

Artifact or War Boon Bonus

1d6	Benefit	Benefit's Effect
1	Art of War	Knowledge (Battle) rolls +2 for duration of Mass Battle
2	Leader of Men	Once during Mass Battle the heroes participating in the battle may Roll d10 instead of d6 when making Trait rolls
3	Cry Havoc!	Once during Mass Battle a commander can declare an all out attack. On a successful Battle roll the enemy losses one extra token
4	Death Before Dishonor	Spirit roll +2 on Morale in Mass Battle
5	A Few Good Men	Roll d6 when a token is lost. On a 6 the token isn't lost
6	Warrior Code	Commander and troops all receive +1 on Trait and Battle rolls in Mass Combat

Battle Modifiers (modifies Knowledge (Battle) roll)

Modifier	Effect
+1	Side with more token for each token
+1	Light Air/Artillery Support
+2	Medium Air/Artillery Support
+3	Heavy Air/Artillery Support
+X	Elite/Special Troops, tactics, etc.
+1	Slight terrain advantage
+2	Minor terrain advantage
+3	Major terrain advantage
+2	Defender: Boiling Oil or Pitch (costs 1 extra Supplies)
+2	Defender: Lockdown (success doesn't cost enemy a token, raise results in loss of only 1 token)
-2	Defender: Rationing (Reduction of Supplies is halved)
+2	Attacker: Sappers (can't use first round of Mass Combat)
+1	Attacker: Diseased Animal (success results in 1 extra loss of Supplies)
+2	Attacker: Forlorn Hope (costs 1 token when used)

+1	Large Extras used
+2	Huge Extras used
+3	Gargantuan Extras used

Heroes in Battle (modifies Trait tests)	
+/-X	Adjust for number of tokens difference between sides
+1	Per level of the character

Morale Modifiers (modifies Spirit roll)	
-1	For each token lost in battle so far
+2	The army is made of 75%+ undead or fearless drones
+2	The army cannot retreat