
WARMACHINE®
HORDES®
RULES



PRIME

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RULES BASICS

GENERAL KNOWLEDGE FOR COMBAT

WARMACHINE is a fast-paced 32 mm tabletop miniatures game for two or more players set in the steam-powered fantasy world of the Iron Kingdoms; HORDES is a fully compatible game set in the wilds of the Iron Kingdoms and features powerful beings called warlocks, who harness the strength of the warbeasts that stalk the realm's dark places. This allows players to pit their forces against each other in epic battles of machines versus beasts. The rules for both games are provided together here for the first time! In both games, players collect, assemble, and paint fantastically detailed models representing the various warriors, beasts, and machines that make up their armies.

In WARMACHINE, players take on the role of elite soldier-sorcerers known as warcasters. Though warcasters are formidable, their strength lies in their magical ability to control warjacks—massive military automatons. A WARMACHINE army is built around a warcaster and his battlegroup of warjacks. Squads of soldiers and support teams can further bolster a battlegroup's combat capability.

Warjacks are powered by steam technology and arcane science controlled by a warcaster. Also called 'jacks, these mighty creations are outfitted with a plethora of weaponry and equipment. Some, known as channelers, are armed with an arc node device that lets the warcaster project spells through them. A warcaster maintains telepathic contact with the 'jacks in his battlegroup and continually draws 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, or cast powerful spells. If a warcaster falls, his 'jacks become little more than hulking iron shells. A crucial component of strategy is the warcaster's management of focus to boost his warjacks' abilities. Properly allocated, focus points can enhance a 'jack's impressive combat power significantly!

In HORDES, players control powerful warrior-sorcerers or battle-shamans known as warlocks. Though warlocks are formidable, their strength lies in their parasitic synergy with savage warbeasts—monstrous creatures of flesh, blood, and bone—that allow the warlocks to contest the most industrial armies. A HORDES army is built around a warlock and his warbeasts. Bands of warriors and other allies can further bolster a horde's combat capabilities.

Warbeasts are mighty creatures drawn from the wilds and trained for combat. They are bred or chosen for their ability to fight and heed their warlock's commands. Most rely on claw and fang, but some wield massive weapons or boast supernatural powers. A warlock maintains mental contact with the warbeasts in his battlegroup and can force them to attack with greater accuracy and strength or evoke latent arcane abilities, increasing the beasts' fury. The warlock can leech this fury from his warbeasts and use it to boost his combat abilities, heal his battlegroup, stave off injury, or cast formidable spells. If a warlock falls, his warbeasts lose interest in the fight and soon fall to their enemies on the field. A crucial component of strategy is the warlock's management of warbeasts' fury to enhance their attacks and fuel his own powers. Too much fury can backfire, however, causing warbeasts to frenzy uncontrollably and attack whatever is nearest—whether friend or foe.

Summary of Play

Before a battle begins, players agree on an encounter level, which determines the scope of the game being played, and a scenario for play. They then create their armies based on those guidelines. Next, the players determine the turn order. Once established, the turn order will not change throughout the game. Players then deploy their forces and prepare for battle to begin.

Battles are conducted in a series of game rounds. During a game round, each player receives one turn to command his army. During his turn, a player activates all the models in his army, one after another. When activated, a model can move and then make one of a variety of actions such as attacking or repairing a warjack. Once both players have taken their turns, the current game round ends and a new one begins, starting again with the first player. Game rounds continue until one player wins by destroying the opposing warcaster or warlock, meeting the scenario objectives, or accepting the surrender of his opponent or opponents.

WHAT YOU NEED

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

- 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, like the official token sets offered by Privateer Press, to indicate focus points, spell effects, etc.
- Rules for all the models in your army. You can either use the print cards for your models for free from our online card database at http://cards.privateerpress.com, or you can download War Room, the digital WARMACHINE and HORDES companion app from the iTunes, Google Play, or Amazon App stores. When using physical cards, we recommend you put them in card sleeves and use a dry erase marker to mark damage.
- Templates for various effects for use during play. You can either use the high-quality laser-cut acrylic versions produced by Privateer Press or print your own at http://www.privateerpress.com/rules.

Dice & 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 one to four dice. Die rolls often have modifiers, which are expressed as + or – some quantity after the die roll notation. For example, melee attack rolls are described as "2d6 + MAT." This means "roll two six-sided dice and add the attacking model's MAT stat to the result."

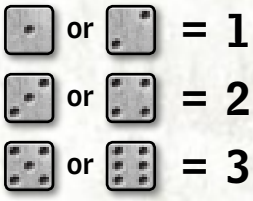
Some events call for rolling a d3. To do so, roll a d6, divide the result by 2, and round up.

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

DICE SHORTHAND

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

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



Additional Dice & Boosted Rolls

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

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

Some effects grant models boosted attack or damage rolls. **Boosting** a roll allows you to roll one extra die. If a model has a rule that gives it the option to boost a roll, you must declare that it is boosting before rolling any dice for the roll. Each attack or damage roll can be boosted only once, but a model can boost multiple rolls during its activation. When an attack affects several models, the attack and damage rolls against each individual model must be boosted separately.

Even though they affect dice rolls similarly, boosting a roll is different than gaining additional dice. A roll can be boosted and gain additional dice.

> **EXAMPLE:** *The damage roll for a charge attack that hits is boosted, meaning it adds an extra die to its damage roll. Because this roll is already boosted, the model cannot spend focus to boost the damage roll again in order to receive a total of two extra dice on the roll. A model that receives an additional die on an attack or damage roll can still also boost that roll, however.*

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, Model Names & Rules References

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

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

All models you control are **friendly models**. Models controlled by your opponent are **enemy models**.

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

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

The various nations and forces within the Iron Kingdoms are represented by the different Factions. Armies are made up of models from a single Faction and can also include Mercenaries that will work for that Faction. When a rule references "Faction" it refers to the Faction of the model carrying the rule. On a Mercenary model, for instance, "friendly Faction warjack" means "friendly Mercenary warjack," while the same text on a Cygnar model means "friendly Cygnar warjack."

The names of the models and units in WARMACHINE appear on two lines that describe what the model is called and what type of model it is. Each model also has a name that appears on its stat profile. Rules in WARMACHINE can refer to a model by any of these identifiers. Additionally, a model can be identified by its own rules; for this to apply to a unit, however, all models in the unit must have the identifying rule.

> **EXAMPLE:** *The Knights Exemplar unit has the name "Knights Exemplar" (listed on the first line) and is a "Protectorate Unit" (listed on the second line). This unit could be referenced specifically as Knights Exemplar, as a Protectorate unit, as a unit, or as Exemplars.*

> **EXAMPLE:** *Gius and Casian are part of the Visgoth Juviah Rhoven & Honor Guard character unit. These models have a rule that is not shared by Visgoth Rhoven stating that they are Exemplar models. As a result Gius and Casian are affected by special rules that affect Exemplars, but Rhoven is not. Furthermore, because the Exemplar rule is not shared by all models in the unit and the word "Exemplar" does not appear on either line of the unit's name, the unit is not considered an Exemplar unit.*

> **EXAMPLE:** *The Hunters Grim is a warlock unit consisting of Grim Angus and his two hunting buddies, Muggs and Krump. Grim has a rule stating that he is a Trollkin model, while Muggs and Krump have a rule stating that they are Pygs. As a result, Grim is affected by special rules that affect trollkin, and Muggs and Krump are affected by rules that affect Pygs. Because neither the Trollkin nor the Pyg rule is shared by all models in the unit, however, the unit is not considered a Trollkin unit or a Pyg unit.*

> **EXAMPLE:** *Captain Jonas Murdoch is a Ranking Officer that can be added to a Mercenary unit in a Cygnar army. Murdoch has a rule that he is a Trencher model. As a result Murdoch is affected by special rules that affect Trenchers, but the other models in his unit are not. Furthermore, because the Trencher rule is not shared by all models in the unit, the unit is not considered a Trencher unit.*

> **EXAMPLE:** *The Mechanithrall unit has the Undead advantage. This unit could be referenced as an undead unit.*

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, the Mercenary model Rutger Shaw has a Partner rule that grants the Dodge special rule to the Mercenary solo Taryn di la Rovissi while she is in Rutger's command range. Taryn gains Dodge only if her controlling player also controls Rutger. An enemy Rutger model does not grant Dodge to Taryn.

Rule Priority

WARMACHINE is a complex game that provides a multitude of play options, but its rules are intuitive and easy to learn. The standard rules lay the foundation for the game and provide all the typical mechanics used in play. Additional rules apply to specific models and modify the standard rules in certain circumstances. When they apply, the rules of individual models take precedence over the rules in this rulebook.

