



AXIOMS

**AUTARCH'S QUARTERLY SUPPLEMENT FOR
THE ADVENTURER CONQUEROR KING SYSTEM**

Let he who seeks peace prepare for war...

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March 2017

\$3.⁹⁹

ADVENTURER CONQUEROR KING SYSTEM™

AXIOMS

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CREDITS

Design:	Alexander Macris	Jon Stevens	Conrad Betts
Contributors:	Mark Bober Charles Myers	David Johnston Ben Feehan Jason Hobbs Maeyanie Nathan Birch Beedo Lloyd Rasmussen Chris Blauwkamp Michael Morrison Iyar Hardrada Miguel Zapico Jake Parker Libri Simon Stroud Martin Nesbakken Martin Nichol Peter McNamara Kelly Roberge David Sullivan James Hughes Karl Miller Simon Forster Patrick Slauson James Kerr Matt Walsh	Michael Taylor Reece Nelson Mikko Simonen georgekapp Andrew Gil Carlos de la Cruz Morales Nigel Ray Steven D Warble Gustavo Iglesias J.Barker Sean Keefe Mark Daymude Andrew Byers Matt Maranda Jonathan Nichol Mark Bober Michael De Rosa Michael Hengeli Alan Chad Ricardo Dorda Torben van Hees Lee DeBoer Fabio Milito Pagliara Shane D Richard Rohlin Samuel Gaines Will Triumph Chris Heath John-Matthew DeFoggi
Artists:	Justin Jernandez V SHane Bradley K. McDevitt Michael Syrigos		
Layout Artist:	Richard Iorio II		
Patron Deity:	Charles Myers		
Emperors:	Brandon Jeffrey Binder Jarrod Maistros Fredrick Liner		
Kings:	Florian Hübner Daniel Stack Herbert Nowell Stephen Terry Daniel Granstrand steven dolges Curtis Anderson Scott Tooker Richard P Spainhour Daniel Bell Bryan Steelman Bobloblah Wesley Marshal Aryxymaraki Jason Blalock	Adventurers:	
Conquerors:	John Newquist Ben Proor Eric Maloof Omer Golan-Joel Matthew Skail	Nathaniel Bennett Candice Bailey Dan Wood Daniel Elwell Cody Cheeser Jacob DeCoursey Phillip Joshua Bailey Gordon Cranford Anthony Ragan Rahshaad Benjamin John Davis	

PITCHING BATTLE!

A REVISED APPROACH FOR ABSTRACT BATTLE RESOLUTION USING DOMAINS AT WAR: CAMPAIGNS

This article presents a set of revised rules intended to replace the Battles resolution mechanics found in *Domains at War: Campaigns* Chapter 4, p. 67. These new rules are more complex than the original rules, but in exchange for this complexity, they offer much sharper differentiation between unit types and a much larger opportunity for PC and NPC leaders to influence the outcome of the battle with their choices. As such the revised rules are perfect for those Judges who found the *Campaign* rules slightly too elementary but who do not have the time, space, or inclination to fight out battles on the tabletop using the rules in *D@W: Battles*.

PREPARING FOR BATTLE

Before a battle begins, the Judge must determine the starting count of the **battle phase countdown (BPC)** of the battlefield. The battle phase countdown controls the pace at which opposing armies can move from long-range missiles to short-range skirmishing to hand-to-hand combat. Most battles are pitched across clear, firm ground on which both armies can easily approach or withdraw from each other. Such battlefields typically have a starting count of 1.

Set Battle Phase Countdown				
6-Mile Hex	BPC Value (1d8)			
Terrain Type	1	2-4	5-7	8
Clear or Grass	1	1	1	2
Barren	1	1	2	2
Desert	1	1	2	2
Hills	1	1	1	2
Scrub	1	1	1	2
Woods	1	1	1	2
Mountains	1	2	2	3
Jungle	1	1	2	3
Swamp	1	2	2	3

However, battles do sometimes occur across soft ground, rocks, mud, snow, or other terrain that is slow to traverse. Such terrain might have a starting count of 2, 3, 4, or even 5. A lengthy BPCs can have a dramatic effect on a battle. For instance, if a leader is commanding an army of heavy cavalry and facing an opposing army of longbowmen, he will want to get his heavy cavalry into melee range as soon as possible. However, if the battlefield is soft, swampy mud, it will take much longer for his cavalry to reach the enemy archers than if the battlefield is hard, dry ground.

The Judge may choose the starting count of the BPC based on his assessment of the terrain, or may roll 1d8 on the BPC Value table using the row appropriate to the terrain of the 6-mile hex where the battle is taking place. Increase the terrain minimum by 1 in conditions of heavy rain or snow to simulate muddy or snowy ground.

EXAMPLE: An English army with a BR of 18, consisting of 3 brigade-sized units of veteran longbowmen (BR 4 each) and 1 brigade-sized unit of heavy cavalry (BR 6 each), is drawn up in a grassy field. It is opposed by a French army with a BR of 23, consisting of 4 brigade-sized units of heavy infantry (BR 2 each), 2 brigade-size units of bowmen (BR 1.5 each), and 2 brigade-sized units of heavy cavalry (BR 6 each). The Judge rolls 1d8 on the BPC Value table and scores an 8 – so the starting count of the BPC is 2. In addition, there has been heavy rain, so the starting count of the BPC is increased by an additional point to 3. The French leader becomes concerned that this battle of “Agincourt” might be harder than the BRs otherwise suggest.

Assess Terrain Advantage		
6-Mile Hex	Terrain Position Target Value	
Terrain Type	Advantageous	Highly Adv.
Clear or Grass	6+	10+
Barren	5+	9+
Desert	5+	9+
Hills	4+	7+
Scrub	4+	7+
Woods	4+	7+
Mountains	4+	6+
Jungle	4+	6+
Swamp	4+	6+

Next the Judge must determine the whether each army begins the battle occupying **regular terrain** (such as meadows or steppe), **advantageous terrain** (such as hills or ridgelines), or **highly advantageous terrain** (such as steep hills, entrenchments, or river banks). The Judge may make this determination based on his own judgment based on the pre-battle movement and decisions of the armies on his campaign map, if desired.

Alternatively, the Judge can determine terrain advantage randomly based on the terrain of the 6-mile hex where the battle is taking place and the Strategic Ability of the opposing leaders. Follow these steps:

1. The defending army’s leader determines his **terrain advantage score** by rolling 1d6 and adding his Strategic Ability. The Judge then compares the score to the target values listed for the terrain type to determine if the leader’s army occupies regular, advantageous, or highly advantageous terrain.
2. The attacking army’s leader now determines his terrain advantage score by rolling 1d6 and adding his Strategic Ability. If his score exceeds that of the defending army’s leader (from Step 1), then he can choose either to have his army occupy advantageous terrain, *or* to reduce the defending army’s terrain advantage by one step (e.g. from highly advantageous to advantageous or from advantageous to regular). If his score is twice or more that of the defending army’s leader, he can choose either to reduce the

defending army's terrain advantage by two steps; to reduce the defending army's terrain by one step while occupying advantageous terrain with his own army; or to occupy highly advantageous terrain with his own army. An army cannot have its terrain advantage reduced below regular terrain (there is no "disadvantageous" terrain level).

EXAMPLE #1: Artashumara (Strategic Ability +4) is attacking Ysgre the Hate Mother (Strategic Ability +3) in the rocky deserts of the Waste (Desert terrain). Ysgre rolls a 4 on 1d6, so her terrain advantage score is 7. She has exceeded the 5+ target value required for advantageous terrain. Artashumara then rolls a 5 on 1d6, so his terrain advantage score is 9. His score exceeds Ysgre's score of 7, but does not double it. Therefore, Artashumara can choose to have his army begin the battle in advantageous terrain, or decide to reduce Ysgre's terrain advantage by one step, from advantageous to regular. He opts for the latter. When the battle begins, both armies occupy regular terrain.

EXAMPLE #2: Artashumara again attacks Ysgre, this time in the Meniri Mountains (Mountain terrain). Ysgre rolls a 1 on 1d6, so her terrain advantage score is 4, enough for her army to be in advantageous terrain. Artashumara then rolls a 6 on 1d6, so his terrain advantage score is 10! Since Artashumara has doubled Ysgre's score, he can choose to occupy highly advantageous terrain with his own army, or he can occupy advantageous terrain with his army while reducing Ysgre's terrain advantage by one step to regular terrain. He opts for the former. When the battle begins, Artashumara's army is in highly advantageous terrain and Ysgre's army is in advantageous terrain.

Both Armies on Offense: If both armies have an offensive strategic stance, there may not be a clear defender. Use the following guidelines to determine which is the defending army for purposes of terrain position.

1. If one of the two armies is surprised, it is the defending army.
2. If both armies are aware of each other, the army that arrived in the hex first is the defending army.
3. If both armies are aware of each other and both armies arrived in the hex simultaneously, then the smaller of the two is the defending army.

Surprise: If an army is surprised, its leader suffers a -2 bonus on his terrain advantage score, and the opposing army's leader gains a +2 bonus on his terrain advantage score.

DEPLOY TROOPS

Now that the battle phase minimum and terrain positions have been determined, it is time for the army leaders to deploy their units on the battlefield. Each unit can be deployed to either the **missile zone**, **skirmish zone**, **melee zone**, or **reserve zone**. (If any heroes are participating in the battle, these must also be deployed at this time; see below.) Deployments are made in secret and revealed simultaneously.

Missile Zone: Units in the missile zone are positioned to engage in long-range fire against the enemy army. In order to be deployed or move into the missile zone, a unit must be:

1. Equipped with arbalists, crossbows, composite bows, long bows, or short bows; or
2. Made up of spellcasters capable of casting at least three offensive mass combat spells with a range of at least 120'; or

3. Made up of monsters with a special attack with a range of at least 120; or
4. Made up of flyers (if using *D@W: Battles*, any FLY unit qualifies).

Skirmish Zone: Units in the skirmish zone are positioned in a loose cloud around and ahead of the main battle line. In order to be deployed or move into the skirmish zone, a unit must be:

1. Eligible to deploy in the missile zone; or
2. Light infantry equipped with slings, 3 or more javelins, or 5 or more darts; or
3. Light cavalry equipped with 3 or more javelins.

If using *D@W: Battles*, any LF unit equipped with slings, javelins, or darts, or any LM unit equipped with javelins, can deploy in the skirmish zone.

Melee Zone: Units in the melee zone are positioned in the army's main battle line. Any unit can be deployed or move into, the melee zone.

Reserve Zone: Units in the reserve zone are positioned behind or to the side of the army's main battle line, from where they can reinforce successful penetrations, strengthen weak points, and fill gaps. Any unit can be deployed or move into the reserve zone.

If there are any questions as to whether a unit qualifies to deploy in a particular zone, the Judge is the final arbiter.

RESOLVING BATTLES

Once each army leader has deployed his units, the battle begins. To resolve the battle, the Judge should run a series of **battle turns** following the procedure below. Each battle turn represents approximately 10 minutes of game time. Each battle turn is divided into a series of phases, representing fighting occurring in various zones of the battlefield. Each phase represents approximately 1 minute of game time, or 6 melee rounds. 10 phases (of any type) make up one battle turn.

1. **Missile Phase.** The two armies engage each other at long range with missile weapons.
 - a. *Set Battle Phase Countdown.* The BPC is set to its starting count based on terrain.
 - b. *Determine Participating Units.* All units that are in the missile zone participate in the missile phase. Units participating in the phase are called **participating units**.
 - c. *Calculate Battle Ratings.* Each army leader calculates his army's **battle rating** for this phase. An army's battle rating is equal to the sum of the battle rating of all units participating in this phase of the battle.
 - d. *Make Heroic Forays.* Heroic PCs and NPCs in the missile zone may make **heroic forays** to influence the battle rating in favor of one army or the other. All heroes' heroic forays are revealed and resolved simultaneously. Lost units are then removed.
 - e. *Determine Hits.* Each army leader simultaneously rolls a number of attack throws equal to his army's remaining battle rating. The target value for the attack throws is **18+**, modified by the **Attack Throw Modifiers** listed below. For each successful attack throw, one hit is scored.

- f. *Apply Casualties.* Each army leader tallies the hits scored against his army. Each army leader then removes participating units from his army with a combined battle rating equal to or greater than the total hits scored against his army. These units are defeated. If all of an army's participating units are defeated, any remaining hits are applied to units in the skirmish zone; if all of these units are defeated, remaining hits are applied to units in the melee zone and then to the reserve. Hits are applied simultaneously.
- g. *Check Morale.* The Judge now checks to see whether either army has reached a **break point** and if so resolves **morale rolls**, as explained in **Ending Battles**. If, after resolving morale, all units of one army have routed or been destroyed, then the battle is over.
- h. *Redeploy Troops.* Each army leader can move units from any zone into the reserve zone, and/or from the reserve zone into the missile zone. The maximum number of units that can be redeployed is equal to the leader's Leadership Ability. A unit may not be moved into and then out of the reserve zone in the same step. The opposing leaders make their redeployments in secret and reveal their decisions simultaneously.
- i. *Advance, Hold, or Withdraw.* Each army must now either **advance**, **hold**, or **withdraw**. The opposing leaders decide in secret and reveal their decisions simultaneously. If an army is occupying **advantageous** or **highly advantageous terrain**, its leader *must* choose hold or the army loses the terrain.
- i. If both armies withdraw, increase the BPC by 2. If the BPC is now equal to or greater than twice the starting count, the battle ends in a draw. Neither army is allowed to pursue the other.
 - ii. If one army withdraws and the other holds, increase the BPC by 1. If the BPC is now equal to or greater than twice the starting count, the battle ends. The army that withdrew is considered to have made a **voluntary withdrawal**. Otherwise, return to **step 1b** above and conduct another missile phase.
 - iii. If both armies hold, then return to **step 1b** above and conduct another missile phase.
 - iv. If both armies advance, reduce the BPC by 2. If the BPC is now zero or less, proceed to **step 2** to begin the **skirmish phase**. Otherwise, return to **step 1b** above and conduct another missile phase.
 - v. If one army advances and the other army holds, reduce the BPC by 1. If the BPC is now zero or less, proceed to **step 2** to begin a skirmish phase. Otherwise return to **step 1b** above and conduct another missile phase.
 - vi. If one army advances and the other army withdraws, the opposing leaders each calculate an **initiative score** by rolling 1d6 and adding their strategic ability. If the advancing army's leader wins, reduce the BPC by 1. If the BPC is now zero or less, proceed to **step 2** to begin a skirmish phase. If the withdrawing army's leader wins, increase the BPC by 1. If the BPC is now equal to or greater than twice the starting count, the battle ends. The army that withdrew is considered to have made a voluntary withdrawal. Otherwise, return to **step 1a** above and conduct another missile phase.
2. **Skirmish Phase.** Light infantry and cavalry deploy in loose skirmish lines to attempt to disrupt the enemy's approaching formations.
- a. *Set Battle Phase Countdown.* The BPC is set to its starting count based on terrain.
 - b. *Determine Participating Units.* All units that are in the skirmish zone participate in the skirmish phase. Units participating in the phase are called **participating units**.
 - c. *Calculate Battle Ratings.* Each army leader calculates his army's **battle rating** for this phase, as above.
 - d. *Make Heroic Forays.* Heroic PCs and NPCs may make **heroic forays**, as above.
 - e. *Determine Hits.* Each army leader simultaneously rolls a number of attack throws equal to his army's remaining battle rating. The target value for the attack throws is **16+**, modified by the **Attack Throw Modifiers** listed below. For each successful attack throw, one hit is scored.
 - f. *Apply Casualties.* Each army leader tallies the hits scored against his army. Each army leader then removes participating units from his army with a combined battle rating equal to or greater than the total hits scored against his army. These units are defeated. If all of an army's participating units are defeated, any remaining hits are applied to units in the melee zone; if all of these units are defeated, remaining hits are applied to units in the reserve. Hits are applied simultaneously.
 - g. *Check Morale.* The Judge now checks to see whether either army has reached a **break point** and if so resolves **morale rolls**, as explained in **Ending Battles**. If, after resolving morale, all units of one army have routed or been destroyed, then the battle is over.
 - h. *Redeploy Troops.* Each army leader can move units from any zone into the reserve zone, and/or from the reserve zone into the skirmish zone. The maximum number of units that can be redeployed is equal to the leader's Leadership Ability. A unit may not be moved into and then out of the reserve zone in the same step. The opposing leaders make their redeployments in secret and reveal their decisions simultaneously.
 - i. *Advance, Hold, or Withdraw.* Each army must now either **advance**, **hold**, or **fall back**. The opposing leaders decide in secret and reveal their decisions simultaneously. If an army is occupying **advantageous** or **highly advantageous terrain**, its leader *must* choose hold or the army loses the terrain.
 - i. If both armies withdraw, increase the BPC by 2. If the BPC is now greater than the starting count, proceed to **step 1** to begin a missile phase. Otherwise, return to **step 2b** above and conduct another skirmish phase.

- ii. If one army withdraws and the other holds, increase the BPC by 1. If the BPC is now greater than the starting count, proceed to **step 1** to begin a missile phase. Otherwise, return to **step 2b** above and conduct another skirmish phase.
 - iii. If both armies hold, then return to **step 2b** above and conduct another skirmish phase.
 - iv. If both armies advance, reduce the BPC by 2. If the BPC is now zero or less, proceed to **step 3** to begin the **melee phase**. Otherwise, return to **step 2b** above and conduct another skirmish phase.
 - v. If one army advances and the other army holds, reduce the BPC by 1. If the BPC is now zero or less, proceed to **step 3** to begin the **melee phase**. Otherwise, return to **step 2b** above and conduct another skirmish phase.
 - vi. If one army advances and the other army withdraws, the opposing leaders each calculate an **initiative score** by rolling 1d6 and adding their strategic ability. If the advancing army's leader wins, reduce the BPC by 1. If the BPC is now zero or less, proceed to **step 3** to begin a melee phase. If the withdrawing army's leader wins, increase the BPC by 1. If the BPC is now greater than the starting count, proceed to **step 1** to begin a missile phase. Otherwise, return to **step 2b** above and conduct another skirmish phase.
3. **Melee Phase.** The main battle lines of the opposing armies clash in hand-to-hand combat.
- a. *Set Battle Phase Countdown.* The BPC is set to its starting count based on terrain.
 - b. *Determine Participating Units.* All units that are in the skirmish zone participate in the skirmish phase. Units participating in the phase are called **participating units**.
 - c. *Calculate Battle Ratings.* Each army leader calculates his army's **battle rating** for this phase, as above.
 - d. *Make Heroic Forays.* Heroic PCs and NPCs may make **heroic forays**, as above.
 - e. *Determine Hits.* Each army leader simultaneously rolls a number of attack throws equal to his army's remaining battle rating. The target value for the attack throws is **14+**, modified by the **Attack Throw Modifiers** listed below. For each successful attack throw, one hit is scored.
 - f. *Apply Casualties.* Each army leader tallies the hits scored against his army. Each army leader then removes participating units from his army with a combined battle rating equal to or greater than the total hits scored against his army. These units are defeated. If all of an army's participating units are defeated, any remaining hits are applied to units in the reserve, then to units in the skirmish zone, then to units in the missile zone. Hits are applied simultaneously.
 - g. *Check Morale.* The Judge now checks to see whether either army has reached a **break point** and if so resolves **morale rolls**, as explained in **Ending Battles**. If, after resolving morale, all units of one army have routed or been destroyed, then the battle is over.
 - h. *Redeploy Troops.* Each army leader can move units from any zone into the reserve zone, and/or from the reserve zone into the melee zone. The maximum number of units that can be redeployed is equal to the leader's Leadership Ability. A unit may not be moved into and then out of the reserve zone in the same step. The opposing leaders make their redeployments in secret and reveal their decisions simultaneously.
 - i. *Advance, Hold, or Fallback.* Each army must now either **advance**, **hold**, or **withdraw**. The opposing leaders decide in secret and reveal their decisions simultaneously. If an army is occupying **advantageous** or **highly advantageous terrain**, its leader *must* choose hold or the army loses the terrain.
 - i. If both armies withdraw, increase the BPC by 2. If the BPC is now greater than the starting count, proceed to **step 2** to begin a skirmish phase. Otherwise, return to **step 3b** above and conduct another melee phase.
 - ii. If one army withdraws and the other holds, increase the BPC by 1. If the BPC is now greater than the starting count, proceed to **step 2** to begin a skirmish phase. Otherwise, return to **step 3b** above and conduct another melee phase.
 - iii. If both armies hold, then return to **step 3b** above and conduct another melee phase.
 - iv. If both armies advance, reduce the BPC by 2. If the BPC is now zero or less, set the BPC to zero, then return to **step 3b** above and conduct another melee phase.
 - v. If one army advances and the other army holds, reduce the BPC by 1. If the BPC is now zero or less, set the BPC to zero, then return to **step 3b** above and conduct another melee phase.
 - vi. If one army advances and the other army withdraws, the opposing leaders each calculate an **initiative score** by rolling 1d6 and adding their strategic ability. If the advancing army's leader wins, reduce the BPC by 1. If the BPC is now zero or less, set the BPC to zero and then return to **step 3b** above and conduct another melee phase. If the withdrawing army's leader wins, increase the BPC by 1. If the BPC is now greater than the starting count, proceed to **step 2** to begin a skirmish phase. Otherwise, return to **step 3b** above and conduct another melee phase.
- A battle ends when all of the units of one army have voluntarily withdrawn, routed, and/or been destroyed. See **Ending Battles**. When the battle ends, the losing army must **retreat**. The winning army may **pursue** the defeated army. After pursuit, **casualties** are calculated. The winning army then seizes the **spoils of war**. See the **Aftermath of Battles**.

