Simpler Systems Options: Clash of Armies

Version 1.0

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Clash of Armies:

There are times when relations between two factions have broken down to the point where war is the only answer. Such a war could be between the armies of rival dominions, or between the collected armies of rival countries. It could even be between two other humanoid races. Whoever the sides are, the result is one or more battles between armies.

The battle system in this chapter is not designed for detailed simulation of a battle with the complexity of a war game, and lots of cardboard chits or counters (representing squads or units) being moved around the battlefield. Such simulations are slow and rely on the tactical skill of the players. Instead, each clash between two armies can be resolved in a single roll. Continue rolling until armies break contact, either be withdrawing or routing.

Armies:

Armies have their effectiveness in battle represented by two scores: their size and their battle rating. The size of an army is simply the number of creatures it contains. The battle rating of the army is a measure of how good at fighting (on average) each creature in the army is. Note that these two measures are independent of each other.

An army does not get a bonus to its battle rating for being large. Calculating the size of an army is trivial. It's simply the number of creatures in it. Calculating the battle rating of an army is done by working out two values: the army's capability score and its rank, and then looking them up on a table.

Battles:

When armies are going to clash in a location, you should prepare a rough map of that location split into areas. This can be done using hexes or it can be done by simply dividing the location into rough geographical regions (such as "the woods", "the west side of the village",

"the fields north of the bridge", "the hill", and so forth). Each area should be somewhere between half a mile and a mile across. An area can only hold one army, and armies attack by invading the area occupied by another army.

Capability Score:

The capability score of an army is a measure of what the creatures within the army are capable of doing. There are sixteen tests that you apply to the army measuring different capabilities that it might have. It gains a point of capability score for each test that applies. The maximum capability score an army can make is 14.

The sixteen tests are:
1. Are at least 20% of the army mounted?
2. Are at least 50% of the army mounted?
3. Can at least 1% of the army fly?
4. Can at least 20% of the army fly?
5. Is the average movement rate of the army at least 35' per round?
6. Do at least 20% of the army have missile weapons?
7. Do at least 20% of the army have missile weapons with a range of at least 100'?
8. Do at least 50% of the troops have an armor class of 13 or higher?
9. Do at least 50% of the troops have attacks capable of doing 12+ damage per round?
10. Do at least 20% of the army have Pole Arms
11. Do at least 50% of the army have Pole Arms
12. Do at least 1% of the army have magical abilities (breath weapon, poison, regeneration, gaze attacks, etc.)?
13. Do at least 20% of the army have magical abilities (breath weapon, poison, regeneration, gaze attacks, etc.)?
14. Do at least 60% of the army have magical abilities (breath weapon, poison, regeneration, gaze attacks, etc.)?
15. Are at least 5% of the army spell casters?
16. Are at least 20% of the army spell casters?

Rank:

The rank of an army is a measure of how skilled it is. This counts for both how skilled each individual creature in the army is and also how well practiced the army is at fighting as a unit. There are eight named ranks: untrained, poor, below average, fair, average, good, excellent, and elite.

For the standing armies of fiefdoms it is based on how much is spent hiring and maintaining the army. For monsters, it is based on their hit dice, as shown Army Ranks Table. Note that special abilities and asterisks are not counted here, because they will be taken into account separately in the capability score and battle rating.

Army Ranks:

Cost of hired armies	Hit Dice of Monsters	Rank	Rank Weapon Damage Added to Combat Turn Roll
x 1/4	Less than 1	Untrained	–d4
x 1/3	1	Poor	–d3
x 1/2	1+ to 2	Below Average	–1
x 3/4	2+ to 3	Fair	0
x 1	3+ to 5	Average	Competent +d3
x 1 1/2	5+ to 7	Good	Good +d4
x 2	7+ to 9	Excellent	Skilled +d6
x 3	9+ and higher	Elite	Expert +d8

Battle Rating:

To find the battle rating of the army, look up the army's rank and capability score on the Battle Ratings Table.

