

Mass Combat (*The War Machine*)

The "War Machine" is a system of game rules designed to resolve large battles in the D&D game. The *War Machine* will work with any number of troops; it is recommended for any group with more than 10 combatants. To use the system, all you need is a pencil and paper, plus some knowledge of simple arithmetic.

Assumptions

Several things are assumed in the *War Machine* mass combat system:

1. All troops have a "level of quality" that can improve or drop with time and experience.
2. Many other factors such as terrain, weather, etc., besides quality of troops, influence the outcome of a large battle.
3. Luck, good or bad, can influence combat results, whether in a single combat or a clash of armies.
4. A character knows how to survive in the D&D world; the *player* does not need to know the tactics of war.

How It Works

Each body of troops (called a "force") is given a rating for their quality. When combat occurs, this "Battle Rating" is modified for battle conditions (terrain, number of

opponents, morale, etc.). Each player then rolls d%, and adds the modified Battle Rating of the troops. The high roll wins the battle.

The entire system has four basic steps:

1. Calculate the BASIC FORCE RATING (BFR) of the troops.
2. Find the TROOP CLASS.
3. Calculate the BATTLE RATING (BR).
4. Determine and apply COMBAT RESULTS.

Steps 1, 2, and 3 are handled when a force is hired and outfitted. Step 4 is used when a battle occurs.

Throughout the system, the person or creature commanding a force is called the Leader. Others, called Officers, help the leader to control the force. The fighting persons in a force are called the Troops.

In the calculations, round all fractions UP unless the instructions say otherwise.

STEP 1: Calculate the BASIC FORCE RATING

The Basic Force Rating is the total of 4 factors: Leadership, Experience, Training, and Equipment. A fifth factor applies if the force is Special: elves, dwarves, or powerful monsters.

a. Leadership Factor: Find the level of the Leader of the force. Modify it by all the Leader's adjustments for Intelligence, Wisdom, and Charisma scores. Then add a +2 bonus for each 1% of the force that is "Name level" characters (PCs or NPCs).

Leader level + IN, WI, and CH adjustment
+ 2 per 1% of force that is Name level

Leadership Factor

b. Experience Factor: Find the average level of the officers in the force (not counting the leader), and multiply it by 3. For non-human troops, the Officer level is the average Hit Dice, plus one. *Note:* A force must have 1 officer for every 40 troops, or this part of the Experience Factor is zero.

Find the average level of the troops (not including the Leader or Officers), double it, and add that to the Officer rating. Add 1 to the total for every victory the force has won in the last 10 years (+10 maximum), and subtract 1 for every time the force has been routed in that time (-10 maximum).

(Total levels of officers)/(Number of officers) x 3
+ (Total level of troop)/(Number of troop) x 2
+ 1 per victory (up to +10)
- 1 per rout (up to -10)

Experience Factor

c. Training Factor: Score 1 point for every week spent in training (maximum 20 per year). Add 1 for each week that the Leader spends with them (maximum 20), and add 1 for each month that the troops remain together and are not off in their homes or towns (maximum 12 per year).

Costs: Use the "Mercenary" pay rates (Expert Set, page 24). Training time costs double the amounts given.

+ 1 per week trained (up to 20)
+ 1 per week leader trained with them (up to 20)
+ 1 per month troops on duty (up to 12)

Training Factor

d. Equipment Factor: The base value is 5, 10, or 15, depending on the quality of the weapons. Use 5 if the weapons are "average" (the normal cost). All troops are assumed to have average weapons unless others are specified. Use 10 if the weapons are "good" (double normal cost), or 15 if "excellent"

(triple normal cost).

Add 5 if the troops are armed with a second weapon of the same quality as the first. Add 5 more points if the average Armor Class of the troops is 5 or better.

+ 5, 10, or 15 (based on quality of weapon)
+ 5 (if carry a second weapon of equal quality)
+ 5 (if AC = 5 or better)

Equipment Factor

e. Special Troop Factor: If the troops are all either elves or dwarves, this factor is 15. Note that dwarves and elves are never in the same force.

