War Encounter Rules

Cinematic Sequences + Strategic Wargame Sequences
for Peasants to Kings (D&D 5e)

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Prepared for table use: fast, cinematic, and GM-flexible.

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Quick Start

*(Read this if you're about to run the war **right now**.)*

This system runs war in **two alternating layers**:

- **Strategic Wargame Layer:** zoomed-out movement + army-vs-army strategic battles.
- **Cinematic Sequences:** zoomed-in scenes for PCs and key NPCs (the "camera finds the heroes").

The War Loop (One "Stage")

Most war stages follow this rhythm:

1. **Move Phase**
   Armies reposition, take Move Actions, rest, and set up the next clashes.

2. **(Optional) Cinematic Sequences**
   Run any "this matters" scenes tied to where PCs/commanders are operating.

3. **Battle Phase**
   Resolve the bigger army engagements with the Strategic rules (dice pools, modifiers, matchups).

4. **Resolve any remaining Cinematic Sequences**
   If a scene is still in motion, finish it before the next stage starts.

5. **Repeat**
   The front shifts, the situation changes, the camera zooms again.

All of this loop is considered a War Turn and typically happens in a cycle of weeks.

How the PC Layer Changes the War

Cinematic outcomes are **leverage**. They can modify Strategic battles by:

- **Adding / removing dice** from a battle's dice pool
- **Upgrading / downgrading dice** (ex: d6 → d8, or d6 → d4)
- Occasionally causing a **swing moment** the Strategic layer would never "catch" on its own *(assassination, sabotage, rescue, breaking a gate, etc.)*

Use Cinematic Sequences when you want the war to feel like a story, not a spreadsheet.

Strategic Battles (In One Sentence)

Strategic battles are resolved in the **battle phase** using **dice pools** derived from **Army Strength (STR)** and **Army Size**, then modified by **weather, terrain, and matchup**.

Full procedure + caps/minimums live in the Strategic chapters and the Appendix—Quick Start is just your "grab-and-go.")

Key Terms

- **Space:** An abstract map unit. In this document, **1 space is usually 5 miles**.
- **Army Size:** How many troops are in an army (abstracted scale).
- **STR (Army Strength):** Training/equipment quality + readiness (abstracted). **STR drives dice pools.**

Chapter 1: Overview

This document describes a war system built for one goal:

Resolve a large-scale war quickly, without turning the PCs into spectators.

It does that by alternating between two zoom levels: a wide strategic layer that moves the war forward, and a close cinematic layer that keeps the story personal and high-impact.

The Two Layers

Layer	What it tracks	What it's for	What it produces
Strategic Wargame Sequences (Wide View)	Front lines, army movement, major engagements	Fast resolution of the "big picture"	Battle outcomes, shifting fronts, consequences
Cinematic Sequences (Close View)	PCs and key NPCs inside the war	Story-critical objectives and hero decisions	Leverage: bonuses, penalties, changed conditions, occasional hard pivots

The war stays readable because each layer is responsible for a different kind of truth.

What a "Stage" Means

A war is divided into as many **stages** as it takes for one side to win.

A stage is one complete pulse of the conflict where:

- armies commit, reposition, and collide
- big outcomes get resolved
- PCs create leverage that changes what those outcomes *mean* (or whether a battle even happens)

The exact step-by-step war loop lives in **Quick Start**. Chapter 1 is here to explain how to *think* about the system.

How the Layers Feed Each Other

Cinematic → Strategic

Cinematic results can alter Strategic battles by:

- adding or removing dice
- upgrading or downgrading dice
- changing conditions (positioning, morale, supply, battlefield advantage)
- creating exceptions (a gate falls, a commander drops, siege engines are destroyed, a bridge is held)

Strategic → Cinematic

Strategic results feed Cinematic play by:

- setting the pressure and stakes around the PCs
- defining what threats exist right now (and what escalates next stage)
- making consequences visible and unavoidable

A good rule of thumb: **Strategic creates problems. Cinematic decides which problems become personal.**

Who Runs the Strategic Layer

This system supports two modes:

- **GM-driven Strategic:** the GM resolves Strategic quickly to frame the next Cinematic scenes (fastest, spotlight stays on PCs).
- **Shared Strategic:** players roll for allied armies and choose movement/commitment decisions (more tactical ownership, more tradeoffs, dilemma, tactical decisions that influence outcome).

Both work. The choice is about table preference, not correctness.

Design Intent

This exists to:

- keep war from eating table time
- keep outcomes feeling earned (not arbitrary)
- keep the PCs from feeling like background actors in their own story
- let the war keep moving even when sessions are spaced out
- scale from “one siege” to “multi-front campaign” without collapsing

That’s the promise: **fast war, real stakes, hero agency.**

When to Call a Cinematic Sequence

Use this checklist before each Battle Phase. If two or more answers are "yes," call a Cinematic Sequence before the battle resolves.

1. **Are one or more PCs physically present near this battle?**
2. **Is there a high-value target in this battle the PCs could realistically affect?** *(a boss, a special unit, a structure, a captive, a key objective)*
3. **Would the battle outcome feel arbitrary or unearned without the heroes involved?**

If yes to two or more — zoom in. Run the Cinematic Sequence first, apply its results to the dice pools, then resolve the Strategic battle.

What a Cinematic Sequence Actually Looks Like

The PCs are not fighting the whole war. They are a small, surgically important piece of one battle. Narratively, thousands of soldiers clash around them — but the camera finds the heroes, because the heroes are in the part of the battle that matters most.

Their objective in that slice of the battle might be:

- **Kill or neutralize a special unit or commander** whose presence is boosting the enemy's dice pool
- **Destroy a structure** (dam, bridge, siege engine, supply depot) that would collapse or cripple the enemy army
- **Rescue a captured PC, NPC, or commander** whose absence is penalizing allied armies
- **Sabotage the enemy** (poison the supply line, destroy the war machine, break the gate from the inside)
- **Defend a location or person** for a set number of rounds to buy the strategic layer time

Whatever they accomplish — or fail to accomplish — translates directly into the Strategic layer as dice additions, subtractions, or upgrades before the battle rolls happen. In exceptional cases, a Cinematic Sequence can decide a battle entirely, rendering the dice roll unnecessary.

A GM running a war arc should pre-plan **two to three Cinematic Sequence opportunities per war**, placed at battles where PC influence would be most dramatically meaningful. Players cannot be everywhere — travel time and resources limit where they can go — so the choices of *which* battles to personally enter are themselves strategic decisions.

Chapter 2: Cinematic Sequences

These are zoomed-in combat battles focused around the PC(s). They can occur anywhere throughout the larger overall war. The format is very similar to a normal D&D combat encounter. The PC will typically have an objective they (or the GM) want (them) to accomplish.

The actions on this level affect the grander war on a whole by adding or subtracting from the battle's d6 dice pools or changing the d6s in a dice pool to d8s or d4s.

(This could be to kill/takedown a certain main NPC, boss, or commander. Kill a certain number of NPCs. Defend a certain location or NPC(s) for x number of rounds. Breach a certain location, solve a non-combat encounter, etc…)

Unique Combat Actions

Players can take the following special actions during Cinematic Sequences:

Action	Type / Frequency	Roll	Effect
Rally	Bonus Action (After Killing an Enemy NPC)	Make a Charisma or Wisdom-based Performance or Persuasion Check. DC 15.	Upon success, all allied NPC units in a 20-foot radius gain advantage on their next attack roll and damage roll.
Scene	Free Action (Once per a Cinematic Sequence)	—	You focus on a singular, significant NPC(s). (A Boss, Commander(s), or important enemy NPC(s)). This may be an NPC the PC has a history with. You and the chosen NPC(s) are locked in a one-on-one fight. All those around you become blurred in the background. Others cannot and will not intervene. including other PCs.
Cinematic Moment	Free Action (The Last Resort Action that is once per a war encounter)	—	When you are about to die, another PC has died or is close to death, or the main foe NPC is about to win. You become the writer of your own fate. You take control of the narrative and using solely clever roleplay that makes sense for the story, you roleplay your character performing an incredible, beyond impressive heroic feat. A feat that deals an unexpected deadly blow, turns the tide of war, or brings a thought to be gone PC from the brink of death. (Before using this action you will consult with the GM on what you want the ending result to be. If agreed upon then you act out your moment in the spotlight.)

Chapter 3: Unit Classifications (Cinematic Layer)

You have four types of Unit Classifications. In some cases, PCs present in the battle may give direct orders to these classifications and may sometimes directly control them if they wish (w/ GM discretion). Though the fourth classification of NPC units may sometimes act independently of the PC's control/orders.

Minion Units

These are the second most common and weakest type of unit.

They are canon fodder. (The characters in the movie are introduced just to be killed in a badass way). They may have personalities and roleplay scenes. They are all or none. Ran using Stargate RPG Extra rules.

They may share INIT or have different INIT. Default AC of 10. Each time they are hit, a 1d6 is rolled higher than 3 and they die immediately. 3 or lower and they are injured. A second hit will kill them. (At the GM's discretion. Story Reasons, NAT 20, or Significant Damage may kill them right away)

Horde Units

These are the most common and second weakest type of unit.

They are the background characters. (The filler background extras are designed to fill the empty space) Every X(10) number of horde units is treated as a group of units. That means they share a single HP Pool & token. They are run using D&D's Mob & Swarm rules.

Enemy Horde Units will sometimes be treated just as difficult terrain for the PCs.

They all share the same INIT. They will have a unique stat block depending on their creature type. When they have taken half damage, all their stats are cut in half.

Commander Units

These are very uncommon and powerful.

They are unique NPCs. They have significance to the overall battle but may only have short-lived story significance. They have unique stat blocks. They are treated with the normal NPC rules.

There are two different types of roles a commander classification can have given to them optionally by the GM. These roles give them an extra feat they can use in battle.

Leader
These NPCs can use the Rally action (indicated above) as a free action with no rolls needed twice per a Cinematic Sequence.

Guard
These NPCs once per Cinematic Sequence as a reaction can move themselves triple their speed or otherwise get in between an enemy and a location or NPC they are defending. Blocking an oncoming

attack on that NPC or location. They instead will be hit by the full attack if it hits their AC or they fail whatever check(s)/save(s) may be needed. (Going so far as coming back from a Banishment spell.)

Special Units

These are very rare and very powerful.

They are unique NPCs. They have significance to the overall battle and usually to the story as well. They are often times bosses and major NPCs. They have their own stats and oftentimes may have a unique set of legendary actions. (Examples are a lich king or a giant dragon)

The opposing (in some cases neutral) sides will have similar Unit Classifications obviously completely controlled by the GM.

Chapter 4: Strategic Wargame Sequences

Strategic Wargame Sequences are the **zoomed-out layer** of the war: armies maneuver, collide, and the front line changes.

A **Strategic Wargame Sequence has only two phases**:

1. **Move Phase**
2. **Battle Phase**

Cinematic Sequences are not a phase. They are a separate zoom-in tool the GM can interlace (most commonly **between Move and Battle**, and sometimes **after Battle**) when the story needs the "camera" on the PCs.

Strategic Scale (What Makes This Different From Normal D&D)

Strategic play runs on a different scale than typical encounters.

Layer	Time Scale	Distance Scale	What "matters" most
Cinematic	seconds to minutes (standard D&D battle encounter)	feet to rooms	tactics, spells, positioning, individual choices
Strategic	weeks (and longer)	miles / spaces	momentum, supply, terrain, army quality, objectives

Default cadence: one Strategic "turn" is roughly **two weeks**.
The **Move Phase** represents about **one week** of marching, scouting, regrouping, and committing to positions.
The **Battle Phase** represents about **one week** of clashes, siege pressure, raids, and sustained fighting.

This is the first major "tone shift" in the document: you're no longer counting squares and six-second rounds. You're counting **spaces, weeks, and consequences**.

War Scope Vocabulary (Optional, But Useful)

These terms help the GM keep a large conflict organized without turning it into chaos.

Term	Meaning	Why it helps
Sondering	A continent-scale or nation-scale conflict umbrella (wars happening across a huge region)	Lets the GM narrate the "big storm" without forcing the PCs to micromanage it
War	A defined conflict between factions within the Sondering	Keeps boundaries clear ("this is the war we're actually in")
Theater	The slice of the war the PCs truly care about (their main objective zone)	Focuses attention where play happens
Campaign	A major goal inside the theater (take the city, hold the river, break the siege)	Turns "war" into playable arcs
Battle	A single engagement between two forces	The unit of resolution for the Strategic system

You can run a tiny war with none of this vocabulary.
You use this vocabulary when the war is big enough that you need *folders* for reality.

Army Concepts

Army Size

Army Size is an abstract number representing *how many troops a force effectively has* compared to others in this war.

It is intentionally **relative**. An Army Size of **20** might represent **200 soldiers** in a small regional conflict, or **20,000** in a national war. The system cares less about the literal headcount and more about **how many meaningful fighting elements** the force can bring to bear.

Army Strength (STR)

STR (Army Strength) is an abstract number representing *quality and readiness*: training, equipment, leadership, logistics, morale, and overall capability compared to the opposition.

Army Size answers: "How much force is here?"
STR answers: "How dangerous is that force per unit?"

Dice Pools (High-Level Only)

Strategic battles are usually resolved by building dice pools from **Army Size** and **STR**, then applying matchup and environment modifiers.

This chapter gives the "shape" of it. The full procedure lives in **Chapter 6**.

Input	Rough contribution	Notes
Army Size	about **1d6 per ~50 troops**, rounded down	The "50" is a baseline unit of scale; the war's scope determines what "troops" means at your table
STR	about **1d6 per ~10 STR**, rounded up	STR is the quality engine; it should matter even when numbers are smaller
Matchup / traits	adds or removes dice	Immunities/resistances/vulnerabilities/deadly matchups can swing fights fast
Dice type shifts	d4 / d6 / d8 / d10	Used to represent advantage/disadvantage in a way that feels chunky and warlike

If this sounds abstract, good. It's meant to be fast at the table, not a graduate thesis.

Common Modifier Shorthand

These are used throughout the document as quick notation.

Factor	**Dice Pool Impact**
Immunity	+3d6
Resistance	+1d6

Factor	Dice Pool Impact
Vulnerability	-1d6
Deadly matchup	-3d6

Dice Pool Caps

To keep battles from becoming "who brought the bigger spreadsheet," dice pools have caps.

Role	Maximum dice rolled in a single battle
Attacker	10 dice
Defender	8 dice

What a Strategic Battle Looks Like (Conceptual)

Strategic battles are closer to *Risk* than to normal D&D combat: they're a **fast roll-off** that produces a meaningful outcome and pushes the war forward.

At a high level:

1. **Determine who is attacking and who is defending**
   Usually: whoever closes distance and commits first gets attacker priority.
2. **Build each side's dice pool**
   Start from Army Size + STR, then apply matchup/environment modifiers.
3. **Roll the pools as a face-off**
   The result determines who wins the engagement and what it costs.
4. **Apply consequences and update the map**
   Losses (lose 10 size), retreats, breakthroughs, stalled fronts, shifting pressure.
5. And Move and Battle again on loop until the Army size is 0 or war is won or lost.

Full details (loss rules, repeated engagements, special outcomes, movement interaction) are covered in **Chapter 6**.

Advantage & Disadvantage (Dice Pool Modifier)

Some conditions, doctrines, or GM rulings grant an army **Advantage** or **Disadvantage** on their dice pool roll. These are applied **after dice are rolled but before results are calculated.**

How It Works

Advantage and Disadvantage are rated by a number (1, 2, 3, etc.). That number tells you how many dice are affected.

Advantage X: After rolling your full dice pool, take the **X lowest results** and re-roll them. Keep the **higher** result for each die (your original roll or the re-roll, whichever is better).

Disadvantage X: After rolling your full dice pool, take the **X highest results** and re-roll them. Keep the **lower** result for each die (your original roll or the re-roll, whichever is worse).

Examples

Situation	What Happens
Advantage 1	Roll dice pool → re-roll the 1 lowest die → keep the higher of the two
Advantage 3	Roll dice pool → re-roll the 3 lowest dice → keep the higher result on each
Disadvantage 1	Roll dice pool → re-roll the 1 highest die → keep the lower of the two
Disadvantage 3	Roll dice pool → re-roll the 3 highest dice → keep the lower result on each

Stacking Rules

- Multiple Advantage values **add together** (Advantage 1 + Advantage 2 = Advantage 3).
- Multiple Disadvantage values add together the same way.
- **Advantage and Disadvantage cancel each other out** before applying. If an army has Advantage 2 and Disadvantage 1, the net result is Advantage 1.
- Advantage/Disadvantage does **not** change the number of dice rolled or the dice pool caps. It only affects which results you keep.

(GM discretion governs when Advantage/Disadvantage is granted. Common triggers: terrain mastery, specific doctrines, narrative conditions, or Help actions — see Help/Assist below.)

Chapter 5: Army Classifications & Factions

Each Army Classification (or Army Class/Army Type) possesses distinct mechanics, which may include unique feats, attributes, or actions. Additionally, every army has specific immunities, resistances, vulnerabilities, and certain army factions that are considered deadly to them.

Army classes fall into two main categories: **Non-Special** and **Special**.

- **Non-Special** armies are typically composed of ordinary mortals who may have specialized training in certain weapons or tactics.
- **Special** armies are primarily built from unique units. These units might possess special training, unique species traits, or belong to unique factions whose troops have special blessings or attributes.

Combining Army Classes

Currently, there is no simple mechanical rule for combining different types of armies.

If different Army Classes are combined, they will take on the Class Type of the largest or strongest army, or they may form a new **Special** class (at the GM's discretion).

If a combining army as a doctrine applied to it Command Points (CP), or Gold might be required to maintain that doctrine especially if the army it is combining with is larger in Size or STR.

