army has 10 spellcasters and 1,000 soldiers and they lose a battle where 400 of the men die (40% of the army), they would end up losing 4 spellcasters, 40% of the spellcasters, as well. This may not always be true, per the DM's discretion.

Limited Use

Spellcasters are limited by how powerful they are and can rarely help out in combat all day. Rather, spellcasters, depending on their level, can take part in a number of rounds equal to the maximum spell level that the army has access too divided by three. The maximum spell level that an army has access too is a generalization about the strongest of their members, meaning not every spellcaster must be able to cast such powerful spells though at least a few of them need to, per the DM's discretion. A recommendation is provided that at least 25% of the spellcasters must be able to cast those spell levels.

See the chart to determine how many actions your spellcasters have per day.

Spellcaster Actions Per Day

Actions per Day	Spell Level of the Army
0	Cantrips only
1	up to 3rd-Level
2	up to 6th-Level
3	up to 9th-Level

This assumes that there is at least 1 spellcaster per 100 soldiers and that they are being used in the battle and not elsewhere. They must be on the battlefield in order to use their action, though after they use their actions they might be useful elsewhere, per the DM's discretion.

Arcane vs Divine

There is not a distinction made between arcane and divine spellcasters as it is assumed that their ranks are mixed together in the army. If an army only has arcane spellcasters or only divine spellcasters, they may not be able to take on certain actions per the DM's discretion. One rule to keep in mind is that arcane spellcasters rarely have access to healing magic, and divine spellcasters rarely have access to utility magic like *wall of stone* or *waterbreathing*.

Actions in Combat

Spellcasters can take a number of different actions during combat, though they are limited by the quantity of spellcasters and how talented they are, meaning what is the highest spell slot that the army has available to them. An army with access to 9th-level spell slots is far more powerful than an army with access to only 1st-level spell slots.

Spellcasters must determine what their action is at the start of the round, they can not change their mind once the round begins and the army begins their actions.

Arcane Power

1 Action, any Spell-Level, Range 0

If the army succeeds on one of its melee attack rolls, the spellcasters can use their action to increase the amount of damage that the army does. The spellcasters add a number of d4s equal to their maximum spell level to the damage that the army deals. They can decide to deal one of the following types of damage: Cold, Fire, Lightning, Necrotic or Radiant.

If the army has a high number of spellcasters, the damage die can increase to a d6, d8, d10 or d12. If the percentage of spellcasters is 20% the damage die is a d6. At 35% the die is a d8; 50% the die is a d10; and 75% the die is a d12.

Battlefield Protection

1 Action, at least 5th-level spells, requires Arcane casters, Range 0

The spellcasters use their action to thwart their enemies and they summon stone fortifications to protect the army. The army gains an increase to their AC for the round equal to half the maximum spell level, rounded down.

Divine Healing

1 Action, any Spell-level requires Divine casters, Range 0
The spellcasters rejuvenate the army and keep the worst of the wounds away. The spellcasters heal the army by rolling a number of d4s equal to half the maximum spell-level of the army, minimum of 1. The army recovers those hit points at the end of the round.

If the army has a high number of spellcasters, the healing die can increase to a d6, d8, d10 or d12. If the percentage of spellcasters is 20% the die is a d6. At 35% the die is a d8; 50% the die is a d10; and 75% the die is a d12.

Empowered Weapons

1 Action, at least 3rd-level spells, Range 0
The spellcasters magically enhance the weapons and the army surges forward with weapons of power. The army gains an increase to their Attack Rolls and Damage Rolls equal to a third of the army's maximum spell-level, rounded down. This enhancement lasts for the day.

Eldritch Horrors

1 Action, at least 2nd-level spells, Range 0
The horrors of the Beyond are called forth as an action and the opposing army must succeed on a Wisdom saving throw vs the save DC of the army (10 + the maximum spell-level of the army) or become frightened. The enemy army has disadvantage on their attack rolls for this round, and they are unable to push forward.

The enemy army takes a penalty to their Morale check equal to a third of the maximum spell-level of the army, rounded down (minimum of 1).

False Fog

1 Action, any spell-level, Range 0
The spellcasters use their action to summon a thick cloud of fog that obscures their army. The army is heavily obscured while they stay in the fog.

Fiery Bombardments

2 Actions, at least 8th-level spells, Range 2
The spellcasters begin summoning fiery bombardments from above, sending massive motes of earth and fire crashing into the opposing army. The opposing army must succeed on a Dexterity saving throw vs the save DC of the army (10 + the maximum spell-level of the army) or take a number of d4s of fire or bludgeoning damage, spellcasters choice, equal to their maximum spell-level. Any fortifications and structures automatically fail their Dexterity saving throw. On a successful save, they take half damage.

If the army is engaged with the opposing army and this ability is used on their range, the army automatically takes half damage and any structures and fortifications caught in the effect take the full damage.

If the army has a high number of spellcasters, the damage die can increase to a d6, d8, d10 or d12. If the percentage of spellcasters is 20% the damage die is a d6. At 35% the die is a d8; 50% the die is a d10; and 75% the die is a d12.

Seize the Walls

1 Action, any spell-level, Range 0
The spellcasters morph and form the earth, allowing their army to easily assault the enemy's fortifications. The spellcasters grant a bonus to any Strength (Athletics) checks to move past barricades, scale walls or other activities. The bonus is equal to half the maximum spell-level of the army.

Spellcaster Hunt

1 Action, any spell-level, Range 0
The spellcasters hunt for their counterparts in the opposing enemy and focus on destroying them before they can hurt their own army. The army must make a Wisdom (Insight) check opposed by the enemy's Charisma (Deception) check, each army gains a bonus to their check equal to half their maximum spell-level.

On a success, the spellcasters can choose to stop the enemy spellcasters from doing their action this round or kill the enemy spellcasters and their maximum spell-level is decreased by 1 (to a minimum of 0) for the day.

An army can attempt to regain their lost spell-levels by succeeding on an Intelligence saving throw equal to DC 8 + the number of spell-levels lost that day. On a success, they regain a lost spell-level, on a failure they permanently lose their highest spell-level. They must repeat this saving throw for each spell-level they lost, the DC decreasing by 1 for each saving throw.

If the spellcasters lose all their spell-levels, so they effectively have access to only 0-level spells, the spellcasters for the army are destroyed and the army must find new replacements.

Movement

Spellcasters automatically move with the army, though there might be occasions where the spellcasters must stay behind or are used for different purposes.

If the spellcasters use all of their actions for the day, it typically means that they are spent on all their spell slots, though the DM may decide that certain actions or spells are still possible for them to cast, but only in small ways and not in ways to help the whole army.

Spell-Levels

When an army takes casulties, there is always a chance that they also lose powerful spellcasters and lose access to high spell-levels. At the end of each day of combat that the spellcasters take part in, the army must succeed on a DC 8 Intelligence saving throw or lose one spell-level. If they are brought to 0-level spells, the spellcasters for the army are destroyed and the army must find new replacements.

Combat

When a kingdom wishes to assert their dominance or claim a castle that is currently not theirs, they must go to war. Armies are made up of multiple units, but this is abstracted out into a single entity unless specialized units are formed.

The Order of Combat

Combat is the process of two armies, and any of their specialized units, facing off against each other. Sometimes this could include laying siege to a castle, for control over a river or for pushing back the forces of evil. Regardless of what the combat is about, it is chaotic. These rules seek to remove the individual and the chaos out of such massive conflicts.

The chaos of war is organized into a cycle of rounds and turns. A **round** represents 2 hours of fighting in the game world. During a round, each army takes their turn, the order of turns is determined by who is the aggressor in the conflict followed by the defender. Once each side has taken their turn, the fight continues to the next round if neither side has defeated the other.

Surprise

The DM determines who might be surprised. If neither army tries to be stealthy, they automatically notice each other. Otherwise, the DM compares the Dexterity (Stealth) checks of a sneaking army or specialized unit hiding with the passive Wisdom (Perception) score of the opposing army or specialized unit. Any army or specialized unit that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you are unable to give out your initial orders and are forced to use one of your Moves if you wish to give out orders. An army still has access to their normal actions. You suffer a penalty on the Morale check when attacked while surprised.

A surprised army does not gain the benefits of their armor unless they take a penalty to their attack and damage rolls this round in order to don their armor. The penalty is based on the type of equipment being donned: Light armor is a minus 1 penalty, Medium armor minus 3 penalty, Heavy armor minus 6 penalty, and a shield is a minus 1 penalty.

An army with Natural Armor always has their armor equipped.

Initiative

To determine initiative, the army who begins the aggression goes first. This means that if an army is charging a fortification, the charging army goes first, followed by the defending army.

If there are more than a single army on each side, you can roll a d20 and add the army's Dexterity modifier to determine who goes first among them.

If both armies are charging each other at the same time, both armies should roll a d20 and add the army's Dexterity modifier. Whoever gets the highest total decides whether they go first or last. If there are more than two armies going, the second highest total can then decide where they go in order until all armies are decided.

Any specialized units take their turn at the same time as the main army.

