WarEngine RPG-SRDish

The Dice Mechanic only d6s are neded- the notation xky(+z) refers the number of dice rolled & the number of dice kept, e.g.: 5k4, roll 5d6 keep the highest 4. If a (+z) is shown then add the "z" amount to the kept die total. **Maximum kept dice are 5.**

There are 3 Attributes
These also function as raw Df in various situations as mentioned below.
Fortitude= FRT *Strength, Health, Stamina, etc.*
- FRT is also basic Physical damage resistance. When defending vs. a physical attack FRT is your Df.
- FRT kept die= Physical Soak & can be enhanced.
- Fort kept die also stacks with CC Av
Reflex= REF *Reaction speed, Agility, etc.*
- If you do not attack you may add REF to FRT Df.
- The kept die of this rating stacks with R Av.
- Movement in inches is equal the combined rating of Reflex, e.g.: 2k2= 4" of movement.
- REF may be used as Df vs. AET attacks. Success reduces the damage by ½.
Will= WIL *Mental discipline, Awareness, etc.*
- WIL is also basic Mental resistance. When defending against Mental attacks WIL is your Df.
- WIL kept die= Mental Soak & can be enhanced.
- WIL kept die stacks with Av for Mental attacks.

*Soak= This is a static amount that buffers damage to your character. After Df is rolled Soak is subtracted before applying the result to the Wound Track. Note there is Physical and Mental Soak values, both of which can be enhanced through Tweaks.

There are 3 Aptitudes
Physical(PHY), Knowledge(KNW), Subterfuge(SUB)
These are applied as a fixed stacking bonus to an Attribute roll for appropriate tasks. Example, reading an ancient tome would be WIL + KNW. Scaling a wall would be REF + PHY. Picking a lock would be REF + SUB. See the Tweak Skill Focus for additional options.

The Game Turn
1.) **Initiative:** Reflex test, winner goes first
2.) **Attack/Move/Charge:** Attack, Move or Charge
3.) **Reserve Attacks:** an unused attack may be reserved – this attack can react to Aerial Moves, etc.
4.) **Follow-up:** ongoing effects continue

Combat Terminology & Clarifications
Move only whole moves, i.e.: move 5¼" = 6"
Aerial Moves *(Discussed later in Powers)*
Charging +½ Mv if charging into CC, Av is *+1k1.*
Line of Sight(LOS) ability to see a target
Base to Base contact(B2B) characters are in CC
Cover
Light= bushes, trees, fences & so on, or heavy cover that obscures less than ½ a fig *Df+1k1*
Heavy= solid objects, stone wall, rubble, etc *Df+2k2*
Entrenching= heavy cover that is a prepared defensive position, like a trench *Df+2k2*
**Prone= Going prone you present a smaller target, stacks with Entrenching Cover *Df+1k1*
***Cover bonuses may violate the xk5 rule!

Combat Process
Attack Value(Av) vs. relevant Defense Value(Df). After applying Soak record overflow on the Wound Track. Remember that Soak can be modified by Tweaks, Cover, etc. Note the penalties for the various wound states. These are subtracted from the kept die total.

WOUND TRACK:

1-5	FW: no effect				
6-15	LW: -1				
16-20	MW: -2				
21-25	CW: -4				
26+	INC				

Healing
Natural- Erase all FW boxes after an encounter. Recover FRT kept die in LW boxes per day of rest.
Magical- The Healer must roll better than the minimum number in the range to heal the wound, i.e.: a 26 or better to heal INC, a 21 to heal a CW, etc. Overflow on a Healing test heals additional boxes.

Area Effect Weapons(AE)
Attackers select targets according to AE (2x, 3x, or 4x) & the AE Type (CC, EX, BU or LI). Attacker rolls Av & each defender rolls Df vs. the single Av roll.

