

## Mass Combat

**Group combatants into units as you like.** Each player running one or two units in addition to their player character and retainers is a good start.

**Compute total hit points for all units.** Just multiply the average hit points with the number of individuals.

**Combat is very similar to how the rest of the game works.** Roll for initiative, move, attack, and so on. AC, movement rate, morale and saves don't change.

**Damage dealt is multiplied by the combat scale.** This simulates the fact that not everybody gets to attack in larger skirmishes. There are corridors, corners, trees, cover, the press of bodies, and so on. Conversely, if in contact on multiple sides, the unit can attack them all as people in the back or on the flanks also get to act.

Number	Scale	HD 1	HD 2	HD 3	HD 4	HD 5
2-5	×3	22	45	90	180	360
6-10	×4	45	90	180	360	720
11-20	×5	90	180	360	720	1440
21-40	×6	180	360	720	1440	2880
41-80	×7	360	720	1440	2880	5760
81-160	×8	720	1440	2880	5760	11520
161-320	×9	1440	2880	5760	11520	23040
321-640	×10	2880	5760	11520	23040	46080

**When you're hit, adjust your combat scale.** Divide the remaining hit points by the average hit points per individual (round up) to see how many are still alive.

**Player characters can "hide" within a unit,** granting them their charisma bonus for morale checks. When the unit takes damage, the player and their retainers are the last ones to actually take damage. They still attack as usual, with separate attack rolls and separate spell casting actions.

**Spells works as they usually do.** Convert *sleep* or *charm person* spells to damage such as to simulate how it takes out unit members. For a *lightning bolt* or *fireball*, just apply the damage to the unit and ignore how many unit members would actually get caught in the area of effect.

**Every unit must make a morale check when it loses its first member, and another when it loses half its members.** This is important! Such a unit is considered *broken*. They hunker down and disengage.

**A player character or retainer within a broken unit may attempt to rally the unit.** Only one character per round may try this. If rallying fails, try again next round. Either way, the unit does not get to act this round.

**If a broken unit suffers any damage, it will rout.** A routed unit must flee the battle field and any other unit in melee range gets a free extra attack with a +2 bonus.

40 bandits means  $40 \times 4.5 = 180$  HP, for example. See the table below for quick lookup!

With one important change: in melee, a unit facing multiple opponents attacks them *all* at the same time!

Don't worry about players changing the sizes of their units once they learn of this table as they try and maximize their combat scale for the first attack.

40 bandits have a combat scale of ×6. If they hit and roll a 4 for damage, they actually deal  $4 \times 6 = 24$  damage. With just one more bandit, the combat scale would go up to ×7. Bad luck, bandits!

If 40 bandits have 53 hit points left, then there are  $53 / 4.5 \approx 12$  thieves left (round up). The combat scale of these thieves drops to ×5. To speed things up, refer to the table above: For HD 1 bandits, 53 is more than 45, so there are 11-20 bandits left and their combat scale is ×5.

Ten HD 1 bandit falling asleep is thus the equivalent of  $10 \times 4.5$  damage.

If a fireball hits goblins, more of them are hit but each goblin can only take as much damage as it has hit-points so we're assuming it all evens out. Roll just one saving throw for the unit.