Track formation changes of your company during combat Each grid square = one occupant or 5 feet of terrain Formation	Formation	Formation		Formation		MISERIES AND MISFORTUN Combat initiative track	NES
ompa r 5 fée				<u> </u>		Initiative order	
our control and on	F0	E		LO LO		Pistol (at range)	1st
s of y		? ``				Rifle	2nd
ange	•					Harquebus	3rd
						Muskettoon	4th
d squi	• •					Musket	5th
act for a start of the start of						Falconet	6th
H H H H						Minion Drake	7th
n n n	<u>n</u>	u		n		Pike	8th
Formation	Formation	Formation		Formation		Halberd	9th
		Ä		<u><u> </u></u>		Plug Bayonet	10th
Fo Fo				О		Rapier	11th
р В В						Long Sword	12th
Fighting Formation Formation						Spell, Prayer	13th
				· · ·		Saber	14th
						Poignard	15th
	I I I I I I	Company [Fill out rooster of your in formation and march	company below. Assign	n each member an unique mark to easily t	rack her or his position	Pistol (in melee)	16th
arks		Mark Order Name / Player	HP(max) HP	Mark Order Name / Player	HP(max) HP	Cutlass, Hanger	17th
order för your company by placing their marks						Cudgel	18th
	3	Mark Order Name / Player	HP(max) HP	Mark Order Name / Player	HP(max) HP	Thrown knife	19th
	4					Bare fist or kick	20th
		Mark Order Name / Player	HP(max) HP	Mark Order Name / Player	HP(max) HP	Reloading, Opening a door, etc.	21st
	6					Bomb, Greek Fire, Fumigant, Alkahest, Holy Water	22nd
	8	Mark Order Name/Player	HP(max) HP	Mark Order Name/Player	HP(max) HP	Dexterity modifier	INIT
rder 1	10 IO	Mark Order Name/Player	HP(max) HP	Mark Order Name / Player	HP(max) HP	Dexterity 3	-3
nigh nigh	II					Dexterity 4-5	-2
Establish marching or of on the grid at right.	12	Mark Order Name/Player	HP(max) HP	Mark Order Name / Player	HP(max) HP	Dexterity 6-8	-1
ish m he gy	13					Dexterity 9-12	—
f on t	14	Mark Order Name/Player	HP(max) HP	Mark Order Name / Player	HP(max) HP	Dexterity 13-15	+1
	15					Dexterity 16-18	+2
dei	16 III	Mark Order Name/Player	HP(max) HP	Mark Order Name / Player	HP(max) HP	A ======	True
Marching order	17 I7					Action	
an a	18	Mark Order Name/Player	HP(max) HP	Mark Order Name / Player	HP(max) HP	Redress (during Attack)	-1
.ch						Exploit (during Movement)	-1
Aar	19	Mark Order Name/Player	HP(max) HP	Mark Order Name / Player	HP(max) HP	Encumbered	-1
4	20					Weapon Change	-1