Combat Step-By-Step

1. **Determine surprise.** The DM determines whether anyone involved in the combat encounter is surprised.
2. **Establish positions and orders.** The DM decides where all the armies are located and the initial orders are given to the armies. If an army has a specialized unit already separated from the main army, they are given their own position as well.
3. **Determine the Aggressor.** The army who begins the aggression goes first, with the defender responding. If both sides charge at each other first, they can roll Initiative using their army's Dexterity modifier.
4. **Take turns.** Each turn is broken down into four sections: **Spellcasters** (optional), a **Move**, an **Action**, and **Resolving the Round**. The attacking army chooses the action for their spellcasters first, followed by the defending army's spellcasters. After that, the attacking army decides on their **Move**, followed by the defender. Then the **Actions** are taken, first by the attacking army and then the defending army. **Resolving the Round**, after all other actions are taken, damage is then rolled followed by Morale checks.
5. **Begin the next round.** When every army involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

The Round

During a single round, there are four steps that each army goes through in order. The aggressor's army will go first in each part of the round, followed by the defender. You can not go back to a previous step.

Each army, at the start of the round and before any turns or actions, can move 1 range.

Step 1: Spellcasters (Optional)

Spellcasters choose their action from their list. If an army doesn't have spellcasters, they skip this step and go on to the next step once all other armies have finished this step.

Step 2: Move

Every army at the start of each day, not round, gets a set of orders that they must follow. This is considered the strategy of the army and once orders are dispatched, the army follows those orders to the best of their ability. After the initial orders are given, the army can choose to change their Move on subsequent turns by sending out new orders.

An army continues their Move until they leave combat for the day, the opposing army leaves combat, or they can change their Move for free by expending one of their Moves or by succeeding on a Dexterity (Acrobatics) check.

Once the aggressor army decides their Move, the defending army then gets to make their Move. Each army is aware of the other army's Moves unless the armies are hidden from each other's perception.

Step 3: Action

Each army decides on an action to take, this is typically, but not limited to, making an attack. Attack rolls are made, but damage is not rolled until the end of the round.

Step 4: Resolving the Round

At the end of the round, damage is rolled and applied to each army, specialized unit and fortifications. Each army must then make their Morale checks, and then can decide if they wish to continue the combat or to fall back.

If an army fails their morale check, they have no choice but to fall back and a rout begins against them. An army that falls back immediately moves 1 range back and on the next round, the army can attempt to retreat, renew the attack or anything else using their Move.

Actions in Combat

Most times, the action used by armies will be to make an attack roll with a weapon of their choice.

Missed Attacks

Because a single attack roll can't take into account every fight happening in 2 hours, on a missed attack roll, the army still deals damage to their opponent, though the damage is adjusted based on how close they were to hitting the opponent's Armor Class.

If the army misses their opponent by 5 or less on their attack roll, they deal half their normal damage, rounded down. If the army misses their opponent by more than 5, they deal a quarter of their normal damage, rounded down.

Multiple Targets

An army being attacked by more than one army or specialized unit must decide who they are focusing their might on for this round. If they have multiple attacks, they can split up their attacks how they see fit.

If a specialized unit is targeted by an attack and the damage would knock them below 0 hit points, any excess damage is then carried over to the army so long as that army is within range of the original attack.

If the army has a bonus to their damage from the Spellcasters, they choose which target to apply that extra damage to before rolling the attack roll.

Other Actions

An army, or specialized unit, could also use their action to get themselves set up for the next round by taking a variety of other actions.

Flank. When an army, or unit, takes this action they maneuver around the battlefield and their opponent, preparing themselves to charge in the next round. This provides advantage on subsequent rounds against any army, or unit, being flanked. An army, or unit, defending a fortification stops this action from working.

For this action to work, you must have at least two forces striking at the same target and they must not be occupying the same range on this turn.

Raid. When an army, or unit, takes this action they are not focused on their opponent but rather on collecting the spoils of war. Attacks against them have advantage, but the army, or unit, is able to collect funds, treasure, food, and loot from the surrounding area. This action only works on cities, fortifications, and farmland.

March. The army uses their action to move up to an additional 3 ranges.

If an army uses their action to march, and leaves the range of another army, determine how long they were in range of the other army. If they were within range of the opponent army's weapons for 2 ranges, they take half damage. If they were within range of the opponent army's wapons for 1 round, they take a quarter of the damage.

Moves in Combat

Every army determines their initial order, a Move, for the day, if they change their orders during the Move phase of a round, they must expend a use of their Move or succeed on a check to issue new orders to the army. Otherwise, if no new orders are given, the army continues following the last Move they were ordered to carry out.

Each army features a Move score. This is the number of moves they can automatically make each day, they use these Moves first. If they exhaust the number of moves they have available, they can still make a Move but they must succeed on a Dexterity (Acrobatics) check against a DC 10 check. The DC increases by 2 after each attempt. On a success, they army can perform the new Move on this turn, otherwise they are unable to change their Move from before.

An army's Move is equal to their Dexterity modifier. If an army has a negative Move score, the initial DC increases by 1 for each negative Move score they have.
I.e. If an army has a -3 move score, the initial Move DC is 13.

Burn the Land

The army is ordered to ensure that there are no survivors, and slowly march across the battlefield, checking all bodies. The army has disadvantage on the attack roll, but when determining damage, multiply the total by 1 +.1 times the army's proficiency bonus.

For King and Country

The army charges across the land, their voices and roars echoing across the fields. The army moves an additional range. You can't move through a fortification with this move.

Hold the line

Prerequisite: Can't move this round
The army is ordered to hold the line and let no one pass, forming up in tight formations the army gains a bonus to their AC equal to the army's Proficiency Bonus. Their attack rolls take a penalty equal to half their Proficiency Bonus for this round.

Reckless Assault

The army attacks with even greater ferocity than before, striking with powerful swings but leaving themselves open for a counterattack. The army gains advantage on all attacks this round, but they take a penalty to their AC equal to 6 minus their Proficiency Bonus.

Repel the Invaders

The army is ordered to push back the enemy at any cost. The army makes a Strength (Athletics) check contested by the Dexterity (Acrobatics) or Strength (Athletics) check of the opposing army, their choice. If they succeed, at the end of the round they are able to push the opposing army back 1 range.

If an army is one size smaller than the other, they suffer disadvantage on the check, like a small army pushing back a medium army. If an army is two sizes larger than the other, they automatically succeed on the check.

Rotate the Men

Prerequisite: Can't move this round

Fresh replacements are called up from the back and the Morale DC is lowered by the army's Proficiency Bonus. This Move only happens once, to gain the benefits of this feature again, you must perform the Move again and expend a Move. You can not lower the Morale DC below the base.

Seize the Barricades

The army surges forward over the battlements, striking and pushing forward. The army, who must use their movement at the start of the round to move into a range with fortifications, pushes the defenders back. The army makes an Athletics (Strength) check versus the defender's Athletics (Strength) or Acrobatics (Dexterity) check. On a success, the army occupies the fortifications, on a failure the army is pushed back one range at the end of the round. An attacking army has disadvantage on their attack rolls while they are attempting this Move.

If an army is one size smaller than the other, they suffer disadvantage on the check, i.e. a small army pushing back a medium army. If an army is two sizes larger than the other, they automatically succeed on the check.

Movement and Position

Armies are in constant motion, at the beginning of every round, before Moves are declared or actions determined, they can move 1 Range in an attempt to close distance.

Augmenting Movements

To increase the amount your army can move in a single round, you can use a Move, like **For King and Country** or use your Action to **March**.

Difficult Terrain

Armies rarely are able to fight on just a flat field, but rather are forced to fight in forests, siege castles or over obstacles. When an army moves from 1 range to a range with obstacles, fortifications or difficult terrain, they must succeed on a Strength saving throw at the end of the round, or be unable to move the following round unless they use their action to push forward or a Move that allows them to move forward.

On a failed saving throw, the army is unable to move forward as the army faces difficulties moving men to the front, overcoming obstacles and consolidating the soldiers. After one round of not moving, they can begin moving again.

The DC is determined by the difficulty of the obstacles. Example DCs are provided below.

DC	Obstacles
5	Dense Forest
8	Desert Sands
10	Impromptu Barricades
10	Empty Moat
13	Fort Walls
13	Water Moat
15	Climbing Cliffs
20	Magical Fields of Force

Moving Around Armies and Units

You can move into another army's space, but you are unable to move past them. Once you enter the same range as an enemy, you are in battle with them and you are unable to push through them unless they are defeated, they begin falling back or their army is two size categories smaller than yours, in which case you treat the enemy as difficult terrain with a DC equal to half their Constitution Score.

You can move through and past a unit unless they have enough soldiers to equal a quarter of your army or unit. When you do so, they gain advantage on their attack roll against you for that round, if they are able to make an attack.

Certain terrain might mean that your army is unable to move past a smaller force, per the DM's discretion.

Flying/Swimming Movement

Some armies may benefit from the ability to fly. While flying, you can ignore the effects of most difficult terrain that are focused on the land and you can move through the ranges of an opposed army, regardless of that army's size.

If any army has a swimming, the army can fight normally in the water and don't suffer disadvantage on their attack rolls and ignore water as difficult terrain unless the DM rules the water is especially rough.

Army Size

Each army takes up a different amount of space. The Size Categories table show how much space an army of a particular size controls in combat. Specialized Units are assumed to take up the size as a small army, though they may take up more space as determined by the DM.