Unless otherwise specified, multiple instances of the same effect (that is, effects with the same name) affecting a model are not cumulative. If a model is affected by more than one instance of an effect, the effect does not expire until all instances of the effect expire.

> **EXAMPLE:** *A spell that grants Dark Shroud is not cumulative with the Dark Shroud rule of Bane Warriors, because those effects have the same name.*

Different effects are cumulative with each other, however, even if they apply the same modifier to a model. For example, a model in a Burning Ash cloud without Immunity: Fire suffers –2 to its attack rolls. Ashen Veil also reduces models' attack rolls by 2 but has a different name, so a model affected by both would suffer –4 to its attack rolls.

Occasionally, two special rules conflict. Use the following guidelines, in order, to resolve special rules interactions.

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

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

Active or Inactive Player

If a model is making an attack, its controller is the **active player**. If no model is making an attack, the active player is the player whose turn it is. In both cases, the other player is the **inactive player**. When resolving effects that occur "after the attack is resolved," the active and inactive players remain the same as during the attack until all effects triggered by the attack (see below) are resolved.

Triggers

Some rules will describe conditional effects, also referred to as "triggered" effects. These rules will typically describe the trigger condition, the timing of the trigger, the resulting effect, and the timing of the resolution of this effect. If no specific timing is described, the effect is resolved upon the trigger condition being met.

If a triggered effect contains an optional part, indicating the player "can" do something, the player can choose not to resolve that part of the effect but the trigger will still count as having resolved.

Whenever two or more special rules are triggered at the same time, such as "attack hit" or "end activation," the active player chooses the order in which special rules on his models resolve and resolves them, then the inactive player chooses the order in which special rules on his models resolve and resolves them.

Some effects cause certain conditions of an attack, such as whether it hit or what models it disabled or destroyed, to change during resolution. When resolving triggered effects, recheck trigger conditions as you resolve each special rule. If a condition is no longer met, the effect does not resolve. Similarly, if an effect on one model causes a condition to change on another model, effects triggered by that condition will resolve for each of those models.

> **EXAMPLE:** *A Bloat Thrall has the Death Blast special rule, which causes it to explode when disabled. If it is also affected by Terminus' Shadow of Death (which grants Tough to undead models) when an enemy model disables it, both Tough and Death Blast need to resolve as inactive player effects. The inactive player decides which effect resolves first. If you resolve Death Blast first, the Bloat Thrall will explode and be removed from play, and then Tough does not resolve. If you resolve Tough first and pass the check, the Bloat Thrall removes 1 point of damage and so is no longer disabled. Death Blast then will not resolve, as its condition is no longer met. If you fail the Tough check, the Bloat Thrall will remain disabled; the condition of a disabled model will still be met, and Death Blast will resolve.*

Use of "Any Time" Special Rules

Spells, feats, and other special rules that state they can be used "at any time during this model's activation" can be used before moving, after moving, before making an attack, or after an attack but not while moving, attacking, or resolving another triggered effect. A model cannot interrupt movement or an attack to use one of these special rules.

> **EXAMPLE:** *Warlocks and warcasters can cast spells "at any time during their activation." This means Goreshade the Bastard can cast a spell before and after moving, before and after an attack, before using his feat, and after placing all models from his feat. He cannot, however, cast a spell while he is moving, making an attack, or using his feat to place Bane Warriors into play.*





Sportsmanship & Sharing Information

Although WARMACHINE simulates violent battles between rival forces, you should still strive to be a good sport 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.

Resolving Rules Issues

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

During a game, try to resolve any such issue quickly in the interest of keeping the game flowing. There will be plenty of time after the game to determine the best answer, which you can then incorporate into future games.

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

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

Measuring Distances

A player can measure any distance for any reason at any time.

A model is **within** a given distance when the nearest edge of its base is within that distance. If two models are exactly a certain distance apart, they are considered to be within that distance of each other.

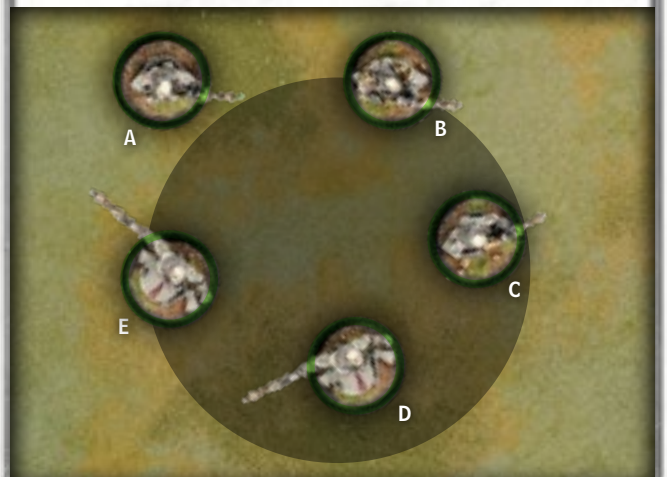
A model is **completely within** a given distance when its entire base is within that distance.

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

When determining the effects of a rule that affects models within a specified distance of another model, the effect is a circular area that extends out from the edge of the specified model's base and includes the area under the model's base. Unless the rule says otherwise, that model is considered to be completely within the area described.

WITHIN VS. COMPLETELY WITHIN

Bile Thrall A is ***not within*** the shaded area. Bile Thralls B and E are ***within*** the shaded area. Bile Thralls C and D are ***completely within*** the shaded area.



MODELS

MODEL TYPES, STATS & 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, warlocks, warbeasts, troopers, solos, structures, and battle engines. Troopers, solos, and non–battle engine warcasters and warlocks are **warriors**. Models are considered to be **living** unless otherwise noted.

Independent Models

Independent models are those that activate individually. Warcasters, warjacks, warlocks, warbeasts, solos, structures, and battle engines are independent models.

Warcasters

A **warcaster** is a tremendously powerful sorcerer, warpriest, or battle mage with the ability to control a group of warjacks telepathically. A warcaster is a deadly opponent highly skilled in both physical combat and spellcasting. A **battlegroup** led by a warcaster includes the warcaster and the warjacks it controls.

During battle, a warcaster commands its battlegroup of warjacks in an effort to complete its objectives. A warcaster can use his focus points to enhance its combat abilities and cast spells, or it 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 its magical powers.

Warcasters are generally independent models, though some warcasters command their own units (see "Warcaster Units," p. 70). A model with the model type "Warcaster" has many rules that are common to all warcasters and are not listed on the model's stat card (see "Warcaster Special Rules," p. 68). All warcasters are characters.

Warjacks

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

OTHER NAMES FOR WARJACKS

Some of the Factions of WARMACHINE use different names for their warjacks. Cryx light warjacks are known as "bonejacks," and their heavy warjacks are known as "helljacks." The Retribution of Scyrah calls their warjacks "myrmidons," while the Convergence of Cyriss calls their warjacks "vectors." Bonejacks, helljacks, myrmidons, and vectors are all warjacks, however.

A **warjack** is a steamjack built expressly to wage war. Armed with fearsome ranged and close-combat weaponry, a warjack is more than a match for a dozen soldiers. Though able to think and operate independently, a warjack reaches its full destructive potential only when controlled by a warcaster. The warcaster forms a telepathic link to each of the warjacks in his battlegroup. This link lets the warcaster give his warjacks commands and use focus to boost their abilities with just a thought. Through focus, a warcaster can make his warjacks' attacks more accurate and powerful. A well-controlled warjack can even make amazing power attacks, such as slamming its opponents into buildings, head-butting them into the ground, or even throwing them.

The telepathic connection linking a warcaster to his warjacks is fragile. A warjack whose cortex is crippled cannot have focus points. Even worse, should a warcaster become incapacitated, his telepathic link to his 'jacks is severed. The accompanying feedback of uncontrolled magical energies overloads his warjacks' cortexes and causes the machines to become inert.

Warjacks are classified according to base size: a **light warjack** has a **medium base** (40 mm), a **heavy warjack** has a **large base** (50 mm), and a **colossal** has a **huge base** (120 mm). Each warjack is an independent model even though it is assigned to a specific battlegroup. All warjacks have the Construct advantage and are not living models.

Models with the model type "Warjack" have many rules that are common to all warjacks and are not listed on their stat cards. These rules are detailed on pp. 66–81.

Warlocks

In HORDES, the parallel of the warcaster is called a **warlock** and is a commander of raging beasts and feral troops. A warlock is a tremendously powerful sorcerer, shaman, or druid with the ability to control a group of warbeasts telepathically. A deadly opponent, warlocks are highly skilled in both physical combat and spellcasting. A **battlegroup** led by a warlock includes the warlock and the warbeasts it controls. A warlock can force only the warbeasts in its battlegroup.

