

RULES BASICS

GENERAL KNOWLEDGE FOR COMBAT IN WARMACHINE

GAME OVERVIEW

In WARMACHINE, the very earth shakes during fierce confrontations as six-ton constructs of tempered iron and steel slam into each other with cataclysmic force, lead-spewing cannons chew through armor plating as easily as flesh, and bold heroes set the battlefield ablaze with a tempest of arcane might to forge the fates of their unyielding nations in the fires of destruction.

WARMACHINE is a fast-paced and aggressive 30 mm tabletop miniatures battle game for two or more players set in the steam-powered fantasy world of the Iron Kingdoms. Players take on the role of elite soldier-sorcerers known as warcasters. Though warcasters are formidable combatants on their own, their true strength lies in their magical ability to control and coordinate mighty warjacks—massive combat automatons that are the pinnacle of military might in the Iron Kingdoms. Players collect, assemble, and paint fantastically detailed models representing the varied men, machines, and creatures in their army. This book provides rules for using those models in swift and brutal conflict. This is steam-powered miniatures combat, and your tabletop will never be the same!

In addition, WARMACHINE is also fully compatible with the monstrous miniatures combat of HORDES, which is set in the wilds of the Iron Kingdoms and features powerful beings who harness the strength and fury of the savage warbeasts that stalk the dark places of the realm. This allows players to pit their forces against each other in a battle of machines versus beasts.

A WARMACHINE army is built around a warcaster and his battlegroup of warjacks. Squads of soldiers and support teams can further bolster a battlegroup's combat capability. Sometimes huge armies with multiple battlegroups and legions of soldiers take the field to crush their enemies with the combined might of muscle and iron.

Warjacks, called 'jacks for short, are specialized fighting machines. They are hulking iron giants powered by a fusion of steam technology and arcane science and are controlled with deadly precision by a warcaster. Warjacks can be outfitted with a plethora of wicked melee or ranged weaponry and equipment. Specialized 'jacks known as channelers are equipped with a device called an arc node that lets the warcaster project spells through the warjack itself.

A warcaster is in constant telepathic contact with the 'jacks in his battlegroup. During the course of a confrontation, warcasters continually draw on a magical energy called focus. A warcaster's focus points can be used to boost his

own combat abilities, boost those of his warjacks in his control area, or cast powerful spells.

The warcaster is the tie binding the battlegroup together but is also its weakest link. If the warcaster falls, his 'jacks become little more than iron shells.

The outcome of a battle depends on your ability to think quickly, use sound tactics, and decisively employ your forces. A crucial component of your strategy will be the management of your warcaster's focus points and how you use them to boost your warjacks' abilities. Focus points can be used to enhance a 'jack's already impressive combat power significantly. Properly allocated, they can make an entire battlegroup a nigh-unstoppable instrument of destruction.

**Victory favors the bold! So bring it on,
if you've got the metal.**

SUMMARY OF PLAY

Before a battle begins, players agree on an encounter level and a scenario to be played, and then they create their armies based on those guidelines. Next, determine the turn order. It will not change throughout the game. Players then deploy their forces and prepare for battle to begin.

Battles are conducted in a series of game rounds. During a game round, each player receives one turn to command his army. During his turn, a player activates all the models in his army, one after the other. When activated, a model can move and then make one of a variety of actions such

WHAT YOU NEED FOR WARMACHINE

In addition to this book and your army of WARMACHINE models, you will also need a few basic items to play:

- **A table or playing surface where you can conduct your battles (typically 4' x 4').**
- **A tape measure or ruler marked in inches and fractions thereof to measure movement and attack distances.**
- **A few six-sided dice. Six will be plenty.**
- **A handful of tokens to indicate focus points, spell effects, etc.**
- **The appropriate stat cards included with each model. We suggest you put them in card sleeves and use a dry erase marker to mark damage.**
- **The markers and templates on p. XXX of this book. You may photocopy them for personal use.**

RULES BASICS

as attacking, repairing a 'jack, or casting spells. Once both players have taken their turns, the current game round ends and a new one begins starting again with the first player. Game rounds continue until one player wins by destroying the opposing warcaster or warcasters, meeting scenario objectives, or accepting the surrender of his opponent or opponents.

DICE AND ROUNDING

WARMACHINE uses six-sided dice, abbreviated d6, to determine the success of attacks and other actions. Most events, such as attacks, require rolling two dice (abbreviated 2d6). Other events typically require rolling from one to four dice. Die rolls often have modifiers, which are expressed as + or - some quantity after the die roll notation. For example, melee attack rolls are described as "2d6 + MAT." This means "roll two six-sided dice and add the attacking model's MAT stat to the result."

Some events call for rolling a d3. To do so, roll a d6, divide the result by 2, and round up.

Some instances call for a model's stat or a die roll to be divided in half. For distance measurements, use the actual result after dividing the number in question. For everything else, always round a fractional result to the next highest whole number.

DICE SHORTHAND

A six-sided die is referred to as a d6. When you need two or more of these, a numeral before the small *d* indicates the number of dice to roll. Two six-sided dice are abbreviated as 2d6, three dice as 3d6, and so on.

The term d3 is a shortcut for "roll a d6, divide by 2, and round up." Quite a mouthful! Here's how to read the results of a d3 roll quickly:

1 or 2 = 1

3 or 4 = 2

5 or 6 = 3

ADDITIONAL DICE AND BOOSTED ROLLS

Sometimes a special ability or circumstance will allow a model to roll an **additional die**. An additional die is a die added to the number of dice a model would ordinarily roll. For example, when a model makes a ranged attack roll, it generally rolls 2d6 and adds its RAT stat. If the model gains an additional die on this attack, it would roll 3d6 and add its RAT stat.

A die roll can include multiple additional dice as long as each additional die comes from a different rule or ability.

Some effects grant models boosted attack or damage rolls. Add one extra die to a boosted roll. Boosting must be declared before rolling any dice for the roll. Each attack or damage roll can be boosted only once, but a model can boost multiple rolls during its activation. When an attack affects several models, the attack and damage rolls against each individual model must be boosted separately.


EXAMPLE: *A model that hits a target with a charge attack gains a boosted damage roll, meaning it adds an extra die to its damage roll. Because this roll is boosted, the model cannot spend focus to boost the damage roll again for a total of two extra dice on the roll.*

GENERAL GUIDELINES

This section covers how WARMACHINE handles game terms, the relationship between standard and special rules, sportsmanship between players, and the procedures for resolving rules disputes.

GAME TERMS

When these rules define a game term, it appears in bold.

For the sake of brevity, the phrase "model with the ability" is sometimes replaced with the ability's name. For example, a model with the 'Jack Marshal  advantage is a 'jack marshal, and a model with the Spellcaster ability is a spellcaster. Similarly, the phrases "attack with the weapon" and "attack granted by the ____ability" can be replaced by the expression "____attack." For instance, Caine's feat, Maelstrom, allows him to make several attacks with his Spellstorm Pistols. These attacks are referred to as "Spellstorm Pistol attacks" in the Maelstrom text. In the same way, the extra attacks granted by the Strafe ability of a Cygnar Sentinel's Chain Gun are referred to as "Strafe attacks" and the attacks a trampling warjack makes against models it moved over are called "trample attacks."

All models in your army are **friendly models**. Models controlled by your opponent are **enemy models**. If your opponent takes control of one of your models or units during play, it becomes an enemy model or unit for as long as it is under your opponent's control. If you take control of one of your opponent's models or units it is friendly for as long as it is under your control.

The abilities of models are written as if speaking to the current controller of the model. When a model's rule references "you" or "yours," it refers to the player currently controlling the model.

In a model's rules, "this model" always refers to the model carrying the rule.

The various nations and forces within the Iron Kingdoms are represented by the different factions; this rulebook includes information on some, but not all, of those factions. Armies are made up of a single faction and may include mercenaries that will work for that faction. When a rule references “Faction” it refers to the faction of the model carrying the rule. On a Mercenary model, for instance, “friendly Faction warjack” can be read as “friendly Mercenary warjack; the same text on a Cygnar model would be read as “friendly Cygnar warjack.”

A model or unit may be referenced by either line of its name, in whole or in part. The Knights Exemplar unit, for example, has the name “Knights Exemplar” and is a “Protectorate Unit.” This unit could be referenced specifically by its unit name Knights Exemplar, as a Protectorate unit, as a unit, or as Exemplars.

Unless specified otherwise, when a model’s rules reference another model by name, the model referenced is assumed to be a friendly model. For example, Nightmare has an Affinity rule that grants it Stealth (♣) while it is in Deneghra’s control area. Nightmare gains Stealth only if its controlling player also controls Deneghra. An enemy Deneghra model does not grant Stealth to Nightmare.

RULE PRIORITY

WARMACHINE is a complex game providing a multitude of play options, but its rules are intuitive and easy to learn. The standard rules lay the foundation upon which the game is built and provide all the typical mechanics used in play. Additional special rules apply to specific models and modify the standard rules in certain circumstances. When they apply, special rules take precedence.

Unless otherwise specified, multiple instances of the same effect (that is, effects with the same name) on a model are not cumulative. If a model would be affected by a second instance of an effect, the second instance is not applied and does not change anything about the first instance, including its expiration. If the effect has a duration, this means it expires when the first applied effect expires. Multiple instances of the same effect are not cumulative even when the effect comes from different sources. For example, a spell that grants Dark Shroud would not be cumulative with the Dark Shroud ability of Bane Thralls.

Different effects are cumulative with each other, however, even if they happen to apply the same modifier to a model.

For example, being in a Burning Ash cloud reduces your attack rolls by 2. Choking Veil does the same thing but is a different effect, and so a model in both effects would have its attack rolls reduced by 4.

Situations can occur where two special rules conflict. Use the following guidelines, in order, to resolve special rules interactions.

- If one rule specifically states its interaction with another rule, follow it.
- Special rules stating that something “cannot” happen override rules stating that the same thing “can” or “must” occur. (Rules directing or describing actions or circumstances are treated as if they used “must.” Examples include “Gain an additional die,” “Knocked down models stand up,” and “This model gains cover.”)

EXAMPLE: *A model has a rule stating it cannot be knocked down, and it is affected by something that states it is knocked down. Since the rules make no specific mention of each other, follow the second guideline, and the model is not knocked down.*

RULES BASICS

SPORTSMANSHIP AND SHARING INFORMATION

Although WARMACHINE simulates violent battles between mammoth forces, you should still strive to be a good sportsman in all aspects of the game. Remember, this is a game meant to provide entertainment and friendly competition. Whether winning or losing, you should still be having lots of fun.

From time to time, your opponent may wish to see your records to verify a model's stats or see how much damage a particular warjack has taken. Always represent this information honestly and share your records and information without hesitation.

During the game, when a player makes a measurement for any reason he must share the information with his opponent.

RESOLVING RULES ISSUES

These rules have been carefully designed to provide as much guidance as possible in all aspects of play. That said, you still might encounter situations where the proper course of action is not immediately obvious. For instance, players might disagree on whether a model has line of sight to its intended target.

During a game, try to resolve the issue quickly in the interest of keeping the game flowing. There will be plenty of time

after the game to determine the best answer, which you can then incorporate into future games.

If a situation arises in which all players cannot agree on a solution, briefly discuss the matter and check this rulebook for an answer, but do not spend so much time doing so that you slow the game. In striving to resolve an issue, common sense and the precedents set by related rules should be your guides.

If you cannot solve the dispute quickly, roll for a resolution. Each player rolls a d6, and the person with the highest roll decides the outcome. Reroll any ties. In the interest of fairness, once a ruling has been made for a specific issue, it applies for all similar circumstances for the rest of the game. After the game ends, you can take the time to reference the rules and thoroughly discuss the issue to decide how best to handle that same situation in the future.

MEASURING DISTANCES

When making any measurement, you cannot measure past the maximum range of the attack, ability, spell, or effect for which you are measuring.

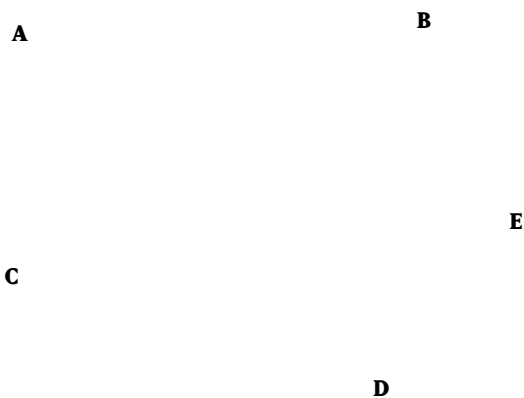
When measuring the distance from a model, measure from the edge of the model's base. Similarly, when measuring the distance to a model, measure up to, but not past, the edge of that model's base. Thus, a model is **within** a given distance when the nearest edge of its base is within that distance, or equivalently, when any part of its base is within the given distance. If two models are exactly a certain distance apart, they are within that distance of each other.

A model is **completely within** a given distance when its entire base is within that distance. Equivalently, a model is completely within a given distance when the farthest edge of its base is within that distance.

If models' bases overlap, they are within 0" of each other.

When determining the effects of a spell or ability that affects models within a specified distance of a model, the effect is a circular area extending out from the model's base and including the area under the model's base. Unless the spell or ability says otherwise, however, that model is not considered to be within the distance itself. For example, when an Ironclad uses its Tremor special attack, it affects all models within 2" of itself, but Tremor does not affect the Ironclad.

WITHIN VS. COMPLETELY WITHIN



Bile Thrall A does not have any portion of its base in the shaded area, so it is not within the shaded area. Bile Thralls B and C do have a portion of their bases in the shaded area, so they are within it. Bile Thralls D and E are completely within the shaded area because each of their bases is entirely within the shaded area.

MODELS-THE DOGS OF WAR

MODEL TYPES, STATS, AND DAMAGE CAPACITY

Each WARMACHINE combatant is represented on the tabletop by a highly detailed and dramatically posed miniature figurine referred to as a model. There are several basic **model types**: warcasters, warjacks, troopers, and solos. Warcasters, troopers, and solos are collectively referred to as **warriors**. Non-warjack models are **living models** unless otherwise noted.

INDEPENDENT MODELS

Independent models are those that activate individually. Warcasters, warjacks, and solos are independent models.

WARCASTER

A **warcaster** is a tremendously powerful sorcerer, warpriest, or battlemage with the ability to control a group of warjacks telepathically. A warcaster is a deadly opponent highly skilled in both physical combat and arcane spell casting. A **battlegroup** includes a warcaster and the warjacks he controls. A warcaster can allocate focus points to or channel spells through only the warjacks in his battlegroup.

During battle, a warcaster commands his battlegroup of warjacks in an effort to complete his objectives. A warcaster can use his focus points to enhance his combat abilities and cast spells, or he can assign them to individual warjacks to increase their fighting abilities. A warcaster can also channel spells through 'jacks equipped with arc nodes, effectively extending the range of his magical powers.

Warcasters are independent models. A model with the model type Warcaster has many rules that are common to all warcasters and are not listed on the model's stat card (see "Warcaster Special Rules," p. XXX). All warcasters are characters.

In the game of HORDES, the parallel of the warcaster is called a **warlock** and is a commander of raging beasts and feral troops.

WARJACKS

A **steamjack** is a mechanical **construct** given the ability to reason by a magical brain, known as a **cortex**, housed within its hull. A steamjack does not possess high cognitive powers, but it can execute simple commands and make logical decisions to complete its assigned tasks. Throughout the Iron Kingdoms steamjacks perform a variety of heavy or dangerous tasks that would be impossible for a human.

A **warjack** is a steamjack built expressly to wage war. Armed with the most fearsome ranged and close-combat weaponry yet devised, a warjack is more than a match for a dozen men. Though able to think and operate independently, a warjack reaches its full destructive potential only when controlled by a warcaster. The warcaster forms a telepathic link to each of the warjacks in his battlegroup. This link lets the warcaster

give his warjacks commands and use focus to boost their abilities with just a thought. Through focus, a warcaster can make his warjacks' attacks more accurate and powerful. A well-controlled warjack can even make amazing power attacks, such as slamming its opponents into buildings, grappling their weapons, or even throwing them.

The telepathic link binding a warcaster to his warjacks is fragile. A warjack whose cortex is crippled cannot be allocated focus points. Even worse, should a warcaster become incapacitated, the telepathic link to his 'jacks will be severed. The accompanying feedback of uncontrolled magical energies overloads and shorts out his warjacks' cortexes and causes the 'jacks to cease functioning and become inert.

Warjacks are classified according to base size: a **light warjack** has a **medium base** (40 mm), and a **heavy warjack** has a **large base** (50 mm). Even though it is assigned to a specific battlegroup, each warjack is an independent model.

A model with the model type Warjack has many rules that are common to all warjacks and are not listed on the model's stat card (see "Warjack Special Rules," p. XXX).

SO, YOU GOTTA BE DIFFERENT

Cryx light warjacks are called "bonejacks," and Cryx heavy warjacks are known as "helljacks." Retribution warjacks are sometimes referred to as "myrmidons." Bonejacks, helljacks, and myrmidons are all warjacks.

SOLOS

Solos are individuals who operate alone, such as assassins and snipers. Solos are independent models.

UNITS

A unit is a group of similarly trained and equipped troopers operating together as a single force. A unit usually contains one Leader and one or more additional troopers. Models in units do not activate individually; instead all members of the unit activate at the same time and progress through the steps of an activation together. See "Anatomy of a Unit," p. XXX, for more detailed rules on units.

TROOPERS

Troopers are individuals such as swordsmen, riflemen, and mechaniks who operate together in groups called units. A unit always operates as a single coherent force. All models in a unit are troopers. Trooper models in a unit generally share identical attributes and carry the same weapons.

MODELS

GRUNTS

Grunts are the basic troopers in a unit.

UNIT COMMANDERS, LEADERS, AND OFFICERS

Each unit is led by a unit commander. A unit commander sometimes has different weaponry than the other models in its unit and has the ability to give his unit orders that allow the unit to perform specialized battlefield maneuvers.

In most cases, the Leader of a unit is its unit commander. Some units are led by Officers (♁). While an Officer is in play, it is the unit commander of its unit.

ATTACHMENTS

Attachments are troopers that can be added to some units. They include unit attachments and weapon attachments. A unit can have only one of each type of attachment. Models in an attachment are not Grunts. Attachments are easily identified by their “Attachment” rule, which specifies the unit or units to which they can be attached.

MODEL PROFILES

Every model and unit has a unique profile called a **model entry** or **army list entry** that translates its combat abilities into game terms. WARMACHINE uses a set of stats to quantify and scale the attributes fundamental to gameplay. In addition, a model can have special rules that further enhance its performance. The faction section provides all the game information required for your army to battle across the tabletop. For even more models and information for the factions, check out the *Forces of WARMACHINE* books.

A model or unit’s **stat card** provides a quick in-game reference of its profile and special rules. The card’s front lists

the model’s name and model type, its model and weapon stats, field allowance, point cost, and a graphic for tracking damage if the model can suffer more than 1 damage point. The text for special rules appears on the card’s back. A warcaster has an additional stat card that explains his spells and feat. Refer to this and other WARMACHINE books for the complete text of special rules and spells.

MODEL STATISTICS

Model **statistics**, or **stats**, provide a numerical representation of a model’s basic combat qualities—the higher the number, the better the stat. These stats are used for various die rolls throughout the game. A **stat bar** presents model statistics in an easy-to-reference format. The abbreviation for each stat shows how it is referenced in the rules.

Commander Coleman Stryker

SPD, Speed – A model’s movement rate. A model moves up to its SPD in inches when making a full advance.

STR, Strength – A model’s physical strength. STR is used to calculate melee damage, grab onto or break free from a model, or determine how far a model is thrown.

MAT, Melee Attack – A model’s skill with melee weapons such as swords and hammers or natural weapons like

fists and teeth. A model uses its MAT when making melee attack rolls.

RAT, Ranged Attack – A model’s accuracy with ranged weapons such as guns and crossbows or thrown items like spears and knives. A model uses its RAT when making ranged attack rolls.

DEF, Defense – A model’s ability to avoid being hit by an attack. A model’s size, quickness, skill, and even magical protection all contribute to its DEF. An attack roll must be equal to or greater than the target model’s DEF to score a hit against it.

ARM, Armor – A model’s ability to resist being damaged. This resistance can come from natural resilience, worn armor, or even magical benefits. A model takes 1 damage point for every point that a damage roll exceeds its ARM.

CMD, Command – A model’s willpower, leadership, and self-discipline. To pass a command check, a model must roll equal to or less than its CMD on 2d6. Command also determines a model’s command range.

FOCUS, Focus – A model’s arcane power. Only models with the Focus Manipulation ability, such as warcasters, have a FOCUS stat. Focus determines a model’s control area and beginning focus points. A model uses its FOCUS when making magic attack rolls.

BASE STATS, CURRENT STATS, AND MODIFIERS

Rules in WARMACHINE can refer to a model’s base stats or its current stats. A model’s **base stats** are typically those printed in its stat bar. Some special rules can change a model’s base stat to a specific value, however. Apply this change before applying any other modifiers to the stat. If a model is affected by multiple rules that change a base stat, the base stat becomes the lowest value. For example, a model that is both stationary (base DEF 5) and suffering Stall (base DEF 7) would have a base DEF of 5.

A model’s modified stats are referred to as its **current stats**, differentiating them from the model’s base stats. Unless a rule specifies otherwise, always use a model’s current stats.

To determine a model’s current stat, start with the base stat and then apply modifiers in the following order.

Apply modifiers that double the model’s stat.

Apply modifiers that halve the stat.

Apply bonuses that add to the stat.

Apply penalties that reduce the stat.

The result is the model’s current stat. Except for DEF, a model’s base and current stats can never be reduced to less than 1; its base and current DEF can never be reduced to less than 5.


EXAMPLE: Stationary models have a base DEF of 5, and cover grants +4 DEF. Therefore, a stationary model behind cover has a current DEF of 9 (base DEF 5 + 4 DEF for cover). A stationary model (base DEF 5) affected by Deneghra’s feat *The Withering* (–2 DEF) would still have a current DEF of 5.


*Note that these limitations apply only to the stats themselves and not to attack rolls. A Deliverer Skyhammer with RAT 5 affected by Deneghra’s feat *The Withering* (–2 RAT) will have a current RAT of 3. The Deliverer Skyhammer suffers –4 to his attack roll from his weapon’s Inaccurate rule; what would have been 2d6 + 3 becomes 2d6 – 1 even though the stat itself is not less than 1.*


ADVANTAGES


Advantages are common model abilities, described below. A model’s advantages are represented by symbols beneath its stat bar; the text of the abilities does not appear in the model entries or on the cards. Advantages are always in effect and apply every time a game situation warrants their use.


These symbols show that Eiryss, Mage Hunter of Ios has Advanced Deployment, Fearless, Pathfinder, and Stealth.


 **Abomination** – This model is a terrifying entity (p. XXX). Models and units—friendly and enemy—within 3” of this model must pass a command check or flee.

 **Advance Deployment** – Place this model after normal deployment, up to 6” beyond the established deployment zone.

 **Arc Node** – This model is a channeler (p. XXX).

 **Combined Melee Attack** – This model can participate in combined melee attacks with other models in its unit (p. XXX).

 **Combined Ranged Attack** – This model can participate in combined ranged attacks with other models in its unit (p. XXX).

 **Commander** – A friendly Faction model or unit in this model’s command range can replace its current CMD with the current CMD of the commander when making command checks (p. XXX). Models with the Commander advantage should not be confused with unit commanders that lead individual units (p. XXX). All warcaster models have this advantage.

MODELS

🌀 **Construct** – This model is not a living model, never flees, and automatically passes command checks. All warjack models have this advantage.

👁️ **Eyeless Sight** – This model ignores cloud effects (p. XXX) and forests (p. XXX) when determining line of sight. This model ignores concealment (p. XXX) and Stealth when making attacks.

☠️ **Fearless** – This model never flees (p. XXX). All warcaster models have this advantage.

🔫 **Gunfighter** – This model is a gunfighter (p. XXX). The gunfighter has a melee range of 0.5" and can make ranged attacks targeting models in its melee range.

