

A WAR TRANSFORMED

QUICK REFERENCE SHEET

PLAYING A ROUND

PLAYING A ROUND TABLE	
Step 1	Both players calculate their available Command Tokens.
Step 2	Players roll off to Determine who has priority in the Command Phase.
Step 3	Both players issue any Orders, Manifest any creatures or perform any Rituals, with the player who goes first being determined by which player won priority. Players do everything they want to do before handing the Phase over to their opponent.
Step 4	Players fight any Close Combats on the table, taking their rolls simultaneously and resolve any necessary combat resolution.
Step 5	Any Compulsory Movements are resolved. (If both players have units which must move compulsorily, then the player who had priority activation in the Command Phase moves all of their units first).
Step 6	Players compete for priority activation in the Cannonade Phase.
Step 7	Players take turns to perform any Movement, Shooting or other Actions with any Cannonade and Unique units they want before handing the Phase over to their opponent. The player who goes first being determined by which player won priority.
Step 8	Players compete for priority activation in the Elite Phase.
Step 9	Players take turns to perform any Movement, Shooting or other Actions with any Elite and Unique units they want before handing the Phase over to their opponent. The player who goes first being determined by which player won priority.
Step 10	Players compete for priority activation in the Line Phase.
Step 11	Players take turns to perform any Movement, Shooting or other Actions with any Line and Unique units they want before handing the Phase over to their opponent. The player who goes first being determined by which player won priority.

Generating Command Tokens

Each Round a player generates a Command Token if more than 50% of their force (rounded down) has not been broken or destroyed

Players also generate an additional Command Token for the following reasons:

- Their Captain, provided they are neither broken nor destroyed.
- Each unit with the keyword (Regulars) which is neither broken nor destroyed.
- Each unit with the keyword (Assault) which is within 6" of an enemy unit.
- Each unit with the keyword (Assault) which is in close combat with an enemy unit (Stacks with the condition above).
- Each enemy unit pinned by a unit with the keyword (Support) in the previous Round.

Units with the keywords Artillery, Tracked or Wheeled Vehicle, Leader, Creature, or Rabble do not generate additional Activation Dice under any circumstances.

TYPES OF SKILL AND HOW TO USE THEM

Command Phase

- Ruses – Exchange Command Tokens for D3 dice on a one-to-one basis and roll to achieve the stated number of results of 1 required for that Ruse (Level 1 requires one result of 1, level 2 requires 2 etc.)
- Orders – Spend Command Tokens directly.
- Rituals – Exchange Command Tokens for D3 dice on a one-to-one basis and roll to achieve the stated number of results of 1 required for that ritual (Level 1 requires one result of 1, level 2 requires 2 etc.)
- Manifestations – Exchange manifestation tokens for d6 dice on a one-to-one basis and roll to meet or exceed the threshold required for that Manifestation

Activation Phases

- Abilities – Spend Command Tokens directly (includes a movement)

CLOSE COMBAT

Multi-Model Unit Close Combat Attack Generation

UNIT STRENGTH AND ATTACK DICE GENERATION	
Unit Strength	Number of Attack Dice
Full Strength (No Casualties)	Attack Dice equal to Zeal
More Than Half Strength	1 fewer Attack Dice than Zeal
Half Strength	2 fewer Attack Dice than Zeal
Less Than Half Strength	Attack dice equal to half the unit's Zeal (rounded down) or 3 fewer Attack Dice (whichever is the least)
Sole Survivor (1 Remaining Model)	1 Attack Die

Single Model Unit Attack Dice Generation

SINGLE-MODEL UNIT ATTACK DICE GENERATION	
Unit	Attack Dice
Lieutenants, Witches, and Captains	2 Attack Dice
Weapon Team	2 Attack Dice
Tiny Creature	2 Attack Dice
Man-Sized Creature	4 Attack Dice
Large Creature	6 Attack Dice

Vehicle Attack Dice Generation

VEHICLE ATTACK DICE GENERATION TABLE	
Vehicle Type	Number of Dice
Behemoth	3 Attack Dice
Tank	2 Attack Dice
Car	1 Attack Die

Close Combat To Hit Rolls

LOW MARTIAL SKILL	
Roll To Hit (d6)	Effect
1–2	Hit
3–6	Miss

MEDIUM MARTIAL SKILL	
Roll To Hit (d6)	Effect
1–3	Hit
4–6	Miss

HIGH MARTIAL SKILL	
Roll To Hit (d6)	Effect
1–4	Hit
5–6	Miss

Close Combat Weapon Keywords

- No CC weapons – Saving Throws made against Close Combat Attacks with this weapon are made at Advantage-1.
- Standard issue CC weapons – This unit has no special armament, making its Close Combat Attacks without any bonuses or penalties.
- Fearsome CC weapons – This unit can make Critical Hits in Close Combat, causing an unsavable wound on a “natural” roll of 1
- Cavalry CC weapons – In the first Close Combat Subphase after a unit armed with this weapon Charges, their opponent must reroll all successful Saving Throw rolls once.
- Brutal CC Weapons – For every roll of 1 made in Close Combat, this unit generates an additional Attack Die. Resolve this straight away as though it were part of your initial Attack.

