

The Ethengarian Hordes AC 1015

So before gaming out an invasion of Glantri by the Hordes of Ethengar in AC 1015 using the War Machine rules we really needed to catch a Uber on over to Ethengar to see what kind of forces and how many units can they realistically field in a true invasion meant to conquer not merely to raid. We have already detailed the Grand Army of Glantri, both its standing army and its reserves, which can be found [here](#).

The Standing Army of Ethengar

The standard textbook on Ethengar, Gaz12, gives Ethengar a standing army of nine units made up of two different kinds of units. A single elite unit drawn from drawn from all the tribes called the Keshak and eight units called Hordes, one coming from each of the eight tribes. Each unit has a strength of around 1000 combatants. If one has a detailed look at the forces available to the Golden Khan to invade Glantri in AC 1015 one must start with the formidable Keshak. So, what does Gaz12 do with it?

Unit Name: *The Keshak*

Type of Unit: *Regular Division*

Number of Units: *1*

BFR: ? **Troop Class:** *Excellent* **BR:** *175*

MV: *18 miles a day*

Combatants: *1000*

Commander: F18 (+2 mod bonus), Deputy Commander F12

Dagram 1-2: 100 elite F5 human Calvary, composite bows, lances, superior light war horses; 4 F7 Sergeants, 1 F10 Captain

Dagram 3-10: 100 elite F4 human Calvary, composite bows, swords, light war horses; 4 F6 Sergeants, 1 F9 Captain

First thing again of course is the number of combatants listed in Gaz 12 needs to be adjusted to 1050. Line Officers and NCO's are combatants as well. If that wasn't accurate one wonders how they came at the BR rating used in the War Machine to handle combat resolution so one can run the numbers through the process given in the Companion Rules to calculate the BR and see how close to Gaz12 they are.

So checking the War Machine. what do we get...

Leadership – An interesting case here. If we go by the stat of Gaz12, set in AC 1000 it should be 20. As Jamal the commander is listed as a F18 with a +2 mod for Int (13) and Chr (14) adjustments. However, as we are now in AC 1015 and with several wars and invasions under her belt plus holding to the standard that NPC's do not remain stationary but also do increase in level (gain XP) over the years we can assume that Jamal has increased in level since AC 1000. Let's assume a good but not radical increase of 6 levels making her a F24 in AC 1015 which would make the Leadership rating 26.

Experience Factor - 376 total levels of officers/52 officers and 4,200 total levels of troops/1000 gives us $(8 \times 3) + (5 \times 2)$

+ the differences between victories over losses over the last 10 years. The Keshak is a near to elite unit so give them a +6 many more defeats than not. Average troop level Experience factor of 40

Training Factor – Maxed out as all full time regular (non-militia) divisions usually are. It trains more than 20 weeks a year, spends more than 20 weeks a year training under the commander, and spends the whole year (12 months) on duty as a unit. Training factor of 52

Equipment - Going with Superior quality to set them above the hordes . +15, +5 for a second weapon. Equipment factor of 20

And with no Specials so that give the Keshak of Ethengar an impressive Glantrian-like BFR of 138 and an Elite Troop Class rating. Exceeds Gaz12 there but considering the progression in the campaign world and the wars Ethengar has fought since AC 1000 and Gaz12 we can easily go with that.

So, let's get on with finding the BR. Each bonus is worth 14. Add two for mounted, add two for missile (4), add one for speed (5) and we get 70 points added to the BFR of 138 gives us a BR of 208.

That is definitely higher than Gaz12 but again fits the evolved campaign setting from Gaz12. Besides in an invasion of Glantri the Ethengar will need all the help they can get when they face the elite and powerful divisions of the Grand Army of Glantri so we will leave the Keshak as they were organized in Gaz12 and go with the adjusted and evolved combat values we calculated here. The Keshak is one unit that can go toe to toe with all of the Glantrian regular divisions but perhaps the elite 1st, 3rd and 8th Glantrian Divisions with their BR's of 256, 244, and 258 respectively which even the Keshak would need help with just to battle just on even terms as while Glantrian divisions are slightly smaller, at just under a 1000 combatant each, but not small enough to offer any Ethengarian units any kind (starting at 1.5 to 1) of a combat resolution bonus for being larger. Thus, one can go with this stat block for using the Keshak in the War Machine as it slightly raises their overall value and corresponds with a similar step by step building of the divisions of the Grand Army of Glantri.