Size Categories

Size	Space	Number of Soldiers
Tiny	1/2 Range	less than 100
Small	1 Range	100 to 3,000
Medium	2 Ranges	4,000 to 30,000
Large	4 Ranges	40,000 to 300,000
Gargantuan	5 Ranges or more	400,000+

Space

An army's Space is the area that it controls in an abstract number known as a Range. This is not a physical dimension, but rather an abstract value to help speed up size, movement, and how they interact against each other. An army that takes up more ranges, has more soldiers and you can only fit so many soldiers into a single area.

An army, that is larger than Tiny, has the option of splitting their forces into 2. This means that an army can control at least two 1/2 Ranges, this allows an army to have more men on the front lines and to control more space, like having to defend an entire city that is more than 1 Range in size. This doesn't provide any benefits like flanking and the army takes the same Move and Action across every Range it controls.

Playing on a Grid

It is recommended that you play these armies using a hex grid to help clarify Ranges.

Hexes. Each hex on a grid represents 1 Range. A small army can occupy either 1 Range or can occupy two 1/2 Ranges.

When an army wishes to move forward 1 Range, they travel one hex over to any hex that is touching their current hex. If an army is in a hex they wish to travel too, they can freely move on to that hex and use their Action to attack them with melee weapons.

On the other hand, if an army wishes to fire ranged weapons at an enemy, the enemy must be a number of hexes away or less equal to the weapon's Range. If your army is using slings, the enemy must be up to 1 hex, or 1 Range, away from your army otherwise you miss on your attack. On the other hand, if your army is using longbows, you can strike out at an army that is 3 hexes, or 3 Ranges, away from you.

Occupying Multiple Ranges

If an army is occupying multiple ranges, the army must always be in corresponding hexes with sides that are touching each other. If you split an army apart and move them away from each other, the army should be split into smaller armies so that they can make their Moves and Actions independently, this may affect their overall size and decrease them from one size category down to another. This would change the Constitution score, and the hit points, of the armies.

I.e. If a medium army of 6,000 splits into two, this would create two armies of 3,000 each. This would decrease each of their sizes from medium to small.

If the armies combine back at the end of the day, they make the end of the day checks, like to recover hit points, as usual. If they end they day separated, they must make their own checks independent of each other.

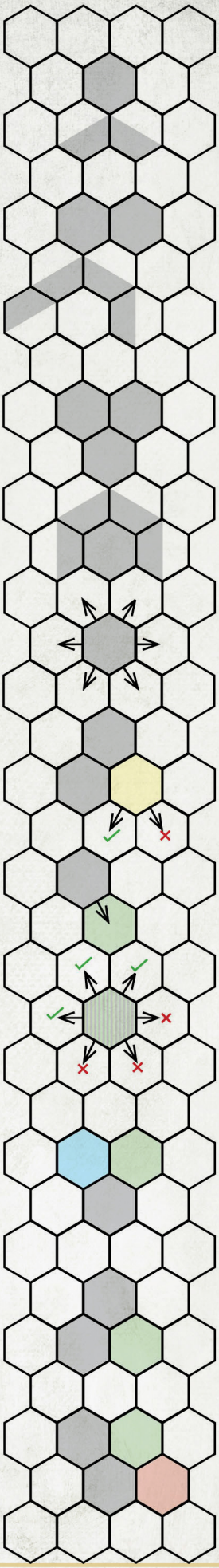
Making an Attack

When you make an attack, there is a simple structure to it.

1. Choose a target. Pick a target within your attack's range: a creature, an object, or a location.

2. Determine modifiers. The DM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.

3. Resolve the attack. You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.



A Small Army occupies 1 Range or two 1/2 Ranges

A Medium Army occupies 2 Ranges or up to four 1/2 Ranges
An army can occupy any part of the hex (range), but must be connected to the rest of the army by at least one side of the hex.

A Large Army occupies 3 Ranges or up to six 1/2 Ranges

If an army occupies 1/2 Ranges, not all of it has to if it is large enough and able to control multiple hexes.

Armies get to move 1 Range per round. This can be to any hex that the army is adjacent to.

If the army occupies more than 1 Range, when it is time to move, every hex of the army moves 1 Range, though an army can choose to move only a single section of it so long as the parts of the army still have a corresponding sides at the end of the movement.

In order for an army to attack with melee or Ranged 0 weapons, they must move into the same hex that the enemy is occupying.

The grey army can move pass the green army even after they occupy the same hex. The only hex they can move to are the ones that were adjacent to the hex they previously occupied before attacking the green army. See previous example for original position of the grey army.

If the grey and blue army are both attacking the green army with ranged weapons, the green army, if they take the attack action, makes an attack against the grey and blue army each. An army can attack any opposing army or unit that is within range, there is no limit to the number of targets they can attack per round.

If the green army, which is a small army, is being attacked by the grey army, a medium army. The green army can only make one attack against the grey army because the grey army is a single force.

If the green army, which is a small army, is being attacked by the grey army, a medium army and the grey army's specialized unit, the red hex. The green army makes one attack against the grey army, and one attack against the specialized unit.

Attack Rolls

When you make an attack, your attack roll determines how well you succeed on an attack. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the opposing army's Armor Class (AC), the attack hits. If the army misses their opponent by 5 or less on their attack roll, they deal half their normal damage, rounded down. If the army misses their opponent by more than 5, they deal a quarter of their normal damage, rounded down.

Modifiers to the Roll

When an army makes an attack roll, the two most common modifiers to the roll are an ability modifier and the army's proficiency bonus.

Ability Modifier. The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule.

Proficiency Bonus. An army adds their proficiency bonus to their attack roll when they attack using a weapon with which they have proficiency.

Rolling 1 or 20

Sometimes fate blesses or curses an army, causing the green army to hit and the veteran army to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a critical hit, which is explained later.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

Unseen Attackers and Targets

Combatants often try to escape their foes notice by hiding, casting the *invisibility* spell, or lurking in darkness.

When you attack an army that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting an army you can hear but not see. If the army isn't in the location you targeted, you automatically miss.

When an army can't see an opposing army, the opposing army has advantage on attack rolls against that army.

If an army is hidden — both unseen and unheard — when the army makes an attack, they give away their location when the attack hits or misses.

Ranged Attacks

When an army makes a ranged attack, they fire a bow or a crossbow, hurl a handaxe, or otherwise send projectiles to strike a foe at a distance.

Range

You can make ranged attacks only against targets within a specified range. You can not make an attack outside of the specified range.

Ranged Attacks in Melee Combat

Aiming a ranged attack is more difficult when an army is attacking you at melee. When an army makes a ranged attack with a weapon, a spell, or some other means, they have disadvantage on the attack roll if the army is within Range 0, and they automatically deal a quarter of their total damage to their own army from friendly fire. Like always, if they miss the attack, they only deal half damage to the opposing army.

Ranged weapons with a Range 0 ignore this penalty.

Melee Attacks

Used in hand-to-hand combat, a melee attack allows an army to attack a foe within Range 0. A melee attack typically uses a handheld weapon such as a sword, a warhammer, or an axe.

Instead of using a weapon to make a melee weapon attack, an army can use an unarmed strike: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + the army's Strength modifier. An army is proficient with their unarmed strikes.

Routing the Enemy

In a battle, both sides are attempting to break the other army's morale and attack the army when it's morale breaks and it flees. Such an attack is called a rout.

An army can make a rout when the opposing army or unit begins fleeing at the end of the round, to make a rout attack, the army must decide to continue the battle and on the next round, must immediately move from their position, like a fortification, and follow the fleeing army, cutting down at the stragglers. You have advantage on the attack and the opposing army can not attack you back during this round. You must then succeed on a Constitution saving throw or the rout ends.

An army can continue attacking the fleeing army on subsequent rounds, but they must continue moving further and further away from their original location in the chase and at the end of every round must succeed on a Constitution saving throw. On a success, they can continue the rout, on a fail the rout ends as the fleeing army escapes.

The DC begins at 10 and increases in difficulty by 1 for every subsequent round after. If an army continues the rout with a specialized unit with special bonuses to their movement, like calvary, they have advantage on the saving throw.

Falling Back

You can avoid provoking a rout by falling back at the end of the round, after you succeed on your morale check, and you immediately move back 1 Range.

Two-Weapon Fighting

When an army takes the Attack action and attack with a light melee weapon that they are holding in one hand, they can then make an extra attack with a different light melee weapon that they are holding in the other hand. The army doesn't add their ability modifier to the damage of the bonus attack, unless that modifier is negative. They can only make this extra attack once per round against a target of their choice, even if they are being attacked by multiple armies or units.

Cover

Walls, mantlets, fortifications, and other obstacles can provide cover during combat, making an army more difficult to harm. An army can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If an army is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if an army is behind a mantlet that gives half cover and a stone wall that gives three-quarters cover, the army has three-quarters cover. An army with half cover has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a mantlet, special siege shields or other obstacles.

Three-Quarters Cover

An army with three-quarters cover has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a special siege engine.

Total Cover

An army with total cover can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. An army has total cover if it is completely concealed by an obstacle.

Damage and Healing

Armies use equipment designed to maim and destroy, employing spellcasters to cast down destruction and devestation.

