Campaigns & Warfare

A supplement for D&D 5E

MKII

By Talion Games

Campaigns and Warfare

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Introduction

The following rules are a supplement to Matt Colville's rules for warfare in Dungeons & Dragons 5th edition presented in Strongholds & Followers Appendix Two: Warfare. A copy of Strongholds & Followers is required to use these rules.

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Units and Armies

A group of military units under the leadership of a general is an army.

Other terms used to describe a group of military units include but is not limited to: Banner, Regiment, Brigade, Division, Ving, Century, Legion, Horde and so on.

The purpose of an army is to locate, close with and destroy the enemy by combat and maneuver in order to impose ones will on the defeated enemy.

An army therefore must be able to find the enemy, move to their location and fight a battle when it gets there.

Campaign Map

These rules assume that the movement of armies and independent units are tracked on a campaign map with a hex grid where each hex has a diameter of about 6 miles.

It is of course possible to divide the map in other ways or not at all, but this might require a bit of modification of the rules.

Campaign Map & Movement

An army is able to move across the campaign map according to its Rate of March.

An army's Rate of March is determined by the Rate of March of its slowest unit, which is again determined by unit type.

Unit Type	Rate of March
Foot (Levies, Infantry, Archers)	4
Horse (Knights)	8
Flyers (Griffon riders, Dragons, Eagles)	12
Fortifications (Castles, Towers, Keeps)	N/A
Siege Engines (Catapults, Ballista, Cannon)	4 (Can never be more than 4)

An army is able to move across the campaign map according to its Rate of March.

An army's Rate of March is determined by the Rate of March of its slowest unit, which is again determined by unit type.

Rate of March: Factors	Rate of March: Modifiers
Climate: Arctic	-1
Terrain: Coast	No modifier
Terrain Desert	-1
Terrain: Forest	-1
Terrain: Grassland	No modifier
Terrain: Hills	-1
Terrain: Mountain	-2
Terrain: Swamp	-1
Terrain: Underdark	-2
Weather: Snow	-1
Weather: Rain	-1
Foot units forced march	+1
Small army (Total size D6 or smaller)	+1
Equipment: Light	+1

It is likely that a unit will encounter multiple factors affecting its Rate of March in a single turn of campaign map movement. When this occurs, it is resolved as follows.

- Apply the Climate factor with the largest modifier.
- Apply the Terrain factor with the largest modifier.
- Apply the Weather Factor with the largest modifier.
- Apply remaining factors.

In theory the rules require you to calculate this for every unit in an army. Which would be a bit tedious, especially when operating with large armies.

In practice however it should be sufficient to look at the assumed slowest units such as units of Siege engines or units of foot.

Favored Terrain

Some units tend to favor certain types of terrain due to training, racial or cultural attributes.

A unit ignores negative modifiers to its Rate of March in its Favored Terrain.

Race	Favored Terrain
Bugbear	Mountains or Underdark
Dragonborn	
Dwarf	Mountains or Underdark
Elf	Forest or Underdark
Elf (Winged)	Forest
Ghoul	
Gnoll	
Gnome	
Goblin	Grassland or Mountains
Hobgoblin	Hills
Human	
Kobold	Underdark
Lizardfolk	Swamp
Ogre	
Orc	
Skeleton	
Treant	Forest
Troll	Forest, Swamp or Mountain
Zombie	

Orders

Armies operate according to written orders. As the general you can in principle order your army to do anything you want. It is up to the GM to determine what is actually achievable and just as important, how your subordinates interpret your orders. It is perfectly reasonable for a loyal subordinate to misunderstand commander's intent or for a disloyal subordinate to subvert it for his own personal gain.

For example, an army may be ordered to:

- March (to a location, in a direction, follow another army or unit).
- March to attack an enemy army or unit.
- March to retreat, in other words avoid contact.
- Hold a certain position against some or any attackers.
- Build Fortifications or bridges.
- Avoid or Give Battle.

Orders are resolved in the order they are given. So, if you want your army to act before the enemy you must act quickly.

Scouting

The eyes and ears of an army are its scouts. Historically, scouting has been one of the missions of the Cavalry. However, any type of unit can be used.

An army is a large mass of men and animals. It has a significant impact on any area it stays in. Hiding an army is very hard indeed.

Armies are tracked on the campaign map by the GM. Armies are not aware of each other unless they gain some kind of intelligence on the other army.

- Armies immediately become aware of each other when they march into the same hex.
- Armies may order any one of its units, up to half, to scout an adjacent hex.
- Independent units may scout an adjacent hex.
- A unit of flyers may scout a hex up to two hexes away from its location.

It is of course, also possible for an army to employ Spies and various Magic Users to spy on the enemy either though magical or non-magical means. Gaining intelligence through such means provides excellent opportunities for exciting roleplaying scenarios and should be the domain of Player Characters.

To Battle

A battle occurs when two armies meet and choose to give battle. This is a comparatively rare occurrence as armies rarely choose to engage when they think they are going to lose.

- For a battle to occur to occur, two or more armies must be in the same hex.
- Both armies must be willing to fight or unable to avoid battle.
- If an army does not want to fight, it can avoid battle by retreating to an adjacent hex not occupied by hostile units.
- An army can only avoid battle by retreating if its Rate of March is the same as or higher than that of the army attempting to bring it to battle.

When a battle occurs, it is resolved using the rules presented in Strongholds & Followers Appendix Two: Warfare

Unit Type	Locate DC	Intel on unit types	Full Intel
Foot (Levies, Infantry, Archers)	DC15	DC17	DC20
Horse (Knights)	DC10	DC12	DC15
Flyers (Griffon riders, Dragons, Eagles)	DC5	DC7	DC10
Fortifications (Castles, Towers, Keeps)	N/A	N/A	N/A
Siege Engines (Catapults, Ballista, Cannon)	N/A	N/A	N/A

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