However, there is one more thing that needs to be looked at, one of the greatest strengths of any Ethengarian military unit, its movement. While the BFR/BR take into account the big advantage the speed and mobility a mounted force has over a unit on foot, its strategic advantage is a less clear. An interesting case, and pertinent one is found in Gaz3 where mounted Banners are given a movement rate of 24 miles a day, a full 25% greater than the Ethengarian units. And Glantrian foot infantry can move 12 miles a day a full 2/3rds of a mounted Ethengarian unit. So, let's turn to the rulebooks and hash this out.

Going straight to the War Machine rules, pages 16 and 17 of the Companion DM's book. Movement is based on on the Expert Rules BUT (a big but) 101 or more troops will move at only ½ their normal rate due to large bodies of troops moving slower and due to supply and support elements needed to support large bodies of forces. So if we go back to the venerable Expert rules, we get to the heart of the modelling issue.

A lightly encumbered (like a soldier) can move 120' a turn, or 24 miles a day. Cut that in half by the rules notation in the War Machine and you get the 12 miles a day a body over a hundred soldiers can move

which Gaz3 correctly had for foot infantry. Those troops wearing heavier armor like Chain or worse Plate Mail will naturally have lower daily movement rates.

For Horse mounted units we have two different types of horses with will have different movement rates thus different daily movement rates. War horses and Riding Horses.

War Horses can move the same as a soldier on foot (120') so they can move 12 miles a day in units of more than 100.

Riding Horses have a movement rate of 240' which translates to 48 miles a day for individual movement or small units, large units can then 24 miles a day. So all of this to probably show that Gaz3 got it right and Gaz12 undersold the movement of the Keshak and any Ethengarian unit that was 100% mounted so we will change their movement rate from 18 miles a day to 24.

Unit Name: The Keshak
Type of Unit: Elite Cavalry Division
Number of Units: 1
BFR: 133 **Troop Class:** Elite **BR:** 208
MV: 24 miles a day
Combatants: 1052

Commander: F24 (+2 mod bonus), Deputy Commander F12

Dagram 1-2: 100 elite F4 human Calvary, composite bows, lances, superior light war horses; 4 F5 Sergeants, 1 F8 Captain

Dagram 3-10: 100 elite F3 human Calvary, composite bows, swords, light war horses; 4 F4 Sergeants, 1 F7 Captain

Next, we can look at the rest of the standing army of Ethengar, its eight tribal hordes, one from each tribe though which tribe they are from will not affect combat values at this point so we can run the calculations for one and can stand for all eight units. So, what does Gaz12 do with it?

Unit Name: The Tribal Horde
Type of Unit: Regular Division
Number of Units: 8 (one per tribe)
BFR: ? **Troop Class:** Good **BR:** 120
MV: 18 miles a day
Combatants: 1000

Commander: F10 (+1 mod bonus), Deputy Commander F8

Dagram 1-10: 100 elite F2 human Calvary, composite bows, swords, light war horses; 4 F3 Sergeants, 1 F4 Captain

Again, as we needed to with the Keshak the number of combatants listed in Gaz 12 needs to be adjusted to 1052. Line Officers and NCO's are combatants as well. Doing as we did with the Keshak if we use the process in the War Machine to check what Gaz12 gave us we could get the following for the Tribal Hordes of each of the eight tribes.

Leadership – generic tribal leader and those probably change regularly over time. No need to adjust from Gaz12. Leadership factor of 11 (level 10 leader + 1 ability adj)

Experience Factor - 178 total levels of officers/52 officers and 2000 total levels of troops/1000 gives us $(4 \times 3) + (2 \times 2)$

+ the differences between victories over routs over the last 10 years. Since these divisions will have been serving alongside the Keshak in battles we'll say the Tribal Hordes share the same victory to defeats of the Keshak and give them a +6 for more defeats than not. Average troop level Experience factor of 22

Training Factor – Maxed out as all full time regular (non-militia) divisions usually are. It trains more than 20 weeks a year, spends more than 20 weeks a year training under the commander, however it is not on duty during the winter months (winters off while at the Camp of the Great Khan). Training factor of 49

Equipment - Going with Good quality to set them below the Keshak yet above any reserve forces . +10, +5 for a second weapon. Equipment factor of 15

And with no Specials so that give the Tribal Hordes of Ethengar a BFR of 97 and a Good Troop Class rating. Matches Gaz12 there.

