

Shieldpush Team Record Sheet

Captain: _____

Athletics:  _____

Influence or Tactics: _____

Evade: _____

Pact (_____): _____

Flier: _____

Athletics:  _____

Acrobatics: _____

SIZ: _____

Shargashi 1: _____

Athletics:  _____

Brawn: _____

STR: _____

Shargashi 2: _____

Athletics:  _____

Brawn: _____

STR: _____

Shieldwall: _____

Athletics: _____

Push (Shield Combat Skill): _____

Actions

Shieldwall



Shargashi 1



Shargashi 2



Flier



Captain



Shieldpush Quick Reference Sheet

Yelm Position Table

1D10	Location
1-4	Climbing into the heavens over the East Side of the field. Captain on West side must test his Pact with Yelm
5-6	Directly Overhead; both Captains must test their Pact with Yelm
7-10	Descending towards the Gates of Dusk over the West Side of the field. Captain on East side must test his Pact with Yelm

Levels of Success

Team 1	Team 2			
	Critical	Success	Failure	Fumble
Critical	Stalemate	1 Level (Team 1)	2 Levels (Team 1)	3 Levels (Team 1)
Success	1 Level (Team 2)	Stalemate	2 Levels (Team 1)	2 Levels (Team 1)
Failure	2 Levels (Team 2)	1 Level (Team 2)	Stalemate	Stalemate
Fumble	3 Levels (Team 2)	2 Levels (Team 2)	Stalemate	Stalemate

Evade Shargashi Table

Shargashi	Captain/Flier			
	Critical	Succeed	Fail	Fumble
Critical	Stalemate	Captain/Flier stopped.	Captain/Flier forced back. Go back one hex or step	Captain/Flier knocked down. Falls prone and must stand up on his next turn.
Succeed	Captain/Flier gets past.	Stalemate.	Captain/Flier stopped.	Captain/Flier forced back. Go back one hex or step
Fail	Captain/Flier gets past and doubles movement.	Captain/Flier gets past.	Stalemate	Captain/Flier stopped.
Fumble	Captain/Flier gets past and doubles movement. Shargashi must roll on fumble table.	Captain/Flier gets past and doubles movement.	Shargashi stopped.	Stalemate

Shargashi Fumble Table

1D10	Effect and result
1-2	Falter – May not act next turn.
3-4	Drop shield. Shield falls D2 hexes away. -10 Bash skill if not retrieved. Retrieval takes an entire turn.
5-6	Falls. Lose next turn standing up.
7-8	Bash friend. If someone is close enough you bash him instead. Roll normal bash attack against them. They automatically fail their test. If no one is close enough you bash yourself.
9-10	Unlucky. Roll twice.