

WARMACHINE MKII

Field Test Rules

April 2009

Privateer Press was founded with the goal of making the best damn games possible, and WARMACHINE Mk II is our next step toward making the perfect game.

WARMACHINE Mk II plays faster, smoother, and more aggressive than ever. Based on six years of player feedback, organized play data, and tournament observation, Mk II is the culmination of thousands of hours of design, playtest, and redesign with the single objective of improving the player experience.

While we've been putting Mk II through its trials for the past several months, we know the amount of playtesting we can perform is nothing compared to the rigors it will face once it's in the hands of the public. Therefore, as the final phase in finishing the next iteration of WARMACHINE, we are asking you—the players who have helped shape the evolution of the game since the beginning—to assist us in putting the final polish on this gleaming machine.

We're handing over the keys early and asking you to put WARMACHINE Mk II to the test. Stoke your boilers, rally your troops, and put this game through its paces! Then use our online feedback form to tell us how it performed.

This field test of the Mk II rules is close to the final version, but we're relying on you to help us tighten the last few bolts. Your feedback on rules wording and model interactions will assist us in identifying hidden errors and ensure that the final product is as clear and as balanced as possible. Register at <http://fieldtest.privateerpress.com/> to submit your feedback throughout the month of April.

Please note that because this document represents a work in progress, we removed some of the features that will appear in *Prime* Mk II. We left out some of the rules, such as warjack bonding and scenarios, and we stripped out artwork, graphics, photographs, and textures in order to keep the file simple and manageable. Similarly, page references will maintain their draft form of "p. XXX" until we begin final layout of *Prime* Mk II later this year.

Thank you!

Rules Basics

GENERAL KNOWLEDGE FOR COMBAT IN WARMACHINE

Game Overview

In WARMACHINE, the very earth shakes during fierce confrontations where six-ton constructs of tempered iron and steel slam into each other with the destructive force of a locomotive, where lead-spewing cannons chew through armor plating as easily as flesh, and where a tempest of arcane magic sets the battlefield ablaze with such Armageddon-like proportion that the gods themselves fear to tread such tormented ground.

WARMACHINE is a fast-paced and aggressive 30mm tabletop miniatures battle game 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 steam-powered 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!

A WARMACHINE army is built around a warcaster and his *battlegroup* of warjacks. Squads of soldiers and support teams can be fielded to bolster a battlegroup's combat capability further. 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 the battle to begin.

Battles are conducted in a series of *game rounds*. Each game round, every player receives one turn to command his army. During his turn, a player activates all the models in his force, one after the other. When activated, a model can move and then perform one of a variety of actions such as attacking, repairing a '*jack*, or casting spells. Once all 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 side wins either by destroying all opposition, meeting scenario objectives, or accepting the surrender of all his opponents.

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 found on p. XXX at the back of this book. You may photocopy them for personal use.

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 to the result.’

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

Some instances call for a model’s stat or a die roll to be divided in half. With the exception of distance measurements, always round a fractional result to the next highest whole number.

WHAT’S A D6? HOW ABOUT A D3?

A six-sided die is referred to as a d6. Two six-sided dice are abbreviated as 2d6, three dice as 3d6, and so on.

A d3 is a quick way to say, “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 & 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. If the model gains an additional die on this attack, it would roll 3d6 and add its RAT.

Some effects grant models **boosted** attack or damage rolls. Add an extra die to a boosted roll. Boosting must be declared before rolling any dice for the roll. Each attack or damage roll can only be boosted 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.

For example, a model that hits a target with a charge attack gains a boosted damage roll, meaning it adds an additional die to its damage roll. Because this roll is boosted, the model cannot spend focus to boost the damage roll again to gain two additional 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 introduce a game term in a definitive fashion, its name appears in **bold**. If the rules reference a term from another section, its first appearance in that section will be in *italics*. For ease of reference, game terms are defined in the Glossary.

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 ability can be referred to simply as a ‘jack marshal, and a model with the Spell Caster ability is referred to as a spell caster. Similarly, the phrases “attack with the ____ weapon” and “attack granted by the ____ ability” are replaced by the expression “__ attack.” For instance, Caine’s Maelstrom feat allows him to make several attacks with his Spellstorm Pistols. These attacks are referred to as “Spellstorm Pistol attacks” in the text of Maelstrom. 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 that it moved over are called “trample attacks.”

The abilities of models are written as if speaking to the current controller of the model. If a model’s rules reference “you” or “yours”, they refer to the player currently in control of the model.

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 while it is under your opponent’s control. If you take control of one of your opponent’s models or units it is friendly while it is under your control.

In a model’s rules, “this model” always refers to the model carrying the rule.

When a rule references “Faction” it refers to the faction of the model using the rule. If a mercenary model’s rules reference “Faction”, it refers to other mercenary models.

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 only gains Stealth if its controlling player also controls Deneghra. An enemy Deneghra model does not grant Stealth to Nightmare.

In addition to referencing models or units by name, rules can reference one of a model or unit’s **sub-**

types. The Knights Exemplar unit, for example, has the name “Knights Exemplar” and is a “Protectorate Exemplar Unit.” This unit could be referenced specifically by its unit name Knights Exemplar (as in Grand Exemplar Kreoss’ elite cadre for Knights Exemplar) and could be referenced by its sub-type along with other Exemplar (as in High Exemplar Gravis’ Crusader’s Requiem for Exemplar). The terms Protectorate and Unit are also sub-types that are referenced in individual spells and abilities.

Rule Priority

WARMACHINE is a complex game providing a multitude of 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 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 to the model. This means that effects with a duration will expire based on the time when the first applied effect will expire. However, different effects are cumulative with each other even if they 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 it’s a different effect, and so a model in both effects would have its attack rolls reduced by 4. 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.

Situations can occur where two special rules have conflicting results. 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 that state something ‘cannot’ happen override rules that say that the same thing ‘must’ or ‘can’ occur.

For 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 guideline 2, and the model is not knocked down. A second example is of a model with a *magical weapon* attempting to charge an Incorporeal model. The magical weapon quality states the model can charge Incorporeal models, but Incorporeal states that the model cannot be charged. Since the interaction is specifically stated in the magical weapon rule, the model is able to charge the Incorporeal model even though guideline 2 would say it could not.

Sportsmanship & 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. However, you might encounter situations where the proper course of action is not immediately obvious. For instance, players might disagree on whether or not 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. After the game you will have plenty of time to decide the best answer, and it can then be incorporated into future games.

If a situation arises in which all players cannot agree on a solution, quickly discuss the matter and reference 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 the dispute cannot be solved quickly, each player rolls a d6—the highest roller gets to decide 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 measuring the distance from a model, measure from the edge of the model’s base. Similarly, when measuring the distance to a model, measure to 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.

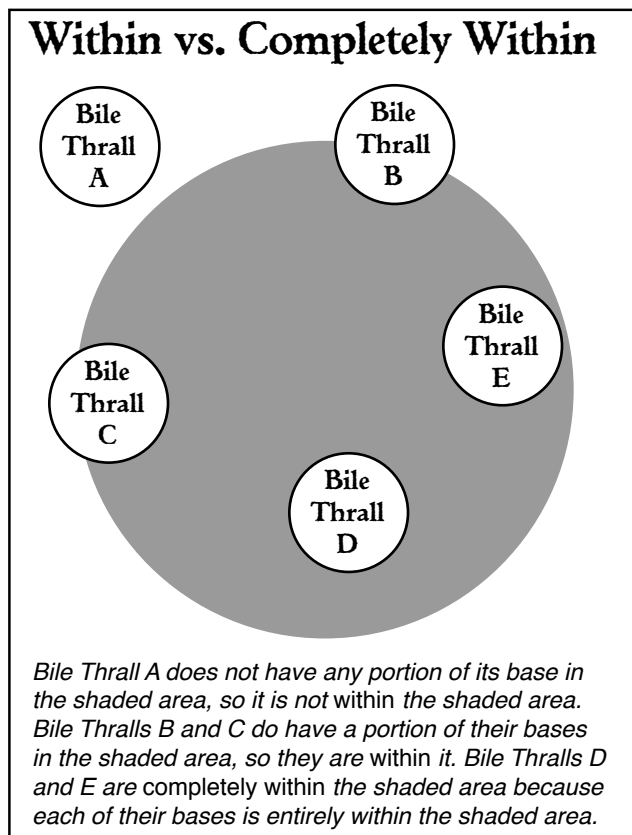
A model is **completely within** a given distance when its entire base is within that distance. Equivalently,



a model is completely within a given distance when the farthest edge of its base is within that distance.

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

When determining the effects of a spell or ability that affects models within a specified number of inches 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. However, unless the spell or ability says otherwise, that model is not considered to be within the distance. 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.



Models

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 will not be 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. Steamjacks are used throughout the Iron Kingdoms for a variety of heavy or dangerous tasks that would be impossible for a human to perform.

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 perform 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. If a warjack's cortex is *crippled*, it can no longer 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: Generally speaking, 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 will not be listed on the model's stat card (see Warjack Special Rules, p. XXX).

Solos

Solos are individuals such as assassins and snipers that operate alone. Solos are *independent models*.

Units

A *unit* is a group of similarly trained and equipped trooper models operating together as a single force. A unit usually contains one leader and two 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 models such as swordsmen, riflemen, and mechaniks that operate together in groups called **units**. A unit always operates as a single coherent force. Troopers in a unit generally share identical attributes and carry the same weapons. Most units are made up of a single *leader* and one or more *grunts*.

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 officers, *standard bearers*, or *weapon attachments*. A unit can have several attachments, but only one of each type of attachment can be added to a unit. Models in an attachment are not grunts.

Model Profiles

Every model and unit has a unique profile that translates its combat abilities into game terms. WARMACHINE uses a series 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.

A model or unit's **stat card** provides a quick in-game reference for 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. Warcasters have an additional stat card used to explain their spells and feats. 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.

Speed (SPD) — A model's movement rate. A model moves up to its SPD in inches when making a *full advance*.

Strength (STR) — 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.

Melee Attack (MAT) — 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.

Ranged Attack (RAT) — 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.

Defense (DEF) — A model's ability to avoid being hit by an attack. A model's size, quickness, skill, and even magical protection can 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.

Armor (ARM) — 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.

Command (CMD) — 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 (FOC) — A model's arcane power. Only models with the *Focus Manipulation* ability, such as warcasters, have a FOC stat. Focus determines a model's *control area* and *focus points*. A model uses its FOC 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. However, some special rules can change a model's base stat to a specific value. 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 stats, start with the base stats and then apply modifiers. Begin with modifiers that double the model's stat, then apply those that halve it. Next apply bonuses that add to the stat. Finally, apply penalties that decrease the stat. The result is the model's current stat. A model's base and current stats can never be reduced to less than 1, except for its base and current DEF which can never be less than 5.

For example, stationary targets have a base DEF of 5, so 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 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 still suffer -4 on his attack roll from his weapon's Inaccurate rule. The model's RAT 3 and -4 attack roll penalty give a final attack roll of 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. Advantages are always in effect and apply every time a game situation warrants their use.

EIRYSS						
SPD	STR	MAT	RAT	DEF	ARM	COM
7	4	6	9	16	12	9
   						


These symbols show that Eirys, Mage Hunter of los 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 *chaneller* (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  — This model is a **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. All Warcaster models have this advantage.


Construct  — This model is not a living model and never *flees* (p. XXX).


Eyeless Sight  — This model ignores *Camouflage*, *cloud effects* (p. XXX), *concealment* (p. XXX), *forests* (p. XXX), and *Stealth* when determining *line of sight* or 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 1/2" and can make ranged attacks targeting models in its melee range.

Incorporeal  — This model ignores movement penalties from *rough terrain* and *obstacles*. It can move through *obstructions* and other models if it has enough movement to move completely past the obstruction or model's base. Other models can move through this model if they have enough movement to move completely past its base. This model does not count as an *intervening model*. This model only suffers damage and effects from *magical weapons*, *magic attacks*, *animi*, *spells*, and *feats* and is immune to *continuous effects*. This model cannot be declared as a charge target. Slammed, thrown, and pushed models move through this model without effect. When this model makes a melee or ranged attack 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* of the unit is a *'jack marshal*.

Officer  — This model is an *officer* (p. XXX). The officer is the *Unit Commander* of its unit. This model is not a *grunt* (p. XXX).

Pathfinder  — This model ignores movement penalties from *rough terrain* (p. XXX) when it advances 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 drawing 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 regains one wound, 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 *electricity 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. A model with two identical weapons will have a single weapon stat bar with a "x2" symbol on the icon. A weapon's stat bar only lists the stats that apply to its use. Those that are not applicable will be marked with '—'.

Range (RNG) — The maximum distance in inches between attacker and target before the attack will automatically miss.

Measure range from the nearest edge of the attacking model's base to the nearest edge of the target model's base.

SPELLSTORM PISTOL				
RNG	ROF	AOE	POW	
12	2	—	12	

Sample ranged weapon stat bar for a pair of identical weapons

QUICKSILVER		
POW	P+S	
7	13	

Sample melee weapon stat bar

MOUNT	
POW	10

Sample mount weapon stat bar

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

Area-of-Effect (AOE) — 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 covered by the template, even partially, potentially suffer the attack's damage and effects. See p. XXX for detailed rules on AOE weapons. Templates for AOE weapons can be found on p. XXX.

Power (POW) — The base amount of damage a weapon inflicts. A weapon's POW is used when making its damage rolls. A weapon or attack with POW '—' does not cause damage.

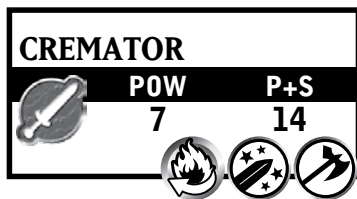
Power plus Strength (P+S) — A melee weapon's P+S is used when making its damage rolls. For quick reference, the P+S value provides the sum of these two stats.

Location — A warjack's weapon stat bars indicate where its weapons are located such as left arm (L), right arm (R), or head (H). When all of 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.

Buckler (🛡) — This weapon has an integral buckler that gives the model +1 ARM. A model does not gain this bonus when resolving damage that originates in its back arc or while the weapon system the shield is on is being held in weapon lock.



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

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 *electricity damage* (p. XXX).

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 perform a double-hand throw power attack. A warjack with a *crippled* open fist cannot use it to make power attacks.

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

Shield — This weapon is a shield that gives the model +2 ARM. A model does not gain this bonus when resolving damage that originates in its back arc or while the weapon system the shield is on is being held in weapon lock.

Special Rules

Most WARMACHINE combatants are highly specialized and trained to fill unique roles on the battlefield. To represent this, certain 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.

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 performing an action.

Special Actions (★Action) — A special action lets a model perform an action normally unavailable to other models. A model can perform a special action instead of attacking as its action if it meets the specific requirements for its 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 only be made 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 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

DAMAGE					
1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

Sample
Damage
Grid

SYSTEM STATUS	L	R	M	C

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.

Base Size and Facing

The physical model itself has a couple of properties important to gameplay: *base size* and *facing*.

Base Size

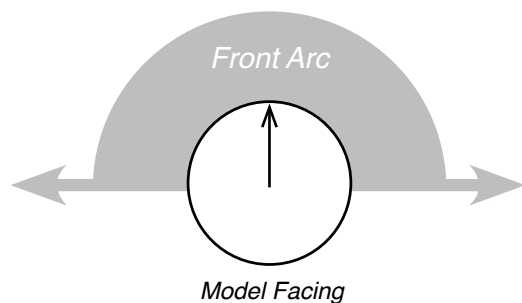
The physical size and mass of a model are reflected by its **base size**. There are three base sizes: **small base** (30mm), **medium base** (40mm), and **large base** (50mm). Generally speaking, most human-sized warrior models have small bases, larger creatures and light warjacks have medium bases,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

Facing

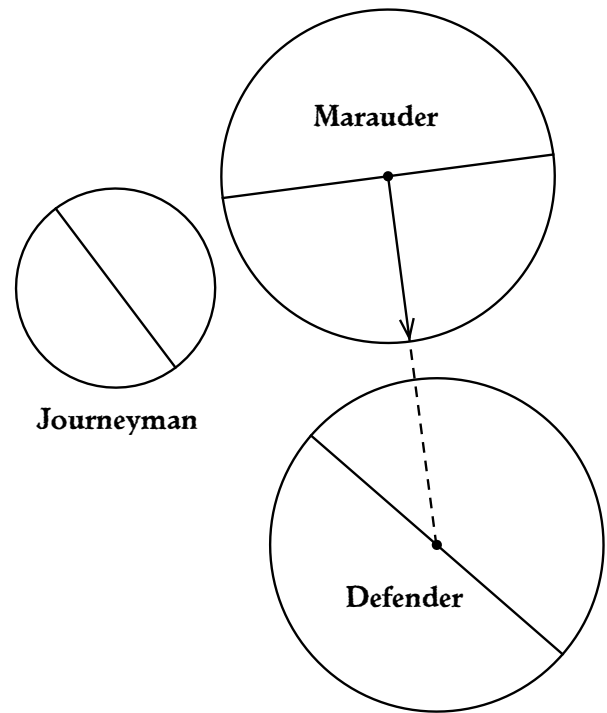
A model's **facing** is determined by its shoulder orientation. The 180° arc in the direction its shoulders face defines the model's **front arc**; the opposite 180° defines its **back arc**. You might want to make two small marks on either side of each of your models' bases to indicate where the front arc ends and the back arc begins. 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.

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 is both facing and directly facing all models.



Facing and Directly Facing



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

MARKING YOUR MODEL'S FACING

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

Preparing for War

BUILDING AN ARMY SUITABLE FOR CRUSHING YOUR OPPONENT

Creating an 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 decide on an *encounter level*, and then spend the allotted *army points* to purchase models and units from your chosen faction's army list and from mercenaries that will work for that faction. You can even field an all-mercenary army by choosing a *contract* (p. XXX) that determines which mercenary models and units you

can include in your army. Every army list entry and stat card provides the model's or unit's *point cost* and *field allowance* values to which you must adhere when designing your force. Specific *scenarios* can modify the standard army creation rules. Generally at least one warcaster must be included in every army.

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 selected level.

Each encounter level also limits the number of warcasters available to each player. Warcasters do not cost army points to include in your army. Instead, warcasters grant you an additional number of **warjack points**. A warcaster's warjack points can only be spent on warjacks in that warcaster's battlegroup. These are bonus points in addition to those determined by the Encounter Level. Warjack points that are not spent on warjacks in the warcaster's battlegroup are lost.

For 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 that can only be spent on warjacks in Haley's battlegroup plus 25 additional points based on the encounter level that he can spend on whatever models he chooses.

Duel

Max Warcasters: 1 Army Points: 15, 25, or 35

Est. Play Time: 30-60 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. Duels include only individual warcasters and their personal warjacks. 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: 60-90 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 and out of control. 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 military 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 when both sides refuse to yield, nothing less than war can resolve 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 that can be found in no other arena. One warcaster can be added to an army for each additional increment of 50 points.

Battlegroups

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. All 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 receive 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. For example, Boomhowler & Co. is a character unit and thus an invalid target for Deneghra's Dark Seduction spell even if Boomhowler himself is no longer on the table.

SAMPLE ARMY

We built the following army to illustrate WARMACHINE's force creation concepts. This army is designed for a 100-point Battle Royale encounter level, meaning each player can field up to two warcasters.

