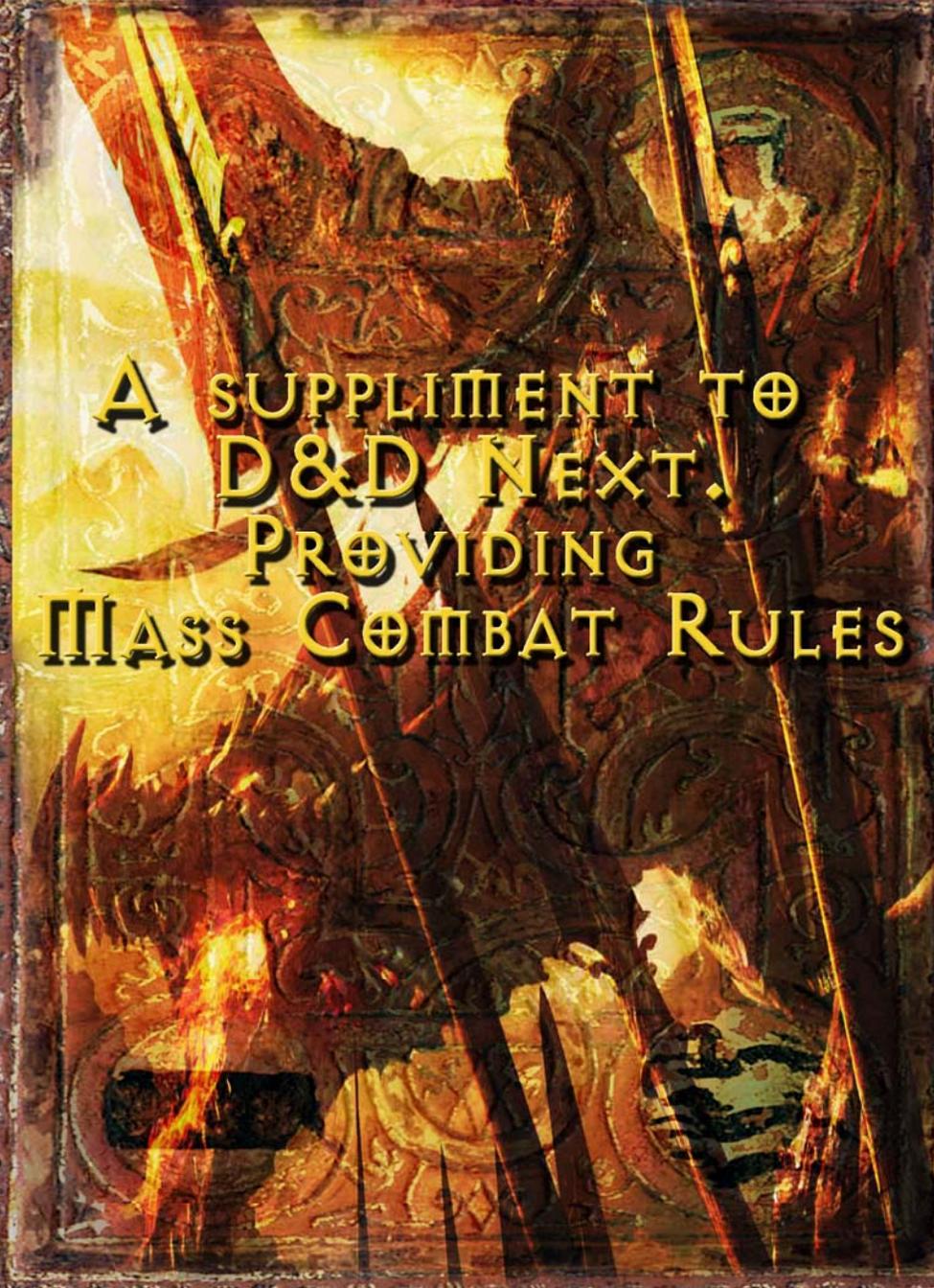




# D&D WARS FOR D&D NEXT



A SUPPLEMENT TO  
D&D NEXT.  
PROVIDING  
MASS COMBAT RULES



REQUIRES THE USE OF  
THE 101413  
PUBLIC PLAYTEST DOCUMENTS

# D&D WARS

## Disclaimer

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The following is a set of House Rules. In this document are alternatives to the normal D&D Next rules. You will still need the 101413 Public Playtest documents to make full sense of this document.

## Copyrights

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## Introduction

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D&D Wars is a supplement to D&D Next that provides a set of mass combat rules for conducting battles with units as small as one to armies numbering in the thousands. D&D Wars are not simply armies making battle with each other. It is armies intermixed with monsters and NPCs. Added to this mix is a group of PC heroes doing what they can to change the tide of the war.

## Overview

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Most of the rules for D&D Wars are identical to those for D&D Next. Any time that the rules presented here don't cover a specific situation, refer to the official D&D Next rules.

Before doing battle the DM will have to set the stage. To conduct D&D Wars you must take the following steps.

1st - Create opposing armies consisting of units that will later battle each other on a battle grid.

2nd - (Optional) Add monsters. Sure you can have a unit of skeletons, but imagine having a couple of beholders, or black dragons, or even rust monsters moving about the battlefield!

3rd - (Optional) Add Non Player Characters (NPCs). Individual units may have leaders that are different from the rest of the unit and they may be guarded by a group of elite guards. Units may also contain NPC spell casters or healers.

4th - (Optional) Define the role of the Player Characters (PCs). They may each command a separate unit, or they may take on the more traditional role of operating as a separate squad to attack monsters and NPCs. D&D Wars can be played without PCs, but your players existing characters can play a part in the battle.

5th - Draw the field of battle on your battle matt and place all of the combatants.

6th - Let the battle commence!

## The Grid

D&D Wars uses a square grid. This is a battle mat consisting of one inch squares. One square represents 15 ft. (Refer to the chapter "optional rules for larger or smaller battles".)

## The Combatants

D&D Wars' combat rules can handle large groups. There are specific rules to cover combat between different types of groups and creatures. (A combatant can be a human or humanoid or any type of beast or monster, so the term "creature" is used.) The different types of potential combatants are listed here:

**Units** - Each side in a war will have an army. Each army contains one or more group of creatures called a unit. A unit is a group of creatures that fight as a single creature. Units are the primary 'characters' of the D&D Wars system. They receive orders, move, fight, and react as if they were individuals.

**Counters** - D&D Wars uses cardboard counters as a physical marker to represent units on the battle mat.

**Monsters** - These are individual creatures that move about the battlefield and act independently. They are never part of a unit.

**NPCs** - Non Player Characters. These are creatures that are embedded in a unit as leaders or Special Forces. NPCs move as the unit they are in moves, but they act independently regarding fighting or other actions.

**PCs** - Player Characters. These are the characters created and controlled by the players as described in the D&D Next rules. The rules here make no assumptions regarding the PCs level. They begin combat embedded in a unit. They can each be in a separate unit or they can all be in the same unit. After combat begins, they are free to leave the unit and move about the battlefield as desired. If the PCs move around the battlefield as a group, this group of PCs is called a squad.

**Singular Creatures** - A singular creature is a monster, an NPC or a PC. Many of the rules are different for units than they are for singular creatures.

