

Warmachine Reference Sheet v3.2

The following 3 Phases must be performed in order

Maintenance Phase

- Remove your models' unused focus points
- Remove any effects that expire at the beginning of your turn
- Resolve continuous effects on your models

CONTINUOUS EFFECTS

Roll one D6: 1-2 Expires, 3-6 apply effect (Prime p.52)

Name	Effect
Corrosion	1 point of damage
Fire	Automatic POW 12+ 2D6 hit
Cloud	Conceals models inside or touching it. Blocks LOS through it.

Activate and move (run towards deployment edge) your fleeing models, then attempt to Rally them. (Prime p58)

Rally Fleeing Models

- Must be within its leader or in a Warcaster's Command Range (CMD in inches).
- If it passes CMD check, unit turns to face its nearest opponent.
- Activation ends and may function normally on its next turn.

Control Phase

Replenish your Warcaster's Focus Points

Allocate Focus Points to Warjacks. Warjacks must be in Warcaster's Control Area (FOC stat X 2). Warjacks may have no more than 3 Focus Points assigned to them.

Upkeep Spells

- Pay 1 Focus Point, otherwise Spell ends immediately
- Each Warcaster may have only 1 of each upkeep spell in play at any time
- Only 1 friendly and 1 enemy upkeep spell per model at any time.
- A new upkeep spell, friendly or enemy, will replace the respective previous one.

Activation Phase

Activate each unit or independent model you control, except those models that have already activated in the Maintenance Phase in any order.

A Unit/Solo May:

- Be issued an order by their leader (or by itself for a solo), or follow an order given by the Warlock.
- Declare Running or Charging (after being given the order)
- Move (Advance, Charge or Run)
- Perform a Combat or Special Action (unless unit/model ran)
- Make CMD check for each out-of-formation trooper in the unit not in hand-to-hand combat.

A Warjack May:

- Declare Running, Charging, Slamming, or Trampling (Cost: 1 Focus)
- Move (Advance, Charge, Slam, Trample, or Run)
- Perform a Combat or Special Action (unless Warjack ran)
- Perform a power attack (Cost: 1 Focus. Must be completed before any additional attacks).

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A Warcaster May:

- Issue an order to any unit in their Command Range (CMD stat in inches)
- Spend Focus to heal themselves. One damage box per Focus spent.
- Cast spells from themselves or through an Arc Node within their Control Range.
- Use feat (once per game).
- Declare Running or Charging.
- Move (Advance, Charge or Run).
- Perform a Combat or Special Action (unless they ran).

A Warcaster may issue an order, cast spells and use a feat at anytime during their activation unless they have run.

Issue an Order

Out of formation troopers (Prime p. 27) will not receive any order given to their unit and must attempt to regain formation (may advance or run).

UNIT FORMATION TYPES

Distance	Type	Description
Base to Base	Tight	At least 2 troopers wide, and can have any number of additional ranks. All must face the same direction.
≤1"	Open	Can coordinate attacks and provide each other mutual support. Not in base to base contact.
≤3"	Skirmish	Units must begin game in this formation or closer.
>3"	Out of Formation	Out of formation troopers must pass a CMD check at the end of their movement or flee. They may use their leader or Warcaster's CMD if within Command Range.

MOVEMENT TYPES

Order	Distance	Notes
Advance	SPD	
Charge	SPD+3"	- Warjacks Spend 1 Focus Point. Units must receive an order. - Warjacks may only make regular and special attacks. - Must have LOS and must move in a straight line. - Fails if any terrain that would effect movement is touched - Fails if target is not within melee range after movement
Charging model must move at least 3" to receive boosted damage. Only the first melee attack receives this bonus. 2D6 ≥ DEF → HIT then roll for damage. 3D6 + P + S – ARM = DAMAGE (cannot boost) May not make ranged attacks. A model ends its activation if it encounters a terrain feature or another model while moving, or outside melee range of target after moving.		
Run	SPD X 2	- Warjacks Spend 1 Focus Point - Units must receive an order - May not perform an action, cast spells, or use a feat. - Model's Activation ends immediately after running