ADVANTAGEOUS TERRAIN

Occupying a hill, ridgeline, river bank, or other advantageous terrain can make an army very hard to defeat. Attack throws against units in advantageous terrain suffer a penalty of -1 to -4, depending on the terrain and the phase of the battle (shown below under **Attack Throw Modifiers**).

EXAMPLE: Moruvai's army is attacking a defending army positioned on a river bank, which is highly advantageous terrain. Moruvai's army will suffer a -2 to attack throws in the missile phase, -3 in the skirmish phase, and -4 in the melee phase.

However, an army cannot simultaneously maintain a position on advantageous terrain while also closing with an enemy which prefers to stay at long range, nor can an army occupy terrain while avoiding an enemy which prefers to charge closer – the army has to stay where the terrain is! If an army ever advances or withdraws during any phase of the battle, it immediately loses its terrain advantage. (The opposing army cannot gain occupancy of the advantageous terrain, nor can advantageous terrain be regained later. Judges seeking that much tactical detail should play *Domains at War: Battles!*)

EXAMPLE: Moruvai's army consists of 20 units of goblin bowmen (BR 0.5), 4 units of goblin wolf riders (BR 6.5 each), and 5 units of ogre light infantry (BR 4 each). The defending army holding the river bank consists of 10 units of heavy infantry. In the first missile phase of the first battle turn, the 20 goblin bowmen (attack throw 20+) kill 1 unit of heavy infantry. Despite having a -2 penalty to its attack throws, Moruvai's army will certainly destroy the defending army if the battle never progresses past the missile phase.

ATTACK THROW MODIFIERS

During a battle, each unit's attack throws are modified by the following factors, depending on phase:

Attack Throw Modifiers	Missile	Skirmish	Melee
Lieutenant leading unit	0	+1	+2
Opposing army surprised (first three battle phases only)	+1	+2	+4
Opposing army occupies advantageous terrain (hill, ridgeline)*	-1	-2	-3
Opposing army occupies highly advantageous terrain (cliffs, river bank)*	-2	-3	-4

*An army that escalates loses advantageous terrain benefits.

BATTLE RATINGS

A unit's **battle rating (BR)** is a measure of its value on the battlefield. The **Unit Characteristics Summaries** and **Exotic Creatures Roster** in *D@W: Campaigns* have battle ratings for hundreds of unit types.

EXAMPLE: Moruvai has an army consisting of 20 units of 120 goblin bowmen (BR 0.5 each), 4 units of 60 goblin wolf riders (BR 6.5 each), and 5 units of 60 ogre light infantry (BR 4 each). If all of Moruvai's army were participating in a particular phase of a battle, its battle rating would be [(20 x 0.5) + (4 x 6.5) + (5 x 4)] 56.

The battle ratings are for company-sized units. If one army has units at a larger scale than the other, increase the larger units' BR proportionately or split them into smaller units. See **Organization and Command in Very Small or Very Large Armies** in *D@W: Campaigns* p. 22.

EXAMPLE: Among the forces facing Moruvai's army are a battalion-sized unit of 480 elven longbowmen. Since a company-sized unit of 120 elven longbowmen has BR 7, a battalion-sized unit of 480 elven longbowmen would have BR 28. Alternatively, the elven longbow battalion could be split into four company-sized units of 120 troops, each with BR 7.

If both armies are organized into small- or large-scale units of the same size, use the BRs at the standard value. This allows you to quickly fight very large battles with the standard BR values.

EXAMPLE #1: A large dwarven army (6 brigade-sized units of 1,080 heavy infantry) is battling a huge goblin army (18 brigade-sized units of 1,080 bowmen). Rather than scale BR upward by a factor of 16, the Judge simply assigns the standard BR value to the larger units. Therefore the dwarven army has 6 units with a battle rating of 3 each while the goblin army has 18 units with a battle rating of 0.5 each.

EXAMPLE #2: A caravan of nomads (4 platoon-sized units of horse archers) are facing a village of goblins (7 platoon-sized units of goblin light infantry). The Judge assigns the standard BR value to the smaller units. Therefore the nomad "army" has 4 units with a BR of 5 each, while the goblin army has 7 units with a battle rating of 0.5 each.

Strategic Ability: A commander of great **strategic ability** increases the BR of the units in his division. At strategic ability +3 or better, each unit's BR is increased by 0.5. At strategic ability +6 or better, each unit's BR is increased by 1.0.

EXAMPLE: 4 units of longbowmen are led by a captain with strategic ability +3. Their total battle rating is (4) x (3 + 0.5) 14.

Overwhelmed Commanders: Commanders can only effectively command a number of units equal to their **leadership ability**. If the number of units in a commander's division exceeds the commander's leadership ability, the BR rating of each unit in excess is halved.

EXAMPLE: 8 units of light infantry are led by a commander with a leadership rating of 4. The division's battle rating is (4 x 1) + (4 x 0.5) 6. If the commander had a leadership rating of 8, his division's battle rating would be (8 x 1) 8.

SURPRISE

In certain strategic situations (e.g. ambush, envelopment, deep envelopment, and rear guard envelopment), one army will have surprised the other. The effect of surprise on terrain advantage has already been noted. Surprise has two other effects on battle resolution:

1. A surprised army may not make any attack throws during the first three phases of the battle.
2. Units attacking the surprised army gain a +1 to +4 bonus, depending on phase, on attack throws during the first three phases of the battle. See the Attack Throws Modifier table.

Heroes may still make a heroic foray even if their army is surprised. See **Heroes in Battle**, below.

HEROES IN BATTLE

Great warriors, powerful wizards, and monstrous creatures can influence the outcome of battles far more than lesser mortals. In the *Revised Battle System* the activities of heroes are resolved by "zooming

in” on a particular fight between the heroes and their foes, called a **heroic foray**.

QUALIFYING HEROES

To qualify as a hero, a PC, NPC, or monster must be present at the battlefield and meet one of the following criteria:

- The character is a PC (i.e. all player characters can act as heroes); or
- The character is a monster possessing at least nine Hit Dice; or
- The character is an NPC with at least seven levels of experience; or
- The character is the henchman of a qualifying hero, and has at least four levels of experience.

EXAMPLE: Several PCs and NPCs are present at a battle: Marcus (9th level PC fighter) and his henchman Peristo (6th level fighter); Zeodarë (7th level PC bladedancer) and her henchman Sera (3rd level thief); and Theon (6th level NPC Paladin) and his henchman Jonus (4th level paladin).

Marcus and Zeodarë both qualify as heroes because they are PCs. Peristo qualifies as a hero because he is the henchman of a qualifying hero and has at least four levels of experience, but Sera does not qualify because she is too low level. Theon does not qualify as a hero because as an NPC he needs at least seven levels of experience, and he only has six. His henchman Jonus does not qualify because Theon didn't qualify. If Jonus were Marcus' or Zeodarë's henchman, he would qualify as a hero.

In platoon-scale battles, decrease the level or HD requirements by two. In battalion-scale battles, increase the level or HD requirements by two. In brigade-scale battles, increase them by four. (And remember: Just because PCs *can* act as heroes, doesn't mean they should!)

EXAMPLE: If the battle above were at platoon scale, NPCs would qualify with five levels of experience, and henchmen of qualifying heroes would qualify with two levels of experience. Therefore Sera, Theon, and Jonus would all qualify as heroes.

HEROIC FORAYS

In the *Revised Battle System*, the activities of heroes can be resolved by “zooming in” on a **heroic foray**. A heroic foray is a fight between participating heroes and a selection of foes drawn from the opposing army. There is an opportunity for a heroic foray to occur during **step d** of each phase of each battle turn. All heroes may fight in the same foray, or they may fight in separate forays, depending on the disposition of the heroes on the battlefield (Judge's discretion).

BR Staked	Hero is ...
0	Entering the foray
0.5	Leading from the front
1	Heroically charging into battle
1.5	Attacking in front of the vanguard
2	Cutting a swath of glory
2.5	Carving his name into the epics
3	Seeking glorious death!

To foray, a hero **stakes** between 0 and 3 points of battle rating. The amount of BR staked represents the risk the hero is taking at the point in the battle. Each hero chooses how many points of battle rating he

will stake. The total amount of BR staked by all the heroes in the foray will determine how many foes the heroes face.

EXAMPLE: During step c of the melee phase, Marcus and Peristo decide to foray against Moruva's army. Marcus audaciously stakes 2 point of BR, while Peristo, more cautious by nature, stakes 1 point. They will collectively face 3 BR worth of foes.

The Judge should select foes for the foray from among the units of the opposing army participating in the current phase of the battle turn. Foes enter the foray in 1-4 separate groups. The Judge should allocate foes to the groups however he deems appropriate, but each group should be approximately equal in size. If desired, the Judge may have the heroes face partial units, reducing both BR and number of creatures proportionately.

EXAMPLE: The Judge selects 3 BR worth of foes. He had previously decided that 4 units of 60 wolf riders and 5 units of 60 ogres from Moruva's army would be participating in this phase of the battle. A unit of 60 wolf riders has 6.5 BR, so the Judge confronts Marcus and Peristo with 45% of that number - 27 wolf riders, equal to BR 3. The Judge divides the wolf riders into three groups of 9 wolf riders each.

Terrain	Battlefield Encounter Distance (yards)		
	Missile	Skirmish	Melee
Badlands or Hills	2d6x10	2d6x5	1d6x5
Desert or Plains	4d6x10	2d6x10	2d6x5
Fields, Fallow	4d6x10	2d6x10	2d6x5
Fields, Ripe	5d10	3d8	2d6
Fields, Wild	3d6x5	5d10	3d8
Forest, Heavy or Jungle	5d4	2d6	1d6
Forest, Light	5d8	5d4	2d6
Marsh	8d10	4d10	2d10
Mountains	4d6x10	2d6x10	2d6x5

When the foray begins, consult the Battlefield Encounter Distance table and cross-reference the phase of the battle with the type of terrain to determine how many yards separate the heroes and their foes. Roll separately for each group.

EXAMPLE: The Judge consults the Battlefield Encounter Distance table for each group. The heroic foray is taking place during the melee phase and the battle is being fought on the plains of Southern Argollë. Cross-referencing the terrain type and the battle phase, he determines that each group will begin 2d6x5 yards distant from the heroes. Rolling for the first group of 4 wolf riders, the Judge gets a 9; the first group is 45 yards away from the heroes. Rolling for the second group of wolf riders, the Judge gets a 10; the second group is 50 yards away from the heroes. Rolling for the third group of wolf riders, the Judge gets a 3; the third group is 15 yards away.

The foray between the heroes and their foes should be resolved using the standard combat rules of ACKS (initiative, morale, etc.). The participating heroes may use any desired spells, magic items, or other powers they wish. The heroes may leave the foray by using Defensive Movement, but may not re-enter the same foray thereafter. The foray ends when all of the heroes or foes have been defeated, or when a total of six combat rounds have elapsed. Foes who voluntarily withdraw or who fail morale rolls and flee are considered defeated.

When the foray ends, the opposing army loses units with a combined battle rating equal to the total BR of foes defeated in the foray.

EXAMPLE: Marcus and Peristo kill half the goblin wolf riders, and the remaining goblins fail their morale rolls and flee. All of the foes are defeated, so the foray is over. The heroes defeated foes with a combined BR of 3, so the Judge must remove 3 BR worth of units from the goblin army.

HEROES VERSUS HEROES

If there are heroes present in both armies, they will often end up foraying during the same battle turn. In this case, the heroes of each army might face each other in the foray. The highest total BR staked by either side is used. The heroes from each army will be supported by the staked BR worth of allies drawn from their army.

EXAMPLE: Next battle turn, Marcus and Peristo foray again, putting 1 BR each (2 BR total) at stake. Simultaneously, Moruvai, a 12th level ruinguard, also forays, and puts 3 BR at stake. The highest stake risked by either side is used, so 3 BR are at stake. Marcus and Peristo will face Moruvai in the foray. Each side will be supported by 3 BR worth of allies from their own army.

Who Dares, Wins: If one side's heroes staked a higher total of BR than the other, all NPC troops on that side gain a +2 bonus to morale rolls during the foray.

EXAMPLE: Moruvai staked 3 BR while Marcus and Peristo collectively staked only 2 BR. Therefore, Moruvai's allies will gain a +2 bonus to their morale rolls during the foray.

A foray with heroes on both sides ends when all of the heroes and creatures on one side have been defeated, or when six combat rounds have elapsed. Each side loses units with a combined battle rating equal to the total BR their side lost in the foray.

EXAMPLE: After a fierce fight, with many losses on both sides, Moruvai withdraws. He has lost 6 goblin bow units (0.5 BR each) in the fighting. Marcus and Peristo are victorious, though their side has lost 1 heavy infantry unit (2 BR). Moruvai's army loses 3 BR worth of units, and Marcus's army loses 2 BR.

UNOPPOSED FORAYS

If heroes foray and there are no units of the opposing army participating in the current phase of the battle turn for them to fight, their foray is **unopposed**. An unopposed foray is treated as occurring against the units in the next zone. For instance, an unopposed foray in the missile phase is treated as a foray in the skirmish phase. If an unopposed foray occurs in the melee phase, the heroes may choose to fight units in any zone.

LULLS IN THE FIGHTING

In between each battle turn, there is a **lull in the fighting** during which PC and NPC heroes can treat injured comrades, use magical healing, or take other actions to prepare themselves for the next battle turn. If heroes from either army make any attacks or cast any spells affecting the opposing army, however, this immediately interrupts the lull and begins another battle turn. If not interrupted, the lull will last for 1 turn (10 minutes).

ENDING BATTLES

A battle ends when all of the units of one army have voluntarily withdrawn, routed, and/or been destroyed.

ANNIHILATION

A battle immediately ends if all of the units of either army are destroyed. Such an outcome is rare unless the army's leader has a very high morale modifier. In most cases, a battle will end from voluntary withdrawal or rout long before this occurs.

VOLUNTARY WITHDRAWAL

A battle immediately ends if either of the armies **voluntarily withdraws**. Armies which suffer a morale collapse are very vulnerable to pursuit, so a wise leader will conduct a voluntary withdrawal before this occurs.

MORALE COLLAPSE

Armies do not, as a rule, fight to the last man (or elf, or orc). Instead they suffer a gradual loss of morale, becoming increasingly disordered as casualties mount, until eventually the army is swept away in a rout. These effects are simulated with **morale rolls**.

During the Morale Phase, every unit in an army must make a morale roll if:

- One or more units in the army were destroyed during the preceding combat round; and
- The total number of units destroyed in the battle thus far is equal to or greater than the army's **break point**. An army's break point is always 1/3 of the army's starting number of units, rounded up.

EXAMPLE: Marcus began the battle with an army of 12 units. The army's break point is (1/3 x 12) 4. During the preceding battle turn, Marcus's army lost its fourth unit. Since at least one unit was destroyed during the preceding battle turn, and the total number of units destroyed (4) is equal to or greater than the army's break point, every unit in Marcus's army must make a morale roll.

MORALE ROLLS

To make a morale roll, the unit's commander rolls 2d6, adds the unit's morale score, and consults the Unit Morale table. The die roll should be modified based on the army and unit modifiers listed on the Morale Roll Modifiers table below.

Rout: The unit immediately **routs** off the battlefield. It will play no further part in the battle, and counts as destroyed for battle resolution purposes.

Flee: The unit retreats in disorder. It may not attack next battle turn. If the battle ends before the unit can attack again, it counts as routed.

Waver: The unit's morale is wavering. Its BR is halved when attacking next battle turn.

Stand Firm: The unit remains steady. No effect.

Rally: The unit rallies under the pressure of battle. Its BR is increased by half when attacking next battle turn.

Unit Morale	
Adjusted Die Roll	Result
2-	Rout
3-5	Flee
6-8	Waver
9-11	Stand Firm
12+	Rally

Morale Roll Modifiers	Modifier
Army Modifiers (apply to all units)	
Army leader present on battlefield	+ Morale Modifier (round up)
Army has lost 1/2 or more of its starting BR, but less than 2/3	-2
Army has lost 2/3 or more of its starting BR	-5
Army has destroyed more BR of units than opposing army	+2
Army has lost more BR of units than opposing army	-2
Army cannot retreat (surrounded, trapped, etc.)	+2
Army defending homeland / sacred ground	Judge's Discretion
Unit Modifiers	
Commander attached to unit	+ Morale Modifier
Unit is wavering	-2
Unit is fleeing	-5

EXAMPLE: Since a unit was destroyed during the preceding battle turn, and the total number of units destroyed is equal to or greater than his army's break point, every unit in Marcus's army must make a morale roll.

Marcus's morale modifier is a confident +5. His army gains a bonus of 1/2 that, or +3. His army has lost 1/3 of its starting BR worth of units, which imposes no modifier. However, his army has lost more BR of units than the opposing army, which imposes a -2 penalty. The total army modifier is therefore +1.

The first unit is a unit of heavy infantry (morale score 0). Marcus rolls 2d6 and gets a 6, modified to a 7. The unit is wavering. Its BR will be halved from 2 to 1 when attacking next turn.

The army's general determines the order in which his units will make morale rolls. The effects of each morale roll are resolved before rolling for the next unit. It is possible for the results of earlier morale rolls to impact those of later rolls, causing a cascade of flight off the battlefield.

AFTERMATH OF BATTLES

When a battle ends, the defeated army immediately **retreats**. The victorious army has the opportunity to **pursue** the defeated army. (If both armies simultaneously withdraw, neither has the opportunity to pursue the other.) After pursuit is resolved, each army determines **casualties** and gathers the **spoils of war**. Finally, each army calculates **experience points** for its leaders, heroes, and troops.

RETREAT

After a battle, the defeated army must retreat. A retreating army generally retreats 1 6-mile hex along its line of supply. If there is a friendly stronghold or urban settlement in the same 6-mile hex, the army may retreat into the stronghold or settlement. The victorious army might then begin a **siege**, as described in *Domains At War: Campaigns* Chapter 5.

If an army's line of supply is occupied by enemy troops, the army may choose to retreat into an adjacent empty hex (risking loss of supply), or it may retreat along its line of supply (risking a second battle with enemy troops, if they detect the retreating army).

PURSUIT

As the defeated army retreats, the victorious army is eligible to **pursue**. Pursuit is handled with a series of **pursuit throws**. The victorious army receives one pursuit throw per **eligible** pursuing unit. Pursuing occurs within the same 6-mile hex that the battle took place in. The pursuing army does not follow the retreating army into its new hex.

Pursuit Eligibility: Determine which units from the victorious army are eligible to pursue as follows:

1. Did the defeated army end the battle without any cavalry or flyer units (e.g. all such units were routed or destroyed)? If yes, then *all* units in the victorious army are eligible to pursue.
2. In all other cases, only cavalry units in the victorious army are eligible to pursue.

EXAMPLE #1: A battle between Army A and Army B ended when all of Army B's units were destroyed or routed. Army A had eight heavy infantry and four light cavalry units remaining when the battle ended. Army B had two light cavalry and four light infantry remaining, but all routed. Because Army B ended the battle with all of its cavalry units routed, Army A is eligible to pursue with all of its units.

EXAMPLE #2: A battle between Army A and Army B ended when Army B voluntarily withdrew from the battle. Army A had eight heavy infantry and four light cavalry units remaining when the battle ended. Army B had two light cavalry and four light infantry remaining, all of which voluntarily retreated. Because Army B still has unrouted cavalry units in its army, Army A is eligible to pursue with *only* its four light cavalry.

Pursuing Unit	Pursuit Throw
Light Cavalry or Flyer	11+
Other Cavalry	14+
Light Infantry	14+
Other Infantry	18+

Pursuit Throws: For each eligible pursuing unit, the victorious army's commander makes a pursuit throw against the appropriate value from the table below. Add +4 to the pursuit throw if all of the defeated army's cavalry or flyer units were destroyed or routed. Each successful throw eliminates one enemy unit. If the defeated army ended the battle without any cavalry or flyer units, the victorious army commander may choose which unit(s) are eliminated. Otherwise the defeated army's general may choose which unit(s) are eliminated.

EXAMPLE: Army B routed off the battlefield. Army A is pursuing with four light cavalry units. A's commander makes four pursuit throws against 11+. He rolls a modified 6, 9, 12 and a 16, so two units of Army B are eliminated. Since all of Army B's cavalry units were destroyed or routed, Army A's general chooses which units are eliminated. He elects to destroy both of B's light cavalry.

Pursuit against Evading Armies: As explained in **Strategic Situations** in *Domains At War: Campaigns* Chapter 5, p. 67, certain battles (rear guard actions, rear guard envelopments, and skirmishes) involve offensive armies fighting evading armies. The longer it takes to defeat an evading army, the harder it is for the offensive army to pursue. Each battle turn imposes a cumulative -1 penalty to subsequent pursuit throws against a defeated evading army. A natural roll of 20 always eliminates a unit, regardless of any modifiers.

EXAMPLE: Army A confronts Army B in a rear guard action. After six battle turns, Army B's rear guard units have all been defeated. Army A is now eligible to pursue Army B but all its pursuing units suffer a -6 penalty to their pursuit throws.

CASUALTIES

After pursuit, each army's leader will determine his army's casualties, using the following rules.

Destroyed Units: For each unit that was destroyed, 50% of its troops (rounded up) are crippled or dead, while the other 50% (rounded down) are lightly wounded. The victorious army's wounded troops return to their unit in one week. The defeated army's wounded troops become prisoners.

EXAMPLE: An army containing a unit of 120 orcs was destroyed. 60 of the orcs are crippled or dead, while 60 are lightly wounded. If the orc's army won the battle, it will recover its wounded; it will be able to field a unit of 60 orcs in one week. If the orc's army lost the battle, the wounded orcs become prisoners of the victorious army.