**Miniatures** - Traditionally these are 25mm metal figures that were molded and painted to look like the creature that they represent. D&D Wars uses these to represent singular creatures on the battle grid. No miniature should have a base larger than the 1 inch battle grid. If a singular creature is in a unit, place the miniature that represents it on top of one of the counters in the unit. If the PCs are together in a squad, select a single miniature to represent the entire squad. Other than PCs when they are in a squad, there should not be more than one singular creature in one square.

## CHAPTER I - UNITS

A small army may have as few as one unit, while larger armies may have several.

### The Unit

If an army contains more than one type of creature, each different creature type will belong to a separate unit. The only requirement for the composition of a unit is that it be made up of combatants that are all the same. [They must be the same size and speed and their level, armor, weapons, etc. must be similar enough that the statistics for a typical unit's member can be used to represent the stats for the unit as a whole.] An army can also have multiple identical units.

### Space requirements

All creatures occupy the amount of space that is standard for their creature size. A unit can take any shape on the field, as long as every counter is connected to at least one other counter in the unit along one of its 4 sides and that they are all in a relatively compact space with no "holes". One counter represents 10 creatures. Use 1 inch counters for Small or Medium size creatures; 2 inch counters for Large, 3 inch for huge and 4 inch for Gargantuan or larger. You can use 1/2 inch counters for Tiny creatures (group 4 of the counters together in a 1 inch square).

*[Behind the DM Screen: Using standard D&D Next rules, a 15 foot square would contain 9 medium or small creatures. D&D Wars allows for 10 creatures in a counter to make the math easier. We can assume that creatures in a unit are a little closer together than individual creatures are in a dungeon.]*

### Number of Counters

Units contain 20 counters. As the unit takes damage the number of counters will be reduced. When a unit loses the hit point equivalent of 10 creatures a counter is removed. [The DM may create units with any number of counters as suits the scenario he envisions. He may for example wish to have 30 fire drakes attack as a unit with only 3 counters. If you desire to have more or less than 10 creatures in a counter refer to the section on "Non-standard Units" in the chapter "Optional rules for larger or smaller battles".]

### The Unit's Hit Points

Each counter starts out with the same number of hit points as one typical creature in that unit. Multiply the number of hit points of one counter by 20 (the number of counters in the unit) to determine the starting number of hit points for the unit as a whole. That way when units fight other units you can use the typical creature's stats with very few changes, so one counter vs. one counter would play almost

the same as standard D&D combat. Most of the time, especially in unit vs. unit combat, each counter can be played as if it were a single creature. Most of the rules in "D&D Wars" are for how this works with multiple counters in each unit. This also allows unit vs. singular creature combat. For example any damage a singular creature inflicts on a unit is divided by 10 (the number of creatures in a counter).

### Designing a Unit

Let's say you want to create a unit that consists of second level dwarf fighters. With minor modifications, you can use the stats for a typical creature in the unit to represent the entire unit. The typical fighter in your unit might have this stat block:

#### Dwarf Fighter

Medium Humanoid (Dwarf)

Armor Class 18 (chain mail, shield)

Hit Points 13 (2d8 + 4)

Speed 25 ft.

Senses darkvision 50 ft.

Str 13 (+1) Dex 11 (+0) Con 14 (+2) Int 10 (+0) Wis 11 (+0) Cha 10 (+0)

Alignment any

Languages Common, Dwarvish

#### Traits

**Dwarven Resilience:** The dwarf has advantage on saving throws against poison and resistance to poison damage.

#### Actions

**Melee Attack**—Battleaxe: +3 to hit (reach 5 ft.; one creature).

Hit: 5 (1d8 + 1) slashing damage.

**Melee or Ranged Attack**—Light Hammer: +3 to hit (reach 5 ft. or range 20 ft./60 ft.; one creature). Hit: 4 (1d6 + 1) bludgeoning damage.

#### Reactions

**Defender:** If a creature attacks the dwarf or a creature within 5 feet of the dwarf while it is wielding a shield, the dwarf can use a reaction to give the attacking creature disadvantage on the attack roll. The dwarf cannot use this reaction again until it completes a short rest or a long rest.

#### Encounter Building

Level 2 XP 40

Leaving off all of the information we don't need and adding information about the unit gives us the following stat block for a unit of level 2 dwarf fighters.

**Name of unit:** The Axe Dwarf Unit

**2nd level Dwarf Fighters**

**AC:** 18

**Unit HP:** 260 **Counter HP:** 13

**Speed:** 50 ft. (4 squares)

**Str** 13 (+1) **Dex** 11 (+0) **Con** 14 (+2) **Int** 10 (+0) **Wis** 11 (+0) **Cha** 10 (+0)

**Melee:** +3 (1d8 + 1) slashing

**Ranged (1 hammer):** +3 (1d6 + 1) bludgeoning, range 20 ft./60 ft.

#### Special Abilities

**Defender:** If a unit or singular creature attacks the unit while it is wielding a shield, the attacking creature has disadvantage on the first attack roll.

**Explanations for each line of the stat block follows:****Name of unit: The Axe Dwarf Unit**

Giving names to each of the units is optional, but it may help when running the battle to be able to refer to the units by name.

**2nd level Dwarf Fighters**

This is simply a description of the creature type and level.

**AC: 18**

The armor class for the unit is the same as it is for a single creature in the unit.

**Unit HP: 260**

This is the maximum number of hit points for the unit. Arrived at by multiplying the counter hit points by 20 (the number of counters in the unit).

**Counter HP: 13**

This is the number of hit points for one counter. This is the same as the number of hit points for a single creature in the counter. This is true even though one counter represents 10 creatures.

When a counter takes damage, the damage is distributed equally throughout the entire unit. When the unit's hit point damage is equal to or greater than one or more counter's hit points, remove that number of counters. Keep track of any additional hit point loss and apply it to future hit point damage. The number of counters will be reduced as the unit takes damage (refer to the section on HP below).

**Speed: 50 ft. (4 squares)**

This is hustle speed (double the walk speed) of the typical creature. Double a creature's speed and divide that by 15 (rounding up) to arrive at the number of squares that the unit can move in one round. For example: A creature with a move rate of 20 feet translates into a speed of 3 squares  $[(20 \times 2) / 15 = 2.666 \text{ rounded up that equals } 3 \text{ squares.}]$

**Str 13 (+1) Dex 11 (+0) Con 14 (+2) Int 10 (+0) Wis 11 (+0) Cha 10 (+0)**

The unit has the same abilities ratings as the typical creature in the unit.

**Melee: +3 (1d8 + 1)**

A unit never gets more than one melee attack per round. If the typical character in the unit normally gets multiple attacks, average the total attack bonuses of all the creature's attacks to calculate its attack bonus. Likewise, average the total damage caused by each attack.

If the creature has more than one type of attack available select the most commonly used attack. If you want, you can list a second or third possible attack, but the entire unit must make the same attack on any single round.

**Ranged (1 hammer): +3 (1d6 + 1) bludgeoning, range 20 ft./60 ft.**

A unit can't make a melee and a ranged attack on the same round, but on a round where it does make a ranged attack, different counters can have different targets. You don't normally need to keep track of ammunition (arrows and such) except in the case such as this where each dwarf has only one hammer.