TERRAIN MODIFIERS

Type	Effect
Open	No Effect
Rough	Move ½ Speed, No Charge or Slam
Obstacle	2" to climb, move forward 1": No Charge or Slam
Linear Obstacle	No movement penalty. May not stop on top obstacle. No Charges or Slams.
Forest	Move ½ Speed. No Charges or Slams. Blocks LOS into and out of it if >3" separates models. Blocks LOS through.
Shallow Water	Move ½ Speed, No Charge or Slam, Warjack's furnace is extinguished if Knocked Down in it.
Deep Water	Impassable, Cannot be entered voluntarily, Must be slammed, thrown or forced in, Warjack is instantly disabled and removed from play.

Models that move out of your engagement zone(0.5" or 2" if you have reach) are subject to a **Free Strike**. (+2 to hit and +1D6 for damage. Neither can be boosted. 1 attack only.)

KNOCKED DOWN (KD)

A Knocked-Down model: Is a Stationary target; Must forfeit either its movement or its combat action to stand up next activation; May face any direction when it stands; Does not receive an aiming bonus for Ranged Attacks; Cannot run or charge; Cannot channel spells; Does not block LOS; Has a 360 degree Front Arc.

COMBAT ACTION

Apply a critical effect to a successful attack if any 2 dice in the attack roll show the same number. Roll of all 6's always hits and a roll of all 1's always misses.

You Can Do the Following Types of Attacks

1 Melee Attack with each melee weapon in range or 1 Ranged Attack per range weapon in range, not exceeding weapons ROF or 1 Special Attack or 1 Power Attack (Warjacks Only, Costs 1 Focus) Melee and Ranged Attacks cannot be performed in the same activation. Addition Melee or Ranged Attacks may be made by spending 1 Focus Point per attack.
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MELEE ATTACKS (Can be Boosted)

Within ½" from targets base (or 2" if attacking model has Reach)
 $2D6 + MAT \geq DEF \rightarrow HIT$ then roll for Damage
 $2D6 + P + S - ARM = DAMAGE$

RANGED ATTACKS (Can be Boosted)

Determine if you have LOS. Declare your Ranged Attack and target. Measure to see if target is in range (RNG). If target is in range, roll to hit.
 $2D6 + RAT \geq DEF \rightarrow HIT$ then $2D6 + P + S - ARM = DAMAGE$

MAGIC ATTACKS (Warcaster OFF Spells Only, Can be Boosted)

$2D6 + FOC \geq DEF \rightarrow HIT$ (Apply Spell)

POWER ATTACKS (Warjacks Only)

HEAD-BUTT (Prime pg. 41) $2D6 + MAT - 2$ (equal or smaller base) or -4 (larger base) $\geq DEF \rightarrow HEAD-BUTT$ Damage Roll = $2D6 + STR$ (Can be Boosted) <i>(Horns or spikes add POW to damage)</i> Target is Knocked Down
PUSH (Prime pg. 44) Both models roll $D6 + STR$, if defender > attacker it resists, otherwise it is pushed directly away from the attacker 1". The attacker may Advance to remain in melee range. Attacker is subject to free strikes if Advancing .