Combat Conclusion Order

Determine the unit in the combat with the lowest Zeal characteristic*. If a player has several units with the same Zeal, they decide the order in which those units act for themselves.

If the unit has suffered more wounds than it has inflicted:

- Remove one from the Unit’s zeal characteristic if the unit has the Keyword infantry and the Close Combat involves an enemy unit with the Keyword cavalry (except as a Supporter).
- Remove one from the Unit’s zeal characteristic for each Wound suffered over the number inflicted on the opponent.
- Remove two from the Unit’s zeal characteristic for each friendly unit Broken or Destroyed in the Close Combat this Round.
- Add one to the Unit’s zeal characteristic for each friendly unit fighting in the Close Combat or acting as a Supporter.

The unit inflicted more Wounds than it suffered:

- Add one to the Unit’s zeal characteristic.
- Add one for each enemy unit Broken or Destroyed in the same Close Combat this Round.

*In cases where each player has a unit with the same Zeal score, the units belonging to the player who has the fewest models involved in the Close Combat acts first. If both players have the same number of models in the Close Combat, decide with a coin flip.

Once the resulting number (i.e. Zeal plus or minus any modifiers from the above) has been calculated, see the table below.

COMBAT CONCLUSION

The number is zero or less	The unit immediately becomes Broken, fleeing from the Close Combat in the Compulsory Moves Subphase.
The number is lower than the unit’s original zeal	Roll on the Lower Morale Table.
The number is higher than the unit’s original zeal	For each point of Morale above its Zeal characteristic (without modifiers), the unit rolls a d3, gaining a Manifestation Dice for each result of 1.*

*Some units have special rules relating to Combat Conclusion, which can be found in their specific unit profile, allowing them to forego their opportunity to generate Manifestation Dice and to enact a special result instead. Some units may also purchase Upgrades with similar effects.

LOWER MORALE TABLE

Result	Effect
1–3	Fight On: The unit remains in place as though nothing has happened.
4–7	Getting Tired: The unit takes a Combat Stress Marker (immediately resolving a Battle Shock Test if necessary).
8–11	Exhausted: The unit takes two Combat Stress Markers (immediately resolving any Battle Shock Tests as necessary).
12 or more	Shattered: The unit takes three Combat Stress Markers (immediately resolving any Battle Shock Tests as necessary).



TERRAIN TYPE	ACCESSIBLE / TRAVERSABLE TO	INACCESSIBLE / UNTRAVERSABLE TO	ADDITIONAL MOVEMENT RULES
Open Ground	All classes of unit	N/A	N/A
Broken Ground	Infantry Cavalry Tracked vehicle	Wheeled vehicle	Charging cavalry must test (see page 71)
Foxholes	All classes of unit	N/A	N/A
Trenches	All classes of unit	N/A	N/A
Wire/Thicket	Tracked Vehicle Infantry	Cavalry Wheeled vehicle	Infantry cannot charge Infantry traversing must test (see page 72) Wheeled and tracked vehicles must test (page 102)
Woods	Infantry Cavalry	Wheeled vehicle Tracked vehicle	Charging cavalry must test (see pg 72)
Mire	Infantry Cavalry Wheeled vehicle Tracked vehicle		Infantry and cavalry cannot charge Wheeled and tracked vehicles must test (see page 102)
Buildings	Infantry	Cavalry Wheeled vehicle Tracked vehicle	N/A
Impassable	N/A	All classes of unit	N/A

MOVEMENT

Maintaining Cohesion

A multi-model unit must maintain some semblance of a formation throughout a game of A War Transformed. All models within a unit must remain within 1" of at least one other model in the unit to maintain Cohesion, and no two models in a unit can have more than 6" between them.

Vehicle Movement

Order of Movement for Tracked Vehicles

- Pivot freely in any direction.
- Move directly forward up to the unit's Pace value in inches.

Order of Movement for Wheeled Vehicles

- Pivot freely in any direction.
- Move directly forward, parallel with the unit's position, at least 1" and up to 1" short of the unit's Pace value in inches.
- Pivot freely in any direction.
- Move directly forward, parallel with the unit's position, for as many inches as desired, so long as the total Movement does not exceed the unit's Pace value in inches.