Battle Ratings Table 1:

Capability	Untrained	Poor	Below Average	Fair
0	2	6	9	12
1	2	7	10	13
2	2	7	11	14
3	3	8	12	16
4	3	8	13	17
5	3	9	14	18
6	3	10	14	19
7	3	10	15	20
8	4	11	16	22
9	4	11	17	23
10	4	12	18	24
11	4	13	19	25
12	4	13	20	26
13	5	14	21	28
14	5	14	22	29

Battle Ratings Table 2:

Capability	Average	Good	Excellent	Elite
0	15	18	22	28
1	17	20	24	31
2	18	22	26	34
3	20	23	29	36
4	21	25	31	39
5	23	27	33	42
6	24	29	35	45
7	26	31	37	48
8	27	32	40	50
9	29	34	42	53
10	30	36	44	56
11	32	38	46	59
12	33	40	48	62
13	35	41	51	64
14	36	43	53	67

Relative Size:

In each fight, the larger of the two armies in the fight gets a battlefield bonus based upon the ratio of their size to their opponent's size as shown on the Battlefield Bonus for Relative Size Table. Note that if an army is defending a stronghold, apply the applicable modifiers.

- Keep: x2 troop multiplier when defending in battle.
- Small Castle: x3 troop multiplier when defending in battle.
- Large Castle: x4 troop multiplier when defending in battle.

Outnumbering	Battlefield Bonus
More than 50:1	+32
More than 40:1	+30
More than 30:1	+28
More than 20:1	+26
More than 15:1	+24
More than 10:1	+22
More than 8:1	+20
More than 7:1	+18
More than 6:1	+16
More than 5:1	+14
More than 4:1	+12
More than 3:1	+9
More than 2:1	+6
More than 1.5:1	+3
1.5:1 or less	+0

Situational Factors:

Finally, each side gets additional battlefield bonuses as follows:

- +2 if the army is in their home territory.
- +2 if the army have beaten this enemy before.
- +2 if the rank of the army is at least two higher than that of their enemy.
- +6 if ambushing an enemy while the enemy is unprepared.
- −2 if any allied force has routed.
- +4 if the battle is at night and the entire army has darkvision.
- +4 if attacking or defending from higher ground or a town.
- −4 for mounted troops in mountains, woods, or at a stronghold.
- −4 for combat in difficult terrain unless at least half the army can fly.
- +2 if the army is defending.

- +10 if defending a bridge, narrow pass, or gorge.
- +8 if defending and the attacker must cross deep water.
- +6 if the army has more (by value) siege weaponry than its enemy does.
- +5 if at least 10% of the army is resistant to at least 80% of the enemy's attacks.
- +5 if the whole army is resistant to at least 80% of the enemy's attacks.
- +10 if the whole army is immune to at least 80% of the enemy's attacks.
- −2 if the army has 2 or less levels of exhaustion.
- −6 if the army has 4 or less levels of exhaustion.
- -10 if the army has 5 or more levels of exhaustion.

Tactics:

The commander of each army that is engaged must choose a tactic that the army will use against its enemy. All tactics for all armies are chosen in secret and revealed simultaneously (it's best to do this by writing them on paper and revealing the papers simultaneously).

The six possible tactics are:

Advance: The army tries to advance in a controlled manner into its enemy's area, staying in formation if it has one. Although effective against withdrawing or holding

armies, armies using this tactic can find themselves suffering if the enemy tries to envelop them or lure them into a trap. However, overall it is still one of the less risky tactics. This is a type of attack.

Charge: Charging the enemy and attempting to punch through the front ranks to attack the more vulnerable troops. It is great for punching a hole through troops that are trying to envelop you or for running down troops that are trying to withdraw, but it can be a costly tactic in terms of casualties. This is a type of attack.

Envelop: The army tries to surround the enemy and attack from all sides. It is particularly effective against enemies who are holding position, but leaves the attacking army vulnerable to direct counterattacks and charges. This is a type of attack.

