

QUICK MASS COMBAT 1



The following rules are provided to give HårnMaster GMs a fast mass combat resolution system. It is not meant for small numbers of troops (less than about 10) nor is it meant for character actions. Whatever PCs do is completely separate from the results generated by these rules. In fact, it's probably best if the GM runs the battle through prior to the gaming session, then just concentrates on the actions of the PCs within the battle during the session. This way, the GM can provide players with a feel of how the battle is going (whether their side is winning or losing) without wasting time during the game.

Each side of the combat gets to roll and see how many casualties (as a percentage) they cause the other side. Each turn (that is, an attack by one side, and then an attack by the other side) is meant to simulate a single skirmish or attack wave, or between 10 to 30 minutes of battle time.

Troop Types

For the purposes of mass combat only, a base troop index (hereafter abbreviated to TI) of 0 to 6 has been allocated to troops of different types (if defenceless women and children can be actually called "troops"). See Table 1 for examples of troop types and their TI.

Troop Index Modifiers

There are a number of factors that can affect the TI of a fighting force, such as being outnumbered or safe inside a stone castle. These are listed in Table 2. Add all the relevant factors to the TI of troops on both sides. The list is not exhaustive; it is only meant as a guide to some possibilities. Once the final TI has been determined, multiply it by 10 to determine the troop's Combat ML.

Environmental Modifiers

There are other modifiers, such as the terrain, light, cover and so forth, which affect the Combat ML of the attackers, and which should be gauged on a case-by-case basis. Table 3 contains some examples of these modifiers, but the GM may determine others. For example, very low light conditions (dusk, pre-dawn, full moon) impose a -15% penalty on the attackers, while thick mud may mean a -10% penalty, and so on. Once these modifiers have been determined, the result is the troop's Combat EML for this particular fight.

Combat Success Test

It doesn't matter which side wins initiative, since mass combat is effectively simultaneous. Roll d100 for each side against their Combat EML. The result is added to the troop's TI to determine its Threat Rating for this round of the fight.

Determining the Result

The casualties a troop causes to the opposition is determined by comparing its Threat Rating (TR) against the TR of the opposing force.

Definitions

Round – a space of time anywhere between 10 and 30 minutes measuring a distinct phase of the battle.

Troop Index (TI) – a measure of a group's effectiveness as a fighting force.

Combat Skill – a "skill" derived by multiplying the troop's calculated TI by 10.

Environmental Modifiers – those factors outside the control of a troop that affects its ability to fight. These modifiers usually reduce the effective mastery level (EML) of the troop's Combat Skill [qv].

Threat Rating (TR) – a measure of how effective the fighting force is in the current round [qv] of the combat. It is derived by adding the troop's TI to the result of the Combat Skill check.

Casualty Index (CI) – a measure of the damage inflicted on a troop by the enemy. Multiplied by 10, it is the percentage of the troop that was a casualty of the combat this round.

Morale Check – made if the CI inflicted on a troop is equal to or greater than their TI.

CREDITS

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QUICK MASS COMBAT 2

Find the attacker's TR on the top line of Table 5 (Mass Combat Results) and cross-reference with the defending troops' TR on the left-hand side of the table. The derived figure is the Casualty Index (CI). Multiply the CI by 10 to determine the percentage of the defenders who were casualties this round (of this number, three quarters of the casualties are wounded and the remainder are dead). Repeat the process for the other side. Remember the action is effectively simultaneous; it is important to remember that casualties do not apply to either side until the very end of the round.

For example, a gargun swarm versus a small unit of regular militia results in a TR of 6 for the gargun (2, plus 2 for out-number by 10-1, plus 1 for charging, plus 1 for CS on Combat Skill test). Cross reference this with the TR of regular militia (4; 3 plus 1 for better equipment, plus 0 for MS on Combat Skill test) and the result is 4.0. This means the first attack wave of the gargun inflicted 40% casualties on the militiamen. Now it's the militia's turn, but they're in trouble.

Morale Check

If needed, a Morale Check is made after both sides of a conflict have attacked. If the CI inflicting on a troop equals or exceeds their SI, Morale must be tested. Roll d100 versus ten times the troop's TR. If the test is failed, the Troop Index for those troops is one less next round. Roll again for these troops each time the casualty rate goes up. This means higher TI troops can incur increased penalties, while still continuing to take the fight to the enemy.

When the CI inflicted reaches double the troop's TI, roll d100 versus TR x 5. If the roll is not successful, the troops will break and run. When any troops reach 90% casualties, they will surrender, regardless of Morale, unless the PCs are involved or it makes a good storyline.

Guidance on Other Factors

The GM may decide to include other factors. For example, GMs may decide to include a skill called Strategy and Tactics into their game. If this is tested, it might be included into a troop's TI. Similarly, a troop as a whole may have a reputation (think of The Copper Hook, or perhaps a veteran mercenary company), which may be added. While these factors may be erroneous, the fact is that reputation counts for nearly as much as a sharp spear in combat, and it certainly adds to a troop's effectiveness in battle. Whatever other factors are taken into account, none should be more than 2 (positive or negative), and most should be no more than 1.

There are many environmental modifiers that are outside the control of any commander, and they will probably affect both sides of the conflict equally. The mud is just as thick for the Chelni ponies as it is for the Kaldoran horses. However, the GM may wish to make some changes here too. Whatever is done, no environmental modifier is to be more than 20%, and most should be 5% or 10% (positive or negative).

Table 5 - Mass Combat Results

Attackers' Threat Rating													
Defender's Threat Rating		0	1	2	3	4	5	6	7	8	9	10	11+
	0	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	7.5	8.0	8.5
	1	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	7.5	8.0
	2	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	7.5
	3	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0
	4	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5
	5	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0
	6	—	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5
	7	—	—	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0
	8	—	—	—	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5
	9	—	—	—	—	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0
	10	—	—	—	—	—	0.5	1.0	1.5	2.0	2.5	3.0	3.5
	11+	—	—	—	—	—	—	0.5	1.0	1.5	2.0	2.5	3.0

Table 1 - Troop Type

TI	Troop Type Examples
0	Defenceless women and children; unarmed serfs or slaves.
1	Unarmoured peasants with farming implements and no organisation.
2	Peasants with some form of primitive armour or organisation; gargun swarm.
3	Regular militia; ordinary soldiers; gargun or tribal hunting parties.
4	Thardic legions; regular army units; hurscarls; noble's guard; tribal warriors.
5	Knights; Agrikan or Laranian fighting orders; Royal guards; berserkers.
6	Elite heavy cavalry; Khuzdul heavy foot; Sindar bowmen.

Table 2 - Troop Index Modifiers

Factor	Mod.
Known esoteric assistance	+2
Outnumber enemy by 5-to-1	+1
Outnumber enemy by 10-to-1	+2
Commander: poor reputation	-1
Commander: good reputation	+1
Commander: successful Tactics roll	+1
Behind a wooden palisade/ditch	+1
Inside a stone keep or castle	+2
Defending homes/families	+1
Charging	+1
Cavalry	+1
Set to receive a charge	+2
Better equipment (armour, etc.)	+1

Table 3 - Environmental Modifiers

Situation	% Mod.
Minimal Light	-15
Partial Light	-10
Glare/Mist	-5
Light Rain/Snow falling	-5
Heavy Rain/Snow falling	-10
Thin mud	-5
Thick mud	-10
Unfamiliar Terrain	-5
Troop Rest & Morale	Var. (max -20)

Table 4 - Combat Success Test

Success	Troop TR Mod.
CS	TI + 1
MS	No change
MF	TI - 1
CF	TI - 2