UNIT

	DRILL	MIGHT	MORALE	CLOSE COMBAT Attack / Damage	RANGED COMBAT Attack / Damage	ARMOR
	HEROES	SORCERERS	RELAYS	Attack: ((Dex+Abil)/2)	Damage: (avg. weapon damage / 3)	Armor: (avg. lethal soak / 3)

NAME: _____

DESCRIPTION: _____

_____

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_____

MAGNITUDE	●	○	○	○	○	○	○	○	○
LOST	☐	☐	☐	☐	☐	☐	☐	☐	☐
MIN. RELAYS	-	-	3	4	5	6	7	8	9
MAX SPECIAL CHARS	2	4	6	8	10	12	14	16	18
JOIN WAR									
MIN. DAMAGE									
HESITATION/ROUT									
DISENGAGE POOL									
MANOEUVRE DIFFICULTY									
CALLED SHOT (UNORDERED)									
CALLED SHOT (OTHER)									

Join War: Wits + War - Magnitude
Min Damage: Magnitude
Hesitation/Rout: Morale + Drill - Magnitude
(-2 if insufficient relays)
Disengage Pool: Wits + War + Magnitude
(Difficulty=Enemy Magnitude +3)
Manoeuvre Diff.: Magnitude - Drill (Min. 1)
Called Shot (this is an external penalty)
  Unordered: Lower of (Magnitude/2) or (Drill/2)
  Other: Higher of (Magnitude/2) or (Drill/2)

Magnitude Extras

0	1
1	2-10
2	11-75
3	76-150
4	151-300
5	301-650
6	651-1250
7	1251-2500
8	2501-5000
9	5001-10000

Losing Magnitude
1. If caused by damage, check for Hesitation (Difficulty 1)
2. Reset Health back to full
3. Excess Special character must leave unit or return to the ranks

Unit Numbers
Heroic Mortals count as 3 members. Exalted and other magical beings count more.

Rounding
All numbers are rounded down, if nothing else is stated.

MOVEMENT:
Move: (Avg. Dex - avg. Mob. Penalty) × Formation
Charge: (Avg. Dex + 6 - avg. Mob. Penalty) × Formation

CLOSE Multiplier: ×40	/
RELAXED Multiplier: ×70	/

SKIRMISH Multiplier: ×100	/
UNORDERED Multiplier: ×30	/

LEADER

MANEUVER POOL
Rally: Cha + (War or Perform)
Other: Cha + War

Rally ☐   Other ☐

DODGE DV
☐ capped by War
([Dex+Dodge+Ess]/2) - Mob. Penalty

ENDURANCE
Subtract Mob. Penalty unless fully rested. Roll (Cha+War) after making or receiving a successful attack or lose 1 endurance. No endurance: -2 to all actions (external)

Maximum (Drill+Sta)

SHIELD

ATTRIBUTES +5

Strength	○○○○○	☐
Dexterity	○○○○○	☐
Stamina	○○○○○	☐
Charisma	○○○○○	☐
Manipulation	○○○○○	☐
Appearance	○○○○○	☐
Perception	○○○○○	☐
Intelligence	○○○○○	☐
Wits	○○○○○	☐

SKILLS +5

Archery	○○○○○	☐
Martial Arts	○○○○○	☐
Melee	○○○○○	☐
Thrown	○○○○○	☐
War	○○○○○	☐
Integrity	○○○○○	☐
Performance	○○○○○	☐
Presence	○○○○○	☐
Resistance	○○○○○	☐
Survival	○○○○○	☐
Medicine	○○○○○	☐
Athletics	○○○○○	☐
Awareness	○○○○○	☐
Dodge	○○○○○	☐
Ride	○○○○○	☐

ESSENCE

Personal
○○○○○
Peripheral
○○○○○

VIRTUES

Compassion	○○○○○
Conviction	○○○○○
Temperance	○○○○○
Valor	○○○○○

WILLPOWER

○○○○○ ☐☐☐☐☐
○○○○○ ☐☐☐☐☐

WEAPONS

☐ Ability capped by War-Rating   ┌┄┐ Unchanged from normal combat

	Speed	Accuracy	Damage	Rate	Range	Parry	Tags	Flurries
	Per Weapon	Wpn + Dex + Abil	+ Unit Damage			(Dex + Abil + Wpn) / 2 [+ Unit Attack / 2 (round down)]		Accuracy -2/-3 Accuracy -3/-4/-5 Accuracy -4/-5/-6/-7

SOAK

	Soak			Hardness		
	B	L	A	B	L	A
Natural / Armor						
Total						
Total vs. Piercing						

Soak: normal soak + unit armor
Hardness: Use highest value not sum

NOTES (Essence, Temp. Modifiers, ...)

RULES

Cast Spell (5/-2):
Any sorcery taking <5 min.