Hit Points

Hit points represent a combination of the army's durability and the number of men. Armies with more hit points are more difficult to destroy, while those with less are easier to wipe out.

An army's current hit points can be any number from the army's hit point maximum down to 0. This number changes frequently as an army takes damage or recieves healing.

Whenever an army takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on an army's capabilities until it drops to 0 hit points or makes it lose a size category. See **Army Size** for more information.

Damage Rolls

An army deals damage when it fights another army and that army is within range of the attacks. An army rolls their damage die or dice, add any modifiers, and apply the damage to the target.

Damage rolls are only made after both sides have made their attack rolls. Damage is determined at the end of the round, not during it so an army, even if it is destroyed during the round, still deals damage back to the other army.

With a penalty, it is possible to deal 0 damage, but never negative damage.

When attacking with a weapon, an army adds their ability modifier — the same modifier used for the attack roll — to the damage.

If you have spellcasters, and they helped this round, they add to the damage per the action that they took to help.

If you missed on the attack roll, the attack still deals half damage to the other army. Battles take 2 hours for each round, and it is almost impossible to deal no damage to another army.

Critical Hits

When you score a critical hit, you get to roll extra dice for the attack's damage against the army. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal.

Healing

There are a few ways of regaining hit points, though it is difficult to regain hit points once they are lost as men who die on the battlefield can't all be brought back with magic. You can only use up to a number of hit die per day equal to your Wisdom score (minimum 1).

Revitalizing Units

If an army has fought within the last 24 hours, at the end of the day, the army can attempt a DC 10 Wisdom (Medicine) check, on a success they can roll their Hit Die to regain a number of lost hit points. Once you expend those Hit Die, the army does not regain them until they spend a week with no combat.

You can not regain more Hit Points than your Hit Point Maximum.

Losing Units

War reduces army sizes, and this is no different for your own army. At the end of each day, any Hit Points you don't restore are permanently lost and you lose men. If you lose enough Hit Points at the end of the day that you are at least one full Hit Die down from your maximum, you permanently lose a point of Constitution and that Hit Die. You continue this process until you are no longer at least one full Hit Die down from your new Hit Point Maximum.

Dropping to 0 Hit Points

When an army drops to 0 hit points, the army is destroyed and the soldiers immediately disperse, at least the ones still alive do.

Mounted Combat

If the entire army or specialized unit has mounts, they can move 2 Ranges at the start of each round instead of 1. They also have advantage on their Constitution saving throw when performing a rout. If the calvary is being routed, they give disadvantage to the army performing the rout as they are difficult to keep up with.

Underwater Combat

An army or specialized unit can only take part in underwater combat if all of the soldiers can breathe underwater.

Morale

An army that is constantly fighting and not paying attention to the well being of their troops finds it harder to field their armies as well as keep the men from running during battle.

Morale Check

In order to determine when an army might break during a battle, the army must make a Morale check at the end of every round. In order to succeed against the Morale check, the army makes a saving throw (rolling a d20) and adding in their Charisma modifier and their Proficiency Bonus *(this is not a Charisma saving throw, but rather a saving throw that includes their Charisma modifier)*.

The Charisma modifier represents the army commanders and leaders ability to persuade, or intimidate, their army into holding together. The Proficiency Bonus represents that a more experienced army with seasoned soldiers are less likely to break than armies composed of only peasants.

At the end of the first round of a battle, the Morale check DC is 5. After every subsequent round, the DC increases by 1, there is no maximum and if the armies both fall back for the day, the DC does not reset until the battle is won, either by destroying the opposing army, routing the enemy, seizing their fortifications or if one side retreats from the battle completely - though that may have an effect on future Morale checks if that army ever faces that same army at a later date.

Specialized Units

Specialized Units must make their own Morale checks and the DC is set as when they split off from the main army. If they reform into the main army, they then assume the DC of the army.

I.e. If you have calvary and split them off from the army, and the DC is currently 8 for the army, then the calvary also has an 8 for their Morale DC. If you combine the unit and army at a later date and the unit has a 12 DC and the army a 13 DC, the army's DC is unaffected. If you later separate the two again, the calvary would assume the army's 13 DC as their own DC.

Affecting the Morale Check

Certain effects on the battlefield will have different affects on the Morale DC, and either increase it or decrease it over the course of a battle.

Interactions that Increase the DC

- If your army **does not** have spellcasters taking part in the battle, and the opposing army **does**, the Morale DC *increases by 1* for every action that the spellcasters take.
- If a specialized unit fails a Morale check, or is destroyed, then the *DC increases by 2* for the army.
- If an army fails the Morale check, and they have a specialized unit on the field, all specialized units *automatically fails* their Morale check and flee.
- If the enemy army is 1 size category larger than your army, the *DC increases by 1* for every category they are larger, this happens only **once per day** at the start.

Interactions that Decrease the DC

- If an army, or unit, scores a critical hit, by rolling a 20 on a d20 for an attack roll, then the DC for the Morale check *decreases by 1*.
- If the army receives divine healing from their spellcasters, the DC *decreases by 1*.
- If the army is defending their home, like a city, the *DC decreases by 2*, this happens only **once per day** at the start and *does not* stack with defending a fortification.
- If the army is defending a fortification, like a castle or tower, the *DC decreases by 1*, this happens only **once per day** at the start and *does not* stack with defending their home.

Recovering Morale

An army has a chance to lower their Morale DC so long as they aren't in combat non-stop. An army has to have at least 8 hours, or 4 rounds, of rest in order to recover their morale. At the beginning of the day, the army can make a Charisma (Persuasion) check or a Charisma (Intimidation) check to decrease the Morale DC for the army.

Check Result	Decrease Morale DC (Persuasion)	Decrease Morale DC (Intimidation)
5	1	-
10	2	1
15	3	2
20	4	3
25	5	4

You can not decrease the DC below 5 when attempting to recover morale.

Failing a Morale Check

On a failed morale check, the army breaks and begins fleeing. This subjects the army to a rout, once the rout is complete, meaning the opposing army has failed their Constitution saving throw to keep up with your fleeing army, you can make a Charisma (Persuasion or Intimidation) check to consolidate your troops.

Depending on the result, your army may experience desertion due to the fear of death or a lack of trust in the army's ability to win battles.

Check Result	Desertion Percentage	Check Result	Desertion Percentage
5	70%	20	10%
10	50%	25	5%
15	30%	30	0%

Per the DM's discretion, this might mean important nobles may leave your army and take their army with them.

More on Morale

Not every idea can be fully fleshed out and every mechanic fully envelope everything that would have happened during an actual siege. There are many things that were used to help the morale of the soldiers, from church services to extra rations to games and more. If the players come up with a good idea to bring morale up, consider allowing it to work either the one time, a few times, or always.

Fanatics and Morale

Some armies are considered fanatics, meaning that they believe so completely in their cause that they are harder to break and will often fight to the death. Fanatical armies, per the DM's discretion, have advantage on their Morale checks and on checks to Recover Morale and to recover from a rout.

Undead and Constructs

Certain creature types, like undead and constructs, are mindless and never make Morale checks, they are assumed to always succeed.

Fortifications

Defending a keep, a city or a fortress is a major use of most armies, with very few attacking others.

Fortifications can take the form of a variety structures, from wooden forts hastily constructed after a long march to castle walls and to wooden palisades, fortifications can provide defensive capabilities for an army and ensure that aggressors are pushed back.

Cover

Fortifications all provide different degrees of cover, with basic walls and forts providing half cover to the army, and more expensive walls and fortifications providing three quarters cover or even total cover in certain circumstances. The amount of cover a fortification provides is given below in the **Fortifications** chart.

Moving onto Fortifications

If an army wishes to siege a range occupied by fortifications, they must take the "Seize the Barricades" Move. On a success, the army occupies the fortifications at the end of the round, on a failure, the army is pushed back. Just because an army succeeds on occupying the range that the fortifications occupy, that doesn't mean they have penetrated the walls, but rather that they have soldiers fighting along and on the fortifications.

Getting your soldiers on to the fortifications allows the army to use their melee weapons and can negate the armor bonuses that fortifications provide.

In order for your army to push into fortifications, like pushing through defensive walls and into a city, the army must force the defenders into a rout, into falling back or by destroying the army.

Sizes

Cities and forts come in a variety of sizes and shapes, and it is dependent on DM discretion as to their size. Most forts, castles and small cities occupy on a single range, or a single hex if using a hex map.

Larger cities, with populations of at least 20,000, begin taking up more space and require extra ranges that need protection.

Building a Fortified City

Fortified cities take a variety of forms and sizes, and it greatly depends on the wealth of the city, natural features, and the age of the city. Many smaller cities may not have the funds to build a large crenellated wall and must settle for wooden pallisades or a thin defensive wall. Other cities may have multiple walls surrounding the city, with killing grounds in between them and with moats filled with alligators and other fearsome carnivores. When designing a city, there are a few things to think of.

Natural Defenses

Many cities, castles or forts are built into natural defensive locations. A keep may be built into a cliff, a city may be built along a wide river, and a palace may be built on a steep hill that is almost impossible to climb unless you take a specific path. These natural defenses may block armies from approaching the city from certain angles and thwart the enemy armies from simply laying siege to the gates.