A warlock can use fury points drawn from the warbeasts in its battlegroup to enhance its own combat abilities and cast spells. Throughout a battle, the warlock forces warbeasts to bolster their effectiveness in combat.

Warlocks are generally independent models, though some warlocks command their own units (see "Warlock Units," p. 77). A model with the model type "Warlock" has many rules that are common to all warlocks and are not listed on the model's stat card (see "Warlock Special Rules," p. 75). All warlocks are characters.

Warbeasts

Warbeasts are creatures noted for formidable battle prowess and a capacity to be controlled by warlocks. Warbeasts come in a variety of shapes and sizes and are drawn from diverse geographies and ecologies. They are smarter than animals but more primitive and savage than the races fighting across the face of Immoren. Each of the armies in HORDES brings distinct types of warbeasts to their battles and employs specialized techniques in recruiting and controlling them. Once warbeasts are brought to fight, the fury of their attacks strengthens their warlocks, and together they form an almost-unstoppable synergy.

Warbeasts would be considered terrible monsters by civilized nations, for each is capable of ripping even armed foes limb-from-limb. Many have had their considerable natural abilities enhanced with heavy armor and the best-made weapons available. Most have endured considerable training to capitalize on their abilities and fight ably alongside warriors and warlocks. Though warbeasts are capable of acting on their own, a warlock's dominating will overrides their individuality except in cases of frenzy (p. 72).

Warbeasts are classified according to base size: each **lesser warbeast** has a **small base** (30 mm), a **light warbeast** has a **medium base** (40 mm), a **heavy warbeast** has a **large base** (50 mm), and a **gargantuan** has a **huge base** (120 mm). Each warbeast is an independent model even though it is assigned to a specific battlegroup.

Models with the model type "Warbeast" have many rules that are common to all warbeasts and are not listed on their stat cards. These rules are detailed on p. 71.

Solos

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

Structures

Structures represent unmoving fortifications on the battlefield. Structures are independent models with huge bases (120 mm). Structures have a number of special rules, which can be found on p. 85. Most structures have the Construct advantage and are not living models.

Battle Engines

Battle engines are powerful weapons of war. Battle engines are independent models with huge bases (120 mm). Battle engines are not warrior models. Battle engines have a number of special rules, which can be found on p. 82. Most battle engines have the Construct advantage and are not living models.

Units

A **unit** is a group of similarly trained and equipped warrior models—such as swordsmen, riflemen, and mechanics—who operate together as a single force. All models in a unit are **troopers**, and every unit includes a unit commander and one or more additional troopers. Models in units do not activate individually; instead, all members of the unit activate at the same time and progress through the steps of an activation together. See "Anatomy of a Unit" on p. 62 for more detailed rules on units.

Grunts

Grunts are the basic troopers in a unit.

Unit Commanders, Leaders & Officers

Each unit is led by a **unit commander**. A unit commander is a trooper that has the ability to give its 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 **command attachments** and **weapon attachments**. A unit can have only one command attachment and up to three weapon attachments. Attachments are easily identified by their "Attachment" rule, which specifies the unit or units to which they can be attached.

Model Profiles

Every model and unit has a unique profile called a **model entry** that translates its combat abilities into game terms. WARMACHINE uses a set of stats to quantify and scale the attributes fundamental to gameplay. In addition, a model can have special rules that further enhance its performance.

A model or unit's **stat card** provides a quick in-game reference of its profile and special rules. The card's front lists the model's name and model type, field allowance, and point cost; its model and weapon stats; 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 and warlocks have an additional stat card that explains their spells and feats.

Model Statistics

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



Commander Coleman Stryker

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

STR, Strength – A model's physical strength. STR is used to calculate melee damage.

MAT, Melee Attack – A model's skill with melee weapons such as swords and hammers or with natural weapons like fists and teeth. A model uses its MAT when making melee attack rolls.

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

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

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

CMD, Command – Every model with a CMD stat has a **command range** equal to its CMD in inches. A model is always completely within its own command range. Models in a unit that are in their unit commander's command range are considered to be in formation (see "Unit Formation," p. 64).

FOCUS, Focus – A measure of a model's arcane power. Only models with the Focus Manipulation special rule, such as warcasters, have a FOCUS stat. Focus determines a model's control range and beginning focus points. A model uses its FOCUS when making magic attack rolls.

FURY, Fury – Like FOCUS, FURY is a measure of model's primal arcane power. For warbeasts, FURY indicates how much the beast can be forced. When warbeasts are forced to perform certain actions, they generate fury. Models with the Fury Manipulation ability, such as warlocks, draw on tha tfury to enhance their own abilities. FURY determines a model's control range and beginning fury points, and the model uses its FURY when making magic attack rolls.

THR, Threshold – A measure of a warbeast's ability to resist frenzy (p. 72).

Base Stats, Current Stats & Modifiers

Rules in WARMACHINE can refer to a model's base stats or to its current stats. A model's **base stats** are typically those printed in its stat bar. Some special rules can change the base stat of a model to a specific value, however. Apply this change before applying any other modifiers to the stat. If a model is affected by multiple rules that change a base stat, the base stat becomes the lowest value.

If the base stats of a model are modified, they are then referred to as the model's **current stats**. Unless a rule specifies otherwise, always use a model's current stats.

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

1. Apply modifiers that double the stat.
2. Apply modifiers that halve the stat.
3. Apply bonuses that add to the stat.
4. Apply penalties that reduce the stat.

The result is the model's current stat. A model's base and current stats can never be reduced to less than 0.

> **EXAMPLE:** *Stationary models have a base DEF of 5, and cover grants +4 DEF. Therefore, a stationary model behind cover has a current DEF of 9 (base DEF 5 + 4 DEF for cover). A stationary model (base DEF 5) affected by Deneghra's feat The Withering (–2 DEF) would have a current DEF of 3.*
>
> *Note that these limitations apply only to the stats themselves and not to attack rolls. A Deliverer Skyhammer with RAT 5 affected by Deneghra's feat The Withering (–2 RAT) has a current RAT of 3. The Deliverer suffers –4 to its attack roll from its weapon's Inaccurate rule, so what would have been 2d6 + 3 becomes 2d6 – 1 even though the stat itself is not less than 0.*

Model Special Rules

Most WARMACHINE combatants are highly specialized and trained to fill unique roles on the battlefield. To represent this, models have **special rules** that take precedence over the standard rules. Special rules include advantages, feats, immunities, orders, special actions, special attacks, spells, weapon qualities, and other rules that appear on a model's card and in its model entry.

In addition, some model types have additional rules that appear in the text of a book. For example, warjacks and warcasters have additional rules that appear in the "Warjacks" (p. 66) and "Warcasters & Focus" (p. 68) sections of this rulebook, which detail many special rules common to all warcasters and warjacks that do not appear on their stat cards or model entries. Likewise, warlocks and warbeasts have additional rules that appear in the "Warbeasts" (p. 71) and"Warlocks & Fury" (p. 75) sections of this rulebook.

Some special rules have a range (RNG). A rule's range is the maximum distance in inches it can be used to affect another model or unit (see "Measuring Range," p. 38). A RNG of "CMD" indicates the special rule has a range equal to the model's Command stat. A model with a special rule that has a RNG is the point of origin of the rule's effect (see "Point of Origin & Origin of Damage," p. 38).

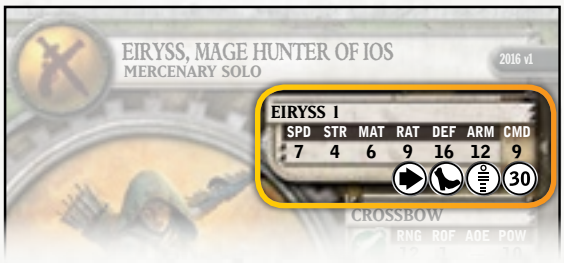
If the target model is within range, it is affected by the special rule. If the target model is outside the range, it is not affected but the special rule has still been used. Spells and attacks have their own rules for measuring range and determining the effects of making an action if the target is out of range.

If a model can be a valid target for its own special rule, then it is always within range of its special rule.

> **EXAMPLE:** *Kommandant Irusk has some Battle Plan special rules with RNG 5 that can target warrior models. Because Irusk is a warrior model, he can target himself with his Battle Plans and is always within range.*

Advantages

Advantages are common special rules that many models have. A model's advantages are marked as icons on its stat bar, along with its base size. The rules for advantages are listed below. Advantages are always in effect.



These icons show that Eiryss, Mage Hunter of Ios has the Advance Deployment, Pathfinder, and Stealth advantages and a base size of 30 mm.

Advance Deployment – This model can be placed after normal deployment, up to 6″ beyond the established deployment zone (p. 25).

Amphibious – This model treats shallow water as open terrain (p. 89) while advancing (p. 28). While completely in shallow water, this model gains concealment (p. 49) and does not block line of sight.