👤 **Incorporeal** – This model can move through rough terrain and obstacles without penalty. It can move through obstructions and other models if it has enough movement to move completely past them. Other models, including slammed, pushed, or thrown models, can move through this model without effect if they have enough movement to

move completely past it. This model does not count as an intervening model. This model suffers damage and effects only from magical weapons 🌀, magic attacks, animi, spells, and feats and is immune to continuous effects. This model cannot be moved by a slam. When this model makes a melee or ranged attack, before the attack roll is made it loses Incorporeal for one round.

👤 **'Jack Marshal** – This model is a 'jack marshal (p. XXX). If this advantage is on a unit, only the unit commander is a 'jack marshal.

👤 **Officer** – This model is an Officer (p. XXX). The Officer is the unit commander of its unit.

👤 **Pathfinder** – This model can advance through rough terrain (p. XXX) without penalty and can charge and make slam and trample power attacks across obstacles (p. XXX).

👤 **Standard Bearer** – This model is a standard bearer (p. XXX).

👤 **Stealth** – Ranged and magic attacks declared against this model when the point of origin of the attack is greater than 5" away automatically miss. This model is not an intervening model (p. XXX) when determining line of sight from a model greater than 5" away.

👤 **Terror** – This model is a terrifying entity (p. XXX). Enemy models/units in the melee range of this model or with this model in their melee range must pass a command check or flee.

👤 **Tough** – When this model is disabled, roll a d6. On a 5 or 6, this model heals 1 damage point, is no longer disabled, and is knocked down.

👤 **Undead** – This model is not a living model and never flees.

IMMUNITIES

Immunities are advantages that protect models from some types of damage and effects. A model never suffers damage from a damage type (p. XXX) to which it is immune. If the damage has multiple damage types, a model that is immune to any of the types will not suffer the damage.

👤 **Immunity: Cold** – This model does not suffer cold damage (p. XXX).

👤 **Immunity: Corrosion** – This model does not suffer corrosion damage (p. XXX) and is immune to the Corrosion continuous effect.

👤 **Immunity: Electricity** – This model does not suffer electrical damage (p. XXX).

👤 **Immunity: Fire** – This model does not suffer fire damage (p. XXX) and is immune to the Fire continuous effect.

IMMUNITY TO CONTINUOUS EFFECTS

Some immunities and special rules also grant immunities to some or all continuous effects. A model that is immune to a continuous effect never suffers the effect to which it is immune. The continuous effect is never applied to that model. If a model gains immunity to a continuous effect while the model is suffering that continuous effect, the continuous effect immediately expires.

WEAPON STATISTICS

On a model's weapon stat bar a sword icon denotes a melee weapon, a pistol icon denotes a ranged weapon, and a horseshoe icon denotes a Mount. The entry for a model with two identical weapons has a single weapon stat bar with "x2" on the icon. A weapon's stat bar lists only the stats that apply to its use. Those that are not applicable are marked with "—."

Sample Ranged Weapon Stat Bar for a Pair of Identical Weapons

Sample Melee Weapon Stat Bar

Sample Mount Weapon Stat Bar

RNG, Range – The maximum distance in inches between the attack's point of origin and the target before the attack will automatically miss. Measure range from the edge of the point of origin's base nearest to the target up to the maximum range of the attack. Spray attacks use special range descriptors including "SP" (p. XXX). A RNG of "*" indicates the model's special rules contain information about determining the RNG.

ROF, Rate of Fire – The maximum number of times a model can make attacks with this ranged weapon during its activation. Reloading time limits most ranged weapons to only one attack per activation.

AOE, Area of Effect – The diameter in inches of the template an area-of-effect (AOE) weapon uses for determining which models are hit by the attack. When using an AOE weapon, center the template on the determined point of impact. All models within the template are affected and potentially suffer the attack's damage and effects. See p. XXX for detailed rules on AOE weapons. Templates for AOE's can be found on p. XXX.

POW, Power – The value used when making damage rolls. A weapon or attack marked with a POW of "—" does not cause damage.


P+S, Power plus Strength – The stat used for a melee weapon when making its damage rolls. The P+S value provides the sum of the model's Power and Strength stats for quick reference.


L/R/H, Location – A warjack's weapon stat bars indicate where its weapons are located: left arm (L), right arm (R), or head (H). When all the system boxes for a location have been damaged, the system is crippled (see "Crippling Systems," p. XXX). These weapon locations are also used when resolving head and weapon locks (p. XXX).


WEAPON QUALITIES


Weapon qualities are special effects that are marked as a symbol on a weapon's stat block. Weapon qualities include damage types, magical weapons, and specific continuous effects.


These symbols show that the High Reclaimer's Cremator has Continuous Effect: Fire, Magical Weapon, and Reach.


 **Buckler** – This weapon has an integral buckler that gives the model a cumulative +1 ARM bonus; for example, a model with two of them gains a bonus of +2 ARM. A model does not gain this bonus while the weapon system with the buckler is crippled or being held in a weapon lock or when resolving damage that originates in its back arc.


 **Continuous Effect: Corrosion** – A model hit by this attack suffers the corrosion continuous effect (p. XXX).


 **Continuous Effect: Fire** – A model hit by this attack suffers the fire continuous effect (p. XXX).

 **Critical Corrosion** – On a critical hit, the model hit by this attack suffers the Corrosion continuous effect (p. XXX).


 **Critical Fire** – On a critical hit, the model hit by this attack suffers the Fire continuous effect (p. XXX).


 **Damage Type: Cold** – This weapon causes cold damage (p. XXX).


 **Damage Type: Corrosion** – This weapon causes corrosion damage (p. XXX).


 **Damage Type: Electricity** – This weapon causes electrical damage (p. XXX).


MODELS

 **Damage Type: Fire** – This weapon causes fire damage (p. XXX).

 **Magical Weapon** – This weapon is a magical weapon (p. XXX).

 **Open Fist** – This weapon is an **Open Fist**. A warjack's Open Fist enables it to make certain power attacks. A warjack with an Open Fist can make arm lock, headlock, and throw power attacks; a warjack with two Open Fists can also make double-hand throw power attacks. A warjack cannot use a crippled Open Fist to make power attacks.

 **Reach** – This weapon has a 2" melee range (p. XXX).

 **Shield** – This weapon is a shield that gives the model a cumulative +2 ARM bonus; for example, a model with two of them gains a bonus of +4 ARM. A model does not gain this bonus while the weapon system with the shield is crippled or being held in a weapon lock or when resolving damage that originates in its back arc.

 **Weapon Master** – When attacking with this weapon, add an additional die to its damage rolls.

SPECIAL RULES

Most WARMACHINE combatants are highly specialized and trained to fill unique roles on the battlefield. To represent this, most models have **special rules** that take precedence over the standard rules. Depending on their use, special rules are categorized as abilities, feats, special actions, special attacks, or orders.

In addition, "Warjacks" (p. XXX) and "Warcasters and Focus" (p. XXX) detail many special rules common to all warcasters and warjacks that do not appear on their stat cards or in their army list entries.

ABILITIES

An ability typically gives a benefit or capability that modifies how the standard rules apply to the model. Abilities are always in effect and apply every time a game situation warrants their use.

Some abilities have a range (RNG). An ability's range is the maximum distance in inches it can be used to affect another model or unit. Measure range from the edge of the base of the model using the ability nearest to the target up to the maximum range of the ability. If the nearest edge of the target model's base is within the maximum range of the ability, the target is in range. A RNG of "CMD" indicates the ability has a range equal to the model's CMD.

When a model uses an ability with a RNG, it must target a model in its line of sight. Determine if the target is in the range of the ability. If the target model is within range, it

is affected by the ability. If the target model is outside the range of the ability, it is not affected but the ability has still been used.

FEATS

Each warcaster has a unique feat that can be used once per game. A warcaster can use this feat freely at any time during his activation (see p. XXX) in addition to moving and making an action. A warcaster cannot interrupt his movement or attack to use his feat. He can use his feat before moving, after moving, before making an attack, or after making an attack, but not while moving or attacking.

SPECIAL ACTIONS (★ACTION)

A special action lets a model make an action normally unavailable to other models. A model can make a special action instead of attacking as its action if it meets the requirements for the special action's use.

SPECIAL ATTACKS (★ATTACK)

A special attack gives a model an attack option normally unavailable to other models. Warjacks can also make a variety of punishing special attacks called power attacks, described on p. XXX. A model can make one special attack by choosing that option during its combat action if it meets the specific requirements of the attack. Special attacks can be made only during a model's activation.

ORDERS

An order lets a unit perform a specialized combat maneuver. A unit can be given an order by its unit commander at the beginning of its activation (see "Issuing Orders," p. XXX).

DAMAGE CAPACITY AND DAMAGE GRIDS

A model's **damage capacity** determines how many damage points it can suffer before being destroyed. Most troopers do not have a damage capacity; they are destroyed and removed from the table when they suffer 1 damage point. The army list entry for a more resilient model gives the total amount of damage it can suffer before being destroyed. Its stat card provides a row of **damage boxes** for tracking the damage it receives. Unmarked damage boxes are sometimes called **wounds**. Some models, such as warjacks, have their damage boxes arranged in a **damage grid**.

Every time a model with multiple damage boxes suffers damage, mark one damage box for each damage point taken. A model with damage capacity is **destroyed** once all its damage boxes are marked. However, a warjack can suffer from crippled systems before its damage grid is completely filled. Some of a warjack's damage boxes are **system boxes**. These are labeled with a letter denoting the component of the model they represent. When all system boxes for a

specific system have been marked, that system is crippled. See "Recording Damage" (p. XXX) for more information.

A model's front arc determines its perspective of the battlefield. A model typically directs its actions, determines line of sight, and makes attacks through this arc. Likewise, a model is usually more vulnerable to attacks from its back arc due to a lack of awareness in that direction.

A model is facing another model when the other model is within the first model's front arc. A model is **directly facing** another model when the center of its front arc coincides with the center of the other model's base.

A model with a 360° front arc has no back arc and is both facing and directly facing all models.

Sample Damage Grid

FACING AND DIRECTLY FACING

Crusader

BASE SIZE AND FACING

The physical models themselves have some properties important to gameplay, namely base size and facing.

BASE SIZE

The physical size and mass of a model are reflected by its **base size**. There are three base sizes: **small bases** (30 mm), **medium bases** (40 mm), and **large bases** (50 mm). Generally speaking, most human-sized warrior models have small bases, larger creatures and light warjacks have medium bases, and very large creatures and heavy warjacks have large bases. A model's army list entry states its base size.

FACING

A model's **facing** is determined by its shoulder orientation. The 180° arc in the direction its shoulders face defines the model's **front arc**; the opposite 180° defines its **back arc**. You may also make two small marks on either side of each of your models' bases to indicate where the front arc ends and the back arc begins instead of relying on the positioning of its shoulder. If a model lacks shoulders and does not have a 360° front arc, you must mark its base or discuss its facing with your opponent before the game starts.

Stryker

Defender

Stryker and the Defender are within the Crusader's front arc, so the Crusader is facing both Stryker and the Defender. The center of the Crusader's front arc also lines up with the center of the Defender, so the Crusader is directly facing the Defender.

MARKING YOUR MODEL'S FACING

We recommend players paint lines on their models' bases to define their facing clearly.

Model Facing

PREPARING FOR WAR

ARMIES, SETUP, AND VICTORY CONDITIONS

BUILDING YOUR ARMY

A warcaster and his warjacks form the central fighting group of every WARMACHINE force. Units and solos with a variety of abilities further support the warcaster and his warjacks. In larger battles, you can even field multiple warcasters for greater might.

To create an army, first choose a faction and decide on an encounter level, and then spend the allotted army points to add models and units from your chosen faction and the mercenaries who will work for that faction. You can even field an army made up entirely of Mercenary models, using the Mercenary Contract rules found in *Forces of WARMACHINE: Mercenaries*.

Every army list entry provides the model's or unit's point cost and field allowance values to use when designing your force. Specific scenarios can modify the standard army creation rules.

ENCOUNTER LEVELS

WARMACHINE battles are played at different encounter levels to allow for a diversity of army sizes, strategies, and game experiences. Each **encounter level** gives the maximum number of **army points** each player can spend when designing an army. You need not spend every point available, but your army cannot exceed the maximum number of points allowed by the chosen level.

Each encounter level also dictates the number of warcasters available to each player. Warcasters do not cost army points to include in your army but instead grant you some number of **warjack points** that can be spent only on warjacks for your warcaster's battlegroup. These bonus points are in addition to the army points determined by the encounter level. Each warcaster's warjack points that are not spent on warjacks for his battlegroup are lost.

EXAMPLE: *Kris and Rob are playing a 25-point skirmish. Kris chooses Captain Victoria Haley as his warcaster, and Rob chooses Warwitch Deneghra. Because Kris chose Haley, he has 5 warjack points to spend on warjacks in her battlegroup. Based on the encounter level, he also has 25 points that he can spend on whatever models he chooses.*

Warjack points can be divided among warjacks in the warcaster's battlegroup; they do not have to be spent on a single warjack. They can also be combined with army points to pay for an eligible warjack.

EXAMPLE: *Rob has 25 army points from the encounter level and 5 warjack points from Deneghra. He wants to add a pair of 4-point Deathrippers to Deneghra's battlegroup. He spends his 5 warjack points toward the point total of 8 for the two 'jacks and pays for the remaining 3 points with army points.*

DUEL

Max. Warcasters: 1 Army Points: 15

Est. Play Time: 20–45 Minutes

A duel occurs when two warcasters cross paths. Sometimes they are on special assignments, but other times they are out to settle vicious rivalries. A duel is the perfect match for playing with the contents of a battlegroup box.

SKIRMISH

Max. Warcasters: 1 Army Points: 25, 35, or 50

Est. Play Time: 45–90 Minutes

A skirmish is an encounter that includes a single warcaster and his warjacks supported by a small retinue of units and solos. Skirmishes can occur over such things as routine border patrols or elite surgical missions.

GRAND MELEE

Max. Warcasters: 1 Army Points: 75 or 100

Est. Play Time: 90–120 Minutes

As warfare rages across the land, escalating hostilities rage unchecked. Each faction races to bring its most devastating engines of war to the battlefield to ensure total victory. Everywhere warcasters command armies to march to battle.

BATTLE ROYALE

Max. Warcasters: 2 Army Points: 100, 125, or 150

Est. Play Time: 2–3 hours

Battles decide the pivotal events in the course of a campaign. With two warcasters in an army, you can fully realize the opportunities for army customization and heavy firepower.

WAR

Max. Warcasters: 3 Army Points: 150, 175, or 200

Est. Play Time: 3–4 hours

When objectives can no longer be achieved by deploying small forces and both sides refuse to yield, nothing less than full-out war can decide the differences. This huge game, in which each side fields up to three warcasters, allows your forces enough breadth and depth to inflict and recover from staggering blows as the fight swings back and forth.

APOCALYPSE

Max. Warcasters: 4+ Army Points: 200+

Est. Play Time: 4+ hours

When a conflict rages so bitterly that war itself cannot resolve it, the final reckoning has arrived. You have summoned the apocalypse. An apocalypse is a massive game employing four or more warcasters in each force. Although this vast endeavor should never be undertaken lightly, it yields game experiences found in no other arena. One warcaster can be added to an army for each additional increment of 50 points.

BATTELGROUPS

Each warcaster in an army controls a group of warjacks. A warcaster and his assigned warjacks are collectively referred to as a **battlegroup**. There is no limit to the number of warjacks that can be fielded in each warcaster’s battlegroup. Warjacks must begin the game assigned to a battlegroup or controlled by a ‘jack marshal (p. XXX).

A warcaster can allocate focus points only to warjacks in his battlegroup. If an army has multiple battlegroups, it is

important to distinguish which warjacks are controlled by each warcaster. See “Warcasters and Focus” (p. XXX) for more information on battlegroups.

CHARACTERS

Some models represent unique individuals from the Iron Kingdoms. These personalities carry proper names and are identified as **characters**. Characters follow the rules for their basic model type.

Unique units and units that include named characters are designated as **character units**. They remain character units even after the named characters in them are no longer part of the unit or in play at all.

An army can include only one model of each named character and only one of each character unit. For instance, you can never have two Commander Coleman Strykers in the same army. However, two battling Cygnar players could each field Stryker. How can this be?

In the chaos and tumult that engulfs war-torn Immoren, pretenders and imposters abound. Thus, a warcaster might find himself impossibly facing his apparent double across the field of battle. Which is the *real* Commander Coleman Stryker or Butcher of Khardov? Victory alone can determine the answer.

POINT COSTS

A model’s point cost indicates how many army points you must spend to include one of these models (or in the case of units, one basic unit) in your army. Some models and units have different costs associated with different play options. For example, many units have one cost listed for the minimum-strength unit and a separate cost for the maximum-strength unit.

A model or unit’s entry in your army list must specify which point cost option you took. Remember, a warcaster adds warjack points that can be spent only on warjacks in his battlegroup.

FIELD ALLOWANCE

Field allowance (FA) is the maximum number of models or units of a given type that can be included for each warcaster in an army. For example, Cygnar Trencher Infantry units have FA 2, indicating an army can have up to two Trencher Infantry units for each warcaster. An army with two warcasters could have up to four Trencher Infantry units.

A field allowance of “U” means an unlimited number of these models or units can be fielded in an army. A field allowance of “C” means the model or unit is a character; only one model of each named character and only one of each character unit is allowed per army regardless of the number of warcasters.

SAMPLE ARMY

The following army illustrates the force creation rules of WARMACHINE. This army is designed for a 100-point battle royale encounter, so each player can field up to two warcasters.

WARCASTER: COMMANDER STRYKER (+6 warjack points)

Stryker’s Battlegroup	Army Point Cost
1 Defender Heavy Warjack	9
1 Ironclad Heavy Warjack.....	7
2 Lancer Light Warjacks	12 (6 ea.)

WARCASTER: CAPTAIN HALEY (+5 warjack points)

Haley’s Battlegroup	Army Point Cost
3 Defender Heavy Warjacks.....	27 (9 ea.)
1 Charger Light Warjack.....	4
1 Lancer Light Warjack	6

Units	Army Point Cost
2 Arcane Tempest Gun Mage Units (FA 2)	12 (6 ea.)
1 Long Gunner Infantry Unit (FA 2) with 6 troopers.....	6
3 Stormblade Infantry Units (FA 2) with 6 troopers....	15 (5 ea.)
1 Trencher Infantry Unit (FA 2) with 6 troopers.....	7
2 Field Mechanik Units (FA 3) with 6 troopers.....	6 (2 ea.)

TOTAL **111 Points**
(100 army points +11 warjack points)

The chosen warcasters are Commander Stryker and Captain Haley, avoiding duplication since they are named characters. Stryker adds 6 warjack points and Haley adds 5, so the army can include up to 111 points of models in addition to the warcasters. The 9 warjacks in the army are assigned to specific battlegroups.

The unit of Long Gunners and Trenchers are minimum-strength units with only six troopers each, as allowed by the unit options. There are two units of Field Mechaniks, each with six troopers as allowed by their unit option. We also included two Gun Mage units that always include six troopers each. There are three units of Stormblades, which also always include six troopers each. With the unit’s FA 2 and two warcasters, this army could have a total of four such units. The total of army points spent is 111, so no points are left unused.

PREPARING FOR WAR

Field allowance is not faction-specific. If an army includes both faction and mercenary warcasters, count all the warcasters in the army when determining field allowance limits for both faction and mercenary models and units. For example, if a Cygnar army contains both a Cygnar warcaster and a mercenary warcaster, that army can include up to four Trencher units just as if it had two Cygnar warcasters.

Some solos, like Scrap Thralls, are purchased in small groups for a single point. In these cases, Field Allowance determines the number of groups of these models a player can include in his army rather than the number of individual models. For example, Scrap Thralls are FA 3 and cost 1 point for three Thralls. That means a player can add three groups of Scrap Thralls, a total of nine models, to his army for each warcaster in his army.

SETUP, DEPLOYMENT, AND VICTORY CONDITIONS

WARMACHINE games can be played in a variety of ways. The primary influences on a game's setup are its encounter level, number of players, and victory conditions. Players can also agree to play a specific scenario or even design one of their own.

TWO-PLAYER GAMES

In a typical WARMACHINE game, two players match forces across a 4' × 4' **battlefield**, a playing surface sometimes referred to as "the table". After setting up the battlefield according to the rules in "Terrain" (p. XXX), players roll a d6 to make a **starting roll**. The player who rolls the highest number chooses which player will be the **first player**.

Players then deploy their armies. The first player chooses any edge of the battlefield and deploys all his forces completely within 10" of that edge. This area is the player's **deployment zone**. Deploy units so that all their troopers are in formation. The second player then deploys his forces on the opposite side of the battlefield following the same guidelines.

After both players have deployed their forces, the first player takes the first turn of the game. Players then alternate taking turns for the rest of the game. This is the **turn order**. Once established, the turn order remains the same for the rest of the game.

MULTIPLAYER GAMES

When playing multiplayer games of WARMACHINE, players can choose to play either a team game or a free-for-all game. Agree on the type of game to be played, then set up the battlefield and use the following guidelines to determine the game's turn order.

TEAM GAMES

Before beginning a **team game**, players split into two opposing sides. Each side decides the composition of its teams. Teams should be made up exclusively of models from the same faction and the mercenaries that will work for that faction. If a team wishes to field an all-mercenary force, all the members of the team must use the same mercenary contract (see p. XXX). Each team can only include one of any character model. To begin, have one player from each team roll a d6 to establish the turn order. The team that rolls highest gets to choose which team goes first, and the first team chooses which of its players will be the first player. Once the first player is determined, the opposing team chooses which of its players will go next. The first team then nominates one of its players to be third, followed again by the opposing team. This continues until all players have a place in the turn order and ensures the turn order will alternate between players of opposing teams.

Force deployment should be done in turn order following the above guidelines, with teammates sharing the same deployment zone across the battlefield from their opponents' deployment zone.

FREE-FOR-ALL GAMES

You can also choose to play a multiplayer game in which each player fights independently in a **free-for-all game**. To establish turn order, each player rolls a d6. Starting with the highest roller and working to the lowest, each player chooses any available position in the turn order. Reroll ties as they occur with the highest reroller winning his choice of position, followed by the next highest reroller, and so on.

EXAMPLE: *Matt, Jason, Mike, and Steve roll 6, 5, 5, and 3 respectively for turn order. Matt chooses his position first. Then Jason and Mike reroll their tie, getting a 4 and a 2, respectively. Jason chooses next, followed by Mike. As the lowest roller, Steve gets the remaining position in the turn order.*

Use your best judgment to establish deployment zones based on the number of players and the size and shape of your playing surface. Deployment zones should be spaced such that no player gets a significant advantage or disadvantage—unless mutually agreed upon. As a starting point, for games with three or four players on a 4' × 4' playing surface, deploying forces completely within 10" of any corner of the playing area should ensure adequate separation.

SCENARIOS

If all players agree, you can set up the game according to a specific **scenario**. Scenarios add an extra layer of excitement by incorporating special circumstances and unique rules. A player wins a scenario by achieving its objectives, not necessarily by eliminating his opponent's forces. Certain scenarios have specific guidelines for battlefield size, terrain

setup, deployment zones, and turn order. See “Scenarios” (p. XXX) for the scenario descriptions. If you feel particularly daring, you can randomly determine which scenario to play.

As long as all players agree, you can even design your own scenarios to create a unique battle experience. Just be sure to allow a minimum of 28” between rival deployment zones. Feel free to be creative when setting up your games. For instance, if you have three players, one player could set up in the middle of the table as a defender and the other two could attack from opposite edges. Furthermore, you could have a four-player team game with teammates deploying across from each other on opposite edges of the battlefield so everyone will have enemies on either side. Your imagination is the only limit.

VICTORY CONDITIONS

Establish **victory conditions** before deploying forces. Typically victory goes to the player who accepts his opponent’s surrender or who has the last warcaster(s) remaining in play.

A scenario can define other specific objectives. The objectives can even be customized for each side.

STARTING THE GAME

After establishing victory conditions and deploying forces, the first game round begins. Every warcaster and other model with the Focus Manipulation ability begins the game with a number of focus points equal to its FOCUS stat. Starting with the first player, each player takes a turn in turn order. Game rounds continue until one side achieves its victory conditions and wins the game.