If Command Points (CP) are being used, combining armies—even of the same class but from two different factions—might require spending a CP. This simulates the potential lack of cohesion between the two distinct groups (at the GM's discretion).

(Though this is not preferred and I am open to suggestions, I do have explanations of why this makes sense.)

Each army entry uses the following fields. Understanding these before reading individual entries will prevent confusion.

Immunities (+3dX): Army types this army is highly effective against. Add +3 dice to this army's pool when facing that type.

Resistances (+1dX): Army types this army has an edge against. Add +1 die.

Vulnerabilities (–1dX): Army types that have an advantage over this army. Subtract 1 die from this army's pool.

Deadly (–3dX): Army types that are devastating to this army. Subtract 3 dice from this army's pool. *Note: "Deadly" listed in an army's entry means that army type is deadly to them — not that this army is deadly to others.*

Deadly Doctrines (–3dX): Same as Deadly, but triggered by an opposing army having a specific active **Doctrine** rather than being a particular army type. If the opposing army has that Doctrine active, subtract 3 dice from this army's pool. An army cannot be Vulnerable, Resistant, or Immune to a Doctrine — only Deadly or not.

Example: If Mages list "Anti-Magic" under Deadly Doctrines, any opposing army that has the Anti-Magic Doctrine active is treated as Deadly to the Mages — not the other way around.

Weather: Army Classifications may have undesired weather and preferred weather conditions. This also includes climate and time of day.

Terrain: Some Army Classifications will have undesired or preferred terrain types. Undesired terrain types will be difficult terrain for them. If a preferred terrain type is mentioned then everything except their preferred terrain types will be difficult terrain.

Upkeep: Army Classifications also have an Upkeep cost. If you are tracking currency, GP then this is the army's daily upkeep cost to keep them intact. If your weekly income is lower than your outcome and your treasury runs empty all your armies and ally armies will begin to take levels of exhaustion.

Each army entry uses the following fields when applicable:

Special: Abilities, behaviors, boons, or banes unique to the Army class.

Upkeep Cost: Xgp per X Units per a Day
Immunities: +3dX
Resistances: +1dX
Vulnerabilities: -1dX
Deadly: -3dX
Deadly Doctrines: -3dX

Undesired Weather: -1dX to -3dX
Preferred Weather: +1dX to +3dX
Preferred Terrain: +1dX to +3dX and may increase movement
Undesired Terrain: -1dX to -3dX and acts as Difficult Terrain

Note: Limited to MAX of 10d6 for Attackers and 8d6 for Defenders rolled at one time.

All Factions and Armies are or may be active in the war are listed here. War Tracker

Army Classes

Standard Army Classes (Non-Special)

Archers

A unique class of unit designed to combat at a distance.
When attacking an opposing army that is 2 spaces away that army (if not archers) will suffer -2d6 to their defense. (Cavalry only suffer -1d6)
In addition, Archers can add +2d6 to a defending ally army who is defending against an opposing army that is within 2 spaces of the archers.

Special:

Archers gain 10 miles (2 space) reach.

- **Upkeep Cost:** 5gp per 10 Units
- **Resistances:** Pikes
- **Vulnerabilities:** Swords, Cavalry, Shield-Brethren
- **Deadly:** Undead, Gunners

- **Undesired Weather:** Cloudy, Heavy Clouds/Fog
- **Preferred Weather:** Clear Skies at Daylight

Assassins

Special class of unit designed to weaken or take out the enemy before they even know it.

Special:

Assassin Armies that are unseen can use an action during a Battle Phase to remove an adjacent defending or attacking opposing army's highest rolled d6 from play when they are battling another army in the same Battle Phase. This Action will not reveal Assassin's location.
Assassin Armies that are unseen can also use an action during an Battle Phase to make an adjacent opposing army lose 1 unit per the number of Assassins in the Assassin Army. This Action will not reveal their location.

The location of Assassins can be seen by spies that are within 5 miles (1 space) radius.

- **Upkeep Cost:** 5gp per 1 Unit
- **Resistances:** Assassins
- **Vulnerabilities:** Spies

- **Undesired Weather:** Clear Skies at Daylight

- **Preferred Weather:** Cloudy or Foggy, Nighttime

Bandits

Bandits cover the landscape of Heartland. And become aggressive in the time of war especially to small size or low STR armies.

Special:

A Bandit Army will gain a +1d6 when attacking an opposing army while hidden. Attacking will unhide them and reveal their location.

If a Bandit Army does not move or take any type of Move Action or Attack Action for two (2) Move Phases and Battle Phases they can become hidden again. (Nearby Spies within 5 miles (1 space) will see their location.) After they are hidden they can move and stay hidden.

The location of Bandits can be seen by spies that are within 5 miles (1 space) radius. Otherwise Bandits remain hidden until they take an Attack Action in which their position is revealed and they can ONLY rehide when moving to a new location and passing 2 Move Phases and Battle Phases without Moving or Attacking.

- **Upkeep Cost:** 1gp per 10 Units
- **Vulnerabilities:** Spies
- **Deadly:** Undead

- **Undesired Weather:** Thunderstorm
- **Preferred Weather:** Clear Skies at Daylight

Builders

A support class of units designed to construct siege engines, fortifications, roads, bridges, field barracks, and rapid supply infrastructure—weak in battle, terrifying in what they enable.

Special:

Builders can take a Build Action during a Move Phase instead of moving. Builders roll using d4s instead of d6s as their dice pool unless that army class is vulnerable to Builders (or Builders are deadly to the class) D6s are also used if Builders have Immunity or Resistances to that army class.

Choose one option per Build Action:

* **Fieldworks:** Add +3 Defense to the location (max +10 Defense added this way).
* **Rapid Roads:** For the next two Move Phases, allied armies that begin their Move Phase in this location gain +1 space of movement (GM can limit this in mountains/swamps).

* **Siege Prep:** If a Siege army is in the same location, that Siege army gains +1d6 in its next battle (stacks once, not repeatedly).
* **Repair & Reinforce:** Remove -1d6 worth of penalties caused by environment/terrain damage or prior sabotage on one allied army in the same location (GM adjudicates what's "repairable").

* A Builder army can be withdrawn from the war effort to construct infrastructure, buildings, or roads.

The completion time for the structure is not immediate; it will take a variable number of weeks/turns, depending on both the size of the Builder army and the type/scale of the structure being built.
Builders are not hidden while building.

List of what they can build is provided in another chapter.

- **Upkeep Cost:** 2gp per 10 Units
- **Immunities:**
- **Resistances:** Siege, Pikes
- **Vulnerabilities:** Bandits, Thieves, Spies
- **Deadly:** Swords, Cavalry, Assassins, (All Special Army classes are deadly to Builders unless they are specifically listed as vulnerable to Builders, or if Builders are specifically stated to be deadly to that class.)
- **Deadly Doctrines:**

- **Undesired Weather:** Thunderstorm, Heavy Rain
- **Preferred Weather:** Clear Skies at Daylight
- **Preferred Terrain:** Roads, Plains/Fields

Cavalry
Unique class of unit designed to move faster and combat swords/archers.

Special:

Cavalry move faster.

If a Cavalry Army is attacked by archers that are 10 miles (2 spaces) away they are granted free movement at no cost and can move 5 miles (1 space) closer to the Archers therefore reducing the normal -2d6 penalty Archers induce to a -1d6 penalty.
A Cavalry Army can use a retreat action before a battle occurs at no cost to them. Retreat Action rules can be found here: War_Encounter_Rules_Reformatted_v2

If a Cavalry Army is attacked by an army (even a surprise hidden army) looking to initiate a battle they may roll a 1d6 as the attack occurs and BEFORE the battle plays out. On a 6 they can retreat and escape for FREE at NO cost. Gaining 2 spaces of additional movement at NO cost to move away. (The special

Attack Actions taken by Thieves and Assassins for example don't count. It is only if a battle would be initiated from the encounter.)

- **Upkeep Cost:** 6gp per 10 Units
- **Immunities:**
- **Resistances:** Swords, Archers
- **Vulnerabilities:** Pikes, Undead
- **Deadly:**
- **Deadly Doctrines:**

- **Undesired Weather:** Heavy Rain, Snow
- **Preferred Weather:** Clear Skies at Daylight
- **Preferred Terrain:** Roads, Plains/Fields, and Forest

Gunners

A crew of unit soldiers that carry muskets or another type of gun.

Special:

For every 10 units of Gunners they may switch out 1 of their d6s for a d10 in their first battle of a war sequence either when defending or attacking.

- **Upkeep Cost:** 5gp per 10 Units
- **Immunities:** Swords
- **Vulnerabilities:** Cavalry, Undead
- **Deadly:** Vampires
- **Deadly Doctrines:**

- **Undesired Weather:** Thunderstorm
- **Preferred Weather:** Clear Skies at Daylight

Mages

A rare class of unit designed to weaponize spellcraft, wards, and arcane logistics, devastating in the right conditions, fragile when caught unprepared.

Special:

Mages can "shape the battlefield" once per Battle Phase. Choose one option:

* **Ward Screen (Defense):** A defending allied army within 5 miles (1 space) gains +2d6 to their dice pool for that battle. Does not work if the attacking army has Anti-Magic doctrine.

* **Arcane Volley (Attack):** When attacking, Mages can force the defending opposing army to suffer -2d6 to their dice pool unless that opposing army is Spies or Assassins (they only suffer -1d6). Does not work if

the defending army has Anti-Magic doctrine.

* **Ritual Logistics (Move):** During a Move Phase, Mages may "blink" an allied army 1 space (5 miles) if that allied army is adjacent to the Mages at the start of the Move Phase. This does not allow blinking into or through a location blocked by impassable terrain at GM discretion.

Mages' abilities do not work if an enemy army with Anti-Magic doctrine is within 5 miles (1 space). Mages' roll d4s for their dice pool when attacking or defending an army with the Anti-Magic doctrine.

- **Upkeep Cost:** 10gp per 1 Unit
- **Immunities:** Rebels
- **Resistances:** Arches
- **Vulnerabilities:** Assassins, Spies
- **Deadly:** Cavalry, Swords
- **Deadly Doctrines:** Anti-Magic

- **Undesired Weather:** Heavy Rain, Heavy Clouds/Fog
- **Preferred Weather:** Clear Skies at Nighttime (stars) or Clear Skies at Daylight
- **Preferred Terrain:** High ground, Ruins, Leyline sites (if applicable)

Pikes

Unique class of unit designed to combat cavalry and keep opposing armies at a distance.

Special:

Pike Armies that are flanked by two opposing armies suffer -1d6 to their dice pool. Pike Armies count as double difficult terrain for opposing armies that travel through them (This will give armies forced to travel through them Exhaustion). Every 10 Units in a Pike Army at a location that has a defense score will increase that score by 0.1.

- **Upkeep Cost:** 5gp per 10 Units
- **Immunities:** Cavalry
- **Vulnerabilities:** Archers, Undead
- **Deadly:** Vampires

- **Undesired Weather:** Thunderstorm
- **Preferred Weather:** Clear Skies at Daylight

Rebels

Farmers and able bodied civilians that join a fight to help the cause.

Special:

Rebels have a home advantage and gain +1d6 when defending within 5 miles (1 space) of their home location.

- **Upkeep Cost:** 1gp per 10 Units
- **Resistances:** (Home Bonus)
- **Vulnerabilities:** All
- **Deadly:** Undead

- **Undesired Weather:** Thunderstorm
- **Preferred Weather:** Clear Skies at Daylight

Siege

Special class of unit designed to take down walls and buildings.

Special:

The size and STR of siege units adds d8s (instead of d6s) to the dice pool when only dealing with an defending army with no defense score from structures and d10s (instead of d6s) to the dice pool when the defending army has a defense score provided by structures such as walls or guard towers.

- **Upkeep Cost:** 20gp per 1 Unit
- **Vulnerabilities:** Cavalry, Pikes
- **Deadly:** Swords, Assassins
- **Deadly Doctrines:** Fire-Artillery

- **Undesired Weather:** Heavy Rain, Snow
- **Preferred Weather:** Clear Skies at Daylight
- **Preferred Terrain:** Roads, Plains/Fields, and Forest

Spies

A special class of units designed to gather intel.

Special:

Spy Armies automatically reveal the location of assassins and other spies within 5 miles (1 space) during a Battle Phase.

Spy Armies that are unseen can use an action during a move phase to gain intel on locations and armies within 10 miles (2 spaces). This Action will not reveal the Spy's location. This may reveal unknown details on an army's current strength or size as well as potentially give details that may help during a Cinematic Sequence.
Spy Armies that are unseen can also use an action during an Battle Phase to allow an adjacent defending

or attacking ally army to remove their lowest rolled d6 from play when they are battling another army in the same Battle Phase. This Action will not reveal the Spy's location.

The location of Spies can be seen by other spies that are within 5 miles (1 space) radius otherwise they are automatically always hidden.

- **Upkeep Cost:** 5gp per 1 Unit
- **Resistances:** Assassins
- **Vulnerabilities:** Spies

- **Undesired Weather:** Clear Skies at Daylight
- **Preferred Weather:** Cloudy or Foggy, Nighttime

Swords

Basic soldier units have nothing special about them.

Special:

Sword armies can use a Move Action to fortify a location instead of moving. Making that location a fortified area. Adding 5 defense to a location up to a MAX defense of 10 added this way.

- **Upkeep Cost:** 3gp per 10 Units
- **Resistances:** Archers
- **Vulnerabilities:** Cavalry
- **Deadly:** Undead, Gunners

- **Undesired Weather:** Thunderstorm
- **Preferred Weather:** Clear Skies at Daylight

Thieves

Thieves cover the landscape of Heartland.

Special:

A thief's army can use an Attack Action on their Battle Phase to steal resources, and/or gold from an opposing army within 5 miles (1 space). When doing so they reduce the STR of the opposing army by 1d4 and increase their STR by that same amount. This reveals the location of the thieves.
Thieves can rehide by moving to an unknown new location and not moving or taking any move actions on their move phase.

The location of Thieves can be seen by spies that are within 5 miles (1 space) radius.

- **Upkeep Cost:** 1gp per 10 Units

- **Vulnerabilities:** Spies
- **Deadly:** Undead

- **Undesired Weather:** Clear Skies at Daylight
- **Preferred Weather:** Cloudy or Foggy, Nighttime

Hunters

Hunters are a collection of members of the Hunter's Guild that may be willing to fight in the upcoming war.

Special:

A Hunter Army of 10 or more may use a Move Action on their Move Phase and an Attack Action on their Battle Phase to place hidden traps in a 5 mile space. Not only does this space become difficult terrain to any non-hunter army but any non-hunter army will also be forced to roll a 1d10 and will lose that many units when traveling through the location with hidden traps. Undead armies will lose double the number of units. After non-hunter army travels through the hidden traps they will go away.

Swampy Hunters gain +3d6 when defending in any swamp environment.

- **Upkeep Cost:** 5gp per 10 Units
- **Immunities:** Beasts
- **Resistances:** LizardFolk, Vampires, Supernatural (Monsters)
- **Vulnerabilities:** Swords
- **Deadly:** Gunners
- **Deadly Doctrines:** Fire-Artillery, Anti-Magic, Heavy-Artillery

- **Preferred Weather:** Clear Skies at Daylight

Special Army Classes

Fiends

Fiends are mix demons and devils in the Heartland region that work for Lich King and Medusa/Seth with to reduce Chuu's strength and help the Lich King. Demons when killed in battle can possess a new host.

Special:

Fiends can roll a 1d6 at the end of a battle if they lost any units. On a 6 they can convert 10 of opposing armies units to their army (as long as the opposing army does not have resistance or immunity to Fiends)

- **Upkeep Cost:** None
- **Immunities:** Fire Cult
- **Resistances:** Fire
- **Vulnerabilities:** Grail, Drow

- **Deadly:** The Divine (i.e. Goddess Chuu)
- **Deadly Doctrines:** Anti-Magic

- **Preferred Weather:** Sunny Day, Scorching Heat

Undead

Undead includes zombies, skeletons, and vampires. Other undead types could theoretically belong to another army classification in addition to being Undead. For example, a Lord's personal guard might be classified as both Swords and Undead. Therefore, anywhere the Undead classification is mentioned (Immunities, Resistances, Vulnerabilities, Deadly, Special effects), it applies to any army that falls under this broad supernatural umbrella. Undead classification takes priority over other non-special classification types. This does not apply when the other types shared with undead are also a special type like Vampires.

Special:

On a battle victory any Sword, Archer, Cavalry, Pike, or Rebel (Non-Special) Units that an Undead Army defeats (kills) is added to the amount of Units in the Undead army making the undead army larger with every victory. Undead army may also use Move Action on their Move Phase and Attack Action on their Battle Phase to regain 50 units that they have lost.

- **Upkeep Cost:** None
- **Immunities:** Swords, Rebels, Bandits
- **Resistances:** Archers, Pikes
- **Vulnerabilities:** Fey, Drow
- **Deadly:** Grail
- **Deadly Doctrines:** Anti-Magic, Heavy-Artillery

- **Preferred Weather:** Cloudy or Foggy, Nighttime

Aerial Cavalry

For the PC this is an elite formation of Galadryn star-elves mounted on aerial beasts and enchanted sky-steeds, striking from above with impossible speed and surgical timing. But Aerial Cavalry classification can be given to any army that is in the air.

Special:

Aerial Cavalry count as Cavalry for all effects, with the following additions/changes:

* Sky-Borne Mobility: Aerial Cavalry ignore most ground-based terrain restrictions while moving (they can cross rivers, cliffs, and broken ground without penalty). Terrain penalties are treated as if they always have "clear passage". Weather still blocks flight.
* Overflight Strike: When Aerial Cavalry initiate an attack, the defender does not gain "terrain anchoring"

style bonuses that rely on walls, trenches, or choke points (they can be bypassed from above), unless the defender has specialized anti-air defenses or magic wards.