Routed Units: For each unit that was routed, 25% of its troops (rounded up) are crippled or dead, while another 25% (rounded up) are lightly wounded. 50% of the victorious army's routed, wounded troops are lost to desertion (round up); the rest return to the unit in one week. 50% of a defeated army's routed, wounded troops become prisoners of the victorious army (round up); the other wound troops are lost to desertion.

EXAMPLE: A unit of 120 orcs routed. 30 troops are crippled or dead, while another 30 are lightly wounded. If the orc's army won the battle, 15 of the wounded troops are lost to desertion, reducing the unit to 75 orcs. If the orc's army lost the battle, 15 of the wounded troops become prisoners of the victorious army and the other 15 are lost to desertion. The unit is reduced to 60 orcs.

Half-strength units may be consolidated to form a smaller number of full-strength units, if desired.

SPOILS OF WAR

Historically, most soldiers fought for the **spoils of war**. Those spoils could come in the form of booty from a pillaged city, food, wine and women from plundered cities, land captured in combat, or ransoms from captured nobility, but it was ultimately the prospect of economic gains that motivated ancient and medieval fighters. It was the nobility and leadership that were most motivated by the prospect of glory and renown from winning battles. To reflect this, *Domains at War*

rewards leaders and heroes for the army's valor at arms, while the common soldiers are rewarded only for their personal material gain.

The spoils of war from a victorious battle are equal to one month's wages of each destroyed or routed unit. In addition, each prisoner captured is worth 40gp if sold as a slave or ransomed. (Higher level NPCs, monsters, and similar creatures can be ransomed for greater sums, at the Judge's discretion.) If kept, prisoners can be used as **construction workers** (*Domains At War: Campaigns* p. 50).

EXAMPLE: In a great battle, an army has destroyed or routed 7 units of 60 heavy cavalry (60gp/month per troop) and 10 units of 120 heavy infantry (12gp/month per troop). From the defeated units, the victorious army captured and ransomed 550 prisoners. The spoils for defeating the heavy cavalry are (7 x 60 x 60) 25,200gp. The spoils for defeating the heavy infantry are (10 x 120 x 12) 14,400gp. The spoils from ransoming the prisoners are (550 x 40) 22,000gp. The total spoils are 61,600gp.

Remember that casualties and prisoners can be consumed as supplies by **carnivorous units** (*Domains At War: Campaigns* p. 57).

Experience Points from Spoils: Each participant (whether a commander, a hero, or a creature in a unit) earns 1 XP for each gold piece he collects from the spoils of war. Troops will expect that at least 50% of any spoils captured will be shared on a pro rata basis in relation to their wages. If this does not occur, the Judge should make a loyalty roll for any unpaid troops.

EXAMPLE: An army consisting of 8 units of 120 heavy infantry and 8 units of 60 heavy cavalry, led by a 9th level fighter, has gathered battle loot worth 10,000gp. The leader claims half (5,000gp) for himself and shares the rest of the loot among the men on a pro rata basis in relation to their wages, so that heavy infantry get 3gp each and heavy cavalry get 13gp each. The General earns 5,000XP, each heavy infantryman receives 3 XP and each heavy cavalryman receives 13XP

For ease of play, troops' XP can be tracked on a unit-by-unit basis. 0th level characters can be advanced to 1st level as per the rules in *ACKS* under **0th Level Characters and Experience from Adventuring** (p. 115). In general, it requires 100 XP for a 0th level character to become a 1st level fighter.

Experience Points from Combat: The army's commanders earn XP equal to the value of enemy units defeated, less the value of friendly units defeated. 50% of the XP goes to the army's leader, while the remaining XP is divided proportionately among the commanders based on the number of units each commander led. (This is why ambitious commanders always demand to lead more troops!)

EXAMPLE: An army of 10 100-man units (10XP per man equals 1,000XP per unit) defeats 12 units of 100 orcs (10XP per orc equals 1,000 XP per unit) while losing 3 units itself. The overall leader and three commanders of the army will split [(12 x 1,000) - (3 x 1,000)] 9,000xp. The leader receives 4,500XP. The first commander had 5 units, the second had 3 units, and the third had 2 units, so the commanders receive 2,250XP; 1,350XP; and 900XP respectively.

Characters also earn XP for the creatures they personally defeated. Troops organized in units (i.e. non-heroes) do not earn XP from fighting, only from spoils of war.

AIDE-DE-CAMP

PRINTABLE PLAY AIDS FOR THE REVISED BATTLES SYSTEM

Included in this revised system are several play aids designed to enrich the experience of running battles with this revised ruleset. These aids assume the use of either the unit counters included as part of *Domains At War: Complete* or *Domains At War: Troops And Terrain*, or representative counters or figurines at almost any scale. (*Domains At War: Battles* recommends 15mm or 25mm scale miniatures). The included aids may best be printed on common cardstock for durability over multiple sessions.

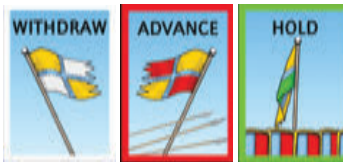
BPC TRACK

The BPC Track provides a visual method for tracking the pace and state of the battle. Included with the Track are two tokens; the Starting Count token (an upraised bugle) and the Phase Count token (battle standards, combatant). The Starting Count token is placed on the Starting Count track area to indicate the phase in which the battle started. The Phase Count token is moved to the current count at the end of each phase, once competing phase orders are resolved.



PHASE ORDER CARDS

The six Phase Order cards, one of each for the two clashing armies, are included to aid the simultaneous revealing of the combatant's phase orders – Advance, Hold, or Withdraw. The players may pick these cards in secret, laying them face down to reveal on cue or playing them face up simultaneously.

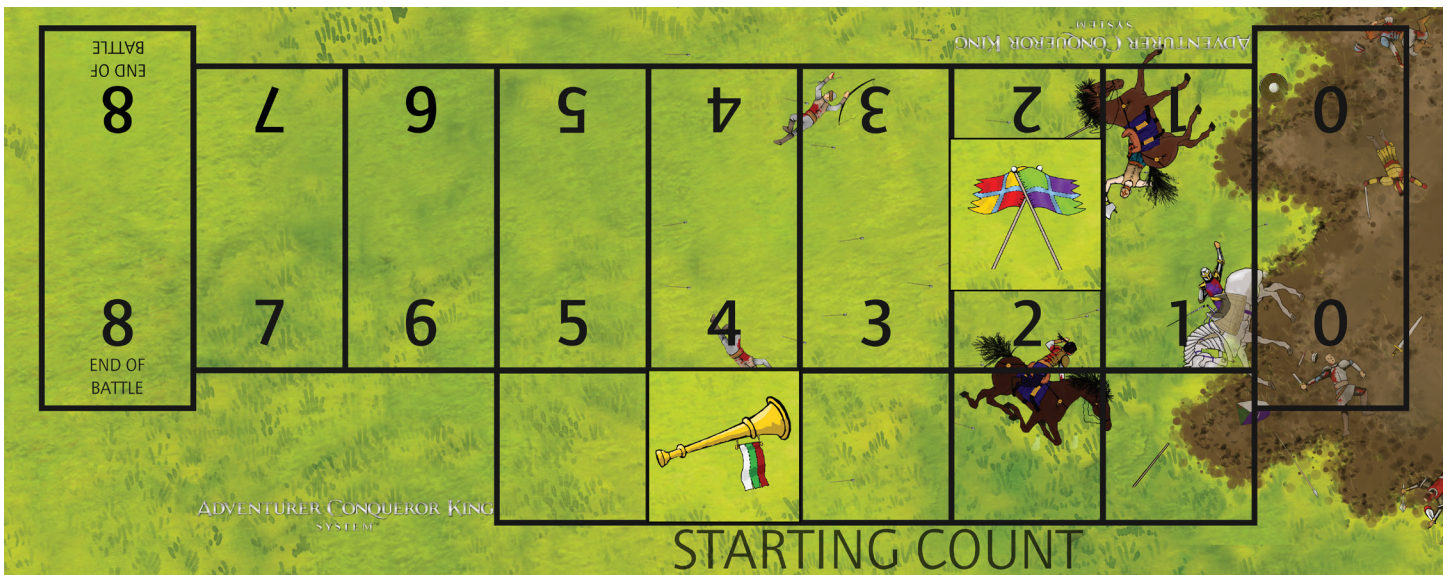


The Phase Order cards

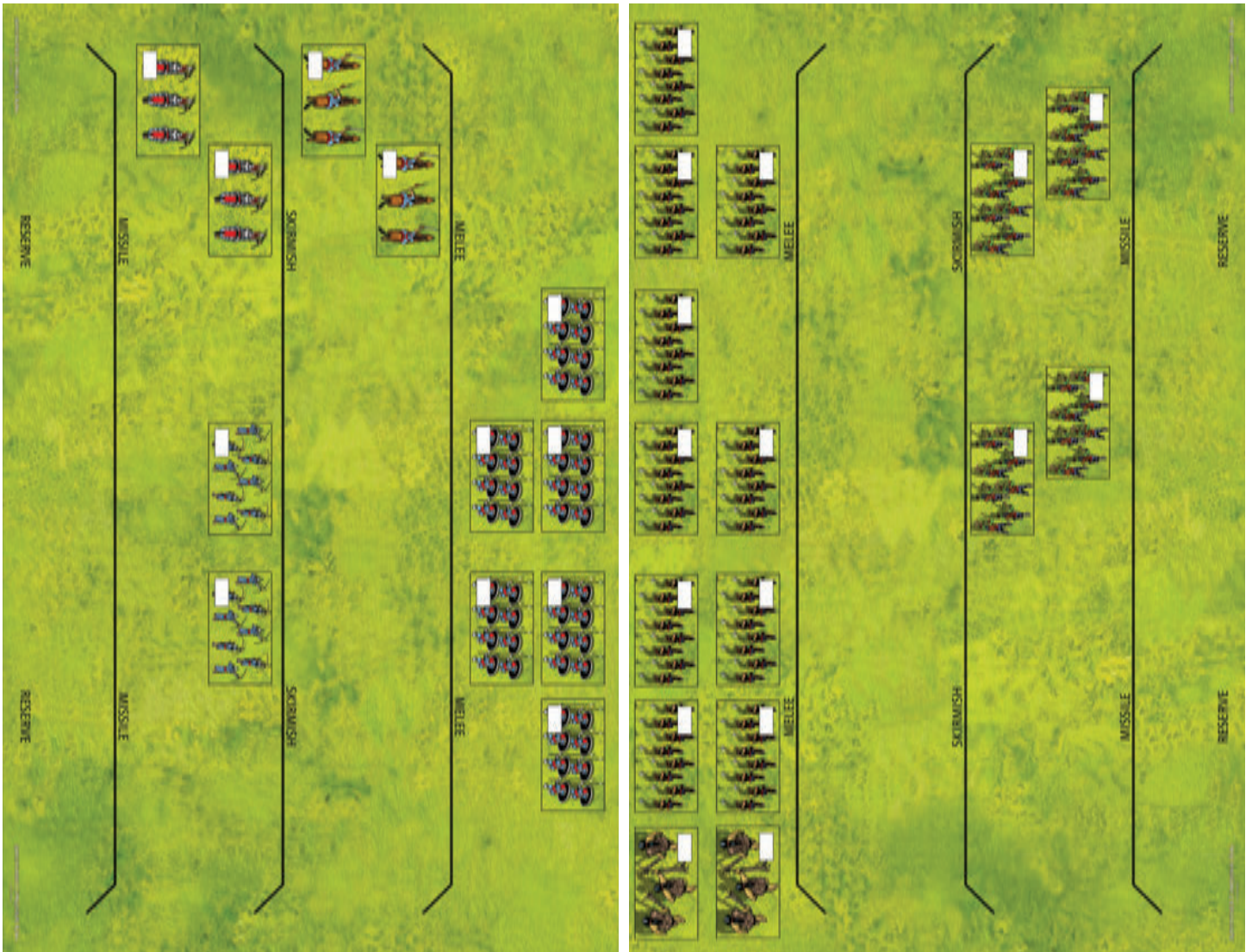
DEPLOYMENT BATTLEMAT

The Deployment Battlemat is presented in three individual sheets, each split into the four deployment zones referenced in these rules. Two of the sheets are left and right “end pieces”. The central sheet is designed to be printed multiple times, and will tile infinitely in the horizontal direction with itself and the end pieces. Each sheet will comfortably hold 12-16 units, each zone holding 4-6 units. The Reserve zone is slightly smaller, holding 3-5 units. Both armies should have their own deployment battlemat.

The number of sheets required depends on the size of the opposing armies, the size of the troop counters, and the preferences of the players and Judge. Using the *Domains At War* troop counters, the basic Peril at the Fangs scenario, with 12-16 units per side, may fit on a single sheet; or comfortably fit two sheets. The advanced Battle of Zidium scenario, with 22 units per side, would benefit from two or three sheets. It may be helpful in play to organize the units on the battlemat according to their divisions; and for divisions of 6 or more units, one sheet per division or per two divisions is recommended.



A battle in progress; showing the Starting Count at 4, and the current BPC at 2.



A possible deployment for the Peril At The Fangs scenario, showing units organized by division across two sheets.

ELITE TROOPS

HISTORY'S BEST SOLDIERS ARE NOW AT YOUR COMMAND

History is replete with chronicles of soldiers so skilled at their particular craft that their fame extends across the known world. Almost always, these troops hailed from a particular country, city, or region: Balearic slingers; Cretan archers; Numidian cavalry; Spartan hoplites; Swiss pike; Welsh longbowmen. In such realms, some combination of geography and tradition creates the conditions for elite soldiery to develop. In many cases, mercenary service becomes one of the chief exports of the realm. These rules allow the Judge to introduce elite troops into his campaign setting.

REGULAR VERSUS ELITE TROOPS

Regular troops are able-bodied adults all trained in the same way but drawn from a variety of backgrounds. Prior to their training, they might have been lowly serfs, rugged mountain herders, stoic manual laborers, or even yeomen raised with arms. Any given soldier might enter training with some useful skills gleaned from his background, but this individual knowledge will be left unutilized (or even suppressed) by the necessity of uniformity within a unit. Therefore, for game purposes, regular troops are treated as if they have no proficiencies. Except as noted in this article, all troops in *Domains at War* are regular troops.

Elite troops, on the other hand, are able-bodied adults all trained in the same way and all drawn from a particular country, region, or city which uniformly teaches one or more proficiencies useful to a particular type of troop. Because all of the troops in a unit know the same proficiency, it affects their unit characteristics and improves their battle rating.

Note that **veteran** and **elite** are two different qualifiers that can be applied to troops. Veteran status is gained with experience, while elite

status is gained from special training. Some veterans are elite, but most are not, and some elite troops are veterans, but most are not.

ADDING ELITE TROOPS TO THE CAMPAIGN

The type of elite troops available to leaders will vary based on the particulars of a Judge's campaign setting. A campaign set in any icy northland is unlikely to have any elite camel lancers; a campaign set in the Pre-Columbian Aztec Empire might have no elite cavalry but several types of elite light infantry. To add elite troops to his campaign, the Judge should follow these steps:

1. Choose one or more **breeding grounds** from which elite troops can be drawn.
2. For each breeding ground, select one to three types of elite troops based on the predominant race and/or terrain of the breeding ground.
3. For each type of elite troop in each breeding ground, choose or roll for the proficiency or proficiencies which that elite troop type possess based on the troop type.

CHOOSING BREEDING GROUNDS

A **breeding ground** is a realm which, due to its harsh conditions, militant culture, or other factors, is a source of a particular type of elite troop. A breeding ground must be a realm no smaller than a large county (875 to 1,400 square miles) and no larger than a small kingdom (32,500 to 36,000 square miles). A campaign setting may have no, one, or many breeding grounds, at the Judge's discretion; breeding grounds are most common in realms engaged in constant violent struggle against nearby enemies.

Predominant Race	Possible Troop Types
Human	By Predominant Terrain
Dwarf	Heavy Infantry A-D; Crossbowmen; Mounted Crossbowmen
Elf	Light Infantry; Heavy Infantry A, B; Bowmen; Longbowmen; Light Cavalry; Horse Archers; Cataphract Cavalry
Kobold	Light Infantry
Goblin	Light Infantry; Slingers; Bowmen; Wolf Riders
Orc	Light Infantry; Heavy Infantry; Bowmen; Crossbowmen; Boar Riders
Hobgoblin	Light Infantry; Heavy Infantry; Longbowmen; Light Cavalry; Medium Cavalry; Horse Archers
Gnoll	Light Infantry; Heavy Infantry; Longbowmen
Lizardman	Light Infantry; Heavy Infantry
Bugbear	Light Infantry; Heavy Infantry
Ogre	Light Infantry; Heavy Infantry

Predominant Terrain	Possible Troop Types
Clear/Grass	Any Cavalry; Longbowmen B
Shrubland	Light Infantry A, B, E; Longbowmen B; Heavy Infantry A, B, C; Heavy Cavalry; Cataphract Cavalry
Woods	Bowmen; Longbowmen A, B; Heavy Infantry C, D
Jungle	Bowmen; Longbowmen A; Light Infantry E-H; War Elephants
Swamp	Bowmen; Longbowmen A; Light Infantry G, H
Hills	Light Infantry A-D; Slingers; Longbowmen B; Heavy Infantry A, B, C
Mountains	Light Infantry A, F; Slingers; Crossbowmen; Longbowmen B
Barrens	Slingers; Light Infantry A, E, G; Camel Archers; Camel Lancers
Desert	Slingers; Light Cavalry A-C; Camel Archers; Camel Lancers

Some historical breeding grounds for elite troops include Lacedaemonia (1,400 square miles), Balearic Isles (1,900 square miles), Crete (3,200 square miles), Wales (8,000 square miles), Switzerland (16,000 square miles), and Numidia (22,000 square miles).

SELECTING TROOP TYPES

As explained in *D@W: Campaigns*, troops are classified by how they are trained and equipped, which in turn dictates how they are used in battle. The Troop Types tables starting on *D@W: Campaigns* p. 26 lists the most common troop types, along with the races that typically employ them and the default equipment for the type, although these can vary with the particulars of a Judge's setting.

While elite troops of any type are possible, not every type of breeding ground can produce every type of troop. The racial make-up and the predominant terrain of the breeding ground will determine which types of troops the ground breeds. For each breeding ground he places in his campaign setting, the Judge should select one to three troop types that the breeding ground produces from the tables below.

The Possible Troop Types by Predominant Race table shows what type of troops are typically elite within the various races that field organized military forces. For these purposes, a race is predominant if the majority of the population in the breeding ground is of that race. If no race makes up a majority of the population, then the race that makes up the largest minority of the population is predominant.

The Possible Troop Types by Predominant Terrain table offers guidelines for what type of troops might appear in different terrain. A terrain type is considered predominant if the majority of the hexes in the breeding ground are of that type. If no type makes up a majority of the hexes, then the terrain type that makes up the largest minority of the hexes is predominant.

EXAMPLE: Corcano is an island realm in the Ammas Aurè that consists of 16 24-mile hexes, or about 8,000 square miles. The Judge has decided Corcano is a breeding ground for elite troops in the setting. Corcano's population is predominantly human, so the realm's predominant terrain will determine the type of troops that might be elite. Consulting his continental map, the Judge notes that Corcano consists of 3 hexes of clear terrain, 6 hexes of mountain terrain, and 7 hexes of hills terrain. No terrain type makes up a majority of the hexes in the realm, so the Judge instead uses the largest minority terrain type, hills. Consulting the Possible Troop Types by Predominant Terrain table, the Judge sees that he can choose from Light Infantry A, B, C or D; Slingers; Longbowmen B; or Heavy Infantry A, B, or C. Inspired by history's Cretan archers, who used composite bows, he decides that Corcano is a breeding ground for Elite Longbowmen B (troops with composite bow, sword, shield, and leather armor).

ASSIGNING PROFICIENCIES

For each type of elite troop in each breeding ground, choose or roll for the proficiency or proficiencies which that elite troop type possesses based on the troop type using the Assigning Proficiencies tables below.

EXAMPLE: Corcano is a breeding ground for Elite Longbowmen B. The Judge consults the Assigning Proficiencies table and rolls 1d12. The result is a 10 – Skirmishing. The Judge decides that Corcano's hill and mountain folk have a culture of banditry and raiding that makes them excellent hit-and-run archers.

On army rosters, elite troops should be designated as [number] [race, if non-human] [veteran status, if veterans] [elite] [ethnicity by breeding ground] [unit type] [(proficiency)].

EXAMPLE: A unit raised from Corcano might be designated as "120 Elite Corcanosi Longbowmen B (Skirmishing)".

