ENTROPIC GAMING SYSTEM

player . . . . army . . . .

type . . . . traits . . . .

LAND BATTLES COMBAT ROUND TRACKER

MOVEMENT	REPLENISH	ENGAGE	BATTLE ROLL	ASSESS CASUALTIES	RALLY ROLL

STATS

TRACKERS

unit #	force	command	weapon
average armor	personnel size	unit size	resilience

HEALTH TRACK

Maximum

Negative

STATUS

range

in reserve/bolster

STATS

TRACKERS

unit #	force	command	weapon
average armor	personnel size	unit size	resilience

HEALTH TRACK

Maximum

Negative

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range

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TRACKERS

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HEALTH TRACK

Maximum

Negative

STATUS

range

in reserve/bolster

STATS

TRACKERS

unit #	force	command	weapon
average armor	personnel size	unit size	resilience

HEALTH TRACK

Maximum

Negative

STATUS

range

in reserve/bolster

FORTIFICATION

SUPPORT

STATS

TRACKERS

unit #	force	command	weapon
average armor	personnel size	unit size	resilience

HEALTH TRACK

STATUS

Maximum

Negative

range
in reserve/bolster

STATS

TRACKERS

unit #	force	command	weapon
average armor	personnel size	unit size	resilience

HEALTH TRACK

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