A WARMACHINE battlefield as two armies prepare to clash

GAMEPLAY-THE RULES OF ENGAGEMENT TURN SEQUENCE, MOVEMENT, AND ACTIONS

THE GAME ROUND

WARMACHINE battles are fought in a series of **game rounds**. Each game round, every player takes a turn in the order established during setup. Once the last player in the turn order completes his turn, the current game round ends. A new game round then begins starting again with the first player. Game rounds continue until one side wins the game.

For game effects, a **round** is measured from the current player's turn to the beginning of his next turn regardless of his location in the turn order. A game effect with a duration of one round expires at the beginning of the current player's next turn. This means every player will take one turn while the effect is in play.

THE PLAYER TURN

A player's turn has three **phases**: Maintenance, Control, and Activation.

Some effects are resolved at the beginning of a player's turn. These effects are resolved before the start of the Maintenance Phase. Remember to remove any effects that expire at the beginning of your turn.

MAINTENANCE PHASE

During the Maintenance Phase, perform the following steps in order:

Remove all focus points from your models.

Check for expiration of continuous effects on any models you control. After removing all expired continuous effects, resolve the effects of those that remain in play. All damage dealt by continuous effects is resolved simultaneously (see p. XXX).

Resolve all other effects that occur during the Maintenance Phase.

CONTROL PHASE

During the Control Phase, perform the following steps in order:

Each of your models with the Focus Manipulation ability, like warcasters, replenishes its focus and receives a number of focus points equal to its current FOCUS stat.

Each model with the Focus Manipulation ability can allocate focus points to warjacks in its battleground in its control area.

Each model with the Focus Manipulation ability can spend focus points to maintain its upkeep spells in play. If a model does not spend focus points to maintain a spell requiring upkeep, the spell expires and its effects end immediately.

Resolve all other effects that occur during the Control Phase.

ACTIVATION PHASE

The Activation Phase is the major portion of a player's turn. All models you control must be activated once per turn. This is usually done during the Activation Phase, but some effects allow a model to activate earlier in the turn. Units and independent models are activated one at a time in the order you choose. A model cannot forfeit its activation unless allowed to do so by a special rule. A model must be on the table to activate.

ACTIVATING MODELS

When a model activates, it is granted its normal movement and its action. The normal movement must be resolved before the action is made.

WHAT A MODEL DOES WHEN ACTIVATED

Generally an active model moves before going on to its action. Depending on the movement option chosen, the model might be able to make either a combat action or a special action. A combat action lets a model make attacks. A special action lets a model perform a unique battlefield function such as digging in or creating Scrap Thralls.

ACTIVATING INDEPENDENT MODELS

Independent models activate individually. Only one independent model can activate at a time. The active model must end its activation before another model or unit can be activated. The model then makes its normal movement if it was not forfeited. After resolving its normal movement, if the model did not forfeit its action, then it uses its action to make either a combat action or special action. After resolving its action, the model then ends its activation.

ACTIVATING UNITS

Troopers do not activate individually. Instead, the entire unit activates at once. When a unit begins its activation, every trooper in it activates. First determine if any models in the unit are out of formation. A trooper that is out of formation at the start of its unit's activation must spend its normal movement making a full advance toward or directly toward its unit commander. If it makes a full advance, it must forfeit its action.

After resolving the normal movement of each activated trooper, each trooper can then make its action, one trooper

at a time. Completely resolve the movement of one trooper before moving on to the next. After one trooper resolves its action, another can begin its action.

Units require strong leadership and guidance to be effective on the battlefield. Since a unit operates as one body, it functions best when all members are in formation. A unit must receive an order from its unit commander in order to run or charge. Some unit commanders can have other special orders that allow the unit to perform a specialized combat maneuver.

LINE OF SIGHT

Many game situations such as charging, ranged attacks, and magic attacks require a model to have **line of sight (LOS)** to its intended target. Simply put, having line of sight means a model can see another model.

There are several steps to determining whether one model has LOS to another. If any step results in a model's potential LOS being blocked, return to the first step and try a different line. If no line can be found to pass all steps, then the model does not have LOS to the desired model.

Each model occupies a **volume** of space above the bottom of its base determined by its base size. A model's volume is used for determining if terrain blocks LOS to a model.

In the following descriptions, Model A is determining line of sight to Model B.

STEP 1

Draw a straight line from any part of model A's volume to any part of model B's volume that is within model A's front arc.

STEP 2

The line must not pass through terrain.

STEP 3

The line must not pass over the base of an intervening model that has a base size equal to or larger than model B.

STEP 4

The line must not pass over an effect that blocks LOS, like a cloud effect.

INTERVENING MODEL

If you can draw any straight line between the bases of two models that crosses over any part of the base of a third model, the third model is an **intervening model**.

HOW ELEVATION AFFECTS LOS

When Model A is on terrain at least 1" higher than Model B, ignore intervening models on terrain more than 1" lower than Model A except for those within 1" of Model B. Additionally, ignore those models within 1" of Model B that have equal or smaller-sized bases than Model A.

When Model A is on terrain at least 1" lower than Model B, Model A ignores intervening models on terrain more than 1" lower than Model B.

USING REFERENCE OBJECTS

If you cannot easily determine LOS between your model and another model due to the position of terrain on the table, use reference objects for drawing the line. First confirm the other model is in your model's front arc; if it is not, your model cannot have LOS to it. Otherwise, choose an edge of your model's base and an edge of the other model's base. For each model, hold an object next to the chosen edge that is the height used to determine its volume (1.75", 2.25", or 2.75"). If you can draw a line from the inside edge of the object next to your model to the inside edge of the other object that does not pass through a terrain feature, your model's LOS to the other model is not blocked by terrain.

DETERMINING MODEL VOLUME

A small-based model occupies the space from the bottom of its base to a height of 1.75".

A medium-based model occupies the space from the bottom of its base to a height of 2.25".

A large-based model occupies the space from the bottom of its base to a height of 2.75".

A model is considered to occupy a standard volume regardless of its pose.

Cryx Mechanithrall:
Small Base

Protectorate Wrack:
Medium Base

Khador Behemoth:
Large Base

GAMEPLAY

LOS AND TARGETING

The Butcher obviously has LOS to the Revenger. Since the Revenger has a medium base, it blocks LOS to other models with medium and small bases. The Butcher has LOS to Flameguard 2 because you can draw an unobstructed line from the Butcher's front arc to the edge of Flameguard 2's base that does not cross the Revenger's base. On the other hand, the Butcher does not have LOS

to Flameguard 1 because you cannot draw a line between their bases that does not cross the Revenger's base. Because they have smaller bases than the Crusader, the Revenger and the two Flameguard do not block LOS to it. The Butcher can draw LOS to the Crusader as if those models were not there.

The Butcher has LOS to Kreoss because Kreoss' base is not completely obscured.

If the Butcher were on terrain more than 1" higher than the other models, the Butcher would have LOS to Flameguard 1. The Revenger does not block this LOS because its base is the same size as the Butcher's and it is within 1" of Flameguard 1.

Flameguard 2

Flameguard 1

Crusader

Revenger

Kreoss

LOS AND ELEVATION

The Charger is on a hill 1" higher than the other models.

Charger

The Charger has LOS to the Manhunter because the Manhunter is on a lower elevation and there are no intervening models that would block line of sight within 1" of it.

The Charger has LOS to the Battle Mechanik because none of the intervening models has a base larger than the Charger's.

The Charger does not have LOS to Sorscha because the Berserker is an intervening model that is within 1" of Sorscha and has a larger base than the Charger.

Iron Fang Pikemen

Berserker

Sorscha

Mechanik

Manhunter

LOS AND TERRAIN

Vanquisher

Vanquisher

Stormblade

Here, the Vanquisher has line of sight to the Stormblade because an unobstructed line can be drawn from its volume to the Stormblade's volume.

Stormblade

Here, the Vanquisher does not have line of sight to the Stormblade because there is no unobstructed line between their volumes.

This wall is shorter than 1.75". It will not block line of sight to any of the models behind it.

This wall is taller than 2.25" but shorter than 2.75". It will block line of sight to small- and medium-based models behind it.

This wall is taller than 1.75" but shorter than 2.25". It will block line of sight to small-based models behind it.

This wall is taller than 2.75". It will block line of sight to all models behind it.

GAMEPLAY

BASE TO BASE AND CONTACT

Models whose bases are touching are in **base-to-base (B2B) contact**. If a model has an ability that allows it to move through another model, while it is moving through the other model they are considered to be in base-to-base contact.

One model contacts another when it changes from not being base to base with it to being base to base with it. Additionally, when a model is already base to base with another and would move toward it, it is considered to contact that model again.

MOVEMENT

Normally the first part of a model's activation is its normal movement. Special rules can also permit it to move at other times.

A moving model's base cannot pass over another model's base.

The term **normal movement** refers to the movement a model makes during the movement portion of its activation. **Advancing** refers to any movement a model intentionally makes, not to any movement caused by other effects such as being pushed or being slammed. A model can change its facing at anytime during its advance, but when it moves it must always move in the direction it is facing. Make all measurements from the front of an advancing model's base. Determine the distance a model advances by measuring how far the front of its base travels. The distance moved is absolute; we suggest using a flexible measuring device to keep accurate track of a model's movement. Changing facing by rotating in place does not cost any movement.

Terrain, spells, and other effects can increase or reduce a model's movement and/or its SPD. Modifiers to movement apply only to the model's normal movement, while modifiers to SPD apply whenever the model's SPD is used

MEASURING MOVEMENT

2"

3"

FULL ADVANCE, RUNNING, AND CHARGING

Remember that all intentional movement, whether full advancing, running, or charging, is considered advancing whether or not it takes place during the movement portion of a model's activation.

to determine the distance. See "Terrain" (p. XXX) for full details on terrain features and how they affect movement.

EXAMPLE: *A model running as its normal movement would move at twice its SPD plus any movement modifiers. If that same model then runs outside its normal movement, it would move at twice its SPD.*

There are three basic types of advancing: full advance, run, and charge.

Models can also move without advancing, typically due to being pushed or slammed or from other effects. Determine the distance a model moves in this way by measuring the distance traveled by the edge of the model's base in the direction of the movement. Unless otherwise specified, a model's facing does not change when it moves without advancing.

FULL ADVANCE

A model making a **full advance** advances up to its current speed (SPD) in inches.

RUN

A model that **runs** advances up to twice its current SPD in inches. A model that uses its normal movement to run cannot make an action, cast spells, or use feats that activation, and its activation ends immediately after it ends its movement. A model that forfeits its action cannot run during its normal movement that activation.

If a model cannot run due to some effect and is required to run, instead of running it makes a full advance, then its activation immediately ends.

Some models must meet special requirements to run:

- A warjack must spend 1 focus point to run during its normal movement.
- A trooper must receive a run or charge order to run during its normal movement, or it must be compelled to run as a result of a game effect (like fleeing or being out-of-formation, for example).

CHARGE

A **charging** model rushes into melee range with a target and takes advantage of its momentum to make a more powerful

strike. A model suffering a penalty to its SPD or movement for any reason other than for being in rough terrain cannot charge, regardless of offsetting bonuses. A model can charge through rough terrain. A model must have both its normal movement and action in order to use its normal movement to charge. A model without a melee range cannot charge.

Declare a charge and its target before moving the model. The charging model must have LOS to a model to declare it as a charge target. After declaring a charge, the charging model turns to face any direction that will bring it to within melee range of its target, ignoring terrain, the distance to the charge target, and other models. The charging model then advances its current SPD plus 3" in that direction, in a straight line. The charging model cannot voluntarily stop its movement until its target is in its melee range, then it can end this movement at any point. Once the charge target is in the charging model's melee range, it must stay in the charging model's melee range for the entire charge or the charge fails. The charging model stops if it contacts a model, an obstacle, or an obstruction. At the end of the charge movement, the charging model turns to face its target directly.

Some effects require a model to charge. A model required to charge must charge a model to which it can draw line of sight. If there are no models in its line of sight, or if it cannot charge, the model activates but must forfeit its movement and action.

CHARGE DIRECTION

Winter Guard

Deathripper

Winter Guard

Deathripper

Either of these charge moves would bring the Winter Guard to within its melee range of its target, the Deathripper. The gray area represents the Winter Guard's melee range.

A charging model that ends its charge movement with its charge target in its melee range has made a **successful charge**. It must use its action to make a combat action, choosing to make either initial melee attacks or (if it can make a special attack with a melee weapon) a melee special attack.

The charging model's first attack after ending its charge movement must target the model it charged. If the charging model advanced at least 3", this attack is a **charge attack**. A charge attack is not in addition to the regular attacks a model would get for its combat action. Rather, it modifies the model's first attack after its charge movement. The attack roll is made normally and can be boosted. If the charge attack was made with a melee weapon and the attack hits, the damage roll is automatically boosted. After making a charge attack during its activation, the charging model completes its combat action normally.

If a charging model moved less than 3", its first attack is not a charge attack because the model did not move far or fast enough to add sufficient momentum to its strike. Its first attack must still be made against the charge target, however. The charging model completes its combat action normally.

If a charging model ends its charge movement without its charge target in its melee range, then it has made a **failed charge**. If a model makes a failed charge during its activation, its activation immediately ends.

Some models must meet special requirements to charge:

- A warjack must spend 1 focus point to charge during its normal movement.
- A trooper must receive a charge order to charge during its normal movement. Troopers in the same unit can charge the same target or multiple targets.

Cavalry models have additional rules governing charges. (See "Cavalry," p. XXX.)

If the charging model cannot make its first melee attack against the charge target, the charging model can make its first melee attack against another eligible target but it is not a charge attack. It does not lose its first attack.

CHARGES OUTSIDE OF ACTIVATION

When a model charges without using its normal movement/ combat action, such as with the Counter Charge ability, follow the rules above but ignore any references to the model's action or combat action. When a model makes this type of charge, it makes only one attack. If it made a successful charge and moved at least 3", that attack is the charge attack. If it made a successful charge but did not

GAMEPLAY

move at least 3", that attack is a single normal melee attack subject to the targeting restrictions above. Counter charging cavalry models still make their impact attacks. A model that charges outside its activation cannot make a special attack when resolving that charge. If the model fails its charge it does not make any attack.

MOVEMENT RESTRICTIONS

Some effects place restrictions on how a model moves or advances. There are four types of these restrictions. In the following descriptions, Model A is moving with some restriction relative to Model B.

- Model A must move **toward** Model B – Model A can move along any path such that the distance between Model A and Model B is always decreasing during the movement.
- Model A must move **directly toward** Model B – Model A moves along the straight line that connects the center points of Model A and Model B such that the distance between them decreases during the movement. A model that moves directly toward a point cannot change its facing after moving.
- Model A must move **away from** Model B – Model A can move along any path such that the distance between Model A and Model B is always increasing during the movement.
- Model A must move **directly away from** Model B – Model A moves along the straight line that connects the center points of Model A and Model B such that the distance between them increases during the movement. A model that moves directly away from a point cannot change its facing after moving.

Movement restrictions are cumulative. For example, a model required to advance toward one model and away from another would need to move in a manner to satisfy both requirements. If a moving model cannot satisfy all restrictions on the movement, it cannot move at all.

DIRECTLY TOWARD AND DIRECTLY AWAY

Paladin of the Order of the Wall

Directly

Directly

Away

Toward

Deathripper

The dotted line represents the line connecting the center points of the Paladin and the Deathripper. To move directly toward or directly away from the Deathripper, the Paladin must travel along this line.

MOVEMENT PENALTY

Some rules reference **movement penalties**. A movement penalty is any effect applied to a model that reduces its SPD or movement. Effects that cause a model to move at half rate are also movement penalties.

PLACED

Sometimes models are **placed** in a new location as a result of an ability or spell. When a model is placed it is not considered to have moved or advanced. Because the model is not considered to have advanced it cannot be targeted by free strikes. There must be room for the model's base in the location the model is placed. A model cannot be placed in impassable terrain or with its base overlapping an obstacle, an obstruction, or another model's base. The player placing the model chooses its facing.

When an effect causes a friendly trooper model other than the unit commander to be placed and that model is in formation, it cannot be placed out of formation. When an effect causes a unit commander to be placed, it can be placed without restriction.

ACTIONS

An activated model might be entitled to make one action depending on the type of movement it made. There are two broad **action types**: combat and special. A combat action lets a model make one or more attacks. A special action lets a model perform a specialized function. A model cannot move after making any action unless a special rule specifically allows it to do so.

COMBAT ACTIONS

A model can use its action to make a combat action if it did not use its normal movement to run. A combat action lets a model make attacks. A **normal attack** is an attack with a weapon that is not a special attack. A model making a **combat action** chooses one of the following options:

- A model can make one normal melee attack with each of its melee weapons. These attacks are called **initial melee attacks**. A model making more than one attack can divide them among any eligible targets.
- A model can make one normal ranged attack with each of its ranged weapons. These attacks are called **initial ranged attacks**. A model making more than one attack can divide them among any eligible targets. Each ranged weapon makes only one initial attack regardless of its ROF.
- A model can make one special attack (★Attack) allowed by its special rules.
- A model that did not use its normal movement to charge can make one power attack allowed by its special rules. A power attack is considered a melee attack and a special attack.

After resolving these attacks, a model might be able to make **additional attacks**. A model can make additional attacks only during its combat action. Each additional attack is a normal attack that can be made with any appropriate weapons the model possesses, including multiple attacks with the same weapon. A ranged weapon cannot make more attacks than its rate of fire (ROF) during a model's activation, however. Completely resolve each attack before making another attack.

Warcasters and warjacks can spend focus points to make additional attacks (see "Focus: Additional Attack," p. XXX).

Unless noted otherwise, a model cannot make both melee and ranged attacks in the same combat action. A model can make additional attacks after a special attack or power attack.

Special attacks listed as a rule of a melee weapon are melee special attacks. Special attacks listed as a rule of a ranged weapon are ranged special attacks. A special attack made with a ranged weapon counts toward the ROF of the weapon. For example, if the Thunderhead makes an Energy Pulse special attack with its Lightning Coil ranged weapon, it can spend focus to make up to only two additional Lightning Coil attacks because the weapon has ROF 3. Special attacks listed as a rule of the model itself are neither melee attacks nor ranged attacks. The rules for these special attacks indicate the nature of any additional attacks that can be made afterward, if any. A model cannot make a special attack or a power attack as an additional attack.

See "Combat" (p. XXX) for detailed rules on making attacks and determining their results.

SPECIAL ACTIONS

Some models can make a **special action** (★Action) as their action. A model cannot make a special action if it uses its normal movement to run or charge. A special action's description details its requirements and results.

SKILL CHECKS

Some special actions appear with a **skill value** following their names. When a model makes one of these special actions, make a **skill check** to determine its success. Roll 2d6. If the result is equal to or less than the skill value listed, the model passes its skill check and its results are applied immediately. If the result is greater than the model's skill value, the special action fails. Typically nothing happens if a model fails a skill check, but some special actions impose negative consequences for failing a skill check.

EXAMPLE: *The Cygnar Field Mechanik Crew Chief has the special action Repair [9]. The Mechanik's Repair special action will succeed on a 2d6 roll of 9 or less.*

COMBAT-THROWING DOWN MELEE ATTACKS, RANGED ATTACKS, AND DAMAGE

COMBAT OVERVIEW

A model's combat action allows it to make attacks. Special rules might also permit models to make attacks at other times. An attack roll determines if an attack hits its target. A damage roll determines how much damage, if any, an attack deals.

Unless stated otherwise, an attack can be made against any model, whether friendly or enemy, and against certain terrain features.

There are three main types of attacks: melee attacks, ranged attacks, and magic attacks. A model cannot make both melee and ranged attacks during its combat action. In other words, a model cannot make a ranged attack after making a melee attack, and it cannot make a melee attack after making a ranged attack. Magic attacks have no such restrictions. Some models, such as warcasters, can make magic attacks and melee or ranged attacks during the same activation.

Certain rules and effects create situations that specifically prevent a model from being targeted. A model that cannot be targeted by an attack still suffers its effects if inside the attack's area of effect. Other rules and effects, such as Stealth, only cause an attack to miss automatically; they do not prevent the model from being targeted by the attack.

MELEE COMBAT

A model using its combat action for **melee attacks** can make one initial attack with each of its melee weapons. Some models have special rules that allow **additional melee attacks** during their activations. Warcasters and warjacks can spend focus points to make additional melee attacks during their activations, for example. Each additional melee attack can be made with any melee weapon the model possesses with no limit to the number of attacks made per weapon.

A melee attack can be made against any target in the melee range of the weapon being used and in the attacker's line of sight. A model making more than one melee attack can divide its attacks among any eligible targets.


MELEE WEAPONS

Melee weapons include such implements as spears, swords, hammers, flails, saws, and axes. Some models, such as warjacks, have attack options allowing them to make attacks without their weapons (power attacks, for example).

Melee Damage Roll = 2d6 + POW + STR

MELEE RANGE & ENGAGING

A model can make melee attacks against any target in its melee range that is in its line of sight. A player can measure his model's melee range at anytime.

A weapon's **melee range** extends 0.5" beyond the model's front arc for any type of melee attack. A weapon with Reach  has a melee range of 2". Some effects and special rules increase a weapon's melee range beyond this. A model's melee range is the longest melee range of its usable melee

MELEE RANGE, ENGAGED MODELS, AND REACH WEAPONS

Normal Melee
Range: 1/2"

Reach Melee
Range: 2"

If a model is in melee range and line of sight, it has engaged its opponent in melee combat. When opposing models are in each other's melee range, they are both engaged. However, a model with a Reach weapon can take advantage of its greater melee range to engage an opponent that has only normal melee range weapons without becoming engaged itself. Though both models are considered to be in melee, a model is engaged only if it is in its opponent's melee range!

weapons. A model that has a Reach weapon and another melee weapon can attack an opponent up to 2" away with its Reach weapon, but its other weapons can only be used to attack models within their normal 0.5" melee range. Non-warjack models with no melee weapons have no melee range. Warjacks always have at least a 0.5" melee range.

When a model is within an enemy model's melee range and in that model's line of sight, it is **engaged** in combat and primarily concerned with fighting its nearest threat. When a model has an enemy model in its melee range and line of sight, it is **engaging** that model. When a model is either engaged or engaging, it is **in melee**, which prevents it from making ranged attacks.

MELEE RANGE AND ELEVATION

When a model makes a melee attack against a model 1" or less higher or lower, ignore the vertical distance between the two models when determining melee range.

FREE STRIKES

When an engaged model advances out of the enemy's melee range and/or line of sight, the enemy model can immediately make a **free strike** against it just before it leaves. The model makes one normal melee attack with any melee weapon that has sufficient melee range to reach the moving model and gains a +2 bonus to its melee attack roll. If the attack hits, the damage roll is boosted. Always treat the free striking model as being in the advancing model's back arc, if it has one, when the free strike is made. Free strikes do not benefit from back strike bonuses.

MELEE ATTACK ROLLS

Determine a melee attack's success by making a melee attack roll. Roll 2d6 and add the attacking model's melee attack stat (MAT). Roll an additional die if the attack roll is boosted. Special rules and certain circumstances might modify the attack roll as well.

Melee Attack Roll = 2d6 + MAT

A target is **directly hit** by an attack if the attack roll equals or exceeds the target's defense (DEF). If the attack roll is less than the target's DEF, the attack misses. A roll of all 1s on the dice is a miss. A roll of all 6s is a direct hit unless you are rolling only one die, regardless of the attacker's MAT or the target's DEF. Sometimes a special rule causes an attack to hit automatically. Such automatic hits are also direct hits.

MELEE ATTACK MODIFIERS



The most common modifiers affecting a model's melee attack roll are summarized here for easy reference. Where necessary, additional detail can be found on the pages listed.

- *Back Strike* (p. XXX): A back strike gains +2 to the attack roll.

- *Free Strike* (above): A free strike gains +2 to the attack roll and a boosted damage roll.
- *Intervening Terrain*: A model with any portion of its volume obscured from its attacker by an obstacle or an obstruction gains +2 DEF against melee attack rolls.
- *Knocked Down Target* (p. XXX): A melee attack against a knocked down model hits automatically.
- *Stationary Target* (p. XXX): A melee attack against a stationary model hits automatically.