If some monster troops have two or more asterisks listed with their Hit Dice, they are "Special." For each 1% of the force that is "Special," score 2 points for this factor. Example: In a force of 290 ghouls and 10 spectres, 4% of the force has two asterisks, for a Special Factor of +8.

Add all these Factors to find the BASIC FORCE RATING (BFR) of the force. Record this number for future reference.

Leadership
+ Experience
+ Training
+ Equipment
+ Special Troop

Basic Force Factor

STEP 2: Find the TROOP CLASS

“Troop Class” is a measure of the overall quality of a force. Once you know the BFR of the force, use the chart below to find the Troop Class. Keep a record of both the BFR and the Troop Class.

BFR Troop Class	BFR Troop Class
0-20 Untrained	71-80 Average
21-35 Poor	81-100 Good
36-55 Below Average	101-125 Excellent
56-70 Fair	126+ Elite

STEP 3: Calculate the BATTLE RATING (BR)

Divide the BFR of the force by 10, rounding up. The result is the Bonus to use in all the following calculations. Examine the following statements and their explanations, and then add the Bonus to the BFR *every time one of the statements is true*. Since this could be done up to 12 times, the total bonus could be more than the original BFR.

The total BR is the original BFR plus all bonuses. Note the BR with the Troop Class and the BFR.

Mounted:

- a. 20% or more of the force is mounted.
- b. 50% or more of the force is mounted.

Missiles:

- c. 20% or more of the force can use missile fire.
- d. 20% or more of the force has a missile fire range of 100' or more.

Magical:

- e. 1% or more of the force is equipped with magical abilities.
- f. 20% or more of the force is equipped with magical abilities.
- g. 100% of the force is equipped with magical abilities.

Spells:

- h. 5% or more of the force can cast spells.
- i. 30% or more of the force can cast spells.

Flying:

- j. 1% or more of the force can fly.
- k. 20% or more of the force can fly.

Speed:

- l. The force has an average movement rate of 100' per turn (or more).

Explanations

Mounted applies to any “steed,” including horses, dire wolves, griffons, dragons, etc.

Missiles includes bows, crossbows, slings, and others (giant-thrown boulders, manticores spikes, etc.).

Magical includes magic weapons (sword +1, arrow +2, et al.), breath weapons, any poison, magical defenses, regeneration, energy drain, wands and other devices, etc.

Spells includes only spells memorized, cast from scrolls, or spell-like natural abilities (such as a spirit’s).

Flying includes normal and magical forms, but *not* mere levitation. It applies to flying steeds as well (such as pegasi).

Speed should be calculated with a creature’s fastest mode of movement. For example, flying creatures should be used at their flying rate, not their walking rate.

Example: An elven prince named Gar has a force of 500 elves, all 2nd level and equipped with bows and longswords. The BFR is 96, and troop class is “Good.” One hundred of his elves are mounted on pegasi, and all can cast spells. However, only 12 elves have magic items.

To find the Bonus, 10% of 96 is 9.6, or 10. Gar adds 10 to the BFR eight times: for a. (20% are mounted), c. and d. (more than 20% can fire missiles, and the maximum range is greater than 100'), h. and i. (the entire force can cast spells), j. and k. (20% of the force can fly), and l. (the average movement rate is well over 100' per turn). The total bonus of +80; added to the BFR, gives a total BR of 176.

Quick Battle Ratings

Situations will often arise where you don’t want to take the time to use the full system for determining Battle Ratings. The following “Quick System” will work for most troops, without requiring as many calculations. If you have an extremely powerful force (because of level, abilities, hit dice, etc.), you will probably be better off with the full process.

- a. Start with the Leader’s level: _____
- b. Add ONE of these, based on the average Hit Dice of the Force
 - Less than 1: 20
 - 1 to 2+: 30
 - 3 to 4+: 40
 - 5 to 6+: 55
 - 7 to 8+: 65
 - 9 or more: 80

Hit Dice Factor: _____ + _____

- c. Add if the force has any:
 - archers: +10+ _____
 - spell casters: +10+ _____
 - magical beings: +10+ _____
 - flying beings: +10+ _____

- d. Add the maximum damage per round of the most numerous creature type: _____ + _____

QUICK TOTAL BR: + _____

Dividing a Force

To use the War Machine in a battle, each side must have the same number of forces or armies. If one side has a greater number of forces than the other side, the side with fewer forces must be divided into an equal number of armies. A player may keep the original rating of the force, and simply declare that troops have been split into separate armies.

