

How To Read Your Army's Stat Block (the basics):

hp – Hit Points. An army is defeated (destroyed) if it is reduced to 0 hp.

ACR – Army Challenge Rating. Used as a basis for certain abilities and to determine when an army is Routed.

OM – Offense Modifier. When an army attacks its OM is added to a d20 roll to determine the total Offense check.

DV – Defense Value. When an army is attacked, subtract its DV from the opponent's total Offense check. Any excess is the hp damage done.

Commander – The leader of the army. In this scenario the commander will be a PC.

Tactics – Options to influence battle. You may have one Tactic active at a time and may attempt to change tactics if a battle lasts multiple rounds.

Resources – Special resources of the army. Most are always active but healing potions are used in place of an Offense check.

Special Abilities – Individualized training of an army. You may use as many of these abilities as you wish (subject to ability text) at any time.

Speed – How many 12-mile hexes the army can move in one day.

Morale – The overall confidence of the army. Modifies Morale Checks.

Consumption – Ignored for purposes of this scenario.

Battle Terms

Battle – A clash between two armies. Regardless of how many phases a battle continues it takes only one day to complete.

Morale Check – Used to control your army in various ways. A Morale Check is 1d20 + the army's Morale modifier + the Commander's Charisma modifier + (the Commander's ranks in Profession (soldier) / 5).

Rout – If $hp \leq ACR$ at the end of a phase, the army must attempt a DC 15 Morale check. Success means the army continues fighting. Failure means the army retreats to an adjacent hex. While retreating all enemy armies receive one additional unopposed Offense check.

Routed – Each time an army is routed reduce its Morale by 1. The army refuses to move until the you succeed on a DC15 Morale check (one check per Movement Phase).

Defeat – When an army's hp is reduced to zero or less, it is defeated (destroyed). Remove it from the map; it is no longer a threat.

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Strategy – The Offensive/Defensive posture of an army. It is selected during the melee phase and modifies an army's DV and OM.

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

Summary of a Day

- Movement Phase:** At the start of the day each army rolls 1d10 and adds the army speed and the commander's Charisma bonus to determine initiative order. Armies act in order from the highest result to the lowest. Each army may move up to its speed in hexes. When one army enters the hex of an enemy army, those armies are considered locked in combat and cannot move until the next day. If any armies are in combat, proceed to the Tactics phase; otherwise the day ends. **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. You may not take this option if an enemy army has already entered your space.
- Tactics Phase:** The GM determines what battlefield modifiers (terrain, etc.) apply to the battle. The commanders each select a tactic their respective armies will use during the battle.
- Ranged Phase:** Any army with the ability to make ranged attacks may make one attack against one enemy army. This phase typically lasts for 1 round (one attack). If all armies have ranged attacks, they may choose to stay at range and never approach for melee. If any army chooses to close in the melee phase begins.
- Melee Phase:** The armies finally clash with melee attacks. Each commander selects a strategy using the Strategy Track, then each army makes an attack against one other army. Repeat the Melee phase until one army is defeated, withdraws, or routs. The day's battle does not end until one of these conditions is met. Each round you may change your Strategy Track up or down one step for free, or as many steps as you wish with a DC 20 Morale check. Each round you may change your tactics if you succeed at a DC 15 Morale check.
- After-battle:** If an army is routed, reduce its morale by 1. Increase the hp of any surviving army (whether routed, withdrawn, or victorious) to its ACR (if it is currently less than its ACR).

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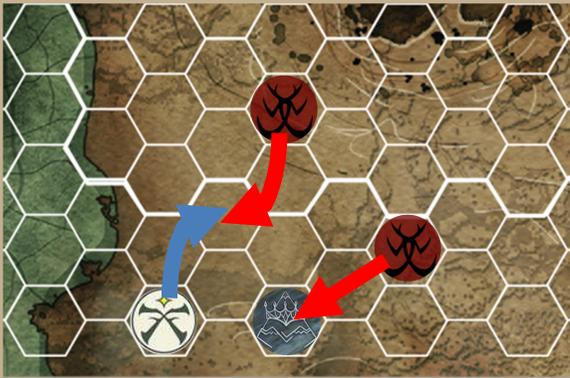
Example of a Mass Combat (Aisha vs. Cultists)

Aisha's cleric is commanding an army of Pathfinder Society Field Agents. Brent's ranger is commanding the dwarven Five Kings Pike Infantry. They are facing off against numerous cultists of the Demon Lord Shax.

Movement Phase:

Aisha rolls 1d10 and gets a 6. She adds her cleric's Charsima (+3) and her army's speed (2) for a total of 11.

