Warzone Quick Reference Card

Actions

Move - Move MV in inches. If in base-to-base considered a Charge.
Minimize Presence - See chart. Drop prone for cover.
Climb - Safely climb SZ / turn. May climb MV/2 per turn. If climbing > SZ, roll d20. 17-20 = fall.
Jump - Safely jump MV/2. If > MV/2 roll d20. 19 = fall at end, 20 = fall at beginning.
Attack - Hurt them in either close or ranged combat.
Break Away - Leave close combat. Roll d20 + CC + ST opposed. +1 for each SZ less than opponent.
Aim - +3 to RC. Good until either shooter or target moves.
Channel - Use powers. Must have PW > 0.
Concentrate - +2 to PW.
Spot - Attempt to see Concealed unit. Make LD check.
Rally - LD test to go from broke to panic or panic to well. -3 if no leader, -3 for each failed attempt.
Give Orders - Only an Indiv. Activate a unit. Indiv model LD > unit's LD. Ends Indiv's turn.
Wait - May react out of turn. If LD made, may counter charge, fire, withdraw, or dive for cover.

Army Building

Unlimited Grunt Sqd
1 Elite Sqd/Grunt Sqd
1 Indiv/Sqd
1 Support / 2 Grunt Sqd
1 Force Commander

Spot Bonuses

Second Check +2
Add'l Check +1
Target Min Pres -2
Spotter Min Pres -2

Weapon Ranges

PB	0-6"
SR	6.1-12"
MR	12.1-24"
LR	24.1-36"
Ex	36.1"+

Terrain Types

Normal	No effect
Limiting	Walls, cross using Move action
Rough	Jungle, forest. 1/2 MV, min 1"
Impassible	Can't move through

Lying Down

	MP	Prone
Fire Arc	90°	N/A
CC Mod	CC-2	CC*.5
RC/CC Mod	-2	+4

RC Mods

2 Sz less -1
2 Sz more +1
Hard Cover -3
Soft Cover -2
Obscured Cover -1

Vehicle Limits

Type	Turn	Terrain Limit
Bike	180°	Mv 1/2 in rough, no Limiting
Fly	90°	Ignore terrain
Skimmer	360°	No Mv penalty, no Impass, +1 to water/action
Tracked	360°	None
Walker	180°	Move over obstacle 1/2 size
Wheeled	90°	-1 Mv on Limiting or Rough

Num of Attackers

Def Sz = Att Sz, 4 attackers
Def Sz > Att Sz, +1 attacker per diff
Def Sz < Att Sz, -1 attacker per diff

1s and 20s in Combat

Crit (1)	+4 to Dam
Fumble (20)	Miss and -4 to next attack

CC Mods

Mutual Attack	+1 per max +3
Charge	+1CC +1 Dam
Carge from conceal	+2 CC +2 Dam

Command

Leader 6"
Officer 8"
Force Comm 10"
Outside Cmd Dist may only move
-4 to Morale

Necrorganic

No morale checks
Can't Aim, Jump, Dive, Min Pres, Spot, or Wait
If end outside of Cmd Dist or Master is killed, -1 AC
All non-AV ballistic weapons do -3 DAM

Failed Panic

LD check to move closer to enemy
-3 to RC, CC, LD while in LOS
Can't Charge, Aim, Wait, Min Pres or use Supernatural Power
Failed LD check makes Panic Broken

Broken

Must move away
-6 to RC, CC, and LD
Can't Charge, Aim, Wait, Min Pres or use Supernatural Power

When Morale Check

Unit Special Ability
When Squad loses 1/2
When Squad loses additional member after 1/2

AI Morale (AMOK)

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

1-6	Buffer Overflow
7-12	Re-boot
13-18	Recognition Fault
19-20	System Failure