

Mezla Campaign
Company Scale Combat

Adapted from The Black Company by Green Ronin Publishing
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1. Combat Units

- a. Types – all units fall into categories by type and are named by weapons carried
 - i. Infantry – foot soldiers fighting with melee weapons
 - ii. Cavalry – mounted soldiers fighting with melee or ranged weapons
 - iii. Archers – foot soldiers fighting with ranged weapons
 - iv. Heavy Weapons – soldiers fighting with heavy ranged weapons
 - v. Marines – soldiers that fight with melee and ranged weapons and munitions

Unit Type Matrix			
Type	Equipment	Speed	Cost X
Light Infantry	Light armor, buckler or small shield, melee weapon	120'	1x
Medium Infantry	Medium armor, small or large shield, 1H or 2H melee weapon	80'	1.5x
Heavy Infantry	Heavy armor, large shield, 1H or 2H melee weapon	80'	2x
Light Cavalry	Light horse, light armor, light lance, melee, ranged weapon	240'	4x
Medium Cavalry	Light war horse, medium armor, heavy lance, melee, ranged weapon	240'	5x
Heavy Cavalry	Heavy war horse, heavy armor, heavy lance, melee, ranged weapon	200'	6x
Archers	Light armor, ranged weapon	120'	2x
Heavy Weapons	Light armor, heavy ranged weapon	40'	6x
Marines	Light armor, small shield, melee weapon, ranged weapon, and munitions	120'	8x

- b. Quality – represents the experience level of the unit
 - i. Green – new troops and conscripts
 - ii. Trained – fully trained and experienced troops
 - iii. Veteran – experienced troops with campaign experience
 - iv. Elite – best troops available that work well in complex battle arrays

Troop Quality, HD, Cost, and Average Statistics				
Quality	Hit Dice	Base Cost / month	S / D / C / I / W / C	F / R / W
Green	½ – 1	1 gp	11 / 10 / 11 / 10 / 11 / 10	0 / 0 / 0
Trained	2 – 3	5 gp	13 / 11 / 12 / 10 / 12 / 10	+1 / 0 / +1
Veteran	4 – 7	20 gp	15 / 13 / 14 / 10 / 13 / 10	+2 / +1 / +1
Elite	8 – 12	50 gp	17 / 15 / 16 / 10 / 14 / 10	+3 / +2 / +2

- c. Unit Size & Hit Dice – based on total HD of squad, squad is 8 men, platoon is 4 squads (32 men), and a company is 4 platoons (128 men)

Units and HD Calculations		
Unit	Total HD	Cost X
Squad	Sum of members	8x
Platoon	Squad + 8	32x
Company	Platoon + 8	128x

- d. Unit Initiative – based on Commander's Command skill check + improved initiative of the commander (+1) and the unit (+1) if the feat is present.
- e. Armor Class – average of squad's armor and modifiers
- f. Attack Modifier – based on class of soldiers and attached leader's CHA modifier and attack modifier (STR mod for melee, DEX mod for ranged)

2. Pre-Combat

- a. Place Units
- b. Determine surprise with spot check, fail = surprise round (aware characters get 2 round actions and commanders get 2 orders)

3. Combat Round

- a. Initiative
 - i. Units – Commander of each side - d10 + Command Skill + misc mods
 - ii. Characters perform actions during their commander’s action phase
- b. Character Round
 - i. Each character takes 4 round actions per round, 1 during each action phase
 - ii. Characters attaching to a unit must save 1 round action to attach and 1 round action to command that unit if desired
- c. Unit Round
 - i. Commander winning initiative goes first
 - ii. Each commander alternates orders until all 4 orders are used according to initiative
 - iii. Characters attached to a unit may give that unit one additional order

4. Combat Actions

- a. Orders (DCs are for Command check)

Company Scale Orders		
Order	DC	Description
Attach	None	PC attaches to unit
Attack	10	Orders a unit to attack a unit in the same square or in weapon range <i>Engaged</i> – with order full attack bonus, w/o order ½ attack bonus <i>Ranged</i> – against engaged units splits damage, w/o order no attack <i>Reach</i> – unit armed with reach weapons (pole arms)
Command	See skill	Commander applies an effect of command skill
Defend	10	Unit moves to the indicated position and defends it
Disengage	10	Unit moves to adjacent space
Mercy	15	Units breaks off from combat and will automatically disengage
Move	10	Unit moves up to its movement allowance (1/round)
Rally	Varies	Commander rallies troops to improve Combat or Morale Status
Reform	20	Two units combine, stronger has all damage repaired, weaker removed
Retreat	10	All units take morale check to flee

b. Combat Resolution

- i. If a unit ends a phase in the same square as an enemy unit it becomes engaged and gains a free attack
- ii. Units will automatically attack an engaged unit (at ½ attack bonus) until ordered otherwise
- iii. Determine terrain and environmental effects modifications to attack rolls

