

Large scale warfare

These types of warfare consist of large armies fighting with each other and have alternative rules to single unit combat.

Basic rules

- Each round of combat takes 1 minute.
- Large-scale warfare is played on a Hex where each hex is treated as 10ft. Playing in a square board instead, diagonals are not treated as adjacent. A hex or a square layout may be better for different scenarios.
- Units are grouped into Squads. A Squad consists of a group of similar smaller units acting as one.
- Each PC and important NPC is considered a Hero unit and has different rules to basic stands.
- Heroes can join and leave squads as they please; the rest of the squads are preset.

Commanders

The armies are controlled by the DM or a PC appointed as the commander. A character appointed as commander remains stationary at a central camp and controls all units except units controlled by other PCs or Heroes. If the commander leaves the camp or perishes then the DM takes control until another PC decides to take the role of commander. A commander leaving his position is then treated as a Hero Unit.

Squads

A squad is a group of common soldiers moving as a group. Treat the squad as a single unit consisting of a number of smaller units up to a limit based on the table below.

Type of squad	Maximum No of units
Melee attackers of size up to Large	10
Archers of size up to large	10
Offensive spellcasters	5
Medics/Healers	1
Any creature Huge and larger	1
Assassins	1
Builders	3

A squad's Hit point maximum is calculated as the Hit points of a single unit multiplied by the number of soldiers in the unit. For every chunk of health lost equal to the hit points of one creature, treat the squad as having lost that many members, who remain unconscious.

The AC of the party is equal that of one unit.

A squad can take one of the following actions during its turn:

- **Defend.** The squad prepares to be attacked. Add +2 to the squad's AC. The squad can also move a distance up to half the creatures' speed (rounded down).
- **Aid.** A squad that selects the Aid action selects a group adjacent to it and reacts according to what that group does. This action allows the use of the following reactions:

- **Collective attack.** When the linked squad attacks a squad that is adjacent to this squad, as a reaction impose advantage to the attack. When the linked squad is attacked by a squad adjacent to this squad, as a reaction impose disadvantage on the attack.
 - **Replace casualties.** If the linked takes damage, immediately swap places with them.
 - **Move as one.** The squad mimics the movement of the linked squad up to half its movement speed (rounded down). If the linked squad moves at a spot non adjacent to ours the Aid ends.
- **March.** The squad moves a distance equal to the speed of the creatures in the squad (rounded down).
- **Charge.** The squad recklessly moves up to double its speed. Until the next turn all attacks against the squad have advantage.
- **Attack.** The squad collectively attacks an enemy in range. The squad's attack and damage depend on the values of the creatures that make up the squad. The attack bonus of the squad is equal to the Attack bonus of one creature +1 for every additional creature in the squad. The damage of the squad is equal to the damage of one creature multiplied by the amount of squad members. (ex. A squad of 10 spearmen with a +4 to hit and 1d6+2 damage will collectively attack with a +13 to hit and deal $(1d6+2)*10$ damage).
- **Collective spellcast (Offensive spellcasters only).** The squad starts casting a single spell collectively. For every spellcaster above the first, increase the level of the spell by one without expending a spell slot of higher level, increase the Spell attack modifier and Spell DC by one and add +10ft to the range if it is not a touch or melee spell.
- **Heal (Medics/Healers only).** A medic can expend two uses of a Healer's kit and make a Medicine check with a DC of 10 and restore 1d10+1 hit points for every member in a squad on a success or half as much on a failure. A spellcasting healer can cast a healing spell which expends one spell slot and collectively heals the squad (ex. If the spell heals 50 hit points and each member of the squad has 20 hit points then 3 members of the squad are restored).
- **Hide (Assassin only).** The assassin makes a stealth roll and keeps track of the score.
- **Assassinate (Assassin only).** Usable after an assassin is hidden. The assassin attempts a Sneak attack on an enemy squad. The enemies make a Perception check against the Stealth score of the assassin. On a success the assassin attacks without making a sneak attack normally. On a failure the assassin makes a successful sneak attack against one squad member (the one with the lowest hit points). If the sneak attack kills one squad member the process is repeated (Perception roll and then attack) until the sneak attack does not fully kill one squad member, the Perception roll succeeds or a whole squad is dead. If a Hero has joined in a party, the assassin can forego the advantage of his sneak attack to make a direct attack on the Hero, but if the Hero does not die the assassin takes an opportunity attack from the squad.
- **Build (Builders only).** Each builder carries supplies to build various objects. The capacity of each builder is 3 charges. The buildings that can be built are made of wood or simple supplies and are makeshift at best. Objects that can be built include:
 - **Barricade** (1 charge): AC 15 HP 20. Weak to fire damage. Blocks one side of one hex.
 - **Improved barricade** (2 charges): AC 17 HP 40. Blocks one side of one hex. The wood is covered by fire resistant substances such as water.
 - **Bridge** (3 charges): AC 15 HP 10. Weak to fire damage. Creates a makeshift suspended bridge that covers one hex.