WARCASTER—COMMANDER STRYKER (+6 warjack points)

Stryker's Battlegroup

1 Defender	9
1 Ironclad Heavy Warjack	7
2 Lancer Light Warjacks	12 (6 ea.)

WARCASTER—CAPTAIN HALEY (+5 warjack points)

Haley's Battlegroup

3 Defender Heavy Warjacks	27 (9 ea.)
1 Charger Light Warjack	4
1 Lancer Light Warjack	6

SUPPORT

1 Arcane Tempest Gun Mage Unit (FA: 2)	7
1 Long Gunner Infantry Unit (FA:2) with 6 troopers	6
3 Stormblade Infantry Units (FA: 2) with 10 troopers	24 (8 ea.)
1 Trencher Infantry Unit (FA:2) with 6 troopers	7
1 Field Mechanik Unit (FA: 3) with 6 troopers	2

Total Points: 111 (100 +11 warjack points)

The chosen warcasters are Commander Stryker and Captain Haley, avoiding duplication since they are named characters. Stryker begins with 6 warjack points and Haley begins with 5, meaning the army can include up to 111 points of models in addition to the warcasters. The nine warjacks in the army are assigned to specific battlegroups. The unit of Long Gunners and Trenchers are minimum strength units with only 6 troopers each, as allowed by the unit options. We included three units of Stormblades, each with 10 troopers as allowed by their unit option. With an FA: 2 and two warcasters, this army could have a total of four such units. We also included a Gun Mage unit that always includes 6 troopers. The total army points spent is 111, so no points are left unused.

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 two point costs: 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 was taken. Remember that warcaster's add *warjack points* that can be spent on warjacks in the warcaster's 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 Trenchers have FA 2, indicating that an army can have up to two Trencher units for each warcaster. An army with two warcasters could have up to four Trencher 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.

Field allowance is not faction-specific. If an army includes both faction and mercenary warcasters, count all of 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.

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 rival Cygnar players could each field Stryker. How can this be?

In the chaos and tumult now engulfing war-torn Immoren, pretenders and imposters abound. Thus, you might find yourself fielding one or more warcasters who impossibly face their apparent counterparts across the field of battle. Who is the *real* Commander Coleman Stryker or Butcher of Khardov? Victory alone can determine the answer.

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' x 4' playing surface. After setting up the battlefield according to Terrain (p. XXX), players make a **starting roll**: each player rolls a d6. The player who rolls the highest number chooses any player, including himself, to be the **first player**.

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

The first player then 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. After agreeing on the type of game to be played, set up the battlefield and use the following guidelines to determine the game's turn order.

Team Games

Before beginning a team game, the players must split into two opposing sides. Decide the composition of the 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 *contract* (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. For 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. 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' x 4' playing surface, consider deploying forces completely within 10" of any corner of the playing area to 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 playing-area 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 meaning 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 warcasters remaining in play while his opponent does not. A scenario can define other specific objectives 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 FOC 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.

Gameplay

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 the current player's next turn regardless of his location in the turn order. When put in play, 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:

1. Remove all focus points from your models.
2. 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).

Control Phase

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

1. 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 (FOC).
2. Each warcaster can then allocate focus points to his battlegroup's warjacks within his control area.
3. Each warcaster can then spend focus points to maintain his *upkeep spells* in play. If a warcaster does not spend focus points to maintain a spell requiring upkeep, the spell expires and its effects end immediately.

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 models can activate earlier in the turn due to some effects. Units and independent models are activated one at a time in an order of your choosing. 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**, which are resolved in that order.

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. When an independent model begins its activation, first resolve any effects involving forfeiting its movement or action (p. XXX). 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 perform either a combat action or special action. After resolving its action, the model then ends its activation.

WHAT DOES A MODEL DO WHEN ACTIVATED?

Generally an active model moves first. Depending on the movement option chosen, the model might be able to perform 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 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 running directly toward its unit commander. If it makes a full advance, it must forfeit its action.

Next resolve any effects involving forfeiting the movement or action of troopers in the unit. Those that did not forfeit their normal movement then make their normal movements. After resolving the normal movement of each activated trooper, each trooper can then perform 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.

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**.

Screening

A **screening model** is an intervening model that has an equal or larger-sized base than the target model and is within 1" of it. The model being screened gains +2 DEF against ranged and magic attack rolls. The screened model does not gain this bonus if the attacker does not have LOS to the screening model.

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 that a model can see another model.

There are two steps to determining whether one model has LOS to another. If either step results in a model's line of sight being blocked to another model, it does not have line of sight to that model.

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

Step 1

Draw a straight line from the front arc of Model A's base to an edge of Model B's base without crossing the base of any intervening models with bases the same size or larger than

Model B's. If you cannot draw such a line, then Model A does not have line of sight to Model B.

How Elevation Affects LOS

When Model A is on terrain more than 1" higher than Model B, ignore intervening models that are 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 more than 1" lower than Model B, Model A ignores intervening models that are on terrain more than 1" lower than Model B.

Step 2

If the line you drew in Step 1 crosses through terrain, Model A may still have line of sight to Model B if you can draw a new line from Model A's volume to Model B's volume that does not cross through terrain. Otherwise Model A does not have line of sight to Model B.

Model Volume

When using model volume to determine if line of sight is blocked by terrain, each model occupies a volume of space directly above its base at a height determined by its base size. A model's line of sight is not blocked by terrain if you can draw a line from the space it occupies to the space the other model occupies that is not obstructed by terrain. In most cases it will be obvious whether or not a model's LOS is blocked by terrain.

If line of sight cannot be easily determined due to the position of terrain on the table, hold an object with a length equal to the model's height vertically next to any edge of its base. Then have the owner of the other model place an object with a length equal to that model's height vertically next to any edge of his model's base you choose. If you can draw a line from the inside edge of the object in contact with your model to the inside edge of the object in contact with the other model that does not pass through a terrain feature and the other model is in your model's front arc, your model has line of sight to the other model. If you cannot draw a line from the object beside

DETERMINING MODEL HEIGHT AND VOLUME

Small-based models occupy the space above their base at a height of 1.75".

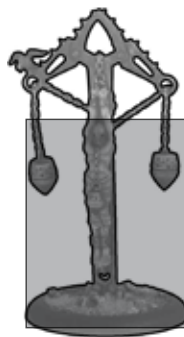
Medium-based models occupy the space above their base at a height of 2".

Large-based models occupy the space above their base at a height of 2.75".

Regardless of the pose of a model, it is considered to occupy a standard volume.



*Cryx Mechanithrall:
Small Base*



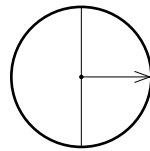
*Protectorate Wrack:
Medium Base*



*Khador Behemoth:
Large Base*

LOS and Targeting

This diagram highlights Step 1 of the LOS rules. 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 even though the Revenger is an intervening model the Butcher can draw an unobstructed line from its 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 since he cannot draw a line to its base 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 the Crusader. The Butcher can draw LOS to the

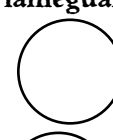


Butcher

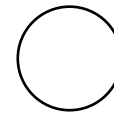


Revenger

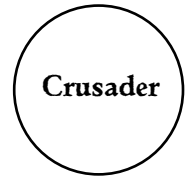
Flameguard 1



Kreoss



Flameguard 2



Crusader

Crusader as if those models were not there.

The Revenger is an intervening model between Kreoss and the Butcher, but the Butcher has LOS to Kreoss since Kreoss' base is not completely obscured. Because Kreoss is within 1" of the Revenger and the Revenger has a base that is equal or larger than Kreoss', the Revenger is a screening

model, giving Kreoss +2 DEF against the Butcher's ranged and magic attacks.

If the Butcher were on a higher elevation level than the Protectorate models, the Butcher would have LOS to Flameguard 1. Flameguard 1 would still be screened by the Revenger, though, because it is within 1" of the Revenger.

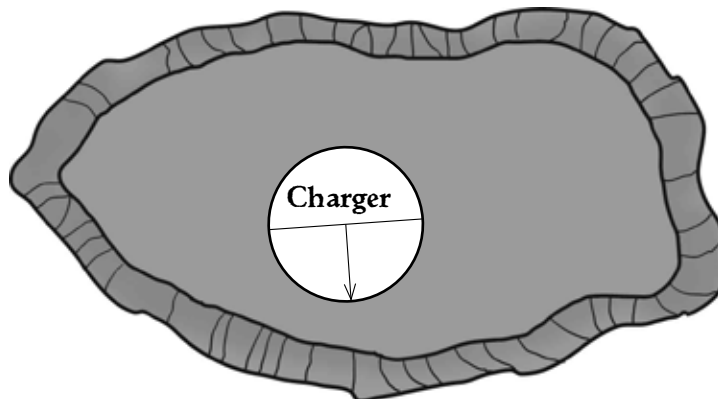
LOS and Elevation

The Charger is on a hill 1 inch higher than the terrain the other models in the diagram are standing on.

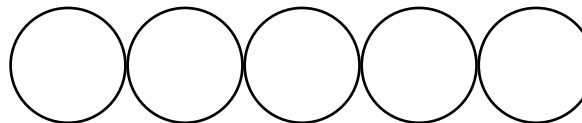
The Charger has LOS to the Manhunter because the Manhunter is on a lower elevation and there are no intervening models within 1" of the Manhunter.

The Charger has LOS to the War Dog because the only intervening models have an equal or smaller-sized base than the Charger. The War Dog will get the screening bonus, however, because he is within 1" of an intervening model.

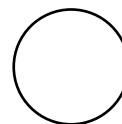
The Charger does not have LOS to Sorscha because the Berserker is an intervening model that within 1" of Sorscha and has a larger base than the Charger.



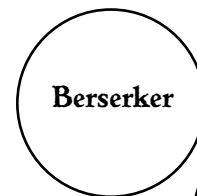
Charger



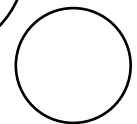
Iron Fang Pikemen



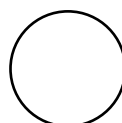
War Dog



Berserker

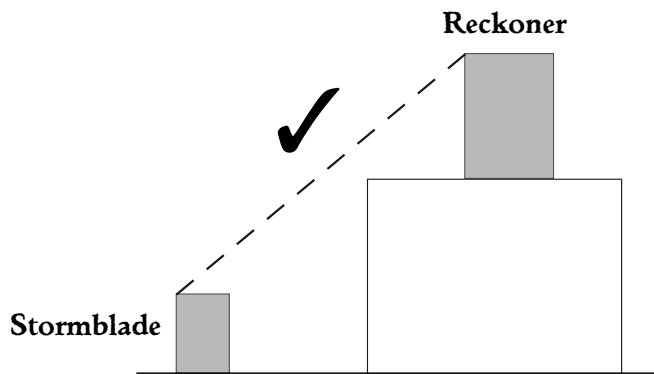


Sorscha

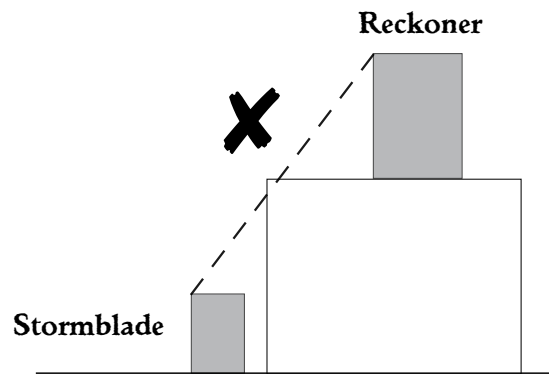


Manhunter

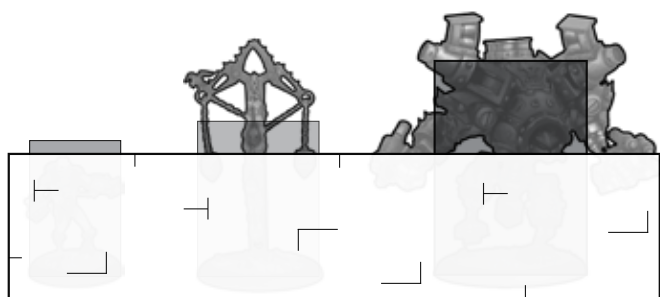
LOS and Terrain



In this diagram, the Reckoner has LOS to the Stormblade because an unobstructed line can be drawn from its volume to the Stormblade's volume.



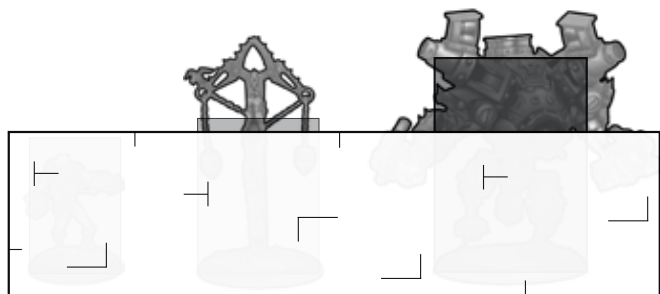
In this diagram, the Reckoner cannot see the Stormblade because there is no unobstructed line between the Reckoner and the Stormblade volumes.



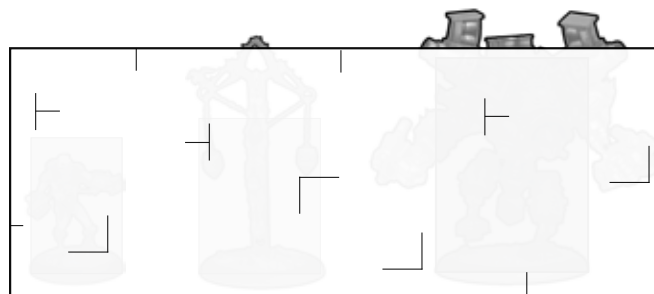
This wall is shorter than 1.75". It will not block line of sight to any of the models behind it.



This wall is taller than 2" but shorter than 3". 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". It will block line of sight to small-based models behind it.



This wall is taller than 3". It will block line of sight to all models behind it.

your model to the other model that does not pass through a terrain feature or if the other model is not in your model's front arc, your model does not have line of sight to it.

Base-to-Base and Contact

Models whose bases are touching are in **base-to-base contact (B2B)**. 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 being not in B2B to being in B2B. Additionally, when a model is already B2B 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 to determine the distance. For 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. Penalties to movement and SPD are cumulative, but when a model makes its normal movement it can always move at least 1". See Terrain (p. XXX) for full details on terrain features and how they affect movement.

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

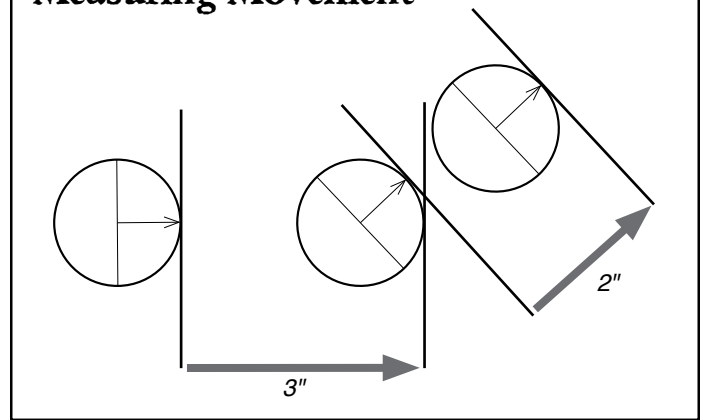
A model that **runs** advances up to twice its current speed (SPD) in inches. A model that uses its normal movement to run cannot perform an action, cast spells, or use feats that activation, and its activation ends immediately after it ends its movement. A model that forfeits its action cannot run during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

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

FULL ADVANCE, RUNNING, & 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.

Measuring Movement



Some models must meet special requirements to run:

- A warcaster or solo can always use its normal movement to run.
- A warjack can spend 1 focus point to run during its normal movement.
- A trooper that receives a run order will run during its normal movement.

Charge

A charging model rushes into melee range with an opponent 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, regardless of offsetting bonuses, cannot charge. 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 in any direction which, ignoring terrain, the distance to the charge target, and other models, will bring the charging model to within its melee range of its target. 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 unless its target is in its melee range, but it can end this movement at any point its target is in its melee range. Once the charge target is in the charging model's melee range, if at any time the charge target is no longer in the charging model's melee range, the charge fails. The charging model stops if it contacts a model, an obstacle, or an obstruction, but it can charge across rough terrain. At the completion 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 line of sight, or if the model cannot charge, the model activates but must forfeit its movement and action.

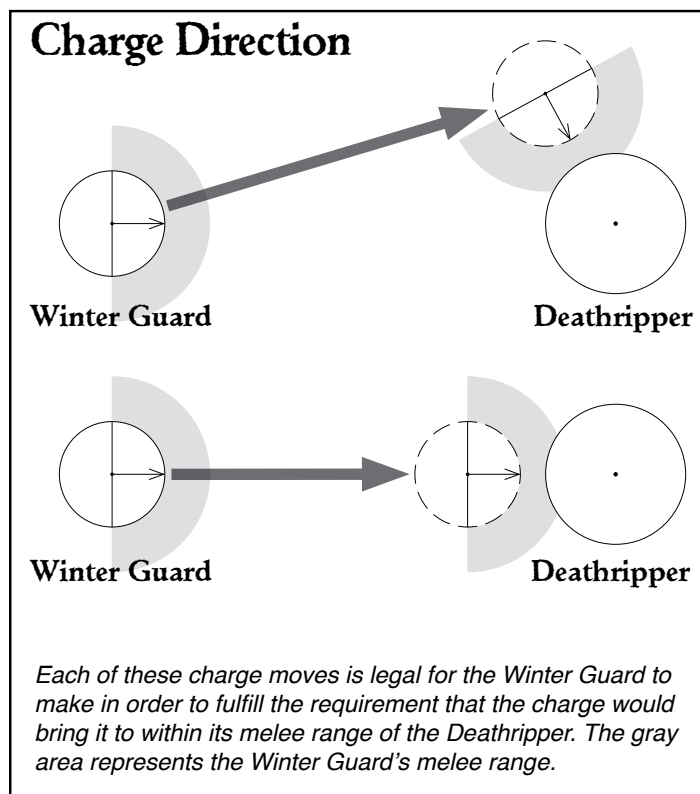
A charging model that ends its charge movement with its charge target in its melee range has made a **successful charge**. It must use its action to make a combat action, choosing either the initial melee attacks option or the special attack option (if it can make a special attack).

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", it is a **charge attack**. A charge attack is not an extra attack in addition to a model's regular attacks it 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 hits, the damage roll is *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, however its first attack must still be made against the charge target. 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 ends.

Some models must meet special requirements to charge:

- A warcaster or solo can always charge during its normal movement.
- A warjack can spend 1 focus point to charge during its normal movement.



- A trooper that receives the charge order must either run or charge during its normal movement. Troopers 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 but does not use 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: the *charge attack* if it made a successful charge and moved at least 3" or a single *normal* melee attack subject to the targeting restrictions above if it made a successful charge but did not move at least 3". If the model fails its charge it does not make any attack.

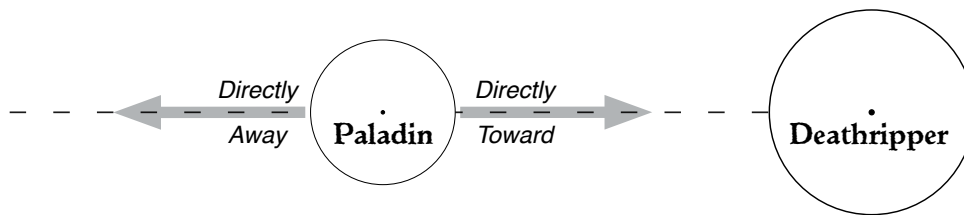
Movement Restrictions

Some effects place restrictions upon 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 in a straight line along the shortest path between Model A and Model B such that the distance between them decreases during the movement.
- 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 in a straight line along the shortest path between Model A and Model B such that the distance between them increases during the movement.

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. Movement restrictions do not restrict a model's facing at the end of the movement.

Directly Toward and Directly Away



The dotted line represents the shortest path between the Paladin and the Deathripper. To move directly toward or directly away from the Deathripper, the Paladin must travel along this line.

