

# addToAerobicFatigue



<b>Introduced in</b>	
Version:	1.18
<b>Description</b>	
Description:	Increases / decreases the aerobic fatigue (between 0-1) of a given unit.
<b>Syntax</b>	
Syntax:	unit <b>addToAerobicFatigue</b> change
Parameters:	<ul style="list-style-type: none"><li>unit: <a href="#">Object</a> - Affected unit.</li><li>change: <a href="#">Number</a> - Change in fatigue (between -1-1).</li></ul>
Return Value:	<a href="#">Nothing</a>
<b>Examples</b>	
Examples:	<code>player addToAerobicFatigue -0.15</code>
<b>Additional Information</b>	
See also:	<a href="#">getAerobicFatigue</a> , <a href="#">addToAnaerobicFatigue</a> , <a href="#">addToFatigue</a>
Multiplayer:	
Problems:	

## Notes