

# Ultimate Warzone Battle Sheet

## Weapon Ranges

0-6" Point Blank (PB)  
 6"-12" Short (SR)  
 12"-24" Medium (MR)  
 24"-36" Long Range (LR)  
 36"+ Extreme Range (ER)

Critical  
1

Fumble  
20

## Moving

- Moving between enemy models:
  - Can move if gap is at least 4"
- Limiting Terrain:
  - Smaller than SZ value can be moved over for 1 action. Large must be climbed.
- Rough Terrain:
  - MV is halved, minimum 1 inch.
  - If Minimized Presence or crawling, cannot move through rough terrain.
- Prone and Minimized Presence
  - Takes one action to switch between standing, prone or minimize presence.
  - Mounted troops can not MP
  - If MP, must Crawl.
  - If knocked prone, cannot Crawl. Must switch to MP to Crawl

Modifier Chart	Minimizing Presence	Knocked Prone
Firing Arc	90°	N/A
Close Combat modifier (defender)	CC-2	CC reduced by ½
Adj to RC/CC when attacking a model in:	-2 RC, CC is normal	+4 to RC or CC

- Crawling
  - A model can only crawl if it is in MP. Its MV is halved.
  - You can Crawl under something that is ½ SZ but not smaller than ¼ SZ.
  - Mounted troops cannot Crawl unless otherwise noted.

## Command

Leader: 6"  
 Officer: 8"  
 Force Commander: 10"  
 Out of Command: Only allowed move actions, -4 on moral rolls.  
 Flyers command distance: 6" + 1 altitude.

## Necroorganic

- No Moral Checks
- Can't Aim, Jump, Dive, Minimize Presence, Spot or Wait

## Actions

### Move

**Climb:** 1 action= ½ MV in inches, cannot use another action until done.

If higher than SZ in inches, must make a LD check 17-20 and the unit falls (check only once per turn).

**Jump:** From ½ MV to 1MV in inches, make a LD check. 19- Fall Prone at end of MV, 20- Fall at beginning of attempt area.

**Jump Down:** LD check if greater than SZ, Failure means losses action.

- If pass, place model up to MV away.
- Necroorganics don't need to make LD checks to jump down.
- Check for damage same as falling,

**Falling:** Place model at base of terrain.

- If distance is greater than SZ then model is prone.
- Damage= Base 6 + 1 for each inch greater than SZ
- If SZ x2, DAM = x2, SZ x3, DAM x3, ....
- If target of falling model makes LD check – falling model SZ
- Then avoids damage.
- If model is on wait, it avoids damage automatically, but loses wait.

**Minimize Presence:** Front arc reduced to 90°, crawl to move.

### Attack Actions:

#### • Close Combat

#### • Ranged Combat

• **Break Away:** d20 + CC + ST, this roll is an opposed test, smaller SZ gets +1 for each size difference. Flyers automatically break away. If breaking away from multiple opponents, -1 of each additional model.

• **Aim:** +3 to RC until Aiming/Target moves or turn ends. Not cumulative and must fire on following action to get bonus.

#### • Channel

• **Concentrate:** +2 to PW. No cumulative and must unleash on following action to get bonus.

• **Spot:** LD check to spot. Any model in squad, or that the spotting model gives orders to. 2<sup>nd</sup> attempt at +2, 3<sup>rd</sup> +1, 4<sup>th</sup> +1, .... Cumulative.

• **Rally:** LD check, subsequent checks at -3. If leaderless, -3 check and only once per turn. Rally Others can only be used once per turn.

• **Give Orders:** May only Give Orders once per turn, and only to model that has a lower LD than model giving order.

#### • Wait

▪ If charged, model can: Countercharge, Brace, Fire, Withdraw or Dive for Cover.

▪ Countercharge: Move model 1 inch forward

• Both models make CC attacks with charge bonuses.

• If model is not target of charge, then it must pass LD check and must be within MV; if it fails, remove wait counter.

• If the combat causes a morale check on either side, it is at -4.

• If the charge is to the rear arc, there can be no countercharge.

▪ Firing from Wait: LD to come off wait, no bonus from aim.

▪ Brace for Charge: Both have combat with no bonus for charge.

▪ Withdrawal: Move away MV and end with back to charging model. If the charge still connects, any surviving models must make a LD check at -6 or Panic. This is in addition to any Panic tests caused by casualties.

▪ Dive for Cover:

• If target of template weapon, make LD check.

• If model passes, move up to MV-1"

• At end of move may leap Prone to travel 1 more inch.

