

INSURRECTION

LRP

SYSTEM: MASS COMBAT

January 2012

Contents

Introduction	2
Land-based battles	3-9
Deployment	3
Taking Turns	3
Commanding Units	4
Resolving Combat	4
Combat Scores	5
Fortifications	6
Attacking Buildings	7
Terrain	7
Scouting, spying and information-gathering	7
Winning the battle	8
Picking up the pieces	9
Leading from the front	9
Naval Combat	10-12
Wind Direction	10
Commanding Units	10-11
Combat	11
Boarding and disembarking	11
Ramming	11
Trading Vessels	12
Warships	12

Please see also the Core Concepts, Character Design Rules, Event Rules and Downtime Rules, all available from <http://www.insurrectionlrp.co.uk>

If you are unclear about any aspect of these rules, please check out the FAQ on our website (<http://www.insurrectionlrp.co.uk/faq>) and contact the Design Team (DesignTeam@insurrectionlrp.co.uk) if you need further clarification.

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With thanks to: Robert Baker-Self, Ross Emslie, Sarah Gascoigne, Mark Holdforth, Martin Jenkins, Matt Machell, Catherine Manhood, Ian Newborn, Dan Price, Corinne Pritchard, Heather Ramsden, Nic Tall, Dave Walker, the Portly Pixie/Kingship/Succession, Bladelands, Eos, Profound Decisions, the Oblivion/Resistance team, the folks at Rule7.co.uk and our lovely players.

Introduction

This document serves as a supplement to the Downtime Rules, allowing those players who wish to spend their time between events commanding armies to do so. At the time of writing, this by no means represents either a large section of our player base or a large portion of what happens in downtime. Rather, it exists to provide players (and the Design Team) with a means of engaging in such activity if inclination and opportunity allow.

As with downtime, these rules are in no way essential or a core part of the game, existing instead to expand the game for those who wish to take advantage of this opportunity. You should feel no obligation whatsoever to get to grips with this aspect of the system if you do not wish to engage with it. If you have holdings of land, however, it will be worth you gaining at least a passing familiarity with these rules, as you may be subject to attack, from either NPCs or other PCs, and these rules will be used to determine the outcome.

Land-based battles

This part of the Insurrection system is designed to simulate conflict between large numbers of troops. It is played on a 13x13 hex board, which represents one unit of land within the downtime system. As such, its terrain type will be determined already, as will its key features (buildings and infrastructure).

Deployment

The original occupant of the land may deploy their troops and buildings etc. within the central area. If there is no infrastructure then you may deploy only within the central hex. Basic infrastructure offers a deployment area with a 3x3 hex; Intermediate gives 5x5 and Advanced 9x9. Attacker must deploy along only one edge of the board and may deploy no more than 12 units to begin with. Any excess are kept in reserve and it costs 1CP (see below) to bring a new unit onto the board on that edge.

Each unit must occupy one hex; no more than one unit may occupy the same hex simultaneously. Players take it in turns (defender first) to place their troops.

Taking Turns

Mass combat proceeds in a turn-based system. Each turn, a player gets a number of Command Points (CP) determined by their level of the Strategy skill. No Strategy skill gives 1CP per turn, Basic Strategy gives 2CP per turn, Intermediate Strategy gives 4CP per turn, and Advanced Strategy gives 8CP per turn. Any Command Points unused at the end of a turn are lost, unless the player in question has the Strategy skill. Someone with Basic Strategy may carry over a maximum of three unused CP (for a maximum of 5 available in any given turn); someone with Intermediate may carry over a maximum of six unused CP (maximum 10 available per turn), and someone with Advanced may carry over up to 12 unused CP (maximum 20 available for use in any one turn). Players take it in turns to command units (invader first). Once the invader has spent a CP, the defender does so, and so on until both sides run out of CP. If the defender has fewer total CP than the invader, they may elect not to spend a CP at any given opportunity, giving the invader two or more consecutive actions. Note that the defender may not use multiple CP consecutively unless they have more total CP than the invader, meaning that they cannot store up all their CP to use after the invader has spent all of theirs.