- **Immunities:** Swords, Rebels, Bandits
- **Resistances:** Cavalry, Pikes (only if anti-air doctrine is NOT prepared)
- **Vulnerabilities:** Siege (only if anti-air doctrine is NOT prepared)
- **Deadly:** Archers, Mages (Archers and Mages will be double Deadly if they have Anti-Air doctrine)
- **Deadly Doctrines:** Anti-Magic, Anti-Air

- **Undesired Weather:** Heavy Rain, Snowstorm, Gale Winds
- **Preferred Weather:** Clear Skies at Daylight, Cold Clear Nights
- **Preferred Terrain:** Open sky above Plains/Fields, Cliffs/Highlands (anywhere they can maintain altitude)

Vampires

Elite vampires of Umahim's inner circle—ancient-blooded, court-trained, and magically disciplined. All vampires are also considered the army type of undead. These are not "basic vampires" (those roll up under only Undead type). This classification represents the higher-tier vampire cadres that function as a coherent war asset: night-raiders, enthrallers, and blood-fed shock troops. Vampires also have the classification of Undead when considering Immunities, Resistances, Vulnerabilities, Deadly that other armies have when Vampires are not explicitly listed separately.

Special:
When a Vampires Army wins a Battle against a Non-Special army (Rebels, Bandits, Swords, Archers, Pikes, Cavalry, Siege, Spies, Thieves, Assassins), it feeds on the aftermath.

After a victory, choose ONE:

* **Drink the Field:** Gain 10 Units and regain 10 STR that was lost.
* **Crimson Surge:** Gain +50 STR until the end of the next Battle Phase (this bonus STR does not stack; if chosen again later, it refreshes instead).

Limits:
* This Special does not trigger against Undead, Fiends, Grail, Fire Cult, Artemis, Warforged, or "non-blood" / divinely-protected forces (GM discretion, but those are the intended hard-stops).
* If Vampires do not achieve a victory (feed upon) against a non-special (with blood) army type by the end of a battle phase, they lose -10 STR.
* If Vampires Strength (STR) drop to 0, they will immediately regain 100 STR but undergo a transformation into a feral undead state. In this feral state, they will attack the nearest non-special (with blood) army type, regardless of alliance.
* If the Vampires Army fights in Sunny Day / Scorching Heat at Daylight, it suffers -50 STR at the start of the Battle.

- **Upkeep Cost:** None (or "paid in blood," if you track flavor costs)
- **Immunities:** Swords, Rebels, Bandits
- **Resistances:** Archers, Pikes, Cavalry, Darkness (Nighttime)
- **Vulnerabilities:** Mages, Hunters, Fiends
- **Deadly:** Grail, Fire Cult, Artemis, Sun (Daytime)
- **Deadly Doctrines:**

- **Undesired Weather:** Sunny Day, Scorching Heat (especially at Daylight)
- **Preferred Weather:** Cloudy or Foggy, Nighttime
- **Preferred Terrain:** Cities, Fortresses, Forest edges (ambush terrain), River roads (where refugees/supplies move)

Shield-Brethren

The biggest example of Shield-Brethren army type is the legendary defensive dwarves and hadozee engineers who lock into an unbreakable 360-degree shield phalanx—an advancing fortress of interlocking tower shields, rune-bound plating, and rotating guard discipline.

Special:
When the Shield-Brethren enter a Battle as defenders, they may declare Shield (Bulwark) Formation before dice are rolled. While in Formation:

* They are treated as a mobile fortress rather than soft infantry for any positive benefits. Siege attacks targeting them do not gain structural bonus damage.
* They ignore all flanking, surprise positioning, and cavalry charge bonuses.
* Enemy movement effects that attempt to reposition or bypass them within 1 space fail unless the enemy is Aerial or Teleportation-based.
* If the Shield-Brethren are defending a city, fort, or choke point, the opposing army suffers a -2d6 penalty.
* Any allied units 1 space (5 miles) away gain +1d6 bonus when defending.
Bulwark remains active until the army loses 25% of its starting STR. Once below that threshold, they lose their structural cohesion and revert to standard infantry behavior.

- **Upkeep Cost:** 8gp per 10 Units
- **Immunities:** Archers
- **Resistances:** Swords, Rebels, Bandits, Cavalry
- **Vulnerabilities:** Mages, Aerial Cavalry
- **Deadly:** Pikes, Undead,
- **Deadly Doctrines:** Heavy-Artillery, Armor-Piercing
  Undesired Weather: Downpour, rain, thunderstorm, lighting

- **Undesired Terrain:** Swamp, Quicksand, Deep Mud
- **Preferred Terrain:** Mountain Passes, Gates, Bridge Crossings, Urban Streets

Warforged (Artificial Constructs)

Artificial war machines: golems, steam-titans, arcane automata, clockwork infantry, cybernetic legions—any army that is fundamentally mechanical or constructed rather than biological.

Special:
Warforged use a **D8 dice pool instead of D6** when calculating their battle dice.

If Warforged are **Resistant or Immune** to the opposing army type, their dice pool increases to **D10s**.

If Warforged are **Vulnerable**, their dice pool decreases to **D6s**.

If Warforged are **Deadly to** the opposing army type, their dice pool decreases further to **D4s**.

If a Warforged army does **not Move and does not initiate a Battle Phase** (they may still defend), they may instead perform Repairs. Roll a number of dice equal to their current Strength d6 pool. For every 4+ rolled, they regain 10 Units (or 1 Army Size step if that's how you're tracking). This cannot exceed their original Army Size.

- **Upkeep Cost:** 12gp per 10 Units (fuel, parts, engineers)
- **Immunities**: Rebels, Bandits, Vampires, Fire Cult, (Any Fire)
- **Resistances:** Swords, Archers
- **Vulnerabilities:** Mages, Siege, Gunners, Builders, Cavalry
- **Deadly:** Undead
- **Deadly Doctrines:** Heavy-Artillery, Anti-Magic, Armor-Piercing

- **Undesired Weather**: Thunderstorm, Lighting, Magnetic Storms, EMP-like arcane interference
- **Preferred Weather:** Clear, Dry Conditions

Mutants

Unstable bio-enhanced creatures altered by arcane stones, emotional catalysts, elemental infusion, corruption, radiation, or unknown experimentation. No two mutant hosts are fully identical.

Special:
Mutants use a standard D6 dice pool but always add a single 1d10 to their dice pool regardless of army size or STR. **Mutant Final Stand:** Upon the defeat of a Mutant army, they are immediately granted a final, free attack during the same battle phase. This attack targets the nearest enemy army within 1 space.

- **Dice Pool:** In this final stand Mutants roll a dice pool equal to their STR, using all d10s instead of the standard d6s.

If no enemy army is within range for the final stand attack, the ability is lost. Alternatively, the Game Master (GM) may rule that the Mutants destroy the surrounding terrain, which could result in making the area difficult terrain and/or destroying buildings.

If Mutants do **not Move and do not initiate a Battle Phase**, they may Regenerate. Roll 1d6. On a 4+, regain 10 Units. On a 6, regain 20 Units instead. Cannot exceed original Army Size.

At the start of each Battle Phase (before dice pools are rolled), roll **1d100** on the Mutation Event Table. This effect applies for that battle only.

Suggested Mutation Event Table (example framework):

01–10: Mutation Backlash – Mutants lose 10 Units.
11–25: Minor Surge – +1d6 this battle.
26–40: Hardened Flesh – Resistant to Swords, Gunners, Siege, and Archers this battle and their dice pools this battle is rolled twice with higher result being taken (standard D&D advantage).
41–55: Spiked Growth – The surrounding terrain becomes permanently Deadly to Cavalry.
56–70: Frenzy – Gain +10 STR this battle but lose 10 Units afterward.
71–85: Elemental Burst – Opposing army immediately loses 10 Units.
86–95: Hulking Form – Treated as Siege, resistant to all non-Special units and dice pool becomes all d10s, for this battle only.
96–100: Cataclysm – Both armies lose 20 Units immediately before combat resolution.

Based on the Game Master (GM) discretion the result could affect the surrounding terrain and buildings.

- **Upkeep Cost**: None (self-sustaining / unstable)
- **Immunities**: Rebels
- **Resistances**: Bandits
- **Vulnerabilities**: Mages, Grail, Siege, Fey, Artemis
- **Deadly**: Swords, Cavalry, Gunners, Archers, Warforged, Drow, Hunters
- **Deadly Doctrines:** Anti-Magic, Heavy-Artillery,

- **Undesired Weather**: Extreme Cold
- **Preferred Weather**: Storms, Elemental Disturbance

Special Faction Army Classes

Snow Elves

Snow Elves may be the masterminds behind most of the evils in heartland. They claim heartland was once theirs and have been fighting over Fairgard for generation upon generation although the last several centuries there has been peace. We now know there is some truth to this most action seen as “evil” by the snow elves were in fact plots/manipulation by the winter fey.

Special:

Snow Elves can use their Move Action during Move Phase to change the weather of a location to snow storm weather. Having effects in Cinematic Sequences and making opposing armies (like rebels) lose any home advantage they may have. Snow Elves will also gain +1d6 while Fey and Treeants will also suffer -1d6. (Snow Elves are unable to use this if the Fire Cult is within 5 miles (1 space).

- **Upkeep Cost:** 10gp per 10 Units
- **Resistances:** Fey, Drow, Treeants
- **Vulnerabilities:**
- **Deadly:** Fire Cult
- **Deadly Doctrines:** Fire-Artillery

- **Undesired Weather:** Sunny Day, Scorching Heat
- **Preferred Weather:** Cold, Snow

Fire Cult

Fire Cult is a third party whose reason for being in Heartland is unknown. They are no longer in the heartland after being wiped out. The only location they are known to be held up in is Crystalin.

Special:

Weather around 5 miles (1 space) radius of the Fire Cult army can not be changed from a Sunny Day. Fire Cult can also use their Move Action during Move Phase to change the weather of a location to Scorching Heat weather. Having effects in Cinematic Sequences and making opposing armies (like rebels) lose any home advantage they may have. Fire Cult will also gain +1d6 while the Snow Elves will suffer -1d6.

- **Upkeep Cost:** 3gp per 10 Units
- **Immunities:** Treeants, Fiends
- **Resistances:** Snow Elves
- **Deadly:** (Any Ice/Extreme Cold Weather)
- **Deadly Doctrines:** Anti-Magic, Heavy-Artillery

- **Undesired Weather:** Cold, Snow
- **Preferred Weather:** Sunny Day, Scorching Heat

Grail

Grail is a religious capitalist corporation that claims to work for a one true god.

Special:

Grail army has 1 charge per an army of 30 or more. They can spend a charge to call a massive divine smite on an opposing army (as long as the opposing army does not have resistances or immunities to the Grail) using a Move or Attack Action. The opposing army will instantly lose 10 units. Army that have

Vulnerabilities to the Grail will lose 20 units and if the Grail Army is deadly to them they will lose 30 units. A Grail Army can recharge their 1 charge by spending a Move Action on their Move Phase.

- **Upkeep Cost:** 20gp per 10 Units
- **Immunities:** Undead
- **Resistances:** Fiends, Vampires
- **Vulnerabilities:** Drow, Artemis
- **Deadly:** Cult of War (Cult of Kratos)
- **Deadly Doctrines:** Anti-Magic

- **Preferred Weather:** Clear Skies at Daylight

Arrio Sisters

Arrio Sisters are three highly skilled Bounty Hunters that are sisters. They used to work for the Monarchy in exchange for a very rare drug they are addicted to down to their DNA. Recently they have changed their ways.

Special:

Arrio Sisters have both the properties of Assassins, Spies, and Thieves. Due to their addiction to Roshna every Battle Phase that passes where the Arrio Sisters don't use a thief action on a Monarchy control army they will lose 1 STR. When they do use a thief action on a Monarchy controlled army they will gain 1 STR (MAX STR = their original Army Strength Ratio.)

- **Upkeep Cost:** 15gp per 3 Units
- **Immunities:** Assassins, Spys
- **Resistances:** Monarchy
- **Vulnerabilities:** Invaders
- **Deadly:** Roshna (Drug Addiction)
- **Deadly Doctrines:**

- **Preferred Weather:** Cloudy or Foggy at Daytime

Drow (Underdark)

Drow refers to the people of the Upper/Middledark city of ChauSin. A united group of Drow, Gray Dwarfs, Myconid, and other humanoid/sentient creatures that have formed a peaceful coalition.

Special:

The Drow armies suffer -3d6 when battling in daylight under direct sun. Penalty may be reduced in cloudy or foggy weather conditions. At night the Drow armies will gain +2d6 (as long as their opposing army do not prefer night themselves. i.e. Undead)

- **Upkeep Cost:** 5gp per 10 Units
- **Immunities:** Supernatural (Monsters)

- **Resistances:** Snow Elves, Fiends
- **Vulnerabilities:** Grail
- **Deadly:** Sun (Daytime), Fire Cult
- **Deadly Doctrines:** Fire-Artillery, Anti-Magic

- **Undesired Weather:** Clear Skies at Daylight
- **Preferred Weather:** Cloudy or Foggy, Nighttime

Forest Fey

Fey in particular the Forest Fey of Heartland Forest. Have a not yet fully understood relationship with the forest of Heartland and Heartland the City. They claim that their king is directly connected to the health of Heartland's Forest. And that Heartland City is the Heart of the Forest. Something I said would be explained in time.

Special:

Forest Fey gain +3d6 when defending in any heartland forest environment. A Forest Fey Army of 50 or more may use a Move Action on their Move Phase and an Attack Action on their Battle Phase to restore 10 units of an ally Sword, Archer, Cavalry, Pike, or Rebel (Non-Special) army during the Battle Phase as long as that army is within 5 miles (1 Space) of the Forest Fey Army during both Phases.

- **Upkeep Cost:** None
- **Immunities:** Summer Fey
- **Resistances:** Undead
- **Vulnerabilities:** Grail, Swords, Rebels (Iron)
- **Deadly:** Shadow, Drow, Winter Fey, Anti-Magic
- **Deadly Doctrines:** Anti-Magic, Fire-Artillery

- **Undesired Weather:** Cloudy or Foggy, Nighttime
- **Preferred Weather:** Clear Skies at Daylight

Mel's Army

This is a group of archers and thieves that work for an information broker named Melameal.

Special:

If a Mel Army larger than 5 does not move or take any type of Move Action they can become hidden. (Nearby Spies within 5 miles (1 space) will see their location,) After they are hidden they can move and stay hidden.
A Mel Army will gain a +2d6 when attacking an opposing army while hidden. Attacking will unhide them and reveal their location
A Mel Army larger than 5 can use a Move Action on their Move Phase to steal information, resources, and/or gold from an opposing army within 5 miles (1 space). When doing so they reduce the STR of the

opposing army by 1d10 (2d10 if hidden) and increase their STR by that same amount. Unlike normal thieves if they use the above action on their move phase they can simultaneously as a free action gain the benefits of the Spy's special Attack Action on their Battle Phase for themselves or an adjacent ally. This Action will remove their location.

Mel's Army gains the spy abilities when they are split into a smaller group of 5 or less.

- **Upkeep Cost:** 3gp per 10 Units
- **Immunities:** Thieves/Bandits
- **Resistances:** Pikes
- **Vulnerabilities:** Swords
- **Deadly:** Undead
- **Deadly Doctrines:**

- **Undesired Weather:** Clear Skies at Daylight
- **Preferred Weather:** Cloudy or Foggy, Nighttime

Treants

These are a group of living trees that live in the Heartland forest.

Special:

If Treants do not move during their Move Phase they can become invisible in a forest environment. While invisible they will gain +3d6 on a surprise attack on an adjacent opposing army with 5 miles (1 space). (As long as the opposing faction does not have intel they are there or had seen them move there). If they were not seen turning invisible they will remain invisible even to spies that approach after they are invisible.

- **Upkeep Cost:** None
- **Immunities:** Swords, Undead
- **Resistances:** Archers, Pikes, Cavalry
- **Vulnerabilities:** Grail, Drow, Siege
- **Deadly:** Fire Cult, Snow Elves, (Any Fire/Explosive)
- **Deadly Doctrines:** Fire-Artillery, Anti-Magic, Heavy-Artillery

- **Undesired Weather:** Cold, Snow
- **Preferred Weather:** Clear Skies at Daylight

Artemis

An anointed war-host of Artemis—hunters and oath-sworn devotees who manifest when one of Artemis's temples is restored, arriving as a temporary divine reinforcement meant to tip a front, break a siege, or punish blasphemy.

Special:

Moonbound Suppression + Waning Blessing. While the Artemis Moonbound Legion is within 2 spaces (≈10 miles) of an enemy army with a divine / fiendish / abyssal "Special" ability, that enemy army cannot use its Special ability (Grail smite, Fiends conversion, etc.). This suppression is "aura" based—if the Legion is present, the effect is on; if it retreats or is routed away, the effect ends.

Additionally, the Legion's blessing burns out over time: at the end of each Battle Phase, reduce the Legion's STR by 10. This continues until it bottoms out at your minimum "mortal remainder" baseline of 20 STR.

- **Upkeep Cost:** None (divine provision; the "cost" is the decay timer)
- **Immunities:** Swords (while the blessing remains above the minimum baseline; once they hit baseline, remove this immunity)
- **Resistances:** Undead, Fiends
- **Vulnerabilities:** Grail, Gunners
- **Deadly:** Cult of War (Cult of Kratos),
- **Deadly Doctrines:** Anti-Magic

- **Undesired Weather:** Scorching Heat (dulls the moon's edge)
- **Preferred Weather:** Night / Cloudy / Foggy (moonlight, concealment, and hunt-terrain)

Hel's Legion

Hel's Legion are Duke Portilo's execution forces—industrial-scale slaughter units deployed to erase resistance entirely. Where they march, populations vanish, rivers redden, and no one escapes to tell the story.