Elite Troop Type (Humans)	Die Roll (1d12)
Light Infantry A, F, G, H	1 Alertness, 2 Ambushing, 3 Climbing and Endurance, 4 Combat Reflexes, 5-6 Fighting Style (missile weapon), 7 Running, 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Light Infantry B, E	1 Alertness, 2 Berserkergang, 3 Climbing and Endurance, 4 Combat Reflexes, 5-6 Fighting Style (pole weapon), 7-8 Fighting Style (weapon and shield), 9 Running, 10 Skirmishing, 11-12 Weapon Focus
Light Infantry C	1 Alertness, 2-3 Berserkergang, 4 Climbing and Endurance, 5 Combat Reflexes, 6-7 Fighting Style (two-handed weapon), 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Light Infantry D	1 Alertness, 2-3 Berserkergang, 4-5 Combat Reflexes, 6-7 Fighting Style (two weapons), 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Heavy Infantry A, C	1 Alertness, 2 Berserkergang, 3-4 Combat Reflexes, 5-6 Fighting Style (pole weapon), 7-8 Fighting Style (weapon and shield), 9-10 Siege Engineering and Endurance, 11-12 Weapon Focus
Heavy Infantry B	1 Alertness, 2 Berserkergang, 3-4 Combat Reflexes, 5-8 Fighting Style (pole weapon), 9-10 Siege Engineering and Endurance, 11-12 Weapon Focus
Heavy Infantry D	1 Alertness, 2-3 Berserkergang, 4 Climbing and Endurance, 5-6 Combat Reflexes, 7-9 Fighting Style (two-handed weapon), 10 Skirmishing, 11-12 Weapon Focus
Slingers, Bowmen, Crossbowmen, Longbowmen A, B	1 Alertness, 2 Ambushing, 3 Combat Reflexes, 4 Climbing and Endurance, 5-6 Fighting Style (missile weapon), 7-8 Precise Shooting, 9 Running, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Light Cavalry A, B	1 Alertness, 2 Ambushing, 3-4 Combat Reflexes, 5-6 Fighting Style (missile weapons), 7-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Light Cavalry C, Medium Cavalry, Heavy Cavalry, Camel Lancers	1 Alertness, 2-3 Combat Reflexes, 4-5 Fighting Style (pole weapon), 6-9 Fighting Style (weapon and shield), 10 Skirmishing, 11-12 Weapon Focus
Horse Archers, Camel Archers	1 Alertness, 2 Ambushing, 3 Combat Reflexes, 4-5 Fighting Style (missile weapon), 6-7 Precise Shooting, 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Cataphract Cavalry	1 Alertness, 2 Combat Reflexes, 3-4 Fighting Style (missile weapon), 5-6 Fighting Style (pole weapon), 7-8 Fighting Style (weapon and shield), 9-10 Precise Shooting, 11 Skirmishing, 12 Weapon Focus
War Elephants	1 Alertness, 2 Berserkergang*, 3-4 Combat Reflexes, 5-6 Fighting Style (missile weapon), 7-8 Fighting Style (pole weapon), 9-10 Precise Shooting, 11 Skirmishing, 12 Weapon Focus

Elite Troop Type (Demi-Human)	Die Roll (1d12)
Dwarven Heavy Infantry A	1 Alertness, 2 Berserkerang, 3 Combat Reflexes, 4 Goblin Slaying, 5-6 Fighting Style (pole weapon), 7-8 Fighting Style (weapon and shield), 9-10 Siege Engineering and Endurance, 11-12 Weapon Focus
Dwarven Heavy Infantry B	1 Alertness, 2-3 Berserkerang, 4 Combat Reflexes, 5 Goblin Slaying, 6-8 Fighting Style (two-handed weapon), 9-10 Siege Engineering and Endurance, 11-12 Weapon Focus
Dwarven Heavy Infantry C, D	1 Alertness, 2 Berserkerang, 3 Combat Reflexes, 4-5 Goblin Slaying, 6-8 Fighting Style (weapon and shield), 9-10 Siege Engineering and Endurance, 11-12 Weapon Focus
Dwarven Crossbow	1 Alertness, 2 Combat Reflexes, 3-4 Goblin Slaying, 5-7 Fighting Style (missile weapon), 8-9 Precise Shooting, 10 Siege Engineering and Endurance, 11 Skirmishing, 12 Weapon Focus
Dwarven Mounted Crossbow	
Elven Light Infantry	1 Alertness, 2 Climbing and Endurance, 3 Combat Reflexes, 4-5 Goblin Slaying, 6-7 Fighting Style (pole weapon), 8-9 Fighting Style (weapon and shield), 10 Skirmishing, 11-12 Weapon Focus
Elven Heavy Infantry A, B	1 Alertness, 2-3 Combat Reflexes, 4-5 Goblin Slaying, 6-7 Fighting Style (pole weapon), 8-10 Fighting Style (weapon and shield), 11-12 Weapon Focus
Elven Bowmen, Longbowmen	1 Alertness, 2 Ambushing, 3 Combat Reflexes, 4 Climbing and Endurance, 5-6 Fighting Style (missile weapon), 7-8 Precise Shooting, 9 Running, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Elven Light Cavalry	1 Alertness, 2 Ambushing, 3-4 Combat Reflexes, 5-6 Fighting Style (missile weapons), 7-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Elven Horse Archers	1 Alertness, 2 Ambushing, 3 Combat Reflexes, 4-5 Fighting Style (missile weapon), 6-7 Precise Shooting, 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Elven Cataphracts	1 Alertness, 2 Combat Reflexes, 3-4 Fighting Style (missile weapon), 5-6 Fighting Style (pole weapon), 7-8 Fighting Style (weapon and shield), 9-10 Precise Shooting, 11 Skirmishing, 12 Weapon Focus

Elite Troop Type (Beastmen)	Die Roll (1d12)
Kobold Light Infantry	1 Ambushing, 2 Climbing and Endurance, 3 Combat Reflexes, 4 Fighting Style (missile weapon), 5 Kin-Slaying, 6-7 Running, 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Goblin Bowmen and Slingers	
Goblin Light Infantry	1 Ambushing, 2 Berserkerang, 3 Climbing and Endurance, 4 Combat Reflexes, 5 Fighting Style (weapon and shield), 6 Kin-Slaying, 7-8 Running, 9-10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Orc & Groll Light Infantry	
Orc Bowmen & Crossbowmen	1 Ambushing, 2 Climbing and Endurance, 3 Combat Reflexes, 4-5 Fighting Style (missile weapon), 6 Kin-Slaying, 7-8 Running, 9-10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Groll Longbowmen	
Orc & Groll Heavy Infantry	1 Ambushing, 2-3 Berserkerang, 4 Combat Reflexes, 5-6 Fighting Style (two-handed weapon), 7-8 Kin-Slaying, 9 Running, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Ogre Light & Heavy Infantry	
Lizardman Light & Heavy Infantry	1 Ambushing, 2-3 Berserkerang, 4 Combat Reflexes, 5 Fighting Style (missile weapon), 6-7 Kin-Slaying, 8-9 Running, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Bugbear Light Infantry	1-2 Ambushing,, 3-4 Berserkerang, 5 Combat Reflexes, 6-7 Fighting Style (weapon and shield), 8 Kin-Slaying, 9 Running, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Bugbear Heavy Infantry	1-2 Ambushing,, 3-4 Berserkerang, 5 Combat Reflexes, 6-7 Fighting Style (two-handed weapon), 8 Kin-Slaying, 9 Running, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Goblin Wolf Riders	1 Ambushing, 2-4 Berserkerang, 5-6 Combat Reflexes, 7-8 Kin-Slaying, 9-10 Skirmishing, 11-12 Swashbuckling
Orc Boar Riders	
Hobgoblin Light Infantry	1 Alertness, 2 Combat Reflexes, 3-4 Fighting Style (pole weapon), 5-6 Fighting Style (weapon and shield), 7-8 Kin-Slaying, 9 Siege Engineering & Endurance, 10 Skirmishing, 11-12 Weapon Focus
Hobgoblin Heavy Infantry	1 Alertness, 2-3 Combat Reflexes, 4-5 Fighting Style (pole weapon), 6-7 Fighting Style (two-handed weapon), 8-9 Kin-Slaying, 10 Siege Engineering & Endurance, 11-12 Weapon Focus
Hobgoblin Longbowmen	1 Alertness, 2 Ambushing, 3 Combat Reflexes, 4-5 Fighting Style (missile weapon), 6 Precise Shooting, 7 Kin-Slaying, 8 Running, 9 Siege Engineering & Endurance, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Hobgoblin Light Cavalry	1 Alertness, 2 Ambushing, 3-4 Combat Reflexes, 5-6 Fighting Style (missile weapons), 7-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Hobgoblin Medium Cavalry	1 Alertness, 2-3 Combat Reflexes, 4-5 Fighting Style (pole weapon), 6-9 Fighting Style (weapon and shield), 10 Kin-Slaying, 11 Skirmishing, 12 Weapon Focus
Hobgoblin Horse Archers	1 Alertness, 2 Ambushing, 3 Combat Reflexes, 4-5 Fighting Style (missile weapon), 6-7 Precise Shooting, 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus

Fighting Styles

Style	Bonus
Pole weapon	The unit is eligible to conduct a free melee attack sequence against a disengaging enemy unit even when it is disordered. The unit gains one additional attack during any melee attack sequence against a charging army while set for charge, or against a disengaging enemy.
Missile weapon	The unit gains a +1 bonus to attack throws on missile attack sequences.
Single weapon	The unit gains a +1 bonus to attack throws on melee attack sequences.
Two weapons	The unit gains a +1 bonus to attack throws on melee attack sequences.
Two-handed weapon	The unit deals one extra point of damage if it hits with at least two attacks during a melee attack sequence.
Weapon and shield	The unit gains a +1 bonus to Unit AC while equipped with weapon and shield.

PROFICIENCY LIST

The proficiencies available to elite troops are detailed below. In most cases, a proficiency's effects on an elite unit's characteristics are a direct application of the rules for the proficiency to *Domains at War*. For example, Fighting Style (weapon and shield) increases a combatant's AC by 1 when he is wielding a weapon and shield; similarly, an elite unit with Fighting Style (weapon shield) has its Unit AC increased by 1 when it is wielding a weapon and shield. In a few cases, some adjustment has been required to translate the game mechanics of man-to-man combat to mass combat.

Alertness: When an army is surprised (i.e. the strategic situation is Ambush, Deep Envelopment, Envelopment, or Rear Guard Envelopment), its commanders usually have no activation points (AP) in the first combat round and ½ their normal AP in the second combat round. However, for each unit with Alertness they command, commanders gain 1 activation point in the first combat round and ½ AP in the second round. (The AP do not have to be spent on the units with Alertness.) A unit with Alertness proficiency is also immune to the effects of Ambushing (see below).

EXAMPLE: Marcellus is a commander of a six-unit division in an army that has been surprised by a Deep Envelopment. He has a Leadership Ability of 6. Given the strategic situation, Marcellus would normally have 0 AP in the first combat round, 3 AP in the second combat round, and 6 AP per combat round thereafter. However, Marcellus's division includes 2 Elite Light Infantry with Alertness. Therefore he has (0 + 2) 2 AP in the first combat round, (3 + 1) 4 AP in the second combat round, and 6 AP per combat round thereafter.

Ambushing: When the unit attacks with surprise, or attacks a disordered enemy from the flank, it gains an additional +2 bonus on its attack throw (for a total bonus of +4). Each successful attack deals two hits (instead of the usual one hit) to the target. A target with Alertness proficiency is immune to the effects of Ambushing, however.

Berserkerang: Whenever the unit conducts a melee attack sequence, it may go berserk. Berserk units are marked by placing a berserk token on the unit. While the berserk token is present, the unit gains a +2 bonus on attack throws and its base morale score is increased to +4, but its Unit AC is decreased by 2 and its formation is considered to be irregular (IF or IM). The berserk token is removed if the unit begins an activation unthreatened by any enemy units. Mounted units may not take this proficiency unless the mount will fight on if the rider is dead.

Combat Reflexes: The unit is eligible to conduct a free melee attack sequence against a disengaging enemy unit even when it is disordered. A commander gains a +1 bonus to his initiative score during the current combat round if he activated one or more units with this proficiency in the prior combat round.

Climbing: The unit can march into Cliff/Mountain hexes as if they were rough rather than impassable terrain. The unit may not hustle or charge into, through, or from otherwise-impassable Cliff/Mountain hexes, however. A unit with Climbing proficiency in a Cliff/Mountain hex threatens adjacent enemy units that are in adjacent hexes, but is not itself threatened unless the enemy units are Flyers or possess the Climbing proficiency. Mounted units may not take this proficiency unless mounted on mules or similar sure-footed mounts (Judge's discretion).

Endurance: Regular units can march for 4 days out of 7 without penalty. A unit with Endurance can march for 5 days out of 7. Units composed exclusively of troops with extraordinary Constitution may march one additional day for each point of Constitution bonus. Mounted units may not take this proficiency unless mounted on camels, mules, or similar hardy mounts (Judge's discretion).

Fighting Style: The unit is proficient in a particular fighting style, chosen when the unit is trained. The fighting styles and the bonuses they provide to the unit are listed below. The unit must be equipped appropriately to take advantage of the proficiency, e.g. a unit equipped with shortbow, sword, and dagger cannot benefit from Fighting Style (pole weapon).

Goblin-Slaying: The unit has been trained to ruthlessly cut down his race's humanoid foes. It receives +1 on attack throws against enemy units composed of kobolds, goblins, orcs, gnolls, hobgoblins, bugbears, ogres, trolls, and/or giants. If the Goblin-Slaying unit has 7 Unit HD or more this bonus increases to +2. If the Goblin-Slaying unit has 13 Unit HD or more the bonus increases to +3.

Kin-Slaying: The unit is thirsty for the blood of man. It receives +1 on attack throws against enemy units composed of humans, elves, dwarves, gnomes, or halflings. If the Kin-Slaying unit has 7 Unit HD or more this bonus increases to +2. If the Kin-Slaying unit has 13 Unit HD or more the bonus increases to +3.

Precise Shooting: A unit with Precise Shooting proficiency may conduct a missile attack sequence against a target threatening or threatened by it without penalty. The unit may use volleying overhead to conduct a missile attack sequence against a target threatening or threatened by an ally.

Running: A LF or IF unit with Running proficiency that normally has Unit Movement Rate 2/3/4 instead has Unit Movement Rate 2/4/6. A LF or IF unit with Running proficiency that normally has Unit Movement Rate 2/4/6 instead has Unit Movement Rate 2/5/8. Mounted units may not take this proficiency unless mounted on exceptional mounts (Judge's discretion).

Siege Engineering: The unit can be assigned to construction projects of up to 25,000gp without a supervisor. All of the troops within the

unit have a base construction rate of 66cp per day. A typical 120-man unit has a base construction rate of 80gp per day.

Skirmishing: A disengaging unit with Skirmishing proficiency does not trigger attacks by threatening units that have a slower marching movement rate than it. A disengaging LF, LM, or FLY unit with Skirmishing proficiency does not trigger attacks by threatening units that have an *equal* or slower marching movement rate than it.

Swashbuckling: An IF, LF, IM, LM, or FLY unit with Swashbuckling proficiency gains a +1 bonus to Unit AC. If the unit has 7 Unit HD or more this bonus increases to +2. If the unit has 13 Unit HD or more the bonus increases to +3.

Weapon Focus: When using its favored weapon, the unit is capable of devastating strikes. On an attack throw scoring an unmodified 20 when using its favored weapon, the unit deals two points of damage to the target's uhp (instead of one). The unit's favored weapon is defined when the unit is trained.

AVAILABILITY OF ELITE TROOPS

ELITE CONSCRIPTS AND MILITIA

If peasants are conscripted or levied from a breeding ground, all peasants that are qualified, trained, and equipped as one of the breeding ground's elite troops types become elite.

EXAMPLE: Corcano is a breeding ground for Elite Longbowmen B (Skirmishing). Corcano has a population of 100,000 families, so the ruler of Corcano can conscript up to 10,000 peasants. Consulting the Qualifying Number of Conscripts table in *D@W: Campaigns*, he notes that for every 120 conscripts, 30 qualify as longbowmen. Therefore the ruler has $(30/120 \times 10,000)$ 2500 peasants that qualify as longbowmen. The ruler trains and equips these 2500 qualified peasants as Longbowmen B. At the end of the training time, he now has 2500 Elite Corcanosi Longbowmen B (Skirmishing).

Peasants that qualify to be one of the breeding ground's troop types, but are trained or equipped for another type, do not become elite. Their talents are "wasted." For this reason, wise rulers will train and equip their conscripts to exploit their breeding ground(s), and hire mercenaries for other positions.

EXAMPLE: Longbowmen must be drawn from those with the qualities of both heavy infantry and bowmen. The ruler is short on heavy infantry, so he decides to train and equip 1250 of the 2500 conscripts that qualify as longbowmen as Heavy Infantry A. He trains and equips the other 1250 qualified peasants as Longbowmen B. At the end of the training time, he now has 1250 Heavy Infantry A and 1250 Elite Corcanosi Longbowmen B (Skirmishing).

ELITE TRIBAL WARRIORS

The article "The Savage Swords of Chaos" in *Axioms Issue 2* introduced **tribal domains**, from which large numbers of **tribal warriors** can be levied from the domain's population. Tribal domains are often breeding grounds for elite troops. When tribal warriors are levied from a breeding ground, all tribal warriors of the types bred are elite.

EXAMPLE: The Jarldom of Theidag, in Jutland, is a breeding ground for Elite Light Infantry C. It has a population of 4,600 families. Consulting "The Savage Swords of Chaos," the Judge sees that up to 4,600 tribal warriors can be levied from Theidag, of which 2,300 can be light infantry. All of these light infantry will be Elite Theidagan Light Infantry C.

ELITE FOLLOWERS

The leader of a domain will attract elite followers in certain circumstances. If the leader is a native of a breeding ground, followers of his native breeding ground's troop type will be elite. (If the Judge determines that the leader is infamous or unknown in his breeding ground, this advantage is lost.) If the leader's domain was established within a breeding ground, followers of the local breeding ground's troop type will be elite. At the Judge's discretion, he equipment of arriving followers can be adjusted so that their specific troop type matches one of the breeding grounds.

EXAMPLE: Demetrios is a 9th level explorer from Corcano, a breeding ground for Elite Longbowmen B (Skirmishing). He has just established a border fort in the Syrnasos, a breeding ground for Elite Slingers (Weapon Focus). As an explorer, Demetrios attracts 1d4x10 followers. The roll is a 3, so 30 followers arrive to work for the new warden.

Rolling once for every 10 followers on the Follower Type and Equipment by Class table, Demetrios determines that he has attracted 10 longbowmen (longbow, sword, chain mail armor), 10 slingers (sling, short sword, shield, leather armor), and 10 light infantry (spear, hand axe, shield, leather armor). The Judge decides that the longbowmen have arrived from Corcano, and adjusts their equipment to composite bow and leather armor; these will be Elite Corcanosi Longbowmen B (Skirmishing). The slingers are from the Syrnasos, so they are Elite Syrnasan Slingers (Weapon Focus). The light infantry are just regulars.

ELITE MERCENARIES AND SLAVE SOLDIERS

When a leader hires mercenary troops from a breeding ground for that type of type, all the mercenaries available of that type will be elite.

EXAMPLE: Demetrios now rules a county-sized realm within the Syrnasos. He decides he'd like to hire mercenary slingers. Consulting the Mercenary Availability by Realm Size table and cross-referencing Slingers with County, he sees that 35 slingers are available. Since these slingers are being hired from a breeding ground, the 35 slingers are all Elite Syrnasan Slingers (Weapon Focus).

Elite troops are in high demand due to their special skills, and since the local rulers have access to elite conscripts, many elite troops can be found working as mercenaries outside their homelands. Therefore, a percentage of mercenaries available in any market or realm will be elite. The percentage is equal to:

$$\frac{(\text{population in families of the breeding ground})}{(\text{population of the campaign setting})}$$

EXAMPLE: The Tarkaun of the Auran Empire, a realm with a population of 4,200,000 families, wishes to hire as many Elite Longbowmen B (Skirmishing) as possible. Consulting the Mercenary Availability by Realm Size table and cross-referencing Longbow with Empire, he sees that 5,500 longbowmen are available. However, the listed empire on the table is of minimum population (1,500,00 families); since his realm is larger than the listed population, the results are scale up proportionately. $5,500 \times 4,200,000 / 1,500,000 = 15,400$ longbowmen are available.

Corcano has a population of 100,000 families. The Aurëpos region as a whole has a population of about 10,000,000 families. Therefore $(100,000 / 10,000,000) 0.01$ or 1% of the longbowmen available in various markets and realms will be Elite Longbowmen B (Skirmishing) from Corcano. Therefore, the Tarkaun can hire $(15,400 \times .01) 154$ Elite Longbowmen B from Corcano over the hiring time period.

The maximum number of mercenaries available in the entire campaign setting from any given breeding ground is equal to ten times the number that would be available as conscripts. Such a situation would imply that mercenary labor is a major export for the breeding ground, with many of its able-bodied young men and retired conscripts taking up arms for foreign powers, and supporting their realm with gold, slaves, and other spoils of war in lieu of their labor.

EXAMPLE: Corcano has a population of 100,000 families. Up to 2,500 longbowmen can be levied from Corcano. Therefore, in the entirety of Aurëpos, no more than 25,000 Elite Corcanosi Longbowmen B (Skirmishing) are available.

Elite Slave-Soldiers: Sometimes a breeding ground may be a source of elite slave-soldiers. If so, apply the rules for mercenaries, above, to represent the availability of the slave soldiers.

COST AND BATTLE RATING OF ELITE TROOPS

Elite troops are more effective in battle, and command a higher wage as a result. Increase the battle rating of elite troops by 0.5 per every 2 BR, with a minimum increase of 0.5 BR. Increase the wages of elite troops by 1gp per every 6gp of regular wage, with a minimum increase of 3gp.

EXAMPLE: A regular unit of Heavy Infantry A has a battle rating of 2 and a wage of 12gp per month per troop. An elite unit of Heavy Infantry A has its battle rating increased by $(2 \text{ BR} \times 0.5 \text{ BR} / 2 \text{ BR}) 0.5$ points, for a final BR of 2.5. The unit has its wage increased by $(12\text{gp} \times 1\text{gp}/6\text{gp}) 2\text{gp}$ per troop, rounded up to the minimum of 3gp increase per troop, for a total wage of 15gp per troop.

