

MASS COMBAT

SEQUENCE:

1. **Join War** (Wits +War)- Magnitude, or Wits + Awareness (Solo)
2. **Move**: Solo: x100, Unordered: x30, Skirmish: x100, Relaxed: x70, Close: x40,
3. **Attack**: Roll Leader's attack roll and add Close/Ranged Combat Rating & Might, plus any other modifiers: Magnitude difference, Formation, Terrain, etc.
4. **Defense**: Use Leader's PDV and add ½ unit's Close Combat Rating,
5. **Damage**: Roll Leader's damage and add Close/Ranged Combat Rating & Might.
6. **Soak**: Use Leader's Soak for damage and add unit's Armor Rating
7. **Exhaustion**: Charisma +War difficulty Fatigue Value of Armor,
8. **Rout**: Roll unit morale for any circumstances that require it: Becoming engaged, Suffer Magnitude loss, Receive 1st ranged attack since unit's last action, etc.

UNITS:

1. **Magnitude**: Size of the Unit,
2. **Drill**: Skill of the unit working together,
3. **Endurance**: Equal to Drill + Stamina or Stamina + Resistance (Solos). Lose -2 all actions when fatigued.
4. **Might**: Adds bonus Attack/Damage successes to Leaders combat and damage rolls.
5. **Close Combat Rating**: Adds bonus Attack successes to Leader's combat roll & adds ½ to Leader's PDV.
6. **Close Combat Damage**: Adds bonus Damage successes to Leader's damage roll.
7. **Ranged Combat Rating**: Adds bonus Attack successes to Leader's combat roll. Units usually have only enough ammunition for 4 shots.
8. **Ranged Combat Damage**: Adds bonus Damage successes to Leader's damage roll.
9. **Armor**: Average armor of Unit.
10. **Morale**: Average Valor of Unit or Leader's (Whichever is lower)
11. **Special Characters**: A unit can have a maximum of Magnitude x2 Special Characters including: Heroes, Sorcerer/Snipers, and Relays:
 - Hero**: Can use their Close Combat attack instead of Leader (Maximum Leader's War) and can lend Close Combat Rating (Maximum Leader's War).
 - Sorcerer/Sniper**: Can use their Missile skill instead of Leader's (Maximum Leader's War) and take independent attacks.
 - Relay**: At least one is required for each level of Magnitude (Magnitude 3+) or the unit suffers Communication Failure: Can only use Unordered Formation and -2 Drill.
12. **Formation**:
 - Unordered**: Add 2 to difficulty of all Rout checks,
 - Skirmish**: Double shield bonuses and cover against all attacks, and +3 DV against Ranged Attacks, BUT other units double their Magnitude for Close Combat Rating (Not Damage) and if they are in Close Formation they triple their Magnitude for Close Combat Rating.
 - Relaxed**: Double shield and terrain bonuses against missile attack,
 - Close**: Double Close Combat Rating & Shield bonuses against close combat attacks, -2 difficulty on Rout rolls, BUT other units double their Magnitude when using Ranged attacks against Close formations,

ELEMENTS/MISCELLANEOUS ACTIONS: Usually Charisma + War, difficulty Magnitude - Drill

1. **Move**:
2. **Dash** (-1 DV): Add +6 to Move,
3. **Guard** (Speed 3):
4. **Change Formation** (Speed 5, -1 DV):
5. **Disengage** (Speed 0, -0 DV):
6. **Turn** (Speed 3, -1 DV):
7. **Split Unit** (Speed 3, -1 DV):
8. **Merge Unit** (Speed 3, -1 DV):
9. **Rally** (Speed 4, -1 DV): **Organization**: Promote Relay, **Numbers**: Regain Magnitude due to morale loss or loss of greater unit, **Second Wind**: Regain Drill level in Endurance (Minimum 1),
10. **Enveloping**:

SITUATIONAL MODIFIERS:

1. **Terrain**: Open., Difficult., Extreme.,