For example, 1,000 orcs (BR 72) meet 3 other forces: 200 elves (BR 83), 400 men (BR 70), and 140 dwarves (BR 88). The orcs must split into 3 forces, all of which will have the same BR (72). These might be 100, 100 and 800, or any other combination, as long as at least 10 individuals are in each force.

The player with the force having the highest BR (the dwarves in the example) picks an opponent for their force. The dwarves pick one group of 100 orcs. The next highest rated force picks an opponent; the elves take the other group of 100 orcs. The third highest rating is the orcs, so they would choose next—but there is only one remaining force, the men, so the 800 orcs will fight the 400 men.

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STEP 4: Determine COMBAT RESULTS

The forces that have been rated according to the above three steps are now prepared to meet on the field of battle. To find out what the result of this engagement is, start with the BR of each force, and add or subtract all of the following adjustments that apply.

1. Troop Ratio (use only one per battle):

- +15 if 1.5 to 1
- +30 if 2 to 1
- +45 if 3 to 1
- +60 if 4 to 1
- +70 if 5 to 1
- +80 if 6 to 1
- +90 if 7 to 1
- +100 if 8 to 1 or greater

2. Morale (use all that apply):

- +10 if force is in dominion of their liege
- +10 if they have beaten this foe before
- +10 if Troop Class is 2 levels higher than the enemy
- +30 if attacking an enemy "On the March"
- 10 if any accompanying force has Routed

3. Environment (use all that apply):

- +25 if in extremely favorable environment
- 25 if in extremely unfavorable environment
- +20 if the entire force in a night battle has Infravision

4. Terrain (use all that apply):

- +20 if higher than opponent
- +20 for Halfling force in fields or woods
- +10 for Elven force in woods
- +20 for Dwarven force in hills or mountains
- 20 for force with mounted troops in mountains, woods, or stronghold
- 20 for force in mire (marsh/mud)*
- 10 for force on shifting ground (snow/sand)
- * Defender Only (Ignore if all of attackers can fly; use only 1/2 of adjustment if 5% or more of attackers can fly):
- +10 if defending in place (holding)
- +50 if defending a narrow defile, pass or bridge
- +40 if attacker must cross deep water
- +20 if defending in mountains, hills, or rough terrain, or behind a wall
- +50 if force is in a stronghold (and see "Sieges")

5. Immunities (use only 1 per force):

- +150 if force is immune to enemy's attacks
- +50 if 1% of force is immune to enemy's attacks
- +50 if force is immune to 80% of enemy's attacks

6. Fatigue (use only 1 per force):

- 10 if force is moderately fatigued
- 30 if force is seriously fatigued

* Troops properly equipped and trained or native to the terrain do not suffer the penalty. (e.g. Arabs in desert)

Explanations

1. **Troop Ratio:** Find the total number of troops in each force, and divide the larger number by the smaller. If the total is 1.01 to 1.5, the 1.5 ratio is used. Only the larger side benefits from this adjustment, and only one benefit applies.

Steeds are only counted as members of a force if their primary function is fighting (such as dragons) and not transportation (such as horses).

2. **Morale:** This reflects the confidence of a force. Troops that fight in their home territory, that know they can beat an opponent, or are of superior quality to the foe may benefit from one, some, or all of these.

3. **Environment:** Certain conditions may help or harm a force. Goblins in the daylight are at a disadvantage, as are fire giants in snow.

4. **Terrain:** In many cases, the ground on which the battle is fought will give an advantage to one side or the other. Apply as many of these modifiers as fit your force; note that some apply only to defenders.

Determining the Defender: When two forces arrive at the same location, they must stop moving. If both forces choose to defend, *neither* gets the defender bonus.

