Playing WARHAMMER the WARMACHINE way

After playing WARMACHINE I've come to realize how slow combat can be in WARHAMMER. With all of those charts and cross referencing it can be very boggy. Melee should be crazy and chaotic. So I've developed a way to continue playing WARHAMMER but without all those stupid charts.

Below are the steps to converting your army into a WARMACHINE army (changes are in red).

1. Add ½ as much more to your WS, BS, S

2. Add 7 to your T

3 Add 2 to your W\*

4. Add 10 to your I. this is your Defense (Def.)

5. Your boost is equal to you’re A

6. Subtract your Sv. From 7 then add it to your new T. This is your Armor (Arm.)

7. Your A and your Ld. and in some cases your W will remain the same

\*Only for HQ, Squad/Unit leaders, characters, multiple wound units

This is what your new profile should look like:

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Unit | WS | BS | Str. | Def. | Arm. | W | A | Ld. |
| Space Marine | 6 | 6 | 6 | 14 | 15 | 1 | 1 | 8 |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Style | NAME | WS | BS | S | T | W | I  Def. | A  A/Boost | Ld. | Save  Arm. |
| Original | Space Marines | 4 | 4 | 4 | 4 | 1 | 4 | 2 | 8 | 3+ |
|  |  | **+½** | **+½** | **+½** | **+7** | **+2\*** | **+10** |  |  | **7-3=4** |
| New | Space Marines | **6** | **6** | **6** | **11** | 1 | **14** | **2** | 8 | **4+11(T)=15** |

Melee:

-There is no retaliation in combat. Defending player does not get a chance to strike out of turn.

Favor goes to the attacker. In other words, the attacker has first strike and any kills he causes are removed from the game. Roll for leadership as per usual after combat if 50% casualties were taken.

-Models that are not in base to base contact with an enemy but their unit is in hand to hand combat may fire their weapon at viable targets (that have line of sight) instead of entering melee with another model. Basically they sacrifice their movement to fire their weapon.

-Charging models may add an additional d6 to their To Wound roll.

To Hit (melee):

1. 2d6 plus WS to hit (must beat or equal target’s Def.)

2. 2d6 plus Str. to wound (must beat target’s Arm. to wound)

3. Only invulnerable saves are taken if the model was wounded.

**Invulnerable saves are the only saves allowed. Normal saves have already been factored into the models Armor.**

-Weapons that double your strength instead receive a bonus d6 to Wound.

-Weapons that ignore saves receive a bonus d6 to Wound.

-Weapons that strike last or reduce initiative to 1 or less make the wielder a 'lumbering' target. Models striking at Lumbering targets may re-roll any missed To Hit rolls.

Boosting:

-If you have a squad leader he may boost any figures under his command within 6" of him. Boosting allows you to roll an additional d6 to your To Hit or To Wound roll that turn. The number of boosts he may give each turn is equal to the number of Attacks he has.

-Elite units may boost themselves without being in range of their squad leader.

-A boost may be used at any time during your attack.

-Vehicles can only be boosted by HQ.

-HQ can boost any unit or vehicle in the army up to their Leadership (Ld.) in inches.

To Hit (ranged weaponry):

1. 2d6 plus BS to hit with ranged weapon (must beat or equal target’s Def.)

2. 2d6 plus Str. of weapon to wound (must beat target’s Arm. to wound)

Dice:

Rolls are made one at a time per unit firing or attacking to avoid confusion.

A roll of two 6's when rolling to hit automatically hits.

A roll of two 6's when rolling to wound causes an instant death. No save is allowed.

A roll of two 1's always misses (regardless of the number of dice rolled).

Converting Weapons:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Weapon | Range | Str. | AP | Type |
| Boltgun | 24" | 4 | 5 | Rapid fire |

1. Add ½ the Str. to itself rounding up (half of four is two. 2+4 is 6)

2. Subtract the AP from 7 (7-5 is 2)

3. Add both results to get your Str. (6+2 is 8)

|  |  |  |  |
| --- | --- | --- | --- |
| Weapon | Range | Str. | Type |
| Boltgun | 24" | 8 | Rapid fire |

Vehicles:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| D6 | 1 | 2 | 3 | 4 | 5 | 6 |
| Armor  rating | Back  armor | Side  armor | Front  armor | Front  armor | Side  armor | Back  armor |
| 14 | h | h | h | h | h | h |
| 13 | h | h | h | h | h | h |
| 12 | h | h | h | h | h | h |
| 11 | h | **P** | **P** | **H** | **H** | h |
| 10 | **L** | **L** | **P** | **H** | **R** | **R** |
| Core |  | **M** | **M** | **M** | **M** |  |

h- Hull

P- Primary weapon

H- Hull weapon

L- Left weapon

R- Right weapon

M- Movement

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| D6 | 1 | 2 | 3 | 4 | 5 | 6 |
| Armor  rating | Back  armor | Side  armor | Front  armor | Front  armor | Side  armor | Back  armor |
| 14 |  |  |  |  |  |  |
| 13 |  |  | h | h |  |  |
| 12 |  |  | h | h |  |  |
| 11 |  | **P** | **P** | h | h |  |
| 10 | **L** | **L** | **P** | h | **R** | **R** |
| Core |  | **M** | **M** | **M** | **M** |  |

EXAMPLE:

Predator Annihilator

Front Armor- 13

Side Armor- 11

Back Armor- 10

BS- 6

Side Sponsons- Las Cannons

Primary Weapon- Twin Linked Las Cannon

Because there is no Hull mounted weapon the Hull Weapon slots have been changed to regular hull boxes. But there is a left and right weapon and a primary weapon system. Every vehicle has a core of movement boxes.

Hitting vehicles:

Vehicles have a Def. based on their type. Their Def. can be modified by their movement.

Vehicle Types (w/o initiative)

Fast- Def. 14

Skimmer- Def. 13

Other- Def. 12

Moved over 6" +1

Moved 12" or more +2

Special Moves

“Knock Back”

-The unit will charge a target and knock it back as an attack

1. Declare charge

2. Charge in straight line

3. Roll to hit

4. If hit then roll 2d6. Target is knocked back 2d6”and takes 1 wound

5. Any smaller or same sized units in the way of knock back roll a d6. On a roll of 6 they take one wound

6. Any larger units in the way of knock backed unit stop it and roll a d6. On a roll of 6 the larger unit is stunned and cannot move or shoot next turn but can fight melee as usual at 0 initiative

“Throw”

-The unit will pick up and throw a smaller target as a melee attack

1. Must be within reach of target

2. Roll to hit

3. If hit then target is picked up and thrown d6” in any direction

4. Place thrown target on table on a roll of 6 it takes a wound and bounces. Roll scatter dice and place thrown target on table.

5. Any