- 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 only makes one initial attack regardless of its ROF.
- A model can make one special attack (★Attack) allowed by its special rules.

Movement Penalty

Some rules reference **movement penalties**. A movement penalty is any effect that is 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 so 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 impassible terrain or with its base overlapping an obstacle, 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, if that model is *in formation*, it cannot be placed *out of formation*. When an effect causes a Unit Commander to be placed, place the model normally.

Actions

An activated model might be entitled to perform 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 performing any action unless a special rule specifically allows it to do so.

Combat Actions

A model can use its action to perform 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 performing 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 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**. 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. However, a ranged weapon cannot make more attacks than its rate of fire (ROF) during a model's activation. Completely resolve each attack before making another attack.

Warcasters and warjacks can spend focus points to make additional attacks (see Using Focus Points, p. XXX).

Unless noted otherwise, a model cannot make both melee and ranged attacks in the same combat action. Additional attacks must be of the same type (melee or ranged) as the model's first attack. A model can make additional attacks after a special attack or power attack, but they too must correspond to the basic nature (either melee or ranged) of the original attack made. Special attacks listed as a rule of a ranged weapon are ranged special attacks. Special attacks listed as a rule of a melee weapon are melee special attacks. Some special attacks are listed as a rule of the model itself, and are neither melee attacks nor ranged attacks. The rules for these special attacks indicate the nature of any additional attacks that can be made afterwards, 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 perform a special action (★Action) as their action. A model cannot perform 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 the model performs 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,

the model passes its skill check and its results are applied immediately. If the roll is greater than the model's skill value, the special action fails. Typically nothing happens if a model fails a skill check. However, some special actions impose negative consequences for a failed skill check.

For example, the Cygnar Field Mechanik Crew Chief has the special action *Repair*[7]. The Mechanik's repair special action will succeed on a 2d6 roll of 7 or less.

Combat

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, 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. For example, 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. Warcasters and warjacks can spend focus points to make additional melee attacks, 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, can also use their bodies as melee weapons for attacks such as bashes, head-butts, and slams.

A melee weapon's damage roll is $2d6 + \text{POW} + \text{STR}$.

Melee Range & Engaging

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

A weapon's melee range extends $1/2$ " beyond the model's front arc for any type of melee attack. A reach weapon 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 weapons. A model possessing 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 $1/2$ " melee range. Non-warjack models with no melee weapons have no melee range. Warjacks always have at least a $1/2$ " melee range.

When a model is within an enemy model's melee range and 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.

Free Strikes

When a model is within an enemy's melee range and LOS, and it advances out of the enemy's melee range and/or LOS, 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.

Warjacks can make *bash attacks* as free strikes.

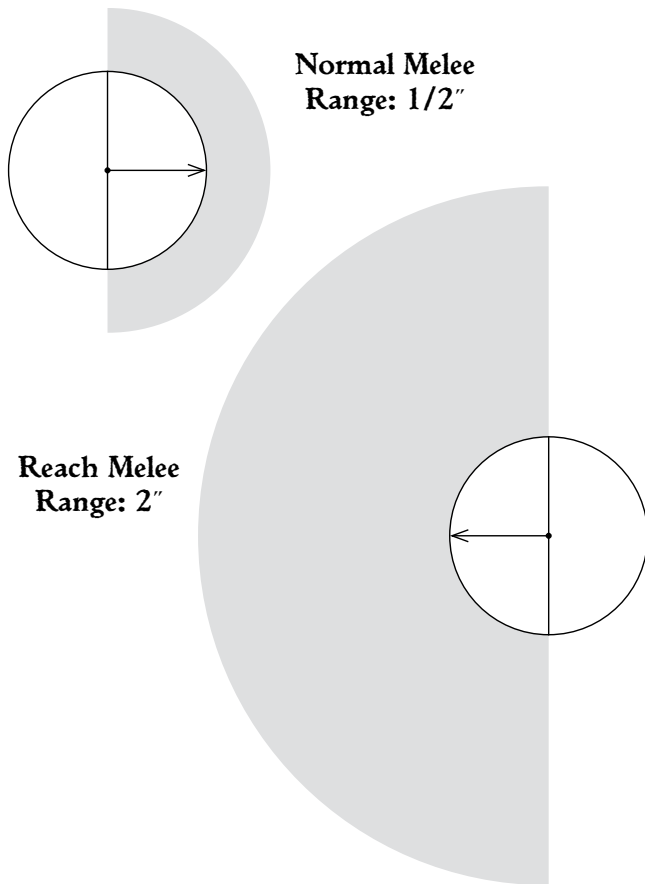
Melee Attack Rolls

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 = $2d6 + \text{MAT}$

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

Melee Range, Engaged Models, and Reach Weapons



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 with 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!

roll of all 1's on the dice is a miss. A roll of all 6's 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 melee, ranged, or magic attack against a target's back arc from a model that has spent its entire activation in the target's back arc gains a +2 bonus to the attack roll.
- *Free strike* (above): A free strike gains a +2 bonus to the attack roll and a boosted damage roll.

- *Intervening Terrain*: A model with any portion of its occupied space obscured from its attacker by an obstacle or an obstruction gains +2 DEF against melee attack rolls.
- *Stationary Target* (p. XXX): A melee attack against a stationary model hits automatically.

Warjack Melee Attack Options

Warjacks have melee attack options unavailable to other model types. Unless otherwise noted, a warjack can use any of the following attack options that its weaponry and functional systems allow.

Bash Attacks

A warjack can use its body as a weapon to bash its opponent. This is not an optimum attack, but it might be the only resort for a warjack without melee weapons. A model hit by a bash attack suffers a damage roll with a POW equal to the attacker's current STR.

A warjack that makes a bash attack can do nothing else during its combat action. Only one bash attack can be made during a combat action, and focus points cannot be used for additional attacks afterward. A warjack held by a weapon/head lock cannot make a bash attack.

Power Attacks

Power attacks are *special attacks* that can be made by some models. All warjacks can make Head-butt, Push, and Slam power attacks. A heavy warjack can make Trample power attacks. A warjack with at least one usable Open Fist can make Headlock/Weapon Lock and Throw power attacks. A warjack with two usable Open Fists can make a Double-Hand Throw power attack. The power attacks available to other models are described in their special rules.

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 1/2" 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 open fist it is using to make the attack before making a melee attack roll. Locks can be attempted and maintained against a crippled warjack system. 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. Warjack weapons with a location of “—” cannot be locked. Locking a weapon with a location of “—” has no effect on other weapons. A model held in a headlock cannot make head-butt power attacks or attacks with any weapons located in its head (HD). A model held in a headlock/weapon lock cannot make bash attacks or special attacks.

Once involved in a lock, the attacker cannot 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.

For example, Rob’s Juggernaut successfully locks the head of Erik’s Slayer with its Open Fist. The Slayer cannot make head-butt attacks, tusk attacks, or a Combo Strike (★Attack), and the Juggernaut cannot make attacks with its Open Fist until the headlock is broken or released.

During its combat action, a model suffering a headlock/weapon lock must attempt to break the lock. For each weapon lock and headlock it suffers, 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 it in the lock, the lock is broken. The locked warjack can make its initial and additional melee 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, one attempt per focus point spent, or to make additional attacks with usable weapons. 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 own activation.

Neither model can advance while involved in a lock. Any effect that causes either model to move, places either model, knocks down either model, or causes the attacker to become stationary automatically breaks the lock. A lock is also broken once 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 make a head-butt if 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 it flying backward and knock it to the ground. Any effects that prevent a model from charging, such as a penalty to its SPD, also prevent the model from making a Slam power attack. A model must have both its normal movement and action in order to use its normal movement to make a Slam power attack.

During its activation, a model can attempt to slam any model in line of sight at the beginning of its normal movement. A knocked down model cannot be selected as a slam target.

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

After declaring a slam target, the model turns to directly face the slam target. 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 while its target is in 1/2” 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 1/2” 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 below).

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 with the slam target in 1/2" melee range 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 inches directly away from its attacker and is then knocked down. If the slamming model has a smaller base than the slam target, then the model is slammed half the distance rolled. It then suffers slam damage, detailed 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, 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 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 detailed rules on determining damage from a fall. Resolve the falling damage, if any, simultaneously with the slam damage.

Slam Damage

Apply slam damage after the movement and knockdown effects have been applied to the model, 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, obstruction,

or a model with an equal or larger-sized base. Slam damage can be *boosted*.

Collateral Damage

If a slammed model contacts an equal based model or moves through a model with a smaller-sized base, that model is knocked down and suffers collateral damage. A model taking collateral damage suffers a damage roll with a POW equal to the attacker's current STR. Collateral damage cannot be *boosted*. A model with a larger-sized base than the slammed model does not suffer collateral damage and is not knocked down. Collateral damage is simultaneous 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 performing a Throw power attack picks up and throws another model. A warjack must have at least one usable Open Fist to make a Throw power attack.

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.

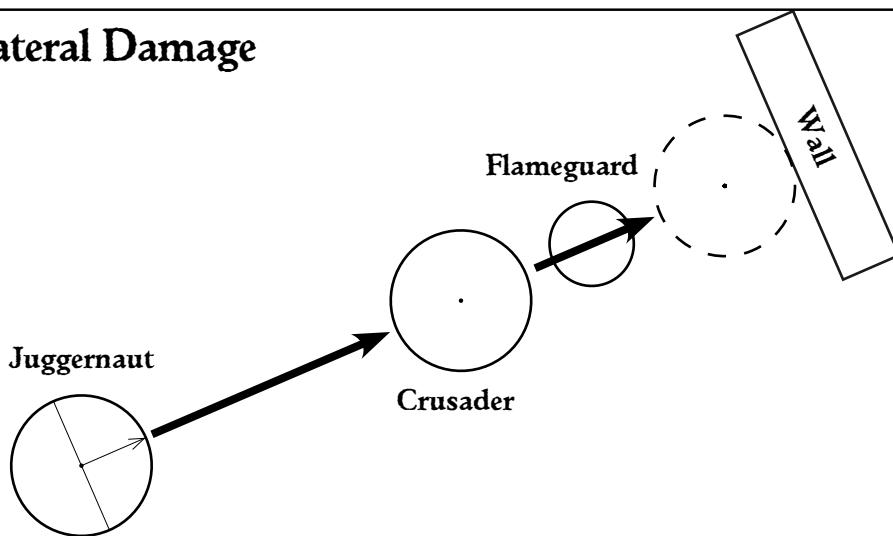
A model cannot throw a model with a larger base size.

Being Thrown

When your model throws another, select 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 direction selected 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.

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).



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 point noted above.

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 for 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 thrown model is moved directly from its current location in a straight line to the determined point of impact, ending centered on that point. 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 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 a model, that model is contacted. Follow the rule of *least disturbance* (p. XX) to move 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 detailed rules on determining damage from a fall. Resolve the falling damage, if any, simultaneously with throw damage.

Throw Damage

Determine throw damage after the movement and knockdown effects have been applied to the model, 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 contacts an obstruction or a model with an equal or larger-sized base. Throw damage can be *boosted*.

Collateral Damage

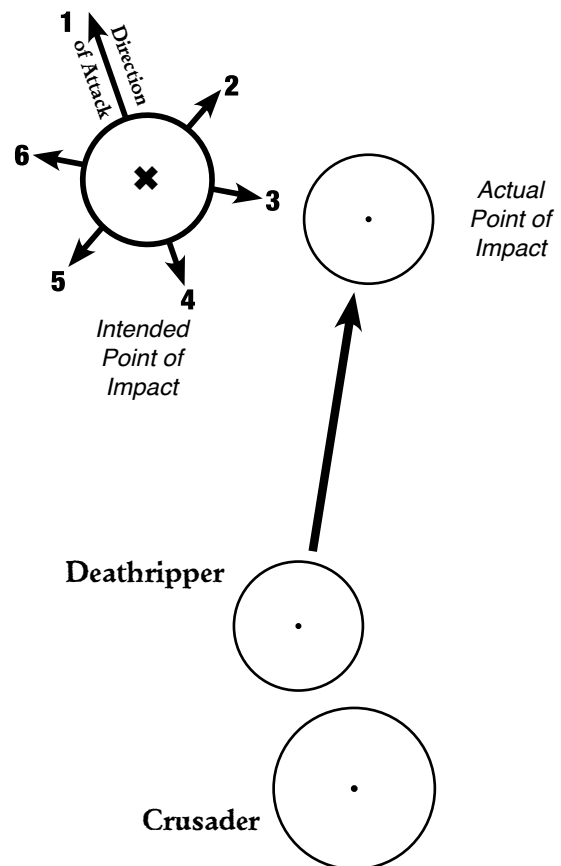
If a thrown model contacts a model with an equal or smaller-sized base, that model is knocked down and suffers collateral damage. A model suffering collateral damage suffers a damage roll with a POW equal to the attacker's current STR.

Collateral damage cannot be *boosted*. A model with a larger-sized base than the thrown model does not suffer collateral damage. Collateral damage is simultaneous 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 performing 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 size. A warjack must have two usable Open Fists to make a Double-Hand Throw power attack.

Example of a Throw



A Crusader throws a Deathripper. Since the Crusader has a STR of 11, measure 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 comes to 3" of deviation, reduced to 2" because the deviation cannot exceed half of 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 and ends its movement centered on that point.

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.

The attacker can either follow the direction-selecting rules described in Being Thrown, above, or it can throw the model at another model within the attacker's LOS. Ignore the model being thrown when determining LOS to the target model. This new throw attack has a range equal to half the attacker's current STR in inches. Add 1" to this range if the attacker is a large-based model that is throwing a small-based model. If the new target is within range, the attacker makes a melee attack roll against the new target. If the target is outside this range, resolve the throw using the Being Thrown rules above as if the thrown model were thrown directly toward the new target. On a hit, move the thrown model from its current location directly toward the target's base until it contacts the target. This throw does not deviate. A Double-Hand Throw at a specific target is not an attack.

If the attack roll fails, determine the thrown model's point of impact by rolling deviation from the center of the target model's base. Referencing the deviation rules (p. XXX), roll a d6 for direction and a d3 for distance in inches. If the target model is beyond the throw distance, determine deviation from a point on the line to the target equal to the throw distance. The thrown model moves directly from its current location in a straight line to the determined point of impact, ending centered on that point.

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 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. XX) to move 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 detailed rules on determining damage from a fall. Resolve the falling damage, if any, 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 performing 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, also prevent the model from making a Trample power attack. A model must have both its normal movement and action in order to use its normal movement to make a Trample power attack.

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 +3" in a straight line. 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 this movement. It must stop if it contacts a model with a larger-than-small sized 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 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 attacker.

Resolve all free strikes against the trampling warjack after resolving all trample attacks. Models contacted cannot perform 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, it resolves from where it is at the end of the trample movement

Ranged Combat

Many would argue there is no honor in defeating an enemy without being close enough to look him in the eyes. However, when a soul-burning helljack with two fists full of iron-shredding claws bears down on you faster than a charging destrier, 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. For example, warcasters and warjacks can spend focus points to make additional ranged attacks. 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 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 let certain models make magic attacks. Magic attacks are similar to ranged attacks and follow most of the same rules. However, magic attacks are not affected by a rule that only affects ranged attacks. See Offensive Spells and Magic Attacks (p. XXX) for full details on magic attacks.

Ranged Weapons

Ranged weapons include bows, rifles, flamethrowers, crossbows, harpoon guns, and mortars. A ranged weapon's damage roll is 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 further 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 prior to measuring range. After declaring the attack, use a measuring device to see if the target is within Range (RNG) of the attack. Range is measured from the nearest edge of the attacking model's base to the nearest edge of the target model's base. If the target is in range, make a *ranged attack roll*. If the target is beyond maximum range, the attack automatically misses. If a ranged 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 (p. XXX) for full 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. However, a ranged weapon can not make more attacks per activation than its rate of fire 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 1's on the dice is a miss. A roll of all 6's 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 melee, ranged, or magic attack against a target's back arc from a model that has spent its entire activation in the target's back arc gains a +2 bonus 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 that are 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 that are 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, but the target still gets +2 DEF for being screened.

- *Stationary Target* (p. XXX): While stationary, a model has its base DEF reduced to 5.
- *Screened Target* (p. XXX): A screened model gains +2 DEF against ranged and magic attack rolls.
- *Target in Melee* (p. XXX): A ranged or magic attack roll targeting a model in melee suffers a -4 penalty. If the attack misses, it might hit a nearby model instead.

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 full 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 occupied space (p. XXX) from an attacker gains +2 DEF against ranged and magic attack rolls. Concealment provides no benefit against spray attacks.

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.

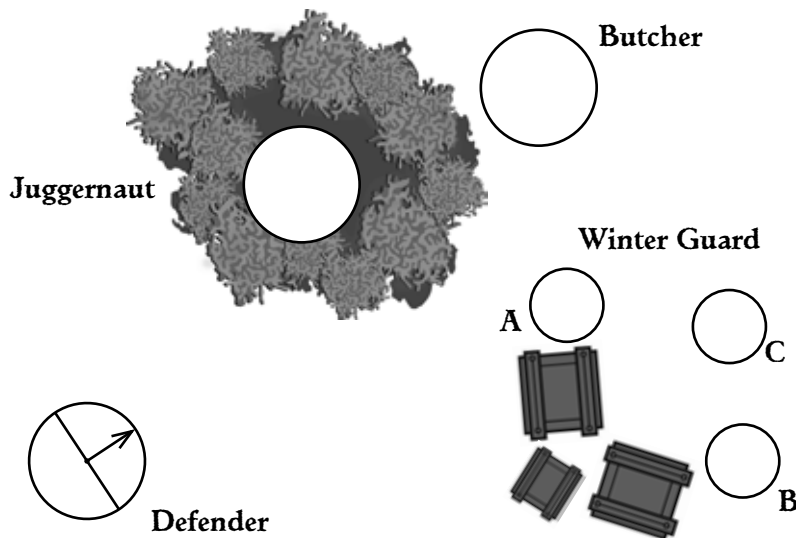
Targeting a Model in Melee

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 and screening, must still be observed 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.

Concealment and Cover in Action



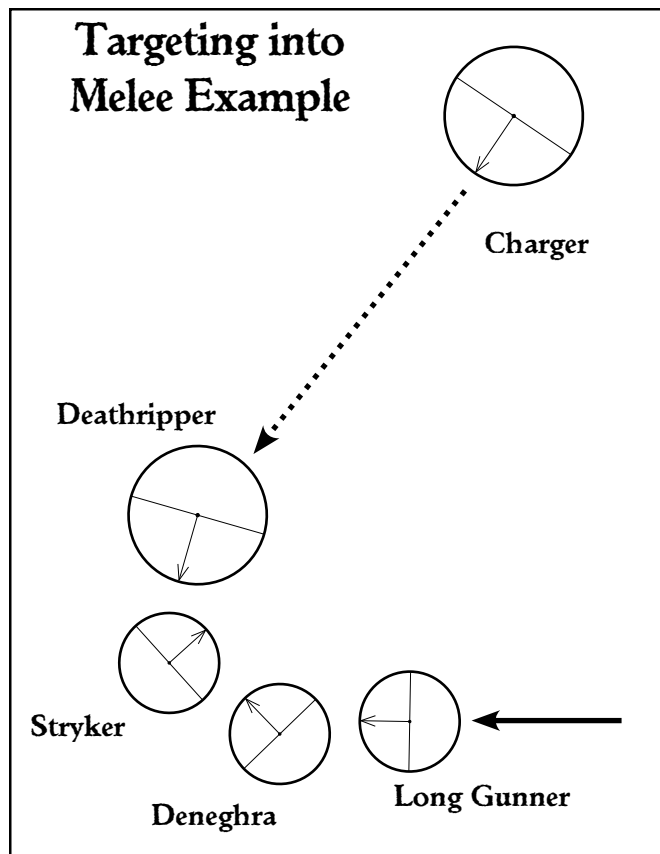
It might appear at first that the Defender has several targets from which to choose, but many of them are actually well defended. The forest grants concealment (+2 DEF) to the Juggernaut, and the crates grant cover (+4 DEF) to Winter Guard A and Winter Guard B. Because there is a forest between it and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

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, only the models that are in melee with the attack's original target and any other models in melee with those models are considered to be in the same combat. Every model meeting these criteria is eligible to become the new target, regardless of line of sight, with two exceptions: a model is ineligible to become the new target if it cannot be targeted by the attack or if the attacker's line of sight to it is completely blocked by obstructing terrain. If multiple models in the combat are eligible targets, randomly determine which model becomes the new target (excluding the original target).