POWER ATTACKS

Power attacks are special attacks that can be made by some models. The power attacks available to non-warjack models are described in their special rules. Warjacks can make power attacks as indicated by the following list.

- All warjacks: head-butt, push, and slam
- Heavy warjacks: trample
- Warjacks with at least one non-crippled Open Fist : headlock/weapon lock and throw
- Warjacks with two non-crippled Open Fists : double-hand throw

A warjack must spend 1 focus point to make a power attack.

A model cannot make a power attack as its charge attack. Power attacks are melee attacks with a 0.5" melee range.

When a model makes a power attack, do not apply the special abilities on its weapons unless they specifically reference power attacks.

HEADLOCK/WEAPON LOCK

A model making a headlock/weapon lock can **lock** a warjack or warbeast's weapon or head and prevent its use. A warjack must have at least one non-crippled Open Fist to make a headlock/weapon lock power attack. Declare what the attacking model is attempting to lock before making the attack roll.

When a warjack makes a headlock/weapon lock, also declare which weapon with Open Fist it is using to make the attack before making a melee attack roll. A knocked down model cannot be locked. If the attack hits then the specified head/weapon is locked. Headlock/weapon lock attacks do not cause damage.

Maintaining Locks and Being Locked

When a weapon is locked the target model cannot make attacks with the locked weapon along with all other weapons in the same location. Locking a weapon with a location of "—" has no effect on other weapons. A model held in a headlock cannot make attacks with any weapons

COMBAT

located in its head (H). A model held in a headlock/weapon lock cannot make special attacks.

While involved in a lock, the attacker cannot make special attacks or attack with the weapon with which it made the lock attempt, nor can it use any other weapon in the same location. The attacker and the defender are free to attack with any of their other melee weapons.

EXAMPLE: *Rob's Juggernaut successfully locks the head of Erik's Slayer with its Open Fist. The Slayer cannot make tusk attacks or special attacks (including Combo Strikes or power attacks), and the Juggernaut cannot make attacks with its Open Fist until the headlock is broken or released.*

At the beginning of its combat action, a model suffering a headlock/weapon lock must attempt to break the lock. For each weapon lock and headlock, both models involved in the lock roll a d6 and add their STR. If the locked model's total exceeds that of the model holding the lock, the lock is broken. The locked warjack can make its initial attacks with any melee weapons not located in a locked system as normal. After resolving these attacks and attempts to break free, a warjack can spend focus points to make more attempts to break a lock or to make additional attacks with usable weapons, at 1 focus point per break attempt or additional attack. Once a lock is broken, the model can use the weapon that was locked. A model can voluntarily release a lock it is maintaining at any time during its activation.

Neither model can advance or be pushed while involved in a lock. A lock is broken automatically if:

- An effect causes either model to move or be placed;
- An effect knocks down either model;
- An effect causes either model to become incorporeal;
- An effect causes the attacker to become stationary;
- The weapon system maintaining the lock is crippled; or
- Either model is destroyed or removed from play.

HEAD-BUTT

A model making a **head-butt** power attack smashes its head into a model to drive it to the ground. The attacking model makes a melee attack roll against its target. If the attack hits, the target is knocked down and suffers a damage roll with a POW equal to the attacker's current STR.

A model cannot head-butt while held in a headlock. A model cannot head-butt a model with a larger base.

PUSH

A model making a **push** power attack uses its bulk and strength to shove another model. A push power attack automatically hits and deals no damage. Both models roll a d6 and add their STR. If the defender's total is greater, it

resists being pushed. If the attacker's total equals or exceeds the defender's, the defending model is pushed 1" directly away from the attacker.

After a model is pushed by a push power attack, the attacker can immediately advance directly toward the pushed model up to the distance the pushed model was moved.

Being Pushed

A pushed model moves at half rate through rough terrain, suffers the effects of any hazards it moves through, and stops if it contacts an obstacle, obstruction, or another model.

Remember that a pushed model is not advancing and therefore cannot be targeted by free strikes during this movement.

A pushed model falls off elevated terrain if it ends its push movement with less than 1" of ground under its base. See "Falling" (p. XXX) for detailed rules on determining damage from a fall.

SLAM

A model making a **slam** power attack rams a model with the full force of its body to send the target model flying backward and knock it to the ground. Any effects that prevent a model from charging, such as a penalty to its SPD or movement for any reason other than for being in rough terrain, also prevent the model from making a slam power attack. A slamming model can advance through rough terrain. A model must have both its normal movement and action available in order to use its normal movement to make a slam power attack.

During its activation, a model can attempt to slam any model that is in its line of sight at the beginning of its normal movement. A knocked down model cannot be moved by a slam.

Declare the slam attempt and its target before moving the model.

Declare the slam attempt and its target, then turn the slamming model to face the slam target directly. The slamming model then advances its full SPD plus 3" directly toward its target. The slamming model cannot voluntarily stop its movement unless its target is in its melee range, but it can end this movement at any point with its slam target in its 0.5" melee range. It must stop if it contacts a model, an obstacle, or an obstruction. The slamming model cannot change its facing during or after this movement.

A slamming model that ends its slam movement with its slam target in its 0.5" melee range has made a **successful slam**. If it advanced at least 3" it makes a melee attack roll against its target. A model that power attack slams a model

with a larger base suffers -2 on its attack roll. If the attack hits, the target is slammed directly away from the attacker (see "Being Slammed," next).

If a slamming model makes a successful slam but moved less than 3", it has not moved fast enough to get its full weight and power into the blow. The model makes an attack roll against its target. If the target is hit, it suffers a damage roll with a POW equal to the attacker's current STR but is not slammed. These are still slam attack rolls and slam damage rolls.

A model that does not end its slam movement within 0.5" of the target has failed its slam power attack. If a model fails its slam power attack during its activation, its activation ends.

Being Slammed

A **slammed** model is moved d6" directly away from its attacker and is then knocked down. If the slamming model has a smaller base than the slam target, the model is slammed half the distance rolled. It then suffers slam damage as described below. A slammed model moves at half rate through rough terrain, suffers any damaging effects through which it passes, and stops if it contacts an obstacle, an obstruction, or a model with an equal or larger-sized base. If a slammed model cannot be knocked down, it must still forfeit its action or movement if it activates later in a turn in which it was slammed.

A slammed model moves through models with smaller bases than its own. If it would end up on top of a model, follow the **rule of least disturbance** (p. XXX) to move the models into legal positions.

A slammed model falls off elevated terrain if it ends its slam movement with less than 1" of ground under its base.

See "Falling" (p. XXX) for rules on determining damage from a fall. Resolve any falling damage simultaneously with slam damage.

Slam Damage

Apply **slam damage** after movement and knockdown effects, regardless of whether the model actually moves or is knocked down. The model hit suffers a damage roll with a POW equal to the attacker's current STR. Add an additional die to the damage roll if the slammed model contacts an obstacle, an obstruction, or a model with an equal or larger-sized base. Slam damage can be boosted.

Collateral Damage

If a slammed model contacts a model with an equal-sized base or moves through a model with a smaller base, that model is knocked down and suffers collateral damage. A model suffering **collateral damage** suffers a damage roll with a POW equal to the attacker's current STR. Collateral damage cannot be boosted. A contacted model with a larger base than the slammed model does not suffer collateral damage and is not knocked down. Resolve any collateral damage simultaneously with slam damage. Collateral damage is not considered to be damage from an attack or model. For example, an effect triggered by being "damaged by an enemy attack" would not trigger due to collateral damage.

THROW

A model making a **throw** power attack picks up and throws another model. A model cannot throw a model with a larger base. A warjack must have at least one non-crippled Open Fist to make a throw power attack.

SLAM MOVEMENT AND COLLATERAL DAMAGE

A Juggernaut declares a slam attack against a Crusader. Because it moved more than 3" to make contact with the Crusader, the Juggernaut will be able to slam its target. The attack succeeds, and the Crusader is knocked back d6". The roll comes up a 6, but the Crusader stops when it hits the wall 4" behind it. During the slam, the Crusader passes over a Temple Flameguard, and the Flameguard suffers collateral damage. In addition, because the Crusader was slammed into a wall, it suffers a damage roll of 3d6 plus the STR of the Juggernaut (2d6 plus an extra die for colliding with a solid terrain feature). This damage roll can still be boosted on top of the additional die.

Juggernaut

Crusader

Flameguard

Wall

POWER ATTACK EFFECTS FROM OTHER SOURCES

A model can be pushed, slammed, or thrown as a result of a spell or an ability rather than from a power attack. The resolution of a push, slam, or throw caused by an effect might differ slightly from the resolution of one caused by a power attack. For example, a model slammed as a result of Lieutenant Caine’s Thunder Strike spell suffers a POW 14 damage roll instead of suffering damage based on Caine’s STR. When the Marauder Combo Smites a model, the POW of both of its weapons is added to the damage roll in addition to its STR.

The attacking model makes a melee attack roll against its target. If the attack hits, both models roll a d6 and add their current STR. If the target’s total is greater, it breaks free without taking any damage and avoids being thrown. If the attacker’s total equals or exceeds the target’s, the target model is thrown.

Being Thrown

When your model throws another, choose a direction for the thrown model to be moved. This direction must be away from the attacker. Measure a distance from the target equal to half the attacker’s current STR in inches along the chosen direction to a point on the table. This point is the thrown model’s intended point of impact. A large-based model throwing a small-based model adds 1” to this distance.

From this point, determine the thrown model’s actual point of impact by rolling for deviation. Referencing the deviation rules (p. XXX), roll a d6 for direction and a d3 for distance in inches. The deviation distance cannot exceed half the distance between the thrown model and the intended point of impact.

The **thrown** model is moved directly from its current location in a straight line to the determined point of impact. A thrown model moves through models with smaller bases during this movement without contacting them. Unlike when a model is slammed, rough terrain and obstacles do not affect this movement, but the thrown model still stops if it contacts an obstruction or a model with an equal or larger-sized base. The thrown model is then knocked down and suffers throw damage. If a thrown model cannot be knocked down it must still forfeit its action or movement if it activates later in a turn in which it was thrown.

If a thrown model would end on top of another model, that model is contacted. Follow the rule of least disturbance (p. XXX) to move the models into legal positions.

A thrown model falls off elevated terrain if it ends its throw movement with less than 1” of ground under its base. See “Falling” (p. XXX) for rules on determining damage from a fall. Resolve any falling damage simultaneously with throw damage.

Throw Damage

Apply throw damage after movement and knockdown effects, regardless of whether the model actually moves or is knocked down. The thrown model suffers a damage roll with a POW equal to the attacker’s current STR. Add an additional die to the damage roll if the thrown model

EXAMPLE OF A THROW



Deathripper

Crusader

A Crusader throws a Deathripper. Since the Crusader has a STR of 11, measure 5.5” from the thrown model to determine the intended point of impact and determine deviation from that point. The Crusader rolls a 3 for deviation direction and a 6 for distance. On a d3, that equals 3” of deviation, reduced to 2.75” because the deviation cannot exceed half the throw distance. Measure the deviation distance in the direction indicated by the deviation diagram to determine the actual point of impact. The Deathripper moves from its current position directly toward the point of impact.

contacts an obstruction or a model with an equal or larger-sized base. Throw damage can be boosted.

Collateral Damage

If a thrown model contacts a model with an equal or smaller-sized base, that model is knocked down and suffers collateral damage. A model suffering collateral damage suffers a damage roll with a POW equal to the attacker's current STR. Collateral damage cannot be boosted. A contacted model with a larger base than the thrown model does not suffer collateral damage. Resolve any collateral damage simultaneously with throw damage. Collateral damage is not considered to be damage from an attack or model. For example, an effect triggered by being "damaged by an enemy attack" would not trigger due to collateral damage.

DOUBLE-HAND THROW

A model making a **double-hand throw** power attack uses both its arms to pick up and throw another model. A model cannot throw a model with a larger base. A warjack must have two non-crippled Open Fists to make a double-hand throw power attack.

The attacking model makes a melee attack roll against its target. If the attack hits, the target rolls a d6 and adds its current STR. The attacker rolls 2d6 and adds its current STR. If the target's total is greater, it breaks free without taking any damage and avoids being thrown. If the attacker's total equals or exceeds the target's, the target model gets thrown.

To determine the direction of the double-hand throw, the attacker can either follow the steps for determining the direction of a regular throw (see "Being Thrown," p. XXX) or simply throw the model at another model within the attacker's line of sight. Ignore the model being thrown when determining line of sight to the other model. The throw distance is equal to half the attacker's current STR in inches. A large-based model throwing a small-based model adds 1" to this distance. If the other model is within range, the attacker makes a melee attack roll against it. If it is outside this range, resolve the throw using the rules in "Being Thrown," above, as if the thrown model were thrown directly toward the other model. On a hit, move the thrown model from its current location directly toward the other model's base until it contacts the target. This throw does not deviate. A double-hand throw at another model is not an attack against that model.

If the attack roll misses, determine the thrown model's point of impact by rolling deviation from the center of the other model's base. Referencing the deviation rules (p. XXX), roll a d6 for direction and a d3 for distance in inches. If the other model is beyond the throw distance, determine deviation from a point on the line to it equal to the throw distance.

The thrown model moves directly from its current location in a straight line to the determined point of impact.

A thrown model moves over models with smaller bases during this movement without contacting them. Unlike when a model is slammed, rough terrain and obstacles do not affect this movement, but the thrown model still stops if it contacts an obstruction or a model with an equal or larger-sized base. The thrown model is then knocked down. If a thrown model cannot be knocked down it must still forfeit its action or movement if it activates later in a turn in which it was thrown.

If a thrown model would end on top of a model, that model is contacted. Follow the rule of least disturbance (p. XXX) to move the models into legal positions.

A thrown model falls off elevated terrain if it ends its throw movement with less than 1" of ground under its base. See "Falling" (p. XXX) for rules on determining damage from a fall. Resolve any falling damage simultaneously with throw damage.

Resolve damage resulting from a double-hand throw using the "Throw Power Attack," "Throw Damage," and "Collateral Damage" rules above.

TRAMPLE

A model making a **trample** power attack crashes its way through small-based models in its path. Any effects that prevent a model from charging, such as a penalty to its SPD or movement for any reason other than for being in rough terrain, also prevent the model from making a trample power attack. A trampling model can advance through rough terrain. A model must have both its normal movement and action available in order to use its normal movement to make a trample power attack. Light warjacks cannot make trample power attacks.

Declare a trample power attack at the beginning of the model's normal movement. Choose a direction in which you wish to trample, and turn the model to face that direction. The model then advances up to its current SPD plus 3" in a straight line in that direction. It moves through any small-based model in its path, but there must be room for the trampling model's base at the end of the movement. It stops if it contacts a model with a medium or larger base, an obstacle, or an obstruction. The trampling model cannot change its facing during or after this movement. Do not resolve free strikes against the trampling model during this movement.

After the model has finished its trample movement, it makes a melee attack against each small-based model it contacted, in the order it moved through them. Resolve each trample attack as if it took place where the trampling

COMBAT

model contacted the small-based model during its trample movement. These attacks are simultaneous. Models hit by a trample attack suffer a damage roll with a POW equal to the current STR of the trampling model. Trample damage can be boosted.

Resolve free strikes against the trampling model after resolving all trample attacks. Models contacted cannot make free strikes against the trampling model. Resolve each free strike as if it took place where the trampling model left the melee range of the model making the free strike.

If a model is able to move or attack as a result of something that occurred during the trample, those actions and their effects resolve based on the location of the models at the end of the trample rather than where the trampling model contacted a small-based model during the trample.

RANGED COMBAT

Some would argue there is no honor in defeating an enemy without being close enough to look him in the eyes. When a soul-burning helljack with two fists full of iron-shredding claws bears down on you faster than a charging destrier, however, it is a good plan to keep your distance and consider your ranged attack options.

A model using its combat action for **ranged attacks** makes one initial attack with each of its ranged weapons. Some models have special rules that allow additional ranged attacks during their activations. For example, warcasters and warjacks can spend focus points to make additional ranged attacks during their activations. Each additional attack can be made with any ranged weapon the model possesses, but a ranged weapon can never make more attacks in a single activation than its rate of fire (ROF).

A ranged attack can be declared against any target in its line of sight, subject to the targeting rules. A model making more than one ranged attack can divide its attacks among any eligible targets. A model in melee cannot make ranged attacks.

Some spells and special rules allow certain models to make magic attacks. Magic attacks are similar to ranged attacks and follow most of the same rules, but they are not affected by rules that affect only ranged attacks. See "Offensive Spells and Magic Attacks" (p. XXX) for details on magic attacks.

RANGED WEAPONS

Ranged weapons include bows, rifles, flamethrowers, crossbows, harpoon guns, and mortars.

Ranged Weapon Damage Roll = 2d6 + POW

DECLARING A TARGET

A ranged attack can target any model in the attacker's line of sight (see "Line of Sight," p. XXX), subject to the targeting rules. A ranged attack cannot target open ground or a permanent terrain feature. Some terrain features and objects can be targeted, but they will say so in their individual rules. A ranged attack need not target the nearest enemy model, but intervening models can prevent a model farther away from being targeted.

The attack must be declared before measuring the range to the intended target. Unless a model's special rules say otherwise, it can make ranged attacks only against models in its front arc.

MEASURING RANGE

A ranged attack must be declared against a legal target before measuring range. After declaring the attack, measure to see if the target is within the Range (RNG) of the attack. Measure range from the edge of the point of origin's base to the target up to the maximum range of the attack. If the nearest edge of the target model's base is within the maximum range of the attack, the target is in range. If the target is in range, make a ranged attack roll. If the target is beyond range, the attack automatically misses. If a ranged attack has an area of effect (AOE) and the target is out of range, the attack automatically misses, and its point of impact will deviate from the point on the line to its declared target at a distance equal to its RNG. See "Area-of-Effect Attacks" (p. XXX) for details on these attacks and deviation.

RATE OF FIRE

A weapon's **rate of fire (ROF)** indicates the maximum number of ranged attacks it can make in an activation. Reloading time prevents most ranged weapons from being used more than once per activation. Some ranged weapons reload faster and can make multiple attacks if a model is able to make additional attacks. A ranged weapon cannot make more attacks per activation than its ROF, though, regardless of the number of additional attacks a model is entitled to make. Ranged attacks made outside of a model's activation are not limited by ROF.

RANGED ATTACK ROLLS

Determine a ranged attack's success by making a ranged attack roll. Roll 2d6 and add the attacking model's Ranged Attack (RAT). A boosted attack roll adds an additional die to this roll. Special rules and certain circumstances might modify the attack roll as well.

Ranged Attack Roll = 2d6 + RAT

A target is directly hit by an attack if the attack roll equals or exceeds the target's Defense (DEF). If the attack roll is

less than the target's DEF, the attack misses. A roll of all 1s on the dice is a miss. A roll of all 6s is a direct hit unless you are rolling only one die, regardless of the attacker's RAT or its target's DEF.

Sometimes a special rule causes an attack to hit automatically. Such automatic hits are also direct hits.

RANGED ATTACK ROLL MODIFIERS

The most common modifiers affecting a model's ranged attack roll are summarized here for easy reference. Where necessary, additional detail can be found on the pages listed.

- *Aiming Bonus*: A model can forfeit its movement to gain an aiming bonus. The aiming bonus adds +2 to every ranged attack roll the model makes that activation. This bonus does not apply to magic attack rolls.
- *Back Strike* (p. XXX): A back strike gains +2 to the attack roll.
- *Cloud Effect* (p. XXX): A model inside a cloud effect gains concealment.
- *Concealment*: A model with concealment in relation to its attacker gains +2 DEF against ranged and magic attack rolls.
- *Cover*: A model with cover in relation to its attacker gains +4 DEF against ranged and magic attack rolls.
- *Elevated Target* (p. XXX): If the target is on terrain at least 1" higher than the attacker, it is an elevated target. When drawing line of sight to an elevated target, ignore intervening models on terrain at least 1" lower than the target. An elevated target gains +2 DEF against ranged and magic attack rolls.
- *Elevated Attacker* (p. XXX): If the attacker is on terrain at least 1" higher than the target, it is an elevated attacker. When drawing line of sight from an elevated attacker, ignore intervening models on terrain at least 1" lower than the attacker unless they are within 1" of the target. Additionally, ignore intervening models within 1" of the target that are on terrain

at least 1" lower than the attacker and have equal or smaller-sized bases than the attacker.

- *Knocked Down Target* (p. XXX): While knocked down, a model has its base DEF reduced to 5.
- *Stationary Target* (p. XXX): While stationary, a model has its base DEF reduced to 5.
- *Target in Melee* (p. XXX): A ranged or magic attack roll against a target in melee suffers a -4 penalty.

CONCEALMENT AND COVER

Terrain features, spells, and other effects can make it more difficult to hit a model with a ranged or magic attack. A model within 1" of a terrain feature that obscures any portion of its base from an attacker can gain either a concealment or cover bonus, depending on the type of terrain, to its DEF against ranged and magic attacks. Concealment and cover bonuses are not cumulative with themselves or each other, but they are cumulative with other effects that modify a model's DEF. See "Terrain" (p. XXX) for details on terrain features and how they provide concealment or cover.

Some terrain features and special effects grant a model **concealment** by making it more difficult to be seen, but they are not actually dense enough to block an attack. Examples include low hedges or bushes. A model within 1" of a concealing terrain feature that obscures any portion of its volume (p. XXX) from an attacker gains +2 DEF against ranged and magic attack rolls. Concealment provides no benefit against spray attacks.

It might appear at first that the Defender has several targets from which to choose, but many of them are actually well defended. The forest grants concealment (+2 DEF) to the Juggernaut, and the crates grant cover (+4 DEF) to Winter Guard A and Winter Guard B. The Defender cannot draw LOS to the Butcher at all because there is a forest between them. Winter Guard C is behind the crates, but because he is more than 1" from them, he does not receive the cover bonus.

Other terrain features and special effects grant a model cover by being physically solid enough to block an attack against it. Examples include stone walls, giant boulders, and buildings. A model within 1" of a covering terrain feature that obscures any portion of its base from an attacker gains +4 DEF against ranged and magic attack rolls. Cover provides no benefit against spray attacks.

TARGETING A MODEL IN MELEE

A model making a ranged or magic attack roll against a target in melee risks hitting another model participating in the combat, including friendly models. The standard targeting rules, including line of sight, still apply when targeting a model that is in melee.

In addition to any other attack modifiers, a ranged attack roll against a target in melee suffers a -4 penalty.

If the attack against the intended target misses and the target was in range, it might hit another combatant. If the target was not in range, the attack misses automatically and will not potentially hit another combatant.

If the target was in range, the attacker must immediately reroll his attack against another model in that combat.

When determining the attack's new target, the only models considered to be in the same combat are those in melee with the attack's original target and any models in melee with them. Any models meeting these criteria can become the new target. However, a model cannot become the new target if a special rule or effect prohibits it from being targeted by the attack or if the attacker's line of sight is completely blocked by obstructing terrain. Ignore intervening models when determining a new target. If multiple models in the combat are eligible targets, randomly determine which model becomes the new target (excluding the original target).

EXAMPLE: *Using a d6, if there are three other models in the combat, the first model will become the new target on a 1 or 2, the second on a 3 or 4, and the third on a 5 or 6. If the attacker cannot draw line of sight to one of those models due to an obstruction (e.g., it's around the corner of a building), however, ignore that model and randomize the attack between the other two: it targets the first on a 1, 2, or 3 or the second on a 4, 5, or 6. If one of those two models cannot be targeted for some reason, only one model is an eligible target and thus a random roll is not necessary.*

If the attack against the new target misses, it misses completely without targeting any more models.

EXAMPLE: *Stryker is in melee with a Revenger affected by the Protection of Menoth spell. A Charger forfeits its movement, aims, targets the Revenger with its dual cannon, and spends 1 focus point to boost its attack roll. The Charger's attack roll gains an additional die for boosting the attack roll, gets +2 to the roll for the aiming bonus, and suffers the -4 penalty for targeting a model in melee. In addition, the Revenger's DEF against this attack is enhanced due to the spell affecting it.*

If the attack misses, the Charger rerolls the attack, this time targeting Stryker. It still includes the additional die for boosting the attack roll, the +2 aiming bonus, and the -4 penalty for targeting a model in melee. If Stryker is behind cover in relation to the Charger, he gains +4 DEF against this attack.