The City's Wealth

Building walls are expensive and time consuming, its important to keep in mind that while every city would love for a 20-foot thick wall, very few could afford to wrap the entire city. Often times there are more defensive locations in the city featuring inner walls that might be constructed of thicker walls to better protect the nobility and upper classes, while the rest of the city is protected by a thin defensive wall.

Access to Magic

Magic is a great solver of many problems, and creating a defensive wall is something that druids, sorcerers, and wizards can all accomplish if they have mastery over 5th-level spells. A true archmage, one who can cast 9th-level spells, could cast the spell *wall of stone* up to 11 times a day, allowing them to create a 6-inch thick wall that is 10 feet high and 220 feet long in as little as 3 hours. That is only 1/24th of a mile and would require far more spellcasters to help speed it along. In 30 days, a single spellcaster could create a wall that is 1.25 miles long - or double that if you are willing to sacrifice wall thickness.

This is a faster process of building defensive walls, though spellcasters typically ask for enormous sums of money for their services and may not wish to use all their powerful spell slots every day for months on end.

Determining City Sizes

A general rule of thumb is that 50,000 people in a city need 1 square mile to live in, meaning a wall to protect a city of that size would be up to 4 miles long.

Fortifications

Fortification	Armor Class	Hit Points	Cover	AC/Dexterity Save Bonus	Cost	Material	Time to Build (10 workers)
Keep / Small Castle	18	60 HP per inch	Total	-	50,000 gp	Stone	400 Days
Palace / Large Castle	18	60 HP per inch	Total	-	500,000 gp	Stone	1,200 Days
Crenellated Walls (84-inches)	18	60 HP per inch	3/4	5	61,600 gp per 1/4 mile	Stone	185 Days per 1/4 mile
Crenellated Walls (120-inches)	18	60 HP per inch	3/4	5	88,000 gp per 1/4 mile	Stone	264 Days per 1/4 mile
Crenellated Walls (240-inches)	18	60 HP per inch	3/4	5	176,000 gp per 1/4 mile	Stone	528 Days per 1/4 mile
Defensive Walls	15	30 HP per inch	1/2	2	2,200 gp per 1/4 mile	Stone	6.6 Days per 1/4 mile
Wooden Palisade	10	15 HP per inch	1/2	2	440 gp per 1/4 mile	Wood	1 Day per 1/4 mile
Mantlet	10	10 HP per inch	1/2*	2	100 gp per 100 soldiers	Wood	1 Day per 100
Archer/Defensive Tower	15	30 HP per inch	3/4	5	15,000 gp	Stone	100 Days
Moat (3 feet deep, 12 feet wide)	-	-	-	-	85 gp per 1/4 mile	Dirt	43 Days per 1/4 mile

Keep/Small & Large Castle/Place

A keep is a fortified stone building that houses important nobles, dignitaries and kings. Most keeps are thinner than the walls that protect it, with 1- or 2-foot thick walls. Keeps come in a large variety of sizes and shapes. They have an AC 18, 60 HP per inch of thickness, resistance to piercing and slashing, immunity to poison and psychic damage, and a damage threshold of 15.

Crenellated Walls

The crenellated walls is a structure built over a long period of time that offers greater protection against siege engines and the like. A crenellated wall is 40-feet tall and 10-feet wide and the set thickness comes in differing sizes (see chart above). The wall has an AC 18, 60 HP per inch of thickness, resistance to piercing and slashing, immunity to poison and psychic damage, and a damage threshold of 20.

Defensive Wall

The defensive wall is a structure built in a quick time frame to help protect from invaders. A defensive wall is in 10-foot by 10-foot sections with a thickness of 6-inches, AC 15, 30 HP per inch of thickness, resistance to piercing and slashing, immunity to poison and psychic damage, and a damage threshold of 15.

Wooden Palisade

Wooden palisades are quick constructions used mainly for temporary camps or when a city has no stone wall. A wooden palisade is in 10-foot by 10-foot sections with a thickness of 2-inches, AC 10, 15 HP per inch of thickness, resistance to piercing, immunity to poison and psychic damage, and a damage threshold of 10.

Mantlet

Mantlets are mobile wooden shields used for archers of attacking armies and these large wooden structures can be moved around on wheels. The mantlet only provides its bonuses to range attacks and is 5-feet wide by 5-feet tall with a thickness of 1-inch, AC 10, 15 HP per inch of thickness, resistance to piercing, immunity poison and psychic damage, and a damage threshold of 10.

Moat

Moats are dug trenches that are typically 12 feet wide or wider, and 3- to 30-feet deep. These earthern works are used to repel invaders and keep it difficult for the soldiers to bring up siege equipment or climbing the walls. While a moat, whether dry or with water, is still in working order, soldiers can not bring siege engines to the walls and it is treated as difficult terrain.

Damage Threshold

A fortification has immunity to all damage unless it takes an amount of damage equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the damage threshold is considered superficial and doesn't reduce the structure's hit points.

Targeting

A mile long crenellated wall that is 240-inches thick would have 7,603,200 hit points, but the goal of siege equipment is not to destroy the entire wall but key locations to send the soldiers through. A 10-foot section would only have 14,400 hit points and is easier to breach. See **Siege Equipment** for more information.

Weather Conditions

Weather can play an important part in determining who wins a battle. If heavy rains cause the ground to turn from hard pack earth to 3-foot deep mud, the army won't be able to bring up their siege equipments and their calvary won't be able to move quickly across the field of battle without serious risk to their horses.

Cold

The cold weather saps the will and strength of the army. At the end of the day, the army's Morale DC increases by 1 unless steps are taken to appropriately warm the soldiers. This could mean spending extra on gathering more supplies for kindling, providing extra meals or using your spellcasters to create domes of temperature controlled weather.

Blizzards increase the Morale DC by 2.

Fog

Early morning fog can obscure armies and make it difficult to discern who to fire at. Armies are heavily obscured by fog and have advantage on their Dexterity (Stealth) checks to remain hidden by it.

Heat

Just as the cold can sap the strength, so can the intense heat of a blazing sun in the desert, a jungle or prairie. At the end of the day, the army's Morale DC increases by 1 unless steps are taken to appropriately shield the soldiers from the heat of the sun. This could mean utilizing spellcasters to create domes of temperature controlled weather, providing extra fresh water rations or half-speed marches.

Rain and Mud

Heavy downpours can turn even the hardest packed dirt road into horrible mud, forcing armies to slow down and to lose valuable momentum when conducting sieges. An army must succeed on a DC 8 Strength saving throw or they are unable to move forward 1 Range at the start of their turn. They can still use their Move or Action to surge forward, though the DM may rule that it is difficult terrain. This save must be repeated at the start of every round.

Storms

If an army is laying siege to a fortification, and there are horrible gales of wind whipping rain everywhere, projectiles are going to be less accurate and all ranged attacks will have disadvantage at Range 1. If an army attempts to attack from further than that, their attacks automatically miss.

Siege equipment will have disadvantage on all attacks at Range 3 or less, and beyond that will automatically miss.

Magical Weather

Magical weather can create unease in an army, spooking horses and soldiers alike. If spellcasters work together, they can control the weather to create these effects to hamper the enemy army or calm horrible storms for their army.

Travel

Armies are only useful if they are able to travel, and travel quickly. The more time you provide a city to bring up their fortifications, the harder it is to bring down the walls and crush them under your boot heel.

Marching

Armies can decide to travel at three different speeds as they make their journey across the countryside - Slow Step, March Step, and Full Pace. The number of miles traveled is affected by how fast the army can move, though slower moving armies are able to scrounge throughout the land for much needed supplies like food and lumber.

Traveling

Travel Pace	Miles Traveled	Scrounge
Slow Step	10 miles per day	Advantage on Survival checks
March Step	15 miles per day	-
Full Pace	20 miles per day	Can not make Survival checks

Scrounge

An army must scrounge for most of its food while traveling across the land as supply chains are not reliable on these campaigns. An army must make a Wisdom (Survival) check once a week in order to gather the necessary supplies, like food. The DC is highly dependent on where the army is marching through and the season, a few examples are given.

Larger armies have a harder time finding enough food to feed the entire army, the DC is increased by 3 for every size category above Small.

Scrounge DC

DC	Environment	Season
5	Farmlands/Forest	Summer
8	Farmlands/Forest	Fall/Spring
13	Farmlands/Forest	Winter
8	Grasslands	Spring/Summer/Fall
12	Grasslands	Winter
15	Desert	Any
20	Artic	Any

If the army is unable to find enough food, the Morale DC is increased by 1 for every day they go without enough food.

Deserters

If the Morale DC of the army is ever above 8 while marching, the army must make a Morale check at the end of the day. On a failure, men begin deserting the army. See the **Morale** section for more information on desertion, only half of the number of men actually desert when making the check while marching. The Morale DC resets back to 5 on a failed check.

Upkeep

Taking care of an army is a difficult task that requires a lot of funding and supplies. Soldiers work for money, though fanatics might be persuaded to join a rebellion with no pay, and soldiers require food or they'll starve, though undead and constructs don't have to worry about food.

Pay

Pay is a major drain on a country's resources, and a major reason why standing armies are not a viable option for most kingdoms. In order to keep your army moving forward, you must be able to pay your soldiers once every week. Every week the soldiers are not paid, the Morale DC is permanently increased by 1, meaning that the starting Morale DC would begin at 6 and continues to increase. You can not decrease the Morale DC below the permanent DC.