Commanding Units

Spending one Command Point allows you to select any one of your units and move it, and then attack if a valid target presents itself after moving – if you wish, you may choose not to move and simply attack a unit you are already able to target. Archers, Siege Engines, Militia, slaves and Infantry may move one hex per CP; orc warbands and Wood Elf units move two hexes per CP; Cavalry may move three hexes per CP. It is also necessary to spend a CP to reload a catapult once it has been used.

Infantry may attack any structure or unit in a hex adjacent to their own (i.e., one hex away). Cavalry and militia may attack any unit in a hex adjacent to their own, but may not attack structures. Archers may attack any unit up to three hexes away from them, and may not attack structures. Siege engines may attack any structure (building or fortification) in a hex adjacent to their own, but may not attack units (except other siege engines).

Resolving Combat

The next phase is the resolution phase. Where a unit is eligible to attack another unit, they roll a D6 and add the relevant combat score (see below), but subtract a number equal to the number of CP spent on them before the current one this turn (e.g. if this is the second CP you have spent on this unit this turn, their attack is at a -1 penalty). As a defending unit (but not structure), subtract 1 from the die roll for each previous incoming attack this turn, from any source. Each side also subtracts the number of points of Vitality they have lost from their roll, except structures. After all modification, divide the defender's total result by the number of units which have attacked it so far this turn, including the current attacker but excluding archers.

Compare the two results, and establish the difference between the winner's and the loser's score. Subtract this number from the losing unit's Vitality. When a unit's Vitality is reduced to 0, it is destroyed. Note that archers never suffer Vitality damage when they attack, and neither do fortifications cause Vitality damage when they are attacked. Likewise, Siege Engines do not do damage against units attacking them if the Siege Engine wins.

Combat scores (human troops):

	Attack	Defence	Vitality	Bonus
Light Archers	2	2	2	+2 vs. Infantry -2 vs. siege engines
Heavy Archers	5	5	4	
Elite Archers	8	8	6	
Light Cavalry	3	3	2	+2 vs. Archers
Heavy Cavalry	6	6	4	
Elite Cavalry	9	9	6	
Light Infantry	2	2	2	+2 vs. Cavalry Can attack structures
Heavy Infantry	5	5	4	
Elite Infantry	8	8	6	
Militia (normal)	1	1	1	
Slaves (normal)	0	0	1	
Militia (docilised)	2	0	1	
Slaves (docilised)	1	0	1	
Battering Ram	15	5	5	* Range of 5 hexes
Siege Tower	0	8	5	
Catapult	12	5	5	

*: when the Siege Tower is on a fortified hex (see below), units in adjoining hexes need pay one CP less than normal to traverse the fortification (2 less CP against Advanced fortifications).

Combat scores (buildings):

Barracks	5	10	20	Attack as archers
Keep	5	12	25	Attack as archers
Port	3	5	15	Attack as militia
Dormitory	0	1	5	-
Other buildings	1	3	10	Attack as militia

Combat scores (High Race troops):

	Attack	Defence	Vitality	Bonus
Dwarf Arbalists	2	2	2	+2 vs. Infantry -2 vs. siege engines
Elven Archers	2	2	1	
Orc Archers	4	4	3	
Wood Elf Waywatchers	3	3	2	
Elven Cavalry	3	3	2	+2 vs. Archers
Orc Warband	4	4	3	+2 vs. Cavalry Can attack structures
Timber Dwarf Loggers	3	3	2	
Wood Elf Blade Dancers	3	3	2	
High Race Militia	1	1	1	

Fortifications

It is possible to build fortifications around and within the cleared area represented by your infrastructure. The length required to fortify Basic infrastructure is 12; Intermediate is 24, and Advanced is 48.

Basic fortifications consist of earthworks, moats and the like, and cause a unit to stop moving as soon as they reach the hex containing the fortification. It then costs 1CP for them to get across the fortification, and a third CP allows them to continue moving on. Aside from archers and catapults, units may not attack across the earthworks. You are not eligible to attack while crossing the fortification (i.e. during the second CP), but may be attacked by units on either side, suffering a -1 penalty to your defence on top of the penalty for multiple attackers.