An area-of-effect attack that misses a target in melee deviates normally instead of following these rules. Spray attack rolls that miss a model in melee do not follow these rules; they simply miss.

AREA-OF-EFFECT ATTACKS

An attack with an area of effect is sometimes referred to as an **AOE attack**. A ranged attack with an AOE is a ranged

TARGETING INTO MELEE EXAMPLE

Deathripper

Stryker

Deneghra

Charger

Defender

Stryker is in melee with Deneghra and a Deathripper. A Long Gunner enters the fight from the side to engage Deneghra but not the Deathripper. A Charger makes a ranged attack against the Deathripper and misses. Since Stryker is in melee with the Deathripper and Deneghra is in melee with Stryker, they are both in the same combat as the intended target. The Defender is not included because it is not in melee with the intended target (the Deathripper) or with another model in melee with the intended target (Stryker). It is far enough from the intended target not to be attacked accidentally.

A random die roll determines Deneghra is the new target. Unfortunately, since the Charger is more than 5" away from Deneghra, her Stealth (S) ability makes the attack automatically miss without even rolling. Even though Stealth prevents Deneghra from being hit, she can still be targeted. Since the attack missed both its intended target and the new target, it misses completely with no further chance of hitting Stryker or the Defender.

attack. A magic attack with an AOE is a magic attack. A melee attack with an AOE is a melee attack. An area-of-effect attack, such as from an explosive spell or a gas cloud, hits every model in an area centered on its point of impact. The attack covers an area with a diameter equal to its area of effect (AOE). Templates for AOE attacks appear on p. XXX.

An AOE attack follows all normal targeting rules. A successful attack roll indicates a **direct hit** on the intended

target, which suffers a direct hit damage roll of $2d6 + POW$. Center the AOE template over the point of impact—in the case of a direct hit, the center of the targeted model's base. Every other model with any part of its base covered by the AOE template is hit, but not directly hit, by the attack and suffers a **blast damage** roll of $2d6 + 1/2 POW$. Make separate damage rolls against each model in the AOE; each roll must be boosted individually.

Blast Damage Roll = $2d6 + 1/2 POW$

AOE attacks are simultaneous attacks (p. XXX).

An AOE attack that misses its target deviates a random direction and distance. An AOE attack declared against a target beyond its range (RNG) automatically misses, and its point of impact deviates from the point on the line from the attack's point of origin to its declared target at a distance equal to its RNG away from the attack's point of origin. An AOE attack that misses a target in range deviates from the center of its intended target.

DAMAGE POINT OF ORIGIN

An AOE attack's point of impact determines the origin of damage and effects for models not directly hit by the attack. For instance, suppose an AOE ranged attack targets a trooper in a unit that has used the Shield Wall order. If the attack hits, the target trooper will benefit from the Shield Wall if the attacker is in the trooper's front arc, as will other troopers that have the target trooper in their front arc; troopers that do not have the target trooper in their front arc will not benefit from Shield Wall, though, as the damage is originating in their rear arc. Should the attack miss and deviate long, into the target trooper's back arc, the target trooper would not benefit from being in the shield wall either. See p. XXX for more information on point of origin and origin of damage.

DEVIATION

When an AOE attack misses its target, determine its actual point of impact by rolling **deviation**. Referencing the deviation template (p. XXX), roll a d6 to determine the direction the attack deviates. For example, a roll of 1 means the attack goes long and a roll of 4 means the attack lands short. Then roll another d6 to determine the deviation distance in inches. Determine the missed attack's actual point of impact by measuring the rolled distance from the original point of impact in the direction determined by the deviation roll. If the deviated point of impact would be off the table, reduce the deviation distance so the point of impact is on the edge of the table instead. If the intended target is beyond the weapon's RNG, determine deviation from the point on the line from the attack's point of origin to its declared target at a distance equal to its RNG.

DEVIATION EXAMPLE

Redeemer

A Redeemer makes a ranged attack with its Skyhammer rocket targeting the Mechanithrall in the middle of the unit 11" away. If the target is hit, the Skyhammer will catch four Mechanithralls under the template! The Redeemer's ranged attack roll misses however, and since the attack is an AOE attack, the Redeemer's controller must roll deviation to determine the attack's point of impact. The roll is a 5 for direction and a 4 for 4" of deviation. Measure this distance in the deviation direction from the center of its original target to locate the point of impact. Models under the template suffer blast damage and are subject to the attack's special effects. The Redeemer does not hit as many Mechanithralls as it wanted, but it still catches one under the template.

Mechanithralls

If the target is within range of the attack, the point of impact will not deviate more than half the distance from the attack's point of origin to its intended target. If the target is not within range of the attack, the point of impact will not deviate more than half the RNG of the attack. Use the exact value for this maximum; do not round it. For instance, an attack made at a target 5" away from the attack's point of origin will deviate a maximum of 2.5" even if the attacker rolls a 3, 4, 5, or 6 for deviation distance.

Terrain features, models, or other effects do not block deviating AOE attacks. They always take effect at the determined point of impact.

Center the AOE template over the point of impact. Every model with any part of its base covered by the AOE template is hit, but not directly hit, by the attack and takes a blast damage roll. Deviating AOE attacks never cause direct hits even if the point of impact is on top of a model.

SPRAY ATTACKS

An attack using the spray template is sometimes referred to as a **spray attack**. Some weapons and spells, such as flamethrowers and Deneghra's Venom spell, make spray attacks. This devastating short-ranged attack can potentially hit several models. A spray uses the spray template and will have a RNG of "SP 6," "SP 8," or "SP 10". Effects that modify RNG do not affect spray attacks. The spray template appears on p. XXX.

When making a spray attack, center the spray template laterally over an eligible target with the narrow end of the template touching the nearest edge of the point of origin's base. The target itself need not be under the template. The targeting

rules apply when choosing the attack's primary target. Every model with any part of its base covered by the appropriate section of the spray template can be hit by the attack.

Make separate attack rolls against each model under the template. Remember that each roll must be boosted individually. Spray attacks ignore concealment, cover, Stealth, and intervening models because the attack comes over, around, or in some cases through its protection.

A spray ranged or magic attack roll against a model in melee does not suffer a -4 penalty and a spray attack roll against a model in melee that misses is not rerolled against another model. It misses completely.

A model under the spray template cannot be hit by the attack if the attacker's line of sight to it is completely blocked by terrain.

Every model hit by a spray attack suffers a direct hit. Make separate damage rolls against each model hit. A spray attack is a simultaneous attack.

SPECIAL COMBAT SITUATIONS

The chaos of a battlefield is constantly producing the unexpected. Although situations can arise as a result of unique circumstances or a model's special rules, the rules in this section should enable a smooth resolution. Savvy players will use these rules to their best advantage.

ATTACK-GENERATING ABILITIES

When a model is granted more attacks as a result of an attack it made, it gains only one. If two or more abilities

EXAMPLES OF SPRAY ATTACKS

Bile Thrall

Winter Guard

A Bile Thrall makes a spray attack against a group of Winter Guard. The Cryx player centers the SP 8 spray template laterally over an eligible target, choosing the centermost Winter Guard. Targeting that trooper also lets the player cover the greatest number of Winter Guard without covering his own nearby Deathrippers. He makes a ranged attack roll against each of the four Winter Guard in the spray. If an attack roll against the Winter Guard in melee with the Deathrippers misses, it will not hit one of the bonejacks.

Deathrippers

Mechanithralls

A pair of Mechanithralls has advanced to within range of a Repenter's Flame Thrower. The Cryx player has been careful to place them far enough apart so a spray attack targeted against either one of them will not catch the other under the template. Unfortunately he has not taken the Deathripper behind them into account. The Repenter has line of sight to the Deathripper and therefore can target it with its Flame Thrower even though it is out of range. Doing this will cover both Mechanithralls with the spray template.

Repenter

Deathripper

would grant the model another attack as a result of making an attack, its controlling player chooses which ability to apply. The attack is then resolved using the rules for that ability. These attacks can, in turn, earn more attacks of their own.

For example, Terminus casts Ravager on a Slayer in his battlegroup. The Slayer then destroys a model in a unit affected by Epic Skarre's Black Spot spell with a melee attack. Both Ravager and Black Spot grant the Slayer an additional attack, but the Slayer can gain only one of the two. The Slayer's controller chooses to make the attack granted by Ravager and resolves the attack according to Ravager's rules. If that granted attack destroys another model in the same unit, the Slayer's controller will again choose which ability will grant another attack.

ATTACKS THAT HIT OR MISS AUTOMATICALLY

Some special rules cause attacks to hit automatically or miss automatically. If a special rule causes an attack to **hit automatically**, you do not have to make an attack roll. If you do make a roll (because you want to try for a critical hit,

for example), the attack no longer hits automatically. If the attack roll fails, the attack misses.

If a special rule will cause an attack to **miss automatically**, do not make an attack roll. The attack just misses.

If one rule causes an attack to hit automatically and one causes it to miss automatically, the automatic hit takes precedence over the automatic miss. For instance, an effect that allows attacks to hit automatically would override special rules such as Stealth that would otherwise cause an attack to miss automatically.

BACK STRIKES

A **back strike** grants a +2 bonus to the attack roll of any melee, ranged, or magic attack made against a model from its back arc. For a model to receive the back strike bonus, the point of origin of the attack must have been in the target's rear arc for the attacker's entire activation up to the moment of the attack. If the attack's point of origin was in the target's front arc at any time during the attacking model's activation, the attacker does not receive this bonus. A model receives a back strike bonus only during its activation.

BACK STRIKES

Cannot make a back strike

Front Arc

Can make a back strike

COMBINED MELEE ATTACK

During their unit's activation, two or more troopers with this ability with the same target in their melee range can combine their melee attacks against that target. In order to participate in a combined melee attack, a trooper must be able to declare a melee attack against the intended target. Choose one model in the attacking group to be the primary attacker and make one melee attack roll for the group. Add +1 to the attack and damage rolls for each model participating in the attack, including the primary attacker. All other bonuses and penalties to the attack and damage rolls, such as the bonus for intervening terrain, are based on the primary attacker.

In a combined melee attack, only the primary attacker actually makes an attack. The other participants lose their attacks, contributing them to create the combined attack. A model that charged during its activation can participate in a combined melee attack, but the combined attack cannot be a charge attack unless all contributed attacks are charge attacks. If any non-charge attack is contributed, the combined attack is not a charge attack.

A unit's melee attacks can be grouped in any manner, including multiple combined melee attacks. Troopers capable of multiple melee attacks can divide them among eligible targets and participate in multiple combined melee attacks. Units with Combined Melee Attack ignore the rule that one trooper's combat action cannot begin until the previous model's combat action ends.

EXAMPLE: *Four members of a Protectorate Temple Flameguard unit make a combined melee attack against a Cygnar Defender. One model is chosen to make the melee attack for the group, adding +4 to his attack and damage rolls since*

there are four models participating in the attack. Two other troopers in the same Flameguard unit make a combined melee attack against a nearby Sentinel. The trooper declared as the primary attacker makes one melee attack and adds +2 to his attack and damage rolls.

COMBINED RANGED ATTACKS

During their unit's activation, two or more troopers with this ability can combine their ranged attacks against the same target. In order to participate in a **combined ranged attack**, a trooper must be able to declare a ranged attack against the intended target and be in formation. Choose one model in the attacking group to be the primary attacker and make one ranged attack roll for the group. Add +1 to the attack and damage rolls for each model participating in the attack, including the primary attacker. All bonuses and penalties for the attack are based on the primary attacker.

Each model in the combined attack = +1 to the attack and damage rolls

Combined ranged attacks cannot target a model in melee.

In a combined ranged attack, only the primary attacker actually makes an attack. The other participants lose their attacks, contributing them to create the combined attack. After declaring all participants, check each one to see if a ranged attack made on its own would have automatically missed due to lack of range or a special rule. Models that would have automatically missed do not contribute to the attack and damage roll bonus but still forfeit their attacks. If the primary attacker would have automatically missed, the combined attack automatically misses. For example, models found to be more than 5" away from a target with the Stealth ability do not contribute to the combined attack, and the entire combined attack automatically misses if the primary attacker is more than 5" away from the target.

A unit's ranged attacks can be grouped in any manner, including as multiple combined ranged attacks. Troopers capable of multiple ranged attacks can divide them among eligible targets and participate in multiple combined ranged attacks. Units with Combined Ranged Attack ignore the rule that one trooper's combat action cannot begin until the previous model's combat action ends.

EXAMPLE: *Four members of a Cygnar Long Gunner unit that are in formation declare a combined ranged attack against a Khador Juggernaut. When measuring range, the player discovers one trooper is out of range. That model's participation in the attack will not add to the attack or damage roll, though it still forfeits its attack. The model chosen to make the ranged attack for the group gains only +3 to its attack and damage rolls since only three of the four models participating in the attack contribute to it.*

GUNFIGHTER

A model with the Gunfighter advantage has a melee range of 0.5" and can make ranged attacks targeting models in

its melee range. This model does not get an aiming bonus when targeting a model in its melee range but can forfeit its movement to use other special abilities. A ranged attack roll does not suffer the target in melee attack roll penalty when the attacker is in melee with the target. However, if such an attack misses and there are multiple models in the combat, the attack can still hit another random model in the combat, excluding the attacker and the original target. Resolve these situations following the rules in "Targeting a Model in Melee" on p. XXX.

A model with the Gunfighter advantage can make charges. If it makes a charge, the model with Gunfighter can make its initial attacks with its ranged weapons; if its first attack is made with a ranged weapon, however, that attack is not a charge attack. A model with Gunfighter can make free strikes with its ranged weapons.

Remember that the Gunfighter advantage does not allow this model to make melee and ranged attacks during the same activation.

MODEL DESTRUCTION AND TOKENS

Special rules cause some models to gain certain types of tokens when a model is destroyed. A model generates only one of each type of token when destroyed. If multiple models are eligible to gain a specific token, the nearest eligible model gets the token. If a model has a limit on how many of a specific token it can have and is at that limit, it is not considered an eligible model.

FALLING

A model that is slammed, thrown, pushed, or that otherwise moves off of an elevated surface to another surface at least 1 full inch lower falls. A **falling** model is knocked down and suffers a damage roll. A fall of up to 3" causes a POW 10 damage roll. Add an additional die to the damage roll for every additional increment of 3" the model falls, rounded up.

Fall Damage Roll = $2d6 + 10 + d6$ for every 3" of the fall after the first

EXAMPLE: *A model falling 3" suffers a damage roll of $2d6 + 10$. One falling 5" suffers a damage roll of $3d6 + 10$, and one falling 7" suffers a damage roll of $4d6 + 10$!*

If a falling model lands on top of another model, follow the rule of least disturbance to move the models underneath to legal positions.

If a falling model contacts a model with an equal or smaller-sized base, the contacted model is knocked down and suffers the same damage roll as the falling model. A contacted model with a larger base than the falling model, however, does not suffer damage and is not knocked down. All damage resulting from the fall is simultaneous.

KNOCKDOWN

Some attacks and special rules cause a model to be **knocked down**. While knocked down a model cannot move, make actions, make attacks, cast spells, use animi, use feats, be used to channel a spell, or give orders and does not have a melee range. A knocked down model does not engage other models and cannot be engaged by them. As a consequence, a model is never in melee with a knocked down model. A melee attack roll against a knocked down model automatically hits. A knocked down model has a base DEF of 5. A knocked down model does not block line of sight and is never an intervening model. A knocked down model cannot be locked or moved by a slam.

A knocked down model can stand up at the start of its next activation unless it was knocked down during its controller's turn; in that case it cannot stand up until its

COMBAT

controller's *next* turn even if it has not yet activated this turn. A model cannot become knocked down while it is knocked down. For example, if a model is knocked down during your opponent's turn and before it gets a chance to stand up is affected by an effect that would ordinarily cause it to be knocked down on your turn, it is not affected by the second instance of knockdown and can still stand up on your turn.

To stand up, a model must forfeit either its movement or its action for that activation. A model that forfeits its movement to stand can make an action, but it cannot make attacks involving movement such as a slam. A model that forfeits its action to stand can use its normal movement to make a full advance but not to run or charge. When a model stands, it ceases to be knocked down. Some special rules allow a model to stand up. In that case, the model may stand up even if it was knocked down during the current player's turn

BEYOND THE PLAY AREA

If an effect would cause a model to move or be placed beyond the table edge (such as being thrown or slammed), the model stops at the table edge and remains in play. The table edge does not count as an obstacle; models do not take additional damage for stopping there.

POINT OF ORIGIN

The **point of origin** of an effect or attack is the location or model from which the attack or effect originates. Typically this is the model causing the effect or making the attack, but not always. For example, when a warcaster channels a spell through an arc node, the arc node is the point of origin of the spell even though the warcaster is the model casting the spell. For attacks or effects that require line of sight to the target model, both line of sight and any attack roll modifiers that depend on line of sight (such as concealment) are checked from the point of origin of the attack. Range is also checked from the point of origin, including the placement of spray templates. Ignore the target in melee attack roll penalty when the point of origin of the magic attack is in melee with the model against which the attack roll is being made.

For most attacks, the origin of damage will be the same as the point of origin of the attack. The origin of damage for a *direct hit* with an AOE attack is the attack's point of origin, but the origin of damage for *any other* damage caused by an AOE attack is the point of impact.

Finally, some non-AOE attacks, such as Ashes to Ashes and Chain Lightning, have special rules that allow them to damage models besides the attack's target. The origin of damage in those cases is the model or point from which you measure the range to other affected models. For example, the origin of damage for the target of Ashes to Ashes is

the spell's origin, but the origin of damage for the other models affected by the spell is the target model. Similarly, when the lightning generated by Chain Lightning arcs to another model, the immediately previous model struck by the lightning is the origin of that damage.

REPLACING MODELS

When **replacing** one model with another, place the new model so the area covered by the smaller of their bases is completely within the area covered by the larger. If the two bases are the same size, place the new model in the same location as the one being replaced. There must be room for the model's base in the location the model is placed. The player choosing the placed model's new location chooses its facing.

ENTERING

A model **enters** an area when its position in play changes such that its previous position was not within the area and its new position is within the area, or when it is put into play in the area.

STATIONARY MODELS

A **stationary model** cannot activate. A stationary model does not have a melee range. A stationary model does not engage other models nor can other models engage a stationary model. A model is never in melee with a stationary model. A stationary model cannot advance, make actions, make attacks, cast spells, use animi, use feats, or give orders.

A melee attack roll against a stationary model automatically hits. A stationary model has a base DEF of 5.

LEAST DISTURBANCE

Some rules can cause moving models to overlap the bases of other models temporarily, such as when a model is thrown or slammed. Once the model has stopped moving, models must be repositioned so that there are no longer any overlapping bases. The model that was moving stays in its final position; other models are moved out of the way to make room.

To determine which models to move and where to move them, first identify the fewest models that would need to be moved to make room. Then find the locations to move them that create the least *total* distance moved. If there are multiple options that yield the least distance—if one model is centered over another, for example—randomly determine the option to use. A model's facing does not change if it moved as a result of this rule.

FORFEITING

Some rules require a model to forfeit its activation, movement, or action, or allow it to do so voluntarily for some benefit.

A model cannot voluntarily forfeit something if it is also required to forfeit it. A model cannot forfeit the same thing to multiple effects. For example, a model that is knocked down cannot forfeit its movement to stand up and also gain an aiming bonus for forfeiting that movement.

A model can forfeit its activation only before it activates in a turn. If it does so, resolve the effect to which the activation is being forfeited, then the model ends its activation, triggering any relevant effects. A model cannot forfeit its activation if it cannot activate. A model cannot forfeit its activation unless it is required to do so or has a rule that allows it to do so. Forfeiting a model's activation does not trigger effects that take place at the end of movement and those that take place at the end of an action.

A model can forfeit its movement anytime before it moves. When a model forfeits its movement, resolve the effect to which the movement is being forfeited, then the model ends its movement, triggering any relevant effects. A model cannot forfeit its movement if it cannot move or does not have a movement available.

A model can forfeit its action anytime before it takes an action. When a model forfeits its action, resolve the effect to which the action is being forfeited, then the model ends its action, triggering any relevant effects. A model cannot forfeit its action if it cannot take an action or does not have an action.

REROLLS

Some models have special abilities that enable them to reroll attack or damage rolls or that cause another model to reroll its attack or damage rolls. These rerolls occur before applying effects that are triggered by hitting/missing for attack rolls or by damaging/not damaging for damage rolls. The results of a reroll completely replace the results of the roll that was rerolled. For example, if a reroll causes a hit model to be missed, it is missed. If a reroll causes a missed model to be hit, it is hit. Multiple reroll effects can come into play on the same roll. Resolve them all before resolving any other effects dependant on hitting/missing or damaging/not damaging.

SWITCHING TARGETS

Some models have the ability to cause another model to be directly hit by an attack in their place. Others can cause themselves to be directly hit by an attack in place of another model. Switching targets occurs immediately after a hit or a miss has been determined, including the resolution of all rerolls.

DAMAGE

Warcasters, warjacks, and some other models can take a tremendous amount of damage before they fall in combat. What might be an incapacitating or mortal wound to a regular trooper will just dent a warjack's hull or be deflected by a warcaster's arcane protections.

DAMAGE ROLLS

Determine how much damage is dealt to a model by making a **damage roll**. In the case of ranged, magic, and most other damaging effects roll 2d6 and add the Power (POW) of the attack. In the case of melee attacks, roll 2d6 and add the POW + Strength (STR), or P+S, of the attack. A boosted damage roll adds an additional die to this roll. Special rules for certain circumstances might modify the damage roll as well.

Damage Roll = 2d6 + POW (+ STR if applicable)

Compare this total against the Armor (ARM) of the model suffering the damage. That model takes 1 **damage point** for every point that the damage roll exceeds its ARM.

A weapon or attack with POW "—" does not cause damage.

Attacks that generate multiple attack and/or damage rolls do so simultaneously. See "Simultaneous and Sequential" (p. XXX) for details on simultaneous damage.

RECORDING DAMAGE

A model's army list entry gives the total amount of damage it can suffer before being **disabled** (p. XXX). For models without damage boxes, this is 1 damage point. A model resilient enough to take more than 1 point of damage will have a row of **damage boxes** on its stat card for tracking damage it receives. Record its damage left to right by marking one damage box for each damage point taken. A model is disabled once all its damage boxes are marked. Unmarked damage boxes are sometimes called **wounds**.

Some models, such as warjacks, have **damage grids** consisting of six columns of damage boxes labeled with the numbers 1 through 6. Different damage grids might be slightly different in shape and number of damage boxes, but they function the same way. When a model with a damage grid suffers damage, roll a d6 to determine which column takes the damage. Starting with the uppermost unmarked box in that column and working down, mark one damage box per damage point taken. Once a column is full, continue recording damage in the next column to the right that contains an unmarked damage box. If all the damage boxes in column 6 are marked, continue recording damage in column 1 or the next column that contains an unmarked damage box. Continue filling columns as required until every damage point taken has been recorded.

COMBAT

When a rule specifically states a model suffers damage to the “first” box of a given type, find the lowest numbered column on the model’s card that has an unmarked damage box of that type. Within that column, mark the topmost unmarked damage box of that type.

FORCE FIELDS

Some warjacks, notably Retribution myrmidons, have two damage tracks: a set of boxes representing their **force fields** and another representing their damage grids. Mark the field boxes before marking the damage grids.

EXAMPLE: *When damage is dealt to column 2, mark damage first in the force field boxes and then in column 2 if the force field is filled (even if the column was chosen by the attacker as a result of a special rule such as Eiryss’ Death Bolt).*

When damage must be dealt simultaneously to each column, mark damage to the force field boxes first (damage from the first column, damage from the second column, and so on). If all of the field’s boxes are filled, mark remaining damage to the last columns.