Hold: The army tries to hold position (and formation if they have one), letting the enemy come to them and engaging them when they do. This tactic is a good defense against a normal advance or an attempt to lure the armies into a trap, but it is easily enveloped and can be counterproductive when the enemy tries to charge the holding army. This is a type of defense.

Lure: The army tries to lure the enemy into making costly lunges and flanking maneuvers, before attacking those troops committed to such maneuvers. This tactic is effective against attacking troops and can be devastating against troops that are trying to charge you; but is very weak against armies that are reluctant to engage directly, such as those trying to hold position or withdraw from combat completely. This is a type of defense.

Withdraw: This is simply an attempt to leave the area with as little fighting as possible. It is a risky maneuver against enemies which are attacking, but can often avoid a fight completely if the enemy is holding position. This is a type of defense.

An army that is using the advance, charge or envelop tactic is considered to be attacking. An army that is using the hold, lure or withdraw tactic is considered to be defending.

This might mean that in a given clash both armies may be attacking, both may be defending, or one may be attacking and one may be defending.

Once all tactics have been revealed, the tactics of each pair of armies that are engaged are compared on the Tactics Comparison Table below (note that both armies look on the table to get their respective bonus or penalty based on their chosen tactic; you don't just look once for the pair).

Your Tactic	Enemy Advances	Enemy Charges	Enemy Envelops	Enemy Holds	Enemy Lures	Enemy Withdraws
Advance	+10% Casualties	–4 Battlefield Bonus	+10% Casualties	No Effect	+10% Casualties	+2 Battlefield Bonus
Charge	+20% Casualties	+20% Casualties	+2 Battlefield Bonus	+20% Casualties	+20% Casualties	+4 Battlefield Bonus
Envelop	–2 Battlefield Bonus	+10% Casualties	No effect	+4 Battlefield Bonus	–10% Casualties	+2 Battlefield Bonus
Hold	–10% Casualties	–5 Battlefield Bonus	+20% Casualties	No Combat	–10% Casualties	No Combat
Lure	+2 Battlefield Bonus	+4 Battlefield Bonus	–4 Battlefield Bonus	–4 Battlefield Bonus	No Effect	–10% Casualties
Withdraw	+20% Casualties	+30% Casualties	–10% Casualties	No Combat	–10% Casualties	No Combat

Unit Types:

+1 Battle Turn Advantage Die when opposing:

Infantry:

Archer	Light Footman, Light Footman-Pole Arms, and Light Cavalry
Heavy Footman	Heavy Footman-Pole Arms, Light Footman, Light Footman-Pole Arms, and Archer
Heavy Footman-Pole Arms	Medium Cavalry, Medium Cavalry-Lance/Bow, Heavy Cavalry, Light Footman , and Light Footman-Pole Arms
Light Footman	Heavy Footman-Pole Arms and Archer
Light Footman-Pole Arms	Light Footman, Medium Cavalry, and Medium Cavalry-Lance/Bow

+1 Battle Turn Advantage Die when opposing:

Cavalry:

Light Cavalry	Light Footman and Archer
Medium Cavalry	Archer, Light Footman, Light Footman-Pole Arms, and Light Cavalry
Heavy Cavalry	Light Footman, Light Footman-Pole Arms, Heavy Footman, Heavy Footman-Pole Arms, and Light Cavalry
Horse Archer	Light Footman, Light Footman-Pole Arms, Heavy Footman, and Heavy Footman-Pole Arms
Medium Cavalry-Lance/Bow	Light Footman, Light Footman-Pole Arms, Light Cavalry, and Heavy Footman
Elephant	Light Footman-Pole Arms, Heavy Footman, Heavy Footman-Pole Arms, Medium Cavalry, and Heavy Cavalry

Crossbow – Treat as Archer
Crossbow, Pony – Treat as Archer
Longbow – Treat as Archer
Wolf Rider – Treat as Cavalry, Light
Militia – Treat per training and equipment

Battle Turns:

Time during a battle is measures in battle turns. Each battle turn is variable depending on the referee's judgment. It can last anywhere from half an hour to two days depending on the battle. At the start of each battle turn, all armies that are adjacent to an enemy army are considered to be engaged with that enemy army. When armies clash during a battle turn, the clash is resolved by calculating a battlefield bonus for each army.

