

Mass Combat Fast Resolution Sheet by Ruemere

20 attacks

no. of hits	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
ac hit on 2+																		1	5	13	20	
3+																	1	3	7	13	18	20
4+															1	3	7	12	17	20		
5+														1	3	6	10	14	17	19	20	
6+											1	2	4	7	11	15	18	19	20			
7+										1	2	4	7	11	15	18	19	20				
8+									1	2	4	7	11	14	17	18	19	20				
9+								1	2	4	7	11	14	16	17	18	19	20				
10+							1	2	4	7	11	14	16	17	18	19	20					
11+							1	2	4	7	11	14	16	17	18	19	20					
12+					1	2	4	7	11	14	16	17	18	19	20							
13+				1	2	4	7	11	14	16	17	18	19	20								
14+			1	2	5	8	12	15	17	18	19	20										
15+		1	2	5	9	13	16	18	19	20												
16+		1	4	8	12	15	17	18	19	20												
17+	1	4	8	12	15	17	18	19	20													
18+	1	4	9	14	18	20																
19+	3	8	14	18	20																	
20+	10	18	20																			

10 attacks

no. of hits	0	1	2	3	4	5	6	7	8	9	10
ac hit on 2+								1	7	19	
3+								1	5	13	20
4+							1	4	10	17	20
5+					1	3	7	13	18	20	
6+					1	4	9	15	19	20	
7+				1	3	7	12	17	19	20	
8+				1	4	9	14	18	19	20	
9+				1	3	7	12	16	18	19	20
10+				1	4	9	14	17	19	20	
11+		1	3	7	12	16	18	19	20		
12+		2	5	10	15	18	19	20			
13+	1	3	7	12	16	18	19	20			
14+	1	5	10	15	18	19	20				
15+	1	3	8	13	17	19	20				
16+	2	6	12	17	20						
17+	4	9	15	19	20						
18+	8	15	20								
19+	15	20									
20+	19	20									

5 attacks

no. of hits	0	1	2	3	4	5
ac hit on 2+				4	20	
3+				1	8	20
4+				3	11	20
5+			1	5	13	20
6+			2	7	15	20
7+		1	4	10	17	20
8+		1	5	12	18	20
9+		2	7	14	19	20
10+		2	8	15	19	20
11+	1	4	10	16	19	20
12+	2	6	13	19	20	
13+	4	9	16	20		
14+	6	12	19	20		
15+	9	16	20			
16+	14	20				
17+	19	20				

Instructions: choose the table corresponding to the number of attacks you want to resolve. Find the appropriate row of "ac hit on" column. Roll one d20 and find the next bigger or equal number in the row. Read the column header above the found number to find the number of hits. **Fast Criticals:** for every ten hits, increase the number of hits by 1 or 2 (depends on critical hit multiplier).

Designed by Patryk Adamski (Ruemere).

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Unit statblocks

Hits: number of hits the units can withstand before being cut down. Check morale (Will Save plus Officer Charisma modifier plus 5 if the Officer is present) vs 5 (a quarter of hits lost), 10 (a half of hits lost), 20 (three quarters of hits lost). One hit is equal to 5 hitpoints of average soldier in the unit. Unit hits are equal to average soldier hits times unit numbers.

No. of attacks:

5: 5 / 4 / 2 / 1

10: 10 / 8 / 5 / 2

20: 20 / 15 / 10 / 5

<p>Infantry (heavy: mv 20', light: mv 30' [ac-2])</p> <p>Conscripts (Warrior 1: ac: 16 (scale mail, large wooden shield); Fort +3, Ref 0, Will 0; to-hit: +3 melee, +2 ranged; damage: d8+1 (longsword), d6 (shortbow); hp: 9) Unit: attacks per hit: 1 / 2, damage per hit: 1 (melee), ½ (ranged). 5 - hits: 10 / 8 / 4 / 2 10 - hits: 20 / 15 / 10 / 5 20 - hits: 40 / 30 / 20 / 10</p>	<p>Heavy Infantry (F1-5: mv 20'), Cavalry (F3-7: mv 50')</p> <p>Recruits, Squires (Fighter 1: init +5, ac 18 (splint mail, large steel shield); Fort +4, Ref +1, Will +1; to-hit: +5 melee, +4 ranged; damage: d8+2 (longsword), d6 (shortbow); hp: 12) Unit: attacks per hit: ½, damage per hit: 1 (melee), ½ (ranged). 5 - hits: 10 / 8 / 4 / 2 10 - hits: 20 / 15 / 10 / 5 20 - hits: 40 / 20 / 10 / 5</p>
<p>Warriors (Warrior 2: ac: 16 (scale mail, large wooden shield); Fort +4, Ref 0, Will 0; to-hit: +4 melee, +3 ranged; damage: d8+1 (longsword), d6 (shortbow); hp: 14) Unit: attacks per hit: 1 / 3, damage per hit: 1 (melee), ½ (ranged). 5 - hits: 15 / 11 / 7 / 2 10 - hits: 30 / 23 / 15 / 7 20 - hits: 60 / 45 / 30 / 15</p>	<p>Professional Soldiers, Elder Squires (Fighter 3: init +5, ac 20 (banded mail, large steel shield); Fort +5, Ref +2, Will +4; to-hit: +7 melee, +6 ranged; damage: d8+2 (longsword), d6 (shortbow); hp: 26) Unit: attacks per hit: 1 / 5, damage per hit: 1 (melee), ½ (ranged), 2 ½ (cavalry charge: heavy lance). 5 - hits: 25 / 19 / 13 / 7 10 - hits: 50 / 38 / 26 / 14 20 - hits: 100 / 75 / 50 / 25</p>
<p>Veterans (Warrior 3: ac: 17 (chain mail, large wooden shield); Fort +4, Ref +1, Will +1; to-hit: +5 melee, +4 ranged; damage: d8+1 (longsword), d6 (shortbow); hp: 22) Unit: attacks per hit: 1 / 4, damage per hit: 1 (melee), ½ (ranged). 5 - hits: 20 / 15 / 10 / 5 10 - hits: 40 / 30 / 20 / 10 20 - hits: 80 / 60 / 40 / 20</p>	<p>Professional Veterans, Knights (Fighter 5: init +5, ac 21 (full plate, large steel shield), Fort +6, Ref +2, Will +4; to-hit: +10 melee, +7 ranged; damage: d8+5 (longsword), d6+2 (shortbow); hp: 40) Unit: attacks per hit: 1 / 8, damage per hit: 2 (melee), 1 (ranged), 3 (cavalry charge: heavy lance). 5 - hits: 40 / 30 / 20 / 10 10 - hits: 80 / 60 / 40 / 20 20 - hits: 160 / 120 / 80 / 45</p>
<p>Seasoned Elite (Warrior 4: ac: 18 (splint mail, large wooden shield); Fort +5, Ref +1, Will +1; to-hit: +8 melee, +4 ranged; damage: d8+2 (longsword), d6+1 (shortbow); hp: 28) Unit: attacks per hit: 1 / 6, damage per hit: 1 (melee), ½ (ranged). 5 - hits: 30 / 23 / 15 / 7 10 - hits: 60 / 45 / 30 / 15 20 - hits: 120 / 90 / 60 / 30</p>	<p>Professional Elite, Champions (Fighter 7: init +5, ac 23 (+1 full plate, +1 large steel shield), Fort +7, Ref +3, Will +5; to-hit: +12 / +7 melee, +9 / +4 ranged; damage: d8+6 (+1 longsword), d6+4 (shortbow mast. mighty+2); hp: 54; Quick draw) Unit: attacks per hit: 1 / 11, damage per hit: 2 (melee), 1 1 / 2 (ranged), 3 (cavalry charge: heavy lance)). 5 - hits: 55 / 42 / 29 / 16 10 - hits: 110 / 82 / 58 / 32 20 - hits: 220 / 164 / 116 / 64</p>
<p>Archers and Crossbowmen (mv 30', ac-2): switch melee and ranged to-hits and damage values.</p>	

Unit stat sheet

Name:	Light Infantry / Heavy Infantry / Archers / Crossbowmen	Type: W1 / W2 / W3 / W4 / F1 / F3 / F5 / F7	Officer: W1 / W2 / W3 / W4 / F1 / F3 / F5 / F7
Numbers:	Attacks:		
Hits:			

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Unit stat sheet

Name:	Light Infantry / Heavy Infantry / Archers / Crossbowmen	Type: W1 / W2 / W3 / W4 / F1 / F3 / F5 / F7	Officer: W1 / W2 / W3 / W4 / F1 / F3 / F5 / F7
Numbers:	Attacks:		
Hits:			

Unit stat sheet

Name:	Light Infantry / Heavy Infantry / Archers / Crossbowmen	Type: W1 / W2 / W3 / W4 / F1 / F3 / F5 / F7	Officer: W1 / W2 / W3 / W4 / F1 / F3 / F5 / F7
Numbers:	Attacks:		
Hits:			

Unit stat sheet

Name:	Light Infantry / Heavy Infantry / Archers / Crossbowmen	Type: W1 / W2 / W3 / W4 / F1 / F3 / F5 / F7	Officer: W1 / W2 / W3 / W4 / F1 / F3 / F5 / F7
Numbers:	Attacks:		
Hits:			

Unit stat sheet

Name:	Light Infantry / Heavy Infantry / Archers / Crossbowmen	Type: W1 / W2 / W3 / W4 / F1 / F3 / F5 / F7	Officer: W1 / W2 / W3 / W4 / F1 / F3 / F5 / F7
Numbers:	Attacks:		
Hits:			

Unit stat sheet

Name:	Light Infantry / Heavy Infantry / Archers / Crossbowmen	Type: W1 / W2 / W3 / W4 / F1 / F3 / F5 / F7	Officer: W1 / W2 / W3 / W4 / F1 / F3 / F5 / F7
Numbers:	Attacks:		
Hits:			

Unit stat sheet

Name:	Light Infantry / Heavy Infantry / Archers / Crossbowmen	Type: W1 / W2 / W3 / W4 / F1 / F3 / F5 / F7	Officer: W1 / W2 / W3 / W4 / F1 / F3 / F5 / F7
Numbers:	Attacks:		
Hits:			

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