SLAM (Prime pg. 41)
Turn to face target, move SPD + 3" if move is less than 3" make Bash Attack instead. 2D6 + MAT - 2 (equal or smaller base) or -4 (larger base) ≥ DEF → SLAM Target moves D6" away (half if target has a large base, stops if collides with terrain or equal/large base. Move over models with small base. Slammed model is Knocked Down . Damage Roll = 2D6 + STR (Can Bo Boosted) Add 1 D6 if collides with terrain or same/larger base. Models collided with suffer 2D6 + STR collateral damage (Cannot be Boosted) if they have the same/smaller base and are also Knocked Down . BASH ATTACK (Prime Pg. 40) 2D6 + MAT - 2 ≥ DEF → HIT and 2D6 + STR - ARM = DAMAGE
THROW (Prime pg 43)
2D6 + MAT - 2 ≥ DEF = THROW Requires functioning open fist. Target should be equal or smaller base. Both models roll D6 + STR. If Defender > Attacker it breaks away, otherwise it is Knocked Down and thrown half the attacker's STR in Forward Arc. A Warjack throwing a small-based model adds 1". Roll for Deviation D3". Damage Roll = 2D6 + STR (Can be Boosted) (Add 1 D6 if collides with terrain or same/larger base) Models collided with suffer 2D6 + STR collateral damage (Cannot be Boosted) if they have the same/smaller base and are also Knocked Down .
DOUBLE -HANDED THROW (Apotheosis pg. 26)
2D6 + MAT ≥ DEF = THROW Requires 2 functioning open fist. Target should be equal or smaller base. Attacker rolls 2D6 +STR and Defender rolls 1D6 + STR. If Defender > Attacker it breaks away, otherwise it is Knocked Down and thrown half the attacker's STR in inches at a target Model in LOS. If target model is in range, make a Ranged Attack Roll against it. If successful model moves in a straight line directly to target and ends it movement in base-to-base contact with it. A Warjack throwing a small-based model adds 1". If Ranged attack roll misses roll for Deviation D3. Damage Roll = 2D6 + STR (Can be Boosted) (Add 1D6 if collides with terrain or same/larger base) Models collided with suffer 2D6 + STR collateral damage (Cannot be Boosted) if they have the same/smaller base and are also Knocked Down .
ARM/HEADLOCK (Prime pg. 42)
2D6 + MAT ≥ DEF = ARM/HEADLOCK Requires functioning open fist. Target arm/head is locked and may not be used until freed. Attacker and Defender may make melee attacks with other arm/head. <i>On subsequent rounds the locked model attempts to break free. Both models roll D6 + STR. If Defender > Attacker it breaks free.</i>
TRAMPLE (Apotheosis pg. 27)
Turn and move SPD + 3" in a straight line. May move through any small-based model in path if it has enough movement to pass it. Perform melee attacks against each small-based model through which it moves through. Models hit cannot perform free strikes against Warjack and suffer damage 2D6 + STR.

Warjack Bonds (Apotheosis pg. 22)
- A Warcaster may bond to more than 1 warjack. Warjacks can be bonded to only 1 warcaster. Bonds are formed on a roll of 7 or more on a D6 (+1 for every battle) - A Warjack remains bonded until it is totaled or removed from play. - While not under the control of its warcaster, a bonded Warjack loses its bond benefits. - Roll D6 + CMD compare to faction table (pg. 23) to determine bond. May add or subtract 1 from die roll when determining effects of a bond. - A bonded Warjack may be allocated up to 4 Focus.

ATTACK ROLL MODIFIERS		
Type		Modifier
Aiming: Voluntarily forfeits movement. Doesn't change position or facing. Works only for ranged attacks.		+2 ATK
Back Strike: Begin and end your models' activation entirely in the Back Arc of your target. Do not apply modifier for Knocked Down targets		+2 ATK
Combined Ranged Attack: For units with CRA in open formation: +1 per model including attacker.		+1 per model
Combined Melee Attack: For units with CMA: +1 per model including attacker.		+1 per model
Concealment: Low hedge or mesh fence within 1" of that obscures a portion of its base from attacker against ranged and magic attacks		+2 DEF
Cover: Stone wall, giant boulder, or building within 1" that obscures a portion of its base from attacker against ranged and magic attacks.		+4 DEF
<i>A model may benefit from Concealment or Cover but not both.</i>		
Elevated Terrain: Target is on elevated terrain		+2 DEF
Movement Disabled: SPD reduced to 1". No Charging or Slamming		DEF = 7
Stationary: Has been Knocked Down or immobilized. Cannot move or attack, cast spells, use feats or give orders. Warcasters can still allocate Focus, upkeep spells and heal. Warjacks can receive Focus. Channelers		DEF = 5