So, let's get on with finding the BR. Each bonus is worth 10.

Add two for mounted, add two for missile (4), add one for speed (5) and we get 50 points added to the BFR and get a BR of 147 which is higher than Gaz12 but not completely so and probably explained by the choice to outfit the Tribal Hordes in good quality weapons rather than average which added some points to the BR over what Gaz12 had. As we did with the Keshak we are correcting the incorrect 18 miles a day movement to 24. All things being in context of giving the Ethengar as much help as we can to make them a dangerous foe, we'll stick with the newly calculated numbers. Thus, we have the remainder of the standing army of Ethengar to go along with the Keshak, its eight Tribal Hordes:

Unit Name: Tribal Horde

Type of Unit: Calvary Division

Number of Units: 8 (one per Tribe)

BFR: 94 **Troop Class:** Excellent **BR:** 147

MV: 24 miles a day

Combatants: 1050

Commander: F18 (+3mod bonus), Deputy Commander F10

Dagrams 1-10: 100 elite F3 human Calvary, composite bows, swords, light war horses; 4 F5 Sergeants, 1 F7 Captain

Those 9 units make up the standing army of Ethengar. It is worth noting that even with the increased BR of 147 the 2nd best Ethengarian unit, the Tribal Horde, has a BR on par with the two lowest Glantrian divisions (the 10th Fortress Division based at Fort Monteleon with a BR of 142, and the 13th Fortress Division based at Skullhorn Pass Camp with a BR of 141. Both of which are 'Fortress' divisions defending a heavily fortified position with significant War Machine combat modifiers added in their favor). As a point of comparison of the two standing armies and playing out an Ethengarian invasion of Glantri and the challenges facing Ethengar, here are the BR of the divisions of the two nation's standing armies at the beginning of AC 1015

<u>Glantrian Divisions</u>		<u>Ethengarian Divisions</u>	
1 st Division – BR 256	9 th Division – BR 205	The Keshak – BR 208	
2 nd Division – BR 179	10 th Division – BR 142	Murkit Tribal Horde – BR 147	
3 rd Division – BR 244	11 th Division – BR 165	Bortak Tribal Horde – BR 147	
4 th Division – BR 166	12 th Division – BR 164	Kaerut Tribal Horde – BR 147	
5 th Division – BR 235	13 th Division – BR 141	Yugatai Tribal Horde – BR 147	
6 th Division – BR 154	14 th Division – BR 166	Uighur Tribal Horde – BR 147	
7 th Division – BR 157	15 th Division – BR 153	Kiyat Tribal Horde – BR 147	
8 th Division – BR 258	16 th Division – BR 152	Yakka Tribal Horde – BR 147	
		Tajjit Tribal Horde – BR 147	

To put some of those disparities in clear terms. The elite Flaemish 3rd Division with over a 100 point difference in BR over Ethengarian Hordes would have to be attacked by 8 Ethengarian Hordes to gain the advantage in combat resolution. One Glantrian division and there are several of them with very high BR's that could easily hold at 8-1 or worse odds against some the best units Ethengar could throw at it. Glantri's Grand Army, even with its reorganization and expansion in AC 1010 still represents only 2% of its population which is in line with most Mystaran nations (like Ethengar) that have standing armies around 2 to 3 percent of its total population. One can easily see that if Ethengar intends to invade Glantri it will need a lot more forces than its standing army. Not only do Ethengarian forces face a significantly unit quality deficiency due to the heavy use of magic users and weapons in the Glantrian army but since Glantri has a far larger population base it will eventually outnumber Ethengarian forces as well as continue to out quality them.