Change Formation (5/-2):
Roll Manoeuvre Pool vs. Manoeuvre Diff. (+1 diff. if attacked since last act, +2 if in close combat)

Charge:
Must not be unordered. Roll Manoeuvre Pool vs. Manoeuvre Difficulty, Endurance reduced by troops armor fatigue

Turn (4/-1):
More than 90° Manoeuvre vs. Difficulty

Engage:
Check for hesitation when first engaging or being engaged

Disengage (0/None):
Reflexive. Disengage Pool vs. enemies Drill +3. No roll if retreating. Check for hesitation at difficulty 2
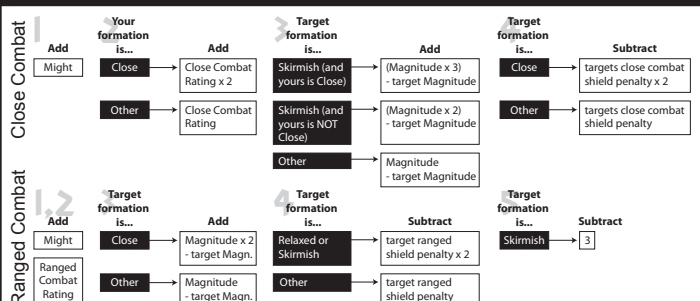
Flurry (Var./Var.):
Attack only one unit per flurry

Initiate Duel (Var./Var.):
See Exalted 2nd Edition page 167

Merge Units (3/-1):
Both units Manoeuvre Pool vs. Man. Diff. and both must succeed to merge. If one or both fail, check Hesitation.

Rally (4/-1):
Roll Manoeuvre Pool vs. Manoeuvre Diff.
- Organisation: Promote one to special
- Numbers. Regroup, Magnitude+1
- Second Wind: Endurance = +Drill

Signal Units (3/None):
Max. units to signal = number of relays

Split (3/-1):
Both units Manoeuvre Pool versus Manoeuvre Difficulty (+2 if engaged), fail means Hesitation.

Actions

Close Combat

1	Your formation is...	Add
Add	Close	Close Combat Rating x 2
Might	Other	Close Combat Rating

3	Target formation is...	Add
	Skirmish (and yours is Close)	(Magnitude x 3) - target Magnitude
	Skirmish (and yours is NOT Close)	(Magnitude x 2) - target Magnitude
	Other	Magnitude - target Magnitude

4	Target formation is...	Subtract
	Close	targets close combat shield penalty x 2
	Other	targets close combat shield penalty

Ranged Combat

1,2	Target formation is...	Add
Add	Close	Magnitude x 2 - target Magn.
Might / Ranged Combat Rating	Other	Magnitude - target Magn.

4	Target formation is...	Subtract
	Relaxed or Skirmish	target ranged shield penalty x 2
	Other	target ranged shield penalty

5	Target formation is...	Subtract
	Skirmish	3

Hesitation / Rout:
Roll units Hesitation/Rout Pool at standard difficulty modified by Hesitation/Rout modifiers. Loss of Magnitude = Difference between successes and difficulty.

HEALTH

○	○	○	○	○	○	○	○	○
-0 ☐☐☐☐☐	-0 ☐☐☐☐☐	-0 ☐☐☐☐☐	-0 ☐☐☐☐☐	-0 ☐☐☐☐☐	-0 ☐☐☐☐☐	-0 ☐☐☐☐☐	-0 ☐☐☐☐☐	-0 ☐☐☐☐☐
-1 ☐☐☐☐☐	-1 ☐☐☐☐☐	-1 ☐☐☐☐☐	-1 ☐☐☐☐☐	-1 ☐☐☐☐☐	-1 ☐☐☐☐☐	-1 ☐☐☐☐☐	-1 ☐☐☐☐☐	-1 ☐☐☐☐☐
☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐
-2 ☐☐☐☐☐	-2 ☐☐☐☐☐	-2 ☐☐☐☐☐	-2 ☐☐☐☐☐	-2 ☐☐☐☐☐	-2 ☐☐☐☐☐	-2 ☐☐☐☐☐	-2 ☐☐☐☐☐	-2 ☐☐☐☐☐
☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐	☐☐☐☐☐
-4 ☐☐☐☐☐	-4 ☐☐☐☐☐	-4 ☐☐☐☐☐	-4 ☐☐☐☐☐	-4 ☐☐☐☐☐	-4 ☐☐☐☐☐	-4 ☐☐☐☐☐	-4 ☐☐☐☐☐	-4 ☐☐☐☐☐
Inc ☐	Inc ☐	Inc ☐	Inc ☐	Inc ☐	Inc ☐	Inc ☐	Inc ☐	Inc ☐

Formation
(+ Required Drill)
Use Paper Clips to track Formation of Unit

UNORDERED (DRILL 0)   **RELAXED** (DRILL 1)   **SKIRMISH** (DRILL 1)   **CLOSE** (DRILL 2)