Intermediate fortifications consist of palisade walls, etc., and also cause a unit to stop moving once they are reached, but require two CP to climb or bypass -- note that Cavalry and siege engines may not pass through a fortification of this nature. Units outside the wall may not attack units inside the wall (judged by drawing an imaginary line between the middle of each of the two hexes - if the line passes through a wall hex then the cover is valid), and units are not eligible to attack during the second and third CP (but may still be attacked, suffering a -1 penalty as in Basic fortifications). Intermediate fortifications have a Defence of 6 and a Vitality of 15, and add +1 to the attack of any unit inside them attacking a unit outside them (likewise judged as above). Once the Vitality of the fortification in a particular section is reduced to 0, a breach is made through which any unit may pass without penalty.

Advanced fortifications (e.g. stone walls) function as Intermediate, but require four CP to bypass, and have a Defence of 12 and Vitality of 25, adding +2 to the attack rolls of their defenders.

You may also build gates in Intermediate or Advanced fortifications; it costs an additional 10 Labour and 5 Metal to do so. You may spend a CP to open a gate; units may now move freely in either direction through this hex, ignoring all effects of the fortification, until you spend another CP to close the gate there. If an enemy unit moves through an open gate, then they now control that gate until one of your units enters that space while the gate is open. Gates cannot be closed while a unit is in transit through it.

- Basic fortifications require 10 Labour per hex to build.
- Intermediate fortifications require 20 Labour and 10 Timber per hex to build.
- Advanced fortifications require 40 Labour and 20 Stone per hex to build.

You cannot "upgrade" from one to another level and receive a discount; you would need to pay the whole cost of the new fortification.

Attacking buildings

When in use, buildings contain units of Advanced slaves (which is now illegal in the Commonwealth) or members of the High Races, who can defend the building (as above). You may choose to activate the slaves within a building, either to aid in its defence or to evacuate them, moving them away. Slaves from most buildings count simply as slaves, much like those working the land, whereas slaves from a Port or Barracks count as militia.

Buildings occupy an entire hex each, and can be either occupied or destroyed. To occupy a building, you must reduce its Vitality by half and then engage and destroy the slaves within it (if any) - the slaves gain +2 to their attack and defence whilst defending it from invasion. To destroy a building, you must simply reduce its Vitality to 0.

Terrain

Battles are fought on one of seven different types of land. Each type of land has a different effect on the battle. The initial set-up area for the defender is the "civilised area," whereas the remainder is known as the "wild area."

- *Plains*: cavalry units in the wild area may move 4 hexes per action.
- *Forest*: archer units in the wild area may attack with a range of only 2 hexes.
- *Hills*: any fortifications slow troops by one extra CP
- *Desert*: the penalty for being attacked multiple times in a turn is increased to 2 in the wild area
- *Swamp*: any cavalry in the wild area may move only 2 hexes per action
- *Mountains*: Any unit in the wild area suffers a -1 penalty to its defence
- *Coast*: half the board counts as water, where only ships are useful.

Scouting, spying and information gathering

The simplest and most effective way to gather information about a battle ahead of time would be to do this at an event, using whatever means you have at your disposal to discover your opponent's strengths and weaknesses.

Failing that, there are three main ways to gather intelligence:

1. Scrying: The Scry skill from the School of Magic allows a relatively low-risk means of determining buildings and infrastructure. It is less useful for gathering information about troops, stores and number of spies.
2. Spying: A PC could be sent to infiltrate an area of land to establish what is there. The effectiveness of this tactic will be determined by how many downtime turns are spent doing so, and any relevant skills the PC has.
3. Scouting: Units of slaves or troops could be sent to test an area's defences. The effectiveness of this method will be determined by how many downtime turns are spent doing so, and the level of expertise and type of the unit being used.

Winning the battle

If either player wishes to terminate the battle early, they may do so by surrendering to the opposing player and talking terms; if the two are unable to agree terms for the surrender, which can consist of pretty much anything, then the battle must continue. If the victorious player wishes to betray the terms of surrender, they are entirely able to do so. The effects of this will be moderated on a case-by-case basis by the Design Team.