For 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. However, if the attacker cannot draw a line of sight to one of those models due to an obstruction (e.g., it's around the corner of a building), ignore that model and randomize the attack between the other two: it targets the first on a 1 through 3 or the second on a 4 through 6. If one of those two models cannot be targeted for some reason (such as being under the protection of a Hymn of Passage), then only one model is an eligible target and a random roll is not necessary.

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

Targeting into Melee Example



For instance, 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, then he gains +4 DEF against this attack.

As a second example (see diagram), 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 Long Gunner is not included because he is not in melee with the intended target (the Deathripper) or with another model in melee with the intended target (Stryker). He is far enough from the intended target not to be attacked accidentally. A random die roll determines that Deneghra is the new target. Unfortunately, since the Charger is more than 5" away from Deneghra, her Stealth 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 Long Gunner.

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 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 can be found 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 $2d6 + \text{POW}$. 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 $2d6 + 1/2 \text{ POW}$. Make separate damage rolls against each model in the AOE; each roll must be *boosted* individually.

AOE attacks are simultaneous attacks (p. XXX).

An AOE attack that misses its target deviates a random direction and distance. An area-of-effect attack declared against a target out of 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 area-of-effect attack that misses a target in range deviates from the center of its intended target.

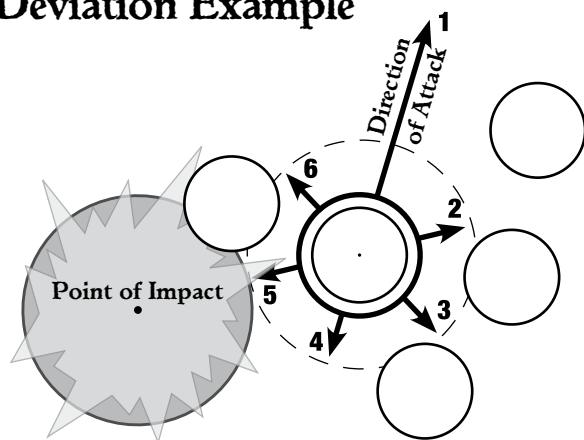
Damage Point of Origin

An area-of-effect 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, but troopers that do not have the target trooper in their front arc will not benefit from Shield Wall 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 since the attack's point of impact is now in his rear arc. 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 that 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.

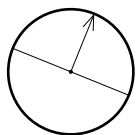
Deviation Example



Mechanithralls

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 is unsuccessful however, and since the attack is an area-of-effect, 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.

Redeemer



If the target is within range of the attack, the point of impact will not deviate further 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 further 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 area-of-effect 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 attack has a RNG of "SP" and uses the spray template. Effects that modify RNG do not affect attacks with a RNG of SP. The spray template can be found on p. XXX.

When making a spray attack, center the spray template laterally over an eligible target in the attacker's front arc with the narrow end of the template touching the nearest edge of the attacker's base. The target need not itself be under the template. The targeting rules apply when selecting the attack's primary target. Every model with any part of its base covered by the spray template might be hit by the attack.

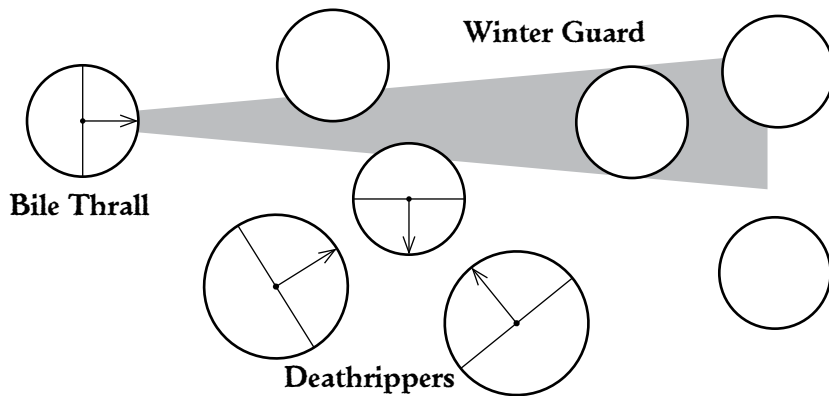
Make separate attack rolls against each model under the template. Remember that each roll must be *boosted* individually. Spray attacks ignore concealment, cover, Stealth, and intervening models because the attack comes over, around, or in some cases through its protection.

A spray ranged or magic attack roll against a model in melee suffers a -4 penalty. A spray attack roll against a model in melee that misses is not rerolled against any other model. It misses completely.

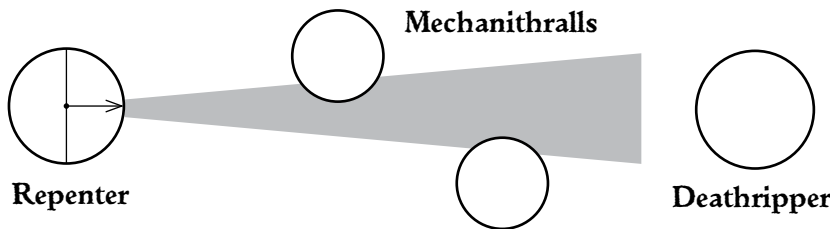
Terrain that obstructs LOS blocks spray attacks. A model under the spray template cannot be hit by the attack if the attacker's LOS to it is completely blocked by terrain.

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.

Examples of Spray Attacks



A Bile Thrall makes a spray attack against a group of Winter Guard. The Cryx player centers the spray template laterally over an eligible target. The player chooses the centermost Winter Guard because that trooper's comrades are too far away to be intervening models. Targeting that trooper also lets the player cover the greatest number of Winter Guard without covering his own nearby Deathrippers. He rolls a ranged attack against each of the four Winter Guard in the spray. If an attack against the Winter Guard in melee with the Deathrippers misses, it will not hit one of the bonejacks.



A pair of Mechanithralls has advanced to within a Repenter's Flame Thrower range. The Cryx player has been careful to place them far enough apart so that 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 so can target it with its Flame Thrower even though it is out of range. By doing so, both Mechanithralls will be covered by the spray template.

for a critical hit), the attack will no longer hit automatically. If the attack roll fails, the attack misses.

Similarly, if a special rule will cause an attack to miss automatically, you do not have to make an attack roll. If you do make an attack roll, the attack will miss regardless of the result of the roll.

In cases of one rule causing an attack to hit automatically and one causing 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 model'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 only receives a back strike bonus during its activation.

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

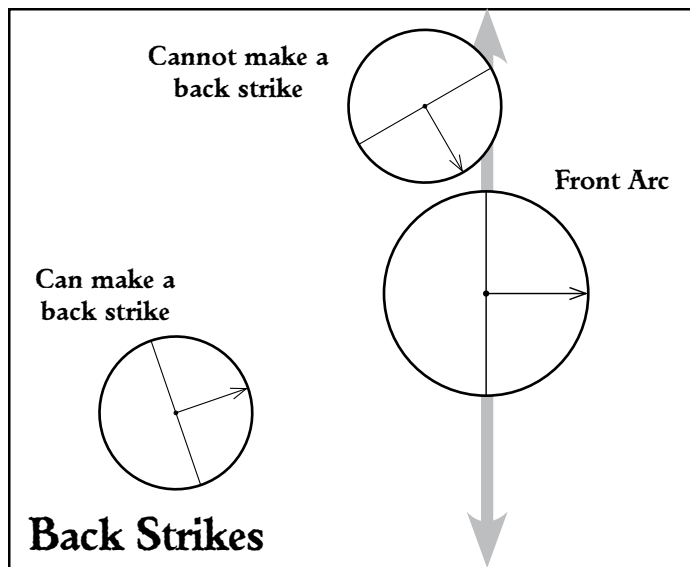
trooper must be able to declare a melee attack against the intended target. Choose one model in the attacking group to be the primary attacker and make one melee attack roll for the group. Add +1 to the attack and damage rolls for each model participating in the attack. All other bonuses and penalties 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 one model, the primary attacker, actually makes an attack. The other participants lose the attack they are contributing. A model that charged during its activation can participate in a combined melee attack, however all contributed attacks must be charge attacks in order for the combined attack to be a charge attack. If a non-charge attack is combined with a charge attack, the attack is not a charge attack.

Special Combat Situations

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

Attacks that Hit or Miss Automatically

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



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 Attacks 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, including their captain, 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, including itself, participating in the attack.

Combined ranged attacks cannot target a model in melee.

All bonuses and penalties for the attack are based on the primary attacker. In a combined ranged attack, only one model, the primary attacker, actually makes an attack. The other participants forfeit the attack they are contributing. After declaring all participants, check to see if a single ranged attack made by each participant would have automatically missed due to lack of range or a special rule. Any models that would have automatically missed do not contribute to the attack and damage roll bonus, but they still forfeit their

attack. If the primary attacker would automatically miss, 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, 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 multiple combined ranged attacks. Troopers capable of multiple ranged attacks can divide them among eligible targets and participate in multiple combined ranged attacks.

Example: Four members of a Cygnar Long Gunner unit are *in formation* and 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. One model is chosen to make the ranged attack for the group, and it gains +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 special rule has a melee range of 1/2" 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. 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 per the *Targeting a Model in Melee* rules on p. XXX.

A model with the Gunfighter special rule can make charges. If it makes a charge, the model with Gunfighter can make its initial attacks with its ranged weapons but if its first attack is made with a ranged weapon, it is not a charge attack. A model with the Gunfighter special rule can perform free strikes with its ranged weapons.

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

Model Destruction & Tokens

Special rules cause some models to gain certain types of tokens when a model is destroyed. A model only generates 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 it is at that limit, it is not considered an eligible model.

Falling

A model slammed, thrown, pushed, or that otherwise moves off of an elevated surface to another surface that is at least one 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.

For example, a model 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, that model is knocked down and suffers the same damage roll as the falling model. A model with a larger-sized 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, perform actions, make attacks, cast spells, use animi, use feats, or give orders, and does not have a melee range. A knocked down model does not engage other models nor can other models engage a knocked down model. 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. It can be ignored for targeting purposes. A knocked down model cannot be slammed or locked.

A knocked down model can stand up at the start of its next activation. However, if a model is knocked down during its controller's turn, it can not stand up until that player'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 perform 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.

Leaving the Play Area

A model that would leave the table for any reason (such as being thrown or slammed) will stop at the table edge and remain 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 will be the model that is causing the effect or making the attack although 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 LOS to the target model, LOS is checked from the point of origin of the attack and LOS-dependant attack roll modifiers 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. The 'target in melee' attack roll penalty is ignored when the point of origin of the magic attack is in melee with the model that the attack roll is being made against.

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 other 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 Chain Lightning arcs to another model, the previous model struck by the spell is the origin of that damage.

Replacing Models

When replacing one model with another, place the new model so that the area covered by the smaller of the 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, perform 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 determine the fewest models that would need to be moved to make room. Then determine where to move them by finding the locations that involve the lowest total distance moved for all models that need to be moved. If there are multiple options that yield the lowest distance, for example if one model is centered over another, randomize.

Forfeiting

Some rules can 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 then also gain an aiming bonus for forfeiting movement. A model can only forfeit its activation 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. A model can forfeit movement anytime before it moves. A model can forfeit its action anytime before it takes an action. 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. 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 movement if it cannot move.

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 damaging/not damaging, for damage rolls. 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.

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 will be after taking 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 of its damage boxes have been marked. Unmarked damage boxes are often 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. When a model with a damage grid suffers damage, roll a d6 to determine which column takes the damage. Starting with the uppermost empty 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 unmarked damage boxes. If all the damage

boxes in column 6 are marked, continue recording damage in column 1 or the next column that contains unmarked damage boxes. Continue shifting columns as required until every damage point taken has been recorded.

When a rule specifically damages the 'first' box of a given type, find the lowest numbered column that has an unmarked damage box of that type, then the topmost unmarked damage box of that type in that column. That is the 'first' damage box of that type.

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 indicated by system boxes. Each system uses a different letter to label its system boxes. When recording damage, mark both blank boxes and system boxes. A system is crippled while all its system boxes are marked. Mark the appropriate system status box to show this. The effects of crippled systems are as follows:

Crippled Arc Node: The model loses the Arc node advantage.

Crippled Cortex: A model with a crippled cortex loses any focus points and cannot be allocated focus points. It cannot spend focus points for any reason.

Crippled Movement: A model with crippled movement has its base Defense (DEF) changed to 7. A model with crippled movement cannot run or charge.

Crippled Arm or Weapon System: A model with a crippled arm or weapon system rolls one fewer die on the attack rolls with that weapon. Additionally, a model with a crippled weapon system cannot use that system to make chain attacks or special attacks, including power attacks.

WARJACK DAMAGE KEY

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

M: Movement

C: Cortex

L: Left Arm weapon system

R: Right Arm weapon system

A: Arc Node

H: Head weapon system

Wrecking a Warjack

A warjack is **wrecked** once all of its damage boxes are marked. Remove the warjack from the table and 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 wrecked.

Disabled and Destroyed

When all of a model's damage boxes are marked, it is **disabled**. When a model is disabled, after resolving any effects triggered by being disabled, if it is still disabled it is then considered to be **boxed**. When a model is boxed, after resolving any effects triggered by being boxed it is **destroyed**, triggering any relevant effects, and is then removed from the table. It is possible for destroyed models to return to play.

If an effect causes a model to cease being disabled, such as by regaining a wound from a successful Tough roll, or to outright leave play, do not resolve any more effects that resolved from the model being disabled. In this case the model does not become boxed or destroyed and so effects triggered by the model becoming boxed or destroyed do not occur.

Likewise, if an effect causes a boxed model to no longer be boxed, such as removing the model from play, 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 will not provide a *soul token* because it was not destroyed.

This may look complex, but in most cases, a model will take damage and be destroyed. However, some abilities and effects can interrupt or modify the process of taking damage, and that's when these steps come into play.

Removed From the Table & Removed From Play

Some rules will 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 through many means, but other effects that remove a model from the table will have rules on how and when it returns to play.

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

Warcaster Destruction

Should a warcaster be unfortunate enough to fall in combat, his entire army will suffer 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 instantly becomes **inert**. An inert warjack is stationary, has no facing, loses all special abilities, and does not gain an ARM bonus for functioning shields or bucklers.

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

Reactivating Warjacks

A warcaster or 'jack marshal that ends its movement in base-to-base contact with an inert warjack can reactivate 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 warjack must forfeit its activation and cannot be used to channel spells on the turn it is reactivated, but it functions normally next turn.

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.

Return to Play

Some special rules can cause a model to return to play. Unless otherwise specified, a model that is returned to play can activate the turn it is put back in play. 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 a once per game ability that it has already used this game, its ability cannot be used 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 that has an *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.

For 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 include:



Cold



Corrosion



Electricity



Fire

Magical Weapons

A magical weapon can damage and affect models with the Incorporeal ability. A model with a magical melee weapon can charge Incorporeal models. 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 fire automatically on a successful hit, but another might require a critical hit to cause fire.

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, others require the target to take damage, and 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.

For example, the Repenter's Flame Thrower has the Continuous Effect: Fire advantage. Any model hit by the Flamethrower automatically suffer 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 *area-of-effect attack's* critical effect only functions with a *direct hit*, but every model under the template will suffer the critical effect.

A weapon with a critical effect has the label “Critical” to distinguish it from an automatic damage effect.

Continuous Effects



Continuous effects remain on a model and have the potential to damage or affect it some other way on subsequent turns. A model can have multiple continuous effects on it at once, but it can have only one of each continuous effect type on it at a time.



Resolve continuous effects on models you control during the Maintenance Phase of your turn. First roll a d6 for each continuous effect—if the result is a 1 or 2, the continuous effect immediately expires without further effect. On a 3 through 6, the continuous effect remains in play. After rolling for expiration for all continuous effects, apply the effects of all continuous effects that remain in play simultaneously.


Continuous effects do not require focus points for *upkeep* and cannot be removed voluntarily. Remove a continuous effect only when it expires, a special situation causes it to end, or the affected model is removed from the table.


For example, a Crusader attacks a Defender with its Inferno Mace and rolls a critical hit. The Inferno Mace has Critical Fire, so the Defender is now on fire. It takes no damage from the fire at this point. During its controller’s next Maintenance Phase, the Defender’s controller rolls a d6. The result is a 5, so the Defender suffers a POW 12 damage roll from the fire. The Crusader attacks it again on its turn and rolls another critical hit, but since the Defender is already on fire, there is no further effect from the critical hit. When the Defender’s controller’s Maintenance Phase comes around again, he rolls another d6 for the fire. This time the result is a 1, so the fire goes out without doing any more damage to the Defender.

Some common continuous effects are represented on a weapon’s stat bar as weapon qualities.

Corrosion  — A model hit by this attack suffers corrosion. Corrosion is a continuous effect that slowly erodes its target. Corrosion does 1 damage point each turn to the affected model during its controller’s Maintenance Phase until it expires. Models with *Immunity: Corrosion*  (p. XXX) never suffer this continuous effect.

Fire  — A model hit by this attack suffers fire. A model on fire suffers a POW 12 damage roll each turn during its controller’s Maintenance Phase until it expires. Models with *Immunity: Fire*  (p. XXX) never suffer this continuous effect.

Critical Corrosion  — On a critical hit, the model hit suffers the corrosion continuous effect.

Critical Fire  — On a critical hit, the model hit suffers the fire continuous effect.

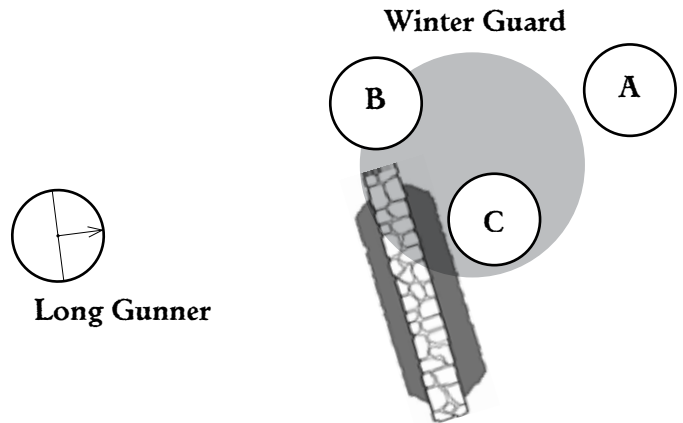
Cloud Effects

A cloud effect produces an area of dense smoke, magical darkness, gas, etc. that remains in play for a specified length

of time. Use an AOE template of the appropriate diameter to represent the cloud. Every model with any part of its base covered by the cloud’s template is within the cloud and susceptible to its effects.

In addition to being affected by a cloud’s special rules, a model inside a cloud effect gains *concealment* (see p. XXX). A model in a cloud effect can target models outside of it normally. For a model outside of it, the cloud effect completely obstructs line of sight to anything beyond it. Thus, a model can see into or out of a cloud effect but not through

Cloud Effects



The Long Gunner has LOS to Winter Guard B and C, but they both gain +2 DEF from concealment against any ranged or magic attacks from the Long Gunner for being in the cloud effect. The Long Gunner’s LOS to Winter Guard C crosses a solid terrain feature, so Winter Guard C gains +4 DEF from cover against the Long Gunner’s attacks instead of gaining concealment (since concealment and cover are not cumulative). The Long Gunner and Winter Guard A do not have LOS to each other since LOS cannot be drawn through a cloud effect.