Close Combat Area Effect(CC) target(s) in B2B contact (i.e. a 3x Attack can attack 3 times in B2B).
Explosive Area Effect(Ex) Ex AE have a 3" radius. Both CC & R weapons can take the Ex AE. For CC, the effect is centered on the attacker. Ex AE may not affect less than the maximum number of targets. .
Burst Fire Area Effect You must declare wide or narrow when purchasing this AE. *Wide Burst(Bu-W)* is only available to R weapons & affects a 3" radius. Bu-W AE may not affect less than the maximum number of targets, so friendlies will be affected too. All targets must be in LOS. *Narrow Burst(Bu-N)* Bu-N affects single targets. The target must roll Df vs. all attacks in the burst.
Linear Area Effect(Li) Li Attacks fire in a straight line, destroying all targets in the way until depleting their energy in multiple targets or reaching the limits of their R. Intervening terrain that would normally block LOS to additional targets halts the shot.

Suppression Effect Ex & Bu AEs cause suppression. Those in a suppressed area must perform a WIL test vs. the amount of damage. Those failing the WIL test must subtract the difference from all task attempts their next turn while in the area of the Suppression Effect. **Bonuses for Hard Armour, Toughness, etc. will stack with this WIL test.**

Aiming Attacks You may give up all actions to aim gaining a +1k1Av vs. your target next turn

Leaving Close Combat when you leave CC enemies in B2B gain an extra attack on you

Reserve Attack You may reserve any unused weapon. To use a reserved attack, you interrupt your enemy & attack. If your opponent is attacking you, your attacks are simultaneous

Advancement
Total the characters Build Total and multiply it by 10. When the character has defeated/overcome challenges equal to that amount it gains 6k5 additional Build Points. These points may be spent to enhance/advance the character's profile. They may also be used to permanently acquire found gear.

CHARACTER BUILDER
Determine Attributes, Aptitudes & Tweaks. Point costs marked with an (*) may be purchased multiple times and the benefits stack.

ATTRIBUTES(Att)
~FRT, REF, WIL

Value	Pts
1k1	0
2k1	4
2k2	8
3k2	12
3k3	16
4k3	20
4k4	24
5k4	28
5k5	32
6k5	36

APTITUDES(Apt)
~PHY, SUB, KNW

Value	Pts
+1	4
+2	8
+3	12
+4	16
+5	20
+6	24
+7	28
+8	32
+9	36
+10	40

Personal Tweaks - Overview
Personal Flaws
Coup Counter *(-4pts)* after CC victory may not move or attack until after the next Follow Up.
Glory Hound *(-2pts)* must attack target with best Df
Hard Luck *(-8pts)* Once per game, must re-roll at the request of opponent
Limited Maneuverability *(-4pts)* can only make 45 degree turns
Obvious *(-6pts)* Lt Cover = no bonus & Hvy Cover only = +1k1 Df
Ponderous *(-12pts)* only be activates every other turn
Rage *(-5pts)* must charge. *may not take R weapons*
Small *(-8pts)* Df 6s = 5
Stupid *(-2pts)* must pass a WIL test or lose actions
Summoned *(-10pts)* brought into play by Summoning

Trigger Happy *(-4pts)* R on reserve must fire at 1st target in range- pass WIL test, not to shoot a friendly
Unwieldy *(-4pts)* may not move through Hvy Cover or Entrenching Cover
Very Unwieldy *(-8pts)* may not move through Cover
Vindictive *(-2pts)* must continue to attack a target until it is destroyed, leaves LOS, or is out of R
Water Bound *(-1pt)* Cannot leave the water but moves free in this element.

Personal Edges
Amphibious *(+1pt)* no penalty for Mv in water
Ballsy *(+1pt)* when not in cover +1k0 REF Df
Brute Strength *(+10pts*)* +2k2 Av CC
Bushwhacker *(+6pts)* +2k0 on Reserve Attacks
Charmed *(+3pts)* once per game, you may re-roll
Combat Specialist *(+8pts)* +1k0 Av
Construct *(+5pts)* +1k0 FRT & WIL Df, +1 FRT Soak
Dodge *(+2pts*)* +1k0 Df CC
Eagle Eye *(+1pt)* Detect stealthy figures outside Mv radius with a WIL test.
Ethereal *(+9pts)* insubstantial & passes terrain without penalty, only hit by Attacks vs. Ethereal.
Fanatic *(+3pts)* +1 to each d6 in CC, must charge
Flame Retardant *(+2pts)* immune to Immolation
Frenzied *(+2pts)* +1k0 Av CC
Hard Case *(+2pts)* +1k0 WIL Df
Hard Armor *(+3,+4pts)* +2, or +3, to FRT Df kept die
Hover *(+2pts)* can hover 1" above board = Mv over water & climb steep hills with no penalty
Huge *(+16pts)* FRT Df 1s & 2s = 3s
Hyper Metabolism *(+1pt)* immune to Poisoned