When units are both elite and veteran, first make the unit elite, then make it veteran. That is, veteran elite units increase their elite wage by 12gp per month and their elite BR by 2 if infantry and 1 if cavalry.

EXAMPLE: A unit of Heavy Infantry A has a BR of 2 and a wage of 12gp if regular; a BR of 2.5 and a wage of 15gp if elite; a BR of 4 and a wage of 24gp if veteran; and a BR of 4.5 and a wage of 27gp if veteran elite.

BECOMING ELITE THROUGH TRAINING AND/OR EXPERIENCE
While most elite troops are drawn from breeding grounds, it is possible for some regular troops to become elite, either through training or experience.

BECOMING ELITE THROUGH TRAINING

Only 10% of regular troops of any given type qualify as **elite trainees** who have the talent and discipline to become any particular type of elite troops. To transform these elite trainees into elite troops, they must be removed from their regular units and put into **training units** to receive **elite training**. This elite training is provided by elite troops of the same type working as a **training cadre**. Each elite troop can train up to seven elite trainees of the same type. The training cadre cannot be deployed on campaign while training troops. The Elite Training Time and Cost table shows the time and cost to train elite trainees to be elite troops.

EXAMPLE: The Tarkaun's army includes 7,560 Regular Longbowmen B and 120 Elite Corcanosi Longbowmen. Of his regulars, 756 qualify as elite trainees. He employ $(756/7) 108$ of his Elite Corcanosi Longbowmen as a training cadre. Consulting the Elite Training Time and Cost table, the Tarkaun sees it will take 5 months to transform the elite trainees into elite troops, and cost $(120\text{gp} \times 756) 90,720\text{gp}$.

Elite Training Time and Cost					
Troop Type	Training Time	Cadre Cost	Training Cost	Total Cost (Troop)	Total Cost (Unit)
Light Infantry	3 months	3.8gp	27gp	30.8gp	3,700gp
Heavy Infantry	3 months	6.5gp	45gp	51.5gp	6,170gp
Slingers	3.5 months	4.5sp	31.5gp	36gp	4,320gp
Bowmen	4 month	6.8sp	48gp	54.8gp	6,580gp
Crossbowmen	3 months	9gp	63gp	72gp	8,640gp
Longbowmen	5 months	15gp	105gp	120gp	14,400gp
Light Cavalry	5 months	25gp	175gp	200gp	12,000gp
Horse Archers	8 months	60gp	420gp	480gp	28,800gp
Medium Cavalry	6 months	45gp	315gp	360gp	21,600gp
Heavy Cavalry	8 months	80gp	560gp	640gp	38,400gp
Cataphract Cavalry	14 months	175gp	1,225gp	1,400gp	84,000gp
Camel Archers	8 months	40gp	280gp	320gp	19,200gp
Camel Lancers	14 months	105gp	735gp	840gp	50,400gp
War Elephants	8 months	480gp	3,360gp	3840gp	230,400gp
Mounted Crossbowmen	6 months	45gp	315gp	360gp	21,600gp
Wolf Riders	8 months	20.5	144gp	164.5gp	9,875gp
Boar Riders	8 months	44gp	308gp	352gp	21,120gp

BECOMING ELITE THROUGH EXPERIENCE

When a unit gains sufficient XP to advance in level or HD, it might also become elite at the same time. If already elite, it may gain an additional elite proficiency. The likelihood of this occurring depends on the class of the unit and the level or HD it has gained.

Fighters: Most units that become veteran do so by advancing from 0th level normal men to 1st level fighters (or, more rarely, explorers, assassins, paladins, etc.) When a unit advances from 0th level normal men to 1st level in any of these classes, roll 1d10 – on a roll of 10, the unit gains a random elite proficiency. Roll 1d10 again when it advances to 3rd, 6th, 9th, and 12th level.

Barbarians: Units recruited from barbarian regions might advance from 0th level normal men to 1st level barbarians. When a regular unit advances from 0th level normal men to 1st level barbarian, it *automatically* gains the natural proficiency of its regions as an elite proficiency. When an elite unit advances from 0th level normal men to 1st level barbarian, it also automatically gains the natural proficiency of

its region as an elite proficiency, unless it already possesses it. In that case, roll 1d10 – on a roll of 10, the unit gains a random elite proficiency. Roll 1d10 again when it advances to 3rd, 6th, 9th, and 12th level.

Monsters: A demihuman, beastman, or exotic unit may roll to gain an exotic proficiency when it first advances to the following HD: 1, 3, 6, 9, and 12. Roll 1d10 – on a roll of 10, the unit gains a random elite proficiency.

Units are considered elite for purposes of BR and wages as soon as they gain one elite proficiency. Elite units that gain further elite proficiencies increase their battle rating by an additional 0.5 for every 2 points of BR and their wages by an additional 1gp per every 6gp of regular wage.

To determine which elite proficiency a unit gains, roll 1d12 on the Assigning Proficiencies table for the appropriate race and type. The Judge may assign a specific proficiency based on the circumstances of the unit's advancement, if desired.

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BRINGING GLADIATORIAL GAMES TO YOUR CAMPAIGN SETTING!

From the slave-pits of the provinces to the blood-soaked sands of the Colosseum, gladiators fought and died in the thousands for the glory of Rome. These rules are designed to allow you to introduce the gore and glory of gladiatorial games into your own campaign setting.

GLADIATORS, LANISTAE, AND MUNERATORS

Gladiators are warriors trained to fight in ritualized battles known as **gladiatorial games**. Gladiators are typically slaves, prisoners of war, or indentured servants who have been forced to become gladiators to pay off a debt. The character entitled to the gladiator's services is called his **lanista** and is responsible for the training, discipline, upkeep, and sale of the gladiator's services. Gladiators (or the contracts for the gladiator's services) are property and can be bought and sold in urban settlements at prices ranging from 250gp and up.

A lanista earns money by **renting** the services of his gladiators to **munerators**, wealthy aristocrats who sponsor gladiatorial games. A lanista typically rents out each of his gladiators three times per year. Each time a gladiator is rented out, his lanista receives a fee equal to 60% of the gladiator's cost for ordinary gladiators and 62.5% of the gladiator's cost for veterans and champions, twice that for a bout to the death. When rented out, the gladiator will fight in a **bout** in the

games. If the gladiator wins his bout, the lanista will pay him a prize equal to 20% of the rental fee. Round all values to the nearest 5gp.

Under the usual terms between gladiator and lanista, a gladiator who has won 10 victories or survived 15 matches wins his freedom. With 15-20% of gladiatorial battles ending in the death of one of the combatants, few gladiators survive to retirement. Those that do usually become gladiator trainers or overseers. Some leave the arena to pursue adventuring or mercenary work. A few are lured back to the arena to become **champions**. Champions sign up for another contract (10 victories or 15 matches) in exchange for a large signing bonus, and continue to receive 20% of their rental fee thereafter. Occasionally a renowned champion may be paid his rental fee directly in exchange for a one time appearance in a game.

In realms where gladiatorial games are popular, there will be around 1 gladiator per 150 urban families in any settlement of Class IV or better. 50% of these gladiators will be 0-level characters with a single class proficiency. 35% will be 1st level and 9% will be 2nd level. The remainder will be champions of between 3rd and 5th level. Round fractions to the nearest whole, rounding 0.5 up if even, down if odd. The Gladiator Rank and Cost table summarizes this information.

Gladiator Rank (Level)	GP Cost	Rental Fee	Victory Bonus	Demographics
Ordinary Gladiator (0)	250gp	150gp	30gp	50%
Veteran Gladiator (1)	425gp	265gp	55gp	35%
Veteran Gladiator (2)	900gp	560gp	110gp	9%
Champion Gladiator (3)	1,800gp*	1,125gp	225gp	3%
Champion Gladiator (4)	3,600gp*	2,250gp	450gp	2%
Champion Gladiator (5)	7,200gp*	4,500gp	900gp	1%

*Paid to the gladiator as his signing contract when he renews

GLADIATOR TYPES

Every gladiator has a **gladiator type**, which describes the gladiator's style of equipment and training. The gladiator types described in this article are some of those that appear in the Auran Empire setting, and were inspired by the classical gladiator types of Ancient Rome. The name, equipment, and proficiency of each type is listed on the Gladiator Type table below. The Latin (Roman) name of each type is also listed for Judges interested in ancient history. Judges should feel free to re-name the gladiator types, or create new types, as desired.

Gladiator Type	Roman Name	Equipment	Proficiency
Spearfighter	Hoplomachus	Heavy arena armor, heavy helmet, shield, spear, short sword	Fighting Style (weapon & shield)
Challenger	Provocator	Heavy arena armor, heavy helmet, shield, sword	Combat Reflexes
Striker	Thraex	Heavy arena armor, light helmet, shield, short sword, dagger	Weapon Focus (swords & daggers)
Shieldbearer	Murmillio	Light arena armor, heavy helmet, shield, sword	Fighting Style (weapon & shield)
Pursuer	Secutor	Light arena armor, heavy helmet, shield, short sword, dagger	Combat Reflexes
Netfighter	Retiarius	Light arena armor, no helmet (AC 1), spear, net, pair of daggers	Swashbuckling
Dualwielder	Dimachaerus	Light arena armor, no helmet, pair of short swords, dagger	Fighting Style (two weapon fighting)

Gladiator Type	ENC	MV	AC	HD	#AT	DMG	ML	Notes
Spearfighter	7 1/6	60'	6	1-1	1 spear or short sword 11+	1d6	+2 / -4	-
Challenger	6 1/6	90'	5	1-1	1 sword 11+	1d6	+2 / -4	+1 initiative
Striker	5 1/6	90'	5	1-1	1 short sword or dagger 11+	1d6 or 1d4	+2 / -4	Double damage on 20
Shieldbearer	4 1/6	120'	4	1-1	1 sword 11+	1d6	+1 / -4	-
Pursuer	4 1/6	120'	3	1-1	1 short sword or dagger 11+	1d6 or 1d4	+1 / -4	-
Netfighter	4 1/6	120'	2	1-1	1 spear or dagger 11+, net 13+	1d6, 1d4, or wrestle	+1 / -4	-
Dualwielder	2 2/6	120'	1	1-1	2 short swords 9+, dagger 11+	1d6 or 1d4	+1 / -4	-

GLADIATORIAL SCHOOLS AND AMPHITHEATERS

In realms where gladiatorial games are held, every urban settlement is likely to have a **gladiatorial amphitheater**, with a regular schedule of games, and one or more **gladiatorial schools** that service the settlement.

AMPHITHEATERS

Amphitheaters can range in size from simple pits with wooden bleachers for 3,000 spectators to enormous multi-level structures capable of seating 80,000 spectators. The appropriate size of an amphitheater is based on the urban settlement's market class and population, as shown on the Amphitheater Size table, below.

Settlement Population	Market Class	Appropriate Amphitheater Size
75-249	Class VI	None
250-624	Class V	None
626-2,499	Class IV	5 seats per family
2,500-4,999	Class III	7,500 seats plus 3 seats per family over 2,500
5,000-19,999	Class II	15,000 seats plus 1 per family over 5,000
20,000-100,000	Class I	30,000 seats plus 1 per 4 families over 20,000

A pre-existing urban settlement is assumed to have an amphitheater of appropriate size unless the Judge rules otherwise. An adventurer who establishes or conquers an urban settlement may build a gladiatorial amphitheater for his settlement. The cost of an amphitheater of appropriate size for an urban settlement counts as urban investment expenditure. Any additional cost is considered to be money spent to no tangible game benefit and increases the adventurer's reserve XP fund.

The Gladiator Characteristics table, below, provides combat characteristics for an ordinary gladiator of each type.

Note that unlike other hirelings, gladiators have two morale scores – an arena morale score ranging from 0 to +2, and a lanista morale score which always starts at -4. A gladiator's arena morale score is used to determine his bravery in the arena, while his lanista morale score determines his loyalty to his owner.



CONSTRUCTING AN AMPHITHEATER

Amphitheatres are ellipse-shaped structures with a walled, open-air interior arena surrounded by elevated seating. The exterior and interior dimensions of an amphitheater, as well as its cost, are determined by the amphitheater's seating capacity and stories, as shown on the Amphitheater Characteristics table, below. The cost of the amphitheater includes all the necessary subterranean vaults and passages, arena and spectator gates, and so on.

Characteristic	Value / Formula
No. of Seats	No less than 100 seats; no more than 100,000 seats
No. of Stories	1 story plus up to 1 additional story per 20,000 seats
Interior Area	(No. of Seats / No. of Stories) x 8.25 square feet
Interior Height	15 feet
Interior Width	(Interior Area / 3.75)0.5 feet
Interior Length	Interior Width x 1.2 feet
Exterior Area	Interior Area x 6 square feet
Exterior Height	No. of Stories x 35 feet
Exterior Width	(Exterior Area / 3.75)0.5
Exterior Length	Exterior Width x 1.2 feet
No. of Gates	Exterior Area / 12,000
Amphitheater Cost	No. of Seats x 15gp

The historical Colosseum is a four story structure with a 615' exterior length, 510' exterior width, 287' interior length, 180' interior width. Its interior area is 162,212 square feet. It historically seated around 80,000. We calculate seating at $(162,212 / 8.25 \times 4)$ 78,648.

EXAMPLE: The amphitheater at Arganos has been destroyed, and Sürius, prefect of Arganos, wants to rebuild it. Arganos is a Class III market with 4,000 families, so its amphitheater should seat $[(7,500) + (4,000-2,500) \times 3]$ 12,000 spectators. With 12,000 seats, it can be either a one- or two-story structure. Sürius chooses to construct a two-story amphitheater. Its interior area (the actual arena or fighting pit) is therefore $(12,000 / 2 \times 8.25)$ 49,500 square feet. Its interior width is $(49,500 / 3.75)0.5$ or 115 feet. Its interior length is (115×1.2) 138 feet. Its interior height (the tallness of the arena walls) is 15'. Its exterior area is $(49,500 \times 6)$ 297,000 square feet. Its exterior width is $(297,000 / 3.75)0.5$ or 281 feet. Its exterior length is (281×1.2) 337 feet. Its exterior height is (2×35) 70 feet. It has $(297,000 / 12,000)$ 25 gates. The amphitheater's total cost is 180,000gp.

SPONSORING A GLADIATORIAL GAME

The ruler of an urban settlement with an amphitheater, or any character acting with that ruler's permission, may sponsor a gladiatorial game. The character sponsoring the game is called its **munerator**, and is responsible for paying for the entire cost of the game. The minimum cost to sponsor a gladiator game is 0.5gp per urban family, but more may be spent if desired. The cost counts as a festival expense (per ACKS) or a liturgy expense (per *Axioms III*)

for the urban settlement, regardless of whether the ruler or another character sponsors the game.

Spending the Budget: The cost of the gladiatorial game is allocated by the munerator to rent gladiators from any available lanistae. The munerator may allow the lanistae to choose which gladiators to provide, or he may personally allocate the cost to his choice of ordinary gladiators, veterans, champions, exotic creatures, and/or condemned prisoners. Typically 50% of the cost is allocated to ordinary gladiators so that there are more combatants. The cost to rent a gladiator for a bout is 60% of the gladiator's value (62.5% for veterans), or twice that if the bout is to the death. The cost to buy an exotic creature is equal to its trained value. The cost to buy a prisoner is typically 40gp.

Munerators typically spread the funds across the gladiatorial schools pro rata based on the number of gladiators each lanista owns. However, a munerator who personally owns gladiators, creatures, or prisoners may provide them for use in his own games. The cost of these combatants is still counted as a festival or liturgy expense even though no money trades hands. The crowd doesn't care!

EXAMPLE: Sürius is prefect of Arganos. He decides to institute regular games in the city. As there are 26 gladiators in Arganos, there can be up to $(26/7)$ 4 games per year. Sürius decides he will hold games once per season, spending 1gp per urban family at each game. This means he will spend $(4,000 \times 1gp)$ 4,000gp on each game. Assume there are three schools in town, with 9, 9, and 8 gladiators respectively. He allocates 1350gp, 1350gp, and 1,300gp to the three schools.

Scheduling the Bouts: Each gladiator, creature, or prisoner must be assigned, either individually or with other combatants, to a bout against an opponent or group of opponents. Typically 50% or more of the bouts are one-on-one matches. As gladiatorial games are intended to be fair contests, the total gp value of all combatants on each side of a bout must be approximately equal (within 10%). Bouts with creatures or prisoners may be unequal if desired. It is considered dishonorable for gladiators to fight on the same side of with prisoners.

Bouts may be either **bouts to the death** or **bouts to incapacitation**. Bouts to incapacitation end when one side cannot go on – but may still result in death for the loser, either by accident or from the bloodlust of a demanding crowd. Any bout with prisoners or with creatures of animal intelligence is always to the death. The choice of whether a bout is to be to incapacitation or death is made by the munerator when he allocates funds, as it determines how much he must pay to rent the gladiators involved.

No more than 12 bouts can be held per day. If the number of bouts exceeds 12, the gladiatorial game extends over multiple days. This does not impact the cost, but may be relevant for campaign purposes.

Traditional Match-Ups: By tradition, each gladiator was matched in bouts based on his type. The Gladiator Match-Up table, below, is

Match Ups	Spearfighter	Challenger	Striker	Shieldbearer	Pursuer	Netfighter	Dualwielder
Spearfighter	--	Opponent	Opponent	--	--	--	--
Challenger	Opponent	Opponent	--	--	--	--	--
Striker	Opponent	--	--	Opponent	--	--	--
Shieldbearer	--	--	Opponent	--	--	--	--
Pursuer	--	--	--	--	--	Opponent	Opponent
Netfighter	--	--	--	Opponent	Opponent	--	--
Dualwielder	--	--	--	--	Opponent	--	Opponent

inspired by the classical match-ups that were used in Ancient Rome. If these traditions are followed, the munerator should schedule his bouts accordingly.

GLADIATORIAL SCHOOLS

Gladiatorial schools are judged by how many gladiators they own. A small gladiatorial school may own just a half-dozen gladiators, an average-sized school in a provincial capital may field 25-40 gladiators, and a huge gladiatorial school in a metropolis will have 120 or more gladiators.

Each urban settlement can sustain no more than 1 gladiator per 150 families (rounded up) total. Any urban settlement with an amphitheater will always have 1d4 schools in operation, which will already own 50%+2d20% of the maximum number of gladiators (rounded down). Divide these gladiators between the pre-existing schools as evenly as possible. A new, adventurer-run settlement, will not have a gladiator school unless the adventurer chooses to build one.

Any adventurer can establish a gladiatorial school. Gladiatorial schools can be established in any urban settlement, but because of the risk of rebellion and violence posed by gladiators, the permission of the settlement's ruler is required. Gladiatorial games are popular, but there are nevertheless limits on the market demand for them, so the maximum size of a new gladiatorial school is limited by the number of pre-existing gladiatorial schools.

EXAMPLE: Titus wants to know if he can establish a gladiatorial school in the Class III market city of Arganos (4,000 families). At 1 gladiator per 150 urban families, Arganos can maintain no more than 26 gladiators. As Arganos is a pre-existing settlement, it already has at least one gladiatorial school. The Judge rolls 1d4 and determines Arganos has two existing gladiator schools. The Judge rolls 2d20+50 and determines that 69% of the maximum number of gladiators are already working at these existing schools – 17 gladiators total. There Judge divides these gladiators as evenly as possible, so one school has 9 gladiators and one has 8 gladiators. That means there's room for another (26-17) 9 gladiators in Arganos. Titus sees an opportunity!

ACQUIRING GLADIATORS

To stock his newly-founded school, a lanista can **buy trained gladiators**, **buy gladiatorial candidates**, **impress prisoners of war**, or **acquire exotic creatures**.

Buying Trained Gladiators: Fully-trained gladiators can only be purchased from another school. The new lanista can make purchases in his own settlement, or travel to another settlement and buy gladiators there. A reaction roll of 9+ is required to persuade a gladiator's owner to sell a gladiator for his listed cost. If the current owner is a rival operating in the same settlement, the purchaser suffers a -3 on the die roll. If the purchaser is the urban settlement's ruler, he gains a +3 on the die roll. The die roll can also be modified by

adjusting the offer price by +/-1 per 10% variance. See the Gladiator Rank and Cost table, above.

EXAMPLE: Titus considers buying gladiators in Arganos. The two existing gladiatorial schools have 17 trained gladiators. Of these, 9 are ordinary gladiators costing 250gp each, 6 are 1st level veterans costing 425gp each, and 2 are 2nd level veterans costing 900gp each. Because these gladiators are owned by rival schools, Titus will need a reaction roll of 12+ for each gladiator he wishes to buy.

Buying Gladiatorial Candidates: Gladiatorial candidates can be purchased in any urban settlement. Each month, there will be 1 candidate per 450 urban families in the settlement available, rounded up. (However, a settlement that is already at its maximum number of gladiators does not produce additional candidates.) Market transactions might represent buying slaves, purchasing condemned criminals, paying off a debtor's obligations in exchange for service, or paying a bounty to volunteers. Regardless of the nature of the transactions, the cost is 40gp per candidate.

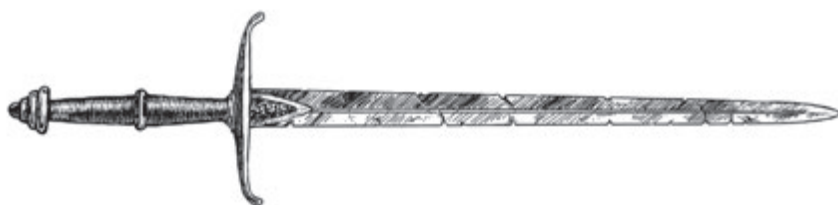
Impressing Prisoners to be Gladiatorial Candidates: Gladiatorial candidates can be acquired in war. 10% of prisoners captured in battle will be suitable in age, temperament, and physique to become gladiators. Just 2.5% of prisoners taken when pillaging a domain will be suitable. If the adventurer has captured the prisoners himself, he does not have to pay for the prisoners, but otherwise he must pay their cost (typically 40gp per candidate) to the army leader who captured them. Enslaving Lawful or Neutral creatures is a Chaotic act, but Chaotic creatures can be enslaved without penalty.

