

0 Scale

- 1 One or two people.
- 2 A small group (3-5). A squad. A grenade.
- 3 A medium group (6-10). Fire Oil.
- 4 A large group (20). A platoon.
- 5 A huge group (40). A squadron of cavalry.
- 6 A massive group (80). A company.
- 7 A colossal group (160). A battalion.

Threat

- 1 A Legionnaire
- 1-4 The bad guys
- +1 Fine equipment
- +X Heavy weaponry
- 1 Specific protection

POSITION

EFFECT	None	Desperate	Risky	Controlled	Ticks 0
	Limited				1
	Standard		START HERE		2
	Greater				3
	Extreme				4
Harm (consequence)	3 + factors	2 + factors	1 + factors		

1-3: may reroll as Risky or try a different approach, no other consequences

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Harm Factors

- Threat difference
- Scale difference

*Each Setup gives
+1 Position level OR
+1 Effect level*

*You can Push for
+1D AND
+1 Effect level*

*Don't forget to check
your playbook for
abilities that impact
scale, range, potency,
threat, harm, etc.*

1 Position Factors

- Fiction
- Action selection
- Scale Difference
- Threat Difference
- +1 level for **Setup** (group action)

2 Effect Factors

- Fiction
- Action selection
- Potency? +1 level
- Scale difference
- Threat difference
- **Push** for Effect? (2 stress)
- +1 level for **Setup** (group action)
- Trade Position for Effect?

3 Roll Dice!

- Action rank
- +1D for Devil's Bargain OR
+1D for **Push** (2 stress)
- +1D for **Assist** (group action, max 1)

4 Consequences (one or more)

- Reduced Effect
- Corruption (1-5)
- Complication (immediate or ticks)
- Lost Opportunity
- Worse Position
- Harm (per position + factors)

5 Resistance (each consequence)

- Armor, Equipment, Special Armor each reduce a consequence and can stack, mark as used on playbook
- Stress = 6 - Attribute roll, Crit clears 1 Stress