5. **Immunities:** This reflects the advantage possessed by some creatures who cannot be hit by normal weapons; gargoyles and lycanthropes are some examples.

6. **Fatigue:** Troops may become fatigued as a Combat Result of a previous battle (see the Combat Results Table) or because of a Forced March.

Results

When the BR is modified as applicable, each player rolls d% (a Combat Roll), and adds the modified BR to the result. The total is the Combat Result. The player with the highest Combat Result wins the battle.

Applying Combat Results

When the winner and loser of a battle have been identified, determine the effects of the battle (killed, wounded, fatigued, etc.) as follows: subtract the Loser's Combat Result from the Winner's. Find this difference in the left-hand column of the *Combat Results Table*. Apply the resulting Casualties,

Fatigue, and Location to both the Winning (W) troops, as noted.

Casualties: When subtracting casualties, consider half of them as dead and the other half as wounded. When a force contains mixed troops (such as trolls and goblins), the casualties must be split as evenly as possible between them. If a force retreats from the field, treat all wounded as killed. If a force holds the field after the battle, those wounded troops can return to action in 1-4 months.

Fatigue: Troops will remain fatigued for 1-4 days. "Seriously fatigued" troops become "moderately fatigued" in 1-4 days, and will have their strength restored after another 1-4 days.

Location: Terrain units represents whatever measure of distance is most appropriate. On a hex or square grid map, this is one hex or square. If no unit of measure seems obvious, use 1 mile. If multiple forces fight and 1 or more forces on each side holds the field, another round of battle may be fought between them. If some of a player's forces have routed or retreated, any that remain may choose to retreat to avoid fighting another battle.

If all of the enemy forces have left the terrain unit occupied by your forces, a day of battle ends. No more fighting occurs until the next day (if applicable).

Sieges

A force located inside a fortified structure (walled town stronghold, etc.) may be attacked by another force, but has a superior position. This is called a "siege." The force within the structure is the defender. If the defender comes out of the structure, unmodified War Machine rules should be used. If the defender remains within the structure, a "siege" results; use the War Machine, but with the following additional rules.

The **defender** gets the following benefits:

1. When calculating the Troop Ratio, multiply the number of defending troops by 4.
2. Combat Results of "Retreat" or "Rout" are ignored by the defender.
3. All defender casualties are reduced by half.

The **attacker** has the following options:

1. The defender may be attacked normally, using the above rules; OR
2. The defender may be "besieged"—the attacker surrounds the defenders, keeping them within the structure. This adds +5 to the attacker's BR for each week of the siege. (This represents the building of siege engines, and mining to weaken the defender's position.)

COMBAT RESULTS TABLE

Difference	Casualties W:L	Fatigue W:L	Location W:L
1-8	0:10%	N:N	F:R
9-15	0:20%	N:N	F:R
16-24	10%:20%	N:M	F:R
25-30	10%:30%	N:M	F:R+1
31-38	20%:40%	M:S	R:R
39-50	0:30%	N:S	F:R+2
51-63	20%:50%	M:S	F+1:R+3
64-80	30%:60%	M:S	F+1:R+3
81-90	10%:50%	N:S	F+3:R+2
91-100	0:30%	N:Rout	F+3:Rout
101-120	20%:70%	N:Rout	F+3:Rout
121-150	10%:10%	N:Rout	F+3:Rout
151+	10%:100%	N:—	F+5:—

Explanations:

W = Winner

L = Loser

#% = The percent of the force killed and wounded. Round fractions up.

N = The force is not fatigued.

M = The force is moderately fatigued.

S = The force is seriously fatigued.

F = The force holds the battlefield after the battle.

R = The force must retreat from the field.

R+# = The force must retreat that number of terrain units.

F+# = The force may advance that number of terrain units.

Rout = The force ceases to exist as such. Survivors will appear at home 1-10 weeks later.