EXAMPLE: Titus doesn't have an army with which to capture prisoners, nor does he have the charisma to persuade his rivals to sell him some of their gladiators. He decides to just stock his school with raw recruits. Since Arganos has a population of 4,000 families, there are (4,000 / 450) 8.88 candidates available, which rounds to 9. It costs him (9 x 40gp) 360gp to purchase these nine candidates.

Acquiring Exotic Creatures: Lanista who wish to field exotic creatures may purchase untrained creatures in market transactions, or may acquire them on adventurers. Exotic creatures of animal intelligence must then be trained and tamed to hunter roles before they can be safely deployed in a crowded arena filled with spectators. See *Lairs & Encounters* for costs and details.

Unworthy Candidates: The guidelines above assume that the lanista is pre-screening to select candidates within a narrow range of age, fitness, and ability. A desperate lanista can enroll unworthy candidates, but they are unlikely to graduate from training (see below). If unworthy candidates are used, another 90% of prisoners captured in battle and another 22.5% of prisoners taken when pillaging a domain will be unworthy candidates. Up to 1 unworthy candidate per 50 urban families can be bought in market.

Upkeep: Once acquired, gladiators and gladiator candidates cost 2gp per month in upkeep. Exotic creatures must be paid their supply cost (listed in *Lairs & Encounters* and *Domains at War*). Failure to pay upkeep may spark a **gladiator uprising** (see below). Supplemental pay, better food, access to women, and so on can increase morale over time.



STAFFING AND MAINTAINING THE SCHOOL

Running a gladiator school requires a variety of hirelings and specialists. The more gladiators a school has, the larger a staff it needs! The Gladiator School Staff table shows the type of hirelings needed, the number required, and the monthly cost for each. Round the number required up in all cases. A school may hire extra trainers if desired in order to train more types. Note that gladiator candidates count as gladiators for purposes of staff requirements.

Hireling	No. Required	Monthly Cost
Creature Handler	1 per 6/20 creatures	By creature type
Gladiator Trainer (Master)	1 per 120 gladiators	250gp
Gladiator Trainer (Ordinary)	1 per 6 gladiators	60gp
Guard	1 per 20 gladiators	25gp
Healer (Chirurgeon)	1 per 60 gladiators	100gp*

*A small gladiatorial school may hire a chirurgeon as needed at a cost of 2gp per gladiator per month.

Creature Handler/Trainer (25gp to 250gp/month): A creature handler/trainer is a specialist capable of taming, training, and handle hunting or guard creatures. One creature handler is required per 6 creatures being trained, or per 6 hunting or 20 guard animals being housed in the school. See *Lairs & Encounters* for more details on taming and training creatures.

Gladiator Trainer (30gp to 250gp per month): A gladiator trainer is a type of marshal specialized in working with gladiators. An ordinary trainer is a 1st level fighter or related class with at least one of the proficiencies on the Gladiator Type list and one rank of Manual of Arms. A master trainer is a 5th level fighter or higher with at least two of the proficiencies listed on the Gladiator Type list and at least two ranks of Manual of Arms.

A gladiator school must have 1 ordinary trainer per 6 gladiators or gladiator candidates, and at least 1 master trainer per 120 gladiators. A lanista who meets the qualifications can serve as a master trainer or trainer in his school. A gladiator school can only train gladiators of a particular type if it employs at least one trainer who knows the required proficiency.

EXAMPLE: Titus is staffing his school of 9 gladiators. Titus himself is a 5th level fighter with Fighting Style (weapon & shield), Combat Reflexes, and Manual of Arms 2, so he qualifies to serve as master trainer himself. He hires two ordinary gladiator trainers, one with Weapon Focus (swords & daggers) and one with Swashbuckling. Titus's school will be able to train gladiators of the spearfighter, challenger, striker, shieldbearer, and netfighter types. His school will not be able to train dualwielders, as neither he nor his trainers know the required proficiency.

Guard: Gladiators are prone to violent rebellion if not kept under guard. A minimum of 1 guard per 20 gladiators is required. Additional guards decrease the chance of a gladiator uprising (see below).

Gladiator guards are typically veteran (1st level) heavy infantry – regular troops don't have the fighting skills to stand against gladiators.

Healer: Healers are trained to treat wounds and diagnose illnesses. The vigorous training and frequent injuries sustained by gladiators require the best medical care available. One chirurgeon is required per 60 gladiators. A small gladiatorial school may hire a chirurgeon as needed at a cost of 2gp per gladiator per month.

EXAMPLE #1: Titus is staffing his school of 9 gladiators. He will serve as master trainer himself. He hires a guard and two gladiator trainers, for a total cost of (25 + 60 + 60) 145gp per month. He will hire a part time chirurgeon at a cost of (9 x 2) 18gp per month. His total staff costs are 163gp per month.

EXAMPLE #2: The Imperial Gladiator School in Aura has 120 gladiators. It has one master trainer (250gp/month), 2 chirurgeons (200gp/month total), 6 guards (150gp/month total), and 20 trainers (1,200gp/month total), for a total of 1,800gp per month or 15gp per gladiator. (Note that an elite heavy infantry soldier costs 15gp per month in wages, so a gladiator is an equivalent investment.)

CONSTRUCTING THE SCHOOL

Establishing a gladiator school requires buying or building a structure where the gladiators and associated staff can live and train. A typical gladiator school will include a training pit or training arena as well as crude barracks for the gladiators, slightly better accommodations for the guards, and private quarters for the trainers, chirurgeons, and master trainer. Schools that maintain exotic creatures must have a menagerie (kennel, stables, rookery, etc.). By default, school structures are made of wood, but if desired, a school can be constructed of stone or concrete walls with wood, tile, or concrete floors for double the cost.

EXAMPLE #1: Titus is establishing a school of 9 gladiators. A school with living quarters for a master trainer and two trainers (90gp total), a barracks for the guard (25gp), barracks for nine gladiators (135gp), and a training pit for nine gladiators (108gp), costs a total of 358gp. Titus also decides he will add a menagerie with room for a pair of lions, as he plans to expand into beast bouts. Lions cost 750gp each, so the menagerie costs (750gp x 10% x 2) 150gp.

EXAMPLE #2: The Imperial Gladiator School in Aura is constructed of stone with concrete floors. It has living quarters for a master trainer, 2 chirurgeons, and 20 trainers (1,380gp), barracks for 6 guards (300gp), barracks for 120 gladiators (1,800gp), and a training pit for 120 gladiators (2,880gp), for a total cost of 6,360gp.

TRAINING GLADIATORIAL CANDIDATES

A lanista who acquires fully-trained gladiators can begin to rent them out immediately. Once they are acquired, the candidate must be trained. Training is a rigorous six-month process in which the

Structure	Cost
Barracks, Specialist (wood walls, earthen floor, one 10' x 10' room per specialist)	30gp / specialist
Barracks, Guards (wood walls, earthen floor, one 10' x 10' room per two guards)	25gp / guard
Barracks, Gladiator (wood walls, earthen floor, one 8' x 8' room per two gladiators)	15gp / gladiator
Menagerie (wood walls, earthen floor, scaled to creature size)	10% of creature's cost
Training Pit (wood walls, earthen floor, 5' x 5' per gladiator)	12gp / gladiator

candidates learn the rituals of the arena as well as specific armed and unarmed fighting techniques that constitute a gladiator type. Gladiator training is demanding and brutal; candidates are often beaten or whipped, discipline is strict, and freedom is minimal.

The Training and Equipment Time and Cost table shows the time and cost to train the different types of gladiators. The gladiator's type must be selected when he begins his training. Note that lightly-equipped gladiators are assumed to receive more training to compensate for their lighter arms and armor. The training costs are for a 120-gladiator school with optimal numbers of staff, and determine the market price of gladiators. For adventurer-run schools, use the actual staff cost calculated earlier (which will be higher for small schools). Judges may simply require 6 months of training and 200gp per gladiator if a simpler alternative is desired.

Gladiator Type	Training Time	Training and Equipment Time and Cost			
		Upkeep Cost (2gp/ month)	Staff Cost* (15gp/ month)	Equipment Cost	Typical Cost
Spearfighter	6 months	12gp	90gp	90gp	192gp
Challenger	6 months	12gp	90gp	90gp	192gp
Striker	7.5 months	15gp	112.5gp	70gp	197.5gp
Shieldbearer	7.5 months	15gp	112.5gp	70gp	197.5gp
Pursuer	7.5 months	15gp	112.5gp	70gp	197.5gp
Netfighter	9 months	18gp	135gp	47gp	200gp
Dualwielder	9 months	18gp	135gp	47gp	200gp

*Assuming a 120-gladiator school with optimal numbers of staff. For adventurer-run schools, use the actual staff cost calculated earlier.

RUNNING THE SCHOOL

A gladiator school can be run as a business by an adventurer or adventurer's henchmen as part of ongoing ACKS campaign play.

Each month, a lanista will receive payment from munerators for the use of his gladiators and/or creatures or prisoners. The amount will be $(\frac{1}{2}\text{gp per urban family}) \times (\text{number of gladiators owned by the lanista}) / (\text{total number of gladiators in the urban settlement})$.

Unless the Judge (role-playing as the munerator) says otherwise, the lanista may choose which of his gladiators to rent out, and which creatures or prisoners to sell. The fee for selling an exotic creature is equal to its trained value. The fee for selling a prisoner is typically 40gp. The fee for renting a gladiator for a bout is 60% of the gladiator's value (62.5% for veterans), twice that if the bout is to the death. No gladiator may be rented out more than three times per year without risking a gladiator uprising. If a lanista cannot provide enough gladiators at the right rents, he can adjust his prices downward (putting a higher-level gladiator at risk for a lower fee); otherwise the funds are spent on rival schools. A gladiator is still entitled to his full prize even if rent is discounted.

Creatures and prisoners are assumed to be slain in the arena or afterwards, and are not returned. (Astute lanista will have noted that there is no profit margin in buying trained creatures for use in gladiator games – he must acquire untrained creatures and then tame and train them.)

Gladiators typically live to fight again another day. For each gladiator that the lanista rents out, the lanista rolls 1d10. On a 1-2, the gladiator is slain in the arena. On a 3-5, the gladiator loses his bout, but survives to return to his lanista. On a 6-10, the gladiator wins his bout and returns to his lanista. Gladiators rented in bouts to the death die on a 1-5 and win on a 6-10. A victorious gladiator must be paid a prize by the lanista equal to 20% of his rental fee. Failure to pay prizes may spark a gladiator uprising. Victorious gladiators earn XP and may advance in level, as described below.

At the conclusion of the candidate's training, roll 1d20. On a roll of 1, the gladiator has been maimed, killed, or is otherwise unable to graduate. Unworthy candidates are maimed or killed on a roll of 1-10. Otherwise, the candidate becomes an ordinary gladiator.

Note: An ordinary gladiator's market value is technically equal to $(\text{cost of candidate}) + (\text{cost of training and equipment}) \times (20/19)$. For instance, a spearfighter is worth $(40 + 192) \times (20/19)$ 244gp, while a dualwielder is worth $(40 + 200) \times (20/19)$ 252gp. For simplicity we have set the value of all ordinary gladiators at 250gp.

Training of exotic creatures for use in gladiatorial games is outside the scope of this article, but detailed rules are available in our *Lairs & Encounters* supplement.

After paying bonuses, the lanista must pay for upkeep of his gladiators and wages for his staff out of his fees. He may use any remaining funds to replace lost gladiators, re-invest in his school, or retain it as profit.

EXAMPLE: Titus's school is now up and running with nine ordinary gladiators (250gp cost, 150gp rent). Each month, the munerators of Arganos expend (4,000 families \times 0.5gp) 2,000gp on gladiatorial games. Since Titus owns 9 of the 26 gladiators in Arganos, he is entitled to around 34% (9/26) of the money, or 680gp. Titus decides to rent three ordinary gladiators in bouts to incapacitation (450gp total) and one ordinary gladiator in a bout to the death. Normally a bout to the death would rent for 300gp, but there's only 680gp, so Titus gives the munerator a bargain and charges just 220gp. Titus is renting only four of his nine gladiators, but that's fine because there's a game every month while each gladiator can only fight three times per year.

For each gladiator, Titus now rolls 1d10. First he rolls for the gladiators fighting in bouts to incapacitation. The die rolls are 6, 3, and 2. Gladiator #1 won his bout and must be paid a prize of $(150 \times 20\%)$ 30gp. Gladiators #2 lost his bout, but was spared by the crowd. Gladiator #3 lost his bout and was slain. Now he rolls for the gladiator fighting to the death. The die roll is a 7 – gladiator #4 was victorious and must be paid a prize of $(300\text{gp} \times 20\%)$ 60gp prize. (The gladiator's prize is *not* discounted, even though the rent was.)

After collecting his rent, Titus pays out the prizes to his two winning gladiators, costing him $(30\text{gp} + 60\text{gp})$ 90gp total. He also pays 250gp to buy a new gladiator; 18gp for upkeep on nine gladiators; and 163gp in staff costs (see the example earlier for how Titus's staff costs were calculated). His total cost is therefore $(90\text{gp} + 250\text{gp} + 18\text{gp} + 163\text{gp})$ 521gp. His profit for the month is $(680\text{gp} - 521\text{gp})$ 159gp, enough to afford himself an affluent lifestyle.

Note, however, that if gladiator #4 lost his bout to the death, Titus would have kept the prize (60gp) but then had to replace him (250gp), for a cost of 190gp. That would have put him 31gp in the red! Running a small gladiatorial school can be a risky business.

GLADIATOR UPRISINGS

Gladiator Uprising	
Adjusted Die Roll (2d6)	Result
2-	Lead Uprising
3-5	Join Uprising
6-8	Hesitate
9-11	Stay Loyal
12+	Stay Firmly Loyal

Uprising Modifiers	
Circumstance	Modifier
Lanista's CHA modifier	+modifier
Lanista has Intimidation proficiency	+2
Lanista is 5th level or higher	+1
Lanista is himself a gladiator trainer	+1
Lanista is himself a master trainer	+2
Lanista pays extra upkeep	+1/gp
Lanista pays inadequate upkeep	-1/gp
Each extra guard per 20 gladiators	+1/extra
Insufficient guards, 1 per 15	-1
Insufficient guards, 1 per 10	-2
Insufficient guards, 1 per 5	-3
Insufficient guards, none	-4
Spark was not lanista's fault	+1

Beneath the glory and glamour, gladiators are slaves - or, at best, desperate men risking death because they have no other options. The conditions in which gladiators are kept can be brutal, and more than one gladiator has decided that the risk of dying in a slave revolt is preferable to death for the amusement of a cheering crowd. All it takes to set off a gladiatorial uprising is the right **spark**.

The following circumstances can spark a gladiator uprising:

- Killing or injuring a gladiator for no reason
- Failing to pay one of the school's victorious gladiator his victory prize.
- Failing to spend at least 2gp in upkeep on all of the school's gladiators.
- Failing to maintain at least 1 guard per 20 gladiators.
- Renting out a gladiator more than 3 times per year.
- Losing 33% or more of the school's gladiators in any given gladiatorial game.

When one of the sparks for a gladiator uprising occurs, the Judge should roll on the Gladiator Uprising table for each of the lanista's gladiators. Apply the gladiator's lanista morale score to the roll. For very large schools, the Judge may roll in batches of 5, 10, 25, or even 100 where appropriate. Apply the modifiers shown on the Uprising Modifiers table where appropriate.

Lead uprising means that the gladiator will lead an uprising as soon as at least 25% of the total number of gladiators (including himself) support it (e.g. are uprising or conspiring). If not enough other gladiators support the uprising, the gladiator will not rebel at this time, but his lanista morale score is reduced by 2 permanently.

Support uprising means that the gladiator will join an uprising if someone else will lead it, or will lead an uprising if at least 50% of

the total number of gladiators are ready to support it. If not enough other gladiators support the uprising, the gladiator will not rebel at this time but his lanista morale score is increased by 1 permanently.

Hesitate means that the gladiator feels conflicting loyalties. He will join an uprising after one occurs, but not help one get started. **Stay loyal** means that the gladiator remains loyal to his school and will not join an uprising. **Stay firmly loyal** means the gladiator is so devoted to the school that he will fight against an uprising, if any; his lanista morale score is increased by 1 permanently.

EXAMPLE: Titus's school suffers a bout of bad luck, and loses three of its nine gladiators in the latest games. Losing 33% of the school's gladiators might spark an uprising! The Judge must roll on the Gladiator Uprising table for each of Titus's six surviving gladiators. All of the gladiators have lanista morale scores of -4. Titus is 5th level and qualifies as a master trainer, so the die roll is modified by a total of +3. The spark was not Titus's fault, so the die roll is modified by another +1. The total modifier is therefore (-4 +3 -1) 0 on each roll. The Judge rolls 2d6 six times and gets 11, 8, 2, 4, 6, and 7. Gladiator #1 stays loyal to Titus. Gladiator's #2, #5, and #6 are hesitating. Gladiator #4 supports an uprising, while Gladiator #3 is ready to lead an uprising if 25% or more of the gladiators support it. 2 of 6 is 33%, so Gladiator #3 leads an uprising, supported by Gladiator #4 and joined when it occurs by Gladiator's #2, #5, and #6. #1 stays loyal to Titus, but does not fight against his comrades. Titus has trouble on his hands!

RUNNING GLADIATORIAL BOUTS IN ACKS

Gladiatorial bouts may be resolved as a combat encounter using the rules in ACKS. This a fun option for beloved NPC gladiators, or if adventurers take to the arena themselves.

In most cases, the opponents begin in the arena at a distance of 120' from each other and begin to fight immediately. Munerators may occasionally organize special bouts with unusual starting conditions. For instance, a munerator might construct a pair of galleys side by side in the arena, and have combatants begin on the galleys. Such special bouts are left to the players and Judge to describe.

Begin the bout with initiative rolls by all of the combatants and resolve it as a series of combat rounds, continuing until the bout ends. Special rules apply depending whether the bout is to the death or to incapacitation.

BOUTS TO THE DEATH

Bouts to the death end when all combatants on one side are reduced to ohp or less. When the bout ends, immediately roll on the Mortal Wounds table for each incapacitated combatant on the *winning* side as if treated by a healer using *cure light wounds* within one round (+5). The result of this roll reveals the state of each incapacitated combatant on the winning side. Do *not* roll on the Mortal Wounds table for incapacitated combatants on the *losing* side. All combatants on the losing side are slain by the surviving victors or (if the surviving winners can't or won't do so) by officials of the game.

BOUTS TO INCAPACITATION

During bouts to incapacitation, all attacks must either be special maneuvers or incapacitating attacks (per ACKS, an incapacitating attack imposes a -4 penalty on the attack throw, but deals nonlethal damage). The penalty to attack throws tends to lengthen the bouts, much to the pleasure of the spectators.

Cheating: If a gladiator makes any normal attack during a bout to incapacitation, he is considered to have **cheated**. As soon as a gladiator cheats, his opponent(s) in that bout and *all future bouts* may thereafter use normal attacks against the gladiator without being considered cheating. This penalty lasts until the gladiator wins a bout without cheating. Cheating gladiators who lose a bout are much more likely to be slain by the crowd. Cheating gladiators who win suffer no penalty, however. Everyone loves a winner!

Surrender: When a gladiator is reduced to 1/2hp or less during a bout to incapacitation, he must immediately make a morale roll of 2d6. Add the gladiator's arena morale score to the result. If the total is 5 or less, the gladiator surrenders. PC gladiators do not need to make morale rolls.

Ending the Bout: Bouts to incapacitation end when all combatants on one side have surrendered or are reduced to 0hp or less. When the bout ends, roll on the Mortal Wounds table for each incapacitated combatant as if treated by a healer using *cure light wounds* within one round (+5). Modify the die roll by +1 per point of nonlethal damage dealt before the combatant was knocked unconscious. The result of this roll reveals the state of each incapacitated combatant.

Crowd Reaction	
Adjusted Die Roll	Result
2-	Hateful
3-5	Bloodthirsty
6-8	Uncertain
9-11	Merciful
12+	Enthusiastic

Reaction of the Crowd: The fate of any surviving gladiators on the losing side is now decided by the crowd. Roll 2d6 on the Crowd Reaction table for each losing survivor. If the survivor is a regular gladiator, always add +1. For veterans, apply the modifiers shown on the Bout Modifiers table as well as any reaction roll modifiers that might otherwise apply (such as a Mystic Aura proficiency bonus or a Thrassian's Fear and Revulsion penalty).