Mobilization of Ethengar's Population

The base population of the Khanates is approximately 333,000 spread between the eight great tribes. Approximately 50% of the Ethengarian population could be classified as combatants with the other half being those too young or too old to fight or are specialists such as Brataks and spellcasters such as Shamans, Clerics, or Hakomon who serve their Tribal Khans and the Golden Khan in other ways other than serving in the hordes as horse soldiers. Ethengar is classified as Bronze Age civilization where most of its people are nomadic herders with some specialization in full time occupations which means Ethengar can fully mobilize a maximum of approximately a third of its population, both men and women, for war. In most cases a nation will only fully mobilize its population in defense when facing a mortal danger. Only in very rare cases will a nation roll the dice of fully mobilizing and invading another nation for if disaster should result the nation would lose most of its productive population and be left pretty much defenseless to a counter invasion or an invasion by another country.

In most cases when a nation invades another it will only mobilize part of its available forces as to not leave itself defenseless. That percentage varies per nation but using the Ethengarian invasion of Heldann in the winter of AC 1006 as a guide it sent a force of nearly 75,000 which was just over 20% of its population. Enough soldiers to have possibly conquered Heldann if not for the plague that broke out but without taking the risk of leaving the nation completely defenseless. However, when the Golden Khan invaded Heldann again in AC 1010, attacking with complete surprise, as the Heldannic forces were focused on capturing the city of Landfall to the north, he only did with 36 hordes or some 36,000 which was just over 10% of its population as he has limited goals mainly to capture and loot the city of Grauenberg.

Due to its small population base and especially the unfavorable and largely mountainous terrain surrounding it would probably take a complete mobilization of Ethengarian forces to have any hope of conquering a neighboring nation and in several cases, such as Rockhome and Glantri, even a force of over a hundred thousand Ethengarian warriors would probably prove not near enough to conquer their far more numerous neighbors who could also take advantage of the terrain as defensive force multipliers. The wizards of Glantri have feared invasion for centuries and have devoted a great deal of attention and study to the capabilities of the Ethengarians and modelled just how large an army they could muster. While Ethengar has mobilized its population in both partial and full mobilizations in recent years approximately coming to 10% and 20% of its population it has never done a complete mobilization either in defense of its lands or in an invasion of another. Glantri has done a fair amount of analysis into that hypothetical case as that would be the only case that Glantri would likely face a force that could threaten it and by sheer strength of numbers force its way into the Glantrian heartland and the Vesubian River valley west of Boldavia and the Colossus Mounts.

In its latest intelligence estimates Glantri believes Ethengar can muster a force of some 111,000 in defense of its lands or a worst case scenario for Glantri and in an all-out full scale invasion by Ethengar. The nature of those forces as we have already seen with the use of the War Machine rules can be highly variable depending largely on how much preparation, how much training, those forces were given that is reflected in the Training Factor that makes up such a large part of a unit's BFR. Estimates of those forces Ethengar can muster tend to focus on the extremes. The first would be an emergency defensive mobilization where the reserve units of Ethengar will have little time to be trained and sent into battle as low quality units and with very limited effectiveness. The second is if the Ethengarians have time to train and prepare the units prior to an invasion of another country, like Glantri, thus they would be able to field a far more capable and dangerous force. The danger is mitigated however, at least according to Glantrian intelligence, by the likelihood that its intelligence services would be able to detect such preparations of an upcoming invasion well in advance. The notion that Ethengar would declare war and then take months to prepare and giving the Glantrians ample time to prepare and call up their substantial manpower reserves seems far-fetched to Glantrian's generals and Glantri would welcome such a gross strategic miscalculation as Glantri within 6 weeks can field a force of over 125,000 in a full (not even complete) mobilization thus negating the numbers Ethengar gained by a complete mobilization and would still outnumber the Ethengar while still sitting on formidable defensive terrain and still possessing a huge edge in pure magical firepower. However, if Glantri's intelligence service did miss the signs or have its primary sources within Ethengar compromised and was surprised by a trained force of over a 100,000...

As the Training Factor that makes up such a large part of a unit's BFR is highly variable one can easily look at the extremes as the difference between them falls within a year's time per the variables at play

in determining the training factor. So, if use the War Machine to look at both case we can get a sense of how a case that fell in the middle might look.