This bonus is based on three factors:
- The tactics that each army is using.
- The relative size of each army.
- Miscellaneous situational factors.

How well each army does in the clash is then determined by adding their battlefield bonus to their battle rating, and adding 2d10 + commander's Command Perk level + commander's Tactics Perk Level + Weapon Damage + Rank Weapon Damage.

Certain unit types gain an advantage die versus other unit types. See below if this applies.

Whichever army gets the higher total is the winner. Subtract the loser's score from the winner's score and look up the results on the Battle Results Table. The number of casualties each side suffers may be modified by the tactic they are using, and further modified if they are defending a stronghold.

Battle Results Table:

Difference	Winner			Loser		
	Casualties	Movement	Exhaustion	Casualties	Movement	Exhaustion
0	10%	None	None	10%	None	None
1	0%	None	None	10%	Retreat	None
2–3	0%	None	None	20%	Retreat	None
4–5	10%	None	None	20%	Retreat	–1
6–7	10%	None	None	30%	Retreat	–1
8	20%	Retreat	–2	40%	Retreat	–1
9–10*	0%	None	None	30%	Retreat	–2
11–13	20%	Advance	–1	50%	Retreat	–2
14–16	30%	Advance	–1	60%	Retreat	–2
17–18	10%	Advance	None	50%	Retreat	–3
19–20	0%	Advance	None	30%	Breach	Rout
21–30	10%	Advance	None	70%	Breach	Rout
31+	10%	Advance	None	100%	Breach	Rout

*Maximum result if the winner chose a defensive tactic.

Battle Results Table Definitions:

Movement is based on the areas in which the armies were at the start of the fight:

None: The army finishes the fight where it started. If the army chose the "withdraw" tactic, this result is treated as a "retreat" result.

Retreat: The army must retreat to an adjacent empty area (one not containing another army) of their choice. If there is no available adjacent empty area (or if the army is defending a stronghold) then the army stays where it is.

Advance: The army advances into the area vacated by the losing army. If the losing army was unable to retreat, this result is treated as a "none" result.

Breach: If the army is defending a stronghold, the stronghold's defenses have been breached

and it will provide no further bonuses until it is mended. Otherwise treat this as a "retreat" result.

Exhaustion: Apply exhaustion penalties from Arms, Armor, & Combat page 25 to the effected armies.

After the Battle:

Ending the Battle:
- Both side withdrawal from the field.
- One side withdrawals and the other side does not pursue.
- One side' morale breaks as a result from the battle results table and the army routs. The winning side inflicts an additional battle rounds worth of casualties. The routing army inflicts one quarter the casualties from the battle results table. They then break contact.

Rout: A rout result means that the army ceases to exist, with its individual members either fleeing or surrendering, unless it is defending a stronghold.

- Monsters and NPCs all have a morale rating, usually between 5 and 9. When they face more danger than they were expecting, the referee will make a morale roll by rolling 2d6 and comparing the result to the NPCs morale rating. If the roll is higher than the rating, the NPC will attempt to flee, retreat, or parley. Morale rolls can be triggered by:
  - defeating half of an enemy group,
  - defeating a group's leader,
  - or reducing an enemy unit to half their numbers.
  - Other effects may trigger a morale roll at the referee's discretion.

Determining Casualties:

After the Battle calculate the number of casualties. Roll for units of 5, 10, 100, 1,000, etc. Whatever unit size is convenient for you.

Tactics: Apply modifier if applicable.

Fortifications provide the following benefits:
- Fortified Manor House: A quarter fewer casualties when defending in battle.
- Mage's Keep, Keep, Small Castle, Large Castle: Half casualties when defending in battle.