EXAMPLE: *Gorton Grundback hits a warjack with a force field with his Molten Metal spell. That spell deals 1 point of damage to each column on the warjack’s damage grid; the damage grid has six columns, so the spell deals 6 damage points. If the warjack has three unmarked force field boxes remaining, the damage that would otherwise be marked in the first three columns are marked in the force field instead. The remaining 3 damage points are assigned to columns 4, 5, and 6.*

Damage to a specific system is marked in that system; in this case, the force field is ignored.

EXAMPLE: *If a warjack with a force field is hit by a Lancer’s Shock Shield attack, the warjack hit suffers 1 damage point to its first available Cortex system box. This damage is applied to an unmarked Cortex system box, not to the warjack’s force field.*

WARJACK DAMAGE KEY

On a warjack’s damage grid, the following letters represent the warjack’s systems:

C: Cortex	M: Movement
L: Left Arm weapon system	A: Arc Node
R: Right Arm weapon system	G: Field Generator
H: Head weapon system	

CRIPPLING SYSTEMS

When a model with systems suffers damage, individual systems critical to its combat performance can be damaged and **crippled**. Blank damage boxes represent a warjack’s hull. The hull is not a system. Beneath the hull are the

model’s vital systems, represented by system boxes. Each of these boxes is labeled with a letter designating the system it supports. System boxes are still damage boxes; when recording damage, mark both blank boxes and those containing system labels to record the correct amount of damage. While all its system boxes are marked, a system is crippled. Mark the appropriate system status box below the damage boxes to show this. The effects of crippled systems are as follows:

- **Crippled Arc Node:** The model loses the Arc Node (⚡) advantage.
- **Crippled Cortex:** The model loses any focus points on it and cannot be allocated focus points. It cannot spend focus points for any reason.
- **Crippled Movement:** The model has its base DEF changed to 7. It cannot run or charge. A model that has its Movement system crippled while advancing as part of a charge, slam, or trample immediately stops advancing, and its activation ends.
- **Crippled Arm or Head Weapon System:** The model rolls one fewer die on the attack and damage rolls with weapons in the crippled location. Additionally, a model cannot use weapons in a crippled location to make chain attacks or special attacks, including power attacks. If a weapon in the crippled location has the Buckler or Shield weapon quality, the model loses the ARM bonus for that quality while the location is crippled.
- **Crippled Field Generator:** A model with a crippled field generator cannot spend focus to remove damage from its field damage track.

If 1 or more damage points are removed from a crippled system, the system is no longer crippled.

DISABLED AND DESTROYED

A model is **disabled** when all of its damage boxes are marked, or when it suffers 1 damage point if it does not have damage boxes. When a model is disabled, immediately resolve any effects triggered by being disabled. A model cannot suffer more damage than it has damage boxes. If 1 or more damage points are healed or removed from a model, it is no longer disabled.

After resolving any effects triggered by being disabled, if it is still disabled it is considered to be **boxed**. When a model is boxed, after resolving any effects triggered by being boxed it is **destroyed**, triggering any relevant effects. Remove the destroyed model from the table.

If an effect causes a model to leave play or cease being disabled, such as when damage is removed on a successful

Tough roll, do not resolve any more effects triggered by the model being disabled. The model does not become boxed or destroyed, thus effects triggered by the model becoming boxed or destroyed do not occur.

Likewise, if an effect causes a boxed model to leave play or no longer be boxed, do not resolve any additional effects triggered by the model being boxed. For example, if an effect causes a boxed model to be removed from play, no additional effects triggered by the model being boxed take place, and the model is not destroyed. In this case, the removed model does not provide a soul token because it was not destroyed.

In most cases, a model simply takes damage and is destroyed. Some abilities and effects can interrupt or modify the process of taking damage, though, and that's when these steps come into play.

DESTROYED WARJACK

When a destroyed warjack is removed from the table, replace it with a wreck marker corresponding to its base size. A wreck marker is not a model and cannot be repaired. A wreck marker is rough terrain and provides cover to models within 1" whose bases are partially obscured from the attacker by the wreck. Models at least partially within the area of the wreck also gain cover. Any effects on a warjack expire when it is destroyed.

REMOVED FROM THE TABLE AND REMOVED FROM PLAY

Some rules cause a model to be **removed from the table**, such as when it is destroyed or does something like burrowing into the ground. The model is removed from the playing field and set aside.

Destroyed models can be returned to the table by many means, but other effects that remove a model from the table list specific rules on how and when it can return to play.

Some rules cause a model to be **removed from play**; sometimes this is instead of being destroyed, and at other times it is in addition to being destroyed. A model removed from play is removed from the table and set aside for the rest of the game; it cannot return to the table for any reason.


WARCASTER DESTRUCTION

Should a warcaster be unfortunate enough to fall in combat, his entire army suffers from the harsh blow. When a warcaster is destroyed or removed from the table, all upkeep spells cast by the warcaster immediately expire. Every warjack in the warcaster's battlegroup immediately becomes **inert**. While it is inert, a warjack is stationary, has no facing, loses all special abilities, and does not gain an ARM bonus for shields or bucklers.

In many cases, the loss of a warcaster heralds the end of the battle. If the game does not end with the warcaster's loss, though, other warcasters or 'jack marshals can reactivate the inert warjacks.

COMBAT

REACTIVATING WARJACKS

An inert warjack can be reactivated by a friendly Faction model with the Battlegroup Commander special ability, such as a warcaster, or by a friendly Faction 'jack marshal  that ends its movement in base-to-base contact with it. To reactivate the warjack, the model must forfeit its action this turn but can still cast spells, use its feat, and use special abilities. The reactivated warjack is no longer inert, but it must forfeit its activation and cannot be used to channel spells the turn it is reactivated.

HEALING, REPAIRS, AND REMOVING DAMAGE

Some abilities, spells, and other effects remove damage points from a model. When a model with a damage grid is **healed**, **repaired**, or has **damage removed**, remove the damage points from anywhere on the model's damage grid. Remember, if a model heals damage while disabled, it is no longer disabled.

RETURN TO PLAY


Some special rules can cause a model to **return to play** after it is removed from the table. Unless otherwise specified, a model that is returned to play can activate that same turn. Returned models cause their units to lose benefits or effects received from the original destruction of the models returned. Models removed from play cannot be returned to play.

If a model has an ability it can use once per game that it has already used this game, it cannot use that ability again even if it returns to play.

DAMAGE TYPES









Some weapons inflict a specific **damage type** that might affect some models differently than others. When a damage type is referenced in text, it is described as an "X damage roll". For example, a damage roll that causes electrical damage is described as an "electrical damage roll."

A model with immunity to a certain damage type does not take damage of that type. A single attack can inflict damage of several types. If a model is immune to any of those types, it does not suffer damage from the attack. A model that is immune to damage from an attack can still suffer other effects from the attack.


EXAMPLE: *The Stormclad is a warjack with Immunity: Electricity . If it were hit by an attack that caused electrical damage and Disruption, the warjack would not suffer a damage roll from the attack but would still suffer Disruption.*

Some damage types are identified by their attack type. For example, damage caused by a ranged attack might be referred to as "range attack damage."

Damage types and immunity to those types include:

			
Cold	Corrosion	Electricity	Fire
			
Immunity: Cold	Immunity: Corrosion	Immunity: Electricity	Immunity: Fire

MAGICAL WEAPONS

A magical weapon can damage and affect models with the Incorporeal ability . Attacks made with magical weapons are not magic attacks. Magical ranged weapons make ranged attacks. Magical melee weapons make melee attacks.


SPECIAL EFFECTS

Many attacks cause special effects in addition to causing damage. Each special effect is unique in its application. There are three categories of special effects: automatic effects, critical effects, and continuous effects. A special effect can belong to more than one category, and its category can change depending on the weapon. For instance, one weapon might cause the Fire continuous effect automatically on a successful hit, but another might require a critical hit to cause the Fire continuous effect.

Pay close attention to the exact wording for each model's special effects. Even if the effect is the same for different models with the same weapon or ability, it might require different conditions to function. Some models' special effects function if the target is hit, and others require the target to take damage. Critical effects require a critical hit on the attack roll.

AUTOMATIC EFFECTS

Apply an automatic effect every time it meets the conditions required to function.

EXAMPLE: *The Repenter's Flame Thrower has the Continuous Effect: Fire  weapon quality. Any model hit by the Flamethrower automatically suffers the Fire continuous effect.*

CRITICAL EFFECTS

Apply a critical effect if any two dice in the attack roll show the same number and the attack hits; this is a **critical hit**. The target model suffers the special effect even if it takes no damage from the damage roll. An AOE attack's critical effect functions only with a direct hit, but every model under the template suffers the critical effect.

ANATOMY OF A UNIT

COMPONENTS, FORMATION, AND MOVEMENT

An army's soldiers and support personnel are organized into **units**. Every member of a unit is similarly equipped and trained to fulfill a certain battlefield role. Some units specialize in melee combat, others excel with ranged weapons, and some provide critical or highly specialized capabilities.

Most units are made up of a single Leader model and one or more Grunts that all share the same stat profile. Some units are led by an Officer with a different stat profile than the models it leads. All models in a unit are troopers in addition to their types explained below.

GRUNTS

Grunts are the basic troopers in a unit. The number of Grunts in a unit is noted on the unit's card.

LEADER

In most units, the **Leader** is the unit commander.

When the Leader model in a unit is destroyed or removed from play, immediately promote a Grunt model in the unit to become the new Leader by replacing the Grunt with the Leader model. See "Field Promotion" (p. XXX) for details on this. The new Leader cannot make an attack during the turn it was promoted.

OFFICERS

An **Officer** is a special type of unit commander. Unlike with a Leader, if an Officer is destroyed or removed from play, do not promote a Grunt in the unit to be the new Officer.

OTHER TROOPER MODELS

Some units contain models that are not Leaders or Grunts. These models might have different stats and weapons than the other models in the unit.

Standard Bearer

While the **standard bearer** is in formation, models in its unit that are also in formation can reroll failed command checks. Additionally, the unit can reroll failed unit-wide command checks while the standard bearer is in formation. Each failed roll can be rerolled once as a result of the presence of a standard bearer.

When the standard bearer is destroyed or removed from play, you can choose a Grunt in its unit that is within 1" of it to take its place and become the new standard bearer. If you choose to replace the standard bearer, replace the Grunt model with the standard bearer model. Effects on the destroyed or removed standard bearer expire. Effects on the replaced Grunt are applied to the new standard bearer. The new standard bearer has the same number of unmarked

damage boxes remaining as the Grunt it replaced. The new standard bearer cannot make an attack during the turn it replaced the Grunt.

UNIT COMMANDER

The **unit commander** is the focal point of a unit. In most cases, the unit commander is the Leader of the unit. If a unit is led by an Officer (⊗), the Officer is the unit commander. If a unit has neither an Officer or a Leader, designate another model in the unit to be the unit commander. That model remains the unit commander as long as it is part of the unit.

A trooper's proximity to its unit commander determines whether it is in unit formation. The unit commander issues orders to its unit and can attempt to rally its unit when the unit flees.

ATTACHMENTS

Attachments are made up of one or more models that can be added to a unit of the same type as the attachment. They can be fielded only as part of a unit, not as individual models. Attachments cannot be added to weapon crews. There are two different types of attachments: **unit attachments** and **weapon attachments**. A unit can have only one of each type of attachment added to it. Models in an attachment are not Grunts.

Each attachment's rules list the unit types to which it can be added.

An Officer (⊗) can be added to a unit with a normal unit Leader as part of a unit attachment. If the unit contains both an Officer and a normal unit Leader, the Officer is the unit commander.

TACTICS

Tactics are abilities granted to units by some unit attachments. The unit retains these abilities even if the model that granted them is destroyed or removed from play.

WEAPON CREWS

Weapon crews are small units that operate light artillery. Weapon crews cannot have attachments.

The unit Leader is on the same base as the light artillery and is treated as having the same base size as the Grunts in its unit.

Unlike with other units, if the Leader of a weapon crew leaves play it replaces a Grunt in the unit only if the Grunt is within 1". Otherwise the Leader model leaves play and the player controlling the weapon crew chooses another model in the unit to become the unit commander. See "Field Promotion" on p. XXX.

UNIT FORMATION

Regardless of a unit's role on the battlefield, one thing is certain: a unit is most effective when all of its members are **in formation**. The unit commander is always in formation. A model is in formation if it is within its unit commander's command range. A unit's controller can measure the distance between the unit commander and a model in its unit anytime during that unit's activation.

All models in a unit must begin the game in formation.

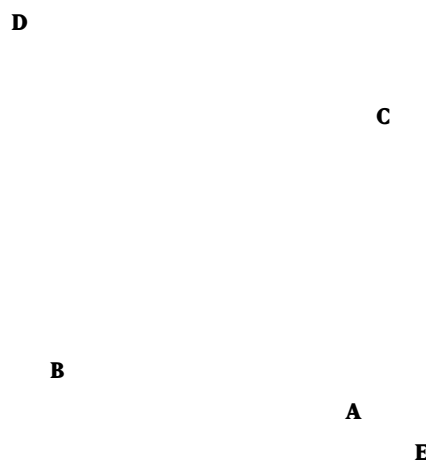
OUT OF FORMATION

While **out of formation**, a trooper cannot make actions, advance outside of its normal movement, receive orders, cast spells, or make attacks, including attacks that do not take place during the model's or unit's activation, such as a free strike. The trooper also suffers -2 CMD.

At the beginning of a unit's activation, determine if any troopers are out of formation. Those who are will not receive any order given to their unit. A trooper that is out of formation at the start of its unit's activation must use its normal movement to make a full advance toward or run directly toward its unit commander. If it makes a full advance, it must forfeit its action.

At the end of a unit's activation, every out-of-formation trooper must pass a command check or flee. Unlike most

MODELS OUT OF FORMATION



Mechanithralls A, B, and C are in formation since they are within the command range of the unit commander. Mechanithralls D and E are out of formation since they are not within the command range of the unit commander.

UNITS

other command checks made by troopers, an out-of-formation trooper makes this command check individually. If he fails the check, he does not cause the entire unit to flee. See “Command” (p. XXX) for detailed rules on command checks and fleeing.

MOVING UNITS

When a unit makes its normal movement, troopers can move in any order. Remember, a trooper that is out of formation at the start of its unit’s activation must advance toward or run directly toward its unit commander. If it makes a full advance, it must forfeit its action.

A unit required to make a command check as a result of its proximity to a terrifying entity during its normal movement does not do so until after every trooper in the unit has completed its movement.

ISSUING ORDERS

Orders let models make specialized combat maneuvers during their activation. Unlike other warrior models, troopers cannot automatically choose to run or charge during their normal movement; they must receive an order to do so. Similarly, a cavalry trooper must receive an order to make a ride-by attack (see “Cavalry,” p. XXX). A unit can receive an order from its unit commander at the beginning of its activation. The unit commander is the only model in a unit that can issue its unit orders.

Some units have orders described in their special rules that can be issued by their unit commanders, such as the Trencher Infantry’s Assault order. A unit commander can issue any order to its unit that is specified in the unit’s special rules.

Orders that appear in the special rules of an Officer (👑) can be issued only by that Officer. If the Officer leaves play, those orders cannot be issued by the new unit commander.

A unit can receive only one order per activation. Every trooper in formation receives the order and is affected by it. Out-of-formation troopers are not affected by orders received by their units. Models in a unit that do not receive an order can make a full advance and make their actions normally. Orders do not carry over from one activation to another.

FIELD PROMOTION

When a unit’s Leader is destroyed, removed from play, or otherwise no longer part of its unit, choose a Grunt in that model’s unit to take its place and become the new Leader. Replace the Grunt model with the Leader model. Effects on the destroyed Leader expire. Effects on the replaced Grunt are applied to the new Leader. The new Leader has the same

number of unmarked damage boxes remaining as the Grunt it replaced. Leader models are replaced even if there is an Officer model in the unit. The new Leader cannot make an attack during a turn it was promoted.

If the Officer leading a unit leaves play and there is a Leader model in its unit, the Leader model becomes the unit commander.

If the unit’s Leader is the unit commander and it leaves play and there is no Grunt to replace it, or if an Officer is destroyed and there is not a Leader model in the unit, choose another model in the unit to become the unit commander. That model remains the unit commander as long as it is part of the unit. If that unit commander is destroyed, choose another model to become the unit commander.

EXAMPLE: *The Kapitan of a Man-O-War unit is destroyed. The unit’s controlling player decides to make a Grunt with four unmarked damage boxes remaining the new unit commander. He replaces the Grunt model with the Kapitan model. The new Kapitan model has the same number of unmarked damage boxes remaining as the Grunt it replaced. If the Grunt was also suffering from the Fire continuous effect when it was replaced, the new Kapitan would continue to suffer from the continuous effect.*

EXAMPLE: *The Officer in charge of a Temple Flameguard unit is destroyed. Instead of replacing a Grunt in the unit with the Officer model, the Officer leaves play and the Leader of the unit becomes the new unit commander.*

EXAMPLE: *Because he is an Officer and not a Leader, if Boomhowler is destroyed during play he does not replace another model in his unit. Instead, the player controlling Boomhowler’s unit chooses a Grunt in the unit to become the new unit commander.*

EXAMPLE: *If a Trencher Infantry unit currently consists of a Leader, Sniper, Grenade Porter, and a Grunt, and an AOE attack destroys both the Leader and the Grunt, the controlling player must make the Sniper or the Grenade Porter the unit commander. In either case, the model is not replaced by the Leader because neither is a Grunt.*

SPELLS AND EFFECTS

Some special rules and spells affect entire units. Those special rules and spells are noted in their descriptions. If a special rule or spell specifies “target unit,” it must target a trooper in a unit but will affect all models in the unit. Effects that specify “target model/unit” can target any model, including non-troopers, but if the target model is a trooper the effect will apply to the entire unit.

WARJACKS—MACHINES OF WAR

SPECIAL RULES, SPENDING FOCUS POINTS, AND POWER ATTACKS

Warjacks represent the pinnacle of military technology in the Iron Kingdoms and are the greatest assets in a warcaster's arsenal. They are equipped with a broad variety of melee and ranged weaponry and embody the strengths of their respective factions. A single warjack can annihilate dozens of men, and side by side, several warjacks together comprise a threat no enemy can ignore.

WARJACK SPECIAL RULES

All warjacks have the following special rules in common.

DAMAGE GRID

Warjacks have damage grids. A warjack is not destroyed until all the boxes in its damage grid are marked. See "Destroyed Warjack" (p. XXX) for details.

CONSTRUCT

Although the icon does not appear on their stat lines, all warjacks have the Construct advantage (see p. XXX).

FOCUS: ADDITIONAL ATTACK

This model can spend focus to make additional melee or ranged attacks as part of its combat action. It can make one additional attack for each focus point spent. See Combat Actions, p. XXX.

FOCUS: BOOST

This model can spend 1 focus to boost any of its attack rolls or damage rolls during its activation. Add an extra die to the boosted roll. Boosting must be declared before rolling any dice for the roll.

Remember, a single roll can be boosted only once, but a warjack can boost as many different rolls as you can afford.

FOCUS: SHAKE EFFECTS

During your Control Phase after allocating focus, if this model is knocked down it can spend 1 focus point to stand up.

During your Control Phase after allocating focus, if this model is stationary it can spend 1 focus point to cause the stationary status to expire.

WARJACK MELEE RANGE

Warjacks always have at least a 0.5" melee range.

WARJACK POWER ATTACKS

This model can make power attacks. To choose the power attack option for its combat action, it must spend 1 focus point. All warjacks can make the slam, head-butt, and push power attacks. Heavy warjacks can make the trample power attack. Warjacks with at least one non-crippled weapon with the Open Fist weapon quality can make head/weapon lock and throw power attacks. Warjacks with two non-crippled weapons with the Open Fist weapon quality can make double-hand throw power attacks.

CORTEX

This model can be allocated focus. This model can have no more than 3 focus points at any time as a result of allocation. This limit does not apply to focus gained by means other than allocation.

Unless otherwise stated, this model can spend focus only during its activation.

WARCASTERS AND FOCUS-TRUE POWER

SPECIAL RULES, MANAGING FOCUS POINTS, AND CASTING SPELLS

Warcasters are the most powerful models in WARMACHINE. They are highly trained combat wizards as effective in martial combat as when wielding arcane forces. A warcaster's greatest function on the battlefield, however, is controlling his warjacks, whether he's ordering them to attack or defend, head for an objective, or channel a spell.

Battles can be won or lost purely by how well a player manages his warcasters' focus, the magical energy that lets him control warjacks and cast spells. Often a player must decide between casting a spell and allocating focus to the warjacks in its battlegroup—and that choice can easily make the difference between victory and defeat.

WARCASTER SPECIAL RULES

All warcasters have the following special rules in common.

BATTLERGROUP COMMANDER

This model can control a group of warjacks. This model and its assigned 'jacks are collectively referred to as a **battlegroup**. This model can allocate focus points to warjacks in its battlegroup and can channel spells through warjacks in its battlegroup with the Arc Node advantage.

Since warcasters and warjacks are independent models, each model in a battlegroup can move freely about the battlefield separate from the rest of the group. Although warjacks usually benefit from remaining within their warcaster's control area, they are not required to do so.

Only friendly models can be part of a battlegroup. If a rule causes a 'jack to become an enemy model, it is not part of its original battlegroup while that rule is in effect.

If an effect causes a battlegroup commander to fall under your opponent's control, while it is controlled by your opponent the warjacks in its battlegroup remain under your control and become autonomous. If you regain control of the battlegroup commander, it resumes control of the warjacks in its battlegroup unless some other model has already taken control of them.

ALLOCATING FOCUS POINTS

A battlegroup commander can keep his focus points himself or allocate them to as many of his warjacks as desired during your Control Phase as long as they meet the following criteria. The warjack must be in the battlegroup commander's own battlegroup and in his control area (see "Control Area," below), though it need not be in his line of sight. Take care to remember which warjacks belong

to which battlegroup; a battlegroup commander cannot allocate focus points to warjacks in another model's battlegroup even if they are both part of the same army. A warjack can be allocated up to 3 focus points, but can have no more than 3 focus points at any given time as a result of allocation. However, a warjack can gain focus by means other than allocation without this limit.

COMMANDER

Though the icon does not appear on their stat lines, all warcasters have the Commander advantage (see p. XXX).

FEARLESS

Though the icon does not appear on their stat lines, all warcasters have the Fearless advantage (see p. XXX).

FEAT

Each warcaster has a unique **feat** that can turn the tide of battle if used at the right time. A warcaster can use his feat at any time during his activation. A warcaster cannot use his feat if he runs and cannot interrupt his movement or attack to use it. He can use his feat before moving, after moving, before an attack, or after an attack, but not while moving or attacking.

A warcaster can use his feat only once per game.

FOCUS MANIPULATION

This model has a Focus (FOCUS) stat. During your Control Phase, this model **replenishes** its focus points, receiving a number of them equal to its current FOCUS. This model begins the game with a number of focus points equal to its FOCUS. Unless otherwise stated, this model can spend focus points only during its activation.

POWER FIELD

Warcaster armor is perhaps the most sophisticated blend of magic and mechanics to be found anywhere. Besides its seemingly impossible strength, this armor creates a magical field to surround and protect the warcaster from damage that would rend a normal man to pieces.

This model's damage capacity is largely a result of its power field's protection. At any time during its activation, this model can spend focus points to heal damage it has suffered. For each focus point spent this way, this model heals 1 damage point.

This model's unspent focus points **overboost** its power field and give it increased protection. This model gains +1 ARM for each focus point remaining on it.

SPELLCASTER

This model can **cast spells** at any time during its activation by paying the **COST** of the spell. This model cannot cast spells during an activation it runs. (See “Casting a Spell” on p. XXX for details.)

THE POINT OF FOCUS

Players should use coins, colored beads, or tokens to represent focus points. During a player’s control phase, place a number of tokens equal to the warcaster’s current FOC next to the model. These tokens can be allocated to eligible warjacks in that warcaster’s battlegroup by moving them next to those models. Remove focus point tokens from the table as they are used. Each of a warcaster’s unspent focus points next to the warcaster gives him a +1 ARM bonus.