Arc Node – This warjack is a channeler equipped with an arc node and can act as a conduit for spells cast by its warcaster (p. 81).

Assault – This model can make an Assault ranged attack (p. 50).

Cavalry – This model is a cavalry model (p. 83).

Combined Melee Attack – This model can participate in combined melee attacks with other models in its unit (p. 65).

Combined Ranged Attack – This model can participate in combined ranged attacks with other models in its unit (p. 65).

Construct – This model is a construct and is not a living model.

Eyeless Sight – This model ignores cloud effects (p. 60) when determining line of sight. This model ignores concealment (p. 49) and Stealth (p. 15) and never suffers Blind.

Flight – This model treats all non-impassable terrain as open terrain (p. 89) while advancing. It can advance through obstructions and other models if it has enough movement to move completely past them. While charging, slam power attacking, or trample power attacking, this model does not stop its movement when it contacts an obstacle, an obstruction, or another model. This model ignores intervening models when declaring its charge target. While knocked down or stationary, this model loses Flight.

Gunfighter – This model is a gunfighter (p. 50).

Incorporeal – This model treats all non-impassable terrain as open terrain (p. 89) while advancing. It can move through obstructions and through other models if it has enough movement to move completely past them. While charging, slam power attacking, or trample power attacking, this model does not stop its movement when it contacts an obstacle, an obstruction, or another model. Other models, including slammed, pushed, or thrown models, can move through this model without effect if they have enough movement to move completely past it. This model does not count as an intervening model. This model is immune to continuous effects and non-magical damage. This model cannot be moved by a push, slam, or throw. When this model makes a melee or ranged attack, before the attack roll is made it loses Incorporeal until the start of its next activation. This model cannot make free strikes while Incorporeal.

'Jack Marshal – This model is a 'jack marshal and can command warjacks (p. 84).

Officer – This model is an Officer (p. 62).

Parry – This model cannot be targeted by free strikes.

Pathfinder – This model treats rough terrain as open terrain (p. 89) while advancing. While charging, slam power attacking, or trample power attacking, this model does not stop its movement when it contacts an obstacle.

Soulless – This living model does not generate a soul token (p. 60) when it is destroyed.

Stealth – Ranged and magic attacks targeting this model from a point of origin (p. 38) greater than 5″ away automatically miss. This model is not an intervening model (p. 34) when determining line of sight from a model more than 5″ away.

Tough – When this model is disabled (p. 59), roll a d6. On a 5 or 6, remove 1 damage point from this model; it is no longer disabled and becomes knocked down (p. 61). While knocked down, this model loses Tough.

Undead – This model is an undead model and not a living model.

Immunities

Immunities are advantages that protect models from some types of damage and effects. A model never suffers damage from a damage type 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. 55).

Immunity: Corrosion – This model does not suffer corrosion damage (p. 55) and is immune to the Corrosion continuous effect (see below and p. 61).

Immunity: Electricity – This model does not suffer electrical damage (p. 55). Additionally, when lightning arcs as a result of a special rule, ignore models with Immunity: Electricity when determining which model the lightning arcs to. Lightning cannot arc from a model with Immunity: Electricity . Lightning cannot arc from a model with Immunity: Electricity .

Immunity: Fire – This model does not suffer fire damage (p. 55) and is immune to the Fire continuous effect (see below and p. 61).

Immunity to Continuous Effects

Some immunities and special rules also grant immunities to some or all **continuous effects** (p. 61). A model that is immune to a continuous effect never suffers the effect; the continuous effect is never applied to that model. If a model gains immunity to a continuous effect while suffering that effect, the continuous effect immediately expires.

Feats

Each warcaster and warlock has a unique and powerful special rule called a feat that can be used only once per game (p. 69).

Orders

An order lets a unit perform a specialized combat maneuver (see "Issuing Orders," p. 64).

Special Actions (★Actions) & Special Attacks (★Attacks)

A model can make a special action or a special attack during its Combat Action if it meets the requirements for the special action's or special attack's use (see "Combat Actions," p. 34).

Spells

Some models have the ability to cast spells during their activations (see "Spells, Spellcasting & Animi," p. 78).

Weapon Qualities

Weapon qualities are special effects that are marked as icons on a weapon's stat block. See p. 18 for a full list.



Weapon Statistics

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



Sample Ranged Weapon Stat Bar for Two Identical Weapons



Sample Melee Weapon Stat Bar



Sample Mount Weapon Stat Bar

RNG, Range – The maximum distance in inches between the attack's point of origin and the target before the attack will automatically miss (see "Making Attacks," p. 39). Measure range from the edge of the point of origin's base nearest to the target, up to the maximum range of the attack (see "Measuring Range," p. 38 and p. 78). Spray attacks use special range descriptors beginning with "SP" (p. 53). A RNG of "CTRL" indicates the weapon can target any model in the attacking model's control range. Remember, the attacking model needs line of sight to a model to target it (p. 34). A RNG of "*" indicates the model's special rules contain information about determining the RNG. Some special rules can affect a weapon's range. If a weapon's RNG is reduced to 0 or less by some effect, the weapon cannot be used to make attacks.

ROF, Rate of Fire – The number of initial attacks a model can make with this ranged weapon during its activation.

> **EXAMPLE:** *The Dual Cannon on Cygnar's Charger has ROF 2. When the Charger makes ranged attacks with its Dual Cannon during its activation, it can make two attacks. The Cyclone Cannon on the Retribution's Manticore has ROF d3. When the Manticore's controlling player declares the warjack is going to make ranged attacks with its Cyclone Cannon, that player first rolls a d3 and then can make up to the number of attacks indicated.*

AOE, Area of Effect – The diameter in inches of the template an area-of-effect (AOE) weapon uses for determining which models are hit by the attack. When using an AOE weapon, center the template on the determined point of impact. All models within the template are affected and potentially suffer the attack's damage and effects. (See p. 51 for detailed rules on AOE attacks. Templates for AOEs can be found at http://cards.privateerpress.com.)

POW, Power – The value used when making damage rolls. A weapon or attack marked with a POW of "—" does not cause damage. Some special rules can affect a weapon's POW. A weapon's POW can never be reduced to less than 0.

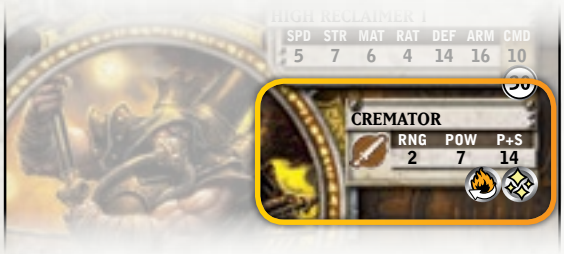
P+S, Power plus Strength – The P+S value provides the sum of the model's base STR and the melee weapon's POW for quick reference.

L/R/H/S, Location – The weapon stat bars of warjacks and huge-based models indicate where their weapons are located: left arm (L), right arm (R), head (H), or superstructure (S). When all of a warjack's system boxes for a location have been damaged, that system is crippled (see "Crippling Systems," p. 56). A weapon that is not in one of these locations is marked with "—."



Weapon Qualities

Weapon qualities are special rules that are marked as icons on a weapon's stat block.



These icons show that the High Reclaimer's melee weapon Cremator has Continuous Effect: Fire and Damage Type: Magical.

Blessed – Attacks with this weapon ignore bonuses from spells, including animi, that add to a model's ARM or DEF.

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

Chain Weapon – Attacks with this weapon ignore the Buckler and Shield weapon qualities and Shield Wall.

Continuous Effect: Corrosion – A model hit by this attack suffers the Corrosion continuous effect (p. 61).

Continuous Effect: Fire – A model hit by this attack suffers the Fire continuous effect (p. 61).

Critical Corrosion – On a critical hit (p. 39), the model hit by this attack suffers the Corrosion continuous effect (p. 61).

Critical Disruption – On a critical hit on a warjack, the warjack suffers Disruption. A warjack suffering Disruption loses its focus points and cannot channel spells or gain focus by any means, including by being allocated focus, for one round.

Critical Fire – On a critical hit (p. 39), the model hit by this attack suffers the Fire continuous effect (p. 61).

Damage Type: Cold – This weapon causes cold damage (p. 55).

Damage Type: Corrosion – This weapon causes corrosion damage (p. 55).

Damage Type: Electricity – This weapon causes electrical damage (p. 55).

Damage Type: Fire – This weapon causes fire damage (p. 55).

Damage Type: Magical – This weapon causes magical damage (p. 56).

Disruption – A warjack hit by this attack loses its focus points and cannot channel spells or gain focus by any means, including by being allocated focus, for one round.