Case 1. Inexperienced untrained troops thrown quickly into battle. For example, if Ethengar was invaded and felt in mortal danger of being conquered it could mobilize its population to the maximum, some 110,000 troops for immediate defense of its lands. A couple of assumptions can be made when building Ethengarian defense units. Per Gaz12 all Ethengarian forces are organized in multiples of 10 so mobilized units will also have ten Dagram totaling a 1000 warriors. Another assumption is that there are more than enough horses in Ethengar to mount the mobilized forces. It seems safe to say there would be so we will assume as much. Using the War Machine, we can build the units of the newly mobilized Ethengarian Hordes that would serve alongside the nine Hordes of the standing army.

Unit Name: *The Tribal Defense Horde*

Type of Unit: *Militia Division*

Number of Units: *up to 101 depending on the scale of mobilization*

BFR: ? **Troop Class:** ? **BR:** ?

MV: ? *miles a day*

Combatants: *1000 + officers*

Commander: F?, Deputy Commander F?

Dagram 1-10: 100 F? human Calvary, composite bows, swords, light war horses; 4 F? Sergeants, 1 F? Captain

Now we can fill in the blacks starting again with finding the BFR of the new units.

Leadership – The leader of each newly mobilized Horde would likely be a member of the tribe with previous experience serving the standing army, perhaps as a Captain or Sergeant in a horde, when younger. An average leader of F6 with no leadership adjust. Assume Deputy Commander is of level 3. Leadership factor of 6.

Experience Factor - Going with F1 young/noncombatants as the troop level with those with combat experience serving as officers and the unit would have F2 Sergeants and F3 Captains. So we would have 119 total levels of officers/52 officers and 2000 total levels of troops/1000 gives us $(3 \times 3) + (1 \times 2) +$ the differences between victories over routs over the last 10 years. Since these divisions will have not seen action since being mobilized this modifier will be 0. Average troop level Experience factor of 11

Training Factor – Assuming very minimal training before being sent into action. Unit will improve as it gets experience and training in actual combat if it survives the first battles. Assume 2 weeks trained and 2 weeks leader trained with them. Giving 0 months spent on duty. Training Factor of 4.

Equipment - Going with average quality to set them below the Keshak yet above any reserve forces . +5, no second weapon due to lack of stockpiles or armoires. Often forced to use their own personal weapons. Equipment factor of 5

And with no Specials so that give the Tribal Militia Hordes of Ethengar a BFR of 26 and a Poor Troop Class rating. So, let's get on with finding the BR. Each bonus is worth 3.

Add two for mounted, add two for missile (4), add one for speed (5) and we get 15 points added to the BFR and get a BR of 41 which pretty much makes them little good for being anything but arrow, spell, and sword fodder. However, on the plus side if it survives its first actions the unit will grow in BFR thus its BR quickly.

Unit Name: Tribal Defense Horde
Type of Unit: Militia Calvary Division
Number of Units: up to 101 depending on the scale of mobilization
BFR: 26 **Troop Class:** Poor **BR:** 41
MV: 24 miles a day
Combatants: 1050

Commander: F6 (+0 mod bonus), Deputy Commander F3

Dagrams 1-10: 100 F1 human Calvary, composite bows(60%) or swords (40%), light war horses; 4 F2 Sergeants, 1 F3 Captain

Now compare that militia unit called up and quickly thrown into combat with a reserve unit mobilized but given sufficient training before being sent into action.

Case 2. Inexperienced but trained before being sent into battle. For example, if Ethengar decided to invade a neighboring country and needed far more Hordes than it had in the standing army of nine Hordes but allowed time to fully train the unit before sending the unit into action. Again, Ethengar could mobilize its population to the maximum, some 110,000 troops for an invasion of another country of its lands at the dire risk of leaving its lands and its most vulnerable population nearly defenseless. A couple of assumptions can again be made when building Ethengarian reserve units. Per Gaz12 all Ethengarian forces are organized in multiples of 10 so mobilized units will also have ten Dagram totaling a 1000 warriors. Another assumption is that there are more than enough horses in Ethengar to mount the mobilized forces. It seems safe to say there would be so we will assume as much. Using the War Machine, we can build the units of the newly mobilized but trained Ethengarian Hordes that could serve alongside the nine Hordes of the standing army.