Special:

When Hel's Legion win/ties a battle, the losing army loses double the size they would normally lose (**20 Size instead of 10)**.
If Hel's Legion reduces an army to **0 Size**, that army produces **no survivors**. No recovery rolls, no salvage roll, no prisoners, no rescues, no liberated remnants. The army is completely destroyed.
Armies fighting Hel's Legion **cannot Retreat**. This overrides Cavalry retreat abilities and any "escape on a 6" mechanics. If retreat would trigger, it automatically fails.

- **Upkeep Cost:** 3gp per 10 Units
- **Immunities:** Rebels, Bandits, Thieves, Spies
- **Resistances:** Swords, Pikes, Cavalry
- **Vulnerabilities:** Mages, Siege, Undead

- **Deadly:** Grail, Artemis, Mutants, Warforged
- **Deadly Doctrines:**

- **Undesired Weather:** Heavy Rain (mud slows industrial advance)
  Preferred Weather: Overcast, Smog, Night
  Preferred Terrain: Trenches, Industrial Roads, Open Scorched Plains

Chapter 6: Core Procedures (Strategic Layer)

This chapter is the **mechanical core** of the Strategic layer: how STR and dice pools work, how movement works, and how battles resolve. (Chapter 4 explains the concept. Quick Start explains the loop.)

Strategic Turn Structure (Wargame Sequence Core Loop)

A Strategic turn represents roughly **two weeks** of war at the zoomed-out layer.

Step	Who acts	What happens	Output
1. Invader Move Phase	Invader/Aggressor faction	Move armies, use move actions, rest/regroup, resolve command decisions	New positions, declared intent shaping the map
2. Invader Declarations	Invader/Aggressor faction	Declare Battle Phase commitments (attacks, defenses, special actions)	Engagements are "locked in" unless rules allow retreat
3. Defender Move Phase	Defender faction	Move armies, use move actions, rest/regroup, resolve command decisions	Repositioning, reinforcement, limited evasions
4. Defender Declarations	Defender faction	Declare Battle Phase actions (counterattacks, defenses, special actions)	Final set of engagements for this turn
5. Cinematic Sequences (as needed)	PCs / key NPCs	Run any scenes that must happen before battles resolve	Dice changes, conditions changed, objectives achieved/failed
6. Battle Phase	Invader resolves first, then Defender	Resolve declared battles in an order that makes sense	Losses, retreats, breakthroughs, stalled lines

Turn Order

- The **Invader/Aggressor** acts first by default typically *(GM discretion)*.
- If multiple factions are invading independently, use **1d20 INIT** to set their order *(GM discretion on ties/modifiers)*.

Important Clarification

- **Move Phase** and **Battle Phase** are the only Strategic phases.
- **Cinematic Sequences are not a phase.** They are a zoom-in tool that can be inserted when needed (most often after Declarations and before batt*es resolve).

Declaration Rule (Stops Infinite "Move In / Move Away")

Once an army is **declared as a target of an attack** this turn, it cannot simply "walk away" at no cost *(unless otherwise stated)* to cancel the engagement unless it has a specific rule/action that allows it *(example: a special Retreat action)*. Otherwise the battle resolves. *(see more in Other Mechanics (Wargame Layer) section)*

Note: Cavalry for example can use the retreat action at no cost before a battle.

Battle Order (When Multiple Battles Happen)

Resolve battles in an order that supports clarity and drama. Recommended priorities:

- Battles involving PCs or a critical objective
- Battles that decide a choke point (bridge, gate, pass, supply route)
- The largest or most decisive clashes
- Everything else

(If you want maximum simplicity: resolve in the order declared by the Invader, then the Defender.)

Determining Army Size (Army Size)

Army Size is an abstract measure of how many "meaningful fighting elements" a force has in this war. It is intentionally flexible so the system can scale from small conflicts to nation-scale wars.

Army Size Is Relative (Choose Your Scale)

Decide what "1 Unit" roughly represents in your campaign's war.

War scope	What 1 Unit might represent (example)	Notes
Small regional conflict	~10 to 50 troops	Army Size changes feel granular and personal

War scope	What 1 Unit might represent (example)	Notes
Mid-scale war	~50 to 200 troops	Good default for most campaigns
Nation-scale war	~200 to 1,000+ troops	Use abstractions, narrate outcomes broadly

The system does not care about exact headcount. It cares about **comparative mass** and **how losses change momentum**.

How the GM Sets Army Size

Use whichever method fits your workload.

Option A: Fast Assign (Recommended)

- Assign Army Size by what the force represents in the story (scouting party, garrison, main host, elite wing).
- Keep sizes consistent within the same war scope.

Option B: Structured Assign (More consistent)

- Decide your campaign's "Army Size to headcount" scale (table above).
- Convert rough headcount to Army Size using that scale.
- Round to a clean number so it's easy to track at the table.

How Army Size Is Used Mechanically

Army Size is one of the two primary inputs to dice pools in battles.

Default conversion:

- Every **50 Army Size** (rounded down) adds **+1d6** to the army's dice pool.

Optional variant (more generous scaling):

- Every **50 Army Size** (rounded up) adds **+1d6**.

(Choose one and stay consistent for that war.)

How Army Size Changes Over Time

Army Size is meant to move during play:

- battles reduce Army Size (losses)

- victories may enable reinforcements, consolidation, recruitment, or merging forces (gains)
- retreating, regrouping, and resupply can stabilize a collapsing force

The exact loss mechanics happen in the Battle Phase rules; this section is just to clarify that Army Size is a living number.

Determining Army Strength (STR)

STR (Army Strength) is the army's abstract combat capability: training, equipment, leadership, morale, readiness, logistics, and battlefield effectiveness. It is **relative** to the war you're running, not a universal "power level."

How STR Is Used Mechanically

STR primarily exists to build dice pools during the Battle Phase.

STR rule	Effect
Every **10 STR** (rounded down)	**+1d6** to the army's dice pool
Every **-10 STR** (rounded down)	**-1d6** to the army's dice pool

(Full dice pool building is in the Battle Phase section.)

How the GM Sets STR (Practical Method)

Pick one of these approaches. Both are valid.

Option A: Fast Assign (Recommended for large wars)

1. Choose a quality tier (Squalid, Poor, Average, Wealthy, etc.).
2. Assign STR that "feels right" for the faction and role.
3. Adjust for story/balance (elite bodyguards, exhausted conscripts, etc.).

Option B: Ratio-Guided Assign (More consistent, still flexible)

1. Choose a quality tier and its **Quality Ratio** (see the next section).
2. Estimate STR from Army Size using the ratio (rough estimate is fine).
3. Adjust based on narrative factors (below).

Common STR Adjustments (Rule of Thumb)

Use small bumps to reflect the fiction without redoing the whole stat block.

Situation	Typical STR change
Well-equipped, well-trained professionals	+10 to +30 STR
Veteran force with strong commanders	+10 to +20 STR
Poorly equipped militia/levies	-10 to -30 STR
Recently routed, starving, or disorganized	-10 to -20 STR
Each level of **Army Exhaustion**	**-5 STR** (see Exhaustion section)

STR should usually correlate with quality, but it does not need to match a ratio perfectly. If the war is huge, **speed and readability beat precision.**

Determining Army Quality (STR) Ratio

Quality STR Ratio is a *tool* for estimating or describing an army's quality. You can use it in two ways:

- **Rule of Thumb (recommended):** use the table to sanity-check STR versus Army Size and quality tier.
- **Math Option (optional):** derive STR from Army Size using the ratio.

Ratio meaning:
A ratio of **1/2** means each 1 Unit contributes **0.5 STR**.
A ratio of **2/1** means each 1 Unit contributes **2 STR**.

Optional formula (if you want it):
Estimated STR = Army Size × (Ratio Numerator / Ratio Denominator)
Then round to whatever level of granularity feels right for your table. (You do not need to be exact.)

Important caveat: STR is always **GM discretion**. Ratio should usually correlate with quality, but it doesn't have to be 1:1—especially in very large wars where you're abstracting heavily.

Level	Quality Tier	Strength Ratio
1	Squalid	1/10
2	Squalid	1/9

Level	Quality Tier	Strength Ratio
3	Very Poor	1/8
4	Very Poor	1/7
5	Very Poor	1/6
6	Poor (Rebels cannot go above this quality.)	1/5
7	Poor (Rebels cannot go above this quality.)	1/4
8	Modest	1/3
9	Average (Bandits & Thieves cannot go above this quality.)	1/2
10	Comfortable	1/1
11	Wealthy	2/1
12	Very Wealthy	3/1
13	Very Wealthy	4/1
14	Aristocratic	5/1
15+	Legendary (Most non-magical Army Classification cannot have these qualities)	6/1
20+	Mythical	8/1

How STR Becomes Dice (Quick Reference)

This is how STR turns into dice pool contribution later in this chapter:

- Every **10 STR** (rounded down) adds **+1d6** to the army's dice pool.
- Every **-10 STR** (rounded down) subtracts **-1d6** from the army's dice pool.

(Full pool building happens in **Battle Phase**.)

Move Phase

Turn Order

Strategic turns begin with the **Invading / Aggressor** faction (NPCs or PCs).

If there are multiple invaders/aggressors acting independently, determine turn order with **1d20 INIT** (GM discretion on modifiers, if any).

What Happens in a Move Phase

During the Move Phase, armies may:

- **Move** (using Movement Speeds below)
- **Use Move Actions** (as granted by army type/classification)
- **Rest / Regroup**
- **Use Abilities** that trigger on the Strategic layer

During this phase, rulers/commanders also typically resolve:

- income, upkeep, and expenses
- purchases/policies (training, improvements, fortifications)
- command decisions that affect the upcoming Battle Phase

Declaration Step (Prevents "Just Walk Away" Issues)

To keep the war from turning into "I move in, you move away, forever," use this structure:

1. **Invader Move Phase:** move armies and take move actions.
2. **Invader Declarations:** declare which engagements you are committing to in the Battle Phase (usually attacks).
3. **Defender Move Phase:** move armies and take move actions.
4. **Defender Declarations:** declare your Battle Phase actions (attacks, defenses, special actions).
5. **Cinematic Sequences (as needed):** run any critical scenes before battles resolve.
6. **Battle Phase:** resolve declared battles in order.

Default rule: once an army is **declared as a target of an attack**, it cannot simply "move away" to cancel the engagement unless it has a specific feature/action that allows it (example: a special Retreat action). Otherwise, it must resolve the battle. *(see more in Other Mechanics (Wargame Layer) section)*

(Exceptions live in Army rules; this is the default.)

Movement Speeds

Base march speeds (before terrain/weather adjustments):

Speed Profile	Miles / Phase	Spaces / Phase
Encumbered	10 miles	2 spaces
Standard	15 miles	3 spaces
Mobile	25 miles	5 spaces

Default interpretation (unless the army says otherwise):

- **Encumbered:** is typically siege Army classes, anything hauling heavy equipment or moving as a slow train (siege gear, massive supplies, bulky constructs, etc.).
- **Standard:** is typically infantry (e.g. swords, rebels etc..), most forces traveling on foot or at typical marching pace.
- **Mobile:** is typical cavalry, mounted forces, fast vehicles, aerial movers, or anything that reasonably outruns a marching column.

Road Bonuses

- Main (paved/maintained) roads: **+10 miles (+2 spaces)** to movement.
- Side (dirt/unmaintained) roads: **+5 miles (+1 space)** to movement.

Difficult Terrain

If a terrain type is difficult terrain for that army, the army moves at **half speed**.

Forced March and Army Exhaustion

An army can push beyond normal limits.

- An army may take **1 level of exhaustion** to move an additional **+10 miles (+2 spaces)** during the Move Phase.
- Each level of army exhaustion applies **-5 STR** to that army until it is cleared (GM discretion on how/when it clears; typically via rest/regroup and time).

Optional integration:
If you are using **Command / Morale / Supply meters** (Chapter 7), forced march can affect those meters instead of (or in addition to) STR exhaustion penalties. Refer to Chapter 7 for specifics.

Battle Phase

A typical "Attack Action" on the Strategic layer is referred to as a **Battle**.

Most armies get **one primary Battle action** in a Battle Phase (unless their army type/classification specifies otherwise). Spies, assassins, and specialty forces may have different battle-phase actions.

Step 0: Set Conditions

Weather is chosen or rolled **before** battles resolve (usually during the Move Phase). Terrain and local defenses are determined by the map and situation.

Step 1: Confirm Engagements

Battles occur where armies are in attack range based on the map situation and declarations.

Determine for each battle:

- who is the **Attacker**
- who is the **Defender**
- any relevant battlefield context (time of day, defenses, terrain, etc.)

Defenders win ties, but attackers often control *when* and *how* they attack (day/night, approach, etc.), subject to GM discretion.

Step 2: Build Dice Pools

Each side's dice pool is built from **Army Size** and **STR**, then modified in this order:

1. Army Size contribution (every 50 Army Size, rounded down = +1 die)
2. STR contribution (every 10 STR, rounded down = +1 die)
3. Terrain and weather modifiers
4. Matchup modifiers (Immunity / Resistance / Vulnerability / Deadly / Deadly Doctrines)
5. Active Doctrine modifiers
6. Cinematic Sequence results
7. Apply dice caps: **Attacker max 10 dice. Defender max 8 dice.**

Defenders win all ties. There is no automatic penalty die applied to defenders — their disadvantage is the lower dice cap (8 vs. 10), not a starting penalty.

Step 3: Commit Dice

Before rolling, both sides declare how many dice from their pool they will use.

- **Attacker minimum to initiate an attack: 5 dice.** If the attacker's pool falls below 5 dice after all modifiers, they cannot initiate a battle this phase.
- **Defender minimum: none.** Defenders roll however many dice remain in their pool, including as few as 1.
- **If the defender's pool is 0 or below:** They automatically lose this battle without rolling. Apply the standard battle loss (–10 Army Size). The attacker may choose to press and attack again.

Step 4: Roll and Compare (Compare-style Face-Off)

Roll the committed dice pools. Sort dice from highest to lowest.

Compare the **highest die vs highest die**, then the **next highest vs next highest**, and so on until one side runs out of dice.

Loss rules per comparison:

- If Attacker's die is higher: Defender loses **10 Army Size**
- If Attacker's die is higher by **3+**: Defender loses **20 Army Size**
- If Defender's die is higher: Attacker loses **10 Army Size**
- If Defender's die is higher by **3+**: Attacker loses **20 Army Size**
- If the dice tie: both sides lose **5 (or fewer) Army Size**
  Tie counts as a defender-favored standoff. Defender cannot be reduced to 0 by a tie; minimum 1 Unit remains.

Step 5: Resolve Outcomes and Continue

After a battle resolves, the GM decides what happens next based on the situation:

- the attacker **presses** (continues the engagement as declared, if applicable)
- the defender attempts a **retreat** (if permitted by their army rules)
- the front holds and the war shifts to the next engagement
- play **zooms into a Cinematic Sequence** (especially if PCs are present or a key objective is contested)

Full Worked Example: Building a Dice Pool from Scratch

Use this as your step-by-step reference any time you're unsure how to calculate a dice pool.

The Scenario

A Cavalry army (Army Size: 150, STR: 120) is attacking a Pike army (Army Size: 100, STR: 80) that is defending a hilltop in clear daylight weather.

Step 1: Base Pool from Army Size

Every 50 Army Size (rounded down) = +1 die.

- Cavalry: 150 ÷ 50 = **3 dice**
- Pikes: 100 ÷ 50 = **2 dice**

Step 2: Add Dice from STR

Every 10 STR (rounded down) = +1 die.

- Cavalry: 120 ÷ 10 = **12 dice**
- Pikes: 80 ÷ 10 = **8 dice**

Running totals before modifiers:

- Cavalry (Attacker): 3 + 12 = **15 dice**
- Pikes (Defender): 2 + 8 = **10 dice**

Step 3: Apply Terrain and Weather Modifiers

- Clear skies at daylight = Cavalry's preferred weather → **+1 die** to Cavalry
- Hilltop = no specific modifier for either army in this example
- Cavalry: 15 + 1 = **16 dice**
- Pikes: 10 (no change)

Step 4: Apply Matchup Modifiers

Check the attacking army's entry: does it have Immunity, Resistance, Vulnerability, or Deadly against the defending army type?

Check the defending army's entry: same question in reverse.

In this matchup:

- **Pikes are Immune to Cavalry** → Pikes gain **+3 dice**
- **Cavalry have no special modifier against Pikes**
- Cavalry: 16 (no change)
- Pikes: 10 + 3 = **13 dice**

Step 5: Apply Doctrine Modifiers (if any)

Neither army has active Doctrines in this example. No change.

Step 6: Apply Dice Caps

- Attacker maximum: **10 dice**
- Defender maximum: **8 dice**
- Cavalry: capped from 16 → **10 dice**
- Pikes: capped from 13 → **8 dice**

Step 7: Apply Cinematic Sequence Results (if any)

If the PCs ran a Cinematic Sequence before this battle and succeeded at their objective (say, they took out the Cavalry's commander), the GM applies the agreed result — for example, **-2 dice from the Cavalry pool**.

- Cavalry: 10 - 2 = **8 dice**
- Pikes: **8 dice**

Final Pools: Cavalry 8 dice vs. Pikes 8 dice. Roll and compare highest to lowest. Defender wins ties.

Minimum Dice and What Happens When a Pool Hits Zero

Attackers: If an army's calculated dice pool (after all modifiers) would fall below **5 dice**, that army **cannot initiate an attack**. They may still defend if attacked.