Winter Guard B and C can make ranged or magic attacks against the Long Gunner at no penalty. However, Winter Guard B and C do gain +2 DEF against attacks from each other.

one. A cloud effect provides no protection from melee attacks.

Unit Anatomy

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 two 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).

Officers

An **officer** is a special type of unit leader model. Unlike 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. These models are not grunts.

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 the Standard Bearer's 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, spells, and animi on the destroyed Standard Bearer expire. Effects, spells, and animi on the replaced grunt are applied to the new Standard Bearer. The new Standard Bearer has the same number of wounds remaining as the grunt it replaced.

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 or not 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 only be fielded as part of a unit. Attachments cannot be added to weapon crews. There are different types of attachments such as **unit attachments** and **weapon attachments**. A unit can have several attachments, but only one of each type of attachment can be added to a unit. Models in an attachment are not grunts.

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 after the model that granted them is destroyed or removed from play.

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.

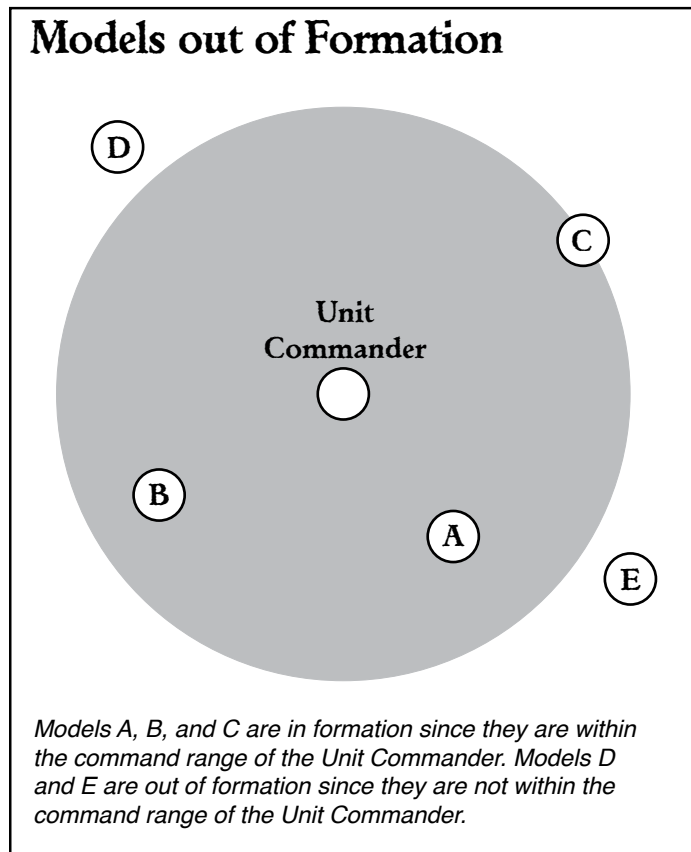
All models in a unit must begin the game in formation.

Out of Formation

While out of formation, a trooper cannot perform actions, advance outside of its normal movement, give orders, cast spells, or make attacks, including attacks that do not take place during the model/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 advance toward or run directly towards 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 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.

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* (Cavalry, p. XXX). A unit can receive an order from its Unit Commander at the beginning of its activation.

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 appears in the unit's special rules.

Orders that appear in an officer's special rules can only be issued by that officer. If the officer leaves play, those orders cannot be issued by the new Unit Commander.

A unit is only able to receive one order per activation. If a unit is already under the effects of an order, it cannot be affected by another until the first order has expired. 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 are not given a specific order can make a full advance and perform 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 select 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, spells, and animi on the destroyed leader expire. Effects, spells, and animi on the replaced grunt are applied to the new leader. The new leader has the same number of wounds remaining as the grunt it replaced. Leader models are replaced even if there is an officer model in the unit.

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 not a grunt to replace it or if an officer is destroyed and there is not a leader model in the unit, select another model in the unit to become the Unit Commander. If that Unit Commander is destroyed, select another model to become the Unit Commander. That model remains the Unit Commander as long as it is part of the unit.

For example, the Kapitan of a Man-O-War unit is destroyed. The unit's controlling player decides to make a grunt with four wounds remaining the new Unit Commander. He replaces the grunt model with the Kapitan model. The new Kapitan model has the same number of wounds 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.

In another 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.

Because he is an officer and not a Leader, if Boomhowler were to be destroyed during play he would not replace another model in his unit. Instead, when Boomhowler is destroyed, the player controlling his unit selects a grunt in the unit to become the new Unit Commander.

In a final example, if a Trencher Infantry unit currently consists of a Leader, Sniper, Grenade Porter, and a 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 with “target model/unit” can target any model, including non-troopers, but if that model is a trooper then it affects the entire unit.

Warjacks

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 take damage in a damage grid that contains systems, and they are not destroyed until all the boxes in the grid are marked. See Wrecking a Warjack (p. XXX) for how it works.

Mechanical

This model is not a living model, never flees, and automatically passes command checks.

Focus: Additional Attack

This model can spend 1 focus point to make an additional melee or ranged attack as part of its combat action. It can make one additional attack for each focus point it spends. See p. XXX for restrictions on attack types.

Focus: Boost

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

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 1/2” melee range.

Warjack Power Attacks

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

Cortex

This model can be allocated up to 3 focus points per turn.

Warcasters and Focus

SPECIAL RULES, MANAGING FOCUS POINTS, AND CASTING SPELLS

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

Battles are 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 *boosting* a warjack’s attack, and choosing well or poorly usually means the difference between victory and defeat.

Warcaster Special Rules

All warcasters have the following special rules in common:

Battlegroup Commander

This model controls 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 channelers in its battlegroup.

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 that model's battlegroup remain under your control and become autonomous. If you regain control of the battlegroup commander, it resumes control of the warjacks unless some other model has already taken control of them.

Allocating Focus Points

During your Control Phase, models in your army can **allocate** focus points to warjacks in their own battlegroups and *control areas* (see below). Take care to remember which warjacks belong to which battlegroup. A model cannot allocate focus points to warjacks in another model's battlegroup even if they are both part of the same army.

To receive focus points allocated from its controller, a warjack must be within its controller's *control area* (see below), but it need not be in line of sight. While a warjack's cortex is crippled, it cannot be allocated focus points. A model can divide its focus points between itself and as many of its warjacks as desired. However, a warjack cannot be allocated more than 3 focus points per turn.

Commander

THE RULE OF THREE

A warjack can be allocated up to 3 focus points per turn. A warjack cannot receive more than this unless a special rule specifically allows it.

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.

A warcaster can only use his feat once per game.

Focus Manipulation

This model has a Focus (FOC) stat. During your Control Phase, this model **replenishes** its focus points, receiving a number of them equal to its current FOC. This model begins

the game with a number of focus points equal to its FOC. 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 that surrounds and protects 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 regenerate damage done to the power field. For each focus point spent in this manner, 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 on it.

FOCUS? WHY, HE DOESN'T EVEN KNOW US!

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.

Spell Caster

This model can cast spells at any time during its activation by paying the COST of the spell. This model can cast any number of spells provided it can pay the COST of each. This model cannot cast spells during an activation it runs. See Casting a Spell p. XXX.

Control Area

This model has a **control area** that extends out from it in all directions for a distance equal to twice its current Focus (FOC) stat in inches. A model is always considered to be in its own control area. When a special rule changes a model's FOC stat, its control area changes accordingly. Some spells and feats use the control area as their *range* or *area of effect* and will be denoted with RNG CTRL or AOE CTRL, respectively.

A warjack must be within 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 the 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. For example, say 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.

Control Area

A model's control area is a circular area centered on the model with a radius that extends out from the edge of his base a number of inches equal to twice his current Focus (FOC) stat.

A NOTE TO THE MATHEMATICALLY INCLINED

Some effects will 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 might '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: Additional Attack

This model can spend 1 focus point to make an additional melee or ranged attack as part of its combat action. It can make one additional attack for each focus point it spends. See p. XXX for restrictions on attack types.

Focus: Boost

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

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. Focus points left on a warcaster add to his ARM stat.

Spells

Some models have the ability to cast spells during their activations. Models with the Focus (FOC) stat, like warcasters, cast spells by paying the spell's COST in focus points. A model can cast as many 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 from 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. A model cannot cast spells during an activation it runs.

For 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.
- **Range (RNG):** The maximum distance in inches from the spell's point of origin to its target. Range is measured from the nearest edge of the point of origin's base to the nearest edge of the target model's base. A RNG of "Self" indicates that the spell can only be cast on the model casting it. A RNG of "CTRL" indicates that the spell uses the spellcaster's control area as its range.
- **Power (POW):** 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.
- **Area-of-Effect (AOE):** The diameter in inches of the template an area-of-effect spell uses for damage effects. When casting an AOE spell, center the template on the determined point of impact. Models covered by the template potentially suffer the spell's

effects. See Combat (p. XXX) for detailed rules on AOE attacks. Templates for AOE can be found on p. XXX. A spell with an AOE of “CTRL” is centered on the warcaster and affects models in his control area.

- **Upkeep (UP):** 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.
- **Offensive (OFF):** 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 a spell with an area of effect deviates according to those rules instead.

If a stat is listed as *, then the spell does not use that stat in a normal way and contains special rules relating to that aspect of the spell. For example, a spell that has an AOE but does not use one of the standard 3”, 4”, or 5” templates would have a * as its AOE stat, with rules explaining how its AOE is measured.

Offensive Spells & Magic Attacks

An **offensive spell** 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. However, magic attacks are not affected by a rule that only affects ranged attacks.

An offensive spell cannot target its point of origin.

Some spells have a * in the OFF column rather than a ‘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 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.

Measuring Range

After declaring the target, use a measuring device to see if the target is within Range (RNG) of the spell. Range is measured from the nearest edge of the point of origin’s base to the nearest edge of the target model’s base. 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 while 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 (p. XXX) for full details on these attacks and deviation.

Magic Attack Rolls

Determine an offensive spell or magic attack’s success by making a **magic attack roll**. Roll 2d6 and add the attacking model’s current FOC. 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 + FOC

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 6’s is a direct hit unless you are rolling only one die, regardless of the attacker’s FOC 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. 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 per the *Targeting a Model in Melee* rules on p. XXX and the Spell Targeting rules below. A spell with an AOE is sometimes referred to as an AOE spell. 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 melee, ranged, or magic attack against a target’s back arc from a model that has spent its entire activation in the target’s back arc gains a +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.
- **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 that are 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 that are 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, but the target still gets +2 DEF for being screened.
- *Stationary Target* (p. XXX): While stationary, a model has its base DEF reduced to 5.
- *Screened Target* (p. XXX): A screened model gains +2 DEF against ranged and magic attacks.
- *Target in Melee* (p. XXX): A ranged or magic attack roll targeting a model in melee suffers a -4 penalty. If the attack misses, it might hit a nearby model instead.

Spell Targeting

Many spells can only be cast on certain types of models such as warjacks or enemy troopers. Such restrictions are noted in a spell's description. A shorthand is commonly used to denote these targeting restrictions. When a spell's description mentions an effect against a "target something," the spell can only be cast on that type of model. These spells can be cast on models that match any of the designated types. For example, The Witch Coven of Garlghast's spell *Infernal Machine* states that "target warjack in this model's battlegroup gains +2 MAT, +2 SPD, and Terror." Therefore when a witch casts this spell it can only target a warjack in the Coven's battlegroup. When attacking a *structure* with an offensive spell, ignore the spell's 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*, p. XXX, and *Offensive Spells & Magic Attacks*, above, for details on resolving a magic attack against a model in melee.) An *area-of-effect* spell that misses will deviate normally instead.

For example, Warwitch Deneghra attempts to cast *Dark Seduction* on a Protectorate Temple Flameguard trooper in melee with one of her Deathrippers, 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. If one of the other Flameguard troopers is chosen, the spell resolves normally. If, on the other hand, the Deathripper is chosen, nothing happens. The spell simply has no effect at all because the Deathripper is neither living nor part of a unit.

Upkeep Spells

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

A model can have only one 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 only have one friendly and one enemy upkeep spell in play on it at one time. If another upkeep spell is cast on a model/unit that already has one from the same side—friendly or enemy—the old upkeep spell expires and is replaced by the newly cast one when the affected model is hit by the spell. The old 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. When a model does so, the spell's previous casting immediately expires when the COST of the new casting is paid.

For 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, which immediately removes the *Iron Flesh* spell once cast. 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 upkeep spell on a model or unit, it is possible for a model or unit to be affected by more than one spell or animus at a time. For 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. 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

Some models, known as **channelers**, are equipped with devices called **arc nodes** that act as passive relays for spells and extend the spell's 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 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 Range (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 points to boost die rolls or otherwise enhance the spell normally. If the channeling warjack is in the target's rear arc, the magic attack is a *back strike*.

Remember, the channeler is just a relay. Channeling a spell is a passive effect that occurs during a spellcaster's activation

and has no impact on the channeling model'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 101

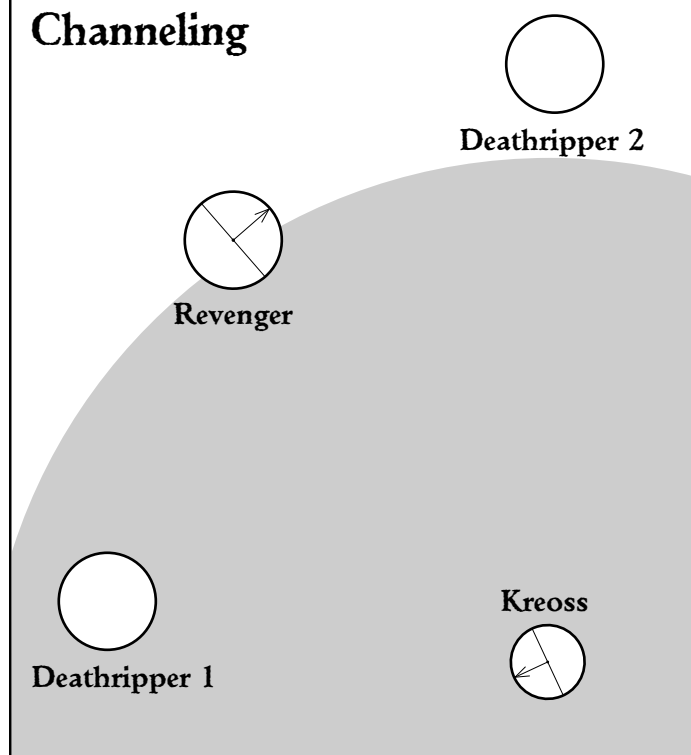
Channeling a spell does not require the spellcaster to have line of sight to either the channeler or the spell's target. However, the channeling warjack must have line of sight to the spell's target.

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

The warcaster casts the spell, and the channeling warjack is the spell's point of origin. If the channeling warjack is in the target's rear arc, the magic attack is a *back strike*.

A warjack cannot be the target of an offensive spell it channels.

Channeling



With a FOC of 7, High Exemplar Kreoss' control area, represented by the shaded area, measures 14" out 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 to be able to channel spells at it. Therefore the Revenger can channel spells at Deathripper 2, but it cannot channel spells at Deathripper 1 even though Kreoss himself has line of sight to it.

Additional Rules

MARSHALLING, CAVALRY, 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 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 on its own. They are not warcasters, but 'jack marshals can begin the game controlling warjacks. These warjacks are not part of any warcaster's battlegroup. Mercenary 'jack marshals can only control mercenary warjacks.

A 'jack marshal can control only up to two Faction warjacks. A controlled warjack within the command range of its controlling 'jack marshal can run, charge, make an additional attack, or *boost* one attack or damage roll once per activation. A warjack gains these benefits even if 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. If the 'jack marshal already controls his limit, 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 take control of the warjack, the warcaster or 'jack marshal ends its movement in base-to-base contact with the autonomous warjack and forfeit his action, but 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.

Allies

Allies are faction models that will work for mercenary contracts that include the line "models that will work for" followed by the Ally's faction. For example, the Highborn Covenant mercenary contract can include "Mercenaries that will work for Cygnar", so Precursor Knights (Cygnar Allies) can be taken in Highborn Covenant contract armies. Allies are Mercenary models when included in a mercenary army.

Cavalry

Mounted forces are renowned for their terrifying charges that 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 that 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 of 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 smaller bases 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 perform 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 then 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 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.

Mount

A cavalry model's mount not only provides transportation but is also a weapon in its own right. Mounts are indicated by a distinctive horseshoe icon in their stat bars. A mount weapon has a 1/2" 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*.

Normally a model can use its mount only to make *impact attacks* (see Cavalry Charge below).

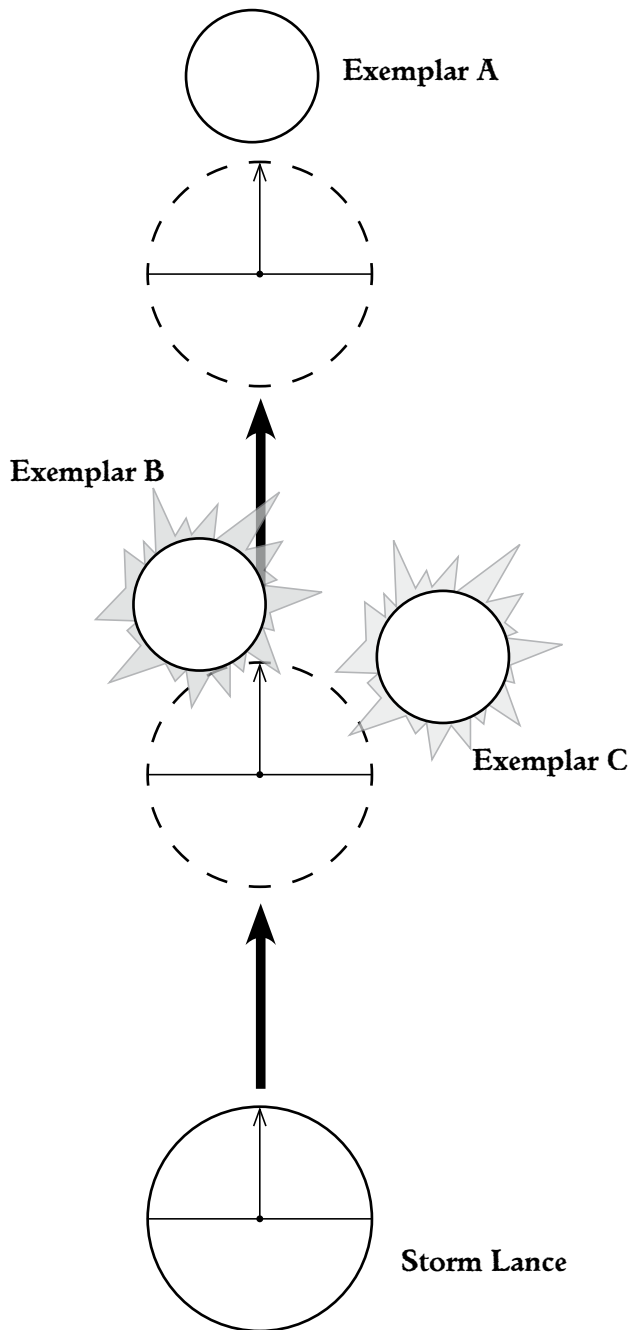
Cavalry Charge

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

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 above) against all models in the mount's melee range. 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.

Cavalry Charge



The Storm Lance declares a charge targeting Exemplar A. He ignores Exemplars B and C for the purposes of LOS when declaring the charge because they have smaller bases than his.

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.