**Special Abilities**

Modify any special abilities that the creatures have using these suggestions as a guide:

- Hydras and similar multi-attacking but essentially non-magic-using creatures use the above rules for multi-attacks.
- Creatures with special attacks (basilisk, dragons, wraiths, medusa, etc.) should be treated as casting one appropriate spell each round (flesh to stone, cause fear, fireball, death spell, etc.) Breath weapons are treated as area of effect spells. Refer to "Chapter 6 – Magic" for more information.
- Creatures with special defenses can either be treated as casting one appropriate spell per round (coeurls, troglodytes, etc.) or as ignoring mundane damage entirely (shadows, wraiths, elementals, etc.)
- Units of trolls or any creatures with regeneration ability regain 1 OHP x the HD of the creature every other round of combat. (Trolls regenerate normally if used as singular creatures.)

**Other Considerations**

If the majority of the unit have a special ability (the Barbarian Rage, for example), then this too applies to unit combat. Bonuses to attack, damage and related rolls are applied to the units.

**Unit types:****Unmounted Units:**

These form the core of most forces. These include infantry, skirmishers and archers. These units receive no special bonuses or penalties.

**Mounted Units:**

If the creatures that make up a unit are mounted, the unit counters represent both them and their mounts. If the creatures are mounted on large mounts (men on horseback, for example) or if they are riding in chariots, use 2 inch counters and each counter will represent the 10 creatures and their 10 mounts. The unit gains advantage to attacks against any unit that is not mounted or that is not equipped with reach weapons. The unit uses its mounts' speed for movement.

**Flying Units:**

Flying units are determined the same as regular units (for example, a unit of mounted griffon riders would be created the same as regular mounted units). If a flying unit attacks a grounded unit from above, it has advantage on the attack.

**Intelligent Mounts:**

The above rules assume that the mounts are unintelligent. As such, it is assumed that they are not the target of attacks, therefore their hit dice are not included in the Unit's Hit Points. However, in special cases, such as

troops riding dragons or other fierce monsters capable of carrying the fight without a rider, add the number of Hit Points for the mount as well. For example, if the rider had 30 hit points and the mount 40, the hit point count would be 70 per counter.

### Mobs:

A mob is a unit that is a large, disorganized mass. Mobs are generally made up of creatures whose intelligence scores are too low for disciplined order, such as a pack of hyenas or a group of gargoyles or a mass of villagers with torches and pitchforks. Mobs move as one unit and have the following characteristics:

- A mob's first melee attack is always considered a charge, even if it doesn't move the normally required two squares.
- A mob cannot form a Phalanx Formation.
- A mob cannot set weapons against a charge.
- For all range attacks, only those counters who have direct line of sight to the enemy may attack.
- A mob must make a DC 15 Wisdom check before every charge, if it fails this check it doesn't attack that round.
- A mob must make a DC 15 Wisdom check each round that it receives a critical hit that does damage, if it fails this check it uses a its next round to disengage and back away no more than 2 squares. It may attempt a charge again the following round.
- A routed mob scatters and cannot be rallied.

### Units that contain War Machines:

A unit that contains a siege weapon, siege tower or battering ram is a special type of unit. Refer to Chapter 7 - War Machines for information regarding these units.

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## CHAPTER 2 – MONSTERS

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In addition to the units, the battlefield may also contain independent monsters. These can be any creature that is not a member of a unit. A monster is never counted as part of a unit.

### Examples of Monsters:

- A red dragon finds the war an opportune time to attack both armies.
- A unit of gnomes has befriended a couple of ogres that are accompanying them on their raid of the local village.
- An invading army of githyanki are accompanied by two or three beholders.

### The following applies to all monsters:

- Regardless of its size, each monster occupies one square on the battle matt. (If you want several similar monsters to stay together on the battlefield, make them a unit instead.)
- Monsters can move through both allied and enemy units.
  - They move through allied units without restriction. The friendly creatures that make up the unit move aside (getting closer together). If a monster stops in a unit, you can simply place the figure that represents the monster on top of a unit counter.
  - They can fight their way through enemy units at an effective speed of one square per round. To do this they make a normal melee attack against the unit. If they succeed in doing at least one point of damage to the unit, the monster can then move in that same round into the square occupied by the counter it was attacking. Otherwise it remains in the square it was in.

Each monster is a singular creature with its own Hit Points. Its hit points are no different than they would be for a standard D&D Next monster. They can use a standard stat block, with the following exceptions:

### Speed:

All monster moves in D&D Wars are hustle moves. The speed for a monster is figured the same way as it is for a unit.

### Melee and Range attacks:

A Monster only gets one attack per round. If the monster normally gets multiple attacks, average the total attack bonuses of all the monster's attacks to calculate its attack bonus. Likewise, average the total damage caused by each attack.

### Special Abilities:

Modify any special abilities that the monster has as you would for units (refer to the previous chapter.)

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## CHAPTER 3 – NPCs

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In addition to the creatures that make up units, each unit may also contain one or more NPCs (non-player characters). These NPCs are "embedded" in the units. They move when the unit moves. Each NPC in a unit occupies the amount of space that is standard for his creature size, but this does not increase the space occupied by the unit. The other creatures in the unit move closer together than normal to

accommodate the NPC. The NPC doesn't have to be the same type or level of creature that makes up the unit, and is never counted as part of the unit.

### Examples of NPCs

- A vampire is the leader of an extremely large unit of skeletons and has surrounded himself with an elite guard of 5 fourth level evil clerics. The vampire would be an NPC and the 5 clerics would each be an NPC.
- The next kingdom over is attacking your homeland. The general has placed a couple of sorcerers in four or five of his rear units. Each of the sorcerers would be an NPC. If the general is in a unit, he will also be an NPC.
- A unit of kobolds has a kobold wizard as a leader and he has two dire wolves protecting him. The kobold leader is an NPC, and the dire wolves are NPCs.

NPC are in all ways identical to Monsters, with the following exceptions:

NPCs can leave a unit and act independently on the battlefield, but they start out in a unit and most will stay within that unit through the battle.

NPCs move through allied and enemy units the same way that monsters do.

When the unit that an NPC is in moves, the NPC moves with it. Because in D&D Wars no one can move and perform any other combat action in the same round, NPCs cannot act independently except on rounds when the unit is not moving.

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## CHAPTER 4 - PCs

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The PC's (player character's) role in the war needs to be determined before the battle begins. One option is to have each PC be a unit leader. He will make all of the decisions for the unit that he is embedded in. Another option is for each of the PCs to be at different locations across the battlefield performing separate, independent actions. A third and perhaps the most "typical" option is to have all of the PCs acting together as a small independent squad.

You can use your standard character sheet, with the following exceptions:

### Speed:

All PC moves in D&D Wars are hustle moves. The speed for a PC is figured the same way as it is for a unit.

### Melee and Range attacks:

Unlike monsters and NPCs, PCs' attacks (and damage) are the same for D&D Wars as they are for D&D Combat. Because all moves are hustle moves, a PC cannot move and attack in the same round (except for a charge and disengage as described in Chapter 5 - Combat below).

In all other ways, PCs are identical to NPCs.

### PC Squads

When the PCs are working together in a group (as they normally do in standard D&D combat) we will refer to them in D&D Wars as a "squad". This squad is NOT a unit. It is simply an efficient way to track the location of the PCs as a group. Only PCs can make up a squad. (A small group of NPCs would be a unit.)