Defenders: Defenders roll whatever dice remain in their pool, down to a minimum of **1 die**. There is no enforced minimum — they fight with what they have. If their pool is negative they automatically lose.

If a defender's pool is reduced to 0 or below: That army **automatically loses** that battle. They do not roll. The attacker applies the standard loss result (the defending army loses 10 Army Size). The attacker may then choose to press and attack again in the same Battle Phase, continuing until the defending army reaches 0 Army Size, at which point Aftermath rules apply.

Aftermath: Surrender, Defeat, and Occupation

When an army is defeated, the victor chooses **one** outcome. These options are designed to resolve quickly on the Strategic layer, but you can always zoom in and play them out as a Cinematic Sequence when it matters.

Defeated here means the army has been broken as a fighting force for this engagement (even if it wasn't literally reduced to 0 on the sheet).

Important: these outcomes ignore "how many units were left at the end" and instead use the army's **Army Size at the start of the Battle Phase** for the survivor math.

Currency Note: Gold vs. Command Points

The Aftermath options below list costs and rewards in both **Gold (gp)** and **Command Points (CP)**. These are **alternative economies**, not simultaneous costs.

- **If your campaign tracks gold:** use the gp values and ignore the CP alternatives.
- **If your campaign uses CP instead of gold:** use the CP values throughout.
- **If your campaign uses both:** apply both costs/rewards as written — CP represents logistical coordination, gold represents material expenditure, and they are not interchangeable.

Choose one approach at the start of your war arc and stay consistent.

Step 0: The Survivor Roll (Used by Multiple Outcomes)

When an outcome calls for survivors:

- Roll a die equal to the defeated army's **Army Size at the start of the Battle Phase**.
  *Example: Army Size 25 → roll **1d25**.*
- The number rolled is how many units survived (or will survive their injuries).

If you don't have a die that matches the Army Size exactly, use whatever method your table uses to simulate it (digital roller, or GM approximation). Keep it fast.

Helping the wounded: the victorious army may choose to provide aid; if so, the defeated army rolls the Survivor Roll with **Advantage**.

Outcome 1: Convert Army

The victor attempts to bring survivors into their faction as usable troops.

Procedure:

- Make the **Survivor Roll**.
- By default, all survivors may join the victor for simplicity.
- If that feels unlikely, the GM may call for a second roll:
  - Roll a die equal to the number of survivors.
  - The result is how many actually convert.

    - The remainder become a GM-facing problem (prisoners, deserters, reprisals, etc.).

Cost:

- Currency game: the victor pays **10 gp × (number of units converted)** immediately.
- Command Point game (CP alternative): the victor pays **1 CP per 10 units converted** (minimum 1 CP, maximum 3 CP per conversion).
  *If you want a faster rule: pay **1 CP** for a "small conversion," **2 CP** for a "large conversion," GM discretion.*

Availability:

- Converted units are not available for **1 Move Phase + 1 Battle Phase** (retraining, integration, re-arming).
- They either merge into an **existing** army or become a new army—GM discretion.

Outcome 2: Capture Army

The victor takes survivors as prisoners.

Procedure:

- Make the **Survivor Roll**.
- By default, all survivors are captured for simplicity.
- If escape feels plausible, use this quick check:
    - Roll **1d6** for the prisoners.
    - On a **5–6**, some escape; roll a die equal to the number of survivors to determine how many escape.
    - If the victor helped heal them, this escape check is rolled with **Disadvantage**.

What you can do with prisoners (examples):

- trade or ransom them back to their faction
- interrogate for information
- force concessions in diplomacy
- use them as a Cinematic Sequence hook (prison break, public trial, hostage exchange)

Upkeep:

- Currency game: the victor pays **1 gp per 10 imprisoned units per week** (round as makes sense).
- Command Point game (CP alternative): prisoners cost **0 CP** by default, but create **pressure**. Choose one:
    - **Simple pressure rule:** holding prisoners imposes **-1 CP to your next Strategic income/gain** (once), representing logistical strain.
    - **Ongoing strain rule:** if you hold **more than 20 units** of prisoners, you must spend **1 CP per Strategic turn** to maintain them, or release/transfer them.

(Use whichever keeps CP in the 0–10 range at your table.)

Outcome 3: Raze Army

The victor ravages the defeated army's remaining resources and scatters what's left.

This usually implies killing or permanently breaking the survivors, but it does not have to be depicted explicitly.

Spoils Roll:

- Currency game:
  - Roll a die equal to the defeated army's **Army Size at the start of the Battle Phase**.
  - The result × **10 gp** is how much gold the victor gains.
- Command Point game (CP alternative):
  - Gain **1 CP** (default).
  - If the defeated army's Army Size was **50+** or the target was especially valuable (supply wagons, vault caravan, siege stores), gain **2 CP** instead.
  - If you want a roll: roll **1d6**; on a **5–6**, gain **+1 CP** (maximum 3 CP from razing).

Survivor interference (optional):

- If any survivors are still alive and able to sabotage, roll **1d6**.
- On a **6**, they impose **Disadvantage** on the Spoils Roll (gp version) **or** reduce CP gain by **-1 CP** (minimum 0) in the CP version.

Exhaustion benefit:

- An army that razes may restore (heal) **1 level of Army Exhaustion** as though it took the Rest Action.

Outcome 4: Liberate Army

The victor releases survivors and allows them to return to their original faction.

Procedure:

- Make the **Survivor Roll**.
- Survivors return to their original faction.
- They either merge into an **existing** army or reform as a new army—GM discretion.

Availability:

- Liberated units are not available for **2 Move Phases + 1 Battle Phase** (recovery, reorganization, re-supply).
  Note: the exact real-world time depends on your phase length; the intent is "a longer recovery window."

Reward:

- Currency game: the victor gains **1 gp per unit liberated**. *This gold comes from the defeated faction's treasury even if it forces them negative.*
- Command Point game (CP alternative): the victor gains **+1 CP** for liberating a defeated force. Add **+1 CP** (maximum +2 CP total) if the liberation is especially meaningful (civilians, a famous regiment, political prisoners, or a major moral victory).

Invading a Location

If a victory results in taking a location (city, town, fort, stronghold), the victor chooses one of the following. Keep this fast unless the table wants to zoom in.

Option A: Occupy

You take and hold the location.

- The location becomes controlled territory.
- The GM may require a garrison or ongoing presence to maintain control.
- Occupation is the cleanest option for long-term strategic value, but it invites resistance and counterattacks.

Option B: Sack

You take what you can and move on.

- Currency game: gain immediate wealth/resources (GM sets the amount based on the location and situation).
- Command Point game (CP alternative): gain **1 CP** (default) or **2 CP** for a major target (capital vaults, fortress stores, sacred armory).
- The location becomes hostile, destabilized, or damaged.
- This is fast power now, long-term problems later.

Option C: Liberate / Install Allies

You remove the old control and leave the location in friendly hands.

- Currency game: minimal loot, maximum goodwill.
- Command Point game (CP alternative): gain **+1 CP** if this meaningfully advances the war's political objective (winning allies, stabilizing a region, securing supply support).
- The location is more likely to support the victor's faction (supplies, recruits, intel, safe haven).
- This is the "build allies" option rather than the "extract value" option.

Invading a Location

A victorious army invading a location such as a city, town, or fort has three options of what to do with the location.

Convert Location

Victorious Army may decide to try to convert a location to become under the control of their faction.

The location becomes the victorious invading faction's location.

Raze Location

Victorious Army might decide to ravage the invaded location, taking the location's resources for themselves and burning the rest.

The victorious invading faction earns an amount of gold equal to the locations estimated value.

Liberate Location

The victorious Army might decide to liberate the invaded location.

The invading faction and its victorious army leaves the location. Liberating the invaded location to rejoin its previous faction or become its own independent state.

Other Mechanics (Wargame Layer)

Attacker's Exhaustion

After an attacking army has had 3 battles per a Battle Phase they can optionally engage in additional battles that Battle Phase at the cost of a level of exhaustion (Occurring a -5 to their STR Score.). After 3 more Battles they will begin to take 2 Levels of Exhaustion per a battle. This only applies to Battles the attacker initiates. (If the attacker is defending they will not take on Exhausting from this rule.)

Retreat (Retreat Action)

If you are a defending army with an attacking army that keeps attacking (battling), you may attempt to retreat by rolling a 1d6 after the attacking army's first attack (battle). On a 6 you may successfully retreat and escape at a cost. Your army takes a level of exhaustion in order to take the additional 10 miles (2 spaces) of movement. (Occurring a -5 to their STR Score.). You may roll the 1d6 to attempt to retreat again at the end of each attack (battle) that occurs.

You only retreat from a normal Attack Action that initiates a battle.

Split

You may split any army during a Move Phase into smaller armies as long as each army will have at least 1d6 in their dice pool.

Flanking

Two ally armies that are Flanking an enemy army will be able to add 1d6 to both of their dice pools when both defending or attacking.

Rest

An army that has suffered a STR penalty from exhaustion can skip their Move Phase taking no Action on this Move Phase to restore (heal) 1 level of exhaustion penalty.

Fortify

Each town/city or fort (fortified area) will have a defense score based on its structural defenses. Every 5 in a defense score will change a d6 in a defending army's (that is in that fortified area) dice pool to a d10. But only when they are defending and in the fortified area, not when they are attacking.

Fallen Commander or Special

An army that has lost a commander or special units will suffer a drop to their STR and in return their dice pool.

Medals

Every 3 victories an army has rewards them a medal. You can exchange these medals for 1000 Gold (or 3 CP), use them to heal all of that Army's exhaustion, recover 10 units that were defeated (killed or injured) or use them to enact the improved training quality policy at half the cost above the policy's limit of two increasing the STR ratio of an army by 1 Level. (Some Army Classifications are limited on high they can increase their level)

Financial

Every Move Phase that a faction's total weekly income is below their outcome and the treasury is empty then the faction's armies (including their allies) will start to suffer 1 Level of Exhaustion (Occurring a -5 to their STR Score.).

Structures that contribute to the Defense Score will lose their Fully Staffed Defense and then lose 0.05 Defense at the start of every Move Phase.

Once the Outcome is lower than the Income additional upkeep cost can be spent to heal army exhaustion gained this way and repair/restaff structures.

PCs' total income and the outcome is recorded in their Republic of Fairgard Ledger.

If you are tracking only CP this can be ignored and instead at this Phase the total number of CP can be calculated.

Help / Assist (Optional Rule)

Help is an optional mechanic the GM may enable. It allows a nearby allied army to support an army that is currently engaged in a battle, at a cost to themselves.

Eligibility

An army may perform a Help action if:

- It is within **1 space (5 miles)** of the army being helped.
- It is **not itself currently engaged in a battle** this Battle Phase (it has not yet resolved its own battle, if it has one).
- The GM approves the fiction of the assist (it should make narrative sense).

What Helping Looks Like

Help is intentionally abstract — the GM narrates what it looks like based on the armies involved. Common forms:

- **Flanking pressure** that forces the enemy to split focus
- **Volley support** from archers or mages softening the enemy before the battle resolves
- **Courier coordination** that tightens timing and opens a gap
- **Supply push** that steadies the engaged army's nerve before the dice fall

The Help Benefit (Choose One)

When an army performs a Help action, choose **one** of the following to grant the assisted army:

Help Type	Effect Granted
Dice Bonus	Grant +1d6 (or +Xd6, GM discretion) to the assisted army's dice pool
Advantage	Grant the assisted army Advantage 1 (or Advantage X, GM discretion) on their roll

The GM sets the scale of the benefit based on the size and strength of the helping army relative to the battle. A large, fresh army helping a smaller engagement might grant +2d6. A depleted or distant army might only grant Advantage 1.

The Cost: Reciprocal Penalty

The Help action is not free. If the helping army **itself participates in a battle this same Battle Phase** (whether attacking or defending), it suffers a penalty equivalent to what it gave:

Help Given	Penalty Suffered
+Xd6 to assisted army	–Xd6 from own dice pool this phase
Advantage X to assisted army	Disadvantage X on own roll this phase

This penalty applies even if the helping army's own battle occurs *after* the Help action resolves. The GM tracks the commitment.

If the helping army does not end up in a battle this phase, no penalty is applied.

Design Note

This rule exists to make allied positioning meaningful without letting players "stack" help freely. The cost-equals-benefit structure ensures that Help is a genuine strategic tradeoff — a choice to sacrifice your own army's edge for the good of the front — not a free bonus generator.

(GMs who want a lighter version: simply apply a flat –1d6 penalty to the helping army regardless of what was given. Fast and simple.)

Chapter 7: Strategic Command Meters (Optional War Layer)

These meters are optional. Use them if you want a light 'campaign management' layer that makes logistics, morale, and political leverage matter without turning your table into an accounting firm.

Command Points

Command Points (CP): The Republic's War Coordination Resource

CP represents the Republic's capacity for high-level war coordination, encompassing orders, couriers, political leverage, favors, rapid procurement, emergency logistics, and securing "high-level permission" from allied leadership.

Nature of CP:

- **Abstract Currency:** It is not gold.
- **Scarce Tactical Resource:** It should not be tracked in the thousands.
- **Feel:** CP should reflect the ability to execute "one big thing this week," not "ten small things forever."

Spending CP (Temporary Bending of Rules/Creating Exceptions):

CP can be spent to:

- Redeploy an army faster than normal.
- Prevent a rout or catastrophic defeat.
- Force a contested ally to commit to an action.
- Accelerate training.
- Secure a one-time "arcane transport."
- Bribe a chokepoint open.
- Pull an army out of disaster.
- Raise new armies.
- Train existing armies (increase STR Ratio).
- Create or accelerate construction projects.
- Activate special military doctrines.
- Repair morale or supply strain.
- Coordinate multi-front operations.

Gaining and Losing CP:

CP levels fluctuate based on the following:

Gains (Primarily):

- Major victories

- Successful diplomacy
- Intact supply lines
- High influence

Losses (Primarily):

- Major defeats
- Supply collapses
- Infighting and scandals
- Overextension

General Adjustments:

- Victories and defeats
- Doctrines enacted
- Influence level
- Ally contributions
- Major battlefield events
- Controlled regions and infrastructure

Morale Meter

Morale System

Morale reflects an army's combat readiness, discipline, cohesion, and resilience—it is not a measure of "happiness," but rather the willingness to fight and endure. Morale is tracked on a scale from -5 to +5, where 0 is stable/normal. Positive scores (+1 to +5) represent momentum and confidence, while negative scores (-1 to -5) indicate cracking morale. Morale cannot exceed +5 or drop below -5.

Factors Influencing Morale:

Morale can increase or decrease based on:

- Victories or defeats
- Severity of casualties
- Use of specific doctrines
- Supply conditions
- Influence level (leadership/propaganda)
- Treatment of soldiers
- Success or failure of major objectives

Morale Tier Effects:

Morale Tier	Range	Description/General Effect (Original Text)	Specific Battle Phase Effects (Table)
Inspired	+5	Mythic momentum. (Ex: Ignore defender tie advantage once, or one allied army treats a retreat attempt as automatic success.)	All armies gain +1d6 to their dice pool. Once per Battle Phase, one army may ignore a level of exhaustion.
Confident	+3 to +4	Contagious momentum. (Ex: +1d6 to all allied armies in one chosen front this phase, or reduced exhaustion penalties by 1 level for one army.)	All armies gain +1d6 when defending.
Steady	+1 to +2	Small edge. (Ex: +1d6 on their next battle this phase, or a once-per-phase reroll of a single lowest die for one army.)	No additional effect beyond baseline.
Neutral	0	Stable/Normal.	Standard operation.
Shaken	-1 to -2	Imposes friction. (Ex: -1d6 on one battle per phase, slower recovery from exhaustion, higher chance of disorder after moving.)	All armies suffer –1d6 when attacking.
Fractured	-3 to -4	Dangerous cracking. (Ex: -1d6 to all allied armies in one chosen front this phase, retreat attempts become harder, deserters reduce effective STR.)	All armies suffer –1d6 to all battles. If an army loses a battle, roll 1d6. On a 1, that army retreats automatically.

Broken	-5	Collapse. (Ex: One army routs on a bad roll, loses units outright, or refuses an attack order unless CP is spent to force cohesion.)	All armies suffer –2d6 to all battles. After every lost battle, roll 1d6. On a 1–2, that army loses 1 additional unit per 10 Units in the army due to desertion and collapse.

(Morale generally rises with victories, rescue missions, charismatic leadership, good supply, and clear objectives; it falls with slaughter, repeated defeats, scandals, starvation, fear-events, and "we don't know why we're here.")

Supply Meter

Perfect. We'll mirror the **Morale Meter** formatting and structure exactly — same hierarchy, same table logic, same tone — but adapted for **Supply**.

Here is the reformatted section:

Supply Meter

Supply System

Supply reflects an army's logistical strength—food, medicine, ammunition, armor repair, boots, wagons, roads, scouting routes, secure couriers, and the quiet infrastructure that actually wins wars. Supply is not glamour; it is endurance.

Supply is tracked on a scale from **–5 to +5**, where **0** is stable/normal. Positive scores (+1 to +5) represent surplus, efficiency, and operational momentum, while negative scores (–1 to –5) indicate strain, attrition, and systemic breakdown. Supply cannot exceed **+5** or drop below **–5**.

