

Number of Models

Stress of each model = Security + 1

Reduce total dmg by unit's Resistance / Cover
Divide remaining dmg by Stress of each model
Remove that many models from play
Any leftover damage is lost

Unit Resistance

5-6 4d20 +2A

2-4 DEPT 3d20 +1A

7-10 5d20 +3A

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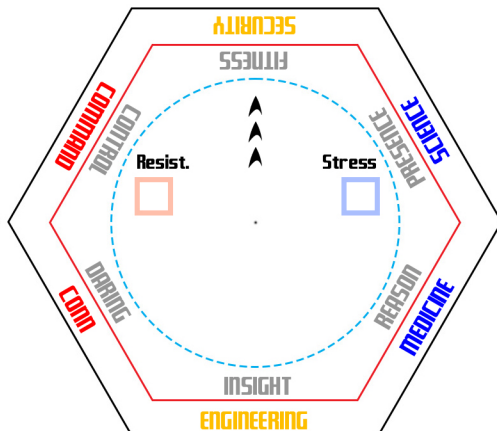
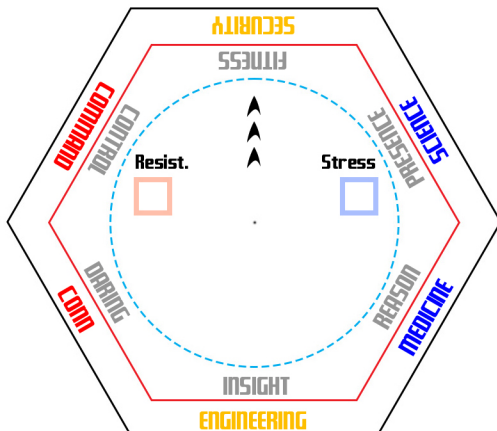
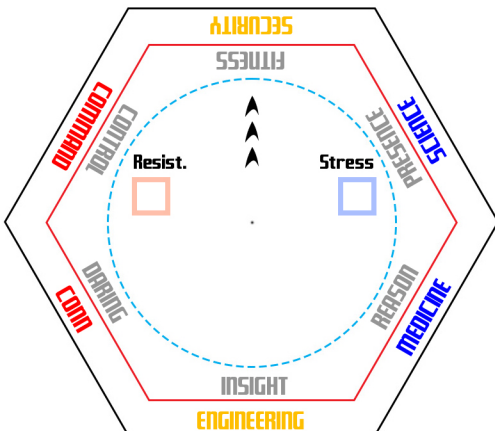
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