The squad is represented on the battle matt by a single figure. Its move rate is determined by the slowest member of the squad. It can move through allied units and fight its way into enemy units as a monster does. A squad moves as a monster does, but otherwise each individual PC acts as he chooses, attacking, casting spells or performing any other acts as he would normally do in a combat situation.

On any round that he does not move, the PC is free to perform any other action that he could normally be able to do in one round (6 seconds).

### Experience Points

PCs earn experience point awards by two means: through normal combat awards for creatures that they themselves defeat in combat, and through story awards given based on character level and challenge of the scenario.

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## CHAPTER 5 - THE BATTLEFIELD

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The DM draws the battlefield map on the combat grid at the appropriate scale.

### Terrain

Terrain features function the same in D&D Wars as in the standard rules for D&D Next. If the DM designates a square as difficult terrain it counts as 2 squares of movement. Flying and incorporeal creatures are not hampered by difficult terrain. The DM may want to assign additional restrictions based on terrain. For example, the canopy of the Black Forest may impose a disadvantage on attacks from flying units.

## Structures

Structures provide cover. Units within ruins, sturdy wooden buildings or light stone buildings have 1/2 cover if they are guarding the walls, or firing range weapons. If doing so within a small stone keep, heavy stone building or stone castle they have 3/4 cover. Units in fortifications that are not exposed or attacking have total cover. Units firing from the top of a wall have advantage when targeting units on the ground.

## Placing the combatants

Before placing the armies, the players and the DM must decide what role each player will have in the battle. Some players may only want to control their own PC and that is all. This is a perfectly acceptable option. However, no one is likely to want to sit back and just watch while the DM conducts a war between two armies. At least the players should control units in their friendly armies while the DM controls the opposition units. Ideally, players will control most, if not all, of the units and NPCs in all of the armies and perhaps the monsters as well. This would be a good time to bring in another group of players to handle the oppositions army. Of course this all depends on the size and complexity of the planned battle.

A battle can be played without monsters, NPCs or even PCs. One person can play one unit or one army. You may want to play this way for a time or two before adding the complexity of monster, etc.

### 1) Place the Units

After the DM has drawn the battlefield terrain it is time for the armies to position their units. If one group is the aggressor, the defending army places its units first. Otherwise each army rolls 1d20. The winning side decides if they want to place their units first or last. It is normally advantageous to place your units last.

All of the counters for a single unit must be placed together in a relatively compact formation. Units can be placed as desired. Units can be adjacent to each other, but cannot overlap. [Recommendation: Use cardboard squares for counters with different colors for each unit. Then you can place figures representing NPCs and PCs on top of these.]

After all of one side's armies have been placed the other army can place its units. These can be placed in any logical location with no unit closer than 6 squares to any of its opponents. The DM has the final say as to where units are allowed to be placed. He may want to rule that faster units be placed in front of slower units, or that all units in a particular army need to be placed on the same end of the battle mat. There may be some units that will not enter the

battlefield until sometime after the battle starts. There may be some areas of the map where certain units are not allowed.

### 2) Place the Monsters

After all of the units for all armies are placed, place the monsters. These must be placed in squares that are not occupied by a unit. [You can use figures so long as they will fit in one square.] A monster that is allied with an army can be placed no closer than 8 squares to an enemy unit and must be closer to an allied unit than it is to any enemy unit. A monster that has no allied army (will attack anybody) must be placed an equal distance from two units of opposed forces and at least 8 squares away. If this is not possible, place it at least 12 squares away from a unit of a randomly determined army.

### 3) Place NPCs

After placing all of the units and monsters, place all of the NPCs. Each NPC will start the battle in a unit. Until or unless an NPC leaves a unit, it is considered embedded in the unit. The location of the figure in the unit does not represent its exact location within the unit, but only indicates that that NPC is embedded somewhere within that unit. There must always be at least one more counter in a unit than the total number of NPCs in the unit.

### 4) Place the PCs

Lastly, have each player place his or her PC. Like NPCs, each PC must start the battle in an allied unit. If all of the PCs start in the same unit, place a single figure in that unit to represent the PC's squad. Like NPCs, the location of the PCs figure in the unit is not important as it simply indicates that the PC is embedded somewhere within that unit.

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## CHAPTER 5 - COMBAT

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### Overview

The number of hit points in a unit, or in a single unit counter, are quite small compared to the number of hit points an equivalent number of singular creatures would have. This is to simplify combat. Each counter represents 10 creatures but the counters hit points are the same as they would be for a single creature. So the damage done to units by singular creatures must be divided by 10. This damage can be quite small or none at all. It makes very little sense for a singular creature to attack a unit unless it can do massive damage. It also means that the damage that a unit does to a singular creature is multiplied by 10 resulting in quite a large amount of damage to the singular creature.

## The Attack Roll

To score a hit that deals damage, a unit or singular creature must roll the target's Amour Class or better.

Most D&D Wars combat rules are identical to those of D&D Next with the following differences:

## Calculating Damage

When an attack is made, the indicated damage is calculated the in the normal way. What that indicated damage means and how it is applied is handled differently depending on whether it is a unit or singular creature who is attacking or being attacked, as is described below:

## When a Unit Attacks another Unit

### Melee Attacks

When a unit's melee attack is against another unit, the damage indicated is the damage made by one counter. Multiply the damage by the number of counters involved in the attack.

**Example:** A unit is engaged in melee with another unit. When the unit makes a successful attack, only the counters that are on the front line are doing damage. Multiply the damage by the number of counters that have at least one side adjacent to counters belonging to the enemy unit. The damage is subtracted from the unit's hit points.

### Range Attacks

Most ranged weapons are propelled upwards in a diagonal 45 deg. arc when used in mass combat. This allows for maximum range, as well as ensuring that all the archers or javelin-throwers in a unit can shoot at the same time. Thus, for most ranged attacks every counter can shoot at once, so long as at least one counter has direct line of sight to the enemy. Any reduction in accuracy caused by this indirect attack is more than compensated for by sheer volume of fire. For calculating damage, figure the area of effect by comparing the number of counters in the attacking unit to the number of counters in the unit being attacked. Multiply the damage by the number of attacking counters, not to exceed twice the number of counters in the defending unit.

Crossbows have a far flatter trajectory. When resolving crossbow attacks, only those counters who have direct line of sight to the enemy may attack. Multiply the damage by the number of counters that attack.

### Collateral Damage

If one or more singular creatures are in a unit when it takes damage from another unit they may receive damage as well,

additional damage rolls are not required. All damage received by singular creatures in this manner is in addition to the damage to the unit. If the attack is a charge or a melee attack, these singular characters will receive no damage unless they have purposely placed themselves on the front line that is being attacked. If they are on the front line, calculate their damage as if the unit had attacked them (refer to "When a Unit attacks a Singular Creature" below). If a unit receives damage from ranged weapon attacks these creatures may receive damage. If the attacking unit has fewer counters than the target unit, the singular creature receives no damage, otherwise it receives the indicated damage unless it makes a DC 15 Dexterity save for half damage. If the singular creature took a dodge action on its last round, it receives half damage (or no damage if it makes its Dexterity save).

## When a Unit attacks a Singular Creature

A unit may only attack a singular creature if the creature is not in an enemy unit. A unit can attack multiple singular creatures - up to the number of counters in the unit. It makes one attack and damage roll for each target.

