When encountering a rout condition make a morale roll penalised by the unit's (Magnitude - Drill). Failure loses one point of magnitude per missing success.	composed of supematural beings
Upon each succesful 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.	llege e fo 129(due pnied e)/1+/circle linu ymene ne rhiw Inemegegn3 0+ Ismaque e yd bel 10 10/19que ei Jedf [+ 10 10/19que ei Jedf 5+ 10 10/19que ei Jedf 5+ 11 10/19que ei Jedf 5+ 12 10/19que ei Jedf 5+ 13 10/19que ei Jedf 5+ 14 10/19que ei Jedf 5+ 15 10/19que ei Jedf 5+ 16 10/19que ei Jedf 5+ 17 10/19que ei Jedf 5+ 17 10/19que ei Jedf 5+ 18 10/19que ei Jedf 5+ 19 10/19
Each time the Unit loses all of its health levels it loses one dot of magnitude.	+0 Recieve a fame or essence ranged attact +1 Recieve a flame or essence ranged attac
RELAXED: x2 DV from shields/cover vs. UNORDERED: +2 difficulty to hesitation rolls.	ROUT COINDITIONS +0 Suffer Magnitude Loss
UNIT FORMATION  VALUE: x2 dose combat raing, SKIRMISH: x2 DV from shields/cover, x, all attacks, 43 DV trom shields/cover, 43 DV vs. ranged, opponents at x2 magnitude in close compat rainged attack?  Or ranged attack?  Or ranged attack?  -2 difficulty to besitation rolls.  +2 difficulty to besitation rolls.	& Requires roll (usually Cha + War) & Requires roll (usually Cha + War)
Add further bonus successes equal to difference in magnitude for larger unit attacking smaller unit attacking smaller one.	Disengage (Oylone) Turn (3,-1) * Split Unit (3,-1) * Expel Special Character(0/None) Merge Unit (3,-1) * Signal Units (3,-0) *
Magnations of Magnations of Magnations of the croits and equipment of the average soldier, all other statistics use the equipment and traits of the commander.  Bonus successes sannot excede Wair before taking formation into account.	Move (0/None) Dash (3/-2) « Guard (3/None) Inactive (5/Special) Change Formation (5/-1)*
3LOFIAS 223UGARH M39 80M ARMONASA 223UGARH M39 80M ARMONASA 232UGARH M	COMMON ACTIONS Action (Speed / DV Penalty)
10W + 13W Z\(02na)aOl (stoT) aburingeA-	(Dex + Dodge + Essence)/2 - Mob. Pen.
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BASED UPON EXALTED 2ND SHEET BY VOIDSTATE - FERG@VOIDSTATE.COM - MORE RPG STUFF AT WWW.VOIDSTATE.COM/RPG THIS VERSION BY JAMES P. BARRETT - JAMES,P.BARRETT@GMAIL.COM - WWW.BAZZALISK.ORG.UK Magnitude \_\_\_ \_00000 War \_00000 Morale OOOO Lower of member's average or commander's valour Endurance Might\_\_\_\_000000000 SPECIAL CHARACTERS (Max = Magnitude x 2)SOAK Bashing / Lethal / Aggravated HEALTH LEVELS Ox-Body Health Levels BASE SOAK UNIT'S ARMOUR Members' Lethal soak / 3, round up ARMOUR TOTAL TOTAL + \_ All health levels are considered -0 Bashing Lethal Aggravated

COMMANDER	
SPEED ACCU	
Weapon Weapor	/Total/Excll. Attack Rating Formation Total Weapon Bonus Total Type Weapon / Total Weapon
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To calculate total add:	x + Ablity (Dex+Ability Might (Stength + Strength Wepon Attack Rating Danage/ 3
DODGE DV Excellence (Dex + Dodge + Essence)/2 - Mob. Pen.	PARRY DVExcellency
COMMON ACTIONS Action (Speed / DV Penalty) Move (0/None)	PENALTY TO ATTACK SPECIAL CHARACTERS   Greater of Drill or Magnitude) 2
Dash (3/-2) « Guard (3/None) Inactive (5/Special) Change Formation (5/-1)» Disengage (0/None) Tum (3/-1) « Expel Special Character(0/None) Merge Unit (3/-1) »	Combat statistics labeled in italic use the traits and equipment of the average soldier, all other statistics use the equipment and traits of the commander.  Bonus successes cannot excede War before taking formation into account.  Add further bonus successes equal to difference in magnitude for larger units attacking smaller ones. Apply difference as external penalty when a smaller unit attacks a larger one.
Signal Units (3/-0)* Rally (4/-1)	UNIT FORMATION
Spell (5/-2)  Requires roll (usually Cha + War)	CLOSE: x2 close combat rating, x2 DV from shields/cover, opponents at x2 magnitude for ranged attacks, 2 difficulty to hesitation rolls. 2 difficulty to hesitation rolls.
ROUT COINDITIONS +0 Suffer Magnitude Loss	RELAXED: x2 DV from shields/cover vs. UNORDERED: +2 difficulty to hesitation rolls. ranged.
+0 Recieve a ranged attack +1 Recieve a flame or essence ranged attack +1/circle Being subject of a spell	Each time the Unit loses all of its health levels it loses one dot of magnitude.
+1/circle Being subject of a spell  +0 Engagement with an enemy unit  +1 that is superior or led by a supernatura  +2 that is overwhelmingly superior or composed of supernatural beings	Upon each succesful 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.
+1 Succcesfully disengaging enemy	When encountering a rout condition make a morale roll penalised by the unit's (Magnitude - Drill). Failure loses one point of magnitude per missing success.



































es seperately from the main unit, commanders can only use	ctivated at any time and affect the entire unit equaly. Sorcerers may use their abilit	Reflexive and supplimental charms used by the commander can be a other charms and sorcery if the entire unit takes the spell action.
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<sup>•</sup> Reflexive and supplimental charms used by the commander can be activated at any time and affect the entire unit equaly. Sorcerers may use their abilities seperately from the main unit, commanders can only use other charms and sorcery if the entire unit takes the spell action.