Factors Influencing Supply:

Supply can increase or decrease based on:

- Overextension
- Distance from controlled territory
- Builder usage and infrastructure projects
- Road construction and fortification networks
- Naval or port control
- Doctrine choices
- Ally support and tribute
- Number of active fronts
- Raids, sabotage, piracy, and scorched earth tactics

- Weather and seasonal conditions
- Corruption or quartermaster failure

Supply Tier Effects:

Supply Tier	Range	Description/General Effect (Original Text)	Specific Battle Phase Effects (Table)
Over-Supplied	+5	Exceptional readiness. (Ex: One newly raised army can appear "ready" without delay, or one major structure completes early without added risk.)	All armies gain +1d6 to their dice pool. Once per Move Phase, one army may move an additional space at no cost.
Well Supplied	+3 to +4	Force multiplication. (Ex: One front gains temporary fortification benefits, one army increases effective size for calculations for one phase, or training completes faster.)	No exhaustion is gained from extended movement.
Stable	+1 to +2	Operational flexibility. (Ex: Reduce travel/exhaustion consequences, restore 1 exhaustion level for one army for free, or grant +1d6 to one battle due to preparedness.)	Standard operation.
Neutral	0	Functioning war machine.	Standard operation.
Strained	–1 to –2	Logistical drag. (Ex: –1d6 on one battle per	Armies suffer –1d6 if more than 2 spaces

Supply Tier	Range	Description/General Effect (Original Text)	Specific Battle Phase Effects (Table)
		phase, slower movement, exhaustion lingers longer, minor unit losses after hard marches.)	from friendly controlled territory.
Failing	–3 to –4	Supply crisis. (Ex: Multiple armies gain exhaustion automatically, engineers are forced into repair duty instead of expansion, Army Size degrades over time.)	All armies suffer –1d6 in all battles. After each Battle Phase, roll 1d6 for each army more than 2 spaces from controlled territory. On a 1, that army loses 1 Unit per 20 Units due to attrition.
Collapsing	–5	Logistical breakdown. (Ex: Armies begin losing units directly, fortifications degrade, and extended campaigns risk collapse unless CP is spent or an emergency supply objective is completed.)	All armies suffer –2d6 in all battles. After every Battle Phase, each army loses 1 Unit per 10 Units due to starvation, disease, or systemic breakdown.

(Supply generally rises with secured routes, infrastructure investment, port control, disciplined quartermasters, and protected couriers; it falls with raids, piracy, scorched earth tactics, winter campaigns, corruption, sabotage, and overextension.)

Influence Meter

Influence Meter

Influence System

Influence reflects how much the war *leans your way* politically and narratively—reputation, fear, legitimacy, alliance confidence, propaganda dominance, and how many eyes are watching you. It is not morality. It is visibility, narrative weight, and how loudly your actions echo across the realm.

Influence is tracked on a scale from **–5 to +5**, where **0** means you are a recognized but not dominant power. Positive scores (+1 to +5) represent rising narrative gravity—your actions shape events. Negative scores (–1 to –5) indicate obscurity, isolation, or political erosion. Influence cannot exceed **+5** or drop below **–5**.

Influence has **both benefits and risks**. The more visible you become, the more the world reacts.

Factors Influencing Influence:

Influence can increase or decrease based on:

- Major victories
- Territorial control
- Ally recruitment
- Use of overwhelming force
- Public executions or devastation
- Doctrine choices
- Diplomatic actions
- Successful high-visibility operations
- Coalition building
- Scandals, hypocrisy, or civilian harm
- Messaging and propaganda control

Influence Tier Effects:

Influence Tier	Range	Description/General Effect (Original Text)	Specific Battle Phase Effects (Table)
Dominant	+5	Explosive narrative gravity. (Ex: Trigger a major alliance shift, start a rebellion wave, or force a political concession—but attract assassinations, major interventions, and high-tier threats.)	Gain +1 CP per Move Phase. At the start of each Battle Phase, roll 1d6. On a 1, an additional hostile faction becomes active or commits forces.

Influence Tier	Range	Description/General Effect (Original Text)	Specific Battle Phase Effects (Table)
Powerful	+3 to +4	Gravitational pull. (Ex: Neutral factions are pressured to "pick a side," enemy regions commit more resources to stopping you, major allies risk assets if asked.)	Gain +1 CP every other Move Phase. Enemy regions are more likely to commit reinforcements.
Rising	+1 to +2	Improved cooperation. (Ex: Minor allies comply faster, neutral factions respond to petitions, gain occasional +1 CP, defections become more plausible.)	Allies are more likely to send aid. Standard enemy awareness.
Neutral	0	Known but not dominant.	Standard diplomatic posture.
Obscured	–1 to –2	Weak coordination. (Ex: Allies stall, requests take longer, neutral groups demand proof/payment, reduced CP generation.)	Troop movements are harder to detect. Enemy reinforcement rolls suffer –1.
Forgotten	–3 to –4	Political isolation. (Ex: Allies hesitate to commit, enemy propaganda spreads unchecked, your movements are easier	Enemy factions are unlikely to escalate involvement. Gain –1 CP per Move Phase.

Influence Tier	Range	Description/General Effect (Original Text)	Specific Battle Phase Effects (Table)
		to ignore but harder to leverage.)	
Irrelevant	–5	Collapse of legitimacy. (Ex: Allies fracture, the Republic's standing is questioned, and only a major symbolic victory can stabilize perception.)	No additional factions will intervene. Gain –2 CP per Move Phase. Morale loss may occur. Allies are unlikely to commit aid.

(Influence generally rises with decisive victories, visible rescues, coalition-building, moral clarity, and controlled messaging; it falls with scandals, civilian harm, perceived hypocrisy, assassination blowback, and humiliating defeats.)

Chapter 8: Optional Mechanics

Cinematic Layer

Cutscene

Everything slows or bleeds into the background with a character or characters becoming the focus so that an NPC or PC can make an epic speech. NPCs or PCs can still roleplay talking back or perform actions while the NPC(s) or PC(s) talk. This is designed to capture the witty villain speeches and dialogue sequences the heroes and villains have.

Dice Impact

Decisions on the cinematic sequence level not only are able to change the dice size but are able to change d6s in the player's dice pool to d8s or d4 depending on their decisions.

Strategic Layer

Weather

Weather conditions are set at the start of every **Battle Phase**. The GM may predetermine weather based on the environment, season, or dramatic need — or roll **1d100**, modified by the current season, to generate it randomly.

If a 100 is rolled: A major weather event occurs — either a strange phenomenon or a massive multi-week storm (GM's choice). Each army rolls 1–3d10 depending on its vulnerability to that storm type, losing that many units. All preferred and undesired weather bonuses and penalties are **doubled** for that Battle Phase.

Weather generally falls into two visibility classifications that affect army performance:

- **Clear Visibility** (clear skies, sunny day): favored by most standard armies
- **Low / No Visibility** (cloudy, foggy, nighttime): favored by stealth and undead armies

Additional influential conditions include extreme temperatures: **Cold, Snow, Hot, Sunny, Scorching Heat**. The GM may also apply an **intensity modifier** (mild / light / heavy / extreme) to increase or decrease associated dice pool bonuses or penalties.

Army entries list **Preferred Weather** and **Undesired Weather** in their individual stat blocks. Refer to those entries for specific dice adjustments. Standard modifiers range from +1dX to +3dX for preferred conditions and –1dX to –3dX for undesired conditions, at GM discretion.

Terrain

Terrain is determined by the campaign map or set by the GM. Like weather, terrain conditions may change at the start of each Battle Phase, or may be fixed by geography.

Common terrain types include: roads, plains, fields, hills, high ground, ley line sites, ruins, forests, mountains, swamps, ocean, and urban environments.

Army entries list **Preferred Terrain** and **Undesired Terrain**. Undesired terrain acts as **difficult terrain** for that army (half movement speed and possible dice penalties). Preferred terrain grants movement bonuses and dice pool bonuses as listed in the army entry.

Terrain and weather modifiers are applied during **Step 3 of the dice pool building process** (see Chapter 6: Battle Phase).

Chapter 9: Doctrines

Doctrines represent strategic directives enacted by the War Council. They modify army capabilities, battlefield dynamics, and political leverage through the expenditure of Command Points (CP).

Doctrine Categories

Doctrines fall into two categories:

Augment Doctrines apply directly to individual armies, granting specialized battlefield capabilities. They are purchased once for a specific army and remain active unless that army combines with another (which may require additional CP to maintain) or is otherwise lost. Augment Doctrines are divided into **General Augments** (applicable to multiple army classes) and **Class-Specific Augments** (such as Mage-specific options).

Trade Doctrines are War Council-level toggles that apply globally across your forces and logistics. They are not purchased for a single army — they are strategic policies you activate or deactivate at the start of each War Turn. Trade Doctrines that benefit stealth, shadow operations, or reduced visibility are grouped separately as **Quiet Trade Doctrines**.

Baseline Cost Rule

Baseline Cost represents the CP required for an army of size 1–100.

Baseline is typically **1 CP**.

If a doctrine lists **Baseline Cost: 2 CP**, then it costs 2 CP for size 1–100, plus +1 CP for every additional 50 size (or part of 50).

If a doctrine lists **Baseline Cost: 0.5 CP**, it costs 0.5 CP for size 1–100, plus +1 CP for every additional 50 size (or part of 50).

Example (Baseline 2 CP):
Size 100 = 2 CP
Size 150 = 3 CP
Size 200 = 4 CP

DOCTRINE TEMPLATE

[Doctrine Name]

A one-sentence mechanical and thematic description of what this doctrine represents.

Eligible: List eligible army classes.

Baseline Cost: 1 CP (typically 1 CP unless otherwise specified) This could also be “cost” or “earnings” for Trade doctrines.

Effect: Clear mechanical benefit. Explicit interaction with Deadly / Vulnerable / Resistant / Immune tiers where applicable.

Drawback: — (Placeholder if none)

Supply Meter: — (or e.g. -1 ↓ / +1 ↑)

Morale Meter: — (or adjustment)

Influence Meter: — (or adjustment)

"Optional italicized in-world flavor line."

DOCTRINES LIST

List of doctrines available.

Augment Doctrines

Augment Doctrines apply directly to individual armies, granting specialized battlefield capabilities. And are a one time purchase for that army unless that army combines or rows in size in which case the augment may be lost or more CP will need to be paid to maintain the augment.

General Augment Doctrines

General Augment Doctrines are doctrines that can be applied to more than one army class type.

Doctrine	Eligible	CP	Core Effect	Key Drawback	Supply	Morale	Influence
Anti-Air	Archers, Pikes, Gunners,	1	Counts as **Deadly vs Aerial/Fly**	—	-1	—	—

Doctrine	Eligible	CP	Core Effect	Key Drawback	Supply	Morale	Influence
	Siege, projectile classes		**ing**; removes Aerial vulnerability				
Anti-Magic	Any **non-magic** army	1	**Deadly vs Magic**; removes Magic vulnerability	—	-2	—	—
Heavy Artillery	Siege (plus GM-approved)	1	Damage die **+1 step**; **Deadly vs Fortifications/Defensive**	-1 zone move; **Vulnerable if flanked by Fast Cav**	-1	—	+1
Fire Artillery	Archers, Siege, GM-approved ranged	1	**Deadly vs Fire-vulnerable**; extra penalty stacking (max -6dX); weather prefs	Undesired weather: **Cold/Wet = -1 die**	-1	+1	—
Elemental Ammunition	Gunners, Archers, Siege, Mages,	1	Choose damage type; applies	If enemy resists/immune: **-1**	-1	—	—

Doctrine	Eligible	CP	Core Effect	Key Drawback	Supply	Morale	Influence
	GM ranged		vuln/deadly matchups by that type	**die** that phase			
Armor-Piercing	Gunners, Archers, Siege, Mages, GM ranged	1	1/phase ignore an armor/fort penalty; may gain **+1 die** vs "heavy protection"	After using: **-1 die next phase**	-1	—	—
Heavy-Protection	Any GM-approved (except Rebels/Bandits)	2	Broad "resistance" vs non-special classes; attackers suffer **-1 die 1/phase**	**-1 space** speed; negated by Armor-Piercing	-1	—	—

Anti-Air

Specialized anti-aerial training and equipment designed to counter airborne threats.

Eligible: Archers, Pikes, Gunners, Siege, and GM-approved projectile-focused classes.

Baseline Cost: 1 CP

Effect: This army counts as **Deadly vs Aerial Cavalry and Flying-class armies**.
If the army was previously Vulnerable to Aerial units, that vulnerability is removed.

Drawback: —

Supply Meter: -1 ↓

Morale Meter: —

Influence Meter: —

"Eyes up. Nothing in the sky is untouchable."

Anti-Magic

Wards, counter-rituals, and hardened discipline against arcane warfare.

Eligible: Any army class that does not use magic.

Baseline Cost: 1 CP

Effect: This army counts as **Deadly vs Magic-class armies** and armies with magical Deadliness.
If this army is Vulnerable to Magic, that vulnerability is removed.

Drawback: —

Supply Meter: -2 ↓

Morale Meter: —

Influence Meter: —

"Silvered steel, grounded minds, and no fear of the unseen."

Heavy Artillery

Reinforced siege platforms with enhanced destructive capability at the cost of mobility.

Eligible: Siege. Mutants, Warforged, and other specialized classes at GM discretion.

Baseline Cost: 1 CP

Effect: Increase this army's damage die one step higher than normal. (d6 → d8, d8 → d10, etc.) Counts as **Deadly vs Fortifications and Defensive Formations**.

Drawback: Movement reduced by 1 zone per round. If flanked by Fast Cavalry, this army counts as Vulnerable.

Supply Meter: -1 ↓

Morale Meter: —

Influence Meter: +1 ↑

"Load the long barrels. We end this from a distance."

Fire Artillery

Incorporates incendiary ammunition and flame-based assault tactics.

Eligible: Archers, Siege, and other ranged army classes at GM discretion.

Baseline Cost: 1 CP

Effect: Counts as **Deadly vs armies Vulnerable to Fire**. Adding additional -3dx if they are already deadly to Fire. (Fire Artillery should be listed as a deadly doctrine indicated this.) Max of -6dx to dice pool

Gains

- Preferred Weather: Hot / Dry
- Undesired Weather: Cold / Wet (reduce dice pool by 1 die under these conditions)

Drawback: —

Supply Meter: -1 ↓

Morale Meter: +1 ↑

Influence Meter: —

"Let it burn. Let them remember who lit the sky."

Elemental Ammunition

S to specialized rounds that deliver a chosen damage type.

Eligible: Gunner, Archers, Siege, Mages, and other ranged army classes at GM discretion.

Baseline Cost: 1 CP

Effect: Choose **one damage type** when purchased (cold, fire, lightning, acid, poison, psychic, radiant, necrotic, thunder, force). This army is treated as also dealing that damage type for matchup purposes: if an enemy army is **Vulnerable**/**Deadly** to that damage type, apply those matchup results even if the army's class normally wouldn't trigger them. Essentially when calculating immunities/resistancatances and vulnerabilities/deadly the new damage type takes priority. (GM discretion for edge cases.)

Drawback: If the chosen damage type is **resisted or immune** by the enemy army, this army takes an additional **-1 die** to its dice pool for that battle phase.

Supply Meter: -1 ↓

Morale Meter: —

Influence Meter: —

"Different bullets. Same message."

Armor-Piercing

Punch through plating, shields, and "frontline bravado."

Eligible: Gunner, Archers, Siege, Mages, and other ranged army classes at GM discretion.

Baseline Cost: 1 CP

Effect: Once per battle phase, when this army would suffer a **-1 die penalty** due to enemy armor/fortification-style effects (GM discretion), ignore that penalty. Additionally, if the enemy army has a doctrine or trait that implies heavy protection, apply **+1 die**. (GM discretion)

Drawback: Misfires and wear: after one of the above effects is applied, this army takes **-1 die next battle phase**.

Supply Meter: -1 ↓

Morale Meter: —

Influence Meter: —

"If it's thick, we make it thin."

Heavy-Protection

Heavy protected armor.

Eligible: Any army classes at GM discretion expect Rebels or Bandits.

Baseline Cost: 2 CP

Effect: If the army class has the Armor-Piercing doctrine then ignore the benefits of this doctrine. This army gains resistance to all non-special army classes except Mages unless that class was Deadly to them then that army class drops to vulnerable instead. One per battle phase, an army who attacks this army would suffer a **-1 die penalty** to their dice pool.

Drawback: This army's speed is slowed by 5 miles (1 space).

Supply Meter: -1 ↓

Morale Meter: —

Influence Meter: —

"If it's thick, we make it thin."

Mages-specific Augment Doctrines

Doctrine	Eligible	CP	Core Effect	Key Drawback	Supply	Morale	Influence
Battlefield Weavers	Mage	2	1/phase shift weather (5-mile radius) one step; leverage preferred/ undesired	Using it: **-1 die next phase**	-1	—	+1
Countersp ell Cadre	Mage	1	1/phase reduce an enemy Mage/Divinity effect **one tier** (or	*(not specified)*	—	—	+1

Doctrine	Eligible	CP	Core Effect	Key Drawback	Supply	Morale	Influence
			remove 1 die bonus)				
Wild Surge License	Mage	1	1/phase increase **die size +1 step** for the roll	If any die hits lowest value → **Wild Complication**; then **-1 die next phase**	—	+1 on success / -1 on complication	—
Ritual Artillery	Mage	2	If no move: next attack reaches **10 miles (2 spaces)**; treated as ranged w/ benefits	Forced move breaks ritual; effect lost	-1	—	—
Ward-Smiths	Mage	1	1/phase grant ally in zone **immunity vs Mage/Divinity** effects or negate 1	After use: **-1 die next phase**	—	+1	—

Doctrine	Eligible	CP	Core Effect	Key Drawback	Supply	Morale	Influence
			Deadly instance				
Soul-Binders	Mage	1	If win battle in zone: **+1 CP**	After trigger: **Morale -1** immediately	—	-1	+1
Spellthief Detachment	Mage	2	1/phase copy an enemy Augment Tag within 5 miles (GM-approved)	Next phase: you become **Vulnerable to it** (or it becomes Deadly vs you)	—	—	+1

Battlefield Weavers

Mages reshape battlefield conditions to destabilize enemy positioning.