Bout Modifiers (veterans only)	
Circumstance	Modifier
Gladiator's CHA modifier	+modifier
Gladiator has relevant Performance proficiency	+1/rank
Gladiator has Manual of Arms proficiency	+1/rank
Gladiator has won prior bouts	+1/win
Gladiator has lost prior bouts	-1/loss
Gladiator succeeded with special maneuvers	+1/maneuver
Gladiator has positive sobriquet	+1
Gladiator has negative sobriquet	-1
Gladiator's morale broke	-2
Gladiator is a cheater	-5

A **hateful** crowd is disgusted by the survivor's cowardly behavior. The gladiator is slain in a torturous, humiliating, and shameful manner. The gladiator's owner must refund the munerator for the cost of the rental of his pathetic gladiator. A **bloodthirsty** crowd is unimpressed with the valor of the defeated gladiator, and demands his blood. The defeated gladiator is swiftly slain by a surviving victor or (if one can't or won't do so) by officials of the game. An **uncertain** crowd is wavering, conflicted between its respect for the defeated gladiator's fighting prowess and its lust for blood. If the munerator is a PC, he may decide

whether to treat this as a bloodthirsty or merciful result. Otherwise, roll again. A second uncertain result means that the gladiator is spared, but gains a negative sobriquet such as "second-chance" or "shivering" (see below). A **merciful** crowd favors the defeated gladiator with its mercy. He will live to fight again! An **enthusiastic** crowd cheers with wild acclaim for the defeated gladiator. Despite his loss, he holds their favor. He lives to fight again another day, and gains a sobriquet inspired by his glorious defeat, such as "iron-skinned" or "blood-hardened" (see below).

GAINING A SOBRIQUET

Sobriquets are short nicknames and are always related to the circumstances under which they are gained. Sobriquets may be positive or negative. A positive sobriquet increases the gladiator's morale score by 1 point, and improves the crowd's reaction to the gladiator if he is defeated. A negative sobriquet has the opposite effect. A gladiator may have only one sobriquet at a time.

A victorious gladiator gains a positive sobriquet at the end of a bout if he wins with just one attack; if he defeats an opponent in the bout with an attack rolling an unmodified 20; or if he defeats an opponent with a positive sobriquet while he has none. A defeated gladiator gains a positive sobriquet if he receives the enthusiasm of the crowd (as above). A defeated gladiator gains a negative sobriquet if he is spared by an uncertain crowd (see above). The sobriquet gained is determined by the Judge.

EARNINGS AND EXPERIENCE

A gladiator who wins a bout is awarded a prize by his lanista. The prize is equal to 20% of his defeated opponent's rent. A lanista who does not award prizes to his victorious gladiators may spark a gladiator uprising (discussed later).

Gladiators earn XP each time they win a bout. As encounters in an arena are kill-or-be-killed with no opportunity for diplomacy, magic, or retreat, they are worth more XP than adventure encounters. Victorious gladiators share XP equal to the gp value of the defeated opponent or opponents.

EXAMPLE: Marcus, a 2nd level fighter, has been enslaved as a gladiator. In his first bout, he defeats Antonius, a 2nd level fighter. Normally defeating a 2** HD opponent would only be worth 38 XP, but because Marcus is facing an opponent in a gladiatorial game, he gains XP equal to Antonius's gp value. As a 2nd level gladiator, Antonius has a gp value of 900gp, so Marcus gains 900xp.

A 0th level ordinary gladiator who earns 100 XP from adventuring advances to become a 1st level fighter. The character gains the fighter powers, attack throws, and saving throws, but does *not* gain a new class proficiency. The character re-rolls his hit points using his new class's Hit Die (1d8), keeping either his new hp total or his prior hp total if it was higher. The gladiator's ability scores can be determined at this time as well; roll 3d6 in order, but re-roll STR, DEX, and CON results of less than 9, representing his training.

BOUTS AGAINST CREATURES

While most gladiatorial bouts pit man against man, munerators often add to the thrill by introducing wild animals and exotic creatures to the arena. In ancient Rome, battle against beasts was the province of specialized fighters known as *bestiarius*. In the Auran Empire and other fantasy settings, any type of gladiator may encounter a creature

in the arena. Bouts against creatures of animal intelligence are always to the death. They otherwise follow the standard rules.

The following animals were used historically in the games: bears (black and grizzly), cats (lions, mountain lions, panthers), dogs (hunting or war), elephants, herd animals, rhinoceroses, or wolves. In fantasy settings, the following additional animals would likely also be popular: apes (white), baboons (rock), bears (cave and polar), boars (giant), cats (tigers and sabre-tooth tigers), giant lizards (any), giant snakes (pythons) giant varmints (any), and wolves (dire). Prices for all of these creatures can be found in *Domains at War: Campaigns and Lair & Encounters*. See Monstrous Gladiators, below, for further information on bouts against creatures.

GLADIATORIAL EQUIPMENT

Armor	Cost	Description
Arena Armor, Heavy	50gp	AC 4
Arena Armor, Light	30gp	AC 2
Cestus	3gp	Lethal brawling damage
Helmet, Heavy	20gp	+2 v. mortal wounds
Helmet, Light	0gp (5gp)	-1 AC if not present

Arena Armor, Heavy: A set of stylized heavy armor designed to expose the wearer's attractive form and musculature while fighting. Depending on the wearer's taste and style, heavy arena armor can include form-fitting leather, scale, or lamellar; sections of mail; and/or solitary pieces of plate on limbs and vital areas. It provides 4 points of protection and weighs 4 stone, and counts as chain armor for game purposes. Historical examples of heavy arena armor include that of the hoplomachus, provocator, and thraex types.

Arena Armor, Light: A set of stylized light armor designed to expose the wearer's attractive form and musculature while fighting. Depending on the wearer's taste and style, light arena armor can include form-fitting cloth or leather; thin straps of mail; and/or solitary pieces of plate on the limbs. It provides 2 points of protection and weighs 2 stone, and counts as leather armor for game purposes. Historical examples of light arena armor include that of the dimachaerus, myrmillo, retiarius, and secutor types.

Cestus: A pair of armored battle gloves, made with leather strips and fitted with blades, spikes, and/or iron plates. Characters equipped with cestus may deal 1d3 points of lethal damage with a punch.

Helmet, Heavy: This is a metal close-faced or visored helmet that completely covers the face, head, and neck. A heavy helmet must be purchased separately from a suit of armor. Wearing a heavy helm imposes a -1 penalty to surprise rolls and -4 penalty to proficiency throws to hear noise, but offers a +2 bonus on d20 rolls made on the Mortal Wounds table. Historical examples of heavy helmets include the classical Corinthian helmet, Roman gladiatorial helmets, and the medieval armet, barbute, close helm, great helm, and hounskull.

Helmet, Light: This is any leather or metal open-faced helmet designed to protect the head and neck while maintaining unrestricted sight and breathing. A light helmet is included in the cost of any suit of armor. If a suit of armor is worn without a helmet, decrease the character's armor class by 1 point. A light helmet can be purchased separately from a suit of armor at a cost of 5gp, but provides no in-game benefit. Historical examples include the Illyrian, Phrygian, Boeotian, Attic, and Galean helmets of Antiquity, the medieval bascinet, nasal helm, and spangenhelm, and the Renaissance burgonet and sallet.

FANTASTICAL GAMES

In a world where adventurers can capture fantastic monsters and mages can hurl bolts of lightning across the heavens, gladiatorial games require some additional considerations. The Auran Empire setting is assumed as the default here, but the guidelines can be easily adapted to other settings.

ADVENTURERS AS GLADIATORS

Adventurers might become gladiators by coercion or by choice. If by choice, the adventurer must decide whether to sign a gladiatorial contract or fight bout-by-bout.

FIGHTING UNDER COERCION

Adventurers don't win every battle against monsters, and a party of defeated adventurers might be sold to fight in, e.g., the slave-pits of Kemesh. Such adventurers will be stripped of all their equipment and sent to gladiator training.

Adventurers might also be coerced into becoming gladiators if they run up debt or face punishment for a crime. A debtor can assign the value of his gladiatorial contract (his GP value) to his creditor. A perpetrator can assign the value of his gladiatorial contract to pay off his fine. A perpetrator who pays three times the amount of a fine can avoid other associated punishments for his crimes, so it is not uncommon for perpetrators facing death or maiming to become gladiators.

EXAMPLE: Reingo the Ruthless, a 4th level thief, is facing punitive punishment for robbery—execution and fined 1,200gp. Reingo sells himself as a gladiator. As a 4th level character, his contract is worth 3,600gp. That is three times his fine, so he avoids being executed.

Once enslaved as gladiators, they will live in chains in the gladiator school, fighting three times per year until they die or win their freedom under the customary terms – 10 victories or 15 bouts. The gladiator has a 25% chance per month of fighting a bout.

FIGHTING UNDER CONTRACT

Lanista are always looking for fresh talent for their schools. An adventurer who signs a contract will receive a signing bonus equal to his GP value. He will thereafter be paid 20% of his rental fee per win. In exchange, however, he must live at the school, training daily under the direction of its master trainer, until he has earned 10 victories or survived 15 bouts. The gladiator has a 25% chance per month of fighting a bout.

An adventurer's GP value under the customary contract (10 wins/15 bouts) will be equal to a gladiator of his level, or approximately (henchman wage + 3gp) x 16. (Note: This is less than the usual x33 implied by ACKS's secret ratio; the reason is that gladiators have short careers whereas the secret ratio assumes an annuity-like investment.) The value of the contract decreases by 1/10th per win or 1/6th per bout, whichever is greater.

An adventurer who tires of gladiatorial life may attempt to buy out his own contract. A reaction roll of 9+ is required to persuade a lanista to sell. The reaction roll is subject to the usual modifiers for ability scores and proficiencies, and by +/-1 per 10% variance in the offering price.

FIGHTING BOUT BY BOUT

An adventurer who fights bout-by-bout will simply be paid the appropriate rental fee of 62.5% of his implied GP cost. Since lanista prefer to use their own contracted fighters, a reaction roll of 12+ is

required to persuade a lanista to use the adventurer instead. The reaction roll is subject to the usual modifiers for ability scores and proficiencies, and by +/-1 per 10% variance in the offering

GLADIATOR TRAINING

All gladiators, adventurers or not, are expected to fight in one of the traditional styles. Adventurers who already have the appropriate class proficiencies, weapon selection, and armor selection may enter the arena after a short demonstration of their skills. Other adventurers will be expected to go through gladiator training. Adventurers who pursue training must succeed on a roll of 1d20 against the attack target value of a 13th level character of their own class (e.g. 2+ for fighters, 4+ for clerics, 6+ for mages). Apply the character's modifiers from STR, DEX, or CON to the roll. A natural 1 always fails. Failure means the character is maimed or killed (treat as a **dismember** spell). Success means the character learns the use of the weapons and armor related to the style, and may change one of his existing class proficiencies to the class proficiency he receives in training, even if otherwise forbidden to him.

At the Judge's discretion, adventurers might be treated as "extraordinary gladiators" who fight in a unique style in special matches against exotic creatures or other adventurers.

INFAMY

Gladiators are considered to be disreputable individuals. Adventurers who become gladiators suffer a permanent -2 penalty on reaction rolls with NPCs who are aware of their profession. Everyone already thinks the worst of Thrassian Gladiators, so the penalty does not apply to them. The penalty also does not apply when encountering NPCs in the trade (munerators, lanista, trainers, and other gladiators) or when using the Intimidation or Seduction proficiencies. The penalty is waived if and when the gladiator becomes a domain ruler.

THRASSIAN GLADIATORS

In Kemesh, it is a mark of opulence and power for a munerator to field Thrassians in his gladiatorial games. The following special rules apply to Thrassian gladiators.

Gladiator Value: Due to their fighting prowess and prestige value, Thrassian gladiators are worth 20% more than comparable human gladiators. For instance, a 1st level Thrassian gladiator is worth 540gp instead of 450gp.

Gladiator Style: Thrassian gladiators are trained in one of the gladiatorial styles and in most bouts they will use the weapons and armor of their style. However, Thrassian gladiators may also be fought "as savages". In such bouts, the Thrassian has no weapons and equipment at all. The traditional opponents for Thrassian gladiators

fighting "as savages" are spearfighters. These bouts symbolize the Zaharan conquest of the Thrassian Empire, and the spearfighters' arms and armor will be patterned in Antique Zaharan styles.

Ordinary Thrassian Gladiators: The Thrassian gladiators presented in the Player's Companion are all already arena veterans (1st level characters). This necessarily implies the existence of 0-level ordinary Thrassians who are just entering the arena. A 0-level Thrassian gladiator is subject to the following rules:

- He has 1-1 HD instead of 1 HD.
- His attack throw is 11+ instead of 10+.
- His hide provides a +2 bonus to AC instead of +3.
- He does not gain his +1 bonus to damage.
- He becomes a 1st level Thrassian gladiator after acquiring 100 XP.

Gladiatorial Schools: At 9th level (Thrassian Warlord), a Thrassian gladiator can establish a **gladiatorial school** in lieu of a castle. If he does so, up to 1d4+1x10 0th level gladiator candidates will immediately be available for training. The Thrassian does not have to pay 40gp per candidate; this represents volunteers willing to risk everything for training by the Thrassian. The Thrassian will also get access to 1d6 additional gladiator of 1st-3rd level available for purchase. Due to his reputation for victory and rise from slave to champion, a Thrassian Warlord commands unusual loyalty from his gladiators. Their lanista loyalty score is 0 instead of -4.

BEASTMAN GLADIATORS

Beastmen gladiators are popular antagonists in the gladiator games. Bred for war, beastmen delight in the violence and bloodshed of the arena. Because of beastmen's rapaciousness and cruelty, they are widely hated by mankind, so crowds are always thrilled to see a beastman's life brought to a bloody and well-deserved end at the hands of a beloved champion.

ACQUIRING BEASTMEN GLADIATORS

Beastmen gladiators are typically acquired as prisoners of war. No more than 10% of beastmen prisoners captured in battle will be suitable in age, health, intelligence, and temperament to be gladiator candidates. If the lanista has captured the prisoners himself, he does not have to pay for the prisoners, but otherwise he must pay their cost. The cost to purchase a beastman gladiator candidate is shown on the Beastmen Gladiator table below. It is typically much higher than their cost as slave laborers.

Beastman Race	Candidate Cost	Training Time	Training Cost*	Equipment Cost	GP Cost	Rental Fee	Equipment
Bugbear	900gp	10 months	200gp	10gp	1,115gp	700gp	Shield, battle axe, dagger
Gnoll	375gp	6 months	120gp	70gp	575gp	360gp	Light arena armor, heavy helmet, shield, battle axe, dagger
Goblin	16gp	4 months	80gp	70gp	170gp	100gp	Light arena armor, light helmet, shield, short sword, dagger
Hobgoblin	250gp	6 months	120gp	90gp	470gp	300gp	Heavy arena armor, heavy helmet, shield, spear, short sword
Kobold	16gp	2 months	40gp	70gp	130gp	78gp	Light arena armor, light helmet, shield, short sword, dagger
Lizardman	500gp	10 months	200gp	25gp	750gp	470gp	Light helmet, shield, short sword, dagger
Minotaur	1,450gp	14 months	365gp	10gp	1850gp	1,155gp	Great axe
Ogre	1,000gp	10 months	260gp	10gp	1275gp	800gp	Great axe
Orc	40gp	6 months	120gp	70gp	230gp	145gp	Light arena armor, light helmet, shield, short sword, dagger
Troll	8,500gp	8 months	208gp	0gp	8,725gp	5,450gp	None

*Includes upkeep and staffing cost with 7 extra guards (to compensate for -6 morale).

TRAINING BEASTMEN GLADIATORS

Like other candidates, beastmen candidates must be trained as gladiators before entering the games. However, the training for beastmen gladiators is quite different than for humans and demi-humans. (Only hobgoblins actually gain proficiencies from training.) Beastmen have none of the aversion to violence that the more civilized races display, nor do they need much training in the use of weapons. Extensive training is required, however, to restrain their savagery. They must be literally beaten into submission, so that they fear the lanista more than anything else. The required training time is 6 months + 2 months x the beastman's morale score.

A trained beastman has an arena morale score equal to his base morale score, and a lanista morale score of -4. An untrained beastman has a lanista morale score of -6, and if sent into the arena he must make a morale roll every round on the Gladiator Uprising table. If a **Join uprising** result is rolled, the beastman gladiator immediately rebels – he might attack the referee, clamber over the walls into the crowd, assault the guards, or cannibalize the fallen. This is, of course, a great embarrassment for the munerator and the lanista who provided the beastmen, although the crowds often find it amusing.

The Beastman Gladiator table, below, shows the races of beastmen along with the cost to buy the candidate, time required to train the candidate, cost to train and equip the candidate, GP cost, rental fee, and equipment. Traditionally, one or more beastmen gladiators are pitted against one or more spearfighters bearing arms and armor patterned after Auran League styles, in bouts that symbolize the combats of the Beastmen Wars.

HALFLING GLADIATORS

No civilized realm permits halflings to be gladiators, as this would make a mockery of the games. In Kemesh and the Ivory Kingdoms, however, halflings are sometimes fed to exotic creatures for the amusement of the crowds, in a type of half-time show.

MONSTROUS GLADIATORS

Munerators are often tempted to introduce monsters into their gladiatorial games. What could be more spectacular than to thrill the crowd with a fire-breathing hellhound, a soaring wyvern, or a mighty dragon! Such showmanship has led to large-scale property destruction and mass casualties when the monsters got out of control.

The civilized realms of the Auran Empire region have therefore restricted the use of monsters in the arena:

- Only tame, trained monsters of animal intelligence can be used, or sapient creatures under contract. Charmed and polymorphed creatures are not permitted, as a simple **dispel magic** cast from the stands can be catastrophic.
- No monsters with area of effect abilities, magical abilities, or ranged attacks are permitted due to risk to the spectators. A manticores is permitted if its tail spikes are removed.
- No burrowing monsters are permitted due to potential damage to the amphitheater.
- No flying monsters are permitted except in rare “aerial bouts” which require the permission of the realm ruler. Winged monsters may be used if they have had their wings clipped to prevent flight.

- No Lawful creatures, undead, or vermin are permitted in the games of the Auran Empire or Somirea. (Undead and vermin are permitted in games held in Celdorea, Kemesh, or the Ivory Kingdoms.)

The following monsters are favored by munerators: amphisbaena, griffon*, hippogriff*, hydra, hydra (any), owl bear, phase tiger, skittering maw, wyvern*, yali. (*The monster must have its wings clipped.) Prices for all of these creatures can be found in *Domains at War: Campaigns and Lairs & Encounters*. Many adventuring parties find profitable work in the capture and delivery of exotic creatures to munerators for their games.

Occasionally munerators are tempted to use **charm** spells to avoid the need for taming or training, or to use **polymorph** magic to introduce extremely rare monsters into their games. Such practices are illegal, and rulers or rivals may hire mages to cast **dispel magic** from the stands to easily expose them. If caught, the munerator will be charged with sedition, a crime punishable by proscription or execution.

MAGIC IN THE ARENA

By custom, the use of magical abilities, magical items, and spells is banned in the gladiatorial games. At the start of a gladiatorial game, all of the gladiators are brought together below the arena, where a spellcaster with Sensing Power proficiency assesses whether any of them are spellcasters. He then casts **detect magic** upon them and their equipment. Gladiators who are spellcasters, or who are under the effects of spells or carrying magical items, are barred from participating. After this process is completed, the gladiators are kept isolated in holding cells to ensure that they cannot be enchanted or re-equipped afterwards.

Since the rewards of victory are great, and the costs of failure are high, some lanista attempt to break the prohibition against magic through bribery, charms, infiltration, etc. Judges may resolve such attempts as adventures in themselves, or treat them as Smuggling hijinks, applying a penalty to the proficiency throw equal to the level of the gladiator benefiting from the attempt (as more prominent champions are subject to more attention). Gladiatorial games are considered sacred festivals of the gods, so breaking the prohibition against magic is considered heresy, with punishment ranging from execution to fates worse than death.

SPELLCASTING

At the discretion of the munerator, and with the agreement of all the participating lanistae, some magic may be permitted in the gladiatorial bouts, usually between champions, or between champions and exotic creatures. Permitted spells and abilities might include **arcane striking**, **bleed**, **death healing**, **haste**, **sharpness**, **shimmer**, **swift sword**, **striking**, or similar effects that enhance the gladiator's prowess in battle. Other effects may also be permitted depending on the nature of the combatants and the protections afforded by the amphitheater. Spells, items, and abilities that are virtually never permitted in a gladiatorial game include:

- Effects that could harm or manipulate spectators, such as area of effect blast magic, enchantments, or illusions
- Effects that could permit the gladiators to escape the arena, such as **dimension door**, **fly**, or **spider climb**
- Effects that could spoil the audience's view of the battle, such as **invisibility** or **phantasmal force**

- Effects that prevent the opponents from harming each other, such as **protection from normal weapons**
- Effects that could allow the enemy to be defeated without bloodshed, such as **charm person** or **disintegrate**

The permitted spells or abilities will be specified in advance in a contract between the munerator and lanistae. Because bouts are typically fought between opponents of equal value, when one gladiator is enhanced with magic, his opponent must be similarly augmented or the fight is considered unfair.

However, when a fighter or other nonmagical character is facing a spellcaster of similar level, it is generally considered fair to allow the opponent to enhance himself with his own abilities, subject to the rules above. For instance, if a 5th level fighter faces a 5th level bladedancer, it would be considered fair for the bladedancer to enhance herself with **swift sword** and **shimmer**.

When permanent magic items are used, the gladiator's value is considered to be increased by the magic item's base cost / 33. For instance, a **sword +1** costing 5,000gp increases a gladiator's value by 150gp. An ordinary gladiator with a +1 sword is worth (250gp + 150) 400gp, putting him almost on par with a 450gp 1st level veteran gladiator (their attack throws and damage will be the same, but the veteran will still have an edge in hit points).



RESTORATION OF LIFE AND LIMB

If a favored gladiator is maimed or accidentally slain in the arena, his lanista might pay a divine caster to cast **restore life and limb** on the gladiator. If so, the lanista will add the cost of the casting to the gladiator's contractual obligation. Divide the cost of the spell (500gp) by the gladiator's rent (rounded up) to determine how many extra bouts the gladiator must fight or win before gaining his freedom. The gladiator may return to the games as soon as he recovers from the restoration.