To calculate the costs for paying your army, you must first separate your specialized units from the main army and take note of how many spellcasters you have.

The pay is based on the chart below:

Type of Soldier	Cost per Week per Person
Regular Soldiers	7 gp
Calvary	21 gp
Specialized Units	14 gp
Spellcasters	10 gp * army's spell level

If you are able to meet or exceed the Scrounge DC for a marching army, the cost is lowered by 4 gp per solider regardless if they are spellcasters, a specialized unit or in the regular army.

Every week the army pays, the Morale DC decreases by 1 to a minimum of 5.

Example

If an army has 3,000 soldiers, with 200 of them being calvary and 300 spellcasters with an army spell level of 3, that means that the army has 2,800 regular soldiers, 200 calvary and 300 spellcasters that they must pay. To figure out their pay:

Regular Soldiers: *2,800 * 7 gp = 19,600 gp*
Calvary: *200 * 21 gp = 4,200 gp*
Spellcasters: *300 * (10 gp * 3) = 9,000 gp*
Total Cost per Week: ***32,800 gp***

Spellcaster Pricing

It can be difficult to judge how much spellcasters should be paid, as their spells are invaluable and only a few might be blessed enough to learn magic. Depending on your world, it might be more sensible to have the cost be **100 gp * army's spell level** if magic is very rare, or it might make more sense for the cost to be **3 gp * army's spell level** if anyone can cast a level 1 spell.

The amount to pay spellcasters is per DM's discretion, though some cities may require spellcasters to join the army no matter what and pay the spellcasters very little. This could have a negative effect on the army's Morale DC.

Paying During a Siege

If a city is under a siege, the army may not need to be paid but instead pressed into service.

That's a lot of Money

Its incredibly expensive to keep an army around, and most kingdoms will simply disband the army after their campaign and they no longer have to pay the soldiers. The guards of a city were what many considered to be the defense of a city, though an army could be called forth from the serfs and nobles. This could take anywhere from a few days to a few months based on how big and spread out the kingdom is.

Taxes

Kingdoms operate off of taxes, and as a general rule of thumb it took about 15 people paying taxes to support 1 soldier. In wealthier economies, a kingdom might be able to support even more soldiers than just 1 for every 15 citizens, though in kingdoms in financial ruin it might require 20 or 30 citizens.

For a basic idea of taxes, assume that every citizen pays 3 gp per month in taxes. Certain kingdoms might bring in more than that, while others far less. This is per the DM's discretion.

Assume that 75% of all taxes must be spent on the city for its officials, public works, and similar.

Example

If we take our previous example that our army has 3,000 soldiers, that means our kingdom has about 45,000 citizens in it as it will take 15 citizens to support 1 soldier. If each citizen pays 3 gp per month...

Taxes per Month: *45,000 * 3gp = 135,000 gp*
Army Upkeep: *32,800gp * 4 weeks = 131,200 gp per month*
Total Taxes Leftover: ***3,800 gp per month***
City Requires: *75% of 135,000 gp = 101,250 gp*

It would be financially foolish for a kingdom to keep a full standing army all year round. Consider decreasing the standing army to 20% it's fighting force during off seasons with no campaigns and disband the spellcasters, but only if you need a defensive force to act quickly.

Army Upkeep in Off-season: *600 soldiers * 7 gp = 4,200 gp per week* or *16,800 gp per month*

Budget

While it isn't necessary to keep track of how much money a kingdom has coming in every month, it does help to have a rough understanding of the financial situation of a kingdom. The DM could just provide a budget to the Kingdom that can be spent on an army per year.

Economic Turns

Sometimes a kingdom faces economic issues - the kingdom can roll a d100 every month to determine their taxes.

Taxes per Month

d100	per citizen
01-05	5 sp
06-15	1 gp
16-30	2 gp
31-70	3 gp
71-85	4 gp
86-95	5 gp
96-100	7 gp

Siege Engines

Siege engines are used for the purposes of assailing a fortification and require a specialized unit of Siege Engineers to construct them. An army without siege engineers do not add their proficiency bonus to attack rolls, ability checks or saving throws dealing with siege equipment.

Construction

Most siege engines are built while an army is sieging a fortification and take anywhere from a day to a week to construct. Every siege engine requires a number of days to construct and you must have a construction crew on hand to build it. For every day required to build the engine, the specialized unit must succeed on an Intelligence check and adding in their proficiency bonus to the roll.

The DC is determined by the terrain and what materials are available. The DC is based off of terrain and is per the DM's discretion, finding enough wood in a forest is DC 5 though in a desert it would be DC 25 or higher.

Crew

Siege engines are large and bulky, requiring a great many men to move and construct it, though it can have less men when it comes to actually operating it, though that isn't always true. There are two numbers to be aware of when constructing, moving or operating a siege engine. The Construction Crew is the number of men required to construct and move a siege engine, while the Operations Crew is the number of men required to operate the siege engine.

Damage

To determine damage, roll the damage die and then multiply that number by the proficiency bonus of the army, a more experienced army is better at putting their equipment to work. If a siege engine is firing on a fortification, they do full damage instead of only quarter or half damage to the fortification.

The damage shown is assumed that the engine is being fired as fast as possible in a round, and you may choose to fire the engine less by rolling less damage, this may adjust how much you must spend on ammunition per round per the DM's discretion.

Damage Threshold

Much like fortifications, siege engines have a certain level of immunity to weapons wielded by an individual. A siege engine has immunity to all damage unless it takes an amount of damage equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the damage threshold is considered superficial and doesn't reduce the engine's hit points.

Hit Points

Every siege engine has their own hit points, but when tracking damage against your engines simply add the same siege engines into a single pool of hit points. Every time that they take an amount of damage equal to a single siege engine's hit points, one of them is destroyed.

Purchase

You can choose to buy siege engines and carry them with you to a battle, this allows you to immediately begin the siege and you don't have to rely on raw materials to build your engines. You must have enough men or beasts to carry the engines.

Movement

Some siege engines, like a counterpoise trebuchet, aren't designed to be moved around a battlefield, while others, like a battering ram or a siege tower, are designed to move forward. Every siege engine has a movement rating, which is the number of rounds required to move it one Range. The heavier and larger an engine, the longer it takes to move.

Siege Weapon

Not every siege engine can be used as a siege weapon against fortifications. An engine that has the *siege object* tag deals double damage to objects and structures. An engine with the *anti-personnel object* tag is used against creatures and isn't suitable to be used against a fortification.

When They Attack

Siege engines, so long as they are manned, take the Attack action every round alongside their army. They roll damage at the end of the round like the army.

Targeting

If an army wishes to target a specific section of a wall or fortification, they make the attack roll with disadvantage. On a hit, they deal damage to that specific section of the wall. On a miss, the damage is unable to be precise and the whole wall takes the damage.

If an army doesn't target a specific section of the fortification, then it is assumed that the army is firing at different sections of a fortification. It is per the DM's discretion as to where and when parts of a fortification are destroyed.

Attacking Destroyed Fortifications

If parts of a fortification is destroyed, the army can send their troops through that gap. The section needs to be at least two 10-foot panels wide for a small army, four 10-foot panels wide for a medium army, and ten 10-foot panels wide for a large army. If there is enough of a fortification destroyed, the army does not need to make a check to send the army through the fortification.

Example Siege Engines

Ammunition

You can craft ammunition from the local material, though it requires proper stone and wood that may not be available depending on how well defended the city is. The army must succeed on a Wisdom (Survival) saving throw against the DC of the terrain every day in order to find ammunition, other wise you must pay the cost of ammunition.

Per the DM's discretion, there might not be any available ammunition in the area, like the gunstone and gun powder required for a cannon. In this case, you must have purchased it before the siege or have a way of obtaining it.

If the enemy is using siege engines against you, you can recover up to half of their spent ammunition except for cannon ammunition.

Ballista

Large anti-personnel object

Armor Class: 15
Hit Points: 50
Damage Immunities: poison, psychic
Damage Threshold: 10
Crew: 10 (construction & movement), 5 (operating)
Days to Construct: 1
Ammunition Cost: 10 gp per round
Purchase Cost: 100 gp
Movement Rating: 2 rounds
Damage: 1d10 piercing damage * proficiency bonus
Range: 1/2

A ballista is a massive crossbow that fires heavy bolts and is used as an anti-personnel device. The ballista uses wooden bolts and requires 10 gp per round for ammunition.

Cannon

Large siege object

Armor Class: 19
Hit Points: 100
Damage Immunities: poison, psychic
Damage Threshold: 20
Crew: 20 men (movement), 5 (operating)
Days to Construct: can not be built on the battlefield
Ammunition Cost: 2,400 gp per round
Purchase Cost: 10,000 gp
Movement Rating: 2 rounds
Damage: 10d100 bludgeoning damage * proficiency bonus
Range: 1/2 (can not target Range 0)

A cannon uses gunpowder to propel cannonballs through the air at destructive speeds. A cannon is usually supported in a wooden frame with wheels. The cannon fires 12 pound balls of gunstone and requires 2,400 gp per round for ammunition.