TACTICS TABLE (OPTIONAL)

SIDE A

SIDE B	1 Attack+	2 Attack	3 Envelope	4 Trap	5 Hold	6 Withdraw
1 Attack+	C2/C2	-20/ C2	C1/+10	+20/C2	-25/C2	3/+20
2 Attack	C2/-20	C1/C1	-10/C1	+10/C1	C-1/—	C2/+10
3 Envelope	+10/C1	C1/-10	NE	-20/C-1	C2/+20	C-1/+10
4 Trap	C2/+20	C1/+10	C-1/-20	NE	C-1/-20	C-1/C-1
5 Hold	C2/-25	—/C-1	+20/C2	-20/C-1	NC	NC
6 Withdraw	+20/C3	+10/C2	+10/C-1	C-1/C-1	NC	NC
	A / B	A / B	A / B	A / B	A / B	A / B

Note: Attack+ = forceful attack to over run

Attack = close and combat

Envelope = attempt to encircle foe

Trap = lure foe to an ambush

Hold = stand fast at all costs

Withdraw = retreat rather than fight

C1, C2, C3: casualties are increased by 10%, 20%, or 30%

C-1: casualties are decreased by 10%

+10, +25, etc: add this number to the force's BR

-10, -25, etc: subtract this number from the force's BR

NE: the plans cancel, with no effect on the battle

NC: No combat occurs; no losses are inflicted

Special Note: Some forces have clerics available to magically create food and water. If a besieged defender does not have a cleric, a record of food supplies should be kept. After these are exhausted, the defender loses 10% of its numbers (not rating points) per week until the siege ends.

Optional Rules

The following guidelines may be added to the War Machine mass combat system if desired. They give players the opportunity to control the battles more closely.

1. Tactics

A good leader will select a plan before com-

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mitting troops to battle. The success of this plan depends on the opponent's plan.

Each commander (player) chooses a Tactic from the Tactics Table. To indicate the choice, place a 6-sided die on the table before you, with the number of your plan facing up. Cover it with one hand until your opponent has also made a choice; then reveal both choices at the same time. Use the Tactics Table to find the results. (Remember that the die is placed to reflect the player's choice; it is not rolled randomly. Written choices can also be used.)

If the result gives only one effect (NE or NC), that effect is applied to both sides in the battle. If the result is two effects (separated by a slash), the result on the left applies to the "Side A," and the result on the right to "Side B." There is no advantage to being either A or B.

If more than one force per side is involved in the battle, choose one tactic per SIDE, *not* per force.

2. Mercy

After a battle is fought and casualties have been determined, the winner of the battle may choose to show mercy to the loser. If so, this is declared before the loser's casualties have been subtracted. When Mercy is shown, apply the following immediately:

1. The loser's casualties are cut in half.
2. All wounded may be recovered, even if the loser has been driven from the field.
3. A +2 bonus applies to all the loser's future Reaction Rolls involving the winner (including both leaders).
4. If the loser fights the winner again within 1 year, a -20 penalty applies to the loser's BR.

3. Character Actions

Some of the actions of player characters may have a great effect on the outcome of a battle. Use the following adjustments to the Battle Rating (BR). All modifications apply to the total BR of the force.

1. **Information** (use only one per force):
 - +50 with traitor, detailed plan, or spy
 - +20 with good reconnaissance
 - +10 with some reconnaissance
 - 25 with misinformation

The information must be known to the commander of a side before the battle begins. Use +50 if a plan has been captured, revealing the enemy's preparations, or if an enemy officer defects with information, or if a high-placed spy gives good reports. A single deserting soldier will not provide this benefit.

"Good reconnaissance" means that the entire opposing force has been scouted over several hours, from several different direc-

tions.

"Some reconnaissance" means that some scouting information has been gathered, but lacks detail.

"Misinformation" can be the capture of false plans, or belief in information provided by a double agent, or other unusual circumstances.

2. Surprise:

- +40 with surprise attack from ambush
- +20 with surprise attack on encampment

If a character does something exceptional to hide the force (camouflage them, occupy the heights over a narrow pass, etc.), the force has a 50% chance of surprising an enemy that moves into the ambush. If the ambushing force is invisible, the chance is 80%. Other adjustments for night, natural terrain (halflings in woods, for example), or magic should be decided by the DM.