However, if a gladiator is slain in the arena in a bout to the death, or slain in a bout to incapacitation because the crowd called for his death, he is not permitted to return to the gladiatorial games even if restored to life. He is "dead to the games." Lanista do not typically consider restoring the gladiator to life to be a worthwhile investment in this case, unless they think the gladiator might be valuable as a master trainer.

Sometimes, a wealthy gladiator may make a contract with his lanista to restore him to life if slain. The gladiator must deposit a sum equal to both the cost of the spell (500gp) and half the value of the remainder of his contract with his lanista in advance, which the lanista keeps if the gladiator is slain and restored. Failing to honor such a contract may spark a gladiator uprising.

EXAMPLE: Marcus is a 5th level fighter under contract with Titus. A 5th level gladiator is worth 7,200gp. However, Marcus has won 7 bouts, so the value of his contract is reduced 7/10ths to 2,160gp. Marcus is worried that he might die before he wins his freedom, so he deposits [500gp + (2,160gp/2)] 1,580gp with Titus under contract to restore him if he is slain. (Note that if Marcus had a bit more money he could simply buy his freedom.)

GAMBLING ON THE GAMES

Adventurers may bet on the gladiatorial games. The maximum bet any adventurer may make during a gladiatorial game is 25gp per gladiator in the settlement. No character will be allowed to bet more than his monthly wage (it's too risky for the bookies). An adventurer's wager may be distributed across a variety of bouts, or placed on a single bout, as desired. Gladiatorial bouts are presumed to be fair, so a winning bet pays 1:1, less a 10% fee for the bookies.

EXAMPLE: Viktir is betting on the gladiatorial games in Arganos. There are 26 gladiators in Arganos, so the maximum permitted bet is 650gp. He bets all 650gp that Marcus will beat Rakh. If Marcus wins, Viktir will earn [650gp - (.10 x 650gp)] 585gp.

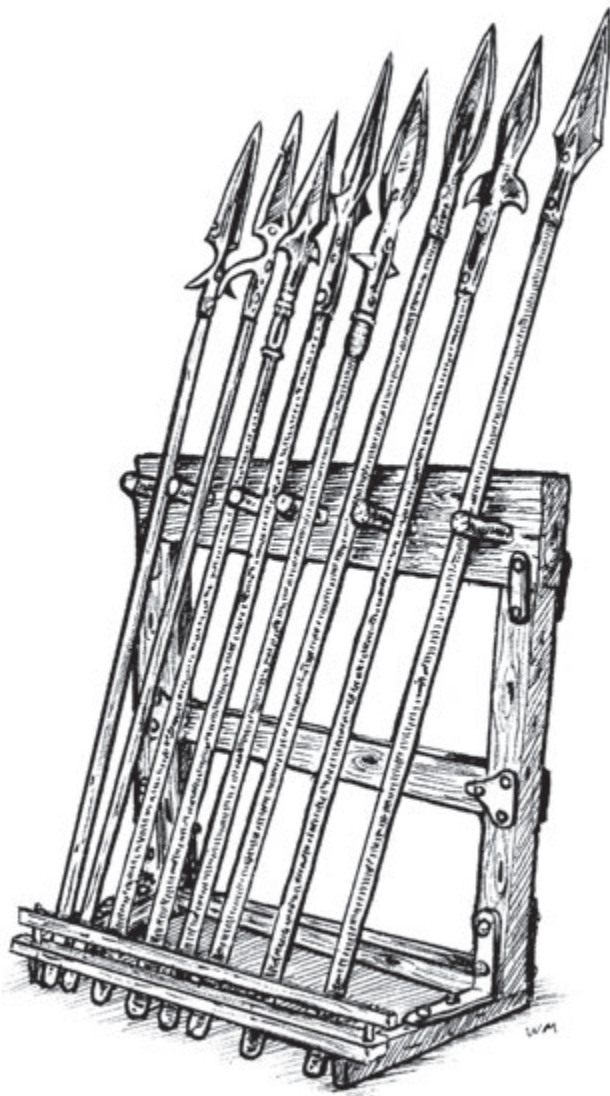
Those who would prefer a more robust system of calculating the odds between gladiators can use the following rules.

CALCULATE EXPECTED TIME TO VICTORY

A gladiator's **Expected Time to Victory (ETV)** is calculated as :
 $(\text{Opponent's hit points}) / \{ [21 - (\text{gladiator's attack throw} + \text{opponent's AC})] / 20 \times (\text{gladiator's average damage}) \}$

If a gladiator's initiative bonus is greater than that of his opponent, decrease his ETV by the difference $\times 0.1$. If a gladiator's initiative bonus is less than that of his opponent, increase his ETV by the difference $\times 0.1$.

Die Roll	Time to Victory
2	+2.5
3	+2.0
4	+1.5
5	+1.0
6	+0.5
7	No Change
8	-0.5
9	-1.0
10	-1.5
11	-2.0
12	-2.5



EXAMPLE: Marcellus is a 1st level fighter with STR 16 and Weapon and Shield proficiency equipped with heavy helmet, heavy arena armor, shield, and sword. His characteristics are AC 4, hp 7, attack throw 8+, damage 1d6+3 (average 6.5), initiative bonus 0. His opponent, Tavicus, is a 1st level fighter with DEX 14 and Swashbuckling proficiency equipped with light arena armor and two swords. His characteristics are AC 3, hp 6, attack throw 9+, damage 1d6+1 (average 4.5), initiative bonus +1.

Marcellus has an expected time to victory of $6 / \{ [21 - (8+3)] / 20 \times (6.5) \} = 1.8$ combat rounds. Since he has a one-point lower initiative bonus than his opponent, his expected time to victory is increased to 1.9. Tavicus has a time to victory of $7 / \{ [21 - (9+4)] / 20 \times (4.5) \} = 3.9$ combat rounds. Since he has a one-point better initiative bonus than his opponent, his expected time to victory is decreased to 3.8.

If a gladiator is equipped with a spear or polearm, increase his average damage and initiative bonus by 1 for purposes of calculating Expected Time to Victory.

EXAMPLE: If Marcellus were armed with a spear instead of (or in addition to) a sword, his average damage would be treated as 7.5 and his initiative bonus would be treated as +1. This would give him an expected time to victory of $6 / \{ [21 - (8+3)] / 20 \times (7.5) \} = 1.6$ combat rounds. Tavicus would have a time to victory of 3.9 combat rounds.

CALCULATE THE ODDS OF THE GLADIATORIAL BATTLE

The odds of a gladiator winning are calculated as $[(\text{Opponent's ETV}) / (\text{Gladiator's ETV})]^2$ to 1. The odds determine the payout for characters that gamble on the battle.

EXAMPLE: Marcellus's odds of winning are $[(3.8) / (1.9)]^2 = 4$ to 1. Tavicus's odds of winning are $[(1.9) / (3.8)]^2 = 0.25$ to 1, or 1 to 4.

DETERMINE THE WINNER OF THE GLADIATORIAL BATTLE

Each gladiator rolls 2d6 and consults the Time to Victory table below. The gladiator's Time to Victory is equal to his Expected Time to Victory modified by the value on the table. Time to Victory cannot be reduced to less than 0.1. The gladiator with the lowest resulting Time to Victory is the winner of the contest.

EXAMPLE: Marcellus has an expected time to victory of 1.9 combat rounds. He rolls 2d6 and the result is a 7. His time to victory does not change. Tavicus has an expected time to victory of 3.8 combat rounds. He rolls 2d6 and the result is an 11. His time to victory decreases to 1.8 combat rounds. Tavicus wins in 1.8 combat rounds - an incredible upset!

Attack Throws & Modifiers By Phase

	Missile	Skirmish	Melee
Base Attack Throw	18+	16+	14+
Lieutenant leading unit	0	+1	+2
Opposing army surprised (first three phases only)	+1	+2	+4
Opposing army occupies advantageous terrain (hill, ridgeline)*	-1	-2	-3
Opposing army occupies highly advantageous terrain (cliffs, riverbank)*	-2	-3	-4

* An army that escalates loses all advantageous terrain bonuses

Morale Phase Triggers

- One or more units in the army were destroyed during the preceding combat round, AND
- The total number of units destroyed in battle thus far is equal to or greater than the army's break point. An army's break point is always $\frac{1}{3}$ of the army's starting number of units, rounded up.

Unit Morale

Adjusted Die Roll	Result	
2-	Rout	The unit routs off the battlefield. It counts as destroyed for battle resolution purposes.
3-5	Flee	The unit is disordered, and may not attack next battle turn. If the battle ends before it can attack again, it counts as routed.
6-8	Waver	The unit's BR is halved when attacking next battle turn.
9-11	Stand Firm	No effect.
12+	Rally	The unit's BR is increased by half when attacking next battle turn.

Morale Roll Modifiers

Army Modifiers (apply to all units)	Modifier
Army leader present on battlefield	$+\frac{1}{2}$ Morale Modifier (round up)
Army has lost $\frac{1}{2}$ or more of its starting BR, but less than $\frac{2}{3}$	-2
Army has lost $\frac{2}{3}$ or more of its starting BR	-5
Army has destroyed more BR of units than opposing army	+2
Army has lost more BR of units than opposing army	-2
Army cannot retreat (surrounded, trapped, etc.)	+2
Army defending homeland/sacred ground	Judge's Discretion

Unit Modifiers

Commander attached to unit	+ Morale Modifier
Unit is wavering	-2
Unit is fleeing	-5

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Unit Modifiers

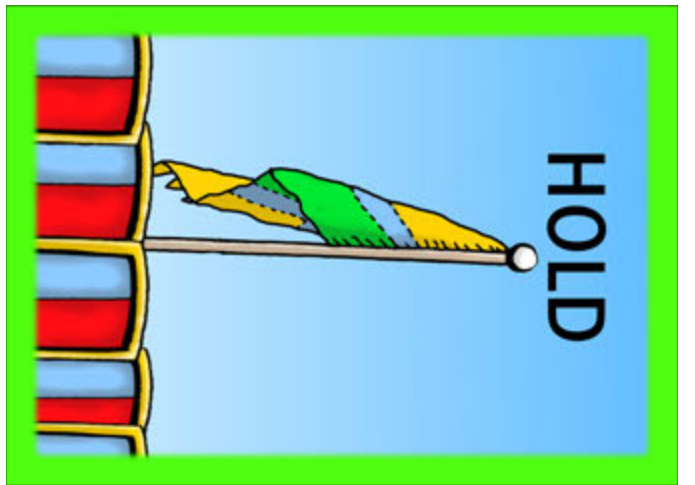
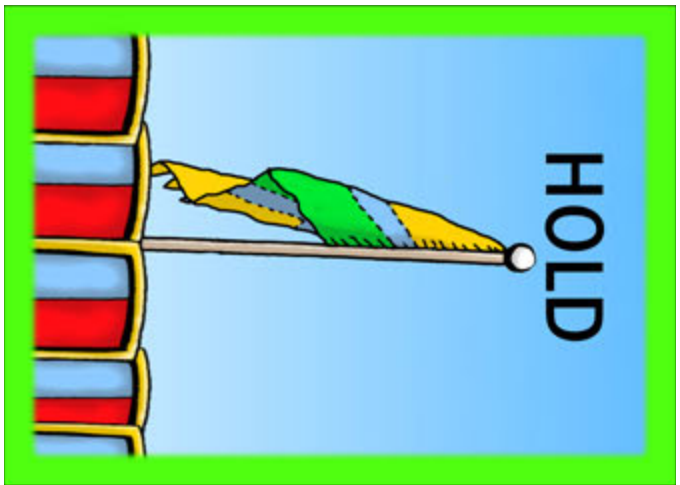
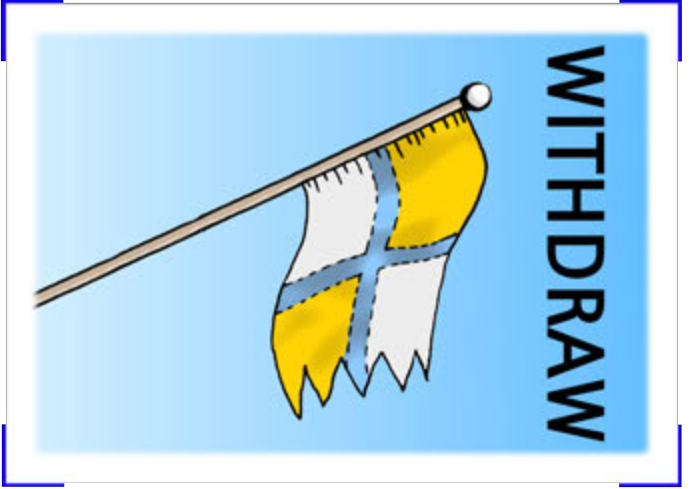
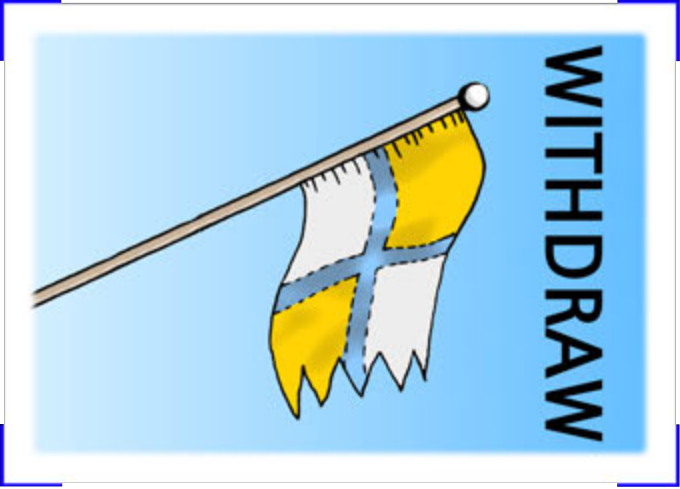
Commander attached to unit	+ Morale Modifier
Unit is wavering	-2
Unit is fleeing	-5

ORDER OF BATTLE

Army					General					Morale Modifier	Field Morale Modifier	Leadership Ability	Strategic Ability																																																																																																																																																																																																																																																		
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RECORD OF BATTLE

Name		Location				Hex		Terrain Type	
Army		Army's Strategic Stance				Opposing Army		Opposing Army Stance	
General		Army is... Attacking <input type="checkbox"/> Defending <input type="checkbox"/> Surprised <input type="checkbox"/>				Opposing General		Opposing Army BR <input type="text"/>	
Starting Terrain Position	<input type="text"/>	Terrain Advantage Score	<input type="text"/>	Starting Army BR	<input type="text"/>	Army Break Point 1/3 Starting BR	<input type="text"/>	Army Morale Checkpoints 1/2 Starting BR (Lost)	<input type="text"/>
Starting Army BR	<input type="text"/>	2/3 Starting BR (Lost)	<input type="text"/>						
Turn	<input type="text"/>								
Phase	1	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes		
BPC	<input type="checkbox"/>	Surprised <input type="checkbox"/>	BR Staked <input type="text"/>	Hits <input type="text"/>	Total Units Lost <input type="text"/>	△ Advance			
Missile	<input type="checkbox"/>	Terrain Adv. Modifier <input type="text"/>	BR Lost <input type="text"/>	Units Lost <input type="text"/>	Remaining Army BR <input type="text"/>	○ Hold			
Skirmish	<input type="checkbox"/>	Participating Unit BR <input type="text"/>	Units Lost <input type="text"/>	BR Lost <input type="text"/>		▽ Withdraw			
Melee	<input type="checkbox"/>								
Phase	2	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes		
BPC	<input type="checkbox"/>	Surprised <input type="checkbox"/>	BR Staked <input type="text"/>	Hits <input type="text"/>	Total Units Lost <input type="text"/>	△ Advance			
Missile	<input type="checkbox"/>	Terrain Adv. Modifier <input type="text"/>	BR Lost <input type="text"/>	Units Lost <input type="text"/>	Remaining Army BR <input type="text"/>	○ Hold			
Skirmish	<input type="checkbox"/>	Participating Unit BR <input type="text"/>	Units Lost <input type="text"/>	BR Lost <input type="text"/>		▽ Withdraw			
Melee	<input type="checkbox"/>								
Phase	3	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes		
BPC	<input type="checkbox"/>	Surprised <input type="checkbox"/>	BR Staked <input type="text"/>	Hits <input type="text"/>	Total Units Lost <input type="text"/>	△ Advance			
Missile	<input type="checkbox"/>	Terrain Adv. Modifier <input type="text"/>	BR Lost <input type="text"/>	Units Lost <input type="text"/>	Remaining Army BR <input type="text"/>	○ Hold			
Skirmish	<input type="checkbox"/>	Participating Unit BR <input type="text"/>	Units Lost <input type="text"/>	BR Lost <input type="text"/>		▽ Withdraw			
Melee	<input type="checkbox"/>								
Phase	4	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes		
BPC	<input type="checkbox"/>	Terrain Adv. Modifier <input type="text"/>	BR Staked <input type="text"/>	Hits <input type="text"/>	Total Units Lost <input type="text"/>	△ Advance			
Missile	<input type="checkbox"/>	Participating Unit BR <input type="text"/>	BR Lost <input type="text"/>	Casualties <input type="text"/>	Remaining Army BR <input type="text"/>	○ Hold			
Skirmish	<input type="checkbox"/>		Units Lost <input type="text"/>	BR Lost <input type="text"/>		▽ Withdraw			
Melee	<input type="checkbox"/>								
Phase	5	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes		
BPC	<input type="checkbox"/>	Terrain Adv. Modifier <input type="text"/>	BR Staked <input type="text"/>	Hits <input type="text"/>	Total Units Lost <input type="text"/>	△ Advance			
Missile	<input type="checkbox"/>	Participating Unit BR <input type="text"/>	BR Lost <input type="text"/>	Casualties <input type="text"/>	Remaining Army BR <input type="text"/>	○ Hold			
Skirmish	<input type="checkbox"/>		Units Lost <input type="text"/>	BR Lost <input type="text"/>		▽ Withdraw			
Melee	<input type="checkbox"/>								
Phase	6	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes		
BPC	<input type="checkbox"/>	Terrain Adv. Modifier <input type="text"/>	BR Staked <input type="text"/>	Hits <input type="text"/>	Total Units Lost <input type="text"/>	△ Advance			
Missile	<input type="checkbox"/>	Participating Unit BR <input type="text"/>	BR Lost <input type="text"/>	Casualties <input type="text"/>	Remaining Army BR <input type="text"/>	○ Hold			
Skirmish	<input type="checkbox"/>		Units Lost <input type="text"/>	BR Lost <input type="text"/>		▽ Withdraw			
Melee	<input type="checkbox"/>								
Phase	7	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes		
BPC	<input type="checkbox"/>	Terrain Adv. Modifier <input type="text"/>	BR Staked <input type="text"/>	Hits <input type="text"/>	Total Units Lost <input type="text"/>	△ Advance			
Missile	<input type="checkbox"/>	Participating Unit BR <input type="text"/>	BR Lost <input type="text"/>	Casualties <input type="text"/>	Remaining Army BR <input type="text"/>	○ Hold			
Skirmish	<input type="checkbox"/>		Units Lost <input type="text"/>	BR Lost <input type="text"/>		▽ Withdraw			
Melee	<input type="checkbox"/>								
Phase	8	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes		
BPC	<input type="checkbox"/>	Terrain Adv. Modifier <input type="text"/>	BR Staked <input type="text"/>	Hits <input type="text"/>	Total Units Lost <input type="text"/>	△ Advance			
Missile	<input type="checkbox"/>	Participating Unit BR <input type="text"/>	BR Lost <input type="text"/>	Casualties <input type="text"/>	Remaining Army BR <input type="text"/>	○ Hold			
Skirmish	<input type="checkbox"/>		Units Lost <input type="text"/>	BR Lost <input type="text"/>		▽ Withdraw			
Melee	<input type="checkbox"/>								
Phase	9	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes		
BPC	<input type="checkbox"/>	Terrain Adv. Modifier <input type="text"/>	BR Staked <input type="text"/>	Hits <input type="text"/>	Total Units Lost <input type="text"/>	△ Advance			
Missile	<input type="checkbox"/>	Participating Unit BR <input type="text"/>	BR Lost <input type="text"/>	Casualties <input type="text"/>	Remaining Army BR <input type="text"/>	○ Hold			
Skirmish	<input type="checkbox"/>		Units Lost <input type="text"/>	BR Lost <input type="text"/>		▽ Withdraw			
Melee	<input type="checkbox"/>								
Phase	10	Phase Engagement	Heroic Foray	Phase Results	Status	Action	Notes		
BPC	<input type="checkbox"/>	Terrain Adv. Modifier <input type="text"/>	BR Staked <input type="text"/>	Hits <input type="text"/>	Total Units Lost <input type="text"/>	△ Advance			
Missile	<input type="checkbox"/>	Participating Unit BR <input type="text"/>	BR Lost <input type="text"/>	Casualties <input type="text"/>	Remaining Army BR <input type="text"/>	○ Hold			
Skirmish	<input type="checkbox"/>		Units Lost <input type="text"/>	BR Lost <input type="text"/>		▽ Withdraw			
Melee	<input type="checkbox"/>								







ADVENTURER CONQUEROR KING SYSTEM

ADVENTURER CONQUEROR KING SYSTEM

STARTING COUNT

8	7	6	5	4	3	2	1	0	8
END OF BATTLE									END OF BATTLE





MELEE

SKIRMISH

MISSILE

MELEE

SKIRMISH

MISSILE

RESERVE

MELEE

SKIRMISH

MISSILE

RESERVE

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