Open Fist – This weapon is an Open Fist. A warjack can use a weapon with an Open Fist to make some power attacks (p. 42).

Shield – This weapon is a shield that gives the model a cumulative +2 ARM bonus; for example, a model with two of them gains a bonus of +4 ARM. A model does not gain this bonus while the weapon system with the shield is crippled or when resolving damage that originates in its back arc (p. 19).

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

Damage Capacity, Damage Grids & Life Spirals

A model's **damage capacity** determines how many damage points it can suffer. Most troopers do not have a damage capacity. The entry for a model with damage capacity gives the total amount of damage it can suffer. Its stat card provides a row of **damage boxes** for tracking the damage it receives. The damage boxes for some models, such as warjacks, are arranged in a **damage grid**. On warbeasts, damage boxes are represented as circles and are arranged in a life spiral.

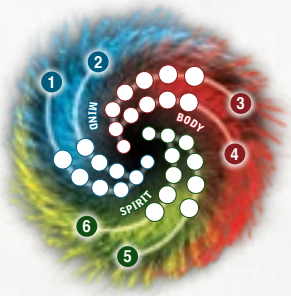
Every time a model with multiple damage boxes suffers damage, mark one damage box for each damage point taken. (See "Recording Damage," p. 56, for more.)

A warjack can suffer from crippled systems before its damage grid is completely filled, however. 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 "Crippling Systems," p. 56).

A warbeast can suffer from crippled aspects before its **life spiral** is completely filled, however. A warbeast's life spiral is arranged into three aspects: Mind, Body, and Spirit. When all damage boxes for a specific aspect have been marked, that aspect is crippled.



Sample damage grid from a warjack stat card



Sample life spiral from a warbeast stat card

Base Size & Facing

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

Base Size

The physical size and mass of a model are reflected by its **base size**. There are four base sizes: **small bases** (30 mm), **medium bases** (40 mm), **large bases** (50 mm), and **huge bases** (120 mm). Generally, most human-sized warrior models have small bases; larger creatures and light warjacks have medium bases; very large creatures and heavy warjacks have large bases; and colossals and massive vehicles, like battle engines, have huge bases. An icon indicating base size (30, 40, 50, or 120) appears on a model's stat bar.

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**. Many players find it helpful to make a small mark on either side of each model's base to indicate where the front arc ends and the back arc begins instead of relying on the positioning of its shoulders. If a model lacks shoulders, you must mark its base or discuss its facing with your opponent before the game starts.



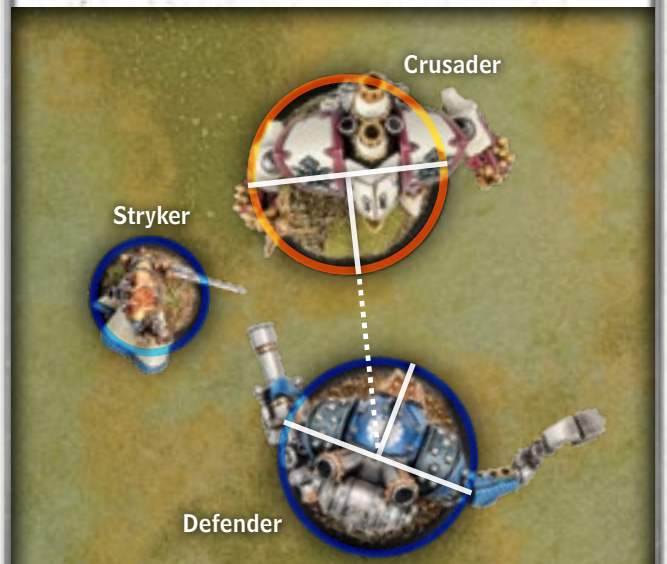
A huge-based model's front arc and fields of fire are marked on its base. See "Huge-Based Models & Line of Sight," p. 37, for details.

A model's front arc determines its perspective of the battlefield. A model typically directs its actions, determines line of sight, and makes attacks within 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 that has any part of its base within another model's front arc does not count as being in that model's back arc.

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

FACING & DIRECTLY FACING

The Crusader is **facing** both Commander Coleman Stryker and the Defender. The Crusader is **directly facing** the Defender. Note that although it is facing the other 'jack, the Defender is **not directly facing** the Crusader.



MARKING YOUR MODEL'S FACING

We recommend you paint lines on your models' bases to identify their facing clearly.



WOLDWARDEN
Circle Heavy Warbeast

PREPARING FOR WAR

ARMY BUILDING, ENCOUNTER LEVELS & SETUP

When you and your opponent decide to play a game of WARMACHINE, you begin by deciding on the size of the game you intend to play, determined by its point size or encounter level (see "Encounter Levels," next, and "Point Costs," p. 21). The more army points in a game, the larger the armies and the longer the game.

Next you should agree on which scenario you will play. Scenarios are missions or special circumstances that determine the conditions of the battle and how to win the game.

Once a scenario has been determined, both players make their armies and prepare for battle.

Encounter Levels

WARMACHINE battles are played at different encounter levels to allow for a diversity of army sizes, strategies, and game experiences. Smaller games are a good starting point for new players who are learning the rules and building their first armies. Over time players can expand to larger games to broaden the scale of their battles. Each **encounter level** lists the maximum number of points each player can spend when designing an army. You need not spend every point available, but your army's point total cannot be more than 5 points under the determined amount and cannot exceed the set number of army points.

Each encounter level also dictates the number of warcasters and warlocks available to each player. In larger battles, you can field multiple warcasters and warlocks for greater might.

Encounter levels also determine the number of free models/units a player can Requisition for their army when playing with a theme force (see "Theme Forces & Requisitions," p. 24).

Warjack points can be combined with army points to pay for the warjacks in a warcaster's battlegroup. Likewise, warbeast points can be combined with army points to pay for the warbeasts in a warlock's battlegroup.

> **EXAMPLE:** *Kelly and Adam decide to play a skirmish game at 10 army points because they want a game that includes just warcaster battlegroups and a couple of extra solos. Kelly's warcaster is High Exemplar Kreoss, who grants 29 warjack points. Kelly selects 33 points of warjacks for Kreoss' battlegroup and has 6 army points left over for other models. He chooses to include a Knights Exemplar Seneschal, which costs 5 army points. Kelly spends his last point on a Wrack solo.*
>
> *Adam chooses Iron Lich Asphyxious as his warcaster, so he gets 28 warjack points. Adam has 34 points of warjacks that he wants to put in his army, so he assigns them all to Asphyxious' battlegroup. Because he used 6 of his 10 army points filling the battlegroup, Adam has just enough left to include a 4-point Skarlock Thrall.*

Duel

Max. Warcasters or Warlocks: 1 | Army Points: 0
Number of Requisition Options: 0

A duel occurs when two warcasters cross paths, sometimes on special assignments, other times to settle old scores. Duels include only warcasters and the warjacks in their battlegroups. This encounter level is perfect for playing with the contents of a battlegroup box. Theme forces cannot be used at this encounter level.

Skirmish

Max. Warcasters or Warlocks: 1 | Army Points: 10
Number of Requisition Options: 0

A skirmish is a battle between warcasters and a few trusted companions. This encounter level is perfect for players just beginning to expand their armies.

Rapid Assault

Max. Warcasters or Warlocks: 1 | Army Points: 25
Number of Requisition Options: 1

A rapid assault is a conflict between warcasters and their battlegroups supported by a small retinue of units and solos. Rapid assaults can occur over such things as routine border patrols or elite surgical missions.

Clash of Arms

Max. Warcasters or Warlocks: 1 | Army Points: 50
Number of Requisition Options: 2

Clashes are small battles between well-rounded forces. Though such encounters can be decided relatively quickly, they give players a sense of the greater conflicts to come.

Pitched Battle

Max. Warcasters or Warlocks: 1 | Army Points: 75
Number of Requisition Options: 3

Pitched battles are sizeable conflicts between significant forces. They are considered the average engagement size for a game of WARMACHINE.

Grand Melee

Max. Warcasters or Warlocks: 1 | Army Points: 100
Number of Requisition Options: 4

A grand melee is a battle between large forces under the direction of individual commanders. A grand melee is the largest battlefield conflict suited for a single warcaster or warlock on each side of the engagement.

Major Engagement

Max. Warcasters or Warlocks: 2 | Army Points: 125
Number of Requisition Options: 4

Major engagements are pivotal events that shape whole military campaigns. With two warcasters in an army, you can fully realize the opportunities for army customization to bring tremendous firepower to bear.