Common Ranged Weapon Concepts/Keywords

- Arcing shot – These weapons do not require Line of Sight to fire, as they are either shot or lobbed in a parabolic arc and so may fire over intervening units should they wish.
- Bipod – A weapon with a bipod has two profiles when making Shooting Attacks, one for when the unit is in Cover, and another for when the unit is not.
- Devastating – Any unit hit by a devastating weapon must take a Devastating Test for each Wound suffered.
- Quickfire – A unit using a weapon with this Keyword may Move and Shoot in one Activation.
- Small Arms – A weapon with the Keyword small arms cannot cause Wounds to a unit with the Keyword armoured, only those armed with a weapon with the Keyword ordnance can. For that reason, no unit armed with small arms is ever compelled to fire on an armoured target.
- Small Calibre – This ranged weapon fires a comparatively small round. No less deadly against exposed flesh, it is nonetheless more likely to be deflected by body armour or a helmet. Saving Throws made against Shooting Attacks from this weapon are made at Advantage-1
- Swift – The unit does not have to make a Difficult Shot when Shooting with standard issue weapons after having moved.

SHOOTING

Common Ranged Weapon Profiles

NAME	KEYWORDS	WEAPON TYPE (NUMBER OF SHOTS) EFFECTIVE RANGE/MAXIMUM RANGE
Rifle	Small Arms, Quickfire	Standard Issue (1) 25"/30"
Revolver	Small Arms, Quickfire, Swift	Standard Issue (1) 10"/14"
Self-Loading Pistol	Small Arms, Small Calibre, Quickfire, Swift	Standard Issue (2) 10"/14"
Automatic Rifle (Bipod) Not in Cover	Small Arms, Quickfire	Rapid Fire (4) 15"
Automatic Rifle (Bipod) In Cover	Small Arms	Machine Gun (4) 25"
Light Machine Gun (Bipod) Not In Cover	Small Arms	Rapid Fire (6) 15"
Light Machine Gun (Bipod) In Cover	Small Arms, Devastating	Machine Gun (6) 25"
Hand Grenade	Small Arms, Arcing Shot, Devastating, Quickfire	High Explosive (Small Template) 8"

Scattering

SCATTERING TABLE	
Template size (")	Number of inches scattered
3" (Small)	d3"
4" (Medium)	d4"
6" (Large)	d6"

Common "Difficult Shot" Conditions

- The shooting unit has moved in this Phase.
- The target is beyond the weapon's effective range.
- Less than 50% of the target is visible.
- Only weapons which are "standard issue" take difficult shots.
- Shooting attacks which are difficult shots will only hit on a result of 1.

Common Ranged To Hit Tables

Standard Issue

STANDARD ISSUE (LOW MARTIAL SKILL)	
Roll To Hit (d6)	Effect
1-2	Hit
3-6	Miss

STANDARD ISSUE (MEDIUM MARTIAL SKILL)	
Roll To Hit (d6)	Effect
1-3	Hit
4-6	Miss

STANDARD ISSUE (HIGH MARTIAL SKILL)	
Roll To Hit (d6)	Effect
1 (Natural)	Critical Hit
1-4	Hit
5-6	Miss

Terrain and Cover

Units with the keyword infantry gain additional bonuses to their Saving Throws made against shooting attacks from terrain features which they occupy. Saving throws made against Shooting attacks which generate a template do not benefit from cover.

TERRAIN TYPE	MAKESHIFT COVER (ADVANTAGE 1 TO ST)	ENHANCED COVER (IMMUNE TO CRITICAL HITS)	REROLL FAILED SAVING THROWS
Obstacles	Y	N	N
Foxholes	Y	Y	N
Building	Y	Y	N
Trenches	Y	Y	Y

BATTLE SHOCK TESTS

To take a Battle Shock Test roll a d10, for each point that the result exceeds the unit's modified zeal, remove one model (or take one wound in the case of single model units)

Other Categories

RAPID FIRE	
Roll To Hit (d6)	Effect
1-2	Hit
3-6	Miss

MACHINE GUN	
Roll To Hit (d6)	Effect
1-2	Hit
3-4	Near Miss
5-6	Miss

HIGH EXPLOSIVE TABLE	
d10 result	Effect
1	Critical hit
2-5	Hit
6-9	Near miss
10	Dud (two are needed, if only one is generated, consider the result a Near Miss)

Ranged Attack Sequence

When shooting happens, it is resolved in the following order. Not every instance of shooting will require each test to occur.

- Test to hit
- Saving throws
- Pinning Test
- Devastating test
- Shaken status applied