Iron Will *(+4pts*)* +1 to WIL Soak
Jump *(+2pts)* can jump across the battlefield - ignores Cover while jumping that would not provide cover from a raised position (such as low walls) note: only reserve attacks may target flyers/jumpers
Large *(+8pts)* FRT Df 1s = 2s
Lightning Reflexes *(+6pts*)* +2 REF Df & Initiative
Flight *(+4pts)* can fly - ignores cover that would not protect from a raised position (such as low walls) - max height is 18" - R is measured by height off the gaming surface & distance to target. note: only reserve attacks may target flyers/jumpers
Lucky *(+14pts)* may reroll once per turn
Lurker *(+8pts)* +1k1 Df in cover
Protective Field *(+3pts)* +3 Df kept total
Pulsating Force Shield *(+6pts)* –1 from every die of enemy attack.
Reflective Armor *(+3pts*)* +1k0 vs. Energy
Regeneration *(+12pts)* + FRT kept die in LW per turn
Sharpshooter *(+4pts*)* +1k0 Av R
Skill Focus *(+2pts*)* for each 2 build points invested you gain an additional +1 to a particular Aptitude-based task, e.g.: Lock Picking, Carousing, etc.
Slippery *(+1pt)* exit CC without being attacked
Stealthy *(+8pts)* WIL test to detect Stealthy figs in Mv radius. If the stealthy character did not move or is in Hvy or Entrenching Cover, the test is -1k1. WIL tests must be made for every attack, even if the Stealthy character was previously detected.
Toughness *(+4pts*)* +1 to FRT
Weapon Master *(+4pts*)* +1k1 with any CC weapon

ATTACK BUILDER

ATTACK BUILDER Both Powers & Attacks use these options. Defense vs. Powers uses WIL unless the target is willing. Use your imagination when designing Attacks. They may be described simply as in **"Sword"** or **"Arcane Blast"**. But, descriptive and colorful names such as **"Pugilistic Onslaught"** or **"Infernal Vortex"** would be more appropriate at higher levels of power. The system is abstract, so for purposes of RPGing, creative "fluff" is very useful. Assume durations when necessary equal the kept die of the Attack/Power in turns.

The first step in building an Attack/Power is to determine its range, then Attack Value and finally, Area Effect (if any).

RANGE (R)		ATTACK VALUE (Av)		AREA EFFECT (AET)	
R	**Pts**	**AV**	**Pts**	**AE**	**Pts**
6"	6	1k1	4	2x	1.5
12"	10	2k1	6	3x	2
18"	14	3k2	10	4x	3
24"	18	3k3	12		
30"	22	4k3	14		
36"	26	4k4	16		
42"	30	5k4	18		
48"	34	5k5	20		
LOS	42	6k5	22		

AE is calculated differently than other characteristics since it is a multiplier. Select the number of targets the attack may affect. An AE of 2x means two figures, etc. Multiply the total spent on R & Av by the amount shown. The result is the new total cost for the attack, except for tweaks you may add later. Notice that the Area Effect multiplier is applied before you add tweaks.