Open War

Max. Warcasters or Warlocks: 3+ | Army Points: 200+
Number of Requisition Options: 5+

When objectives can no longer be achieved by limited force of arms, when both sides refuse to yield, then nothing less than war can resolve their differences. This is a huge game in which each player fields three or more warcasters or warlocks, allowing your forces enough breadth to inflict and recover from staggering blows as the fight swings back and forth. Additional warcasters or warlocks and Requisition options can be added to a force for every additional 75 points. When playing a game of 275 points, for example, players can each field four warcasters or warlocks and have six Requisition options. When playing 350 points, players can each field five warcasters or warlocks and seven Requisition options, and so on.

Building Your Army

The first step to building an army is to choose a Faction. Each Faction presents its own visual aesthetic and variety of play styles and tactics, but all Factions make for fun and strategically interesting games. An army can include only models from one Faction and the Mercenaries and Minions that will work for that Faction.

Once you have selected your Faction, you can choose whether to build your army using a theme force (see "Theme Forces," p. 24) or without. Then you will be ready to begin creating an army made up of models from that Faction.

Point Costs

All models have a **point cost** that indicates how many army points you must spend to include one of these models (or in the case of units, one basic unit) in your army. Some models and units have different costs associated with different play options. For example, many units have one cost listed for the minimum-strength unit and a separate cost for the maximum-strength unit. When you compose a list of the models in your army (commonly known as your "army list"), you must specify which point cost option you are taking.

Warjack & Warbeast Points

Warcasters and warlocks are the driving force of your army and do not cost army points to include. Instead, warcasters grant you **warjack points** that can be spent only on warjacks for your warcaster's battlegroup. Warlocks grant you a number of **warbeast points** that can be spent only on warbeasts for your warlock's batthegroup. These bonus points are in addition to the army points determined for the game, and any warjack points or warbeast points not spent on warjacks or warbeasts for a battlegroup are lost.

SAMPLE ARMY

Here is a sample army built for a 75-point game using the Storm Division theme force (see "Theme Forces," p. 24).

Warcaster	Warjack Points
Commander Coleman Stryker	+30
Battlegroup	**Army Point Cost**
1 Defender heavy warjack	16
1 Reliant heavy warjack	14
1 Firefly light warjack	8
1 Lancer light warjack	10
Units and Solos	**Army Point Cost**
1 Stormguard Infantry unit of 6 troopers *Each unit is 10 points and FA 2.*	9
1 Stormblade Infantry unit of 6 troopers	10
3 Stormblade Infantry Storm Gunner weapon attachments *Each weapon attachment is 2 points.*	6
1 Storm Lance unit of 3 troopers *Each unit is 10 points and FA 2.*	12
2 Field Mechanik units of 6 troopers *Each unit is 5 points and FA 3.*	10
1 Squire solo	5
1 Stormblade Captain solo	5
Battlegroup Subtotal	**48**
Units and Solos Subtotal	**57**
TOTAL ARMY POINTS	**105**

Requisitioned Models

Requisitioned models are free models granted by a theme force.

2 Stormsmith Storm Tower weapon crew units
This unit is FA 2.

Captain Arlan Strangeways character solo

This is a 75-point army led by warcaster Commander Stryker. Stryker adds 30 warjack points, so the army can include up to 105 points of models in addition to the warcaster. The four warjacks in the army are assigned to Stryker.

The Stormguard Infantry are a minimum-strength unit, and this unit also includes three Stormblade Infantry Storm Gunner weapon attachments. Storm Lances are also a minimum-strength unit, and there are two maximum-strength units of Field Mechaniks. The army also includes a Squire solo and a Stormblade Captain solo. The total number of army points spent is 105, so no points are left unused.

Additionally, because this 75-point army was made using the Storm Division theme force, the army has three Requisition options that can be added to the army free of cost. This army includes 2 Stormsmith Storm Tower weapon crew units and the character solo Captain Arlan Strangewayes as Requisition options.

Field Allowance

Field allowance (FA) is the maximum number of models or units of a given type that can be included for each warcaster or warlock in an army. For example, Cygnar's Trencher Chain Gun Crew units have FA 2, indicating an army can have up to two Trencher Chain Gun Crew units for each warcaster. An army with two warcasters could have up to four Trencher Chain Gun Crew 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 (see "Characters," next page). Effects that increase the FA of models or units do not affect the field allowance of characters.

Field allowance is not Faction-specific.

If an army includes both Faction and Mercenary warcasters, count all the warcasters in the army when determining field allowance limits for both Faction and Mercenary models and units. For example, if a Cygnar army contains both a Cygnar warcaster and a Mercenary warcaster, that army can include up to four Trencher Chain Gun Crew units, just as if it had two Cygnar warcasters.

If an army includes both Faction and Minion warlocks, count all the warlocks in the army when determining field allowance limits for both Faction and Minion models and units. If a Trollblood army contains both a Trollblood warlock and a Minion warlock, that army can include up to four Trollkin Champions, just as if it had two Trollblood warlocks.

Some solos, like Trollbloods' Troll Whelp or Cryx's Scrap Thralls are purchased in groups. In these cases, field allowance determines the number of groups of these models a player can include in an army rather than the number of individual models. For example, Troll Whelps are FA 3 and cost 4 points for five Thralls. That means a player can add three groups of Troll Whelps—a total of fifteen models—for each warlock in the army.

Battlegroups

Each warcaster in an army controls a group of warjacks and each warlock in an army controls a group of warbeasts. A warcaster and the warjacks he controls and a warlock and the warbeasts he controls are collectively referred to as **battlegroups**. There is no limit to the number of models that can be fielded in either a warcaster's or a warlock's battlegroup.

Warjacks must begin the game controlled by a 'jack marshal (p. 84) or assigned to a battlegroup controlled by a model with the Focus Manipulation special rule (p. 69).

Warbeasts must begin the game assigned to a battlegroup controlled by a model with the Fury Manipulation special rule (p. 76).

Because a warcaster can allocate focus points only to warjacks in its battlegroup and only warjacks in a battlegroup power up, it is important to distinguish which warjacks are controlled by each warcaster and which warjacks are

controlled by each 'jack marshal. When composing your army, specify the controller for each of the warjacks in your army. For more information on battlegroups, see "Warcasters & Focus," p. 68.

Likewise, because a warlock can leech fury points only from warbeasts in its battlegroup, it is important to distinguish which warbeasts are controlled by each warlock. When composing your army, specify the controller for each of the warbeasts in your army. For more information on warlock battlegroups, see "Warlocks & Fury," p. 75.

Characters

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

Character units are unique units that may or may not be made up of named characters.

Characters have FA C, and an army can include only one instance of each named character, whether the character is a warcaster, a warlock, a solo, part of a unit, a unit attachment, or so on. Many characters have evolved throughout the developing storyline, and as a result you can choose from several versions of the same characters to include in your armies. Each version of the same character will have the same name on its stat profile followed by a numeral denoting the incarnation of that character. You can include only one character model with the same stat profile name in your army.

EXAMPLE: *The following three models represent the same character in the game, so the name on the stat profiles is the same. An army can therefore include no more than one of these models.*







Mercenaries & Minions

Mercenaries and Minions are servants, soldiers, and heroes for hire that can be fielded or pressed into the service of a variety of Faction armies. When you are building your army, you can include Mercenary and Minion models that will work for your Faction. Each Mercenary and Minion's rules list the Factions that model will work for. Additionally, you can field an army made up entirely of Mercenary or Minion models.

If the only warcasters in an army are Mercenaries, the army is a Mercenary army and can include only Mercenary models. Mercenary armies can be composed of any Mercenary models regardless of what Factions the models will work for.

If the only warlocks in an army are Minions, the army is a Minion army and can include only Minion models. Minion armies can be composed of any Minion models, regardless of what Factions the models will work for.

Mercenary warjacks can be added to an army only as part of a Mercenary warcaster's battlegroup or under the control of a Mercenary 'jack marshal. During the game, inert (p. 59) Mercenary warjacks can be reactivated only by Mercenary warcasters and 'jack marshals, and Mercenary warcasters and 'jack marshals can control and reactivate only Mercenary warjacks. Mercenary warcasters can have only Mercenary warjacks in their battlegroups.

Minion warbeasts can be added to an army only as part of a Minion warlock's battlegroup.

Partisans

Some Mercenary and Minion models have the **Partisan** special rule. When a Mercenary or Minion model with the Partisan special rule is included in an army of the specified Faction, it is considered a model of that Faction instead of a Mercenary or Minion model.

A Mercenary warcaster with the Partisan special rule that is part of a Faction army it is partisan to can be the only warcaster in the army. When a Mercenary warcaster with the Partisan special rule is part of a Faction army it is partisan to, it can have warjacks of only that Faction in its battlegroup because it is not considered a Mercenary model.

A Minion warlock with the Partisan special rule that is part of a Faction army it is partisan to can be the only warlock in the army. When a Minion warlock with the Partisan special rule is part of a Faction army it is partisan to, it can have warbeasts of only that Faction in its battlegroup because it is not considered to be a Minion model.