### Melee Attacks

A unit can only attack a singular creature that is within the attacking unit, or that is in an adjacent square.

When a unit's melee attack is against a singular creature the damage indicated is the damage done by one creature (not one counter) in the unit. Multiply the damage by the number of creatures involved in the attack. If the singular creature is surrounded, you can use the standard D&D Next rules for the number of characters that can attack a single creature. Otherwise you can arrange figures on a standard 5 ft. grid to visualize how many singular creatures in the unit can attack at the same time. Once you have determined the number of creatures that can attack, multiple the damage by this number.

**Example:** A unit of orcs is attacking a PC that has moved into the center of their unit. The PC (a 5 ft. character) is surrounded by orcs (also 5 ft. creatures).The PC can be attacked by 8 orcs so, if the attack is successful the damage is multiplied by 8.

### Range Attacks

Only those counters that have direct line of sight to the target creature may attack. On a successful attack, multiply the indicated damage by 3 times the number of counters that attack. Different counters can attack different singular creatures within range.

## When a Singular Creature Attacks a Unit

When a singular creature successfully attacks a unit, the damage indicated is the amount of damage inflicted on individual creatures in the unit. If the indicated damage is less than 10 hit points the unit receives no damage at all. Otherwise, calculate the amount of damage to the unit by dividing the indicated damage by 10, rounding down.

**Example:** A Monster is attacking a unit. When the Monster makes a successful attack against the unit's armor class and his damage roll and adjustments indicate 23 points of damage. Dividing the indicated damage by 10 yields 2.3, rounding down gives a total damage of 2 hit points. The damage is subtracted from the unit's hit points.

## When a Singular Creature Attacks another Singular Creature

When a singular creature attacks another singular creature, the indicated damage is applied to that creature. This is exactly the same as in standard D&D Next combat rules.

If there are multiple singular creatures involved, you may want to use a separate battle matt (or a portion of the larger one that is off to one side) and set it up with each square representing 5 ft. to resolve this "mini battle" using standard D&D Next combat rules.

### Other Considerations

The following rules are never used in combat involving units:

Coup de Grace, Grapple, Help, Hide, Hinder, Knock Down, Dying (units can rout, disperse or surrender, but they don't die.)

### The Round

A combat round in D&D Wars represents 6 seconds in the game. In one round, each unit and each singular creature will normally have a chance to act.

### Initiative

Before the first round of combat begins, each unit and each monster makes an initiative check. PCs and NPCs do not make initiative checks at this time, as they all begin combat in units. Units that have an embedded leader (NPC or PC) adds their leader's charisma modifier to the check. The DM finds out what order the units and monsters are acting in, counting down from highest result to lowest, and each unit or monster acts in initiative order, with the check applying to all rounds of the combat.

A singular creature that is within a unit will act on that unit's initiative. If a singular creature enters a unit his initiative becomes the same as the unit he enters. If a singular creature leaves a unit and is on the battlefield on his own, in subsequent rounds his initiative will be one less than the initiative of the unit he left.

If the PCs are together in a squad, when the squad leaves its original unit each PC receives a separate initiative. Each PC makes an initiative roll. The results of these rolls are compared to determine each PC's initiative order. The highest receives an initiative order that is one less than the unit he left. The others take an initiative order behind his, from highest to lowest.

### Surprise

In most cases there is no need to determine surprise in mass combat. By its very nature, combat on this scale negates the element of surprise. If surprise is possible (invisible creatures?) use standard D&D Next rules to resolve it.

### Movement

To speed up combat with the potentially large number of combatants involved, each round a unit or singular creature may either move or perform a combat action, but not both. A unit has the same speed as the typical creature that makes up the unit. The move can be up to double the creature's speed, making it effectively a hustle. The only exceptions to this are the charge and the disengage actions.

## What a Singular Creature can do in a Round

Each round, each singular creature either moves or attempts a combat action. If the creature is not in a unit, it makes its action in its turn in the initiative order. If it is in a unit, it takes its action during the inter-unit actions phase of the unit it is in.

## What a Unit can do in a Round

On its turn in the initiative order, each unit's actions are performed and resolved in this order:

1. Unit action (one action only – move action, attack action, or defense action)
2. Change formation
3. Inter-unit actions

## Unit Actions

Each round a unit can make only one unit action. This will be either a unit move action, a unit attack action, or a unit defense action.

### Unit Move Actions

**Move:** The unit can move up to the number of squares indicated by its hustle speed in any direction including diagonally (no penalty for moving diagonally). The unit maintains its current formation while moving.

**Disengage:** When two units are engaged in melee combat, either unit can, on its initiative, move away from the other at up to its normal speed (half its hustle speed). If you leave a hostile unit's reach during this movement, you do not provoke an opportunity attack from that unit.

**Regroup:** Once a battle progresses, units can be worn down pretty fast. Sometimes it is advantageous to regroup two or more partially depleted units into one full one. As long as the units have similar specs, simply use a move action to move one unit to the other one. Revise the unit specs as required to reflect the new averages (if required) and add up the total number of hit points. Divide the number of hit points by the number of hit points per counter (rounding up) to determine the number of counters in this new unit. You may change the unit's formation as desired. The new unit takes the initiative slot occupied by the unit whose move action created the new unit.

**Split Up:** There may come a time where one unit needs to separate into two units. Use a move action to move some of the counters away from the others. Revise the number of hit points for each group. You may change both unit's formations as desired. The new unit takes an initiative slot one less than the original unit. Any singular creature that is in the original unit can select which unit it wishes to stay with. A unit can divide as often as desired, but no unit can divide more than once in one round.

**Pass Through:** As part of its move action, a unit can pass through another allied unit. On the unit's turn it simply moves through the occupied area of the other unit. A unit must end the movement phase completely in unoccupied squares. If it cannot do so, then both units can perform no other action for the rest of the round, until the first unit has moved completely out of the other unit's area.

## Unit Attack Actions

Refer to "When a Unit Attacks another Unit" or to "When a Unit attacks a Singular Creature" above for the rules on how attack damage is calculated.

**Charge:** The only time a unit can move and attack in the same round is when it uses the charge action.

A unit can charge another unit or a singular creature that is not in a unit. The unit must start its round at least two squares away from the opponent it is charging. The charging unit moves up to its normal hustle speed and ends up with at least one counter in a square adjacent to an opposing unit or singular creature. At the end of the move, it makes a melee attack (refer to "Melee attack" below).

**Melee attack:** Whenever a unit makes a melee attack against another unit, one or more counters of the attacking unit must be in a square that has one of its 4 sides touching one of the 4 sides of a counter in the other unit. Or, if the unit is attacking a singular creature, at least one counter must be adjacent to the square that contains the singular creature. Or, the singular creature that it is attacking must be inside the attacking unit.

**Range attack:** If the unit has range weapons and it is within the maximum range of an opposing unit or singular creature it can make a ranged attack. It cannot make a ranged attack unless there is at least one open square between the counters in its unit and the opponent's square. No unit can attack with range weapons on the same round that it makes a melee attack. It is important to observe the standard rules governing range. Calculate the range as the closest distance between the opponents squares measured in feet, not in squares.