Mangonel

Large siege object

Armor Class: 15
Hit Points: 75
Damage Immunities: poison, psychic
Damage Threshold: 15
Crew: 30 men (construction & movement), 5 (operating)
Days to Construct: 2
Ammunition Cost: 25 gp per round
Purchase Cost: 300 gp
Movement Rating: 2 rounds
Damage: 5d10 bludgeoning damage * proficiency bonus
Range: 1/2 (can not target Range 0)

A mangonel is a type of catapult that hurls heavy projectiles in a high arc. A mangonel typically hurls heavy stone blocks and rquires 25 gp per round for ammunition. It can hurl other kinds of projectiles with differieng effects, like alchemist fire or the carcass of an animal.

Battering Ram, Small

Huge siege object

Armor Class: 15
Hit Points: 100
Damage Immunities: poison, psychic
Damage Threshold: 20
Crew: 6 men (construction & movement), 6 (operating)
Days to Construct: 2
Purchase Cost: 300 gp
Movement Rating: 2 rounds
Damage: 3d10 bludgeoning damage * proficiency bonus
Range: 0

A ram consists of a movable gallery equipped with a heavy log suspended from two roof beams by chains. A small battering ram is 15 feet long and wide and is large enough for 6 soldiers to push it forward. The log is shod in iron and used to batter through doors and barricades. Because of the gallery roof, the operators have total cover against attacks from above.

Battering Ram, Large

Gargantuan siege object

Armor Class: 18
Hit Points: 300
Damage Immunities: poison, psychic
Damage Threshold: 30
Crew: 100 men (construction & movement), 40 (operating)
Days to Construct: 10
Purchase Cost: 800 gp
Movement Rating: 2 rounds
Damage: 10d10 bludgeoning damage * proficiency bonus
Range: 0

A ram consists of a movable gallery equipped with a heavy log suspended from two roof beams by chains. A large battering ram is 45 feet long and 15 feet wide and is large enough for 100 soldiers to push it forward. The log is shod in iron and used to batter through doors and barricades. Because of the gallery roof, these operators have total cover against attacks from above.

Siege Tower, Small

Gargantuan siege object

Armor Class: 15
Hit Points: 200
Damage Immunities: poison, psychic
Damage Threshold: 15
Crew: 50 men (construction & movement)
Days to Construct: 5
Purchase Cost: 500 gp
Movement Rating: 1 round
Range: 0

A siege tower is a mobile wooden structure with a beam frame and slats in its walls. Large wooden wheels or rollers allow the tower to be pushed or pulled by soldiers or beasts of burden. Medium or smaller creatures can use the siege tower to reach the top of walls up to 40 feet high. A creature in the tower has total cover from attacks outside the tower.

Siege Tower, Large

Gargantuan siege object

Armor Class: 18
Hit Points: 500
Damage Immunities: poison, psychic
Damage Threshold: 25
Crew: 200 men (construction & movement)
Days to Construct: 5
Purchase Cost: 1,000 gp
Movement Rating: 2 rounds
Range: 0

This siege tower is 30 feet wide and long, with a height of 200 feet. A siege tower is a mobile wooden structure with a beam frame and slats in its walls. Large wooden wheels or rollers allow the tower to be pushed or pulled by soldiers or beasts of burden. Medium or smaller creatures can use the siege tower to reach the top of walls up to 200 feet high. A creature in the tower has total cover from attacks outside the tower.

Trebuchet, Counterpoise

Gargantuan siege object

Armor Class: 18
Hit Points: 300
Damage Immunities: poison, psychic
Damage Threshold: 20
Crew: 100 men (construction & movement), 10 (operating)
Days to Construct: 10
Ammunition Cost: 75 gp per round
Purchase Cost: 1,200 gp
Movement Rating: 4 rounds
Damage: 10d10 bludgeoning damage * proficiency bonus
Range: 2/3 (can not target Range 0)

A trebuchet is a powerful catapult that throws its payload in a high arc, so it can hit targets behind cover. A counterpoise trebuchet relies on an extremely heavy counter balance to allow it to hurl heavy stone blocks and requires 75 gp per round for ammunition. It can hurl other kinds of projectiles with differing effects, like alchemist fire or the carcass of an animal.

Traction Trebuchet

Huge anti-personnel object

Armor Class: 15
Hit Points: 100
Damage Immunities: poison, psychic
Damage Threshold: 15
Crew: 50 men (construction & movement), 75 (operating)
Days to Construct: 2
Ammunition Cost: 15 gp per round
Purchase Cost: 200 gp
Movement Rating: 1 round
Damage: 3d10 bludgeoning damage * proficiency bonus
Range: 1/2

A trebuchet is a powerful catapult that throws its payload in a high arc, so it can hit targets behind cover. A traction trebuchet relies on an a large number of men to pull on dozens of ropes in order to hurl heavy stone blocks and requires 15 gp per round for ammunition. It can hurl other kinds of projectiles with differing effects, like alchemist fire or the carcass of an animal.

Building Siege Engines and Finding Ammunition

In order to build siege engines or create ammunition, you must be close to a source of resources be willing to send off the specialty unit in order to travel further and find the required resource. This might require beasts of burden to drag the resources back to the army.

Basic materials are provided to help the DM determine a DC for a specific location. If a city or fortification would know it was going to be sieged, they would often gather up all available resources and the DC increases by 5.

After a week or more of a siege, the DM may determine that the available nearby resrouces have been depleted and the DC increases.

Example DCs

DC	Environment	Siege Engine	Materials
5	Forest	Ballista	Wood
12	Grassland	Ballista	Wood
25	Desert	Ballista	Wood
7	Forest	Mangonel	Wood, Stone
14	Grassland	Mangonel	Wood, Stone
25	Desert	Mangonel	Wood, Stone
8	Forest	Trebuchet	Wood, Stone
15	Grassland	Trebuchet	Wood, Stone
25	Desert	Trebuchet	Wood, Stone
5	Forest	Battering Ram	Wood, Metal
15	Grassland/Savanna	Battering Ram	Wood, Metal
30	Desert	Battering Ram	Wood, Metal
5	Forest	Siege Tower	Wood
12	Grassland/Savanna	Siege Tower	Wood
25	Desert	Siege Tower	Wood

Variant Rules

Heroic Characters

Typically a single creature wouldn't have much impact on a massive battle, but if you wish to include your characters into the damage dealt to an army, try this variant rule.

Each mass combat round, a character announces what they are doing, they could be a fighter leading the vanguard, or a wizard on the top of a rocky cliff shooting lightning bolts into the enemy.

Martial Characters

At the beginning of the round, they describe their actions and if they are attacking with their weapons, they roll to hit against the army's AC. If they have multiple attacks, they make all of their attacks.

Once they roll their attack rolls, and hit, they then roll their normal damage and they count up all the damage they did and then divide that total by 10, rounding normal. That is the total damage they did to the army at large during that 1 round.

If a fighter surges onto the front line and can attack three times and it hits all three times. They roll their normal damage. If they dealt 36 damage, you then divide that damage by 10 and round normally, meaning that 3.6 rounds up to 4 damage dealt to the army in the single combat round. Repeat this for any other combat rounds coming up.

Magical Character

At the beginning of the round, they describe their actions and if they are attacking with their cantrips, they roll against the AC of the army. If they require a saving throw, use the army's stat block.

On a hit, they roll their normal damage and you then divide that cantrip damage by 10, rounding normal. That is the total damage they did to the army at large during that 1 round.

If they instead wish to use a powerful spell, like *fireball*, they must be able to cast that spell a number of times equal to the proficiency bonus of the opposing army and they immediately expend that number of spell slots, the spell must have a large area of effect per the DM's discretion. Take the lowest level they expended a spell slot from and have them roll damage as if they cast the spell at that level. If they require an attack roll, they must make the attack roll. If it requires a saving throw, use the army's statistics.

Then take that damage and divide the total by 10, rounding normal. That is the total damage they did to the army at large during that 1 round.

If they expend additional slots after the initial required spell slots, they can deal additional damage equal to the level of the spell slots divided by two. This number is then added to the total damage before it is divided by 10. They must announce this before they roll damage.

Certain spells, like *meteor swarm* are powerful enough they only have to cast it once instead of expending multiple spell slots, but that is up to DM discretion and the size of an army should be taken into account when determining how much damage is dealt to the army.

Our wizard wishes to decimate the other army with their spell fireball, to do this they must expend a number of spell slots equal to the opposing army's proficiency bonus, which is 3. The opposing army must then save against the spell, and the wizard then rolls for damage using the lowest level spell slot they casted the spell from. If they casted the spell using a 5th-level spell slot, a 4th-level spell slot, and a 3rd-level spell slot, they roll damage for a 3rd-level fireball. If they instead cast the spell using three 4th-level spell slots, they roll damage for a 4th-level fireball.

If they dealt 28 points of fire damage with their spell, you then divide that damage by 10 and round normally, meaning that 2.8 points of fire damage rounds up to 3 damage dealt to the army in the single combat round. Repeat this for any other combat rounds coming up.

Multi/Single Use Features

Most single use features aren't useful enough for a large combat that takes hours to complete, for this reason single use features, like the fighter's Action Surge, isn't useful in this context. This might be true for many other features, like the battlemaster's Battle Die, but it is up to the DM's discretion if characters can use these features during the action.

