Scale

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

Threat

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

Each Setup gives

You can Push for

+1 Effect level

+1D AND

+1 Position level OR +1 Fffect level

Effect Factors

Fiction

- Fiction
- Action selection

Position Factors

Action selection

Scale Difference

Threat Difference

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

• +1 level for **Setup** (group action)

Trade Position for Effect?

Roll Dice!

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

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

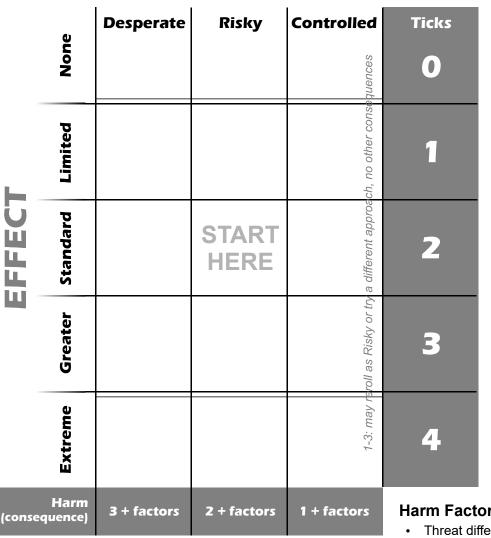
Consequences (one or more)

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

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

POSITION



Harm Factors

- Threat difference
- Scale difference