

Warmachine Reference Card Set (4 Cards)

Compiled By Creation Matrix
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RANGED ATTACK MODIFIERS

Aiming: Forfeit movement by not changing position or facing. **+2 to *attack roll*.**

Back Strike: Against unaware model's back arc **+2 to *attack roll*.**

Cloud Effect: Model inside cloud effect **+2 DEF**

Concealment: **+2 DEF.**

Cover: **+4 DEF**

Screened: **+2 DEF** within 1" of model with equal or larger base.

Elevated Target: A model on higher ground than its attacker **+2 DEF**

Stationary Target: Base **DEF 5**

Target in Melee: **-4** Penalty to *attack roll*, may hit nearby model if misses.

DISABLING SYSTEMS

Arc Node: Cannot channel spells

Cortex: Loses unused **FOC**, cannot receive **FOC**

Hull: Counts towards disabled systems limit.

Movement: **SPD** reduced to **1" DEF 7**. May not *charge* or make *slam* attacks.

Arm or Weapon: Arm/Weapon cannot be used.



MAINTENANCE

- Remove unused focus points.
- Remove effects that expire.
- Resolve continuous effects (D6 1-2 Expire)
- Activate Fleeing models and then...
- Attempt to Rally them (2D6<=CMD) May use Warcaster or Leader in CMD if in range.

CONTROL

- Replenish Warcaster's focus points
- Allocate focus points to Warcasters and Warjacks
- Pay for (1 focus) or remove upkeep spells.

ACTIVATION

- Activate each unit or independent model you control
- Issue an order if desired
- Declare *Running*, *Charging*, or *Slam* attacks.
- Move (*Advance*, *Charge*, or *Run*).
- Combat Action or *Special Action*.
- Warcaster may also issue an order, cast spells, use a feat anytime during activation.
- Make CMD checks for each *out-of-formation* trooper.



MELEE ATTACK MODIFIERS

Back Strike: **+2** to attack roll

Charge Attack: A models first attack after charging adds **1D6** to the **damage roll**

Free Strike: Melee attack against a disengaging model gains **+2** to **attack** and **1D6 damage roll**.

Intervening Terrain: A model with any portion of its base obscured from its attacker gains **+2 DEF**

Stationary Target: Melee attacks automatically hit.

TERRAIN NOTES

Rough Terrain: $\frac{1}{2}$ normal movement rate. No *Charge* or *Slam*.

Impassible Terrain: Cannot be moved across.

Obstacles: Feature up to 1" tall. Can be climbed upon provided at least 1" thick using 2" of movement.

Forest: $\frac{1}{2}$ normal movement rate. No *Charge* or *Slam*. Blocks LOS > 3" and beyond forest.

Obstruction: A terrain feature more than 1" tall is impassible terrain.

Hills: May be open or rough terrain and impose no addition penalty



UNIT FORMATION

Tight = Base to Base;

Open = 1" apart; **Skirmish** = 3"



MOVEMENT

Advance = SPD; **Charge** = SPD +3 (Warjacks pay 1 focus); **Run** = SPD x 2 (end activation)

COMBAT (You can do 1 of the following)

1 *Melee* attack per **sword** icon weapon in range

1 *Ranged* attack per **gun** icon weapon in range

1 *Special* per **star** icon attack

1 *Power* attack (Warjacks, cost 1 Focus)

Apply critical effect if 2 dice in combat role are equal.

MELEE (D6 Can be boosted)

Hits if $2D6 + MAT \geq DEF$

Damage is $2D6 + P + S - ARM$

Additional attacks spend 1 **FOCUS**

RANGED ATTACKS (D6 can be boosted)

Determine if you have **LOS**

Hits if $2D6 + RAT \geq DEF$

(Spells $2D6 + FOC \geq DEF$) Damage is $2D6 + P - ARM$

Additional attacks spend 1 **FOCUS** up to **ROF**

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POWER ATTACKS (Warjacks Only)

SLAM

Turn to face target, move SPD + 3" if move less than 3" inches make **Bash Attack** instead.
2D6 + MAT -2 for equal/smaller base target or **-4** for larger base target.
Target moves D6" away (half it if target has larger base, stop if collides with terrain or equal/larger base. Move over models with smaller base. Slammed model is **Knocked Down**.
Damage Roll = **2D6 + STR** (Boostable)
Add 1D6 if collide with terrain or same/larger base. Models collided with suffer 2D6 + STR collateral damage (not Boostable) if they have the same/smaller base and are also **Knocked Down**.

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2D6 + MAT -2 >= DEF = HIT and **2D6 + STR - ARM = Damage**

ARM/HEADLOCK

Require functioning open fist.
2D6 + MAT >= DEF = ARM/HEADLOCK
Target arm/head is locked and may not be used until freed. Attacker and victim may make melee attacks with other arm/head
On subsequent rounds the locked model attempts to break free. Both model rolls D6 + STR. If defender > attacker it breaks free.

HEAD-BUTT

2D6 + MAT -2 or -4 >= DEF = HEAD-BUTT
(-2 for equal or smaller base or -4 for larger base target)
Damage Roll = **2D6 + STR** (Boostable)
(Horns or spikes add POW to damage) Target is **Knocked Down**.

PUSH

Both models roll D6 + STR if defender > attacker it resists otherwise it is pushed away 1" Attacker may **Advance** to remain in melee range. Attacker is subject to free strikes if **Advancing**.

THROW

2D6 + MAT -2 >= DEF = THROW
Require functioning open fist. Both models roll D6 + STR. If Defender > Attacker it breaks away, otherwise it is **Knocked Down** and thrown half the attacker's STR in Forward Arc. Warjack throwing small base adds 1". Roll deviation D3(1D6 divided by 2 rounded up)
Damage Roll = **2D6 + STR** (Boostable)
(Add 1D6 if collide with terrain or same/larger base.)
Models collided with suffer 2D6 + STR collateral damage(not Boostable) if they have the same/smaller base and are also **Knocked Down**.



COMMAND CHECKS

2d6 <= CMD = PASS COMMAND CHECK

Model Must Make Command (CMD) Checks When:
Massive Casualties
When a unit loses 50% or more of its current members in any player's turn. Must pass CMD check or **Flee**.

Fleeing Models

- Immediately turns to face directly away from threat
- Activated during controlling player's Maintenance Phase
- Automatically Runs toward army's deployment edge on next activation.
- Cannot perform any actions or use any of its special rules

Fearless Models

- Never flees
- Subject to a CMD check that has a penalty other than fleeing

KNOCKED DOWN

Stationary target. Can stand up during its next activation. Must give up movement or its combat action. May face any direction when it stands. No aiming bonus. Cannot run or charge. Cannot channel spells. Does not block LOS.

	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
1	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
3	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
5	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
6	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
7	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
8	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13
9	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12
10	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11
11	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
12	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
13	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8
14	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7