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 cavalry rules above. Once the dragoon has become dismounted, it is no longer a cavalry model and loses all cavalry abilities. A model's Dragoon rule might list abilities and weapons that the model loses when it becomes dismounted. Some 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 of these damage boxes have been marked, the dragoon is disabled if it does not have the ability to become dismounted. If the dragoon does have this ability, it becomes dismounted instead. Damage points in excess of the mounted dragoon's remaining wounds are not applied to its dismounted boxes. If this occurs while the dragoon is advancing, it cannot continue to advance, and if this occurs during the dragoon's activation, its activation ends immediately. Remove the mounted dragoon and replace it with the dismounted dragoon model. Apply effects on the mounted dragoon to the dismounted dragoon. Apply any further damage suffered by the dragoon after this replacement to its dismounted dragoon damage boxes. The model is disabled when all of its dismounted dragoon damage boxes have been marked.

Light Cavalry

Some cavalry models are designated as light cavalry. They follow all of the normal Cavalry rules with the following alterations. A light cavalry model can advance up to 5" after completing its combat action. Light cavalry troopers do not make this movement until all troopers in the unit have ended their combat actions. A light cavalry model cannot make Ride-By Attacks and does not make 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 bond (p. XXX). In addition, unique warjacks cannot begin a game under the control of a 'jack marshal. If a 'jack marshal reactivates a unique 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 the warcaster listed in the name in the affinity (see Warjack Bonds, p. XXX). The warcaster referenced 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 activate the Imprint at anytime during its activation by spending 1 focus point. A warjack cannot use its Imprint while its cortex system is crippled.

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 after the model that granted these 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 character, but instead they reflect character growth and changes set about in major story arcs. If these models were simply improvements on older characters, the older models would quickly become obsolete. Epic models do not replace the original characters upon which they were based; they instead offer players the opportunity to play whichever version they prefer.

In story terms, these characters have not lost their older abilities but have instead adapted to the demands of war by adopting new tactics, equipment, and spells as necessary. For example, though an epic model's spells might differ from his earlier incarnation, the character has not truly lost the ability to cast the old spells. He has simply chosen to utilize a new repertoire of spells to suit his current needs.

Because all versions of a model are considered the same character, an army or team can include only one version of an epic model. 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 Warjack Bonds

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 number of

warjacks in his battlegroup. These bonds follow the rules given in 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.

The epic warcaster's controller must designate which warjacks are bonded to the warcaster before each battle in which he is used. The warcaster does not need to bond with the same warjacks from battle to battle. These bonds are in addition to any other bonds the warcaster has formed during play (Warjack Bonding, p. XXX). A warjack can only be bonded once, 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 FOC stat. A model's Magic Ability score appears next to its Magic Ability.

For example, a Greylord Ternion model has *Magic Ability* [7].

When determining if a Magic Ability magic attack hits, make an attack roll and add the model's Magic Ability score.

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

Magic Ability Attack Roll = 2d6+Magic Ability Score

Casting a spell does not require a skill check.

Mercenary Warcasters and Warjacks

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

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

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.

The unit leader is treated as having the same base size as the grunts in its unit.

Unlike other units, if the Leader of a weapon crew leaves play it only replaces a grunt in the unit if the grunt is within 1". Otherwise the Leader model leaves play and the player controlling the Weapon Crew selects another model in the unit to become the Unit Commander. See Field Promotion, p. XXX.

Mercenary Contracts

Whether for a private war or to supplement the forces of a kingdom, mercenary contracts provide powerful and wealthy patrons with a means to build an army quickly. Though most patrons prefer to hire larger contingents, in a pinch smaller bands can be combined to form a force large enough for the task. Though they are a diverse lot, the mercenaries of the Iron Kingdoms can be relied upon to set aside their petty differences for the right price. After all, few loyalties are as solid as gold, and with enough coin one can buy an army—or at least rent one for a time. On the other hand, even though each man has his price, not every mercenary is willing to serve any master.

Mercenary contracts allow players to field armies made up entirely of mercenary models. These contracts detail the background of the mercenaries' employers, the history of the contract, and rules for constructing an army. Some players can choose to represent a new contract each time they play. Others might dedicate themselves to playing a particular mercenary contract, painting and modeling their forces to reflect the flavor or color scheme of a specific army.

Building a Mercenary Army

To field a mercenary army, you must choose a mercenary contract. Each contract includes the rules to be followed when building an army according to that contract. Otherwise, follow all of the normal army compositions rules.

Mercenary warjacks can only be included in a battlegroup controlled by a mercenary warcaster or assigned to a mercenary with the 'jack marshal ability. Some mercenary warjacks, such as custom or Rhulic warjacks, are further restricted by their special rules to the battlegroups of particular warcasters. For example, the Renegade is a custom warjack and can only be included in a battlegroup controlled by Magnus the Traitor or epic warcaster Magnus the Warlord. In addition to the guidelines presented in a contract, mercenary armies follow all the normal army composition rules.

Some mercenary contracts include special rules unrelated to army composition.

Contracts

The Four Star Syndicate

A shadowy organization notorious even among the pirates and cutthroats in the back streets of Five Fingers, the Four Star Syndicate (or simply the Syndicate) fills its own pockets through daring raids overland and at sea. As the Mercarian League has learned at great expense, no target seems to lie beyond the reach of this exceptionally well-funded confederacy of mercenaries, thieves, and desperate men. Supported with warjacks controlled by freelance warcasters, the Syndicate acts brazenly, openly targeting rail yards, small fleets, and even Cygnaran military supply trains. Land-based raids along the shores of the Dragon's Tongue have captured several shipments of armaments, explosives, and even warjacks that the Syndicate then quietly sold on the black market for outrageous profits. However, for reasons hitherto unknown, the Syndicate seldom operates within Ordic waters.

Few know anything of the Syndicate's inner workings. Only the organization's internal documents, signed only with four black stars in a diamond pattern, provide a clue to the identities of the hidden benefactors who fund the Syndicate. A favorite target of these operations, the Mercarian League has spent no small fortune to uncover the secrets of the organization but with disappointing results. Syndicate loyalties are bought with gold coin and bound with iron promises of retribution.

The success enjoyed by the Syndicate has drawn much attention to the organization. Profit is the purest motive a mercenary has, and those who know a way into the mercenary market in Five Fingers can easily find a way onto the writ of the Four Star Syndicate. Even those who might not regularly serve beside treacherous villains often find a way to compromise their values. The Syndicate pays well, and in Five Fingers a full purse can even buy a clear conscience.

Four Star Syndicate Contract Army Composition

- An army constructed under the Four Star Syndicate contract can include any mercenary models that will work for Cryx or Khador.
- The army can also include the Ordic mercenaries Captain Sam MacHorne & the Devil Dogs and Rupert Carvolo, Piper of Ord.

The Highborn Covenant

Many of Llael's exiled nobles have turned to mercenaries to fight the Khadorans occupying their nation. The Highborn Covenant Mercenary Contract represents the most coherent of these efforts. With considerable backing from émigré nobles and certain merchant concerns, the Highborn Covenant has assembled a formidable army that does not care much about Llaelese land but has a great interest in Llaelese coin.

Rumors hold that the free chapters of the Order of the Golden Crucible also sponsor the Highborn Covenant, but they have kept their involvement

secret to maintain the lives of any brethren held in service to the Khadoran crown.

While the Highborn Covenant has lofty and somewhat long-term goals of liberating Llael from its Khadoran invaders, it also serves to help the exiled nobility maintain some legitimacy. Without this mercenary army, the exiles' claims on land, title, and station would be tenuous at best. The Highborn Covenant ensures that they maintain some grip on authority in Llael, even if only in appearance.

The Highborn Covenant was drafted only days after news of the fall of Merywyn reached Corvis, shortly after Cygnar pulled most of its forces out of Llael. By the end of Rowen 605 AR, the Highborn Covenant had begun actively seeking mercenary interests that had previously demonstrated hostility toward Khador.

Mercenary forces under the Highborn Covenant serve six to eight months with extensions offered to individuals and mercenary companies that prove trustworthy and reliable. Due to conflicts of interest with kriegs that have maintained mercenary operations against Rynnish interests in the past, the Covenant turns away any company with trollkin members even if they have previously fought for Llael or against Khador.

Highborn Covenant Contract Army Composition

- An army constructed under the Highborn Covenant contract can include any mercenary models/units that will work for Cygnar.
- Due to a long-standing animosity between the Rynnish nobility and the trollkin, a Highborn Covenant contract army cannot include Greygore Boomhowler & Co. or other trollkin models/units.
- **Spies:** Solos in this army gain Advance Deployment.

The Searforge Commission

Fighting in the south has given valuable combat experience to the dwarves of the Hammerfall Fortress and others who have joined them, and it has allowed the Rhulfolk to keep apprised of the ongoing struggles across the countryside. No matter who wins the southern wars, the clans of Rhul are determined to keep trade lanes open. The Searforge Commission takes a sometimes more brutal and direct approach than others to getting business done and has no fear of shedding human blood to protect its interests.

After the invasion of Llael, Clan Searforge, one of Rhul's most wealthy mercantile clans, came to the realization that it could be caught in a bad situation if it did not act. Clan Searforge had taken a controlling interest in the trade of several clans who shipped weapons, alloys, and steamjack parts south to dwarven enclaves in the lands of man, including Khador and Cygnar now embroiled in bitter war.

In 605 AR they founded the Searforge Commission to band together mercenaries working outside the kingdom and

deployed them wherever necessary to keep trade flowing. The commission primarily serves the interests of Clan Searforge, but it has accepted contracts that benefit other mercantile Rhulic clans such as Clan Ghordson, Clan Grundback, Clan Serric, and even Stone House Dhurg which controls the Hammerfall Fortress.

This group exists to protect vital weapon, steamjack, and alloy trades. To that end they coordinate the actions of mercenary groups and send forces to escort trade shipments through hostile territory. If Cygnar and Khador are engaged in a fight along their trade lanes, the commission will send their forces in to 'neutralize' the problem, one way or the other, and open the roads or railways again.

The hard-edged commission is determined to ensure that outsiders do not underestimate the risks of interfering with dwarven business. Though the nation of Rhul prefers its neutral stance and avoids stepping on toes, the Searforge Commission is ready to load double-barreled rifles and lay down fire. People have learned not to mess with agents bearing the sigil of the commission unless they want to deal with a nine-foot tall ogrun and his war cleaver. These highly effective mixed forces consider themselves the equal of any regular army, and they have no fear of engaging in all-out war if pushed.

Searforge Commission Army Composition

- An army constructed under the Searforge Commission contract can include Rhulic and Ogrun mercenary models/units.
- Increase the FA of all non-character models and units included in the army by one.
- Rhulic units in this army gain Advance Move. Before the start of the game, after both players have deployed, models with Advance Move can make a full advance.

Magnus' Agenda

Asheth Magnus is not part of any company, and while he expects reimbursement for his services, the coin is only a resource to him. It is a commodity useful for buying weapons and equipment and for repairing his warjacks. Magnus is a man who hires and employs other mercenaries to do his bidding. He does not pretend neutrality or detached professionalism. Those who fight alongside him know that he has his own agenda, and his every action furthers his cause.

For years only a few suspected his true purpose. Most thought Magnus to be a simple creature of revenge. He has fought against both the nation that labeled him a traitor and Coleman Stryker who humiliated him and left him maimed, but they are only a small part of the larger agenda motivating Magnus to wage continual war against his enemies with no nation to back him and no friends he can trust. Magnus is in fact a loyal and devoted vassal of the former king of Cygnar, Vinter Raelthorne IV. He fought beside Vinter during the coup, and his dedication to the ex-king has never

wavered. He has been in communication with his liege across the great distance of the Bloodstone Marches, and he awaits Vinter's return. He will do his part to prepare by hiring his services to undermine Cygnar at every opportunity.

Magnus does not work alone, for he has found a number of willing allies including many mercenaries who, like himself, are marked as criminals and exiles of Cygnar. This includes the notorious cutthroat Jarok Croe as well as the premiere sniper Kell Bailoch. Magnus has further recruited Boomhowler and his trollkin into his schemes as well as others. He has even managed to persuade 'loyalist' soldiers to desert Cygnar's army and join his fight, men who believe they will be better rewarded by King Vinter than King Leto.

Magnus' Agenda Contract Army Composition

- An army constructed under the Magnus' Agenda contract must include a version of Magnus (like Magnus the Traitor or Magnus the Warlord). The army also includes the warcaster's battlegroup.
- The army can also include Boomhowler & Co., Croe's Cutthroats, Gorman di Wulfe, Kell Bailoch, Orin Midwinter, any Idrian models/units, and Steelhead models/units.
- A single unit of Cygnar Trencher Infantry or a single unit of Cygnar Long Gunner Infantry can be included in the army. This unit cannot be a weapon crew, nor can it include attachments. The models in the unit are deserters. They are considered mercenary models instead of Cygnar models.

The Talion Charter

The men and women brought together after the mutiny of the MLS *Exeter* are required to obey the terms and conditions outlined in the *Talion's* Charter. The *Talion* is Captain Shae's flagship, bought on the booty acquired from years fighting as mercenary sell-swords along the Dragon's Tongue River. Captain Shae has managed to evade incarceration on charges of piracy, but is a wanted man in both Khador and Cygnar. His operation is facilitated by the Rhulic exile "Lord" Joln Rockbottom, thanks to extensive contacts among mercantile and smuggling groups.

The *Talion Charter* names the Mercarian League as their foremost enemy, effectively declaring war on their shipping lanes, but they have seized many other vessels from a variety of trade organizations and even tackled navy vessels periodically. The charter discusses terms for dividing the spoils gained in the plunder of these ships. New recruits are continually brought in to replace those killed in battle, but the rewards for those who survive have proven worth the risk.

While some fools have tried to claim the bounty on Shae's head, brutal reprisals have disinclined newer recruits from betraying the captain. Added to this is the steadfast loyalty of the other officers of the *Talion*.

Talion Charter Contract Army Composition

- An army constructed under the Talion Charter contract can include Captain Phinneus Shae, any Privateer mercenary models and units, and any mercenary warjacks.
- If Captain Phinneus Shae is included in the army, the Commodore Cannon Crew can also be included.
- **Crow's Nest:** You gain +1 to the starting game roll.
- **Unpredictable:** After both players have completed deployment, but before the first player takes his first turn, you can redeploy any one model/unit. The redeployed models must be placed on the table in a location they could have been deployed initially.

Command

COMMAND CHECKS, FLEEING, AND ORDERS

Regardless of a soldier's skill at arms, his real worth 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 a 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 Checks

There are several different circumstances that 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.

For 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. Make one command check for the entire unit using the Unit Commander's CMD, and apply its results to every trooper in that unit unless stated otherwise. 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 use the commander's CMD. A trooper making an individual command check can use his Unit Commander's CMD if it is in formation or 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 will only make up to one command check per turn due to massive casualties.

Terrifying Entity

A terrifying entity is one with the Abomination or Terror special ability.

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

Enemy models or units within 4" of a model with Dread must pass a command check or flee.

A model/unit in *melee range* of an enemy model with Terror, or a model/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/unit's normal movement when the model/unit ends its normal movement. If a model 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.

For instance, 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. However, if a Flameguard moves into *melee* with Asphyxious, make a command check for his unit after every trooper in the unit finishes moving. In either case, make the command check before any model performs 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 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 that entity for one round. A unit that consists of terrifying entities counts as a single terrifying entity for the purpose of these rules. A model/unit need only make a single command check for encountering the unit regardless of how many of its troopers it actually encounters.

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 out of formation cannot be rallied by its Unit Commander or receive any orders. A trooper making an individual command check can use its Unit Commander's CMD if it is in formation or the CMD of a friendly Faction model with the Commander advantage if it is within its command range.

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. Only one model in a unit must be in the commander's command range for all models in the unit to use the commander's CMD. A model with the Commander advantage can rally any friendly Faction model or unit in its command range.

Fleeing

A model or unit that fails a command check against fleeing **flees**. Some special rules might even cause a model to flee without making a command check at all. If this occurs during the model or unit's activation, its activation immediately ends. Fleeing does not cause the model to move until its next activation. A fleeing model will not flee again, nor does it make command checks against fleeing.

Example: If the Butcher of Khador, a terrifying entity, moves within melee range of a fleeing model, it does not make a command check against fleeing.

A fleeing model must run during its activation. If a fleeing model cannot run, it makes a full advance. A fleeing model cannot advance toward any enemy models. While fleeing, a model cannot perform actions, advance outside of its normal movement, give orders, cast spells, or make attacks, including attacks that do not take place during the model/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* (see Rallying, below).

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 only make a command check to rally if it is in formation with its Unit Commander or if it is within the command range of a friendly Faction Commander. If a fleeing unit makes a command check to rally, every trooper in the unit will be affected by the result of this command check regardless of its formation status.

If it passes the command check, the model or unit 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** special ability never flees. However, it still makes command checks, even those against fleeing although it will ignore the result, and is subject to the effects of failed rolls against effects other than fleeing. Fleeing models that become Fearless immediately rally.

Terrain

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 the 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 set up and agree on the characteristics for different terrain features prior to deploying their armies. Players must decide on what terrain features grant cover or concealment, which provide elevation and at what level, which are impassible, etc. It is vitally important that players understand the rules for all terrain features in play before the start of the game. If you get in the habit of discussing terrain before the game, you will avoid unnecessary disagreements and misunderstandings during play.

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

DISCUSSING TERRAIN

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

Does it provide cover or concealment?

Is it rough terrain? Impassible?

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 sheer?

Does it have any special rules? Is it forest, shallow water, a trench, a structure, etc.?

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, for example, an overmatched force defending a village or mountain pass. 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 having more terrain features shifts the emphasis toward melee combat.

Give consideration to 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 penalized depending on the type of ground over which it moves. 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 1/2" 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. This includes terrain such as cliff faces 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 exact 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 or a mesh fence grants a model *concealment* by making it more difficult to be seen even though it is not dense enough actually to block an attack. A terrain feature such as a stone wall, a giant boulder, or a building grants a model *cover* by being physically solid enough to block an attack.

Obstacles

Obstacles are terrain features that affect a model's movement, provide protection from ranged and magic attacks, and serve as *intervening terrain* during melee combat. Remember that obstacles do not block line of sight to models of any base-size and are ignored when determining line of sight.

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

A model with any portion of its occupied space 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. A model can climb atop and stand on an obstacle at least 1" thick such as a raised platform or the sides of a ziggurat.

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 and so cannot climb an obstacle and ends its movement as soon as it contacts the obstacle.

Realize that a model on a medium or large base 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 hang off the back end 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 has enough movement remaining to end its move with its base completely clear of the obstacle. If it does not, 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 that is 1" tall or greater, such as a high wall, a building, or a gigantic boulder. A model cannot move through or climb an obstruction. Like an obstacle, obstructions provide protection from ranged and magic attacks and serve as *intervening terrain* during melee combat. A model with any portion of its occupied space obscured from its attacker by an obstruction gains +2 DEF against melee attack rolls.

Variably Sized Terrain Features

Some terrain features might have some parts that are greater than 1" tall and some parts that are less than 1" high, such as a crumbling wall. In such cases players should decide whether they are treating the terrain feature as an obstacle, obstruction, or both before the start of the game. If they are treating it as both, the portions that are less than 1" tall are obstacles and the parts that are 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 follow these guidelines. A forest is *rough terrain* and provides *concealment* to a model with any part of its base inside its perimeter.

A model can draw *line of sight* through up to 3" of forest, but anything more obstructs line of sight. For a model outside of it, the forest completely obstructs line of sight to anything beyond it. Thus, a model can see 3" into or out of a forest but not completely through one no matter 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.

Hills do not provide concealment or cover.

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 at half rate and cannot perform 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 takes 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 B2B with the warjack can restart it by forfeiting its action. The warjack must forfeit its activation and cannot channel spells on 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. Whenever a warjack's furnace is restarted, it automatically stands up.

