

Foodmachine 2016 Cheat Menu

Pre-game Appetizers

All appetizer pre-game bonuses are purchased at the beginning of the tournament. **Each bonus may only be purchased once except where indicated.** A model or unit may have more than one type of appetizer applied to them.

You may donate 5 tickets to apply one of the following. You still must pay the points cost for any unit or model selected below. *These choices stay in effect for the whole tournament, but may only be purchased once!*

- 1. PRIME CUTS:** Raise a single base stat on Target Warbeast or Warjack by 1: FOC, FUR, SPD, STR, MAT, RAT, DEF, ARM or CMD. Can be purchased multiple times, but each stat may only be raised by +1 per model.
- 2. LEAN:** The melee weapon range for all melee weapons on Target Model increases to 2.
- 3. SERVER:** Take one out-of-faction non-character solo for your army. This solo counts as a Friendly Faction model.

You may donate 10 tickets to purchase the following effects. You still must pay the points cost for any unit or model selected below. *These choices stay in effect for the whole tournament, but may only be purchased once!*

- 1. SLIPPERY:** Target model/unit gains Advance Move - may not apply to a unit with Advance Deploy.
- 2. CHEWY:** Target model/unit gains Tough.
- 3. FOODIES:** Take one out-of-faction non-character unit for your army. This unit counts as a Friendly Faction unit.
- 4. COOK:** Take one out-of-faction non-character Warjack or Warbeast (non-Colossal or Gargantuan) for your army. This Warjack or Warbeast counts as a Friendly Faction model.
- 5. VALUE-SIZE:** Increase by 1 the FA for one non-character Friendly Faction model/unit. You may include the additional model/unit in one army list if you pay the points cost for the model/unit. If that army list uses a Theme Force, it must still satisfy the requirements for the Theme Force.

You may donate **15** tickets to apply one of the following. You still must pay the points cost for any unit or model selected below. *These choices stay in effect for the whole tournament, but may only be purchased once!*

- 1. MAÎTRE' D:** Take one out-of-faction solo (including characters) for your army. This solo counts as a Friendly Faction model.
- 3. YELPERS:** Take one out-of-faction unit (including character units) for your army. This unit counts as a Friendly Faction unit.
- 4. CHEF:** Take one out-of-faction Warjack or Warbeast (including characters but not Colossals or Gargantuans) for your army. This Warjack or Warbeast counts as a Friendly Faction model.
- 5. TOOLS OF THE TRADE:** Take one out-of-faction Battle Engine for your army. This model counts as a Friendly Faction model.

You may donate **20** tickets to apply one of the following. You still must pay the points cost for any unit or model selected below. *These choices stay in effect for the whole tournament, but may only be purchased once!*

- 1. TOP CHEF:** Take one out-of-faction Warjack or Warbeast for your Warcaster or Warlock (respectively). This Warjack or Warbeast counts as a Friendly Faction model. Characters and Colossals/Gargantuans are eligible for this rule!

You may donate **30** tickets to apply the following. *This choice stays in effect for the whole tournament, but may only be purchased once!*

- 1. HAVE YOUR CAKE (AND EAT IT TOO):** Take an out-of-faction Warcaster or Warlock for your army. A Hordes force can select a Warlock and a Warmachine force can select a Warcaster. This model counts as a Friendly Faction Warcaster or Warlock respectively.

Main Course

Some of these effects occur in game, others before the game begins. Some are limited to once per turn/round/game. Read each rule carefully!

- 1. FIRST AT THE TABLE:** Add +1 to your initiative die roll per ticket spent. Secretly decide a number of tickets to donate and after your opponent decides how many tickets to donate, reveal the total bonus amount and then roll for initiative.
- 2. JAM JAR:** Spend one ticket to re-roll a single die (yours or an opponent's). Each subsequent time you pay for a re-roll during the current turn, the cost to break this rule doubles. This resets back to 1 ticket at the start of the next *turn*. You cannot re-roll the initiative roll.
- 3. SUGAR RUSH:** Increase your casters control area for the remainder of the current turn where *1" = 2 tickets, 2" = 4 tickets, 3" = 8 tickets*.
- 4. HUNGRY:** At the start of your game, give target non Warjack/Warbeast HUNGRY. HUNGRY adds +1 MAT, RAT, DEF, and ARM to the stat line for the duration of the game. HUNGRY can only be used once per game. *5 tickets*
- 5. FRIENDS IN NEED:** Target Friendly Mercenary or Minion model/unit counts as a Friendly Faction model/unit for the duration of the game. *5 tickets*

During your game, you may donate **3** tickets to gain:

- 1. SATED:** Trigger 'Shake' Effects on target model.
- 2. FREE LUNCH:** Give target Warcaster/Warlock an extra focus/fury point during the control phase. This may be in excess of their focus/fury stat, but does not change the stat itself. Your Warcaster/Warlock receives this focus even if other effects do not normally allow him focus/fury points. Each purchase past the first doubles in cost, resetting during your next control phase.
- 3. DINNERTIME!:** Target Warjack/Warbeast may immediately make one basic melee attack.
- 4. SPILT MILK:** During your turn, place a 3" cloud effect in your Warcaster's/Warlock's control area. Eyeless Sight does not ignore this cloud effect. The cloud remains in play until the beginning of your next turn.

You may donate 5 tickets to gain:

1. **CRUSTY:** Target model counts as being in cover.
2. **HORN OF PLENTY:** Target model/unit gains Immunity to all continuous effects for one round.
3. **PASS THE BUTTER:** Cast a spell that is on the opposing Warcaster's or Warlock's spell list. You must still pay the focus or fury cost for the spell. You may upkeep spells that are upkeeps, but once you do not upkeep the spell, you must donate to be able to cast it again. May be used once per turn.
4. **EMACIATED:** During your turn, Target friendly model may immediately advance up to 2". This movement does not ignore free strikes. A model may only be affected by this rule once per turn.

You may donate 10 tickets to gain:

1. **JUST DESSERTS:** During your turn, target a Friendly model. Any attacks made against that model automatically miss. This effect lasts for one round. *May only be used once per game.*
2. **MEAT and POTATOES:** Target Friendly model gains an extra die for attack and damage rolls, then discards the lowest die result for each attack or damage roll. Each subsequent time you purchase this rule, the donation cost doubles. This donation resets back to 5 tickets at the start of your next turn.