

BATTLE AXE

MASS COMBAT RULES FOR B/X

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1. UNITS TYPES & CHARACTERISTICS

There are two different unit categories – **troops** and **leaders**. Troops constitute the core of any warband, and leaders are player characters (PCs), or significant non-player characters (NPCs). As leaders will be explained in a separate section, the following rules are mostly about troops.

A unit represents a ten-men group. It has various characteristics which describe and affect how it performs in battle. A typical notation for a unit looks like this:

Troops	HD	AC	MV	MS	ML	MR	SV
Goblin raiders	10	7					
Leather (7)							

Hits (HD)

Defines the number of hits a unit can take. It is 10 by default, one hit representing one man.

Armour Class (AC)

Defines the armour donned by the unit. Varies from 9 to 2.

Move (MV)

Defines the movement allowance of a unit, and is determined by the unit type.

Missile (MS)

Defines the missile capabilities of a unit. Varies from +3 to -3.

Melee (ML)

Defines the melee strength of a unit. Varies from +3 to -3.

Morale (MR)

Defines a unit's capacity for staying coherent under stress. Varies from 2 to 12.

Save (SV)

Defines a unit's toughness against any damage. Varies from 1 to 6.

2. MUSTERING YOUR WARBAND

When gathering your warband, first; determine the amount of gold coins (ç) you have available. Then, spend your coins to hire troops, and to equip them with armour and weapons. Then note down the unit characteristics for each one, referring to the related tables provided below.

Base Unit Costs

Below are given base cost for a unit with no equipment and 10 HD.

Unit	Cost	Save
Human	10	4
Elf	15	4
Dwarf	25	3
Halfling	20	3
Orc	15	4
Goblin	8	5
Gnoll	9	4
Kobold	8	5

Consider the fact that the type of a unit affects the movement allowance (MV).

Missile & Melee Training costs

A base unit's melee and missile capabilities are described as zero (0). Any additional training (or lack of it, thereof) modifies the cost of the base unit.

Unit quality	Modifier
Penal	-3
Peasant	-2
Levy	-1
Regular	0
Veteran	+1
Elite	+2
Retinue	+3

For each step of deviation from the original (regular), modify the base cost by 1 gp, for missile and melee values separately.

Armour

Spend your gold to equip your unit with armour. By default, all units have an AC of 9. The costs given are for a single unit (ten individuals).

Type	AC	Cost
Clothing only	9	-
Shield only	8	100
Leather	7	200
Chainmail	5	400
Platemail	3	600

Movement Allowance

Movement allowance varies based on the type of a unit.

Unit type	MV
Humans	12
Elves	12
Dwarves	6
Halflings	9
Orcs	12
Goblins	6
Gnolls	9
Kobolds	6

The MV value describes the number of inches a figure representing the unit can move on tabletop in a turn, multiply it by ten to find its equivalence in yards.

Missile Weapons

If you want your units to have firing capabilities, you must purchase missile weapons. Below you will find various weapons, and their details.

Weapon	Damage	Range (S/M/L)	Cost
Crossbow	1d6	8/16/24	400
Long bow	1d6	7/14/21	450
Short bow	1d6	5/10/15	300
Sling	1d4	4/8/16	20
Javelin	1d4	3/6/9	10

Melee Weapons

To have melee fighting capability, a unit must be equipped with at least one melee weapon. The below table lists costs for equipping a unit with the chosen melee weapon.

Weapon	Damage	Cost
Dagger	1d4	30
Club	1d4	30
Hand axe	1d6	40
Lance	1d6	40
Mace	1d6	50
Short Sword	1d6	70
Spear	1d6	30
Warhammer	1d6	50
Battleaxe*	1d8	70
Sword	1d8	100
Pole-arm*	1d10	70
Long Sword*	1d10	150

* two-handed, cannot use shield.

Morale

Morale rating of a unit will determine if it will stay and fight, or turn tail and flee. Based on the unit type you purchased, note down its morale rating.

Unit type	MR
Humans	8
Elves	8 (10 with leader)
Dwarves	8 (10 with leader)
Halflings	7
Orcs	6 (8 with leader)
Goblins	7 (9 with leader)
Gnolls	8
Kobolds	6 (8 with leader)

If there are any leaders attached to the unit, they add +1 to morale rating, unless stated otherwise.

Unit Coherence

All individuals in a unit have the same armour, weapon, and hits –with the exception of leaders. If it is a mixed unit, use the most common values in the unit and note them down as unit characteristics. List any leaders attached to the unit separately.

3. BATTLE TURN ORDER

Battles are fought between two opposing sides, in turns, each representing a ten-minute period.

To determine which side has the initiative, each side rolls a d6. The side with the higher roll has the initiative to decide whether to go first or second for the turn.

Each battle turn should follow the order below:

- Initiative:** If you rolled higher, you may choose to go first or second this turn.
- Movement:** If it is your turn, you may move your units. Otherwise, they are stationary.
- Missile:** If it is your turn, you may fire your missile weapons.
- Magic:** If it is your turn, your leaders may cast spells.
- Melee:** Both sides engage in melee combat.
- Morale:** You may try rallying any retreating troops.

