<u>Mass Battle Rules</u>

Each side rolls a number of d20's and keeps the highest.

Add an additional d20 for each of the following:
- Significant armor and the enemy lacks armor
- Significant missile weapons and the enemy lacks missile weapons
- Significant cavalry and the enemy lacks cavalry
- Significant magic and the enemy lacks magic
- Significant siege weapons and the enemy lacks siege weapons during a siege
- Darkvision and the enemy lacks darkvision during a night battle
- Defeated this specific army in the past
- Already routed an enemy army
- Average morale at least 2 higher than the enemy
- Favorable Terrain
    - Fighting with high ground
    - Elves fighting in forest
    - Dwarves fighting in mountains
    - Ratlings fighting in plains
    - Defending a bridge or narrow gorge
    - Fighting in your lord's domain
- PC's win skirmishes that could be critical for the course of the battle

Modifiers:
- Outnumbering
    - 3 to 2: +3
    - 2 to 1: +6
    - 3 to 1: +9
    - X to 1: +(3*X)
- Superior Troops (Don't forget that weakness from fatigue gives -1 morale)
    - 1 HD or Morale greater on average: +3
    - 2 HD or Morale greater on average: +5
    - 3 HD or Morale greater on average: +6
- Surprise
    - Surprise: +3 (Including sallying forth during a siege)
    - Ambushing a marching enemy: +6
- Exhausted or Bloodied troops: -6
- Defending a stronghold or very heavily fortified settlement: +6
- PC's win all non-decisive skirmishes: +1

Fortifications:
- If one side is defending a castle, stronghold or fortified settlement, they count as having twice as many troops when calculating modifiers. They also ignore routs and are exhausted instead.
- The attackers get +1 for every week they continue besieging a fortification.
- If the defenders run out of food, they will be forced into extreme rationing. They suffer the normal effects from hunger, but suffer 10% casualties every week instead of death.

Multiple Armies (optional):
- If multiple armies are meeting, each army can pick an enemy army to engage in order of movement rate.
    - An army's movement rate is determined by its slowest troops.
- If multiple armies have the same movement rate, determine based on which army has the best average morale.

Result
- The difference between rolls is the Battle Result or BR.
- The loser takes (10*BR)% casualties.
- If the BR is 7 or higher:
    - The winner takes 10% casualties.
    - The loser is routed, the surviving troops are scattered and will slowly return back to their homes in 1d10 weeks.
- If the BR is less than 7
    - The winner takes (5*BR)% casualties.
    - If the BR is 3 or higher the loser suffers Fatigue.
    - If the BR is 5 or higher, the loser is exhausted (½ HP).

Difference in Result	Winner Casualties	Loser Casualties
0	5%	5%
1	5%	10%
2	10%	20%
3	15%	30% (Fatigued)
4	20%	40% (Fatigued)
5	25%	50% (Exhausted)
6	30%	60% (Exhausted)
7	10%	70% (Routed)
8	10%	80% (Routed)
9	10%	90% (Routed)
10+	10%	100% (Routed)