### Units Attacking Multiple Targets

A unit that is currently engaged in melee can't charge another foe without first defeating, or disengaging from its current foe. However, it can use the "change formation" phase of its turn to bring additional counters into play. Also, while engaged in melee combat with one enemy, another enemy can attack you on another side. As many other units or singular creatures can attack your unit as there is room for one of their counters to come up against one of yours. Your unit may make a separate melee attack against each unit or singular creature that is currently engaging it in battle.

A unit that is not engaged in melee combat can make ranged attacks on multiple enemy units as long as they are all within range. Each counter can fire only at a single target be that a unit or singular creature. Before attack rolls are made, declare how many counters are firing and which foe

they are firing at. Make a separate attack roll against each foe. If the attack is successful, use the number of counters that were firing to determine damage.

## Taking Damage

The Unit Hit Points are a representation of how much damage a unit can take before they are completely defeated. A counter reduced to 0 Hit Points is considered vanquished, though not all of its members are necessarily slain; a unit reduced to zero counters is similarly vanquished.

Following an attack in which counters are lost, the defender decides which of the counters to remove. The counters are an abstract representation of creatures remaining in the unit, so they are normally removed from the back side of the unit. If possible, you should remove counters that are not engaged in melee combat. This represents the creatures in the rear moving forward to replace the downed creatures in the front. The hit point damage is spread over the entire unit.

## Unit Defense Actions

**Set against Charge:** If the unit is carrying appropriate reach weapons, they may use their unit action to set against a charge. No move or attack action is allowed this round. The unit can keep this defensive status until it performs an attack action or a move action. This action guards against charging attacks from all sides. When set against a charge, if a foe charges them, the opponents make an opposed Dexterity save. If the charging unit or singular creature wins the opposed check, it continues with its attack as normal. If the unit that is set against the charge wins, it rolls damage as if it had made a successful attack against the charging unit with its reach weapons. The charging unit has been successfully repelled. It remains in adjacent squares but may not attack again until the following round.

**Phalanx Formation:** A formation of soldiers advancing under a hail of range attacks may raise their shields to protect themselves at the cost of speed and attack capability. After forming the phalanx the unit may maintain this defense while performing other actions, except as noted. The unit's move rate is reduced by half (to a minimum of 1 square). A phalanx formation imposes disadvantage on all ranged attacks made against it. A unit in phalanx formation cannot charge. A unit in phalanx formation cannot attack with range weapons. As long as they maintain the phalanx formation they can only engage in melee with reach weapons and they have disadvantage on those attacks. A Phalanx Formation also protects any NPCs or PCs in a unit but it prevents them from making any attacks. On any round after forming the phalanx formation the unit may set against a charge.

## Change formation

Once each round, the counters that make up a unit can be re-arranged as desired so long as no counter is moved further in the direction the unit is moving than the forward most counter. This rearrangement cannot be used to surround an opponent that you are currently engaging in melee. You can use it to place more counters adjacent to enemy counters, but they cannot move farther in the direction of your opponent than your current most forward counter. This does not count as a move action. This will typically be to accommodate the shrinking size of the unit, but as long as each of the counters has at least one side (not just a corner) adjacent to another counter in the unit and there are no "holes", the unit can be re-arranged as desired. The only other requirement is that no counter that is currently engaged in melee combat can be moved.

## Inter-unit actions

This refers to the actions of singular creatures that are in a unit. No inter-unit actions are taken this round if the unit performed a move action or charge this round.

Normally the order in which they act is determined by those in the unit, as long as they all agree. As long as there is no combat between creatures that are in the unit, each singular creature can do anything that they could normally do in one round; this includes performing as many actions as they would normally be allowed in one (6 second) combat round.

If one or more enemy creatures enters a unit and the unit contains no allied singular creatures, it will attack them during this phase. Or if the unit contains allied singular creatures and one or more enemy creatures enter it, secondary Initiative is rolled for all of the singular creatures in the unit and melee commences inside this unit on the inter-unit actions phase of this unit's Initiative. One round of inter-unit combat will be resolved during that unit's turn.

All of the singular creature combatants (monsters, NPCs and PCs) are surrounded by the creatures that make up the unit. These creatures all move back to allow inter-unit combat. If there is room for them to do so, they will form a tight circle about 10 feet away from the combatants. If any of the unit's creatures are attacked, the unit will attack the enemy singular creatures, otherwise they don't interfere or attack unless their allies are defeated.

## Winning the Combat

This battle may represent only a single battle in a larger war. The battle is over when one side surrenders, or all of its units surrender or rout.

### Morale Check

Certain conditions may require a unit to make a DC 15 Wisdom check. Failure means that the unit has routed. The DM may require checks at times of severe stress such as when a unit is attacked by a ferocious creature, such as a dragon. The check is required when a unit is reduced to half its original number of counters. Another check is required when a unit is reduced to 1/4 its original number of counters. When there is only one counter remaining, the unit must make a DC 20 Wisdom check or surrender.

### Rout

Treat a unit that has been routed as frightened. It turns and flees. If it is currently engaged in melee combat with another unit, that unit can take a reaction to make a melee attack against it. The frightened unit must spend its turns trying to get as far away from hostile units as it can. It cannot take reactions, and it can use its actions only to hustle or to try to escape from an effect that prevents it from moving. A frightened unit that cannot flee drops its weapons and surrenders. A unit can rally by making a DC 20 Wisdom check, which is rolled at the start of each of its turns. A unit that fails to be rallied for two rounds in a row scatters and can no longer be rallied. The unit and its counters is then no longer considered to be engaged in the combat. Singular creatures may, but are not required to, flee with units they are in.

### Surrender

Military style battles seldom end in the total annihilation of the opponent's forces. At any time, any unit or singular creature may choose to surrender at the start of its round. The surrendered combatant cannot move or attempt any other actions that round. If the surrender is accepted, the battle is over for those creatures. If they are attacked, the attack is made with advantage, and the battle continues. How the creatures on the losing side are treated is up to you.

### Recovering Casualties

Unit Hit Points do not track actual deaths in a unit. They are more a measure of its ability to keep fighting through individual death, injury and surrender. At the end of each battle, a percentage of the lost hit points may be automatically recovered as those injured are helped, those who ran come out of hiding and the death toll is finally tallied. At the end of any battle, the victor may recover

50% and the defeated side may recover 25% of lost Unit Hit Points.

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## CHAPTER 6 – MAGIC

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### Spell Ranges

**Touch Spells:** A spell with a range of touch requires the caster be in physical contact with the target of the spell. The square occupied by the caster must be in contact with the square containing the target.

**Other ranges:** Ranges are calculated as the distance in feet between the squares containing the caster and the target

### Spell Targets

**Singular creatures as targets:** The effects of a spell on a singular creature follows standard D&D Next rules regarding spell effects. Singular creatures in a unit may not be the target of a spell. This means that if a singular creature is in a unit, it is safe from targeted spells, but may still be affected by area of effect spells. The exception to this is if the caster of the spell is also in that same unit.

**Units as targets:** A unit cannot be the target of a spell unless the spell causes Hit Point damage, or if it is an area of effect spell.