4. MOVEMENT

Units can move up to their movement rate value in inches (or yards, multiplied by ten, if you are using theatre of mind) during the movement phase, if they are not engaged in melee.

Mixed troops always travel with the speed of slowest member.

There are also **compulsory movements** causing from morale tests. (See **Morale** section)

Formation

There are two types of formation a unit can form; a column, and a line. By default, all units are considered to be in a line formation.

Column formation allows a second melee attack if the unit is using lance, spear or pole-arm. Changing formation uses up half of MV.

Charge

During the movement phase, a unit may choose to charge, adding +3 its MV for that turn. In such a case, the charge must end in a melee engagement. If this is not possible, a unit cannot charge.

Terrain

Movement rates listed are based on smooth terrain, such as plains. Different types of terrain will have different effects on the MV of a unit.

Terrain	Effect
Marsh/Swamp	halves movement, no cavalry
Light woods	halves movement, no charge.
Dense woods	no charge possible, no cavalry.

5. MISSILE

To shoot with a unit which has some sort of missile weapon, first declare the weapon of choice (if the unit is equipped with more than one missile weapons), and select a target. The target selected must be within the long range (which is the maximum range) of a weapon.

Then, roll one d20 for the unit firing missiles, and apply any modifiers, if applicable. Compare the result with the attack matrix given below. If the result is equal to or greater than the number listed, the attack registers a hit.

	Target AC							
	9	8	7	6	5	4	3	2
Roll	10	11	12	13	14	15	16	17

When the attacker hits, he rolls the die specified for the weapon used when attacking. Next, the targeted unit rolls a **save** using a d6. If the result is equal to or greater than its SV value, the damage received is halved. Otherwise, the roll result is subtracted from the target unit's HD

A unit engaged in melee cannot fire missiles. Firing into melee is not permitted. A unit can fire in any direction.

Modifiers to missile roll

- +1 Shooting at a large target, such as ogre
- +1 Shooting at short range
- +1 Shooting from high ground
- 1 Shooting at long range
- 1 Target is behind soft cover
- 1 Shooting while wounded
- 2 target is behind hard cover

Ammunition

Javelins provide 4 volleys, slings have unlimited number of stones, bowmen and crossbowmen are equipped with 20 arrows/bolts respectively.

Secondary Fire

If a unit does not move, and is not meleed by the end of the turn, they may fire an additional round of missiles, after the melee phase, which is called secondary fire.

When firing secondaries, a unit does not apply its MS value to the die roll.

6. MAGIC

Spells can only be cast by leaders during a battle. Regular troops cannot cast any spells.

Spellcasting units can perform no other action (including movement) in that turn. So, it is advised to plan spells ahead.

Spells are cast as is described by the rules, choosing a single unit as target. In case of the spell requiring a save roll by the target, a d6 is rolled by the target. If the result is equal to or greater than its SV value, the spell has no effects.

If any spellcaster is hit during the missile phase, they cannot cast any spells during that turn.

The range of the spell is calculated by dividing it by 10 and interpreting the result in inches. For instance, the Magic Missile spell has a range of 150', so its range on the table is 15 inches (or 150 yards).

7. MELEE

Melee fighting occurs when troops are in base-to-base contact with each other. Melee phase is simultaneous.

To attack, first declare the weapon a unit will be using in melee, and choose the target (if engaged with multiple enemies). Then, roll a d20, and apply any modifiers, if required. Compare the result with the attack matrix given below. If the result is equal to or greater than the number listed, the attack registers a hit.

	Target AC							
	9	8	7	6	5	4	3	2
Roll	10	11	12	13	14	15	16	17

When the attacker hits, he rolls the die specified for the weapon used when attacking. Next, the targeted unit rolls a **save** using a d6. If the result is equal to or greater than its SV value, the damage received is halved. Otherwise, the roll result is subtracted from the target unit's HD.

Finally, once the melee is settled; the losing side must test morale. See **Morale**.

Modifiers to melee roll

- +2 Attacking to a retreating unit
- +1 Attacking from higher ground
- +1 Attacking to an overwhelmed unit
- +1 Attacking to a unit which has just withdrawn
- 1 Crossing a defended obstacle

Getting Overwhelmed

If a unit is being attacked by at least two units on two different sides (for instance, one from front, and another from flank), the attackers receive +1 bonus to their melee rolls.

8. MORALE

Morale tests are required whenever a unit has more casualties in melee more than the unit it's engaging –i.e. the loser party in a melee must check for morale.

To test a unit's morale; roll two d6s, add them up, and compare the result to the morale rating (MR) of the unit. If the result is equal to or lower than the morale score, the unit will continue fighting.

If a unit passes two morale tests during combat, it no longer requires any further tests until the end of the battle.

Fighting Withdrawal

If the initial morale test after the melee is settled succeeds, the unit immediately starts a **fighting withdrawal**, moving backwards at up to half their movement rate -as long as the clear space allows. (This is a **compulsory move** and does not use up or require any movement.)