Otherwise, the defending player wins when all of the invader's units are either destroyed or have retreated; either player may retreat one of their units by spending one CP when that unit is on one edge of the game board. The defending player may also retreat their units by moving them to the central hex of the board and spending a CP there (escaping via the teleportation network, where available, and costing 20 Portal Crystals per uninjured unit (30 for an orc warband), pro rata depending on amount of Vitality lost, and doubled for Cavalry).

The invading player wins in much the same way. However, they may simply want to stage a raid rather than occupy the land. The central hex of the board represents the defending player's stores; any raw materials produced on this land which have not yet been used, moved or sold are kept here. Units of militia, slaves, infantry or archers may each only carry one unit of raw materials. Cavalry can carry one unit of raw materials, and move at their normal pace, or they can carry two units of raw materials and move at one hex less per CP than their normal pace. Once at the central hex, invading units must simply spend one CP to pick up one unit of raw materials, and must then retreat off the edge of the board. The Keep building prevents this plunder occurring until the building has been destroyed.

Likewise, fleeing defending units may attempt to carry raw materials with them in much the same way, forfeiting the ability to escape via the teleportation network.

A victorious invader may choose to plunder the land, rather than maintaining its infrastructure. It takes one unit of Basic infantry four downtime turns to plunder Basic infrastructure (8 turns for Intermediate and 16 for Advanced). Intermediate infantry take 2, 4 and 8 turns, respectively, whereas Advanced infantry and orc warbands take 1, 2, and 4 turns - multiple units may work together to speed up the process. Plundering infrastructure reduces it by one level at a time. Basic infrastructure gives 5 units of the relevant raw material when plundered; Intermediate gives 10, and Advanced gives 20 (quantities of Food received are doubled).

Picking up the pieces

After the battle, each side will most likely have sustained some damage. Each point of Vitality damage to a unit represents the loss of a proportionate number of troops from that unit. Archers, infantry, militia and slaves have 20 members per unit, while orc warbands have 30 members.

Repairs to buildings require a quantity of raw materials, labour and time proportionate to the amount of damage sustained, as does rebuilding units.

Leading from the front

From time to time, a PC (or notable NPC) might want to take the field of battle rather than staying safe. In such circumstances, they can elect at the start of the battle to join up with an existing unit and they will increase the combat scores of that unit. However, if that unit is destroyed, then said PC or notable NPC will be either executed or captured, at the winner's discretion. Note that each side in a battle requires a PC or NPC commander (whose Strategy skill is the one used to assess CP) who cannot take the field in this manner.

- Basic Units (i.e. Light human troops, siege engines of any type, or Green High Race troops) may be accompanied by only one "named character."
- Intermediate Units (i.e. Heavy human troops or Veteran High Race troops) may be accompanied by up to two "named characters."
- Advanced Units (i.e. Elite human or High Race troops) may be accompanied by as many as four "named characters."
- Orc units may be accompanied by an additional "named character."

Named characters offer four different potential advantages. The number of these potential advantages they offer is dependent on the number of XP they have earned. Characters with 20-50XP may select only one advantage from the following; characters with 51-80XP may select two (or the same one twice); and characters with 81+XP attract four bonuses (either all four or some combination of multiple bonuses, with none occurring more than twice).

The potential bonuses are adding +1 to the Attack, Defence or Vitality score of the unit in question, or adding +1 to the number of CP received per turn (note that this does not increase the number of CP which may be carried over).

Naval Combat

Much like mass combat, naval combat is played out on a 13x13 hex board, with the edge of each hex equivalent to 500m. Naval battles can either occur at sea or along the coast; if they occur along the coast, then they may occur simultaneously with normal mass combat. Note that it is important to note which direction a naval unit is facing, as some movement can only occur in a forward direction.

For a coastal battle, play proceeds as above. Half of the play area is considered to be water, while the other half is land. If the defender has a port, they need not deploy all of their ships at once, and may instead keep them in reserve, spending 1CP at a later point in the game to place them into an empty sea hex adjacent to the port. For sea battles, both "attacker" and "defender" start on opposite edges of the board, and both sides may hold ships in reserve, deploying them along their edge of the board at any time by spending 1CP. A successful ambush might require both sides to start in a smaller area, similar to those defined by infrastructure, above, determined by the nature and quality of the ambushing tactics.