Attack Resolution	
Roll	Calculation
Attack Roll	Attack Bonus + terrain mods + misc mods vs Opponent’s AC
Damage Roll	On hit, damage = (attack roll - AC)/5 + damage roll
Injury Check	Fortitude save vs DC 15 + damage <i>Success</i> – no injury <i>Failure by <10</i> = injury + morale check <i>Failure by 10+</i> = injury + shattered status + morale check

c. Combat Status

Combat Status	
Status	Effect
Normal	None
Injured	Cumulative -1 to Injury Check per injury sustained, destroyed at ½ HD injuries
Shattered	Cumulative -1 to Injury Check per injury sustained, movement reduced to ½, 1 action total per round, destroyed on further injury
Destroyed	Can no longer take actions for duration of encounter

d. Morale Status

- i. Units may self rally every 1d6 rounds
- ii. Attached commander may substitute Command Check for Will Save
- iii. Morale check = Will Save vs DC 10 + situational modifier

Morale Status	
Status	Effect
Normal	None
Shaken	-2 penalty to all rolls
Frightened	-2 penalty to all rolls, automatically disengages, then flees
Panicked	-2 penalty to all rolls, drops weapons, automatically disengages, then flees, surrenders if cornered

e. Morale Check Modifiers

Morale Check Modifiers			
Situation	DC Modifier		DC Modifier
Injured -2 to -3	+1	Type: Archers	+2
Injured -4 to -6	+2	Type: Infantry	+1
Injured -7 to -9	+3	Type: Cavalry	0
Injured -10 or more	+4	Unit fighting independently	+2
Shattered	+3	An allied unit fails a morale check	+2
Quality: Green	+2	An adjacent unit fails a morale check	+4
Quality: Trained	+1	Unit affected by magic	+2
Quality: Veteran	0	Unit damaged by magic	+1 / 2 spell levels
Quality: Elite	-2		

5. Post Combat

- a. Combat casualty results checks for all units
- b. Fortitude save DC = 10 + Combat Casualty modifiers

Combat Casualty Results		Combat Casualty Check Modifiers	
Save Result	Casualties	Save Result	Casualties
Succeed	-10%	Per -1 injury	+1
Failed by <3	-20%	Per -1 injury over -5	+2
Failed by 3 to 5	-30%	Per -1 injury over -10	+4
Failed by 6 to 8	-40%	Shattered at end of combat	+10
Failed by 9 to 11	-50%	Destroyed at end of combat	+20
Failed by 12 to 14	-80%	Per failed morale check	+1
Failed by 15+	-100%	Per surgeon/healer	-2
		Quality: Green	+4
		Quality: Trained	+2
		Quality: Veteran	0
		Quality: Elite	-2

6. Miscellaneous Combat Tables

a. Terrain & Environmental Modifiers

Common Terrain and Environment Effects on Combat	
Condition	Effect
Attacker flanking opponent	Melee +2, Ranged 0
Attacker on higher ground	Melee +1, Ranged 0
Defender has cover (25%, partial emplacement)	Melee -2, Ranged -2
Defender has cover (50%, city combat, rubble)	Melee -4, Ranged -4
Defender has cover (75%, full emplacement)	Melee -7, Ranged -7
Defender has cover (90%, wall with arrow slits)	Melee no attack, Ranged -10
Defender concealed (25%, bright night, light forest, light fog)	Miss chance 10%
Defender concealed (50%, dense fog, dim night, blur, etc.)	Miss chance 20%
Defender concealed (75%, dense forest)	Miss chance 30%
Defender concealed (90%, dark night)	Miss chance 40%
Defender concealed (100%, invisible, darkness spell)	Miss chance 50%, must id location
Moderate Wind (11-20 mph)	Ranged: light -1 / heavy -
Strong Wind (21-30 mph)	Ranged: light -2 / heavy -1
Severe Wind (31-50 mph)	Ranged: light -4 / heavy -2
Windstorm (51-74 mph)	Ranged: light no attack / heavy -4
Hurricane (75-174 mph)	Ranged: light no attack / heavy -8
Tornado (175-300 mph)	Ranged: light no attack / heavy no attack

b. Ranged Weapon Increments

Weapon	Attack Penalties and Range Increment in 20 foot Squares									
	0	-2	-4	-6	-8	-10	-12	-14	-16	-18
Axe, throwing	A	1	-	2	3	-	-	-	-	-
Club	A	1	-	2	3	-	-	-	-	-
Crossbow, Heavy*	6	12	18	24	30	36	42	48	54	60
Crossbow, Light*	4	8	12	16	20	24	28	32	36	40
Dagger	A	1	-	2	3	-	-	-	-	-
Dart	1	2	3	4	5	-	-	-	-	-
Hammer, Light	1	2	3	4	5	-	-	-	-	-
Javelin	2	3	4	6	8	-	-	-	-	-
Longbow	5	10	15	20	25	30	35	40	45	50
Longbow, Composite	6	11	16	22	28	33	38	44	50	55
Shortbow	3	6	9	12	15	18	21	24	27	30
Shortbow, Composite	4	7	10	14	18	21	24	28	32	35
Shortspear	1	2	3	4	5	-	-	-	-	-
Sling	3	5	7	10	13	15	17	20	23	25
Spear	1	2	3	4	5	-	-	-	-	-
Trident	A	1	-	2	3	-	-	-	-	-
Thrown Munition	A	2	4	-	-	-	-	-	-	-
Launched Munition	2	4	6	8	-	-	-	-	-	-

A = Adjacent, * = Crossbow firing rate: Light 1/round, Heavy 2/round