Unit Name: *The Tribal Reserve Horde*
Type of Unit: *2nd Line Division*
Number of Units: *up to 101 depending on the scale of mobilization*
BFR: ? **Troop Class:** ? **BR:** ?
MV: ? miles a day
Combatants: *1000 + officers*

Commander: F?, Deputy Commander F?

Dagram 1-10: 100 F? human Calvary, composite bows, swords, light war horses; 4 F? Sergeants, 1 F? Captain

Now we can fill in the blanks starting again with finding the BFR of the new units.

Leadership – The leader of each newly mobilized Horde would likely be a member of the tribe with previous experience serving the standing army, perhaps as a Captain or Sergeant in a horde, when younger. An average leader of F6 with no leadership adjust. Assume Deputy Commander is of level 3. Leadership factor of 6.

Experience Factor - Going with F1 young/noncombatants as the troop level with those with combat experience serving as officers and the unit would have F2 Sergeants and F3 Captains. So we would have 119 total levels of officers/52 officers and 2000 total levels of troops/1000 gives us (3x3) + (1x2) + the differences between victories over routs over the last 10 years. Since these divisions will have not seen action since being mobilized this modifier will be 0. Average troop level Experience factor of 11

Training Factor –. It has trained more than 20 weeks a year, spends more than 20 weeks a year training under the commander, however it is not on duty during the winter months (winters off while at the Camp of the Great Khan) add 9 for continuous months on duty if a full year of training is given. Training factor of 49

Equipment - Going with average quality weapons . +5. +5 for second weapon due to time to fully arm the newly mobilized units. Equipment factor of 10

And with no Specials so that give the Tribal Militia Hordes of Ethengar a BFR of 76 and an Average Troop Class rating. So, let's get on with finding the BR. Each bonus is worth 8.

Add two for mounted, add two for missile (4), add one for speed (5) and we get 40 points added to the BFR and get a BR of 116 which pretty much equal to 2nd line units throughout the known world.

Unit Name: Reserve Tribal Horde

Type of Unit: 2nd Line Calvary Division

Number of Units: up to 101 depending on the scale of mobilization

BFR: 76 **Troop Class:** Average **BR:** 116

MV: 24 miles a day

Combatants: 1050

Commander: F6 (+0 mod bonus), Deputy Commander F3

Dagrams 1-10: 100 F1 human Calvary, composite bows and swords, light war horses; 4 F2 Sergeants, 1 F3 Captain

The Pointy End

The dilemma facing Ethengar was probably best said by Jamal to the Golden Khan when he announced his plans to invade Glantri.

There are only two direct ways for the Ethengar to get to the heartland and interior of Glantri, through Boldavia and the narrow easily defensible Scotch Breech, or the even more direct path through heavily fortified Skullhorn Pass. Both routes would almost certainly slow to a crawl the speed of the Ethengarian advance and allow Glantri the time to mobilize its vast potential of reserves.

Glantri could mobilize some 36 trained reserve divisions, many of which were combat

experienced veterans of their just recently ended war, within 2 weeks. Tough enough for the Ethengarians at now invading at only a 2-1 odds even if they had completely mobilized and sent over a 100 Hordes into Glantri. The real problem came in the next stage of mobilization where Glantri has contingency plans in case of a major invasion to mobilize an additional 72 divisions within 6 weeks and thus could field a force of 125 divisions in defense of the nation, substantially outnumbering the Ethengarian invaders and yet still would come nowhere close to complete mobilization as those 125 divisions would represent still only 16% of Glantri's population.

It was obviously the intent that the Khanates serve as more than some kind of RW Mongol culture but also a threat to all nations by the strength of its horse borne warriors yet in the fantasy setting and with the addition of magic into the brutal calculus of fantasy warfare either of two things needed to happen for the Ethengar to ever really attempt to live up to their billing as nation, as world, conquerors. Either they needed to inhabit a far large land area able to support a much larger population of over a million or more or they needed to have been created with more of an eye to their magical prowess and being able to hold their own magically with the large empires as well as their hated neighbor to the west Glantri. However, time is undefeated, and the Golden Khan grows older, and he has decided to truly roll the dice and has bet the house and likely his life on not a raid of Glantri or a minor invasion but a full blown invasion throwing everything he has at Glantri to try to secure his place as the greatest of Great Khans and a conqueror of nations and perhaps even the world itself.