Retreating and Routing

If a unit fails a morale test, the unit **retreats** – immediately turning its back to its enemy, fleeing from melee, and moves up to their full movement rate. (This is a **compulsory move** and does not use up or require any movement.)

At that point, if the retreating unit has not already left the battlefield, and if it has any Leaders in it, the leader may try to rally the unit by rolling another morale test with a Charisma check by rolling three d6s, and aiming to roll under his ability score. If the second morale test by the leader succeeds, the troop stays in battle, and starts a fighting withdrawal. If the second morale test by the leader also fails, the unit **routes** and is removed from the table.

If the unit does not have a leader, the next turn they may not attack, and must pass a morale test, and all attacks against the retreating unit receive +2 bonus. If the second morale test fails, the unit routes.

9. ADDITIONAL RULES

Mounted Units

Any mounted troops are considered cavalry. Below are the various types of mounts, and their costs:

<u>Mount</u>	<u>Movement</u>	<u>Cost</u>
Horse	12	750
Wolf	15	400
Boar	15	300

Boars can be mounted only by goblins, halflings, gnolls and kobolds.

When mounted, a unit

- Uses the mount's MV when moving.
- cannot use a longbow, and can only shoot from short- or mid-range.
- receives +1 bonus to melee if attacking a foot unit.
- cannot use two-handed weapons.
- gets a second attack against a retreating unit, before the leader's morale test (if possible).

10. LEADERS

Player characters (PC), and other significant, non-player characters (NPC) are leaders. Leaders are the only category of units which can cast spells in battle.

They also follow the battle turn order, and are treated as individual units, regardless of their numbers. For instance; a single PC can fight a regular troop of ten orcs, or two PCs can charge a unit of goblins.

Similarly, larger monsters, such as giants, dragons, golems, treants etc. should be considered akin to leaders –a single creature acting as a unit.

Leader Characteristics

A leader's **HD** is determined by its Constitution (CON).

<u>Constitution</u>	<u>WD</u>
3-5	1
6-10	2
11-15	3
16-18	4

A leader's **armour** is determined by the armour they are equipped with, as listed under AC.

A leader unit's **movement** is determined by their race.

When resolving **missile** attacks, use the missile attack rules as described, using leader's DEX bonus instead of unit quality modifier.

When resolving **melee** attacks, use the melee attack rules as described, using leader's STR bonus instead of unit quality modifier.

Leaders never roll for their own **morale**, but only to rally a unit.

With **saves**, a leader unit rolls a Poison/Death Ray save with a d20, or use the SV value listed under related unit type.

Leaders as Sergeants

A leader (a PC or an NPC) can be attached to a regular troop to increase its fighting capabilities. In such a case, they serve as sergeants.

When used as sergeants, leaders are not to be treated as separate units, and they use the unit characteristics.

An NPC sergeant costs half the base cost of a unit, rounded down.

A sergeant adds +1 to morale rating, unless stated otherwise. Furthermore, a unit with a sergeant receives an +1 bonus to HD.

A sergeant fighting alongside a troop is considered to be alive as long as a single member of the unit remains.

Leaders as Commanders

A PC or a significant NPC can command larger units called **brigades** which consist of multiple regular troops acting as a single unit. In such a case, a leader becomes attached to a brigade and serve as its commander. And the brigade acts as a single unit.

The size of a brigade (i.e. the number of maximum units can be combined by the leader) is determined by the commander's CHA score, using the number of maximum retainers he can have.

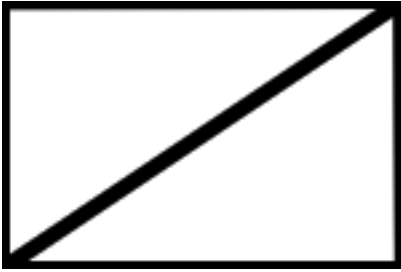
A brigades HD is the sum of its units' HD.

When attacking with a brigade, roll a d20 (and also weapon damage die) for every 10 men the brigade has.

Yet when rolling to save, roll a single d6 for the whole brigade.

TROOP SYMBOLS

Footman



No armour



Shield only



Leather armour

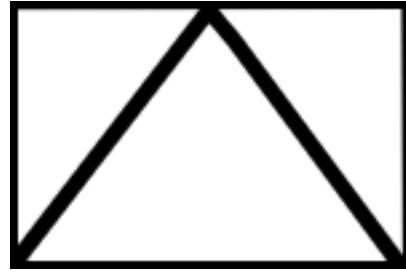


Chainmail

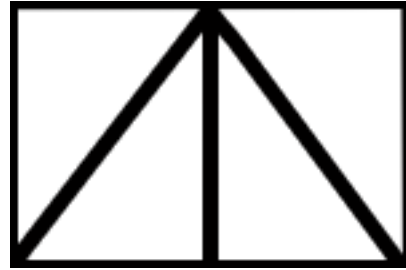


Platemail

Cavalry



No armour



Shield only



Leather armour



Chainmail



Platemail