A surprise attack on an encampment requires the elimination of enemy pickets, guards, and any magical protections. If this can be accomplished with a role-playing adventure without raising an alarm, the encamped force may be attacked with surprise.

3. Leader Loss:

- +30 if leader is "removed"
- +10 if other officer is "removed"

"Removed" can mean killed, captured, charmed, put to sleep, or otherwise "removed" from the force before the battle begins. Removing an opposing leader does not count as a heroic task (see 4.).

An attempt to remove an opposing leader can become a good role playing adventure. Be sure to allow a good chance of the PCs being "removed" themselves! Also, when a force led by a PC fights one led by an NPC, the enemy may send a group to "remove" the PC.

4. PC Heroics:

- +20 if PC leader accomplishes heroic task
- +10 if name level PC (not force leader) accomplishes heroic task
- 20 if PC leader fails heroic task
- 10 if name level PC (not leader) fails heroic task

Only PCs can attempt heroics, and the DM must first create a situation where they may do so. The heroic act must be visible to at least 10% of the PC's force, and the act should be risky (a 50% chance of failure, or worse). *Sample Heroics:* Fighting a huge and fearsome member of the opposing force (dragon, vampire, etc.); rescuing a "branch force" cut off from the main force; or single-

handedly battling a huge enemy force.

Other Notes

A normal game session may be played in combination with the War Machine, using the system to determine overall results while focusing the game on the actions of the characters. The shift from role playing to mass combat situations (and back) can be accomplished easily with these guidelines:

1. Damage to PCs: PCs (and major NPCs) are never killed as a result of a War Machine battle. They may be scattered and separated (DM's option), but any attempts to actually damage the characters should be handled in normal game sessions.

2. PC items and spells: If a normal adventure is played, then only the spells and magic item charges actually used are lost. If no adventure is played, determine whether the PC is on the winning or losing side. If on the losing side, all combat spells and 2/3 of the charges in all offensive and defensive magic items are used. If on the winning side, 1/3 of the applicable magic item charges are used, and the PC keeps 1 combat spell uncast.

3. Experience Points: XP are earned both for commanding a force and for performing Heroics. If a PC leads a force, find the number of troops in the enemy force. If the PC wins the battle, the PC gets that number of XP. The PC gets 1/3 of that number if the battle is lost.

4. Magic Items: A *staff of health* or *rod of victory* can affect a battle and its aftermath, as follows:

Staff of Health: If the user holds the field after a battle, up to 500 wounded may be immediately restored to full strength.

Rod of Victory: Add a +25 bonus to the Combat Roll (to a maximum roll of 100). If the holder loses the battle by a difference of greater than 100, the "91-100" Combat Results category is used.

Troop Movement

The following guidelines should be used when moving forces:

Scale: The scales for time and distance may vary by the size of a force and the distance involved. The standard 24-mile map hex may be used when large forces move over large distances. When opposing forces draw near each other, one move per day is recommended. Try to prepare a detailed map of the area when this occurs.

Movement Rate: Up to 50 troops may move together at their base movement rate. When more troops are involved, travel slows. Remember that a movement rate is based on

the speed of the slowest member of any group.

51-100 troops move at 2/3 their usual rate
101 or more troops at 1/2 the usual rate.

Movement rates for wilderness travel are discussed in the Expert Set (page 41). If a hex map is being used, these rates can easily be applied to the scale of the map. The DM may include a bonus or penalty for easy or rugged terrain, but most situations are covered in the War Machine.

Food: If a force is carrying food supplies, either on wagons or on individuals, keep track of the supplies. Remember to consider encumbrance when calculating the movement rate.

If a force forages for food, modify the basic rule (Expert Set, page 21) as follows. The force Leader may choose to slow movement to 2/3 normal rate, with a 2 in 6 chance of finding enough food, or may slow movement to 1/3 normal, for a 4 in 6 chance of success. Terrain may modify the chances by +1 or -1.

