

## Mass Combat

Every Game Moderator loves to throw dozens of foes at his players' characters. These rules let you throw them all at once.

### NEW CREATURE TEMPLATE: HORDE

One of the drawbacks of unleashing many foes on a party is the amount of die-rolling and bookkeeping involved. The horde template simplifies combat by reducing these chores. Hordes make fewer attack rolls, and the PCs have the opportunity to kill several members of a horde with one attack roll. The result is more mayhem, more quickly.

Horde templates work with any relatively puny foe. There's no hard and fast limit to how powerful the base creature of a horde can be. However, the horde template becomes less useful with creatures that can use a variety of spells, feats, or special abilities. Most creatures over CR 5 are cumbersome when used in hordes.

#### Creating a Horde

The "horde" template can be added to any group of identical creatures (referred to hereafter as the "base creatures" or "members"). The template does not combine the creatures into a single organism; it simply treats them as one organism in ways that simplify combat and speed up the game. Hordes use all the base creatures' statistics and special abilities except as noted here.

A horde can have any number of creatures within it, but the most efficient hordes have 6 to 12 creatures. Hordes move as a contiguous group of creatures, but the horde as a whole can take whatever shape fits the terrain and tactical situation.

Hordes use any possessions assigned to them normally. Because a horde is treated as one creature, however, it uses a particular magic item or other special possession only once per round, even if all the members of the horde are equipped with that item and could theoretically use it separately.

**Size:** As base creatures

**Hit Dice:** As base creatures, but the horde's hit points equal the sum of its base creatures' hit points.

Loss of hit points is affected by the Multiple Targets special quality below.

**Initiative:** See below

**Speed:** As base creatures

**AC:** As base creatures, but can be affected by the Multiple Targets special quality.

**Attacks:** The horde retains all the attacks of the base creatures, which can attack individually at the GM's discretion.

**Damage:** As base creatures

**Face/Reach:** As base creatures

**Special Attacks:** The horde retains all the special attacks of the base creatures, which can attack individually at the GM's discretion. The horde also gains the Massive Attack ability below.

*Massive Attack (Ex):* The members of a horde may combine several individual attacks into a single attack roll. One attack roll and damage roll is made using the normal bonus of one of the base creatures, but the horde gains a +1 bonus to the attack roll and to damage for each member of the horde that has the target within its threatened area and contributes to the Massive Attack. This bonus stacks with any other bonus the base creatures normally receive.

Hordes may use the Massive Attack ability with ranged attacks, but the maximum bonus is equal to the number of creatures that have an uninterrupted line of sight to the target. In most situations, this is the front row of base creatures in the horde.

**Special Qualities:** The horde retains all the special qualities of the base creatures, which can use those qualities individually at the GM's discretion. The horde also gains the Fixed Initiative and Multiple Targets special qualities below.

*Fixed Initiative (Ex):* The result of a horde creature's initiative check is always 10 plus its initiative bonus.

*Multiple Targets (Ex):* Because the horde is made up of many base creatures, its hit points are spread among the individual creatures. Any attack affecting an individual base creature can only do damage equal to the number of hit points that the creature has. An individual base creature is eliminated when it takes damage equal to its hit points; any additional damage is wasted. However, attacks that affect more than one

## Horde Movement & Combat

### Legal Movement

A horde may end its movement in any contiguous formation.



### Melee Combat

All six goblins may attack, or be attacked by, the PC.



Only goblins 4, 5, and 6 may attack, or be attacked by, the PC.



### Illegal Movement

A horde may not assume any formation which splits it into two or more separate groups.



### Ranged Combat

Only goblins 1, 3, and 6 may attack the PC with missiles. The PC may attack multiple targets with a missile weapon by shooting through goblins 1, 3 or 6 and into the goblins behind them.



Black Shields represent goblin hordes.  
White Shields represent PCs.

creature within the horde can spread the damage among all the affected creatures. The player whose character is responsible for causing the damage chooses which individual base creatures take damage.