Wind Direction

It is important to determine wind direction at the beginning of each battle. Nominate one side of the board as a 1, and count round clockwise from one to six, and then roll a D6. The wind will be coming from this direction, travelling in a straight line to the opposite side of the board. If the wind is coming from the land towards the sea (coastal battles only), reroll. If that result also yields wind heading out to sea, there is no wind this turn. If there is a valid wind direction, roll another D6. This is the strength of the wind. At the end of each turn, roll a D6. If it is a one, the wind direction moves one point anti-clockwise. If it is a six, it moves one point clockwise.

Certain magical powers allow control of weather. Application of such powers during naval combat costs one "power unit" (normally either a red bead from a ritual or a Stamina Bead) and either fixes the wind from one turn to the next, or allows you to modify either the direction or speed of the wind in either direction by one for each "power unit" spent to do so. Likewise, the wave control power allows the user to move every single ship one hex in a given direction per "power unit" spent, or to move one particular ship a number of hexes in a given direction equal to their Oars per "power unit" spent.

Commanding Units

As normal, each side takes it in turns to spend CP, selecting a unit and moving them and then attacking with them if possible (and desired). A commander may also spend a CP to either furl or unfurl the sails of a particular ship, which has an effect on their movement. Ships with their sails unfurled move forward a number of hexes equal to their Sails rating, and then change which direction

they are facing, moving around to face an edge of the hex adjacent to the one they are currently facing, if they so wish. They then move a number of hexes equal to the wind speed in the wind direction.

Ships with their sails furled may spend 1CP to change which direction they are facing, moving around to face an edge of the hex adjacent to the one they are currently facing. They may also spend 1CP to move forward by a number of hexes equal to their Oars rating.

Combat

Note that in addition to attacks using shipboard weaponry, which proceeds as do normal attacks (above), when a ship attacks, so do any troops aboard. Shipboard weaponry attacks against the opposing ship's Integrity score (or a land-based building within range), whereas onboard troops may attack either opposing troops or the ship's Vitality score (which represents the ship's crew). Troops under attack add the ship's Defence Bonus to their own Defence. A ship is destroyed when its Integrity reaches 0, and all its crew are dead when its Vitality reaches 0. If a ship without crew is boarded, then it is captured and the captor may reduce the boarding ship's Vitality to increase their new ship's Vitality.

Boarding and disembarking

When two opposing ships are in adjacent hexes, or when a ship is on a sea hex adjacent to a land hex, the troops aboard may attempt to board the other ship, or disembark onto land, instead of attacking. Disembarked troops then function normally as land troops, whereas boarding troops may directly attack any troops on board the opposing ship, get +2 to attacks against the ship's Vitality, or strike against the ship's Integrity with a -2 penalty. If one ship engaged in a boarding action attempts to move away, the other ship's commander may immediately spend 1CP to prevent them doing so (if they have any CP available).

Ramming

It is possible for two ships to occupy the same hex, albeit briefly. Each ship rolls 1D6 and adds their Integrity to it (double this total for any ship struck or striking from the forward direction). The ship which is moving adds the number of hexes they have just moved plus their Attack. The ship which is struck adds their Defence.

Trading Vessels

	Coaster	Freighter	Bulk Carrier
Shipboard Attack	0	0	0
Range	0	0	0
Defence	0	0	0
Integrity	5	10	20
Vitality	3	5	5
Sails	8	4	2
Oars	4	2	1
Max. No. Troops	1	2	4
Max. Cargo	200	300	500

Warships

	Transport	Scout	Schooner	Sloop	Brig	Cruiser	Frigate	Support	Ship of the Line
Shipboard Attack	0	1	2	4	3	3	5	5	10
Range	0	1	2	2	2	2	2	5	2
Defence	0	4	1	3	1	5	5	2	5
Integrity	3	10	5	7	2	10	10	8	20
Vitality	3	4	3	5	8	5	5	3	5
Defence Bonus	+4	+1	+1	+1	+2	+2	+2	+1	+3
Sails	8	9	8	7	5	6	5	2	5
Oars	1	1	2	2	2	1	1	3	2
Max. Cargo	100	50	50	50	100	100	100	50	150
Max. No. Troops	10	1	1	1	2	2	2	1	5