Without supplies, a force can travel for 1 day without penalty. After a second day, the force becomes "moderately fatigued." After a third day, the force is "seriously fatigued." A seriously fatigued force cannot move. One day's supply of food removes all of this fatigue (either moderate or serious), but does not affect fatigue caused as a Combat Result.

Forced March: A force may attempt a Forced March to increase its movement rate, but this might not be successful. If it is attempted, find the Troop Class, roll 1d6, and consult the following chart.

A force that is "seriously fatigued" cannot attempt a Forced March.

Troop Class	Die Roll					
	1	2	3	4	5	6
Untrained	F	F+M	F+S	M	M	M
Poor	F	F+M	F+S	N	N	M
Below Ave.	F	F+M	F+M	F+S	M	M
Fair	F	F+M	F+M	F+M	N	N
Average	F	F	F+M	F+M	N	M
Good	F	F	F+M	F+M	N	N
Excellent	F	F	F	F	F+M	N
Elite	F	F	F	F	F+M	F+M

F = Forced March successful; add 50% to day's movement

M = Force is moderately fatigued*

S = Force is seriously fatigued

N = No forced march, no fatigue

*If force is already Moderately Fatigued, it becomes Seriously Fatigued with this result.

All results are cumulative; "F+S" indicates that the Forced March is successful, but that the force is Seriously Fatigued afterward.

Maneuvering: When the forces of two opposing sides begin to move, the order of movement becomes important. This order is resolved with an Initiative roll at the beginning of each time unit. Dexterity adjustments do not apply to this roll.

The player or side with Initiative decides whether to move first, or to force the opponent to move first. The player or side chosen moves all of its forces, marking the movement on the map if one is being used. The remaining side then moves. After all movement is complete, forces that are in contact may engage in combat.

If a map is being used, two armies come into contact whenever they enter the same hex, square, or space. Each force must either stop or allow the opponent to attack with the "On the March" adjustment (+30).

If no map is being used, the same effect occurs whenever two forces come within 1 mile of each other. If either of the forces has at least 5,000 troops, the range for contact is 5

miles.

Once the forces are in contact, neither force can leave the area without allowing the enemy to attack with the "On the March" modifier *unless*:

- The loser of a battle is required to retreat farther than the winner can pursue, as indicated by the Combat Results Table. For example, the F/R+1 and the F+1/R+3 results allow the loser to break contact with the foe; the F/R and F+3/R+2 results do not.
- If one player chooses the "Withdraw" Tactic, and the other player chooses anything except the "Attack" Tactic, the player who chose "Withdraw" may remove his force one terrain unit after the combat is resolved. Retreat results are added to this move if required. A withdrawing unit cannot occupy the Field or pursue an opponent, even if the Combat Result allows this.

ORDER OF EVENTS in the WAR MACHINE

A. When Troops are acquired:

- Divide the troops into separate forces or armies, or decide that they will be one large force.
- Determine the BASIC FORCE RATING (BFR) for each force.
- Determine the TROOP CLASS for each force.
- Determine the BATTLE RATING (BR) for each force.

B. When Troops are Moved:

- Determine the MOVEMENT RATE of each force.
- Determine a map and time scale (terrain units and time units).
- Roll for Initiative. The winner decides which side moves first.
- The forces of one side are moved as far as they will travel during one time unit (usually a day or week).

Any forces that must break contact to move may be immediately attacked "On the March." After the battle, they may move normally *unless* they received an "R+" or "Rout" combat result.

- The forces of the other side are moved as far as they will travel during this time unit. ("On the March" attacks are resolved as given above.)
- The side with initiative may declare that it is attacking in any and all terrain units where the forces of two sides are in contact. (Resolve with Combat Order of Events.)
- The side without initiative may attack (as per 6.; resolve with Combat Order of Events).

C. When Troops Fight (Combat Order of Events):

- Modify each side's BR as given.
- Modify each side's BR for any Campaign considerations.
- If the Tactics Option is used, choose Tactics.
- Roll d% for each side; add the modified BR to the roll.
- Use the Combat Results Table to find the results, and apply them (modified by Tactics, if used).