EXAMPLE: *Eiryss, Mage Hunter of Ios is a Mercenary model with the Retribution Partisan special rule and can be included in Cygnar, Khador, Protectorate, and Retribution armies. Because Eiryss is a Mercenary, she can also be included in a Mercenary army. She is a Mercenary model when in a Cygnar, Khador, Protectorate, or Mercenary army, but she is a Retribution model when in a Retribution army.*

EXAMPLE: *Constance Blaize, Knight of the Prophet is a Mercenary warcaster with the Cygnar Partisan special rule and can be included in Cygnar and Mercenary armies. When Blaize is in a Mercenary army, she is a Mercenary model and can include only Mercenary warjacks in her battlegroup. When she is in a Cygnar army, even if she is the only warcaster in the army, she is a Cygnar model and can include only Cygnar warjacks in her battlegroup.*

Blaize's battlegroup can also include Gallant, a character Mercenary warjack that also has the Partisan special rule, making it a Cygnaran model when included in a Cygnaran army.

Theme Forces

Theme forces are rules that allow a player to field a themed army made up of a limited selection of models but with special rules that support the theme. A theme force can include only the models and units described in its entry. If a theme force can include a given unit, you can add any attachments to the unit that are available to it, subject to normal FA restrictions. Ranking Officer command attachments, however, cannot be included in theme force armies unless the rules of the theme force specifically allow for the Ranking Officer and the unit it attaches to.

Theme foces and their requirements and benefits can be found at privateerpress.com/rules and in the War Room app.

SCENARIOS

Games of WARMACHINE and HORDES are played with a variety of scenarios. These scenarios can reflect common types of battles occurring throughout the Iron Kingdoms, historical battles, or narrative events tied to the modern fiction of the setting. Scenarios dictate the victory conditions players must achieve to win their games and will often include special rules for deployment, terrain placement, and game effects.

It is highly recommended that any game you and your opponents play is done so using a scenario. For narrative play, campaign books such as *WARMACHINE: Oblivion* offer a wealth of story-driven scenarios. Additionally, Privateer Press regularly releases new narrative scenarios tied to Organized Play events online at privateerpress.com. For tournament play, the Steamroller tournament packet (available for free on Privateer's website) provides scenarios specifically designed to provide a balanced gaming experience wherein players must both take control of the battlefield and vanquish their foes.

Many character warjacks and warbeasts have Bond special rules representing an affinity with a particular warcaster or warlock. An army made using a theme force can include any character warjacks or warbeasts that can be bonded to a particular model as part of that model's battlegroup whether or not the warjack or warbeast can normally be included in armies made using the theme force.

EXAMPLE: *Jason uses the Jaws of the Wolf theme force to create an army with Kommander Sorscha as its warcaster. Sorscha's battlegroup can include Beast 09 even if the warjack is not on the theme force list because Beast 09 has a special rule stating it is bonded to Sorscha.*

Mercenary warcasters and Minion warlocks with the Partisan special rule can be included in the theme forces of the Factions they are partisan to.

If a Mercenary or Minion model that can control warjacks or warbeasts is included in an army made using a theme force, the army can include non-character warjacks or warbeasts controlled by that model. If a model has a companion character, that companion can always be included in the same army. For example, if an army made using a theme force includes the Mercenary solo Gastone Crosse, the army can also include Mercenary warjacks controlled by Crosse. Similarly, the Mercenary Minion solo Brun Cragback and his warbeast Lug can be included in any Cygnar or Khador army made using a theme force that allows the inclusion of a Mercenary solo.

Theme Forces & Requisitions

In addition to the other benefits that they provide, each theme force also includes a list of free models/units that can be **Requestioned**, or added to the army for free. The number of free options that players can take depends on the encounter level they are playing (see "Encounter Level," p. 20). If they are playing a 25-point Rapid Assault, each player has one Requisition option. If they are playing a 50-point Clash of Arms, each player has two Requisition options, and so on. Each Requisition option can be selected more than once, but the FA of models in the army cannot be exceeded as a result of Requisitions. Requisitioned models must be selected from among those allowed in the army composition section of the theme force.

EXAMPLE: *Jeff uses The Blindwater Congregation theme force to create a 75-point army for a Pitched Battle. At that encounter level, Jeff can select three Requisition options. He selects two Bull Snappers and a Boil Master & Spirit Cauldron to add to his army for free.*

Setup, Deployment & Victory Conditions

Once players have determined the scenario they will use and have built their armies, they are ready to play. Games are typically played on a 4′ × 4′ **battlefield**, sometimes referred to as "the **table**." To start a game of WARMACHINE, perform the following steps in order:

1. Players set up the battlefield with a number of terrain features generally outlined by the scenario they have decided to play (see "Terrain," p. 86).
2. Players make a **starting roll**, with each rolling a d6 to determine who will be the **first player** and who will be the **second player**. The player who rolls the higher number chooses which player will be the first player and which will be the second.
3. The second player chooses an edge of the battlefield to deploy to.
4. The first player deploys his models first, placing them completely within 7″ of the table edge opposite the one chosen by the second player. This area is the player's **deployment zone**. Deploy units so that all their troopers are in formation (p. 64). Models with Advance Deployment ⓐ do not have to be deployed at this time.
5. The second player deploys his models on his chosen side of the battlefield, placing them completely within 10″ of that edge, following the same guidelines.
6. The first player deploys any of his models with Advance Deployment ⓐ that he did not place in step 4, deploying models up to 6″ beyond his deployment zone.
7. The second player deploys any of his models with Advance Deployment ⓐ that he did not place in step 5, following the same guidelines.
8. After all forces have been deployed, the first game round begins with the first player taking the first turn. Players then alternate taking turns for the rest of the game. This is the **turn order**. Once established, the turn order remains set for the rest of the game. Game rounds continue until one side achieves its victory conditions and wins the game.

Starting Focus & Fury

Every warcaster and other model with the Focus Manipulation special rule begins the game with a number of focus points equal to its FOCUS stat.

Every warlock and other model with the Fury Manipulation special rule begins the game with a number of fury points equal to its FURY stat.



GAMEPLAY

TURN SEQUENCE, MOVEMENT & 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 with the first player again. Game rounds continue until one side wins the game.

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

The Player Turn

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

Some effects are resolved at the beginning of a player's turn. These effects are resolved before the start of the Maintenance Phase. Remember to remove markers for 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 warjacks. Remove all focus points in excess of the FOCUS stat for each of your models with the Focus Manipulation special rule. Remove all fury points in excess of the FURY stat for each of your models with the Fury Manipulation rule.Leave fury points on warbeasts at this time.
2. Check for expiration of continuous effects on any models you control. After checking for expired continuous effects, resolve the effects of those that remain in play.
3. Resolve all other effects that occur during the Maintenance Phase.

Control Phase

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

1. Each of your models with the Focus Manipulation special rule, like warcasters, replenishes its focus points. To replenish focus, a model gains focus points so that it has a number equal to its current FOCUS. Each of your models with the Fury Manipulation special rule, like warlocks, can leech (p. 76) any number of fury points from warbeasts in its battlegroup that are in its control range. However, a model cannot exceed its current FURY in fury points as a result of leeching.
2. After leeching, a model with the Fury Manipulation special rule can additionally gain up to 1 fury point for each medium-based or larger warbeast that was part of its battlegroup and has been destroyed or removed from play. If a destroyed warbeast returns to play for any reason, this model can no longer gain fury points for that warbeast from Spirit Bond. A model cannot exceed its FURY in fury points as a result of Spirit Bond.
3. Warjacks power up. Each warjack in a battlegroup that has a functional cortex and is within its controller's control range gains 1 focus point. A warjack with a crippled cortex or no cortex at all cannot power up and does not gain this focus.
4. Each model with the Focus Manipulation special rule can allocate focus points to warjacks in its battlegroup that are in its control range. A model cannot allocate focus to a warjack with a crippled cortex.
5. Each model with the Focus Manipulation special rule can spend focus points to maintain its upkeep spells in play. Each model with the Fury Manipulation special rule can spend fury points to maintain its upkeep spells in play. If a model does not spend focus or fury points to maintain an upkeep spell, the spell expires and its effects immediately end.
6. Make a threshold check (p. 72) for each of your warbeasts with 1 or more fury points left on it. Any warbeasts that fail the check immediately frenzy (p. 72).
7. Resolve all other effects that occur during the Control Phase.

Activation Phase

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

Activating Models

When a model activates, the activation is divided into its Normal Movement (see "Normal Movement & Advancing," p. 28) and its Combat Action (see "Combat Actions," p. 34). A model's Normal Movement must be resolved before progressing to its Combat Action. For a detailed breakdown of model activation, see "Activation Timing" on p. 90.