channel spells. Melee Attacks auto hit.	
Cloud Effect: Cumulative with Concealment or Cover (range/magic atks.)	+2 DEF
Deep Water: Must be slammed, thrown or forced in.	DEF = 7
Target in Melee: If non-AOE attack misses the target, roll to hit other model in melee. If second attack fails no one gets hurt. No penalty for a Warcaster casting magic attacks into their own melee.	-4 ATK
Notes	
AOE attacks make 1 attack roll, but separate damage rolls [Prime p47]. AOE attacks that miss deviate D6", but no more than half the distance from the attacker to the target [Prime p47]. Only the targeted model gets the full power of the weapon if it doesn't deviate. Other models under AOE receive 2d6 + 1/2 the POW of the weapon for damage. SP attacks make separate attack and damage rolls at full POW [Prime p48]. SP attacks ignore concealment and cover [Prime p48]. When multiple effects reduce the base DEF score, use the lowest one. Apply an automatic effect every time a Warjack makes a successful attack A successful attack is one that hits, not just one that damages.	
Applying Damage	
Always Apply Damage from left to right. For Warjacks Roll 1D6 for the column number. Mark from top to bottom until full, then move on to the next column to the right, or if on column 6, move to column 1.	

Disabling Systems
System boxes are damage boxes labeled with a letter. Once all of a system's boxes have been marked, that system is disabled. Mark its system status box to show this. Disabled Arc Node: A Warjack cannot <i>channel</i> spells with a disabled arc node. Disabled Cortex: A Warjack with a disabled cortex cannot receive or use focus points. Disabled Hull: A Warjack's blank damage boxes represent its hull. A disabled hull counts toward the disabled-systems limit but has no other effect. Disabled Movement: Reduces SPD to 1" and DEF to 7. May not Charge. Disabled Weapon System: A disabled weapon may no longer make attacks. When a Warjack's shield arm is disabled its ARM reverts to the value listed in its stat bar. DISABLING A WARJACK A Warjack is disabled when any three of its systems are disabled.

Command Checks
2d6 ≤ CMD → PASS COMMAND CHECK
Model Must Make Command (CMD) Checks for:
Massive Casualties
When a unit loses 50% or more of its current members in any player's turn. Must pass CMD check or Flee .
Terrifying Entities
Comings within melee range of a model with Terror or within 3" of a model with Abomination (friendly or enemy) causes a command check before movement or actions are completed. Models/units that do not pass the command check flee.
Fleeing Models
- Immediately turns to face directly away from threat - Activated during controlling player's Maintenance Phase - Automatically Runs toward army's deployment edge on next activation. - Cannot perform any actions or use any of its special rules
Fearless Models
- Never flees - Are still subject to CMD checks that have penalties other than fleeing.

Spell Stats
Focus Cost (COST): The number of focus points a warcaster must spend to cast the spell.
Range (RNG): Same as the weapon stat. If RNG is "Caster," the spell can only be cast on the warcaster.
Area-of-Effect (AOE): Same as the weapon stat. If AOE is "CTRL," the spell affects every model in the warcaster's control area.
Power (POW): Same as the weapon stat.
Channeling: A warcaster may cast spells through any of his Warjacks equipped with an arc node (called channelers). The channeler becomes the spell's point of origin, and all ranges are measured from the channeler. The channeler must be in the warcaster's control area and have line of sight to the spell's target. The warcaster does not require line of sight to either the channeler or the spell's target.
Channeling a spell is a passive effect done during a Warcaster's activation that has no impact on the channeling model's own activation. Focus points assigned to a channeler may not be used to affect the channeled spell in any way.

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