### Area of Effect Spells Cast on Units

For area of effect spells cast on units, rather than trying to lay out the area on the grid, you can instead determine the maximum number of creatures the spell could cover. For a line, draw a line of the correct length on the grid. For other shapes you can lay it out on a 5 ft. grid and count all of the squares that have their center inside the area of effect. An easier method that gives reasonable results is this:

For Circular areas of effect, divide the radius by 5, square that number and then multiply the result by 3. For example: If the spell covers a 15 ft. radius.  $15/5 = 3$ ,  $3 \text{ squared} = 9$ ,  $9 \times 3 = 27$ , therefore a 15 ft. radius area of effect spell could affect up to 27 medium or small creatures.

For Cone areas of effect, divide the number above by 4.

For Tiny creatures multiply the number affected by 4.

For Large creatures divide by 4, for Huge divide by 9, for Gargantuan or larger divide by 16.

Regardless of the calculations, the spell will always affect a at least one creature.

## Spell Types

**Spells that cause Hit Point damage:** For spells that do Hit Point damage that are cast on a unit, calculate the total number of hit points damage that would be inflicted on all of the creatures in the area of effect, then divide the total by 10 and apply that to the entire unit.

**Heal Spells:** For area of effect heal spells that are cast on a unit. Calculate the total number of hit points that would be healed on all of the creatures in the area of effect, then divide the total by 10 and apply that to the entire unit.

Example: A spellcaster casts a *Mass Cure Wounds* spell on a unit. He rolls and determines that he heals 31 hit points of damage on all creatures in a 25 foot radius. If the unit consists of medium size creatures there will be 75 creatures in the area (refer to "Area of Effect Spells Cast on Units" on how to calculate this). Multiplying the 31 hit points by the 75 creatures = 2,326 total hit point's healed. Divide this by 10 to get 232 hit points. So in this case 232 points are added back to the units remaining hit points. Of course the units hit point total (and number of counters in the unit) can't exceed its original amount. The area of effect cannot cure more creatures than the total number of creatures in the unit (original number of counters x 10). For every 10 points healed, a counter is added back to the unit. These represent wounded creatures getting up and rejoining the battle. If possible, the new counters should not be placed adjacent to existing enemy counters.

**Other type spells:** For area of effect spells cast on units that buff, heal, hinder movement, penalize, harm, confuse, or take opponents out of the fight - calculate the total number of creatures in the area of effect, then divide the total by 10. This is the number of counters that are affected by the spell. If the spell doesn't affect the entire unit, the unaffected counters perform the "Split Up" action as a reaction and can leave the affected counters as a separate unit.

## Collateral Damage

If one or more monsters, NPCs or PCs are in a unit when it is attacked by an area of effect spell, they may also be affected. If the spell's area of effect includes all of the unit's counters, these singular creatures must also make saving throws, or be affected by the spell as normal.

## Turning Undead

Use the above rules to determine the number of undead affected and the number of counters that represents. The affected counters rout, scatter and cannot be rallied.

## Singular Creatures Casting Spells

Singular creatures (monsters, PCs and NPCs) cast spells in D&D Wars as per the standard rules regarding spell casting except as noted above.

## Units Casting Spells

*[In most D&D settings, magic is rare enough to make having a unit filled with magic users extremely unlikely. All of the magic spells cast in battle will be from individual monsters, NPCs or PCs. However, this is fantasy after all - so you may need these rules.]*

All of the rules above apply except as indicated below.

- The target's saving throw is made at a disadvantage.
- Every creature in the unit must be capable of casting the same spell at the same level.
- Only one spell (the same spell) can be cast in a single round.
- The target can only be one unit, or one singular creature, or if it is an area of effect spell it can target the PCs squad if the squad is not in a unit. It may be that not all counters in the unit will be able to cast the spell. Counters in the front ranks block line of site for the counters behind them. The casting counters must each be within range and have line of sight to the target square. Even if the counters do not all cast the spell, the entire unit loses this spell, and the other counters cannot perform any other actions in this round. When a unit cast a spell, each participating counter targets a specific counter in the other unit or they all target the square containing a singular creature. If attacking another unit, each counter that is casting a spell must target a different counter. Only those counters that have a target can cast the spell. It may often be the case that some counters are within range and others are not.

## Units casting Area of Effect Spells

If an area of effect spell is cast by a unit, determine the maximum number of counters in the spell casting unit that have line of site and are within range of the target. The spell is only cast by that number of counters. Use the method describe earlier for determining the hit pint damage, or number of affected counters and then multiply by the number of counters that are casting the spell.

## Proportional Saves (Optional Rule)

Using the standard rules, all of the creatures in a unit either make their saving throw or they all fail. This is in keeping with the standard D&D combat rules, but may produce unsatisfactory results. Rather than having the unit make a saving throw, you may use this method of calculating the number of effected counters. Subtract the appropriate saving throw bonus from the DC of the saving throw and multiply the total by five. The result is the percentage of the counters in the area of effect that failed their saving throws. At least 5% will always fail, and at most 95%. [This calculates the average number of creatures in the affected area that would have failed the save and applies that result to the unit.]

Siege Weapons Table					
Name	Damage	Range	Size	Rate of Fire	Crew
Ballista	3d8 piercing	120 / 1200	5 ft. x 5 ft.	4	4
Catapult, Light	4d6 bludgeoning	150 / 750	10 ft. x 10 ft.	3	2
Catapult, Heavy	6d6 bludgeoning	200 / 1000	15 ft. x 15 ft.	4	4
Trebuchet	8d6 bludgeoning	300 / 1500	15 ft. x 15 ft.	3	4

## CHAPTER 7 - WAR MACHINES

At the beginning of the battle, siege weapons and other devices must be placed in outlying units as far from the structure that they are intended to assault as possible.

Units and singular creatures can attack siege weapons or siege towers using the rules for attacking singular creatures, even though it is located in a unit.

### Siege Weapons

Massive weapons of war, siege weapons allow the destruction of fortifications.

Siege weapons have an AC of 3 and 80 hit points. Siege weapons do damage to units or singular creatures using the range attack rules for singular creatures attacking units or creatures. They do damage to structures or other siege weapons using the rules for creatures attacking creatures.

#### Range

Ranges for war machines work exactly as for normal ranged combat. Catapults and Trebuchets can't target anything closer than half their normal range.

#### Size

This is the size of the square required for this weapon. There can be no more than one siege weapon in any square on the battle grid.

#### Rate of Fire

This is how many full-round actions the crew must expend to fire and reload the war machine's weapons.

#### Crew

This is the number of crew required to load and fire the weapon.

### Siege Weapon Units

A unit that contains a siege weapon is a separate unit type. It is a standard unit in all ways with the following exceptions:

- The most obvious exception is that the unit contains a siege weapon. A unit can contain only one siege weapon. The figure that represents the siege weapon can sit on top of one of the unit's counters.

- Singular creatures can be in siege weapon units, just as they can in standard units.

- If the siege weapon is destroyed the unit must make a DC 15 Wisdom check. Failure means that the unit has routed. If it doesn't rout, it becomes a standard unit.

- A siege weapon unit cannot have fewer creatures than the minimum number required to operate the weapon, but it can have more. Most units are no larger than required to move, operate and protect the siege weapon. The unit will typically contain just one counter.

- The unit should consist of trained siege weapon operators; otherwise the siege weapon will be fired at a disadvantage.

- A siege weapon unit moves at a rate of 15 feet per round (the distance that a siege weapon can be moved in one round). It can't load or fire the weapon on any round that it moves. Neither can it attack with personal weapons.

