

## Rules

- Players can only order warbands they control
- Warbands can act at any point during a player's turn
- Orders can attack or defend... if defending, the player uses their reaction as well
- Warbands roll a d8 against another warband, add modifiers
- If the attacker has a higher roll, then it does 1pt of damage to the defender

## Terrain

- Difficult terrain: -1
- High ground: +2
- Low visibility: -1
- Blinded condition: -2

## Warband Fighting Skill (choose 1)

- "Rabble": +2 when out of formation
- "Cavalry": +1 to all rolls if mounted
- "Shield Wall": +2 when defending in formation
- "Archerer": +1 when firing without moving
- "Drilled" : +1 attacking in formation
- "Scout": +2 when attacking from hiding
- "Bodyguard": +1 when within 15 ft of the player character
- "Peasant": -1

## Weapons (choose all that apply)

- Shield: +1 (defend or facing bow/crossbow only)
- Armor: +1
- Horse:
  - when moving in a single direction for entire turn:
    - +1 if attacking enemy in formation
    - +2 if attacking enemy out of formation
  - -1 when defending against bows
- Bow/Crossbow: +2 when attacking an enemy out of formation and/or does not have shields.

### **Orders: NPCs in Formation (players can give one per round)**

- “Advance” : +2 when attacking
- “Defend”: +2 to roll
- “Maneuver”: disengages and moves... no attack.
- “Push”: +2 to attack, but move enemy 10 ft rather than do damage.
- “Take Cover”: +2 to roll against bow/crossbow
- “Charge”: +1 to attack
- “Hide”: +1 on next attack if enemy is unsuspecting
- “Rally”: +1 to attack

### **Orders: NPCs Out of Formation (players can give one per round)**

- “Attack”: +1 when attacking
- “Reform” (regather into formation): take your turn... no bonus
- “Charge”: (no bonus)
- “Hide”: (blend in so the enemy cannot see you): +1 on next attack
- “Rally”: (call them to fight): +1

### **Heroic Moment (if applicable)**

- +1 for player critical hit
- +1 for player encouraging speech (once per “Raid”)

### **Magic Effects**

- Spells must be able to affect over half of the NPCs in the warband.
- Damage AOE spells: 1pt of damage, 2pts if spell is 5th level or higher
- Healing spells: +1 point to the warband
- Condition spells: -1 to roll for one turn
- Buff Spells: +1 to roll for one turn