Eligible: Mage

Baseline Cost: 2 CP

Effect: Once per battle phase, alter the environmental weather condition in a 5 mile radius by one step, either increasing or decreasing the temperature (hotter or colder) or the intensity (calmer or stormier). (GM discretion) This ability can be used only once per battle phase. If the condition aligns with this army's preferred weather or creates an undesired condition for the enemy, apply standard modifiers.

Drawback: The Mages army that uses this has their dice pool reduced by 1 next phase.

Supply Meter: -1 ↓

Morale Meter: —

Influence Meter: +1 ↑

"The ground is not loyal to anyone."

Perfect. I'll mirror your exact markdown structure and tone.

Counterspell Cadre

Mages trained to suppress and destabilize hostile supernatural forces on the battlefield.

Eligible: Mage

Baseline Cost: 1 CP

Effect: Once per battle phase, when an opposing army benefits from a Mage-based Augment or Divinity-based effect, reduce that effect one tier (Deadly → Vulnerable, Vulnerable → Neutral, or remove one die bonus granted by that effect). (GM discretion) This ability may only target one army per phase.

Drawback:

Supply Meter: —

Morale Meter: —

Influence Meter: +1 ↑

"Power falters when it meets discipline."

Wild Surge License

Unstable arcane deployment authorized by the War Council.

Eligible: Mage

Baseline Cost: 1 CP

Effect: Once per battle phase, increase this army's die size one step for that roll (d8 → d10, etc.). If any die rolls its lowest possible value, trigger a Wild Complication determined by the GM (battlefield distortion, friendly interference, uncontrolled elemental surge, etc.).

Drawback: On a Wild Complication, this army's dice pool is reduced by 1 next phase.

Supply Meter: —

Morale Meter: +1 ↑ on success / -1 ↓ on complication

Influence Meter: —

"Let chaos choose the victor."

Ritual Artillery

Mages channel structured, high-output arcane bombardments requiring positioning and preparation.

Eligible: Mage

Baseline Cost: 2 CP

Effect: If this army does not move during a move phase, its next battle phase attack may target up to 10 miles (2 spaces) and count as though it was a ranged attack with all the benefits of a Gunners, Archers, or Siege Army class and none of the drawbacks.

Drawback: If the army is forced to move before the next battle phase, the ritual is disrupted and the effect is lost.

Supply Meter: -1 ↓

Morale Meter: —

Influence Meter: —

"Hold the circle. Do not break it."

Ward-Smiths

Battlefield enchanters who reinforce allied formations with protective wards.

Eligible: Mage

Baseline Cost: 1 CP

Effect: Once per battle phase, grant one allied army in the same zone immunity to Mages or Divinity-based (Grail, Artemis, Fiend) effects for that phase, or if they are deadly to that army class negate one instance of Deadly against them.

Drawback: After using this ability, this Mage army's dice pool is reduced by 1 next phase.

Supply Meter: —

Morale Meter: +1 ↑

Influence Meter: —

"Stand within the circle."

Soul-Binders

Arcane tacticians who harvest battlefield remnants to empower command.

Eligible: Mage

Baseline Cost: 1 CP

Effect: If this army wins a battle phase in its zone, gain +1 CP.

Drawback: Immediately reduce Morale by 1 after triggering this effect.

Supply Meter: —

Morale Meter: -1 ↓

Influence Meter: +1 ↑

"Nothing fades. Everything fuels."

Spellthief Detachment

Adaptive mages who study and weaponize enemy arcane technique.

Eligible: Mage

Baseline Cost: 2 CP

Effect: Once per battle phase, when an enemy army with an Augment is within 5 mile radius, the Mages army temporarily gains one of their Augment Tags for that phase (GM-approved). The copied Tag functions at its standard strength and abilities.

Drawback: This Mage army becomes Vulnerable to that augment or augment becomes deadly to them in the next phase.

Supply Meter: —

Morale Meter: —

Influence Meter: +1 ↑

"We learn faster than they prepare."

Trade Doctrines

Trade Doctrines are **War Council toggles**. They're not "bought for one army," they're enacted across your forces and logistics.

Doctrine	Type	CP (Earn /Cost)	Core Effect While Active	Triggered Drawback Condition	Supply	Morale	Influence
Forced March	Trade	**Earn 1**	+1 CP each Move Phase; armies may move +10 miles (2 spaces) paying meters instead of exhaustion	**Morale ≤ -3**	-1	-1	+1
Better Rations	Trade	**Cost 1**	Defending armies gain **+1dX**	**Supply ≤ -3**	-1	+1	—
Strict Discipline	Trade	**Earn 1**	Attacking armies gain **+2dX**	**Morale ≤ -3**	-1	-1	+1
Clemency Protocol	Trade	**Earn 1**	Can't kill survivors (or disables, -2 Influence). Enemy gets **+1dX attacking**	**Supply ≤ -3** (plus rule conflict: cannot run w/ No Prisoners)	-2	—	+1

Doctrine	Type	CP (Earn /Cost)	Core Effect While Active	Triggered Drawback Condition	Supply	Morale	Influence
No Prisoners	Trade	**Earn 1**	Must kill survivors (or disables, -2 Influence). Enemy suffers **-1dX attacking**	**Morale ≤ -3** (plus rule conflict: cannot run w/ Clemency)	—	-2	+1
Requisition Authority	Trade	**Cost 1**	Rebels -1dX atk/def; non-rebels +1dX atk/def; big supply injection	**Morale ≤ -3** (betrayal risk)	+2	-1	+1
Propaganda Bureau	Trade	**Cost 1**	1/battle phase: rebel armies **+3dX** atk/def; can sway neutral rebels	**Influence or Morale or Supply ≤ -3** (failure → betrayal risk)	-1	+1	+1
Specialist Training Cadre	Trade	**Cost 1**	1/Battle Phase grant 1 army **+1 die**	**Supply ≤ -3**	-1	+1	—
Black Market Quartermasters	Trade	**Earn 1**	Thieves/Bandits/Spies/Assassins gain **+2dX** each move phase	**Influence or Morale ≤ -3**	+1	-1	-1

Doctrine	Type	CP (Earn /Cost)	Core Effect While Active	Triggered Drawback Condition	Supply	Morale	Influence
War Levy	Trade	**Earn 2**	First activation: all armies +10 size (min 1 full War Turn)	**Supply or Morale ≤ -3**	-1	-1	+2

Trade Doctrine Rules:

- **Eligible**: War Council (global).
- **Timing**: Each **War Turn** (your strategic turn), start of your Move Phase (Bi-Weekly) the earnings, cost, supply meter, morale meter, and influence meter of any Trade Doctrine are applied.
- **On/Off**: You may **activate or deactivate** a Trade Doctrine at the start of a War Turn unless otherwise stated in the doctrine itself.
- **No size scaling**: Trade Doctrines do **not** scale by army size (they're operational policy, not an army upgrade).
- Drawbacks: When a Trade Doctrine's drawback is triggered at start of war turn due to a meter at or below -3, all meter penalties listed in that doctrine apply regardless of change in activation state that turn, and any conditional penalties listed under Effect are enforced for that War Turn. Earnings are not granted for that War Turn.

Forced March

You push the army past safe limits to gain tempo.

Earnings: 1 CP

Effect: While active, gain **+1 CP** at the start of each Move Phase (War Turn). All armies may optionally move an additional 10 miles (2 spaces) at the cost of the **Supply Meter -1** ↓ and **Morale Meter -1** ↓ instead of **army exhaustion.**

Drawback: When the **Moral Meter is at or below -3** at the beginning of a Move Phase, the negative effects of a Forced March are triggered, even if the Forced March is deactivated that turn. However, the usual positive outcomes, such as earnings and other beneficial effects, are not granted.

Supply Meter: -1 ↓

Morale Meter: -1 ↓

Influence Meter: +1 ↑

"Boot leather is cheaper than time."

Better Rations

Food and rest as strategy, not kindness.

Cost: 1 CP

Effect: While active, your armies gain +1dX to their dice pool while defending.

Drawback: When the **Supply Meter is at or below -3** at the beginning of a Move Phase, the negative effects of Better Rations are triggered, even if the Better Rations is deactivated that turn. However, the usual positive outcomes, such as earnings and other beneficial effects, are not granted.

Supply Meter: -1 ↓

Morale Meter: +1 ↑

Influence Meter: —

"A full stomach forgives a lot."

Strict Discipline

Order, drills, punishments. Efficient. Ugly.

Earnings: 1 CP

Effect: While active, your armies gain +2dX to their dice pool while attacking.

Drawback: When the **Moral Meter is at or below -3** at the beginning of a Move Phase, the negative effects of Strict Discipline are triggered, even if the Strict Discipline is deactivated that turn. However, the usual positive outcomes, such as earnings and other beneficial effects, are not granted.

Supply Meter: -1 ↓

Morale Meter: -1 ↓

Influence Meter: +1 ↑

"Fear holds the line when hope won't."

Clemency Protocol

You treat captives as people—publicly.

Earnings: 1 CP

Effect: You may not take aftermath actions that kill survivors otherwise this doctrine disables and you lose -2 ↓ influence. While active, enemy armies gain +1dX to their dice pool when attacking.

Drawback: When the **Supply Meter is at or below -3** at the beginning of a Move Phase, the negative effects of Clemency Protocol are triggered, even if the Clemency Protocol is deactivated that turn. However, the usual positive outcomes, such as earnings and other beneficial effects, are not granted.

This doctrine can not be activated if the No Prisoners doctrine is also active.

Supply Meter: -2 ↓

Morale Meter: —

Influence Meter: +1 ↑

"Mercy is a weapon that doesn't dull."

No Prisoners

You don't spend resources on the enemy. The world notices.

Earnings: 1 CP

Effect: You must take aftermath actions that kill survivors otherwise this doctrine disables and you lose -2 ↓ influence. While active, enemy armies suffer -1dX to their dice pool when attacking.

Drawback: When the **Moral Meter is at or below -3** at the beginning of a Move Phase, the negative effects of No Prisoners are triggered, even if the No Prisoners is deactivated that turn. However, the usual positive outcomes, such as earnings and other beneficial effects, are not granted.

This doctrine can not be activated if the Clemency Protocol doctrine is also active.

Supply Meter: —

Morale Meter: -2 ↓

Influence Meter: +1 ↑

"It ends faster when it ends forever."

Requisition Authority

You “buy” supplies with paper and threat.

Cost: 1 CP

Effect: While active, your rebel armies suffer -1dX to their dice pool while attacking or defending and non-rebel armies gain +1dX while attacking or defending.

Drawback: Rebel/bandit armies might betray you or more neutral rebels/bandits might become your enemy. When the **Moral Meter is at or below -3** at the beginning of a Move Phase, the negative effects of Requisition Authority are triggered, even if the Requisition Authority is deactivated that turn. However, the usual positive outcomes, such as earnings and other beneficial effects, are not granted.

Supply Meter: +2 ↑

Morale Meter: -1 ↓

Influence Meter: +1 ↑

"The receipt is the spearpoint."

Propaganda Bureau

You win yesterday’s battle again—louder.

Cost: 1 CP

Effect: While active, once per battle phase, your rebel armies gain +3dX to their dice pool while attacking or defending. More neutral rebels/bandits might become your ally.

Drawback: When the **Influence, Morale, or Supply Meter is at or below -3** at the beginning of a Move Phase, the negative effects of Propaganda Bureau are triggered, even if the Propaganda Bureau is deactivated that turn. However, the usual positive outcomes, such as earnings and other beneficial effects, are not granted. The Propaganda Bureau fails because an **Influence or Morale Meter** is at or below -3 then rebels/bandits might betray you.

Supply Meter: -1 ↓

Morale Meter: +1 ↑

Influence Meter: +1 ↑

"If they believe it, it happened."

Specialist Training Cadre

You invest in instruction, coordination, and doctrine literacy.

Cost: 1 CP

Effect: While active, once per Battle Phase you may grant **one army** a temporary **+1 die** to their dice pool for this battle phase.

Drawback: When the **Supply Meter is at or below -3** at the beginning of a Move Phase, the negative effects of Specialist Training Cadre are triggered, even if the Specialist Training Cadre is deactivated that turn. However, the usual positive outcomes, such as earnings and other beneficial effects, are not granted.

Supply Meter: -1 ↓

Morale Meter: +1 ↑

Influence Meter: —

"Amateurs die tired. Professionals die accurate."

Black Market Quartermasters

You get what you need… from wherever it fell off a wagon.

Earnings: 1 CP

Effect: While active, each move phase Thieves, Bandits, Spies, and Assassins gain +2dX to their dice pool.

Drawback: When the **Influence or Moral Meter is at or below -3** at the beginning of a Move Phase, the negative effects of Black Market Quartermasters are triggered, even if the Black Market Quartermasters is deactivated that turn. However, the usual positive outcomes, such as earnings and other beneficial effects, are not granted.

Supply Meter: +1 ↑

Morale Meter: -1 ↓

Influence Meter: -1 ↓

"Pay in coin. Or pay in secrets."

War Levy

You draft harder and faster than your society can comfortably survive.

Earnings: 2 CP

Effect: While activated for the first time all armies gain +10 in size. That additional size is lost when this doctrine is deactivated or suffers the drawback. Size granted by War Levy remains for a minimum of one full War Turn.

Drawback: When the **Supply or Moral Meter is at or below -3** at the beginning of a Move Phase, the negative effects of War Levy are triggered, even if the War Levy is deactivated that turn. However, the usual positive outcomes, such as earnings and other beneficial effects, are not granted.

Supply Meter: -1 ↓

Morale Meter: -1 ↓

Influence Meter: +2 ↑

"The nation bleeds so the army doesn't."

Quiet Trade Doctrines

Trade Doctrines that lower influence or specifically benefit thieves, spies, and assassins.

Doctrine	Type	CP (Earn/Cost)	Core Effect While Active	Triggered Drawback Condition	Supply	Morale	Influence
Shadow Campaign	Quiet Trade	**Earn 1**	Armies **+1dX** atk/def; Influence gains may be reduced/negated if kept quiet	**Influence ≤ -3**	—	—	-1
Espionage Network	Quiet Trade	**Earn 1**	Spies/Assassins/Thieves **+2dX** atk/def	**Supply ≤ -3**	-1	—	-2
Deniable Operations	Quiet Trade	**Earn 1**	Armies **+1dX** atk/def; credit/perpetra	**Influence ≤ -3**	—	-1	-1

Doctrine	Type	CP (Earn /Cost)	Core Effect While Active	Triggered Drawback Condition	Supply	Morale	Influence
			tors may remain unclear				
Silent Consolidation	Quiet Trade	**Cost 1**	On activation: **Influence -2** one-time; while active **+1dX defending**; gains may be negated if avoiding spectacle	**Supply or Morale ≤ -3**	—	+1	-1 *(plus one-time -2 on activation)*

Shadow Campaign

You wage war quietly, minimizing spectacle and public narrative.

Earnings: 1 CP

Effect: While active, your armies gain **+1dX** to their dice pool while attacking or defending. **(GM discretion)**: Influence gains that would normally occur may be reduced or negated if your actions remain quiet, deniable, or intentionally concealed.

Drawback: When the **Influence Meter is at or below -3** at the beginning of a Move Phase, the negative effects of Shadow Campaign are triggered, even if the Shadow Campaign is deactivated that turn. However, the usual positive outcomes, such as earnings and other beneficial effects, are not granted.

Supply Meter: —

Morale Meter: —

Influence Meter: -1 ↓

"Let the world look elsewhere."

Espionage Network

You prioritize intelligence, infiltration, and silent elimination over open dominance.

Earnings: 1 CP

Effect: While active, **Spies, Assassins, and Thieves gain +2dX** to their dice pool while attacking or defending.

Drawback: When the **Supply Meter is at or below -3** at the beginning of a Move Phase, the negative effects of Espionage Network are triggered, even if the Espionage Network is deactivated that turn. However, the usual positive outcomes, such as earnings and other beneficial effects, are not granted.

Supply Meter: -1 ↓

Morale Meter: —

Influence Meter: -2 ↓

"Information is the quiet kind of blood."

Deniable Operations

You act through intermediaries, mercenaries, and unofficial channels.

Earnings: 1 CP

Effect: While active, your armies gain **+1dX** to their dice pool while attacking or defending. **(GM discretion)**: The causes, perpetrators, and credit for victories may remain unclear to the wider world.

Drawback: When the **Influence Meter is at or below -3** at the beginning of a Move Phase, the negative effects of Deniable Operations are triggered, even if the Deniable Operations is deactivated that turn. However, the usual positive outcomes, such as earnings and other beneficial effects, are not granted.

Supply Meter: —

Morale Meter: -1 ↓

Influence Meter: -1 ↓

"No banners. No songs. No witnesses."

Silent Consolidation

You suppress spectacle and declarations to stabilize internally and disappear strategically.

Cost: 1 CP

Effect: When activated, reduce your **Influence Meter by -2** ↓ immediately (one-time). While active, your armies gain **+1dX** to their dice pool while defending. **(GM discretion)**: Influence gains that would normally occur may be reduced or negated if your forces avoid spectacle and public engagement.

Drawback: When the **Supply or Moral Meter is at or below -3** at the beginning of a Move Phase, the negative effects of Silent Consolidation are triggered, even if the Silent Consolidation is deactivated that turn. However, the usual positive outcomes, such as earnings and other beneficial effects, are not granted.

Supply Meter: —

Morale Meter: +1 ↑

Influence Meter: -1 ↓ *(in addition to one-time -2 ↓ on activation)*

"Close the gates. Quiet the drums."