- The unit's Hit Points are separate from the siege weapon Hit Points. Singular creatures and units can target the unit or target the siege weapon.

- In addition to the siege weapon, the unit counters will normally have weapons as well. These are used to protect the siege weapon. Any round that the unit counters attack with these personal weapons cannot be used for loading or for firing the siege weapon.

- Any round that the unit is loading or firing the siege weapon counts as a unit attack action. The unit can perform no other action that round. The only exception is that the counters not directly involved in loading or firing the weapon can take a total defense action which affects the entire unit.

- A unit that contains a siege weapon cannot charge.

- A siege weapon unit can set against a charge but cannot form a phalanx formation. The unit can maintain this set against a charge and still load and fire the weapon as long as there are enough creatures in the unit to circle the siege weapon and still leave the minimum number of creatures required to operate the weapon.

- Siege weapon units can move through allied units, but not through enemy units.

## Siege Towers

This device is a massive wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus get to the top of the wall with cover. The top of the siege tower contains a drawbridge capable of dropping down at various heights onto the battlements once moved to an adjacent square. The wooden walls of the tower are usually 1 foot thick and covered with padded rawhide for fireproofing. They have an AC of 3 and 100 hit points. The siege tower stands 78 feet tall and is 15 feet wide at its base. It can hold a maximum of 50 medium or small creatures.

### Siege Tower Units

A unit that contains a siege tower is a separate unit type. It is a standard unit in all ways with the following exceptions:

- The entire unit is contained within the siege tower.
- Siege tower units have disadvantage to their initiative.
- A siege tower unit starts out with 50 medium or small creatures, represented by 5 counters.
- The siege tower occupies one square on the battle mat. The unit counters can be stacked, all members of the unit reside within the tower.
- The creatures represented by the counter on bottom move the tower, the other counters can fire arrows through narrow arrow slits (at a disadvantage to attack rolls). They can fire on 4 different targets, as long as each target is on a different side of the tower. Each of the 4 targets can be fired at by 10 creatures—the equivalent of one counter.
- If the siege tower is destroyed the unit must make a DC 15 Wisdom check. Failure means that the unit has routed. If it doesn't rout, it becomes a standard unit.
- A siege tower unit moves at a rate of 15 feet every other round (the distance that a siege tower can be moved in two rounds). The counters in the unit can't attack on any round that the tower is moving.
- The unit's Hit Points are separate from the siege towers Hit Points. Singular creature and unit attacks can target the unit at a disadvantage, or target the siege tower itself.
- A siege tower unit cannot charge.
- A siege tower unit can move through allied units, but not through enemy units.
- If unopposed, the siege tower unit can lower the towers drawbridge and exit onto a fortified wall beginning on the round after it enters an adjacent square. The counters in the tower can exit onto the wall as a rate of 10 creatures (one counter) per round. Surrounding units can then use the tower as a covered stairway to climb the wall at this same rate.
- Once the tower is in place and the drawbridge lowered, the siege tower unit becomes a standard unit.

## Battering Rams

A ram is typically 20 feet long. It takes at least two Huge or larger creatures, four Large creatures, eight Medium creatures, or sixteen Small creatures to swing a ram. When adjacent to a structure, no attack role is required. Battering Rams do an amount of damage to a structure equal to 14 plus the total Strength Modifiers of all creatures wielding the ram.

### Battering Ram Units

Battering rams are normally kept at the rear of the army with other supplies and brought forward only when needed. At that time, a few creatures leave the most forward unit and form a battering ram unit that contains only enough creatures to carry and swing the ram. This new unit occupies one square and has an initiative one less than the unit it came from. This unit has only two actions available to it in a round. It can move with the ram at its standard move rate, or it can attack an adjacent structure with the ram. A battering ram unit receives no dexterity bonus to its armor class.

## CHAPTER 8 - OPTIONAL RULES FOR LARGER OR SMALLER BATTLES

The standard rules for D&D Wars use a 1 inch square grid where each square represents a game space of 15 ft. on a side and each army is made up of units that all start out with 10 creatures in a counter. You may want to play a game with larger or smaller armies than these rules can easily accommodate. The standard rules allow you to have any number of counters in a unit. The default number of counters in a unit is 20. Adjusting this number up or down may be all that is necessary for the battle you envision, but there may be situations where changing the number of creatures in each counter provides a better solution. To do this and not change the size of the counters, you will need to change how much space each 1 in. square represents on the grid. For very small battles each square could represent 5 ft. For larger battles they could represent 25 ft., 50 ft., 100 ft., or 200 ft.

The battle mat still has one inch squares and the counter sizes vary depending on the creature size as in the standard D&D Wars rules. The primary change is how many creatures are in one counter and what size the 1 in. square represents.

Once a scale is selected, all units use the same scale for the duration of the battle.

### The Unit's Hit Points

Each counter starts out with the same number of hit points as one typical creature in that unit. The maximum number of hit points for a unit is arrived at by multiplying the counter hit points by the number of counters in the unit. Any damage a singular creature inflicts on a unit is divided by the number of creatures in a counter. Any damage a unit inflicts on a singular creature is multiplied by the number of creatures in a counter.

### Unit Sizes

The number of creatures per unit listed for the different scales below are the number that would be in a typical unit that contains 20 counters. You can have as many, or as few counters in a unit as desired.

#### Very Small; 20 creatures per unit

This is very much the same as the official D&D Next rules. Each square represents 5 ft. and each counter contains only one creature. You may want to use this whenever PCs must battle a large number of creatures. Example: The PCs must battle a mob consisting of 12 angry peasants armed with torches and pitchforks. By using these rules and making the peasants into a unit, you could greatly decrease the amount of time it takes to play out the combat.

#### Standard; 200 creatures per unit

This is the standard scale for D&D Wars. All of the standard rules use this scale. At this scale a 1 in. square represents a 15 ft. by 15 ft. area and each counter holds 10 creatures.

#### Medium; 500 creatures per unit

This scale would represent a clash between two kingdoms. At this scale a 1 in. square represents a 25 ft. by 25 ft. area and each counter holds 25 creatures.

#### Large; 2000 creatures per unit

This scale will only be needed for wars where Kingdoms unite to defeat a major threat. At this scale a 1 in. square represents a 50 ft. by 50 ft. area and each counter holds 100 creatures.

#### Very Large; 8,000 creatures per unit

This scale is for history changing conflicts. It might take years for an alliance of kingdoms to assemble armies this large. At this scale a 1 in. square represents a 100 ft. by 100ft. area and each counter holds 400 creatures.

#### Epic; 32,000 creatures per unit

This is a crazy large scale. Perhaps the entire known world is defending itself from invading armies from another plane. At this scale a 1 in. square represents a 200 ft. by 200ft. area and each counter holds 1,600 creatures.

#### Non-standard Units

If you want to have more or less creatures in a counter than any indicated here, use the scale that could contain that number of creatures. Use your number of creatures per counter in place of the number listed. Adjust the number of hit points per counter and number of hit points per unit accordingly. As long as you use the same scale, your armies can contain any number of standard and non-standard units, but to do so you will need to reduce the damage that the smaller unit counters can do in proportion to their reduced number of creatures per counter. (I'll let you do the math.)