

Kidmachine

Kidmachine is a system of rules that allow players to simplify the baseline rules of Warmachine and Hordes to various levels to encourage their children - or any children they spend a significant amount of time with - to begin playing miniatures games.

PLEASE NOTE: This is not an exhaustive ruleset. Adult time and effort will be required to create cards for each model and unit used, but conversion guidelines are offered for both stages.

Miniature games have a huge variety of benefits for the development of young minds, including fine motor skills, number sense, addition and subtraction fluency, sequencing practice, color recognition and recreation, and critical thinking.

This document is split into two sections. Both of them deal with a different developmental range of children based on their physical and mathematical capabilities. Do note that these are just guidelines, and every child is different with different ability and interest levels. The goal of the format is to invest children into miniature gaming, and that means they need to enjoy themselves. A challenge is good, but it must be suitable for the child.

Each level provides changes to the core rules, mentions which core rules are completely ignored, and provides both a template for cards and an example card.

For all of these levels, the following keywords are used in place of their general Warmachine counterparts.

Warmachine Name	New Vocabulary
Warcaster, Warlock, Infernal Master	Arcane Commander
Warbeast, Warjack, Monstrosity, Horror	War Machine
Focus, Fury, Essence	Arcane Resource(s)

Level 1

Recommended for children who:

- Can recognize numbers up to 10
- Have basic hand control (can successfully build block structures to several layers, struggle to make controlled lines with a pencil).
- Can follow instructions and guidance.

Baseline Changes:

All weapon icons, special abilities such as reposition, and others are removed with the following exceptions.

- Flight
- Pathfinder
- Continuous Fire
- Continuous Corrosion

It is recommended that the child be given the advantages.

Backs of cards do not exist.

Terrain Changes:

All terrain blocks Line of Sight. Rough terrain reduces movement by 2 inches (see movement below) if a model moves through any part of the rough terrain with any part of its base.

Remove hazardous terrain from the game. Remove cover and concealment from the game.

Model Type Changes:

Arcane Commander - removed from the game. These models are too complex at this level.

War Machines - Front of card rules only (see the template and example).

Solos - Front of card only, remove all weapon advantages and ability icons.

Units - Units are always three models. Models in a unit must stay within 3 inches of another model in the unit. Models in a unit have 1, 2, or 3 health depending on adult judgment. For example, Exemplar Cinerators would have 3 health. Wolves of Orboros would have 1. Front of card only.

Movement: Movement is changed from front of base to back of base movement. Use only measuring sticks when moving. If you want to maintain similar movements to baseline Warmachine, reduce large base speed by 2 and small and medium base speed by 1.

Charging and running are removed from the game. Free strikes are removed from the game.

Combat:

Determining if an attack hits is unchanged from baseline Warmachine rules.

Damage is determined by the damage of the weapon for each model, and is subtracted from the health pool of each model when attacking. There are no columns, and no systems (systems and columns are an easy addition if the child picks up this version of the rules quickly).

Boosting is removed from the game.

Buying attacks with Arcane Resources is allowed.

Front arcs are removed from the game.

Spray and AOE attacks have those properties removed from them.

Focus, Fury, Essence: All models have a set Arcane Resource value. This value replenishes at the beginning of each turn similarly to a Warcaster in baseline Warmachine rules.

Game Order: Alternate activations between War Machines and then after that move on to units. The adult should balance the War Machines and units to give the child a slightly favorable game. Examples include higher accuracy, higher Arcane Resource stat, faster speed, etc.

Win Conditions: The first player to have no models left loses. If a player scores 3 points, they win.

Scenario: Place a 12 inch circular zone centered on the play surface. Each player deploys their models at the 10 inch mark. The zone may be controlled by any model starting at the end of the second players second turn, and is contested per normal Warmachine rules.

Please note - model movement is slow enough that this format can be played on almost any surface. 24 inch square works just fine.

Example Card:

Zuriel

(NAME)

SPD	MAT	RAT	DEF	ARM
6	3	2	10	-

(WEAPON)

RNG	R	D
2	-	2

RNG ROF D

8	1	1
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25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

PC: FA:

Card Generator created by Soul Samurai. No copyright infringement intended.

Card Creator:

<http://soulsamurai.blogspot.com/p/warmachine-card-creator-v2.html>

Level Two:

Recommended for children who:

- Can do addition and subtraction quickly between two digit numbers
- Can control hand movements sufficient to write steadily and consistently.
- Are able to plan ahead and make decisions that will affect gameplay semi-independently.

Baseline Changes:

Remove all special abilities that are not referenced by icons from cards (Example: Tough can stay since it is an icon).

Special rules should be limited to 3 to 5 per model.

Remove all spells that do not deal damage from cards, and remove all effects from spells that are not damage.

Remove power attacks.

Remove charges.

Remove front arcs OR allow attacks from all arcs, but give +2 to hit if attacking in the back.

Remove or severely limit feats.

Concealment and Cover are both +2 to defense against ranged attacks.

Terrain Changes:

Terrain functions identically to Warmachine baseline rules with the exception that rough terrain is still -2 movement to traverse, however as above, concealment and cover function identically.

Remove hazards from the game.

Model Type Changes:

Arcane Commander - allowed, but only damaging spells and icon abilities. Differentiate FOCUS from FURY at this stage.

War Machine - Limited number of back of card rules. Animi should be as uncomplicated as possible, conditional effects that change stats should be avoided.

Solos - Limit the number of special rules a solo has to 2 or 3.

Units - Minimum units and smaller only. Avoid character units or units with different weapon, defensive, or health profiles.

Movement:

Introduce normal Warmachine movements, but expect this to take significant time to adopt cleanly.

Introduce free strikes.

Combat:

Aside from charging, combat functions identically to Warmachine base rules at this juncture. Introduce boosting attack and damage rolls. Children at this stage should be able to manage some number of resources.

Remove disabled, boxed, and destroyed effects. Models are just destroyed. Tough checks happen at the same step as destroyed.

Arcane Resources:

Function identically to the baseline game, however recommendation is that frenzying be introduced by the adult suffering from it rather than the child.

Game Order:

Identical to Warmachine. Recommendation is to play with very few models (2 - 3 War Machines, 1 unit, 1 - 2 solos, Arcane Commander) to avoid complication and unnecessarily long turns.

Win Conditions:

The Child never loses to Assassination and their War Machines become Autonomus if their commander is destroyed. Both players can lose on scenario, the adult can lose to assassination. Recommended Scenarios diagrammed below, Scenarios function identically to Steamroller, with the exception that all zones can be scored by all types of models.

Scenario addition:

6" Circle Zone - replaces flags.

Games at this scale are played on a 36 by 36 inch surface.

