

In Lewd Attack, fights with large groups of enemies take up a lot of time, and require a great number of dice to be rolled. This mini-addition aims to reduce that number, and lessen the bookkeeping needed to note everything down. What constitutes as a group is up to player's judgement. Note that Rape attempts still use vanilla rules on both sides.

- Enemies are grouped by type. All enemies in a group stay at the same range and take the same actions. If one Brigand gropes, they all do.
- All enemies in a group attack with the same dice pool. Every enemy after the first contributes 2 dice to the group for attacking.
- If there are multiple groups attacking, the group with more powerful enemies (latter in the Bestiary) attacks first.
- Enemies still defend themselves according to base rules.
- When defending from a group of enemies, gain 1 bonus die for the second enemy, then 2 dice for each additional enemy.
- When defending from multiple groups, after defending from one, subtract amount of dice from your defense skill equal to the number of enemies in that group. This stacks.
- If the number of enemies exceeds dice in defense skill, treat enemies after running out as a separate group. This group gets a free attack on the player character.