It is doubtful a character would be able to take a short rest during mass combat, but that is also up to the DM's discretion.

Missed Attacks

If the characters miss on their attack rolls, consider allowing them to deal half damage instead of not contributing anything to the combat. This means that if they missed their attack and would normally deal 36 points of damage, they would now only deal 18 points of damage, which when divided by 10 and rounded normally, they deal 2 damage to the army.

Taking Damage and Exhaustion

Over the course of a battle, characters are going to suffer damage no matter how high their AC is. If a character is taking part in the battle, the opposing army makes a separate attack roll against the character and deals damage as if they were attacking another army. This does not count against the number of attacks they can make with their action.

Due to the strain of battles and that they are fighting for hours on end, at the end of every round, a character must succeed on a Constitution saving throw against a DC 10 or half the damage they took during the round, whichever is higher. On a failed check, they suffer one level of exhaustion.

Improving the Morale

A suitably charismatic character can attempt to decrease the Morale DC while an army is resting. Instead of the army making a Charisma (Persuasion or Intimidation) check, the character can attempt this check instead. They must have at least a 13 Charisma and be proficient in the chosen skill, they must also be able to spend several hours as they perform this check. For a small army, they must be able to spend 2 hours, for a medium army 3 hours, and for a large army 5 hours.

Smaller Hit Die

If an army has a Constitution score of 10 or less, it can choose to change it's hit die to that of a smaller army and gains 10 hit die for every hit dice it changes. A medium army could swap out a 1d100 for 10d10, or a largy army could swap out a 1d1,000 for 10d100. A small army can not decrease their hit die, and once a hit die has been changed, the swapped hit die can not be changed back until an army regains all their hit die. This has no effect on their Constitution score or modifier.

Sample Armies

Defenders of Aurora

Armor Class 15 (Chain Shirt)
Hit Points 500 (5d100)
Move 2

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	5 (-3)	14 (+2)	9 (-1)	11 (+0)

Skills Athletics +5
Condition Immunities Charmed, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses passive Perception 9
Weapon Proficiency Clubs, Daggers, Slings, Spears, Light Crossbows, Heavy Crossbows
Armor Proficiency Chain Shirt, Padded Armor
Army Size 5,000 Soldiers, 200 in reserve
Magic-Users 80 Casters

Army. The capital army can occupy another army's space and vice versa, and the capital army can move through any opening large enough for a medium creature.

Specialized Units. The army has 1 unit: Calvary.

Spell Level. The army has access to 6th-level spells and has 2 Actions per day.

Actions

Multiattack. The army makes two attacks.

Spear. *Melee Weapon Attack:* +5 to hit, Range 0, one army. *Hit:* 10 (2d6 + 3) piercing damage or 12 (2d8 + 3) piercing damage if used with two hands.

Crossbow, Heavy. *Ranged Weapon Attack:* +4 to hit, Range 1/2, one army. *Hit:* 13 (2d10 + 2) piercing damage

Aurora's Horse Calvary

Specialized Unit, Calvary

Armor Class, Rider 20 (Plate, Shield)
Armor Class, Horse 20 (Plate barding)
Hit Points 50 (5d10)
Additional Proficiencies Lances, Longswords, Horses, Plate, Shield
Unit Size 500 Soldiers

Mounted Charge. When the mounted unit charges into another army's space and attack, they make the attack roll with advantage and score a critical hit on a 19 or 20. Mounted combatants can not attack another unit on a range with a fortification.

Size. The specialized unit makes up 10% of the army and deals only half of its normal damage on a hit if attacking an opposing army. If attacking an opposing unit, the unit deals normal damage.

Specialized Unit. The specialized unit has access to the main army's abilities, equipment, and traits.

Actions

Lance. *Melee Weapon Attack:* +5 to hit, Range 0, one army. *Hit:* 9 (1d12 + 3) piercing damage

Longsword. *Melee Weapon Attack:* +5 to hit, Range 0, one army. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

The Capital's Army

Small (green) army, -

Armor Class 11 (padded armor)
Hit Points 300 (30d10)
Move 0

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	30 (+10)	15 (+2)	14 (+2)	9 (-1)

Skills Athletics +5
Condition Immunities Charmed, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses passive Perception 12
Weapon Proficiency Clubs, Daggers, Slings, Light Crossbows
Armor Proficiency Padded Armor
Army Size 3,000 Soldiers

Army. The capital army can occupy another army's space and vice versa, and the capital army can move through any opening large enough for a medium creature.

Craftsmen. Prices for equipment are decreased by 10%.

Actions

Club. *Melee Weapon Attack:* +5 to hit, Range 0, one army. *Hit:* 8 (2d4 + 3) bludgeoning damage

Sling. *Ranged Weapon Attack:* +2 to hit, Range 0/1, one army. *Hit:* 5 (2d4) bludgeoning damage

Kobold Army

Small (green) kobold army, chaotic evil

Armor Class 12
Hit Points 80 (8d10)
Move 2

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	8 (-1)	8 (-1)	7 (-2)	8 (-1)

Skills Stealth +4
Condition Immunities Charmed, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Darkvision 60 ft., passive Perception 8
Weapon Proficiency Daggers, Slings
Army Size 800 Kobolds

Army. The kobold army can occupy another army's space and vice versa, and the kobold army can move through any opening large enough for a small creature.

Finesse. The kobold army can use their Dexterity instead of their Strength with weapon attacks using finesse weapons.

Sunlight Sensitivity. While in sunlight, the kobold army has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold army has advantage on attack rolls against another army while occupying the same space as that army.

Actions

Daggers. *Melee Weapon Attack:* +4 to hit, Range 0, one army. *Hit:* 7 (2d4 + 2) piercing damage

Slings. *Ranged Weapon Attack:* +4 to hit, Range 0/1, one army. *Hit:* 7 (2d4 + 2) bludgeoning damage

Orc Warband

Medium (regular) army, chaotic evil

Armor Class 13 (hide armor)
Hit Points 1,500 (15d100)
Speed 1

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +4
Condition Immunities Charmed, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Darkvision 60 ft., passive Perception 10
Weapon Proficiency Greataxe, Javelins
Army Size 15,000 Orcs

Army. The orc army can occupy another army's space and vice versa, and the orc army can move through any opening large enough for a medium creature.

Actions

Multiattack. The army makes two attacks.

Greataxe. *Melee Weapon Attack:* +7 to hit, Range 0, one army. *Hit:* 29 (4d12 + 3) slashing damage.

Javelin (x1). *Melee or Ranged Weapon Attack:* +7 to hit, Range 0/1, one army. *Hit:* 17 (4d6 + 3) piercing damage.

Skeleton Horde

Large (green) undead army, lawful evil

Armor Class 13 (armor scraps)
Hit Points 19,000 (19d1000)
Move 2

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	19 (+4)	6 (-2)	11 (-1)	5 (-3)

Damage Vulnerabilities Bludgeoning
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned
Senses Darkvision 60 ft., passive Perception 9
Weapon Proficiency Shortsword, Shortbow
Army Size 190,000 Skeletons

Army. The skeleton army can occupy another army's space and vice versa, and the skeleton army can move through any opening large enough for a medium creature.

Mindless. The army automatically succeeds on Morale checks and Charisma skills do not work on them.

Undead. The army has no need for food, drink, air or sleep.

Actions

Multiattack. The army makes four attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, Range 0, one army. *Hit:* 9 (2d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, Range 1, one army. *Hit:* 9 (2d6 + 2) piercing damage.

Barbarians of the Spine

Small (elite) army, neutral good

Armor Class 13 (hide armor)
Hit Points 120 (12d10) or 90 (unit deployed)
Move 1

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	9 (-1)	11 (+0)	9 (-1)

Condition Immunities Charmed, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses passive Perception 10
Weapon Proficiency Javelin
Armor Proficiency Hide Armor
Army Size 1,200 Barbarians

Army. The army can occupy another army's space and vice versa, and the army can move through any opening large enough for a medium creature.

Specialized Unit. The army has 1 unit: Berserkers.

Actions

Javelin (x2). *Melee or Ranged Weapon Attack:* +9 to hit, Range 0/1, one army. *Hit:* 24 (6d6 + 3) piercing damage.

Berserkers of the Spine

Specialized Unit

Armor Class 14 (studded leather)
Hit Points 30 (3d10)
Additional Proficiencies Greataxe, Studded Leather
Army Size 300 Berserkers

Size. The specialized unit makes up more than 20% of the army and deals normal damage on a hit if attacking an opposing army. If attacking an opposing unit, the unit deals normal damage.

Specialized Unit. The specialized unit has access to the main army's abilities, equipment, and traits.

Actions

Greataxe. *Melee Weapon Attack:* +9 to hit, Range 0, one army. *Hit:* 9 (1d12 + 3) slashing damage

Errata

If you like this, consider supporting Dump Stat on Patreon. Get access to a printer-friendly version of this mechanic, along with access to all our homebrew in one spot.

Version 1

- Created Abstracted Warfare system - Abridged

Abridged

This is an abridged version of the Abstracted Warfare system with plans of creating a more detailed version for those who want more information in regards to running mass combat and warfare.

The full warfare system will be on DMs Guild, though make sure to follow Dump Stat Adventures on Twitter, Discord and on our website to keep in the know as to when that is released.