Player characters can attack more than one member of a horde with a single melee attack. The player must declare which members of the horde her character is attacking, and the horde gains 1 point of Damage Reduction for each additional base creature that the PC attacks. However, if the player hits she may split the damage however she likes among the members of the horde that she attacked. A PC may only attack those members of the horde that are within that character's threatened area, and the damage that a horde can suffer is limited by the number of creatures within the area targeted by an attack.

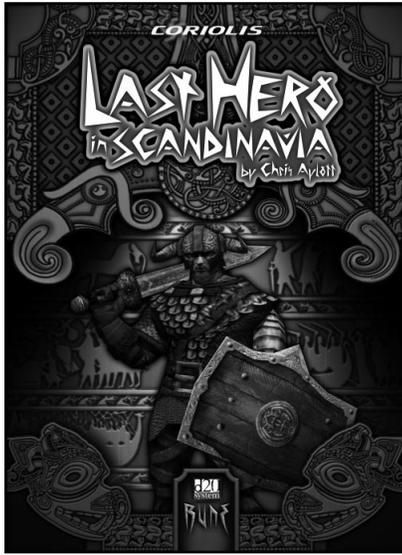
Player characters may also make ranged attacks on more than one member of a horde. The player traces a path of attack from the attacking character to the first and subsequent targets. This is a straight line for almost all missile weapons, but unusual weapons may result in a more complicated path. Damage is figured the same way as with melee attacks, with the targets gaining 1 point of Damage Reduction for each additional base crea-

ture attacked and the player able to split damage however she likes among targeted creatures.

Spellcasters target the base creatures within the horde, not the horde as a whole. Area effect spells work normally, as they can affect several base creatures at once. However, the GM makes only one saving throw or damage roll for all those in the area of the effect, and all affected creatures suffer (or avoid) the same effect. It is possible to turn some creatures within a horde against the rest of the horde with spells like *charm* or *suggestion*. These creatures leave the horde while under the effect of the spell, and are dealt with as individuals.

Spellcasters can also use the Multiple Targets quality to target more than one base creature of a horde with a spell. AC is increased and damage is split as above. Other spell effects are duplicated among all the creatures. Rays, *magic missiles*, and other spells that create effects similar to missile weapons can be used to target several foes in a line, just like normal ranged attacks.

Cleave and other feats work normally against single horde creatures. For example, if a PC kills a member of a horde, that PC may use Cleave to launch a follow-up attack against other members.



## LAST HERO IN SCANDINAVIA

Now available!

**This complete, action-packed campaign contains rules for both d20 System and RUNE players! Face hordes, steamtech weapons, and evil, undead warriors! Try out the exclusive, competitive RPG rules from acclaimed author Chris Aylott!**

To get your copy of "Last Hero in Scandinavia," visit your local retailer. Print out this sheet and take it with you for ordering purposes.

**Stock Number: AG3403 : ISBN: 1-58978-036-1**

**112 pages : Perfect-bound**

**Price: \$19.95**



[www.atlas-games.com](http://www.atlas-games.com)

Atlas Games  
PO Box 131233  
Roseville, MN 55113  
[info@atlas-games.com](mailto:info@atlas-games.com)

This free preview is published under the terms of the Open Game License (below). The text of the "Mass Combat" section on the previous pages is Open Game Content, as is the Open Game License itself. Other text, illustrations and design elements in this book may not be reproduced without the publisher's express permission.

"d20 System" and the "d20 System" logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System Trademark License. A copy of this license can be found at [www.wizards.com](http://www.wizards.com). Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, used with permission.

Coriolis is a trademark of Trident, Inc. d/b/a Atlas Games. Atlas Games and "Charting New Realms of Imagination" are trademarks of John Nephew, used under license. The Atlas Games logo is a trademark of John Nephew and Trident, Inc. d/b/a Atlas Games.

Copyright © 2003 Trident, Inc. d/b/a Atlas Games.

### OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must

affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any autho-

rized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2001, Wizards of the Coast, Inc.

D20 System Rules & Content Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by Dave Arneson and E. Gary Gygax.

"Horde Template Sample," an excerpt from Last Hero in Scandinavia, Copyright 2003, Trident, Inc. d/b/a Atlas Games; Author Chris Aylott.

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast.®