PLAYER HANDOUT 1: TURN IN BRIEF

Each day of the expedition consists of four phases. Start by rolling 1d10, and add your army's Speed and your Charisma modifier to the result. This result is used like initiative to determine turn order.

Movement Phase: Move your army a number of hexes up to its Speed score. If you landed in an enemy army's hex, combat begins at the end of this phase. Otherwise, you're done for the day.

Tactics Phase: Choose one of the tactics available to your army. This modifies your army's stats and performance.

Ranged Phase: Armies with ranged attacks can make a single attack before the opposing armies meet in melee.

Melee Phase: The armies meet in melee. Choose one of the five strategies to modify your army's stats, then make an attack against one enemy army. Each turn you can change your strategy by one step (such as standard to aggressive) for free or by more than one step with a DC 20 Morale check. You can also change your tactics with a DC 15 Morale check. The melee phase repeats until one side is defeated or has withdrawn.

Special: You can opt for your army to rest instead of moving for one day. If you do, the army recovers a number of hp equal to its ACR.

PLAYER HANDOUT 2: TACTICS

There are five possible strategies that an army can use when it begins the melee phase. Strategies adjust the army's DV, OM, and how much damage it deals.

Strategy	DV	OM
Defensive	+4	−4
Cautious	+2	−2
Standard	+0	+0
Aggressive	−2	+2
Reckless	−4	+4

During the Tactics Phase, choose one tactic for your army to use. The army must already know the tactic. This is a summary of the tactics available to armies in this scenario. Complete descriptions are on pages 237–238 of Pathfinder RPG Ultimate Campaign.

Cautious Combat: Decrease the army's OM by 2, and add 2 to all its Morale checks.

Cavalry Experts: Your army's OM increases by 2 against armies that aren't mounted.

Defensive Wall: Decrease the army's OM by 2, and increase its DV by 2.

Dirty Fighters: For one Melee phase this battle, the army's OM increases by 6. (After that Melee phase, the opposing army knows to be ready for such tricks.)

Expert Flankers: Increase the army's OM by 2, and decrease its DV by 2.

False Retreat: Once per battle, your army can make a false retreat. This turn it doesn't attempt an Offense check, but the next turn, increase its OM and DV by 6 against the target army.

Full Defense: Increase the army's DV by 4, and decrease its OM by 4.

Relentless Brutality: Increase the army's OM by 4, and decrease its DV by 4.

Siegebreaker: If your army damages the target army, your army attempts a second Offense check; if successful, destroy one of the target's siege engines. This tactic has no effect on enemy armies without siege engines.

Sniper Support: If your army damages the target army in the Melee phase, it deals 2 additional
points of damage from extra ranged attacks. The army must have ranged attacks to use this tactic.

Spellbreaker: Increase the army's DV by 4 against armies with the spellcasting ability.

Standard*: Your army's attacks have no additional modifiers to its OM, DV, or damage.

Taunt: One enemy army must attempt a Morale check (DC = 10 + your army's ACR) at the start of each Melee or Ranged phase; failure means it reduces its OM and DV against your army by 2 for that phase. If the target army succeeds at two of these Morale checks, it's immune to this tactic for the remainder of the battle.

Withdraw*: Your army tries to escape from all armies attacking it. The army attempts an opposed Morale check against each army attacking it to maintain discipline (any army may voluntarily fail this check), but doesn't need to attempt the usual Morale check to change tactics when switching to withdraw. If all of these checks are successful, your army may withdraw from the battlefield or treat the phase as a Ranged phase. If only some are successful, you may withdraw or treat the phase as a Ranged phase, but enemy armies in the battle may attack you as if you were in Melee. Whether or not the checks are successful, reduce your army's OM and DV by 2 for the rest of this phase.

PLAYER HANDOUT 3: ABILITIES

Special Abilities represent individual training (class abilities) or special properties available to a specific type of creature. Modifiers for these abilities apply only if most of the units in an army have the listed ability. Any abilities that increase the stats of an army are already included in the army profile. Situational increases are not included.

Armor Training: This class feature adjusts the base speed of units in medium armor; adjust the army's speed accordingly.

Bleed: When this army deals damage in melee, the target army takes an automatic 1d6 points of damage at the start of the next phase.

Bravery: Apply the unit's bravery bonus on Morale checks against fear and routs.

Challenge: Once per battle, the army may increase its OM by 2 against a target army, but it also reduces its DV by 1 against attacks from any army that is not the target army. These effects last for the rest of the battle.

Channel Positive Energy: In the Melee phase, the army deals +1d4 points of damage against an undead target army. Instead of dealing extra damage to an enemy army, the army

can use this ability to heal itself; if it takes an OM penalty equal to half its ACR for one Ranged or Melee phase, it heals a number of hit points equal to its ACR.

Combat Style: Once per battle, increase the army's OM for either ranged attacks or melee attacks by 1 for the rest of the battle.

Construct: The army is immune to disease, fear, paralysis, and poison.

Darkvision: The army takes no OM or DV penalties in dim light or darkness.

Evasion: An army that attacks this army halves its OM bonus from the spellcasting ability and halves the extra damage from the breath weapon ability.

Favored Enemy: The army increases its OM by 1 against an army of a type of creature chosen from the ranger favored enemy list.

Favored Terrain: Reduce an enemy's bonuses from advantageous terrain and battlefield advantage by half.

Fear: If the army damages an enemy army, that army must attempt a Morale check (DC = 10 + your army's ACR). Failure means the enemy army is afraid and can't attempt an Offense check to attack during the next phase. If an army fails a Morale check during a phase in which it is already afraid, it routs.

Immunity: If an army is immune to a particular special ability (such as poison), an enemy army with that ability doesn't gain those benefits against this army. For an army with many immunities, also see significant defense.

Inspire Courage: The army increases its OM by 1 and gains a +2 bonus on Morale checks
against fear and routs. Alternatively, the army may apply these bonuses to an allied army in the same battle.

Low-light Vision: The army takes no penalties for dim light.

Mount: The army's mounts increase the army's OM and DV by 1.

Order: When using the challenge ability, increase the army's DV by 1 against the challenged army.

Powerful Charge: The army increases its OM by 1.

Rage: Once per battle, the commander may order the army to rage. Increase the army's OM by
2, decrease its DV by 1, and add a +1 bonus on its Morale checks against fear and routing. While this is in effect, the army can't use the tactics cautious combat, defensive wall, expert flankers, hold the line, sniper support, or withdraw; nor can it use the defensive or cautious strategies. If using such a tactic or strategy, you immediately switch to the standard tactic or strategy.

Significant Defense: The army has a significant defense such as powerful damage reduction or numerous immunities and/or resistances. Increase its DV by the listed amount against any army that does not have a special ability of the listed type, such as cold iron weapons or acid. This ability is slightly different than the ability of the same name found in Pathfinder RPG Ultimate Campaign.

Sneak Attack: The army increases its OM by 1 when making an ambush, when using the expert flankers tactic, or on the phase after using the false retreat tactic.

Spellcasting: If an army's units can use magic (from either spell-like abilities or actual

spellcasting), increase its OM and DV by the spell level of the highest-level spell the individual unit can cast. If any of the army's offensive spells has a range greater than touch, the army can make ranged attacks.

Tactician: The army automatically learns one tactic (usually the cavalry experts tactic); this doesn't count toward an army's maximum number of known tactics.

Trample: The army increases its OM by 1.

Trap Sense: When using the siegebreaker tactic, the army adds half its ACR to the Offense check to determine if a siege engine is destroyed.

Weapon Specialization: Once per battle, increase the army's OM for either ranged or melee attacks by 2.