- **Salvage (Builders only).** Builders can salvage materials from corpses, broken objects or a supply station. Salvaging corpses or broken objects has a 50% chance of giving back 1 charge of materials while returning to a supply station refills all charges.

Heroes

A Hero is a special unit, usually an important NPC or a PC. Heroes can join a squad as an extra unit as a bonus action or leave a squad when they please.

When a hero joins a squad, he takes control of the units in that squad and he is responsible for ordering that squad instead of the commander.

If the hero's AC is higher than that of the squad he joins, increase the AC to the highest one. The squad takes damage before the hero. If the squad is attacked and dropped to zero hit points any excess damage is transferred to the hero.

When a hero dies, any squads in a range of one hex around him become broken and cannot use any actions for one turn. The Aid action applies before the squads become broken (replace casualties).

A hero in a squad can either decide to act on his own or do a collective action with the squad, if capable.

A hero can take several bonus actions when in a squad including:

- **Collective attack/spellcast/heal.** If the hero can do the same type of action as the squad, ex. Melee attack, ranged attack or spellcast, he can have the squad join his action (same rules as the squad actions).
- **Joint assassination (assassin only):** The squad assassin attempts assassinations until he fails and then the Hero continues the streak regarding the first strike as an automatic successful sneak attack.
- **Assist building (Builders only):** The hero makes an Athletics check with a DC of 15. On a success the created building requires 1 less charge to build (minimum of 1) and its AC is increased by 2.
- **Assist salvaging (Builders only):** The hero makes a DC 15 Perception check when salvaging. On a success the builders find +2 charges of materials.
- **Rally.** A Hero can make a DC 15 Performance check. Creatures in the Hero's hex and all adjacent hexes receive advantage on all attacks, ability checks and saving throws for one round. This feature cannot be used two turns in a row.

Initiative

All heroes roll initiative normally. One member of each party or the DM rolls separate initiative for each army. The Heroes act first and then the armies according to the initiative rolls.

Movement

Opportunity attacks when moving away from an enemy are not used in large scale warfare.

If a squad moves off the battle grid, it is considered to have fled the battlefield.

End of Round

When a squad drops to zero hit points it remains on the battlefield and acts normally as if it had 1 hit point left. At the end of the round these squads roll death saving throws until they stabilize or die permanently. Heroes on the other hand roll their death saving throws on their next turn as normal.

Siege machines and constructs

Siege machines include both stationary and moving objects placed around the battlefield. These objects can be manned by a unit or a squad and provide special actions when used. Any additional units in the siege machine's hex who are not required to use it are guarding it from attackers.

Siege machines include:

- Ballista: Stationary-1 man. Attack: +10 to hit, range 100/180 ft. Hit: 6d8+10 piercing damage. Deals double damage against constructs.
- Mobile Ballista: Mobile- 1 man(attack), 1 squad(move). Movement 20ft. Walking. Attack +6 to hit. range 80/160 ft. Hit: 6d6+6 piercing damage. Deals double damage against constructs
- Battering ram: Mobile- 1 squad. Movement 30ft. Treated as a Hero unit with AC 22 and HP 120. Attack: +15 to hit, reach 5ft. Hit: 10d12+20 bludgeoning damage. Can only target specific objects like gates and weak walls.

Victory conditions

There are various objectives the PCs need to achieve to win a large-scale battle depending on the type of battle it is:

Attrition. The party must keep the enemy contained for a set period of time until their resources thin out.

Protection. This is the opposite of an Attrition war. The players need to defend a certain location, object or Hero for an unknown but set amount of turns against an enemy attack.

Destruction/capture. There are various objectives for one or both sides on the field. Each side is tasked with destroying or capturing these key locations from the enemy.

Elimination. This is the simplest objective. Whoever kills the enemy commander or a set number of enemy forces wins.