D12

1   All died.   Not revivable short of a Resurrection spell.

2   All died.

3-4   75% died, 20% severely wounded, & 5% lightly wounded.

5-6   75% died, 15% severely wounded, & 10% lightly wounded.

7-8   50% died, 15% severely wounded, & 35% lightly wounded.

9-10   25% died, 50% severely wounded, & 25% lightly wounded.

11   25% died, 25% severely wounded, & 50% lightly wounded.

12   20% died, 30% severely wounded, & 50% lightly wounded.

- Died: No longer among the living.
- Severely wounded: Likely to die without skilled healing. Likely to have infection, disease, scaring, or physical limitation complications without skilled healing.

- Lightly wounded: Likely to survive on own. Likely to have infection or minor scaring without skilled healing.

Maneuvering the Forces:

Movements are resolved in order from the smallest to the largest. If an army is not engaged, it may move up to two areas, but must end its movement if it becomes adjacent to an enemy army after moving its first area. Armies can't move through other armies.

Splitting and Merging Forces:

During its movement an army can split into two or more smaller armies of the same type which can move in different ways. Each of the smaller armies must comprise of at least 20% of the troops in the army that is splitting. An army that is engaged may split in this manner, but at least one of the smaller armies into which it splits must be left behind. Similarly, two armies comprised of the same type of troop can merge into a single larger army by simply moving into the same area.

Combat Splits:

Once all armies have moved, each army that is engaged with another army (IE all armies that are adjacent to at least one enemy army) must fight all armies with which it is engaged. If an army is engaged with more than one enemy army, it must temporarily split into enough smaller armies to fight each of them individually. As with movement, the split may not result in any armies with a size smaller than 20% of the whole army (unless the army is totally surrounded and is engaged with more than five opponents at once!) This temporary split last only for the duration of the fight, and at the start of the next battle turn the smaller armies (if they are still in the same area) will rejoin to form a single army once more.

Combat Merges:

When two armies are merged into a single one (or when a group of new recruits are added to an existing army to increase its size), the rank of the combined army is calculated as follows:
- Start with the higher of the ranks of the two armies.
- For each 20% of the combined army that comes from the less good troops, reduce the rank by one level.
- The rank can never be reduced below the lower of the ranks of the two armies.

Remember that if the two armies have different capabilities you may need to recalculate the capability score of the combined army as well.

PC's in Battle:

PC's can act:
- Before the battle: setting the stage, digging trenches, scouting, laying traps, preparing ambushes
- During the battle: Intimidate enemy, seize a trophy, slay a champion, fight, rouse your groups morale, take hostages or seize an advantageous nearby area
- After the battle: Take prisoners, loot, scout
- These are suggestions only. You are limited only by your imagination and what is possible.
- You are not limited to performing an action in it's suggested time frame.

Influence the battle: Roll relevant skill or idea. Up to five attempts may be made per player. Role play the effort then roll a check.
- Special Success grants a +2 battle field bonus.
- Success grants a +1 battle field bonus.
- Failure imposes a -1 battle field penalty.
- Special Failure imposes a -2 battle field penalty.
- The maximum bonus or penalty is 4 per player effort.

- Actions can trigger morale and/or reaction rolls that trigger other events or actions.
  - A player decides to loot during battle. The referee narrates a supply wagon has wandered near the battle lines. The player rolls three successes. He loots the wagon. His unit makes a reaction roll. If they succeed, they stand and fight as usual. If they fail, they break ranks and begin looting also. This makes them vulnerable to attack as they are disordered.

Combat:
- Special Success grants a +2 battle field bonus.
- Success grants a +1 battle field bonus.
- Failure: Imposes a level of exhaustion.
- Special Failure: Imposes a roll on the Fatal Injury Table.
- Slay a champion if you score +4 battle field bonus.
- Slay an equivalent enemy if you score +2 battle field bonus.

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