CONTROL AREA

This model has a **control area**, a circular area centered on this model with a radius that extends out from the edge of its base a number of inches equal to twice its current FOCUS. A model is always considered to be in its own control area. When a special rule changes a model’s FOCUS, its control area changes accordingly. Some spells and feats use the control area, noted as “CTRL,” as their range or area of effect.

A warjack must be in its warcaster’s control area to receive focus points from the warcaster or to channel spells.

MEASURING CONTROL AREAS

You can measure the control area of your models at any time for any reason. Specifically, you can measure the distance from the model with the control area to any point within that control area at any time.

For control area effects against opposing models, you do not have to measure the control area until after the enemy model commits to its movement or action.

EXAMPLE: *A warcaster casts a spell that turns his control area into rough terrain. That warcaster’s controller does not have to measure his control area prior to an enemy model entering it. The opposing player will have to adjust his model’s position after completing its movement if it entered the warcaster’s control area and had its movement reduced by the spell’s effect.*

FOCUS: ADDITIONAL ATTACK

This model can **spend focus** to make additional melee or ranged attacks as part of its combat action. It can make one additional attack for each focus point it spends. See Combat Actions, p. XXX.

FOR THE MATHEMATICALLY INCLINED

Some effects use terminology like “increases control area by 2.” Inches are a unit of length, not area, and so the phrase may seem a bit odd. Likewise, some effects “double the control area.” The correct interpretation is that the length of the line extending out from the model’s base is the value being modified, not the area enclosed by sweeping that line around the model.

FOCUS: BOOST

This model can spend 1 focus to boost any of its attack rolls or damage rolls during its activation. Add an extra die to the boosted roll. Boosting must be declared before rolling any dice for the roll.

Remember, a single roll can be boosted only once, but a warcaster can boost as many different rolls as you can afford.

FOCUS: SHAKE EFFECTS

During your Control Phase after allocating focus, if this model is knocked down it can spend 1 focus point to stand up.

During your Control Phase after allocating focus, if this model is stationary it can spend 1 focus point to cause the stationary status to expire.

PERFORMANCE POWER

Remember that a warjack must spend focus to run, charge, or make a power attack. Warcasters can also spend their focus points to cast spells or heal damage.

SPELLS

Some models have the ability to cast spells during their activations. Models with the FOCUS stat, like warcasters, cast spells by paying the spell’s **COST** in focus points. A model can cast any number of spells during its activation for which it can pay the **COST**. A spell can be cast multiple times per activation if the **COST** can be paid.

When a model casts a spell, resolve the spell’s effects immediately.

A spell’s point of origin is the model casting the spell or the model through which the spell is channeled (see

“Channeling,” p. XXX). Unless noted otherwise, spells that target a model other than the casting model or the model channeling the spell require line of sight to their targets. Unlike ranged attacks, being in melee does not prevent a model from casting a spell.

A model can cast spells at any time during its activation but cannot interrupt its movement or attack to cast a spell. It can cast a spell before moving, after moving, before an attack, or after an attack, but not while moving or attacking. A model cannot cast spells during an activation it ran.

EXAMPLE: *A warcaster could cast a spell, move, use his combat action to make a melee attack, cast two more spells, and then spend another focus point to make an additional melee attack.*

SPELL STATISTICS

A spell is defined by the following six statistics:

COST – The number of focus points that must be spent to cast the spell.

RNG, Range – The maximum distance in inches from the spell’s point of origin to its target. Measure range from the edge of the point of origin’s base to the target up to the maximum range of the spell. If the nearest edge of the target model’s base is within the maximum range of the spell, the target is in range. A RNG of **“SELF”** indicates the spell can be cast only on the model casting it. A RNG of **“CTRL”** indicates the spell uses the spellcaster’s control area as its range.

POW, Power – The base amount of damage a spell inflicts. The POW forms the basis of the spell’s damage roll. A spell with POW **“—”** does not cause damage.

AOE, Area of Effect – The diameter in inches of the template an AOE spell uses for damage effects. When casting an AOE spell, center the template on the determined point of impact. A model with any part of its base covered by the template potentially suffer the spell’s effects. See “Combat” on p. XXX for details on AOE attacks. Templates for AOE appear on p. XXX. A spell with an AOE of **“CTRL”** is centered on the warcaster and affects models in his control area.

UP, Upkeep (Yes/No) – Whether the spell can be upkeep. An upkeep spell remains in play if the model that cast it spends 1 focus point to maintain it during its controller’s Control Phase.

OFF, Offensive (Yes/No) – Whether the spell is offensive. An offensive spell requires a successful magic attack roll in order to take effect. If the attack roll fails, the attack misses and the spell has no effect. A failed attack roll for an offensive spell with an area of effect deviates.

If a stat is listed as “*” the spell does not use the stat in a normal way and contains special rules relating to that aspect of the spell.

EXAMPLE: *A spell that has an AOE but does not use one of the standard 3”, 4”, or 5” templates would have “*” as its AOE stat and include rules explaining how its AOE is measured.*

OFFENSIVE SPELLS AND MAGIC ATTACKS

An **offensive spell** is a magic attack that requires that the model casting the spell succeed in a magic attack roll to put its effects in play. Magic attacks are similar to ranged attacks and follow most of the same rules but are not affected by a rule that affects only ranged attacks.

An offensive spell cannot target its point of origin.

Some spells have “*” in the OFF column rather than “YES” or “NO.” Treat these spells as non-offensive when targeting friendly models and offensive when targeting enemy models.

CASTING A SPELL

To cast a spell, a model must first pay its COST. If the spell is an upkeep spell, any other copies of that spell cast by the spellcaster immediately expire. Next, declare the target. A spell can target any model in the caster’s line of sight (see “Line of Sight,” p. XXX) subject to the targeting rules. Non-offensive spells with a numeric RNG can also target the point of origin of the spell. A spell cannot target open ground or a permanent terrain feature.

Certain rules and effects create situations that specifically prevent a model from being targeted. A model that cannot be targeted by an attack still suffers its effects if inside the attack’s AOE. Other rules and effects, such as Stealth, only cause an attack to miss automatically. They do not prevent the model from being targeted by the attack.

MEASURING RANGE

After declaring the target, **measure** to see if the target is within the Range (RNG) of the spell. Measure range from the edge of the point of origin’s base to the target up to the maximum range of the spell. If the nearest edge of the target model’s base is within the maximum range of the

spell, the target is in range. If the target is in range and the spell is non-offensive, apply the spell’s effects. If the target is in range and the spell is offensive, make a magic attack roll to see if it hits. If the target is beyond maximum range, a non-offensive spell does not take effect and an offensive spell automatically misses. If a magic attack has an area of effect (AOE) and the attack’s target is out of range, it automatically misses, and its point of impact will deviate from the point on the line to its declared target at a distance equal to its RNG. See “Area-of-Effect Attacks” on p. XXX for details on these attacks and deviation.

MAGIC ATTACK ROLLS

Determine a magic attack’s success by making a **magic attack roll**. Roll 2d6 and add the attacking model’s current FOCUS. Roll an additional die if the roll is boosted. Special rules and certain circumstances might modify the attack roll as well.

Magic Attack Roll = 2d6 + FOCUS

A target is directly hit if the attack roll equals or exceeds the target’s DEF. If the attack roll is less than the target’s DEF, it misses. A roll of all 1s on the dice causes an automatic miss. A roll of all 6s is a direct hit unless you are rolling only one die, regardless of the attacker’s FOCUS or its target’s DEF.

Sometimes a special rule causes an attack to hit automatically. Such automatic hits are also direct hits.

A magic attack roll does not suffer the target in melee attack roll penalty when the attacker is in melee with the target. If such an attack misses and there are multiple models in the combat, however, the attack can still hit another random model in the combat, excluding the attacker and the original target. Resolve these situations following the rules in “Targeting a Model in Melee” on p. XXX and “Spell Targeting” below. An AOE spell that misses in this situation will deviate normally.

MAGIC ATTACK ROLL MODIFIERS

The most common modifiers affecting a model’s magic attack roll are summarized here for easy reference. Where necessary, additional detail can be found on the pages listed.

- *Back Strike* (p. XXX): A back strike gains +2 bonus to the attack roll.
- *Cloud Effect* (p. XXX): A model inside a cloud effect gains concealment.
- *Concealment* (p. XXX): A model with concealment in relation to its attacker gains +2 DEF against ranged and magic attacks.
- *Cover* (p. XXX): A model with cover in relation to its attacker gains +4 DEF against ranged and magic attacks.

WARCASTERS

- *Elevated Target* (p. XXX): If the target is on terrain at least 1" higher than the attacker, it is an elevated target. When drawing line of sight to an elevated target, ignore intervening models on terrain at least 1" lower than the target. An elevated target gains +2 DEF against ranged and magic attack rolls.
- *Elevated Attacker* (p. XXX): If the attacker is on terrain at least 1" higher than the target, it is an elevated attacker. When drawing line of sight from an elevated attacker, ignore intervening models on terrain at least 1" lower than the attacker unless they are within 1" of the target. Additionally, ignore intervening models within 1" of the target that are on terrain at least 1" lower than the attacker and have equal or smaller-sized bases than the attacker.
- *Knocked Down Target* (p. XXX): While knocked down, a model has its base DEF reduced to 5.
- *Stationary Target* (p. XXX): While stationary, a model has its base DEF reduced to 5.
- *Target in Melee* (p. XXX): A ranged or magic attack roll against a target in melee suffers a -4 penalty. Remember that a model making a magic attack while in melee with its target does not suffer this penalty. If the attack misses, it will deviate and might hit a nearby model instead.

SPELL TARGETING

Many spells can be cast only on certain types of models, such as warjacks or enemy troopers. Such restrictions are noted in a spell's description. To abbreviate these targeting restrictions, when a spell's description mentions an effect against a "target something," the spell can be cast only on that type of model.

EXAMPLE: *The Witch Coven of Garlghast's spell Infernal Machine states "target warjack in this model's battlegroup gains +2 MAT, +2 SPD, and Terror ☹️." Therefore when a witch casts this spell it can target only a warjack in the Coven's battlegroup.*

When using an offensive spell to attack a structure, ignore its targeting restrictions.

When an offensive spell targeting a model in melee misses, ignore its targeting restrictions when determining which model in the combat might be hit instead. If the new target is an invalid one for the spell, the spell has no further effect. (See "Targeting a Model in Melee" on p. XXX and "Offensive Spells and Magic Attacks" above for details on resolving a magic attack against a model in melee.) An AOE spell that misses will deviate normally instead.

EXAMPLE: *Warwitch Deneghra attempts to cast Crippling Grasp on a Protectorate Temple Flameguard trooper in melee with one of her Deathrippers, which is itself in melee with*

two other Flameguard troopers. Thus, there are four models in the combat. If she misses, determine which of the other three models might be hit by the spell instead as usual.

UPKEEP SPELLS

Upkeep spells can be maintained for more than one round. During your Control Phase, your models can spend focus to keep their upkeep spells in play. Each upkeep spell requires 1 focus point for its upkeep every time. A model can maintain an upkeep spell even if the spell's effects are outside that model's control area. If focus is not spent to maintain one of your upkeep spells during your Control Phase, the spell immediately expires.

A model can have only one instance of each specific upkeep spell in play at a time, but it can maintain any number of different upkeep spells simultaneously if it spends enough focus points to do so. A model or unit can have only one friendly and one enemy upkeep spell in play on it at a time. If another upkeep spell is cast on a model or unit that already has one from the same side—friendly or enemy—the older upkeep spell expires and is replaced by the newly cast one when the affected model is hit by the spell. The older upkeep spell expires even if only a single model in the unit is affected by the new upkeep spell. Likewise, an upkeep spell on one model expires if its unit is affected by a new upkeep spell from the same side.

A model can recast any of its upkeep spells already in play. If this happens, the spell's previous casting immediately expires when the COST of the new casting is paid.

If an upkeep spell affecting a unit expires on one model in the unit, it expires on all models in the unit.

EXAMPLE: *A unit of Khador Iron Fang Pikemen currently has the Iron Flesh spell in play on it. The Khador player decides it would be more beneficial to have the Fury spell cast on the unit instead and casts it, which immediately removes the Iron Flesh spell when he pays Fury's COST. During the Cryx player's turn, Deneghra casts Crippling Grasp on the unit. This does not remove the Fury spell because an enemy upkeep spell does not replace a friendly one.*

Pay particular attention to this restriction when casting upkeep spells with a target of "SELF." If Severius has Eye of Menoth active, casting Vision on himself would cause Eye of Menoth to expire.

MULTIPLE SPELL EFFECTS

Although it is not possible to have more than one friendly upkeep spell and one enemy upkeep spell on a model or unit at a time, it is possible for a model or unit to be affected by more than one spell or animus at a time. As long as a model or unit is under the effects of no more than one friendly and one enemy upkeep spell, it can be affected by any number of non-upkeep spells and up to one friendly animus effect at the same time.

CHANNELING 101

Channeling a spell does not require the spellcaster to have line of sight to either the channeler or the spell's target. The channeler must have line of sight to the spell's target, though.

A warcaster can channel a spell through only a single channeler at a time. Spells cannot be relayed from one channeler to another.

The warcaster casts the spell, but the channeler is the spell's point of origin. A warjack cannot be the target of an offensive spell channeled through it.

EXAMPLE: *Haley casts Deadeye on a unit of Arcane Tempest Gun Mages already under the effects of Arcane Shield. Arcane Shield does not expire when Deadeye is cast because Deadeye is not an upkeep spell.*

CHANNELING

Models with the Arc Node advantage (⚡), known as **channelers**, are equipped with devices called arc nodes that act as passive relays for spells and extend their effective range. A spellcaster can cast spells through any channeler in its battlegroup that is also within its control area. The spellcaster is still the attacker and the model casting the spell, but the channeler becomes the spell's point of origin. This means that eligible targets and the spell's range are measured from the channeling warjack and that the channeling warjack must have line of sight to the spell's target. Channeling a spell does not require the spellcaster to have line of sight to either the channeler or the spell's target. There is no additional focus cost for channeling a spell.

A channeler engaged by an enemy model cannot channel spells. A stationary channeler can channel spells, but one that is knocked down cannot. A channeler can be the target of a non-offensive spell it channels, but a spell with a RNG of "SELF" cannot be channeled. A channeler cannot be the target of an offensive spell channeled through it.

Make a magic attack for a channeled offensive spell normally. The warcaster can spend focus to boost die rolls or otherwise enhance the spell normally.

Remember, the channeler is just a relay. Being used to channel a spell is a passive effect that occurs during a spellcaster's activation and has no impact on the channeler's own activation. Focus points allocated to a channeler cannot be used to pay the spell's COST or boost its rolls, for example.

CHANNELING

Deathripper B

Revenger

Kreoss

Deathripper A

High Exemplar Kreoss has FOCUS 7, so his control area (represented by the shaded area) measures 14" from his base. Kreoss can channel spells through his Revenger warjack as long as the Revenger is within his control area.

A warjack must have line of sight to a target in order to be used to channel spells at it. Therefore Kreoss can use the Revenger to channel spells at Deathripper B, but he cannot use it to channel spells at Deathripper A even though Kreoss himself has line of sight to it.

ADDITIONAL RULES

MARSHALING, CAVALRY, EPIC, AND MORE

'JACK MARSHALS

Warcasters are elite military leaders representing a combination of mage and warrior rare in the Iron Kingdoms. Supporting their armies are capable soldiers specially trained to command warjacks without the benefit of magical skills. These specialists, called **'jack marshals**, can control warjacks using both gestures and commands shouted across the battlefield. Though not as efficient as using focus, the 'jack marshal's skills can guide a warjack to perform maneuvers it normally would not be able to manage on its own.

Although they are not warcasters, 'jack marshals can begin the game controlling warjacks. These warjacks are not part of any warcaster's battlegroup. A 'jack marshal can control up to two Faction warjacks. Mercenary 'jack marshals can control only mercenary warjacks.

Once during each of its activations while in its controller's command range, a warjack controlled by a 'jack marshal can gain one of the following benefits:

- The warjack can use its normal movement to run or charge.
- The warjack can make one additional attack during its combat action.
- The warjack can boost one attack or damage roll.

A warjack cannot gain one of these benefits while its controlling 'jack marshal is fleeing, knocked down, or stationary.

If a 'jack marshal is removed from the table, his warjacks become autonomous but do not become inert. Autonomous warjacks remain active but do not have a controller. An autonomous warjack acts normally but cannot be marshaled or have focus allocated to it, though it can receive focus from other sources. A warjack must have a controller at the start of the game. It cannot begin the game autonomous.

A 'jack marshal can reactivate one inert friendly Faction warjack per turn in the same manner as a warcaster (p. XXX). The reactivated warjack comes under the 'jack marshal's control unless he already controls two warjacks; in that case, the reactivated warjack becomes autonomous.

If an effect causes your 'jack marshal to fall under your opponent's control, while your 'jack marshal is controlled by your opponent, the warjacks under its control remain under your control and become autonomous. If you regain control of your 'jack marshal, the 'jack marshal resumes control of the warjacks unless some other model has already taken control of them.

A warcaster, or a 'jack marshal who does not already control his limit of warjacks, can take control of an autonomous friendly Faction warjack. To do this, he must end his movement in base-to-base contact with the autonomous warjack and forfeit his action, though he can still cast spells, use his feat, and use special abilities. The warjack must forfeit its activation and cannot channel spells on the turn it becomes controlled. Beginning with the next turn, it can be marshaled or allocated focus.

UNITS


If a unit has the 'Jack Marshal advantage, the unit commander of the unit is the 'jack marshal.

If the unit commander leaves play, the new unit commander of that unit gains the 'Jack Marshal advantage and automatically becomes the controller of any warjacks previously controlled by the unit commander that left play.

EXAMPLE: *The Arcane Tempest Gun Mage Officer unit attachment has the 'Jack Marshal advantage. If the Officer leaves play, the Leader of the Arcane Tempest Gun Mage unit becomes the new unit commander and gains the 'Jack Marshal advantage.*

DRIVES

Drives are special commands that some 'jack marshals can issue to the warjacks they control. A 'jack marshal's drives are described in its special rules. A 'jack marshal can attempt to drive each warjack under its control that is in its command range once during its activation. A 'jack marshal can attempt to drive a warjack at any time during its activation. When the 'jack marshal attempts to drive a warjack, it must make a command check. If the 'jack marshal passes the check, the warjack is affected by the drive. If the 'jack marshal fails the check, the warjack cannot benefit from 'Jack Marshal for the rest of this turn.

Drives that appear in the special rules on an Officer  can be used only by that Officer. If the Officer leaves play, its drives cannot be used by the new unit commander.

ALLIES

Allies are Faction models that will work for mercenary contracts that specify they can include models that will work for the ally's faction. Allies are Mercenary models when included in a Mercenary army.

EXAMPLE: *The Highborn Covenant mercenary contract says it can include mercenaries that will work for Cygnar, so Precursor Knights (Cygnar allies) can be included in a Highborn Covenant contract army. (Rules for fielding contract armies can be found in Forces of WARMACHINE: Mercenaries.)*

CAVALRY

Mounted forces are renowned for their terrifying charges, which couple tremendous speed with great weight. Even troops who can avoid being cut down by lances and sabers are still vulnerable to being crushed underfoot. It is little wonder the cavalry charge has remained a valid military tactic since its inception thousands of years before the arrival of the Orgoth.

Certain WARMACHINE models and units are designated as **cavalry**. In addition to all the standard rules for models of their types, cavalry models have the following additional set of rules in common.

TALL IN THE SADDLE

Cavalry models ignore intervening models with bases smaller than their own when making melee attacks.

RIDE-BY ATTACK

A cavalry model can combine its normal movement and action in a **ride-by attack**. Declare that the model is doing so at the beginning of its normal movement. The model makes a full advance and can halt its movement at any point to make its combat action. Do not resolve abilities that trigger when the model ends its normal movement at this time. After it ends its combat action, the model resumes its movement. Therefore, a model making a ride-by attack triggers end-of-action effects before end-of-normal-movement effects. A cavalry trooper making a ride-by attack must complete both its movement and its combat action before the next model begins its normal movement.

Models in a cavalry unit must receive an order to make a ride-by attack. A cavalry model that received a ride-by attack order can make its attacks that activation even while out of formation.

MOUNT

A cavalry model's **Mount** not only provides transportation but also is a weapon in its own right. Mounts are indicated by a horseshoe icon in their stat bars. A Mount weapon has a 0.5" melee range. Attacks made with a Mount are melee attacks and are resolved normally except that the damage roll is only 2d6 plus the POW of the Mount. Do not add the cavalry model's STR to Mount damage rolls. Mount attack and damage rolls cannot be boosted.

Mount Melee Attack Roll = 2d6 + POW of Mount

Normally a model can use its Mount only to make impact attacks (see "Cavalry Charge," next).

CAVALRY CHARGE

A charge made by a cavalry model differs in several ways from a standard charge. When declaring a charge target, cavalry models ignore intervening models with bases smaller than their own.

CAVALRY CHARGE

Exemplar A

Exemplar B

Exemplar C

Storm Lance

The Storm Lance declares a charge targeting Exemplar A. The Storm Lance then moves in a straight line toward his target. After moving 4", he stops short when he moves into base-to-base contact with Exemplar B. He then makes impact attacks targeting Exemplars B and C since both models are in his Mount's melee range.

After hitting and destroying Exemplars B and C, the Storm Lance continues his charge movement to Exemplar A.

If Exemplar C had not been destroyed, the Storm Lance could have continued the charge anyway, although he would have suffered a free strike. If Exemplar B had not been destroyed, the Storm Lance's charge would have been unable to continue, and the charge would have failed.

ADDITIONAL RULES

If a charging cavalry model contacts another model during its movement and has moved at least 3", it stops and makes **impact attacks** with its Mount (see "Mount," previous) against all models in the Mount's melee range. The model makes these attacks even if it is out of formation. Impact attacks are simultaneous. After resolving the impact attacks, the charging model resumes its charge movement. It cannot make further impact attacks during this charge. If the charging cavalry model did not move at least 3" before contacting the other model, it does not make any impact attacks and must stop its movement at that point. If the cavalry model's target is not in melee at the end of the charge movement, the charge fails. If the charge target is the first model contacted by the charging cavalry model, the charging model can still make an impact attack against it.

A cavalry model gains +2 to charge attack rolls. Impact attacks do not receive this bonus.

DRAGOONS

Dragoons are cavalry models that begin the game mounted but can become dismounted during play. For some dragoons the ability to be dismounted is optional. Adding this ability to the dragoon increases its point cost and total damage capacity.

While mounted, a dragoon is subject to all the normal cavalry rules. Once the dragoon has become dismounted, it is no longer a cavalry model and loses all cavalry abilities, including its Mount weapon. A model's Dragoon rule might list abilities and weapons that the model loses when it becomes dismounted. Dragoons have stats with two different base values. Use the first value while the dragoon is mounted and the second once the dragoon has become dismounted.

When a mounted dragoon suffers damage, apply the damage to its mounted dragoon damage boxes. When all these damage boxes are marked, the dragoon becomes disabled unless it has the ability to become dismounted. If the dragoon does have that ability, it becomes dismounted instead. Damage points in excess of the mounted dragoon's remaining unmarked damage boxes are not applied to its dismounted damage boxes. If this occurs while the dragoon is advancing, it cannot continue to advance; if during the dragoon's activation, the activation ends immediately. Remove the mounted dragoon and replace it with the dismounted dragoon model (see "Replacing Models," p. XXX). Apply effects that were on the mounted dragoon to the dismounted dragoon. Once this replacement is complete, any further damage the dragoon suffers will be applied to its dismounted dragoon damage boxes. The model is disabled when all its dismounted dragoon damage boxes have been marked.

LIGHT CAVALRY

Some cavalry models are designated as **light cavalry**. They follow all the normal cavalry rules with the following alterations.

Immediately after an independent light cavalry model or all models in a light cavalry unit complete their activation, the model/unit can advance up to 5". A light cavalry model cannot make ride-by attacks or impact attacks. A light cavalry model can make initial attacks with its Mount. When making additional attacks, a light cavalry model can use its Mount.