Trenches

Trenches are earthwork fortifications represented by 3" x 5" templates placed on the table (see p. XXX). Trench templates are designed to be placed in contact with each other to create networks of trenches on the table.

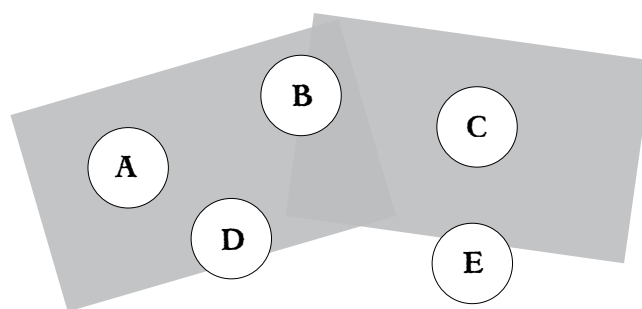
A model completely within the area of one or more trench templates has cover from attacks made by models not touching at least one of the trench templates the model is in. Models completely inside a trench template do not suffer blast damage unless the origin of damage is in a trench template they are touching. When drawing line of sight to a model not completely within one or more trench templates, ignore models that are completely within one or more trench templates.

Entryways

Some terrain features such as buildings and walls have openings called **entryways** that allow models to pass through or enter them. A model cannot enter a terrain feature if the terrain feature's interior is not physically accessible. For example, a model can enter a ruined building that's missing its roof or one that has a removable roof. However, 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.

For example, players might decide that a heavy warjack is unable to pass through a doorway that is much smaller than its base-size or that warrior models of any size can move through ground floor windows.

Trenches



Models 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.

Models 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.

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. For example, a burned-out building that only has 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. As another 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, cause corrosion, or have tempered ammunition, even as critical effects. Structures suffer blast damage and collateral

damage. A magic attack only does its normal damage to a structure. Ignore a spell's special rules when it targets a structure. A structure cannot be charged or slammed.

A structure can only suffer 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. For example, an inch-wide or so wooden door in an otherwise stone building would only contribute 5 points to the structure's damage capacity. The door has ARM 12 while the surrounding stone has ARM 18.

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

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). However, complex structures such as buildings and bridges rely on the support of all portions to remain standing. Such a structure's damage capacity is only half of the value determined by its composition and perimeter or length. For example, a 3"-wide stone wall is destroyed once it suffers a total of 30 damage points (3" length x 10 points per inch), but a 3" x 6" stone building collapses as soon as it suffers 90 points of damage (18" perimeter x 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 ruined structure 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 as 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. For example, a warjack inside a three-story brick building when it collapses suffers a POW 48 (brick structure ARM 16 x 3 levels) damage roll. Whatever is left of the warjack is then knocked down.

Appendix A: Timing

Every ability or effect that is not 'always on' will have some conditions on when the effect begins and ends. At times, there will be multiple effects resolving at the same time, and it is important to be able to sort out in exactly what order the effects resolve.

The rules on timing of abilities use two terms: **Active player (AP)** and **Inactive player (IP)**. If there is a model currently making an attack, then the AP is the controller of that model. If no model is currently making an attack, then the AP is the player whose turn it is. The IP is the other player. When resolving 'After attack is resolved' effects, the designation of AP and IP remains the same as it was during the attack until all effects triggered by an attack are resolved.

Some effects cause certain conditions of an attack, such as whether it hit or what models it boxed, to change during the course of resolving the attack. When resolving triggered effects, recheck the conditions of the trigger as you resolve each ability. If the condition is no longer true, do not resolve the effect. Similarly, if an effect on one model causes a condition to change on another, effects triggered by that condition will resolve on that model as well.

For example, a Bloat Thrall has the Death Blast rule, which causes it to explode when disabled. If it were also affected by Terminus's Shadow of Death, which grants undead models Tough, then when an enemy model disables it, both Tough and Death Blast need to resolve as IP effects. If you chose to resolve Death Blast first, the bloat thrall would explode and be removed from play. Tough would then not resolve. If you chose to resolve Tough first and the check passed, the Bloat Thrall regains one wound and so is no longer disabled. Therefore, Death Blast would not resolve since its condition (model becomes disabled) is no longer true. If the check failed, then the condition would still be true and Death Blast would resolve.

There are many times during the process of making an attack at which abilities can resolve. The structure of an attack is outlined below. In most cases the exact sequence here will not need to be followed step-by-step. However, it will help you resolve complex interactions if they occur during gameplay.

Activation Timing

1. Resolve effects that occur 'before activating'
2. Resolve effects that occur 'at beginning of activation'
3. Resolve all required forfeiture of movement and action
4. If activating a unit, the Unit Commander can issue an order
5. Resolve effects that occur 'before moving'
6. The model makes its normal movement
7. Resolve effects that occur 'at end of normal movement'
8. If activating a unit, repeat 6 and 7 for all troopers, then resolve effects that occur 'at end of unit's movement'
9. The model makes its action
10. Resolve effects that occur 'at end of action' and 'at end of combat action'
11. If activating a unit, repeat 9 and 10 for all troopers, then resolve effects that occur 'at end of unit's actions'

Simultaneous and Sequential

When one effect causes multiple attacks or damage against multiple models, the attacks and damage can be labeled as 'simultaneous' or 'sequential'. The effect of this labeling is to establish whether or not various effects can resolve before all the attacks or damage are resolved, or if the effects can intercede and possibly change the outcome of the original effect. When resolving simultaneous effects, completely resolve all of the attack and damage rolls before applying any of the target's special rules that are triggered by suffering damage, being destroyed, or being removed from play.

For example, when a model is slammed, the slam damage is simultaneous with the collateral damage. This means that the damage roll is resolved on every affected model. Then, resolve "sufficient/insufficient to damage" effects on any affected models. After that is done, apply damage to every affected model.

As a second example, a Repenter makes a Flame Thrower spray attack against some Scrap Thralls. The attack generates several damage rolls that all resolve simultaneously. Scrap Thralls destroyed by the attack do not explode due to their Thrall Bomb ability until after all of the attack and damage rolls generated by the spray attack have been resolved.

As a third example, Captain Haley targets a member of a unit of Knights Exemplar with her Chain Lightning spell and hits three additional Knights. Haley's controller resolves the damage rolls for the 4 Knights Exemplar hit by Chain Lightning before any of the Knights Exemplar gain the benefits from their Battle Driven ability.

At Anytime During This Model's Activation

Many effects and rules use "at anytime during this model's activation" as their statement of when the effect is resolved or can be used. This is in fact shorthand for a slightly longer timing explanation; it is not literally true. When this phrase is used, it means that it occurs at anytime during the model's activation, except when it or another model is currently resolving a movement, attack, or any other effect. For example, warcasters can cast spells 'at anytime during their activation'. However, Goreshade the Bastard could not cast a spell while he is moving, while he is making an attack, or while he is placing Bane Thralls into play due to his feat. He could cast spells before and after moving, before and after an attack, before using his feat, and after placing all models from his feat.

Attack Timing Main Sequence

1. Determine what the attacker can target.
2. Resolve effects that occur "before attacking".
3. Declare the attack and its target.
4. If the attack is a ranged or magic attack, check the range to the target. If the target is out of range, the attack automatically misses; do not make any attack rolls and go to step 7.
5. Resolve effects that occur when a model is targeted by an attack, such as effects that cause an attack to hit or miss automatically.
6. Make all **attack rolls** as dictated by the type of attack and its special rules. For example, a **Spray** would go through the Attack Roll sequence for each model in the template before proceeding to step 7.
7. Resolve effects that cause the attack to hit a model other than the target automatically.
8. Resolve AOE hit or deviation. All models within the AOE at its final position are now hit by it. Remember that only the target of the AOE Attack is directly hit, and only if the attack roll against it hit. All other models are hit, but not directly hit.
9. Resolve all other effects that are triggered by hitting or missing.
10. Roll all **damage rolls** against models that have been hit, or as specified by special rules.
11. Apply the **damage**.
12. Attack is now complete.
13. After attack is resolved,
 - a. Resolve effects that automatically damage, destroy, or remove models from play.
 - b. Resolve AP effects that do not involve making an attack
 - c. Resolve IP effects
 - d. Resolve AP effects that involve making an attack

Attack Roll

1. Resolve effects that change the number of dice rolled, such as *boosting* the roll.
2. Roll the dice.
3. Resolve effects that allow a player to choose or remove dice from the roll.
4. Determine if the model would be hit or missed by the attack roll against it.
5. Resolve effects that cause the attack roll to be rerolled, returning to step 2 of this section each time.
6. The attack roll is complete. Return to the main sequence.

Damage Roll

1. Resolve effects that change the number of dice rolled, such as *boosting* the roll.
2. Roll the dice.
3. Resolve effects that allow a player to choose or remove dice from the roll.
4. Determine if the roll would damage the model.
5. If an effect requires you to reroll the roll, return to step 2. Skip this step if the roll has already been rolled a second time.
6. Resolve effects that are triggered by a damage roll being sufficient or insufficient to damage a model.
7. The damage roll is complete. Return to the main sequence.

Damage Application

1. Mark damage on the appropriate stat card.
2. Resolve effects triggered by a model taking damage.
3. If the damage applied in step two marks the last damage box for a model, that model becomes disabled. Resolve effects triggered by the model becoming disabled.
4. If the model is still disabled, it becomes boxed. Resolve effects triggered by a model becoming boxed.
5. If the model is still boxed, it is now destroyed. Resolved effects triggered by the model's destruction.
6. Remove the destroyed model from the table, then return to the main sequence.

Appendix B: Tactics Tips

The unit entries in our WARMACHINE and HORDES books will continue to include tactics tips meant to help clarify how abilities work and interact. We feel it will be helpful to our field testers to see these tips in order to appreciate and understand all the changes brought by Mk II.

Cygnar

Commander Stryker

Earthquake – Every model in the AOE is knocked down.

Captain Victoria Haley

Blitz – The additional attack does not require spending focus.

Arcane Vortex – Haley can use Arcane Vortex any time she has 1 focus point to spend.

Chain Lightning – The lightning can still arc to models with Immunity: Electricity; it just cannot damage them. Damage from Chain Lightning is not considered caused by a hit, but it is magic damage.

Scramble – Position the deviation template normally, with 1 pointing directly away from the origin of the attack.

Major Victoria Haley

Temporal Shift – You do not need to declare the entire order at once. You can declare the first model/unit to activate, see what happens, and then choose the next model/unit to activate. Remember that models forced by an affect to activate first must still activate before models not affected in such a way.

Domination – You cannot spend focus points on the affected warjack.

Lieutenant Allister Caine

Maelstrom – These attacks are simultaneous. If Caine forfeited his movement to gain an aiming bonus this activation, he gains +2 on all Maelstrom attack rolls.

Range Amplifier – Channeled spells do not benefit from Range Amplifier.

Teleport – This model cannot be placed in an obstruction or in impassible terrain as a result of this spell.

Thunderstrike – Incorporeal models are not slammed; they just suffer a damage roll.

Captain Allister Caine

Overkill – Overkill blast damage is caused by the feat and affects incorporeal models.

Elite Cadre – Gunfighter does not enable the Gun Mages to make melee and ranged attacks in the same activation.

Range Amplifier – Channeled spells do not benefit from Range Amplifier.

Gate Crasher – This model cannot be placed in an obstruction or in impassible terrain as a result of this spell.

Commander Adept Nemo

Electrical Storm – This damage roll can be boosted.

Chain Lightning – The lightning can still arc to models with Immunity: Electricity; it just cannot damage them. Damage from Chain Lightning is not considered caused by a hit, but it is magic damage.

Voltaic Snare – Remember, models that cannot charge also cannot slam or trample.

General Adept Nemo

High Voltage – High Voltage does not allow a warjack to exceed its normal focus allocation limit.

Tractor Field – Remember, models that cannot charge also cannot slam or trample.

Fail Safe – The warjack is still wrecked when all its damage boxes have been marked.

Lightning Shroud – Damage from Electro Leap strikes is not considered caused by a hit or by a melee or ranged attack.

Polarity Shield – Remember, if a model cannot charge a target, it also cannot slam the target.

Captain E. Dominic Darius

Pit Stop – This feat does not affect wrecked warjacks.

Activate Halfjack – A Halfjack can activate the turn it is put in play.

Tremor – This attack roll is boostable.

Major Markus 'Siege' Brisbane

Ground Pounder – When placing the template in this model's front arc, LOS is not a consideration.

Critical Smite – Remember, the slammed model moves only half the distance rolled if it has a larger base than the slamming model.

Shockwave – This does not end with the first model contacted. It affects each model that a previously affected model contacts.

Captain Jeremiah Kraye

Iron Horse – Warjacks can spend focus points to boost impact attack and damage rolls.

Pursuit – If the affected models made a full advance, ran, or charged during their activation, a model in Kraye's battlegroup gets to make a full advance.

Grenadier

Manual Reload – These additional attacks do not require spending focus.

Lancer

Shock Field – Mark this damage before making the damage roll.

Sentinel

Strafe – These attacks are simultaneous, and additional targets must be within this weapon's range.

Thorn

Remember, character warjacks cannot be controlled by 'jack marshals.

Because Thorn has an Affinity with Haley, it can be bonded to her.

Shock Field – Mark this damage before making the damage roll.

Centurion

Polarity Shield – Remember, if a model cannot be charged, it cannot be slammed.

Defender

Cortex Damage – Mark this damage before making the damage roll.

Hammersmith

Chain Attack: Smite – This model cannot make a chain attack while either of its arm systems is locked or crippled.

Follow Up – This model stops moving if it contacts another model. This model does not advance if the model that was slammed is destroyed by the attack.

Beat Back – The attacking model can advance even if the enemy model is destroyed by the attack.

Ironclad

Tremor – This attack roll is boostable.

Stormclad

Storm Accumulator – The gained focus point does not count toward the Stormclad's normal focus allocation limit.

Electro Leap – Damage from Electro Leap strikes is not considered caused by a hit or by a melee or ranged attack.

Ol' Rowdy

Remember, character warjacks cannot be controlled by 'jack marshals.

Because Rowdy has an Affinity with Stryker, it can be bonded to him.

Counter Charge – Rowdy can perform a counter charge without spending focus.

Tremor – This attack roll is boostable.

Thunderhead

Remember, character warjacks cannot be controlled by 'jack marshals.

Energy Pulse – The Energy Pulse attack is simultaneous. All models hit are "the last model hit" and are eligible for Sustained Attack.

Arcane Tempest Gun Mage Officer

Because this model is an Officer, when it is destroyed it does not replace a grunt in its unit. Instead, the unit leader becomes the Unit Commander and 'jack marshal.

This model can issue the Arcane Inferno order to its unit.

Black 13th Gun Mage Strike Force

Because Lynch is an Officer, when he is destroyed he does not replace Ryan or Watts. Instead, Ryan or Watts becomes the new Unit Commander.

Granted: Prowl – This includes cloud effects.

Long Gunner Infantry

Dual Shot – This is how the Long Gunners get to take their second shot allowed by the ROF 2 on their guns. They do not get to make two attacks automatically and then gain a third by this rule.

Long Gunner Infantry Officer & Standard Bearer

Because this model is an Officer, when it is destroyed it does not replace a grunt in its unit. Instead, the unit leader becomes the Unit Commander.

Remember, only this model can issue the Suppressing Fire order.

Dual Shot – This is how the Long Gunners get to take their second shot allowed by the ROF 2 on their guns. They do not get to make two attacks automatically and then gain a third by this rule.

Sword Knight Officer & Standard Bearer

'Jack Marshal – Because this model is an Officer, it is the unit 'jack marshal while it is in play. When it is destroyed it does not replace a grunt in its unit. Instead, the unit leader becomes the new Unit Commander and 'jack marshal.

Trencher Infantry Officer & Sniper

Remember, this model can issue the Assault Order.

Only this model can issue the Cautious Advance order.

'Jack Marshal – Because this model is an Officer, it is the unit 'jack marshal while it is in play. When it is destroyed it does not replace a grunt in its unit. Instead, the unit leader becomes the new Unit Commander and 'jack marshal.

Trencher Grenadier

Take Up – "Effects" include spells and animi.

Trencher Chain Gun Crew

Strafe – These attacks are simultaneous, and additional targets must be within this weapon's range.

Rangers

Camouflage – If a model ignores concealment or cover, it also ignores Camouflage.

Prowl – This includes cloud effects.

Stormblade Infantry

Electrical Arc – Electrical Arc does not affect this model.

Stormblade Infantry Officer & Standard Bearer

Remember, this model can issue the Assault Order.

'Jack Marshal – Because this model is an Officer, it is the unit 'jack marshal while it is in play. When it is destroyed it does not replace a grunt in its unit. Instead, the unit leader becomes the new Unit Commander and 'jack marshal.

Stormguard

Electro Leap – Damage from Electro Leap strikes is not considered caused by a hit or by a melee or ranged attack.

Storm Lances

Electro Leap – Damage from Electro Leap strikes is not considered caused by a hit or by a melee or ranged attack.

Field Mechanics

Because the Crew Chief is an Officer, it is the unit 'jack marshal while it is in play. When it is destroyed it does not replace a Gobber Bodger model. Instead, a Gobber Bodger in the unit becomes the new Unit Commander and 'jack marshal.

Repair – A wreck marker cannot be repaired.

Stormcaller Stormsmith

Stormcall – Stormcall special actions do not require LOS.

Squire

Because this model has no melee weapon, it cannot charge.

Attached – If its warcaster is destroyed or removed from play, this model cannot be reassigned during the game.

Reserve Accumulator – The gained focus point does not count toward the warcaster's normal FOC limit.

Captain Maxwell Finn

Strafe – These attacks are simultaneous, and additional target's must be within this weapon's range.

Captain Arlan Strangeways

Repair – A wreck marker cannot be repaired.

Major Katherine Laddermore

Electro Charger – "Ranged attack and damage rolls" does not include Laddermore or Electro Leap damage rolls.

Electro Leap – Damage from Electro Leap strikes is not considered caused by a hit or by a melee or ranged attack.

Precursor Officer & Standard Bearer

Remember, this model can issue the Shield Wall Order.

'Jack Marshal – Because this model is an Officer, it is the unit 'jack marshal while it is in play. When it is destroyed it

does not replace a grunt in its unit. Instead, the unit leader becomes the new Unit Commander and 'jack marshal.

Protectorate

High Exemplar Kreoss

Dispel – Upkeep spells that had an effect when the model was hit or damaged will have no effect.

Grand Exemplar Kreoss

Smite – Remember, the slammed model is moved only half the distance rolled if it has a larger base than the slamming model.

The High Reclaimer

Resurrection – Returned models have their full wounds and can activate normally this turn.

Reclaim – This model does not gain a soul token for models destroyed by continuous effects or from other effects that do not directly result from an enemy attack.

Sacrificial Lamb – Sacrificial Lamb does not allow a warjack to exceed its normal focus allocation limit.

Testament of Menoth

Essence of Dust – Remember, models lose Incorporeal when they make melee or ranged attacks.

Reclaim – This model does not gain a soul token for models destroyed by continuous effects or from other effects that do not directly result from an enemy attack.

Dust to Dust – Because the boxed model is removed from play before it is destroyed, it does not provide a soul or corpse token.

Revive – If all models in the grunt's unit have been destroyed, it cannot return to play, as it cannot be placed in formation. Remember, the model can activate normally with its unit this turn.

Hierarch Severius

Fires of Communion – Controlled models activate normally this turn.

Admonisher – This is not a melee or ranged attack.

Warjack Bond – This ability affects only the damage roll, not any other effects of the attack.

Spiritual Channeling – This attack does not become a spell or magic attack in any way.

Hex Blast – Upkeep spells that had an effect when the model/unit was hit or damaged will have no effect on the model/unit that was directly hit.