AREA EFFECT TYPES (AET)

AET	Name	Notes
CC	Close Combat	CC only, allows the fig to attack multiple targets in CC with a single blow
Ex	Explosive	Any weapon, explodes on the target affecting additional targets closest to the primary target
Bu	Burst Fire	R only, sprays a large number of projectiles, potentially hitting a cluster of targets
Li	Linear	R only, hits a series of targets in a line from the shooter regardless of distance between them

Attack Tweaks - Overview

Attack Flaws

Heavy Recoil *(-1pt)* When fired, move the figure firing it 1" away from target – does not count for purposes of the Move or Fire flaw.
Move or Fire *(-6pts)* attack is unwieldy - may not be fired if you moved on the previous turn
One Shot *(-12pts)* may only be used once per game
Slow Attack *(-2pts)* may never be placed on reserve
Slow Reload *(-6pts)* may only fire every other turn
Time Delay *(-2pts)* attack resolved during Follow Up
Under Powered Weapon *(-2pts)* all 6s = 5

Attack Edges

Accurate Attack *(+2pts)* +1k0 Av
Anti-Air *(+5pts) R* attack aerial targets without reserve, +1k1 Av vs. flying or jumping
Armor-Piercing *(+12pts) R* +1k 1+4 kept total Av vs. targets with a Df Armor Bonus only - allows violation of the xk5 dice rule.
Ballistic Attack *(+0pts)* Attack is a Ballistic Projectile
Charging Weapon *(+6pts) CC* if charging 1s & 2s= 3
Defense Only *(+2pts) CC* this trait forces an attack to be used only for defense - bonus stacks with Df Max Stats 2k2 *(e.g.: a Shield)*
Energy Attack *(+0pts)* Attack is a burst of Energy

Entangling *(+4pts) CC* Entangles the target, preventing it from escaping and hampering its movements. The target may not leave CC, even if it has Slippery. It also rolls Df against further CC at -1k1. These effects last until the target is destroyed, the user makes another attack with the Entangling weapon, the user is no longer in CC with the target, or the user chooses to let the target go.
Entangling Ranged *(+5pts) R* Entangles the target, preventing it from acting on its turn and hampering its movements. It also rolls Df against further CC with a -1k1 penalty. These effects last until the end of the targets next action.
Extra Bite *(+2pts)* Av 1s become 2s
Expanded Area (Ex) *(+4pts)* 5" Ex AET
Highly Accurate *(+4pts)* +2k0 Av
Ignores Basic Cover *(+8pts)* ignores Lt Cover - targets may take the prone bonus
Ignores Advanced Cover *(+12pts)* ignores Lt & Heavy Cover - targets may go Prone - Entrenching Cover provides a +1k1
Immolation *(+12pts)* some other persistent damaging noxious effect like acid, toxic gas, disease, or the like eats away at the target. During the Follow Up step, any target attacked must defend again. The Av used is the weapon's basic Av -1k1. The Df used is the target's basic Df *with no adjustments*.
Indirect Attack *(+4pts) R* Attacks with this weapon are created by firing in an indirect manner. It may fire over interceding terrain removing the cover bonus of a viewed target. *(Such as behind a stone wall)* This weapon may fire at unseen targets by targeting an area on the board *(Example a hut with possible figures hiding inside)*. Weapons of this type may not make a direct fire attack. When making an indirect fire attack the figure needs to roll a WIL-2 check for the accuracy of the shot. *(A static roll of 10)* If passed the shot is on target, if failed the shot must roll for deviation. The weapon using this trait must have area-effect. Deviation is achieved by rolling d6, each face representing 60 degrees.
Long *(+6pts) CC* may CC within 2"
Mental Attack *(+12pts)* must defend with WIL
Missile Weapon *(+0pts) R* Attack is a missile
Multi-profile *(+5pts)* The attack has more than one profile - in a particular turn, the attack may only use one of the profiles. The weapon's cost is that of the highest profile plus the points for Multi-profile. Each profile may include weapon tweaks. This tweak can be used to represent a weapon that has different kinds of attacks available, like a huge club, which can either sweep attack several enemies or smash a single one with a more powerful blow. Alternatively, it can represent two or more weapons that are exclusive of one another in a particular turn.
Overpowered Weapon *(+4pts)* a superior design - all 1s = 3s for Av. Cannot be combined with Extra Bite.
Parry Weapon *(+2pts) CC* +1k0 FRT Df
Piercing Attack *(+6pts)* +4 Av
Pulse Attack *(+12pts) R* re-roll a 2nd attack, +1k1+2
Superior Parry Weapon *(+4pts) CC* +2k0 FRT Df
Very Long *(+9pts) CC* may CC within 3"
Vs. Weapon *(+2pts)* +1k1 vs. a particular type of opponent, such as Undead, Dwarves, Ethereal, etc.