Chapter 10: Weather & Terrian

Absolutely. Here's a **cleaned + expanded** version that:

- **Unifies duplicates** (Cloudy/Overcast, Clear/Clear Skies, Snow/Snowstorm, etc.)
- **Moves "time of day" out** into its own mini-section (so weather stays weather)
- **Adds missing weather types** from your doc set (Fog, Smog, Gale Winds, Magnetic Storms, Elemental Disturbance / EMP-like arcane interference, Dry Conditions, etc.)
- Adds a **Terrain Conditions** section in the *same* style, with **paragraph-per-terrain** and **tables** you can copy into Word.

Everything below is **Markdown** and should paste cleanly.

Time of Day

Time of day is not weather, but it **changes how weather behaves**. Use this as a simple overlay.

Day
Normal visibility and navigation. Most outdoor light counts as sunlight.

Night
Dim light outdoors (unless other effects say otherwise). Celestial navigation is possible **only if the sky is visible**.

> **Rule of thumb:** Weather can change *visibility* and *light*, but "Night" is a separate switch you flip.

Weather Conditions
The weather is a major part of everyday life, but one that often doesn't make it into games. The following is a resource provide small mechanical impacts for common weather types, as well as a resource for determining the weather.

You can either select the appropriate weather for the day in your season, locale, and climate, or you can use the provided tables to generate a generic random result.

You can change weather as often or as little as you would like for your game, but I'd recommend once per day, rolling at the start of the day and using that weather throughout the day to keep things nice and simple. Rolling two, three, or even four times a day can produce more varied and realistic results.

> Variant: Slowly Changing Weather
> Instead of full random, you can simply have the result move one step up or down the seasonal table if you roll higher or lower than yesterday. If you are rolling multiple times per day, this provides smoother transitions.

The following weather effects are baseline suggestions. They may have wider reaching consequences depending on your setting and activities (ships, airships, siege logistics, etc.). Treat what's listed as a starting point.

Weather Effects

Clear Skies / Light Clouds
This is the game as you normally play it. Clear bright light during the day, view of the stars and moon at night. No modifiers are added to play.

Cloudy / Overcast (Heavy Sky)
The sun is muted and shadows soften. Outdoor light still counts as sunlight unless the cloud cover becomes truly oppressive (GM discretion). Aerial scouting and long-range spotting are impaired.

Effect: Long-range Perception and ranged attacks beyond normal range are made with disadvantage. Celestial navigation checks are made with disadvantage.

Heavy Clouds (No Sky)

The sky is blocked. High flying aerial creatures have **total cover**, and outdoor light does **not** count as sunlight (for the purposes of sunlight sensitivity and similar traits). Checks using navigation tools to determine location based on celestial observation are made with disadvantage.

Fog / Dense Mist

Moist air turns the world into a half-erased painting. Visibility collapses, sound carries weirdly, and formations become risky. Fog is not "cloudy"; fog is **on the ground**.

Effect: Creatures beyond 30 feet are **heavily obscured**. Ranged weapon attacks beyond 30 feet automatically miss unless the attacker has a special sense (blindsight, tremorsense, etc.). Travel pace is reduced by 25% unless following a road/guide.

Rain

Unpleasant to travel in. If you have wagons, your travel pace is slowed by half. If you attempt to take a long rest without cover, you must make a DC 12 Constitution saving throw to gain the benefits of a long rest.

All fire damage rolls have a –2. Also has the effect of **Heavy Clouds** (use the "Cloudy/Overcast" penalties if you want a softer version).

Heavy Rain / Downpour

Same as rain, but the DC becomes 16 to benefit from a long rest without shelter and if heavy rain occurs two days in a row, wagon travel becomes impossible until one day without rain occurs. May cause flooding, washed-out roads, and collapsing trenches.

All fire damage rolls have a –4. Lightning and cold damage rolls gain a +2. Also has the effect of **Heavy Clouds**.

High Winds / Gale Winds

Turbulent gusts sweep across the land. Select a wind direction based on locale or roll a d4 and consult the table. Flying creatures gain +10 movement speed when moving with the wind, and –10 when moving against it.

All ranged weapon attacks have a –2 to attack rolls, and their range is reduced by half when shooting into the wind. Siege operations, banner signals, and formation control become harder (GM discretion).

d4	Direction
1	North

d4	Direction
2	East
3	South
4	West

Thunderstorm

Lightning flashes and thunder crashes. All creatures are partially obscured if they are more than 20 feet from you.

If you travel for 4 or more hours during a thunderstorm, roll a d20. On a 1, you are struck by lightning dealing 3d12 lightning damage. Lightning and thunder damage rolls have a +2. Also has the effect of **Rain**, **High Winds**, and **Heavy Clouds**.

Freezing Cold

Cold that bites through cloth and morale. If you attempt to take a long rest without cover and heat, you must make a DC 15 Constitution saving throw to gain the benefits of a long rest. If you fail by 5 or more, you gain an additional level of exhaustion.

All cold damage rolls have a +2.

Snow (Light to Heavy)

Unpleasant to travel in. All travel speed is halved. If snow occurs for two days in a row, all terrain is difficult terrain and wagon travel is impossible until one day without snow passes. Snow also muffles sound and hides tracks until disturbed.

Also has the effects of **Heavy Clouds** and **Freezing Cold**. Replace with rain when in climates without snow.

Blizzard

A whiteout with teeth. At the end of every hour spent in a blizzard, make a DC 12 Constitution saving throw. On failure, you take 3d4 cold damage and gain one level of exhaustion. You make this check with advantage if you have proper gear.

All creatures are heavily obscured if they are more than 20 feet from you. All terrain is difficult terrain. Also has the effect of **Snow**, **High Winds**, and **Freezing Cold**. Replace with thunderstorm when in climates without snow.

Dry Conditions (Dust & Thirst)

Not heat—*dryness.* Skin cracks, lips split, supplies vanish into the air. In battle, dryness turns every footstep into a tell.

Effect: Travel requires +50% water rations (or normal water but a DC 10 Con save after 4+ hours of marching; failure = 1 exhaustion). Stealth checks in loose dirt/sand are made with disadvantage unless moving at half speed.

Scorching Heat

Blistering heat that is unpleasant to travel in. Creatures that attempt to travel during daylight require twice the ration of water, and creatures that travel for 4 or more hours or engage in heavy activity for 1+ hour during the day and do not immediately take a short or long rest under cover must make a DC 10 Constitution saving throw or gain one level of exhaustion.

All fire damage rolls have a +2. All cold damage rolls have a –2.

Smog / Ash Haze

Thick smoke, industrial smog, volcanic haze, or lingering battlefield soot. It's not fog: it **burns**. Breathing becomes work.

Effect: Creatures without face-covering protection must make a DC 12 Con save after 4+ hours outside or gain disadvantage on Strength and Dexterity checks until they take a short rest in clean air. Visibility is reduced (treat as **lightly obscured** beyond 60 feet). Fire damage is unchanged, but healing from resting without shelter is at GM discretion.

Strange Phenomena

The world is a magical and weird place. Something odd occurs today, rarely seen. If you have an effect in mind, use that. If not, draw from the following list.

d8	Phenomena
1	Ashfall
2	Solar Eclipse
3	Strange Lights
4	Meteor Shower
5	Malevolent Storm

d8	Phenomena
6	Wild Magic Storm
7	Magnetic Storm
8	Elemental Disturbance (EMP-like arcane interference)

Ashfall
Heavy clouds of swirling smoke fill the sky, and it rains ash that coats everything in flecks. A smell of burning wood or sulphur permeates the air. Also has the effect of **Heavy Clouds** (and optionally **Smog/Ash Haze**).

Solar Eclipse
For 1 hour during the day, it becomes night. Either select a dramatic time or roll a d12 for the hour. May or may not have prophetic ramifications.

Strange Lights
Strange swirling lights fill the sky—greens, blues, purples. Night becomes dim (strangely hued) light until the effect ends.

Meteor Shower
Stars begin to fall from the sky as lumps of stone and metal. All creatures gain 1 luck point as per the Lucky feat, which lasts until used or the weather changes.

If you travel 4+ hours outdoors through this weather, roll a d100. On a 1, a meteor strikes nearby, leaving 40d6 of devastation in its wake. Potential consequences: 2d12 damage from the shock wave, difficult terrain, heavily obscuring dust clouds, and maybe something rare worth killing over.

Malevolent Storm
Has the effects of a thunderstorm, but the lightning seems to seek creatures out. While outside, roll a d20 every hour without shelter. On a 2–5, you are struck by lightning (3d12). On a 1, you are attacked by an air elemental.

Wild Magic Storm
Fluctuations in the weave drive strange flashing lights and odd phenomena sweeping across the world. Rain falls upwards, plants bloom unseasonably, apparitions appear.

Effect: All spells cast are naturally upcast by 1 level, but trigger a Wild Surge (as per Wild Magic Sorcerer) until the storm subsides (or use a custom mishap table).

Magnetic Storm

Compass needles spin, metal sings faintly, and the hairs on your arms stand up. This can be natural (rare) or supernatural.

Effect: Navigation tools that rely on magnetism automatically fail. Constructs and heavily armored creatures have disadvantage on initiative (first round only). Lightning damage rolls gain +2. (Optional: War encounter—ranged siege targeting suffers –1 die.)

Elemental Disturbance (EMP-like Arcane Interference)

Reality stutters—like the world forgot how "normal" works. This includes your "EMP-like arcane interference" and broader elemental weirdness.

Effect: Magical communications beyond 1 mile fail. Teleportation and planar effects require a DC 15 spellcasting ability check or fizzle (spell slot spent). Siege engines with magical augmentation or "arcane batteries" become unreliable (GM discretion: 1-in-6 misfire).

Weather Table

These represent a generic baseline for your seasons. You can add a modifier to the roll to reflect regional climate.

Winter

d100	Weather
1	Blizzard
2-18	Snow
19-28	Freezing Cold
29-38	Heavy Clouds
39-55	Cloudy / Overcast
56-90	Clear Skies / Light Clouds
91-97	High Winds

d100	Weather
98-99	Fog / Dense Mist
100	Strange Phenomena

Spring

d100	Weather
1-2	Thunderstorm
3-6	Heavy Rain
7-20	Rain
21-30	Fog / Dense Mist
31-50	Cloudy / Overcast
51-78	Clear Skies / Light Clouds
79-90	High Winds
91-99	Dry Conditions *(or Scorching Heat in arid regions)*
100	Strange Phenomena

Summer

d100	Weather
1	Thunderstorm
2-6	Rain

d100	Weather
7-15	Cloudy / Overcast
16-25	High Winds
26-70	Clear Skies / Light Clouds
71-80	Dry Conditions
81-96	Scorching Heat
97-99	Smog / Ash Haze *(or Fog in coastal regions)*
100	Strange Phenomena

Fall

d100	Weather
1-2	Thunderstorm
3-10	Rain *(or Snow in cold regions)*
11-20	Heavy Clouds
21-40	Cloudy / Overcast
41-55	Fog / Dense Mist
56-80	Clear Skies / Light Clouds
81-95	High Winds

d100	Weather
96-99	Dry Conditions
100	Strange Phenomena

Terrain Conditions

Terrain is the other half of the battlefield equation: weather affects **visibility and endurance**, terrain affects **movement, formation, and supply**.

Use terrain in one of three ways:

1. Pick what makes sense for the region.
2. Roll once per travel day.
3. Roll once per battle phase if the army is maneuvering into new ground (ambushes, retreats, flanks).

Terrain Effects

Roads

Packed paths, bridges, and maintained routes. Armies move fast, supply lines hold, and formations stay tidy.

Effect: Travel speed is normal (or +25% if you want roads to feel meaningful). Wagons and siege engines are allowed unless blocked by weather (flooding, heavy snow, etc.).

Plains / Open Fields

Visibility is wide and movement is straightforward. Great for cavalry charges, ranged volleys, and “big war movie” maneuvers.

Effect: No movement penalty. Long-range attacks and spotting gain advantage (unless weather blocks sight). Ambush checks are made with disadvantage unless there’s cover.

Forest

Trees break formations, block lines of sight, and turn every advance into a slow argument with roots.

Effect: Movement is halved for large formations. Ranged attacks beyond 60 feet are made with disadvantage. Cavalry suffers (GM discretion: –1 die in war resolution).

Forest Edge (Ambush Terrain)

Not deep forest—**transition zones**: treeline, brush, broken cover. This is where hunters and raiders make their money.

Effect: Ambush checks gain advantage. Scouts are more effective. Open-field armies suffer if surprised (GM discretion: –1 morale or –1 die in first phase).

High Ground / Highlands / Cliffs

Altitude gives vision, projectile advantage, and defensive leverage. Also: falling.

Effect: Defenders gain advantage on spotting and ranged targeting. Attackers moving uphill treat terrain as difficult. Flying units can maintain altitude easier here (if that matters in your system).

Ruins

Collapsed streets, broken towers, hiding places everywhere. Ruins reward small-unit tactics and punish clean formations.

Effect: Movement is difficult for large units. Skirmishers gain advantage on stealth/ambush checks. Siege targeting is harder (–2 to attack rolls if you're using tactical attacks).

Cities (Urban Terrain)

A city is a maze with politics. Streets become chokepoints, rooftops become lanes, civilians become complications.

Effect: Movement is reduced unless following main roads. Ambush potential is high. Morale swings harder (good or bad) depending on civilian presence and collateral damage.

Fortresses / Walls

This is terrain with intent. Someone built it to stop you.

Effect: Attacker penalties in direct assault unless siege doctrines/engines are present. Defender advantage on morale and supply retention. Battles here tend to become attrition.

Bridge Crossings

The battlefield becomes a funnel. Great for holding. Terrible for crossing under fire.

Effect: Only a portion of an army can engage at once (GM discretion: attacker dice pool –1 or –2 unless flanking routes exist). Defenders gain advantage on first phase.

Mountain Passes

Natural chokepoints plus altitude and rockfalls. Supply lines strain. Retreat becomes dangerous.

Effect: Movement is halved. Wagons and siege engines may be impossible without preparation. Ambush checks gain advantage for locals/raiders.

River Roads / Riverbanks

Rivers are logistics highways… until they aren't. Floods, mud, and crossings can turn a "simple march" into a disaster.

Effect: Faster travel if using boats or established towpaths; otherwise movement penalties from mud (especially after rain). Crossing under threat is dangerous (treat like Bridge Crossings).

Trenches / Earthworks

Temporary terrain made from desperation and shovels. Defensive advantage, miserable living, disease risk.

Effect: Defenders gain cover and advantage against ranged attacks. Long rests without proper sanitation may require Con saves (GM discretion). Supply consumption increases.

Industrial Roads / Scorched Ground

Hard-packed, damaged, or burned terrain: slag, ash, wreckage. It's "flat," but it hates you.

Effect: Movement is normal, but exhaustion risk increases (DC 10 Con save after 8+ hours of travel). Visibility may be impaired if ash is kicked up (pair with Smog/Ash Haze).

Terrain Table

Use this if you want a quick "what kind of ground are we on today?" result. Modify as needed by region.

Generic Terrain (Travel Day)

d20	Terrain
1	Fortress / Walls
2	Bridge Crossing
3	Mountain Pass
4	High Ground / Cliffs
5	Ruins
6	City (Urban)
7	Trenches / Earthworks
8	River Road / Riverbanks
9-10	Roads

d20	Terrain
11-13	Plains / Open Fields
14-16	Forest
17-18	Forest Edge (Ambush Terrain)
19	Industrial Roads / Scorched Ground
20	GM Choice / Region Signature Terrain

Optional: Weather + Terrain Interaction Tags (1-line rule)

When weather and terrain stack, use these simple tags instead of inventing new sub-conditions:

- **MUD**: Rain + Roads/Fields/Riverbanks → wagons risk stall; movement penalties increase.
- **WHITEOUT**: Snow/Blizzard + Plains/Highlands → visibility collapses; scouting fails.
- **CHOKEPOINT**: Fog/Smog + City/Ruins/Forest Edge → ambush risk spikes.
- **SIGNAL FAIL**: High Winds/Thunderstorm + Armies relying on banners/drums → coordination penalty (GM discretion).

Appendix: Quick Reference

Cinematic Actions

Use these during Cinematic Sequences to keep war scenes punchy.

Action	Type / Frequency	Roll	Effect
Rally	Bonus Action (After Killing an Enemy NPC)	Make a Charisma or Wisdom-based Performance or Persuasion Check. DC 15.	Upon success, all allied NPC units in a 20-foot radius gain advantage on their next attack roll and damage roll.
Scene	Free Action (Once per a Cinematic Sequence)	—	You focus on a singular, significant NPC(s). (A Boss, Commander(s), or important enemy NPC(s)). This may be an NPC the PC has a

			history with. You and the chosen NPC(s) are locked in a one-on-one fight. All those around you become blurred in the background. Others cannot and will not intervene. including other PCs.
Cinematic Moment	Free Action (The Last Resort Action that is once per a war encounter)	—	When you are about to die, another PC has died or is close to death, or the main foe NPC is about to win. You become the writer of your own fate. You take control of the narrative and using solely clever roleplay that makes sense for the story, you roleplay your character performing an incredible, beyond impressive heroic feat. A feat that deals an unexpected deadly blow, turns the tide of war, or brings a thought to be gone PC from the brink of death. (Before using this action you will consult with the GM on what you want the ending result to be. If agreed upon then you act out your moment in the spotlight.)

Movement Speeds

Army Type	Miles / Phase	Spaces / Phase
Siege	10 miles	2 spaces
Infantry	15 miles	3 spaces
Cavalry	25 miles	5 spaces

Battle Dice Pool Limits

Attacker: max 10 dice rolled per battle (minimum 5dX).

Defender: max 8 dice rolled per battle (minimum 1dX).

Modifier Shorthand

Factor	Dice Pool Impact
Immunity	+3d6
Resistance	+1d6
Vulnerability	-1d6
Deadly matchup	-3d6