

# Forming a Battlegroup

Battlegroups are made up of the average stats of its combatants  
They are modified by 3 traits: **Size**, **Drill**, and **Might**

Make a Join battle roll as normal, but battlegroups follow special rules regarding initiative.

## Size

Add size to **Soak**, **Attack**, raw **Damage**, and **Magnitude**

- Size 0: Basically nobody left
- Size 1: A dozen
- Size 2: Several dozen
- Size 3: Over a hundred
- Size 4: Several hundred
- Size 5: Over a thousand
- Significantly larger than 5? Use two groups!

## Drill

**Poor:** Mindless or untrained groups.  
-2 penalty to *order* and *rally for numbers*, +1 difficulty to *rout* and *rally* rolls

**Average:** A military force, seasoned or trained  
+1 *defense* bonus for battlegroup

**Elite:** Superior military force  
+2 bonus to command rolls, +2 *defense* bonus

## Might

Add might to **Attack** and raw **Damage**

**Might 0:** Average fighters, no bonus

**Might 1:** Enhanced mortals, +1 *defense*

**Might 2:** Lesser spirits, +1 *defense*

**Might 3:** Dragon Blooded, +2 *defense*

Remember, might applies to the entire group! 5 exalts should be 5 exalts in most cases!

## Battlegroup Actions

Battlegroups may only make withering attacks, but may take any non-attack action a normal character can, though some follow special rules. Reduce initiative as normal.

## Engage

Engage replaces Grapple for battlegroups. Use the group's standard armament and appropriate combat Ability for determining dice pools for Control and Savaging. The battlegroup does not require an initiative roll to confirm success on the gambit, but still deducts initiative as per a successful grapple. They may not take restrain/drag or throw actions.

## Magnitude

Magnitude is the health track of a battlegroup. It is equal to the average number of health levels of the group (i.e. 7 for average humans) + bonus based on size.

**Perfect Morale:** Creatures incapable of fear automatically succeed at all *rout* checks and gain +3 *Magnitude*. They cannot rally for numbers

**Rout:** When a battlegroup's magnitude is reduced to zero, it loses 1 point of size and must make a rout check (*Willpower*+*drill* bonus / penalty) against difficulty 1\*. On success, group reforms at max *Magnitude* for new size. On failure, it dissolves on its next turn.

\*+1 under the following conditions:

- Ally group dissolves
- A leader of the group is killed or incapacitated
- A point of size is lost (stacks)
- Supernatural area assaults

## Attacking a Battlegroup

Withering attacks deal damage to magnitude. They do not affect initiative, except for the +1 from a successful attack

Decisive attacks deal damage to magnitude, but gain an automatic success on damage rolls for every 4 dice (rounded up)

## Initiative Break

Causing a battlegroup to lose a point of size or dissolve grants the attacker an initiative break bonus as if they'd crashed another combatant.

## Combat Movement

Battlegroups may take all normal combat movement actions, minding their tremendous size. They may not move through other groups, but are unimpeded by individuals. Battlegroups do not need to roll disengage against enemies 2 sizes lower than them.

## Moving Through

Individual combatants may move through both allied and enemy battlegroups. Moving through a battlegroup, however, counts as moving through difficult terrain, and costs 1 initiative per round spent doing so.

## Slaughter

Any group or combatant may attack a dissolved group at -3 *defense* to kill the remaining members of the fleeing group. ST estimates how many are killed based on the damage roll.

## Battlegroup Attacks

In addition to being withering, all battlegroup attacks are area-of-effect. Close range attacks attack every enemy within the close range band, and longer range attacks hit either another battlegroup, or a target and everything (including allies and bystanders) within close range. Roll damage as normal, except a battlegroup never rolls damage as double 10s. Against a non-battlegroup target, damage successes are subtracted from initiative as normal, unless the combatant is crashed, in which case damage is dealt directly to health tracks. In either case, the battlegroup gains no initiative for it's attack.

## Command Actions

In order to perform a command action, you must be a recognized leader of the battlegroup.

**Order:** *Charisma* / *Appearance* / *Intelligence* + *War* vs difficulty 1. Threshold successes are added as bonus dice to all dice pools during the battlegroup's next turn.

**Rally:** *Charisma* / *Appearance* + *War* roll vs difficulty of failed rout. If successful, replaces rout roll of Battlegroup and they don't dissolve.

**Rally for Numbers:** *Charisma* / *Appearance* + *War* roll vs difficulty 1. Each 2 successes restore 1 point of magnitude, up to the max magnitude for its current size. This may only be done once per battle\* until the group loses a point of size, then it may be done again.

\*Perfect Morale prevents use of this command