Feora, Protector of the Flame

Wild Fire – Wild Fire does not allow a warjack to exceed its normal focus allocation limit.

Convection – Convection does not allow a warjack to exceed its normal focus allocation limit.



The Harbinger of Menoth

Cataclysm – The POW is modified before blast damage is calculated.

Cataclysm – Damage for this spell is still based on the range of the target from the Harbinger, even if it is channeled.

High Allegiant Amon Ad-Raza

Union – Union does not allow a warjack to exceed its normal focus allocation limit.

Perfect Balance – If the model forfeits both its movement and action to other effects, either voluntarily or as required, it cannot use Perfect Balance to stand up for free.

Smite – Remember, the slammed model moves only half the distance rolled if it has a larger base than the slamming model.

High Executioner Servath Reznik

Excruciator – This Wrack does not begin with a focus point on it. Because the boxed model is removed from play before it is destroyed, it does not provide a soul or corpse token.

Dervish

Combo Strike – Remember, this model cannot make a Combo Strike while either of its arm systems is locked or crippled.

Devout

Spell Barrier – The warcaster does not need to remain in B2B.

Blessing of Vengeance

Remember, character warjacks cannot be controlled by 'jack marshals.

Because Blessing of Vengeance has an Affinity with Severius, it can be bonded to him.

Avatar of Menoth

Remember, character warjacks cannot be controlled by 'jack marshals.

Fire of Salvation

Remember, character warjacks cannot be controlled by 'jack marshals.

Because Fire of Salvation has an Affinity with Kreoss, it can be bonded to him.

Affinity – Enemy upkeep spells can still be cast on this model; they just cannot be upkeep.

Monolith Bearer

Because this model is an Officer, when it is destroyed it does not replace a grunt in its unit. Instead, the unit leader becomes the Unit Commander.

Temple Flameguard Officer & Standard Bearer

Because this model is an Officer, when it is destroyed it does not replace a grunt in its unit. Instead, the unit leader becomes the Unit Commander.

Remember, this model can issue the Shield Wall order to its unit.

Visgoth Juviah Rhoven & Honor Guard

Because Rhoven is an Officer, when he is destroyed he does not replace Gius or Cassian. Instead, Gius or Cassian becomes the new Unit Commander.

Knights Exemplar Seneschal

Chain Attack: Smite – Do not roll an additional damage die for Weapon Master on Chain Attack: Slam damage rolls. Remember, the slammed model moves only half the distance rolled if it has a larger base than this model.

Restoration – This model is never boxed.

Hierophant

Spiritual Conduit – Channeled spells and spells with a RNG of Self, SP, or CTRL do not benefit from Spiritual Conduit.

Reclaimer

Communion – Communion does not allow a warjack to exceed its normal focus allocation limit.

Gatekeeper – This model does not gain a soul token for models destroyed by continuous effects or from other effects that do not directly result from an enemy attack.

The Covenant of Menoth

Because this model has no melee weapon, it cannot charge.

Spell Ward – Neither friendly nor enemy spells can target this model.

High Exemplar Gravus

Brother's Keeper – This can affect Gravus just like any other friendly non-warcaster Exemplar model.

Dispel – Upkeep spells that had an effect when the model was hit or damaged will have no effect.

Idrian Skirmishers

Camouflage – If a model ignores concealment or cover, it also ignores Camouflage.

Idrian Skirmisher Chieftain & Guide

Because this model is an Officer, when it is destroyed it does not replace a grunt in its unit. Instead, the unit leader becomes the Unit Commander.

Remember, only this model can issue the Assault & Battery order.

Camouflage – If a model ignores concealment or cover, it also ignores Camouflage.

Khador

Kommander Sorscha

Tempest – This means every model in the AOE is knocked down.

Forward Kommander Sorscha

Warjack Bond – Remember, if the warjack is wrecked it is no longer considered a warjack and so the enemy models will not become stationary.

Multi-Fire – Multi Fire ignores ROF but does not ignore RNG. Additional attacks against targets beyond this weapon's range automatically miss.

Shatter Storm – Because the boxed model is removed from play before it is destroyed, it does not provide a soul or corpse token.

Kommander Orsus Zoktavir

Feel the Hate – Zoktavir's control area cannot be modified during play.

Vladimir Tzepesci, The Dark Champion

Assail – This works when it slams a model for any reason, power attack or otherwise.

Kommandant Irusk

Quick Work – This model cannot make the attack if it is still in melee.

Grind – Mark the damage to the Movement system before making the damage roll.

Supreme Kommandant Irusk

Total Obedience – This includes Irusk!

Karchev the Terrible

Man in the Machine – Unspent focus points on Karchev add to his ARM as normal.

Ground Zero – Roll separately for each model pushed.

Tow – Wreck markers cannot be placed by Tow.

Zevanna Agha, The Old Witch of Khador

Field of Talons – Remember, power attacks are special attacks.

Prowl – This includes cloud effects.

Gallows – The model is moved before it suffers damage.

Murder of Crows – This is not an offensive spell, and no damage is dealt when the AOE is placed.

Weald Secrets – If a model ignores concealment or cover, it also ignores Camouflage.

Scrapjack

Prowl – This includes cloud effects.

Koldun Kommander Aleksandra Zerkova

Howling Wind – Lost attacks count against the ROF of the weapon, so a model with a ranged weapon with ROF 1 cannot make a ranged attack with its weapon even if it can make an additional attack.

Ghost Stone – This does not modify the spell's RNG. It just allows the spell to ignore LOS against some models.

Berserker

Due to their extreme age and cortex decay, Berserkers have only two boxes in their Cortex systems.

Aggressive – Yes, this rule is HORDES-friendly!

Chain Attack: Brutality – Remember, this model cannot make a chain attack while either of its arm systems is locked or crippled.

Unstable – Do not replace the Berserker with a wreck marker.

Destroyer

Critical System Failure – After marking regular damage, mark the hit systems' remaining system boxes as well.

Devastator

Bulldoze – The Devastator's controller picks the distance a pushed model is moved.

Kodiak

Chain Attack: Spine Crusher – Remember, this model cannot make a chain attack while either of its arm systems is locked or crippled.

Marauder

Combo Smite – A Marauder does not have to move to perform a Combo Smite. Combo Smite cannot be used while either of this model's arm systems is locked or crippled.

Behemoth

Remember, character warjacks cannot be controlled by 'jack marshals.

Beast-09

Remember, character warjacks cannot be controlled by 'jack marshals.

Because Beast-09 has an Affinity with Sorscha, it can be bonded to her.

Drago

Remember, character warjacks cannot be controlled by 'jack marshals.

Because Drago has an Affinity with Vladimir, it can be bonded to him.

Aggressive – Yes, this rule is HORDES friendly!

Chain Attack: Bloodbath – Remember, this model cannot make a chain attack while either of its arm systems is locked or crippled. If the Bloodbath attack roll critically hits it, a warjack suffers Critical System Failure.

Imprint: Run Riot – On the second initial melee attack, Run Riot occurs after the chain attack is resolved.

Unstable – Do not replace Drago with a wreck marker.

Critical System Failure – After marking regular damage, mark the hit systems' remaining system boxes as well.

Iron Fang Pikemen Officer & Standard Bearer

Because this model is an Officer, when it is destroyed it does not replace a grunt in its unit. Instead, the unit leader becomes the Unit Commander.

Remember, this model can issue the Shield Wall order to its unit.

Only this model can issue the Furious Charge order.

Defensive Formation – If the unit is given the run or charge order, this ability can be declared only before this model moves. as after it runs its activation ends.

Great Bears of Gallowswood

Because Volkov is an Officer, when he is destroyed he does not replace Kolsk or Yarovich. Instead, Kolsk or Yarovich becomes the Unit Commander.

Only Volkov can issue the Furious Charge order.

Back Swing – These attacks are simultaneous.

Man-O-War Demolition Corps

Back Swing – These attacks are simultaneous.

Winter Guard Infantry Officer & Standard Bearer

Because this model is an Officer, when it is destroyed it does not replace a grunt in its unit. Instead, the unit leader becomes the Unit Commander.

Remember, only this model can issue the Bob and Weave order.

Winter Guard Infantry Rocketeer

Take Up – “Effects” include spells and animi.

Assault Kommandos

Strangle Gas – This is not a cloud effect.

Battle Mechaniks

Repair – A wreck marker cannot be repaired.

Doom Reavers

Reach – Spread out the Doom Reavers if you do not want them killing each other.

Spell Ward – Neither friendly nor enemy spells can target this model.

Widowmakers

Camouflage – If a model ignores concealment or cover, it also ignores Camouflage.

Fenris

Spell Ward – Neither friendly nor enemy spells can target this model.

Yuri the Axe

Camouflage – If a model ignores concealment or cover, it also ignores Camouflage.

Kayazay Assassin Underboss

Because this model is an Officer, when it is destroyed it does not replace a grunt in its unit. Instead, the unit leader becomes the Unit Commander.

Cryx

Warwitch Deneghra

The Withering – Because the Withering affects SPD, affected models cannot charge. Also remember that power attacks are special attacks.

Crippling Grasp – Because Crippling Grasp affects SPD, affected models cannot charge. Remember, power attacks are special attacks.

Scourge – Every model in the AOE is knocked down.

Wraith Witch Deneghra

Pursuit – If the affected models made a full advance, ran, or charged during its activation, a model in Deneghra’s battlegroup gets to make a full advance.

Iron Lich Asphyxious

Breath of Corruption – Affected models do not also suffer blast damage.

Lich Lord Asphyxious

Soul Reaper – Soul Reaper does not deal any damage; it is just a way to collect soul tokens from a distance.

Excarinate – The boxed model does not provide a soul token. You can choose the Excarinate model’s facing when it is put in play, and the model can activate the turn it is put into play.

Hellbound – Remember, because this model cannot be charged it also cannot be slammed.

Pirate Queen Skarre

Sacrificial Strike – This damage roll can be boosted.

Goresshade the Bastard

Dark Summons – The Bane Thralls can activate normally this activation.

Hex Blast – Upkeep spells that had an effect when the model/unit was hit or damaged will have no effect on the model/unit that was directly hit.

Deathwalker

Deathwalk – Because the boxed model is removed from play before it is destroyed, it does not provide a soul or corpse token.

Goresshade the Cursed

Reanimator – You cannot return models to a unit if no models in the unit are in play.

Hex Blast – Upkeep spells that had an effect when the model/unit was hit or damaged will have no effect on the model/unit that was directly hit.

Lich Lord Terminus

Dragon's Call – Normal token-gathering rules, such as the nearest available model getting the token, still apply.

Flight – Though Flight enables this model to move through a structure, it does not enable it to end its movement inside the structure. To enter a structure, this model must still use an entryway that accommodates its base size.

Annihilation – Because boxed models are removed from play before they are destroyed, they do not generate corpse tokens or additional soul tokens. Cull Soul converts these soul tokens into focus.

The Witch Coven of Garlghast

Arcane Nexus – The Coven can have only one Skarlock Thrall attached to it.

Coven – The Witch Coven of Garlghast is not a unit, and models in the Coven are independent models.

Occultation – The Witches are not part of a unit, so this spell will affect only one of them at a time.

Egregore

Because this model has no melee weapon, it cannot charge.

Master Necrotech Mortenebra

Repair – A wreck marker cannot be repaired.

Deryliss

Spell Slave – Deryliss cannot channel spells because it does not control warjacks.

Deathripper

Bonejacks are light warjacks.

Helldiver

Burrow – The Helldiver cannot be targeted by free strikes when it is removed from the table.

Cankermorm

Remember, character warjacks cannot be controlled by 'jack marshals.

Because Cankermorm has an Affinity with Asphyxious, it can be bonded to him.

Harrower

Helljacks are heavy warjacks.

Reaper

Drag – If you disable or total a warjack with the Harpoon attack, you cannot drag the resulting wreck marker. Knocked-down models, however, are subject to Drag.

Seether

Soul Drive – Soul Drive does not allow the Seether to exceed its normal focus allocation limit.

Slayer

Combo Strike – Remember, this model cannot make a Combo Strike while either of its arm systems is locked or crippled.

Deathjack

Remember, character warjacks cannot be controlled by 'jack marshals.

Necromancy – Deathjack can spend focus to boost its magic attack and damage rolls.

Skulls of Hate – The gained focus points are in addition to any that are allocated. Deathjack receives this focus even if it is suffering Disruption.

Nightmare

Remember, character warjacks cannot be controlled by 'jack marshals.

Because Nightmare has an Affinity with Deneghra, it can be bonded to her.

Combo Strike – Remember, this model cannot make a Combo Strike while either of its arm systems is locked or crippled.

Necrosurgeon & Stitch Thralls

Because this model is an Officer, when it is destroyed it does not replace a grunt in its unit. Instead, the unit leader becomes the Unit Commander.

Reanimate – Created Mechanithralls can attack the activation they are put in play but cannot move because the movement portion of their unit's activation has already passed.

Satyxis Raiders

Feedback – Combined attacks cause only 1 point of feedback damage.

Satyxis Sea Witch

Because this model is an Officer, when it is destroyed it does not replace a grunt in its unit. Instead, the unit leader becomes the Unit Commander.

Feedback – Combined attacks cause only 1 point of feedback damage.

Bile Thralls

Because this model has no melee weapon, it cannot charge.

Purge – Although a Bile Thrall requires LOS to some model to use its Purge attack, the attack will affect models to which the thrall does not have LOS, such as those behind a cloud effect. To prevent a Bile Thrall from purging, engage it.

Black Ogrun Boarding Party

Drag – If the Boarding Party performs a Combined Ranged Attack, the model damaged is pushed toward the primary attacker, and only the primary attacker gets the free melee attack.

Blackbane's Ghost Raiders

Because this model is an Officer, when it is destroyed it does not replace a grunt in its unit. Instead, the unit leader becomes the Unit Commander.

The Withersadow Combine

Because Maelovus is an Officer, when he is destroyed he does not replace another model in his unit.



Instead, Admonia or Tremulus becomes the new Unit Commander.

Dark Industries – The warjack can activate normally this turn.

Machine Wraith

Machine Meld – While melded with the Machine Wraith, the warjack is not part of any warcaster's battlegroup and cannot be allocated focus.

Necrotech

Create Scrap Thrall – The number of Scrap Thralls that can be created is not limited by Field Allowance.

Repair – A wreck marker cannot be repaired.

Skarlock Thrall

Spell Slave – The Skarlock cannot channel spells because it does not control warjacks. This model cannot cast spells if its warcaster is destroyed or removed from play.

Bane Lord Tartarus

Curse – This model is also a Bane model and gains the benefits of Curse. If the cursed model is out of range, do not select another model to curse this activation.

Death Toll – The grunt can activate normally this turn.

Captain Rengrave

Death Toll – The grunt can activate normally this turn.

Cephalyx Mind Slaver & Drudges

Because this model is an Officer, when it is destroyed it does not replace a grunt in its unit. Instead, the unit leader becomes the Unit Commander.

Cephalyx Overlords

Black Operations – The Drudge can activate normally during its unit's activation.

Mercenaries

Magnus the Traitor

Hit and Run – Warjacks do not have to spend focus to run during this movement.

Temper Metal – Continuous effects on the target model when this spell is cast expire.

Magnus the Warlord

Skorne Minion – Magnus' warjacks' field allowance is based on the number of warlocks allowed.

Convection – This spell does not allow a warjack to exceed its normal focus allocation limit.

Vanguard

Guard – If a model ignores screening, it also ignores Guard.

Alexia Ciannor & the Risen

Because Alexia is an Officer, when she is destroyed she does not replace a Risen in her unit. Instead, a Risen model becomes the Unit Commander.

Granted: Spell Ward – Neither friendly nor enemy spells can target this model.

Craft Thrall Rune – The Warrior Thrall can activate normally this turn.

Captain Sam MacHorne & the Devil Dogs

Because Sam is an Officer, she is the unit 'jack marshal while she is in play. When she is destroyed she does not replace a Devil Dog in her unit. Instead, a Devil Dog in the unit becomes the new Unit Commander and 'jack marshal.

Cylena Raefyll & Nyss Hunters

Because Cylena is an Officer, when she is destroyed she does not replace a Hunter in her unit. Instead, a Hunter in the unit becomes the new Unit Commander.

Greygore Boomhowler & Co.

Because Boomhowler is an Officer, when he is destroyed he does not replace a Trollkin in his unit. Instead, a Trollkin in the unit becomes the new Unit Commander.

Anastasia di Bray

Espionage – This model can make the advance and attack if you choose.

Eiryss, Mage Hunter of Ios

Disruptor Bolt – Just like Disruption, a Disruptor Bolt does not prevent a warjack from gaining focus in other ways. A warcaster can still gain focus from other sources, such as soul tokens.

Phantom Seeker – Keep in mind that the Phantom Seeker Bolt does not ignore Stealth.

Camouflage – If a model ignores concealment or cover, it also ignores Camouflage.

Eiryss, Angel of the Retribution

Camouflage – If a model ignores concealment or cover, it also ignores Camouflage.

Whiplash – Before you consider trying to hit this model with an magic attack, note that Stealth will likely cause it to miss and Whiplash will send it back at the caster. Technological Interference will keep you from getting past the Stealth range and channeling a spell.

Gorman di Wulfe

Rust – Rust affects only warjacks.

Kell Bailloch

Dual Shot – This is how Kell gets to take his second shot allowed by the ROF 2 on Silence. He does not get to make two attacks automatically and then gain a third by this rule.

Prowl – This includes cloud effects.

Orin Midwinter, Rogue Inquisitor

Arc Lightning – The lightning will still arc to models with Immunity: Electricity; it just cannot damage them.

Stannis Brocker

Steelhead Tactician – The models benefiting from Steelhead Tactician include this one .

Captain Bartolo Montador

Deadweight – Remember, a model that forfeits its action cannot run.

Captain Phinneus Shae

Amphibious – This model can attack other models that are in deep water.

Beat Back – Beat Back will push every model hit due to Swashbuckler.

Blow the Man Down – Incorporeal models are not slammed; they just suffer a damage roll.

Fiona the Black

Roth's Mercy – If the substitute model disabled by this spell has unmarked damage boxes, mark them all.

Soulfire – Because boxed models are removed from play before they are destroyed, they do not generate soul or corpse tokens.

Freebooter

Amphibious – This model can attack other models that are in deep water.

Chain Attack: Grab & Smash – Remember, this model cannot make a chain attack while either of its arm systems is locked or crippled.

Mariner

Amphibious – This model can attack other models that are in deep water.

Mr. Walls

Because Mr. Walls is an Officer, when he is destroyed he does not replace a grunt in his unit. Instead, the unit leader becomes the Unit Commander.

Sea Dog Rifleman

Combined Ranged Attack – Remember only models with the Combined Ranged Attack advantage can participate in combined ranged attacks.

Take Up – “Effects” include spells and animi.

The Commodore Cannon & Crew

Cross Trained – The new Crewman is now part of the Cannon Crew and not part of its original unit.

Lady Aiyanna & Master Holt

Because Aiyanna is an Officer, when she is destroyed she does not replace Holt. Instead, Holt becomes the new Unit Commander.

Bosun Grogspar

Pitch – Remember, a model cannot throw a model with a larger base than its own.

Doc Killingsworth

No, I'm Fine – “Other” here means that Doc himself still needs a 5 or 6.

First Mate Hawk

Sucker! – This ability is not optional.

Master Gunner Dougal MacNaile

Field Officer – This doesn't add 1 to the FA, it allows one unit beyond FA allowances.

Hit the Deck! – This model never suffers the effects of AOE attacks because it is not hit by them, whether it is directly hit or just caught in the AOE.

Multi-Fire – Multi-Fire ignores ROF but does not ignore RNG. Additional attacks against targets beyond this weapon's range will automatically miss.