### RC Modifiers

- 2 SZ less **-1**
- 2 SZ more **+1**
- Hard Cover **-3**
- Soft Cover **-2**
- Obscured **-1**

### Ranged Combat

- LOS is 360°, most figure's firing arc is 180°
- Target is +2 SZ then +1 RC, -2 SZ then -1 RC
- There must be a 1" gap between friendly figures to fire between them.
- Critical: +4 DAM on attack; Fumble: -4 CC on next attack.

### Indirect Fire

- If shot misses, difference is subtracted from DAM
- To fire over terrain, attacker and target must be greater than ½ terrain's height away.

### Cover

- Limiting terrain blocks LOS if taller than model.
- Hard Cover: -3, Soft Cover: -2, Obscured: -1

### Close Combat

- Defender's SZ=Attacker's SZ: 4 attackers maximum
- Defender's SZ>Attacker's SZ: +1 attacker per point of difference
- Defender's SZ<Attacker's SZ: -1 attacker per point of difference
- Multiple Attackers gain +1CC (max +3) for each engaged friendly model.
- Charge: +1 CC, +1 DAM on first attack
- A model with Infiltrate, Stealth, or Stalk has +2 CC and +2 DAM on Charge.
- Critical: +4 DAM on attack; Fumble: -4 CC on next attack.

### Firing in to Close Combat

- Grunts must make LD check, Elite do not.
- If shot misses by more than 4 then friendly gets hit.
- If target's SZ is +2 from friendly figures then no LD check required.
- If target's SZ is -2 from friendly figures then cannot shot them.

### Morale

#### When to Check

- When Squad loses ½ original Size
- When Squad loses additional member after ½
- When effected by Special Abilities

#### Panic

- Squad must make LD check to move toward what panicked them.
- -3 RC, CC and LD
- May not Charge, Aim, Wait, MP or use supernatural abilities.

#### Broken

- Must use one action moving away from what Broke them; Actions other than Move require a LD check.
- -6 RC, CC and LD
- May not Charge, Aim, Wait, MP or use supernatural abilities.

#### Rally

- Leader must activate first and make LD check; if passes, all of squad in Command Radius move up one status.; failure, lose action.
- Subsequent attempts are at -3 on second, -6 on third. In addition to any other LD penalty.
- If Leader is within Command Distance of a model with higher LD, can use higher LD.

#### Attacking Friendly model

- -8 to LD check. If fails then lose all remaining actions for turn.

### AI Morale (AMOK)

AI do not roll for panic or fear  
Roll under LD - AI, if fail roll on table:

1-6	Buffer Overflow (lose 1 action on next activation)
7-12	Re-Boot (lose 2 actions on next activation)
13-18	Recognition Fault (LD test to attack)
19-20	System Failure (lose 2 actions, LD check for any remaining actions)

### Vehicle Limits

Type	Turn	Terrain Limit
Bike	180°	MV ½" in rough, no Limiting
Fly	90°	Ignore Terrain
Skimmer	360°	No MV penalty, no Impassible, +1 to water/action
Tracked	360°	None
Walker	180°	Move over obstacle ½ size
Wheeled	90°	-1 MV on Limiting or Rough

### Vehicle System Failure Chart

Armor Roll Failed By	Damage	Effect
1	Cosmetic	Nothing.
2-4	Steering	Before turn, roll d20; if >10 continues strait. 2 <sup>nd</sup> wound >5. 3 <sup>rd</sup> makes steering impossible
5-7	Weapons	All shots a -3 RC. Subsequent damage, additional -3 per hit. If RC is =<0, weapon cannot fire.
8-10	Engine	Reduce MV by 2. Subsequent hits further reduce by -2 MV until vehicle cannot move.
11-13	Transmission	Before move, roll d20; if >10 Vehicle fails to move. Vehicle can not reverse. 2 <sup>nd</sup> wound >5, 3 <sup>rd</sup> Vehicle is immobile.
14-16	Cascading	Before activation, roll d20, if >10 all crew must spend 1 action. Subsequent hits cause additional rolls.
17-19	Structural	Vehicle's AR reduced by 5 for each hit in this location.
20	Chain Reaction	Vehicle suffers an additional Wound and must re-roll on this chart

### Wrecked Vehicles

Roll	Result
1-15	Wrecked: The model is not nothing more than terrain.
16-20	Destroyed: Any model within 1" must make Armor Roll against a DAM 9 attack. Any model in cover may attempt to avoid with a LD test with +2 for Soft and +4 for Hard. Models on Wait may Dive for Cover. Remove vehicle model from the game.