

BATTLES OF THE DOMINIONS

"HEAR THE CHANT OF STEEL!"
- Iron Priest's battle invocation

Clashes of armies are a staple of sword and sorcery. The following rules expand on the standard Savage World mass battles rules.

BATTLE VALUE

Battle Value is a new layer of abstraction to estimate the strength of an army.

Unlike Battle Tokens, which show the relative strengths of two armies, Battle Value is an absolute value. This is important because it allows tracking the strength of an army during a Campaign, giving a more accurate view of its status.

Nothing changes during the actual battle, simply use the Battle Values of the two armies to calculate the number of Battle Tokens the two armies have. It is easier than it seems, and the whole process can be summarized in the following checklist:

- ❖ Compare the Battle Values of the two armies.
- ❖ The army with the higher Battle Value receives 10 Battle Tokens
- ❖ The army with the lower Battle Value receives Battle Tokens in proportion:
 $10 : \text{Highest Battle Value} = x : \text{Lowest Battle Value}$, where x is calculated as $(10 \times \text{Lowest Battle Value}) / \text{Highest Battle Value}$.
- ❖ Round the number to the nearest integer.



Example: The Battle of Teralia. The Defenders of Kenaton (Battle Value: 650), a mercenary Band led by the burly Zandorian swordsman known as the Golden Bull, is surprised by the Eighteenth Iron Phalanx (Battle Value: 900) while ransacking Teralia, a helpless Faberterran village. No compromise can be found and the Phalanx General orders his men to wipe the greedy mercenaries out. The Eighteenth Iron Phalanx has the highest Battle Value so it receives 10 Battle Tokens, while the Defenders of Kenaton obtain $(10 \times 650) / 900 = 7.22$; rounded to the nearest integer this equals 7 Battle Tokens. The Hoplites seem to have a decisive advantage, but the mercenaries could have a couple of tricks up their sleeves to change the tide of battle. The two armies are deployed opposite each other on the dusty plain in front of the village, when suddenly the horn blowers of the Defenders sound the order to charge at the Iron Phalanx's lethal scythed chariots...

GENERIC BATTLE VALUES OF ARMIES AND SHIPS

Since Battle Value is an absolute number, the only tricky thing is how to estimate it; you can then use it for a clash of armies, navies or whatever you want. You can even sum them to have a good idea of the forces on the field during mixed conflicts; for example, you can easily simulate the siege of a coastal city by a combined naval and ground force.

The table below suggests the Battle Value various units should have. These are only average values, and any of them can vary (from -30% to +30%) depending on effective numbers of troops, fatigue and so on.

BATTLE VALUE TABLE

BATTLE VALUE	EXAMPLE
50	Small Merchant Ship
100	Merchant Ship
200	Very Small Mercenary Band, Small Barbarian Tribe, Large Merchant Ship, Pirate Ship
300	Syranthian warship, Tricornian War Galley
400	Small Mercenary Band, Barbarian Tribe, Large Pirate Ship, Amazon Hawk Ship
500	Small Valk Horde, Tricornian Priest Prince's Army
600	Average Mercenary Band, Large Barbarian Tribe, Iron Phalanx (modern era, reduced strength)
700	Syranthian Army
800	Large Band, Kyrosian Nobleman's Army
900	Phoenix Guard (Gis' Defensive Army)
1000	Very Large Band, Iron Phalanx (modern era), Autarch's Army
1200	Valk Horde
1500	Iron Phalanx (late Empire, reduced ranks), Large Valk Horde
1800	Iron Phalanx (height of the Empire)