

**UNIT FORMATION**

**CLOSE:** x2 close combat rating, opponents at x2 magnitude

**SKIRMISH:** x3 DV vs. ranged, x2 DV from shields/cover vs. all attacks

**RELAXED:** x2 DV from shields/cover vs. -2 difficulty to hesitation rolls

**UNORDERED:** +2 difficulty to hesitation rolls

Each time the Unit loses all of its health levels it loses one dot of magnitude.

Upon each successful attack roll (Charisma + War) against a difficulty of the Armour's fatigue value, on failure lose a dot of Endurance. A unit with no remaining endurance has a -2 penalty on all actions.

When encountering a rout condition make a morale roll penalised by the units (Magnitude - Drill). Failure loses one point of magnitude per missing success.

**COMMANDEER**

**ACCURACY** Weapon / Total

**BONUS SUCCESSES** Weapon Bonus Total

**DAMAGE** Weapon / Total

**DEFENCE RATE** Weapon / Total

**RANGED** Weapon / Total

**CLOSE** Weapon / Total

**DODGE DV** (Dex + Dodge + Essence) / 2 - Mob. Pen.

**PARRY DV** (Total Defense) / 2

**JOIN WAR** Wis + War - Magnitude

**ARMOUR** MOB. PEN. HARDNESS FATIGUE

**SPECIAL CHARACTERS** UNORDERED OTHERWISE

**ARMOUR** x2 DV from shields/cover, x2 DV from shields/cover vs. all attacks

**UNIT'S ARMOUR** Members' lethal soak / 3, round up

**BASE SOAK** Commander's natural soak

**SOAK** Commander's natural soak

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THIS VERSION BY JAMES P. BARRETT - JAMES.P.BARRETT@GMAIL.COM - WWW.BAZZALISK.ORG.UK

**UNIT**

War \_\_\_\_\_ ○○○○○○

Drill \_\_\_\_\_ ○○○○○○

Morale \_\_\_\_\_ ○○○○○○

Might \_\_\_\_\_ ○○○○○○

**Magnitude** ○○○○○○○○○○

**Endurance** ○○○○○○○○○○

**SPECIAL CHARACTERS** (Max = Magnitude x 2)

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**HEALTH LEVELS**

Ox-Body Health Levels

Commander's maximum health levels

Bashing  Lethal  Aggravated

**ROUT COINDITIONS**

+0 Suffer Magnitude Loss

+0 Receive a ranged attack

+1 Receive a flame or essence ranged attack

+1/circle Being subject of a spell

+0 Engagement with an enemy unit

+1 ...that is superior or led by a supernatural

+2 ...that is overwhelmingly superior or composed of supernatural beings

+1 Successfully disengaging enemy

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**Magnitude** ○○○○○○○○○○

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