Brent rolls 1d10 for a 3. He adds his ranger's Charisma (+0) and his army's speed (1) for a total of 4.



Aisha acts first and marches towards the nearest Cultists. The cultists are next to and eagerly move into the same hex to begin a battle. A second group of cultists thirsts for blood and moves into Brent's square. Brent's turn in initiative order finally comes around but he is already locked in battle and unable to move. The battles commence!

Tactics Phase:

The GM decides the terrain is flat and confers no particular advantages. Each side chooses a tactic to use. Aisha decides the Pathfinders' **dirty fighters** tactic will be handy in a brawl. The GM decides to use **dirty fighters** as well. Aisha also notes that her **inspire courage** special ability raises her OM by 1 as well as giving her a bonus vs. fear and being routed.

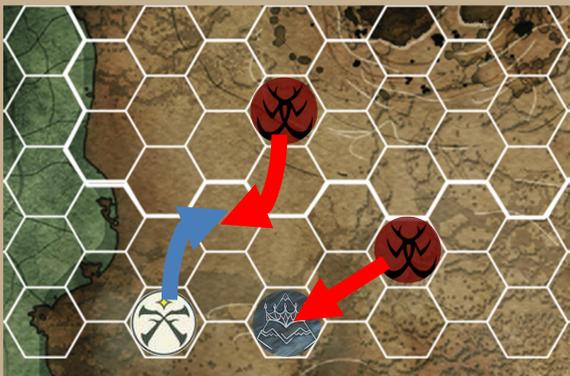
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Ranged Phase:

The Pathfinder Field Agents have the **ranged weapons** resource so they get to make one attack before the cultists close in. Aisha rolls 1d20 -> 7 and adds her OM (+8) for a total of 15. The GM compares this to the cultist's DV of 14 and informs Aisha that her spells and arrows have felled a few of the enemies (1 hp). The cultists close the rest of the way in and the melee phase begins.

Melee Phase:

Round 1: Aisha starts with a **Standard** strategy (+0 DV, +0 OM). The cultists begin with a full-out **Reckless** strategy (-4 DV, +4 OM). Both sides roll an attack. Aisha rolls 1d20 -> 2, adds her OM (+8) and the **dirty fighters** bonus of (+6) for a total of 16. The cultists currently have a DV of 10 and take 6 hp of damage. The cultists roll 1d20 -> 16, add their OM (+3), the modifier from the **Reckless** strategy (+4) and the **dirty fighters** bonus (+6) for a total of 29. The Field Agents DV is 17 so they take 12 hp of damage! Both armies still have more HP than their ACR. There is no rout and the fight continues.

Round 2: Aisha wants to protect her battered agents so she attempts to switch to the **Defensive** strategy. This is more than one step from **Standard** so she attempts a DC20 Morale check. She rolls 1d20 -> 11 and adds the army's morale bonus (+2), her charisma modifier (+3) and her ranks in Profession: Soldier/5 (+0) for a total of 16. This is not enough; she can only move one step and changes to the **Cautious** strategy instead (+2 DV, -2 OM). The cultists continue their **Reckless** assault.

Aisha decides that rather than attempt an offensive check this round she will order her army to drink their **healing potions**. The army heals twice its ACR, or 10 hp, bringing it back up to 20 hp. The cultists attack again and roll 1d20 -> 9 + OM (+7) = 16. They no longer receive a bonus from **dirty fighters** as the Pathfinders are ready for them. The Pathfinders currently have a DV of 19 so the cultists do no damage.

Round 3: Feeling better about her situation, Aisha moves her strategy back to **Standard** (does not require a check) and attempts to change to her tactics to **expert flankers** (-2 DV, +2 OM). She rolls 1d20 -> 14 + 2 + 3 = 19 and succeeds. The cultists continue to assault.

The Pathfinder Field Agents roll 1d20 -> 8 + OM (+10) = 18. The cultists have a current DV of 10 and take 8 HP of damage. The cultists roll 1d20 -> 12 + OM (+7) = 19. The Pathfinder Army has a current DV of 15 [17 + 0 (**Standard** strategy) - 2 (**expert flankers**)] and takes 4 hp of damage.

The cultists have taken a total of 15 points of damage. Their current hp is less than their ACR so the army must make a Morale check to avoid routing. It fails the check and flees to an adjacent square. The Pathfinder Agents make one final attack as the cultist army flees and deal another 4 points of damage, which is enough to completely defeat the army and keep it from recovering the next day.

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