List of Powers

Animate Dead *(+10pts)* Animate AE dead figures - undead must remain in range of the animator or control will be lost and the dead figure will attack nearest figure. Undead use basic 2k1 for all stats.

Astral Projection *(+5pts)* sends forth a shadowy remotely controlled otherself - Powers may come from the user or the projection - it is destroyed by WIL attack vs. user - also removed if outside of R - Powers or non-mental weapons do not effect it - may only have one projection active at a time.
Banish Spirit *(+18pts)* forces the spirit of the target (animate or otherwise) to exit its physical form - if successful the target is destroyed
Battering Waves *(+8pts)* a crushing wave of force smashes a 6"x2" area - reduces cover value 1 step
Bless Weapon *(+5pts) CC* weapon = Charging Weapon Edge
PsyShriek *(+10pts)* a mental shriek stabs the target's brain - loses next activation & any reserve
Control Figure *(+15 pts)* controls the target
Drain Power *(+10pts)* target loses a Power/Edge of user's choice
Earth Sense *(+8pts)* negates Stealthy bonus
Guide Attack *(+10pts)* next attack is +1k1 Av & R +12". *(this power violates the #k5 die rule.)*
Illuminate Enemy *(+8pts)* target is outlined by a glow - attacks vs. = +1k0 Av
Illusionary Swarm *(+8pts)* target believes it is being attacked by hordes of vermin - next activation, it must attack the closest figure (friendly or otherwise)
Invigorate *(+10pts)* + 1K0 REF, FRT or WIL temporary buff
Invisibility *(+15pts)* may not be targeted without Eagle Eye or equivalent
Wrack Construct *(+8pts)* Constructs lose all reserve & may not activate for the turn
Healer *(+8pts)* can only be done if injured is in B2B – (see Wound Track on opposite)
Null Field *(+5pts)* immune to Powers
Pounding Rage *(+5pts)* +1k0 in CC
Protection *(+8pts)* immune to Powers /+1k0 Df
Psychic Shield *(+10pts)* +4 WIL Df
Remove Earthen Barrier *(+10pts)* terrain or cover no greater than 6"x2" is destroyed
Restore *(+14pts)* stops any continuous effect - also functions as Healer (may be R)
See the Future *(+12pts)* glimpse the stream of possible futures (wins the next Initiative)
Shield of God *(+5pts)* protected by a blinding dazzle of light (Lt Cover)
Shove *(+10pts)* targets within 3" are flung R - taking a 2k2 hit - if they hit another target both take 2k2
Skulk in Shadows *(+5pts)* gains Stealthy Edge
Static Charge *(+10pts)* auto 2k2Av CC electrical zap when in B2B
Stone Skin *(+5pts)* +1k1 Df
Summoning *(+10pts)* able to Summon figures
Telepathy *(+8pts)* probe minds= +1k0 all actions
Teleport *(+15pts)* target is instantly transported to any location in R, may not be used to insta-kill
Terror *(+5pts)* -2k0 Av
Wall of Force *(+8pts)* a wall of force 12" long & 1" deep, deflects Attacks and Mv but not Powers
Wall of Fire *(+8pts)* a wall of flame 12" long & 1" deep, any moving through it take an Av 5k4 hit - *blocks LOS*
Wall of Spewing Filth *(+10pts)* a 6"x2" wall of filth, any moving through it must spend the next turn cleaning their eyes, nostrils & weapons - *blocks LOS*
War Chant *(+5pts)* 1s = 2s until the end of the turn
Wave *(+5pts)* a wave of force, any hit by the wave are moved 3"
Wrath *(+15pts)* enemies are knocked prone