CHARACTER WARJACKS

Character warjacks represent the pinnacle of each faction's mechanical development. Due to their experimental or unpredictable nature, character warjacks cannot typically bond unless a special rule specifically allows them to do so. (For details see Appendix B: Warjack Bonding on p. XXX and "Affinities," below.) In addition, character warjacks cannot begin a game under the control of a 'jack marshal. If a 'jack marshal reactivates a character warjack, the warjack becomes autonomous instead of coming under the 'jack marshal's control.

AFFINITIES

Affinities are special abilities conveyed to some character warjacks when the warjack is part of a specific warcaster's battlegroup. The warjack gains the affinity when controlled by any version of the warcaster listed in the name of the ability. A character warjack with an affinity can be bonded to that warcaster (see Appendix B: Warjack Bonding, p. XXX). The "warcaster" referenced in the text of an affinity always refers to the warjack's controller.

IMPRINTS

Some character warjacks have **imprints** representing a partial awakening of the warjack's cortex. A warjack with an imprint can use the imprint at any time during its activation by spending 1 focus point but cannot interrupt its movement or attack to use an imprint. It can use its imprint before moving, after moving, before an attack, or after an attack, but not while moving or attacking.

ELITE CADRES

Some models confer abilities to other models of a certain type in an army. Models that gain abilities from an **Elite Cadre** rule retain them even if the model that granted those abilities is destroyed or removed from play.

EPIC MODELS

Constant exposure to the carnage of the battlefield and the tumultuous nature of combat takes its toll. The warriors of western Immoren are locked in world-shaping conflict

and must continually push themselves to the limits of their capabilities. The rigors of war affect the most stalwart men, and not even the mightiest of warcasters can weather them unchanged.

Epic models are variations of character models with fresh abilities, strengths, and weaknesses. Epic models are not more powerful versions of the original characters but instead reflect character growth and changes described in major story arcs. If these models were simply improvements on older versions, the older models would quickly become obsolete. Epic models do not replace the original models on which they are based but instead offer players the opportunity to play whichever version they prefer. There may be several epic versions of a model from which to choose.

In story terms, these characters have not lost their original abilities but have instead adapted to the demands of war by adopting new tactics, equipment, and spells as necessary.

Because all versions of a model are considered the same character, an army or team can include only one of those versions. Just as a player cannot field two Reinholdt, Gobber Speculator models in the same army, he cannot field both Commander Coleman Stryker and epic warcaster Lord Commander Stryker at the same time.

EPIC WARCASTER BONDING

Some epic warcasters have the **Warjack Bond** ability, representing an exceptionally powerful connection between the warcaster and some of his warjacks. This ability allows the epic warcaster to start a game bonded to a warjack in his battlegroup. These bonds follow the rules given in Appendix B: Warjack Bonds (p. XXX) except as noted here. Do not roll on the bond effect tables for these bonds. Their effects are described in the epic warcaster's special rules.

Designate which warjack is bonded to epic warcaster before the start of the game.

Campaign Play

In **campaign play**, the warcaster need not bond with the same warjacks from battle to battle. These bonds are in addition to any other bonds the warcaster forms during play (Appendix B: Warjack Bonding, p. XXX). A warjack can be bonded to only one warcaster at any time, however. If an epic warcaster's Warjack Bond ability is applied to a warjack that is already bonded to a warcaster, including himself, the previous bond is broken and its effects are lost. After the battle, do not make a bonding check for a warjack affected by the Warjack Bond ability; it is already bonded to the warcaster.

MAGIC ABILITY

Some models have the ability to cast spells as a special action or attack without spending focus. The spells a model can cast are listed in its entry under its **Magic Ability** special rules. Magic Ability special attacks are magic attacks but are resolved using the model's Magic Ability score instead of the FOCUS stat. A model's Magic Ability score appears in brackets next to "Magic Ability"; for example, a Greylord Ternion model has "Magic Ability [7]."

Determine a Magic Ability attack's success by making a magic attack roll. Roll 2d6 and add the attacking model's Magic Ability score.

Magic Ability Attack Roll = 2d6 + Magic Ability Score

Casting a Magic Ability spell does not require a skill check.

MERCENARY WARCASERS AND WARJACKS

A **mercenary warcaster** counts toward the maximum number of warcasters allowed in an army. Field allowance is not faction-specific. If an army includes both faction and mercenary warcasters, count all the warcasters in the army when determining field allowance limits for both faction and mercenary models and units. If the only warcasters in an army are mercenaries, only mercenary models can be included in that army.

Mercenary warjacks can be controlled and reactivated only by mercenary warcasters and 'jack marshals. By the same token, a mercenary warcaster or 'jack marshal can control and reactivate only mercenary warjacks.

THEME FORCES

Theme Forces are themed armies for specific warcasters. A Theme Force can include only the warcaster named in its title. If you are playing a game with two or more warcasters in each army, you cannot use these rules.

Theme Forces are broken into tiers. Each tier has a set of requirements that restricts your army composition. If your army meets the requirements of a tier and the tiers before it, you gain the benefits listed. These benefits are cumulative: you gain the benefits of every tier for which your army meets the requirements.

If a Theme Force can include a given unit, you can add any attachments to the unit that are available to it.

Theme Forces and their requirements and benefits can be found in each faction's *Forces of WARMACHINE* book.

COMMAND-OF MICE AND MEN


COMMAND CHECKS, FLEEING, AND RALLYING

Regardless of a soldier's skill at arms, his real worth to an army is measured by his will to fight. Warriors might break and flee after suffering massive casualties or when confronted by terrifying entities, while manipulative spells can warp the minds of the weak-willed and cause them to attack their allies. The inspiring presence of a nearby warcaster or unit commander can steel the nerves of warriors faced with these mental assaults and even rally them before their panic becomes a full-blown rout. Command checks determine the outcome of these game situations that test a combatant's discipline or mental resolve.

COMMAND RANGE

Every model has a **command range** equal to its CMD in inches. A model is always in its own command range.

Models in a unit that are in their unit commander's command range are in formation. A unit commander can rally and give orders to models in its unit that are in formation. A trooper that is out of formation cannot rally and will not receive orders (see p. XXX). A trooper making an individual command check can use its unit commander's CMD if it is in formation.

Some models have the **Commander advantage** , which allows friendly Faction models or units in the model's command range to use that model's current CMD in place of their own when making a command check, but it is not required to do so. When making a command check for a unit, only one model in the unit must be in the command range of the model with the Commander advantage in order for the unit to use that model's CMD for the command check. A model with the Commander advantage can rally any friendly Faction model or unit that is in its command range (see "Rallying," below).

COMMAND CHECKS

Several different circumstances require a model or unit to make a command check: massive casualties, terrifying entities, and a spell or other attack's special rules.

When a model or unit is required to make a **command check**, roll 2d6. If the result is equal to or less than its Command (CMD) stat, it passes the check.


Passed Command Check: $2d6 \leq \text{CMD}$

Failed Command Check: $2d6 > \text{CMD}$

In most cases, this means the model or unit continues to function normally or rallies if it was fleeing. If the roll is greater than the CMD, the check fails and the model or unit suffers the consequences. When a unit fails a command

check, every trooper in that unit suffers the effects, including out-of-formation troopers.

EXAMPLE: *A Khadoran Manhunter has a CMD of 9. The Manhunter passes a command check on a 2d6 roll of 9 or less.*

An independent model makes a command check on an individual basis using its own CMD. It can use the CMD of a friendly Faction model with the Commander  advantage instead of its own if it is in that model's command range.



In most cases, troopers make command checks at the unit level. Some exceptions include troopers that end their activations out of formation and spells that specifically target single models. When you make unit-level command checks, use the unit commander's CMD, and apply its results to every trooper in that unit unless stated otherwise. Just as with an individual model, a unit making a command check within command range of a friendly Faction model with the Commander advantage can use that model's CMD stat instead. Only one model in a unit must be in the commander's command range for a unit-level check to be able to use the commander's CMD.

A trooper making an individual command check can use its unit commander's CMD if it is in formation. Alternatively, it can use the CMD of a friendly Faction model with the Commander advantage if it is within that model's command range.

MASSIVE CASUALTIES

A unit suffers **massive casualties** when it loses 50% or more of the models that were in it at the beginning of the current turn. The unit must immediately pass a command check or flee. A unit makes only one command check per turn due to massive casualties. After you make a massive casualty roll during a turn, pass or fail, you will not make another one for that unit that turn for any reason. If you pass the unit will not flee as a result of massive casualties that turn.

TERRIFYING ENTITY

A **terrifying entity** is one with the **Abomination**  or **Terror**  advantage.

A model or unit within 3" of a model with Abomination—friendly or enemy—must pass a command check or flee.

A model or unit in melee range of an enemy model with Terror, or a model or unit with an enemy model with Terror in its melee range, must pass a command check or flee.

Make command checks due to proximity with terrifying entities during a model's or unit's normal movement when the model or unit ends its normal movement. If a model

immediately ends. Fleeing does not cause the model to move until its next activation; a model that is already fleeing cannot flee again and does not make command checks against fleeing.

EXAMPLE: *If the terrifying entity the Butcher of Khardov moves within melee range of a fleeing model, the fleeing model does not make a command check against fleeing.*

A fleeing model must run during its activation. It is not required to move the full distance of its run, however, and it can even run 0" if desired.

If a fleeing model cannot run, it makes a full advance and must forfeit its action. A fleeing model cannot advance toward any enemy models. While fleeing, a model cannot make actions, advance outside of its normal movement, give orders, cast spells, or make attacks, including attacks that do not take place during the model's or unit's activation, such as a free strike.

At the end of its activation, a fleeing model or unit might have an opportunity to rally.

RALLYING

A fleeing model or unit can make a command check to **rally** at the end of its activation. If a trooper is fleeing but its unit is not, it can make a command check to rally only if it is in formation with its unit commander or if it is within the command range of a friendly Faction model with the Commander advantage. If a fleeing unit makes a command check to rally, every trooper in the unit is affected by the result regardless of its formation status.

If the model or unit passes the command check, it rallies. When a model or unit rallies, it is no longer fleeing. If the fleeing model or unit fails the command check, it is still fleeing.

FEARLESS MODELS

A model with the **Fearless** ☒ advantage never flees and automatically passes command checks against fleeing. It still makes other command checks as normal. Fleeing models that become Fearless immediately rally.

or unit encounters a terrifying entity at some other time, such as when an enemy model gains the Terror ability or a terrifying entity is placed near the model or unit, make the command check immediately after resolving the attack or effect that caused the encounter.

EXAMPLE: *If Iron Lich Asphyxious moves into melee with a Temple Flameguard, the Flameguard's unit makes a command check as soon as Asphyxious ends his movement. If a Flameguard moves into melee with Asphyxious, however, make a command check for his unit after all the troopers in the unit finish moving. In either case, make the command check before any model makes an action. If Asphyxious used Teleport to place himself into the melee range of a Flameguard, make the command check after the placement is resolved.*

A single terrifying entity can cause a model or unit to make only one command check per turn due to proximity. Additionally, a model or unit that passes a command check caused by its proximity to a terrifying entity does not make further command checks as a result of proximity to the entity if it remains inside the range that triggered the effect. If these models become separated and encounter each other during a later turn, another command check will be required.

A unit that consists of terrifying entities counts as a single terrifying entity for the purpose of these rules. A model or unit need only make a single command check for encountering the unit regardless of how many of its troopers it actually encounters.

FLEEING

A model or unit that fails a command check against fleeing **flees**. Some special rules can even cause a model to flee without making a command check at all. If this occurs during the model's or unit's activation, the activation

TERRAIN-YOUR BEST FRIEND

THE BATTLEFIELD, HAZARDS, AND STRUCTURES

The lay of the land has a tremendous impact on an army's ability to maneuver. The most cunning commanders use terrain conditions to their best advantage. These terrain rules provide guidelines for establishing the effects and restrictions a battlefield's objects and environment can have on a game. Covering the rules for every possible terrain type would be an endless task, so players themselves must determine the exact nature of each terrain feature on the battlefield before the game begins.

DISCUSS TERRAIN BEFORE PLAY

Players must discuss the terrain setup and agree on the characteristics for different terrain features prior to deploying their armies. Decide which terrain features grant cover or concealment, which provide elevation and at what level, which are impassable, and so on. It is vital to understand the rules for all terrain features in play before the start of the game; developing the habit of discussing terrain before the game will help you avoid unnecessary disagreements and misunderstandings during play.

SETTING TERRAIN DETAILS

When discussing the specifics of terrain features, it may be handy to keep the following questions in mind:

- *Does it provide cover or concealment?*
- *Is it rough terrain? Impassable?*
- *Does it provide elevation? If so, does it have a gradual or sloped surface? Are some parts of the elevated terrain feature gradual while others are sheer?*
- *Does it have any special rules? Is it forest, shallow water, a trench, a structure, or so on?*
- *What characteristics of terrain are likely to become important during the game due to the abilities and spells of the models in my army?*

BATTLEFIELD SETUP

When placing terrain, strive for a visually appealing and tactically challenging battlefield. These qualities provide the most exciting and memorable games. Battlefield setup and terrain placement is not a competitive portion of the game—players should not strategically place terrain features in a manner that unfairly aids or penalizes a specific army. However, a scenario might dictate doing so to represent an overmatched force defending a village or mountain pass,

for example. In such a scenario, giving the defending army a strong defensive position would be one way to make up for being outclassed by its opponent.

Use the amount of terrain that suits the type of game you wish to play. A table with few terrain features favors ranged attacks and swift movement, while using more terrain features shifts the emphasis toward melee combat.

Consider model base sizes when placing terrain features close together, since a model can move between obstructions or impassable terrain only if its base will fit between them. With careful placement, you can create narrow passages that can be accessed only by models with smaller bases.

TERRAIN

A model's movement can be affected by the type of ground it covers. In WARMACHINE, terrain falls into one of three categories: open, rough, and impassable.

Open terrain is mostly smooth, even ground. A model in open terrain moves 1" for every 1" of its movement. Examples include grassy plains, barren fields, flat rooftops, dirt roads, sloped hillsides, elevated walkways, and paved surfaces.

Rough terrain can be traversed but at a significantly slower pace than open terrain. As long as any part of its base is in rough terrain, a model suffers a movement penalty that causes it to move only 0.5" for every 1" of its movement. Examples include thick brush, rocky areas, murky bogs, shallow water, and deep snow.

Impassable terrain is terrain that completely prohibits movement. Examples include cliff faces, oceans, and lava. A model cannot move across or be placed within impassable terrain.

TERRAIN FEATURES

Natural and man-made objects on the battlefield are terrain features. Each terrain feature is unique, so you must decide its specific qualities before starting the game. Terrain features are virtually limitless in their variety, but you can quantify each by how it affects movement, the type of protection it affords, and any adverse effects it causes.

In addition to hindering movement, terrain features can also provide protection against attacks. A terrain feature such as a hedge grants a model concealment by making it more difficult to be seen even though the feature is not dense enough to block the attack itself. A terrain feature such as a stone wall or a building grants a model cover by being solid enough to block an attack physically.

OBSTACLES

Obstacles are terrain features that affect a model's movement, provide protection from attacks, and serve as intervening terrain during melee combat.

An **obstacle** is any terrain feature less than 1" tall.

A model with any portion of its volume obscured from its attacker by an obstacle gains +2 DEF against melee attack rolls.

Obstacles are low enough that they can be climbed upon or, in some cases, easily crossed. An obstacle must be at least 1" thick, such as a raised platform or the sides of a ziggurat, in order for a model to climb atop and stand on it.

An advancing model suffers a movement penalty when it climbs atop an obstacle. Once the model has contacted the obstacle, it needs to spend 2" of its movement to climb up. A model cannot climb an obstacle if it does not have at least 2" of movement remaining. Place a model that climbs an obstacle atop it with the front of the model's base making only 1" of forward progress. Once atop an obstacle, the model can continue with the remainder of its movement. Remember that a charging model cannot pay this movement penalty, cannot climb an obstacle and ends its movement upon contact.

A medium- or large-based model might have trouble balancing atop an obstacle if it does not continue moving after initially climbing it. With only 1" of forward progress, the back of the model's base will overhang the back of the obstacle. This is fine—just prop up the model with some extra dice or replace it with an empty base until it can move again.

A moving model can descend an obstacle without penalty.

Linear Obstacles

An obstacle up to 1" tall but less than 1" thick, such as a wall or hedge, is a **linear obstacle**. A non-charging advancing model can cross a linear obstacle at no penalty as long as the model can move completely past it. Otherwise the model must stop short of the linear obstacle. A model cannot partially cross, climb atop, or stand atop a linear obstacle.

OBSTRUCTIONS

An **obstruction** is a terrain feature 1" tall or greater, such as a high wall or a gigantic boulder. A model cannot move through or climb an obstruction. Like an obstacle, obstructions provide protection from attacks and serve as intervening terrain during melee combat. A model with any portion of its volume obscured from its attacker by an obstruction gains +2 DEF against melee attack rolls.

VARIABLY SIZED TERRAIN FEATURES

Terrain features can have some parts that are greater than 1" tall and some parts that are less, such as a crumbling wall. In such cases players should decide before the start of the game whether they are treating the terrain feature as an obstacle, an obstruction, or both. If they are treating it as both, the portions less than 1" tall are obstacles and the parts over 1" tall are obstructions.

FOREST

A typical **forest** has many trees and dense underbrush, but any terrain feature that hinders movement and makes a model inside it difficult to see can also be designated a forest. A forest is rough terrain and provides concealment to a model with any part of its base inside its perimeter.

When drawing line of sight to or from a point within a forest, the line of sight can pass through up to 3" of forest

TERRAIN

without being blocked, but anything more blocks it. When a model outside of a forest attempts to draw line of sight to another point outside of a forest, the forest blocks line of sight to anything beyond it. Thus, a model can see 3" into or out of a forest but not completely through one regardless of how thick it is.

HILLS

A **hill** is a terrain feature with a gentle rise or drop in elevation. Since many terrain pieces use stepped sides instead of gradual slopes to represent a hill's elevations, be sure to declare whether the terrain feature is a hill or an obstacle.

A hill might be open or rough terrain depending on the ground's nature. Unlike obstacles, hills do not impose any additional movement penalties, nor do they provide cover or concealment. They simply provide elevation to models on them. A model can charge up or down a hill in open terrain at no penalty.

WATER

Depending on its nature, water can be hazardous to both warriors and warjacks. When placing a water terrain feature, declare whether it is deep or shallow.

A warjack in **deep water** is removed from play.

A model cannot begin a charge or run while in deep water. As long as any part of its base is in deep water a model moves only 0.5" for every 1" of its movement and cannot make actions, cast spells, use feats, or give orders. A model in deep water cannot engage other models or make attacks.

A warcaster in deep water can still allocate focus points and use them to maintain upkeep spells.

A model in deep water has base DEF 7. A warrior model ending its activation in deep water automatically suffers 1 damage point.

Shallow water is rough terrain.

A warjack that is knocked down in shallow water has its furnace extinguished and is stationary until its furnace is restarted. A friendly warrior model in base-to-base contact with the warjack can restart it by forfeiting its action. The warjack must forfeit its activation and cannot channel spells the turn it is restarted, but it functions normally next turn. Even if a warcaster other than its controller restarts it, the warjack remains part of its original battlegroup. When a warjack's furnace is restarted, the warjack automatically stands up.

TRENCHES

Trenches are earthwork fortifications represented by 3" × 5" templates (included on p. XXX). Trench templates are designed to be placed in contact with each other to create networks of trenches on the table.

A model completely within the area of one or more trench templates has cover from attacks made by models not touching at least one of the trench templates the model is in. Models completely inside a trench template do not suffer blast damage unless the origin of damage is in a trench template they are touching. When drawing line of sight to a model not completely within one or more trench templates, ignore models completely within one or more trench templates.

TRENCHES

ENTRYWAYS

Some terrain features such as buildings and walls have **entryways** that allow models to pass through or enter them. A model cannot enter a terrain feature if the interior is not physically accessible to the players.

EXAMPLE: *A model can enter a ruined building that is missing its roof or one that has a removable roof. It cannot enter a building with a fixed roof that cannot be opened in some other way to allow access to the models inside of it.*

Before the start of the game, players must agree on which terrain features can be entered and the locations of any entryways into those terrain features. Player should also determine which base sizes those entryways accommodate.

EXAMPLE: *Players might decide that a heavy warjack is unable to pass through a doorway much smaller than its base size or that warrior models of any size can move through ground floor windows.*

Assault Kommandos A, B, and C are completely within the area of one or more trench templates, so they have cover and do not suffer blast damage unless the origin of the damage is in a trench template they are touching.

Assault Kommandos D and E are not completely within the area of one or more trench templates, so they do not gain the benefits of being within the trench.

Structure Material	ARM	Damage Capacity (points per inch)
Wood	12	5
Reinforced Wood	14	5
Brick	16	10
Stone	18	10
Iron	20	20
Steel	22	20

STRUCTURES

Structures present unique opportunities for terrain arrangement and tactical play. A **structure** is any terrain feature that can be damaged and destroyed. The most common structures are buildings, but you can use these guidelines for fortress walls, bridges, and similar constructions as well. Keep in mind that these rules are guidelines and might need to be adapted to the actual terrain pieces you are using.

EXAMPLE: *A burned-out building that has only its exterior walls remaining might be large enough that models deep within its interior are far enough away from those walls not to suffer damage when the structure collapses.*

EXAMPLE: *A house might have attached fences and field walls. Those walls and fences are best treated as separate structures from the house itself even though they are part of the single terrain piece. After all, shooting at a fence should not cause the house to collapse!*

Before the start of the game, players must agree on which, if any, terrain features can be damaged during play.

DAMAGING AND DESTROYING STRUCTURES

An attack against a structure must target a section of the structure. An attack against a structure in range automatically hits. A structure is also automatically hit by a spray attack if any part of the structure is within the spray template. Not all weapons are effective against structures, however, so a model must have a weapon that will do the job if it intends to punch through. Ranged weapons such as handguns, rifles, and crossbows are all but useless. A ranged attack must have a POW of at least 14 to damage a structure. Melee attacks, magic attacks, and AOE attacks do full damage against structures, as do ranged attacks that cause fire or corrosion damage. Structures suffer blast damage and collateral damage. A magic attack does only its normal damage to a structure; except for its stats and damage type, ignore a spell's rules when it targets a structure. A structure cannot be charged or slammed.

A structure can suffer only so much damage before being destroyed. Every structure has an Armor (ARM) stat and damage capacity corresponding to its composition, size,

and nature. Before the start of the game, the players must agree on each damageable structure's ARM and damage capacity. A structure's damage capacity is determined by its composition and size. A wooden structure typically has a capacity of 5 damage points per inch of perimeter. The damage capacity of stone structures is typically 10 per inch. A reinforced stone or metal structure has a capacity of 20 or more damage points per inch. See the table below for typical ARM and damage capacity values. For mixed-composition structures, ARM values might vary from location to location. Assign damage capacity of mixed-composition structures proportionally.

EXAMPLE: *A 1"-wide or so wooden door in an otherwise stone building would contribute only 5 points to the structure's damage capacity. The door has ARM 12 while the surrounding stone has ARM 18.*

Undamaged portions of walls or other freestanding structures remain intact as the structure suffers damage, so the total damage capacity of such structures is determined by their total perimeter (or length, for linear structures such as walls or small structures such as obelisks). Complex structures such as buildings and bridges, however, rely on the support of all portions to remain standing. Such a structure's damage capacity is only half the value determined by its composition and perimeter or length.

EXAMPLE: *A 3"-wide stone wall is destroyed once it suffers a total of 30 damage points (3" length \times 10 points per inch), but a 3" \times 6" stone building collapses when it suffers 90 points of damage (18" perimeter \times 10 points per inch / 2).*

When a structure is destroyed it **collapses**. Remove the collapsed structure from the table and replace it with an equal-sized ruin. A ruin is rough terrain and provides cover to a model with any part of its base inside the ruin's perimeter. In addition, the destroyed structure can damage models that are inside it when it collapses.

A model inside the structure when it collapses suffers a damage roll with Power (POW) equal to the structure's ARM times the number of levels in the structure, after which the model is knocked down.

EXAMPLE: *A warjack inside a three-story brick building when it collapses suffers a POW 48 (brick structure ARM 16 \times 3 levels) damage roll. Whatever is left of the warjack is then knocked down.*