Activating Independent Models

Independent models activate individually. Only one independent model can activate at a time. The model makes its Normal Movement if it was not forfeited. Then, after resolving its Normal Movement, the model resolves its Combat Action if it was not forfeited. After resolving its Combat Action, the model ends its activation. The active model must end its activation before another model or unit can be activated.

Activating Units

Troopers do not activate individually. Instead, the entire unit activates at once. See "Unit Activation," p. 64, for details on activating units. As with activating independent models, a unit must end its activation before another model or unit can be activated.

Forfeiting Normal Movement or Combat Actions

Some rules require a model to forfeit its Normal Movement or Combat Action or allow it to do so voluntarily for some benefit. When a model voluntarily forfeits its Normal Movement or Combat Action, resolve the effect for which its Normal Movement or Combat Action was forfeited.

A model cannot voluntarily forfeit its Normal Movement or Combat Action if it is also required to forfeit it, and a model cannot forfeit the same thing for multiple effects. For example, a Paladin of the Order of the Wall that is knocked down (p. 61) cannot forfeit its Normal Movement to stand up and also gain the effects of Stone-and-Mortar Stance for forfeiting that movement.

Movement

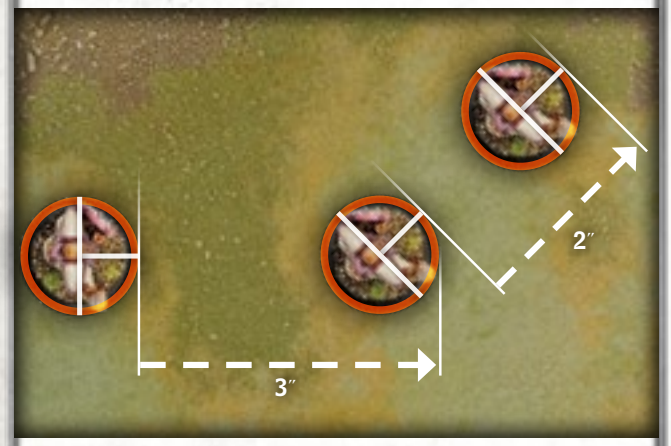
Normal Movement & Advancing

The first part of a model's activation is its **Normal Movement** (see "Activating Models," p. 27). Models generally move only during this portion of their activations, though some special rules permit movement at other times.

Advancing refers to movement a model intentionally makes, not to involuntary movement caused by other effects, such as being pushed or slammed. A model can change its facing at any time during its advance, but when it advances 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 leading edge of its base travels. The distance moved is absolute. Changing facing by rotating in place is still advancing even though the model's position on the table does not change. A model's base cannot pass over another model's base while advancing. This means that if a gap between the bases of two models is too small for another model's base to fit between them, the third model cannot move through the space.

ADVANCING

During Normal Movement the model changes its facing to point in the direction it moves.



INVOLUNTARY MOVEMENT

During involuntary movement the model does not change its facing.



BY ANY OTHER NAME

Remember that all intentional movement—whether full advancing, running, or charging—is considered to be advancing regardless of whether it takes place during a model's Normal Movement.

When a model resolves its Normal Movement, it must choose one of the following options:

- Forfeit its Normal Movement
- Aim
- Full advance
- Run
- Charge

Additionally some models can choose to perform a power attack encompassing its Normal Movement and Combat Action such as a slam (p. 43) or trample power attack (p. 47).

Forfeiting Normal Movement

See "Forfeiting Normal Movement or Combat Actions," p. 27.

Aim

The model does not advance, not even to change its facing; then its Normal Movement ends. For the rest of the model's activation, it receives a +2 bonus to every ranged attack roll it makes. A model in melee (p. 42) cannot use its Normal Movement to aim.

Full Advance

The model advances up to its current speed (SPD) in inches.

Run

The model advances up to twice its current SPD in inches. When a model uses its Normal Movement to run, it must forfeit its Combat Action before advancing and its activation ends as soon as it completes its run movement. A model cannot use its Normal Movement to run after casting a spell or using a feat that activation.

If a model cannot run due to some effect and is required to use its Normal Movement to run, instead of running it forfeits its Combat Action and makes a full advance, then its activation ends. A model that is required to run for some reason cannot cast spells or use its feat even if it cannot run.

Some models must meet special requirements to run:

- A warjack must spend 1 focus point to use its Normal Movement to run.
- A warbeast must be forced to use its Normal Movement to run.
- A trooper must receive a Press Forward order (p. 64) to use its Normal Movement to run, or it must be compelled to run as a result of a game effect (such as being out of formation). A trooper that receives the Press Forward order must use its Normal Movement to either run or charge.

Charge

The model rushes into melee range with a target and takes advantage of its momentum to make a more powerful first strike. A model that does not have a melee range or cannot make attacks also cannot charge. A model that forfeits its Combat Action cannot use its Normal Movement to charge that activation. A model cannot target a friendly model with a charge.

Declare a charge and its target before moving the model. A model requires line of sight to another model to target it (see "Line of Sight & Targeting" on p. 34 for details). After declaring a charge, the charging model turns to face any direction that will bring its target into its melee range when it moves, ignoring terrain, the distance to the charge target, and other models. The charging model then advances up to its current SPD plus 3″ in that direction, in a straight line. The charging model cannot voluntarily stop its movement until its target is in its melee range, but after that point it can end this movement at any time. Once the charging model has the charge target in its melee range, it must keep the charge target in its melee range for the rest of the charge. The charging model stops if it contacts a model, an obstacle, or an obstruction or if it is pushed, slammed, thrown, or placed during its charge movement. If a model contacts a model, an obstacle, or an obstruction while charging but is able to move through it for some reason (such as a special rule on the model), the charging model does not stop but is still considered to have contacted the model, obstacle, or obstruction. At the end of the charge movement, the charging model turns to directly face its target.

Some effects require a model to charge. If a model is required to charge and either it cannot or there are no legal charge targets in its line of sight, the model activates but must forfeit its Normal Movement and Combat Action.

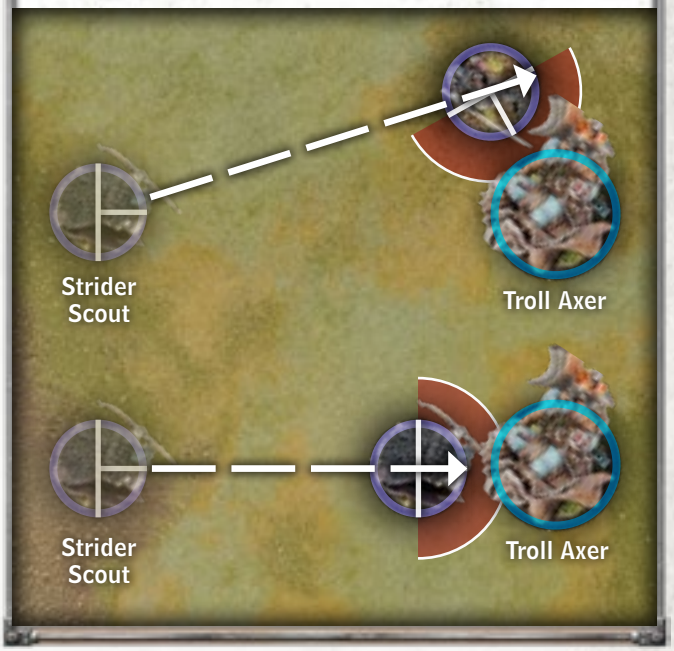
A charging model that is engaging its charge target at the end of its charge movement has made a **successful charge**. The charging model must use its Combat Action to make either initial melee attacks or a special attack with a melee weapon.

The charging model's first melee attack after ending its charge movement must target the model it charged. If the charging model advanced at least 3″, its first attack with a melee weapon targeting the model it charged is a **charge attack**. If that attack hits, the damage roll against the charge target is automatically boosted. After resolving its charge attack, the charging model completes its Combat Action normally.

If a charging model moved less than 3″, its first attack with a melee weapon is not a charge attack. Its first attack must still be made against the charge target, however.

CHARGE DIRECTION

Either of these charge moves would bring the Strider Scout to within its melee range of its target, the Troll Axer. The red area represents the Strider Scout's melee range.



If a charging model ends its charge movement without its charge target in its melee range, 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 warjack must spend 1 focus point to use its Normal Movement to charge.
- A warbeast must be forced to use its Normal Movement to charge.
- A trooper must receive the Press Forward order (p. 64) to use its Normal Movement to charge. A trooper that receives the Press Forward order must use its Normal Movement to either run or charge. Troopers in the same unit can charge the same target or multiple targets.

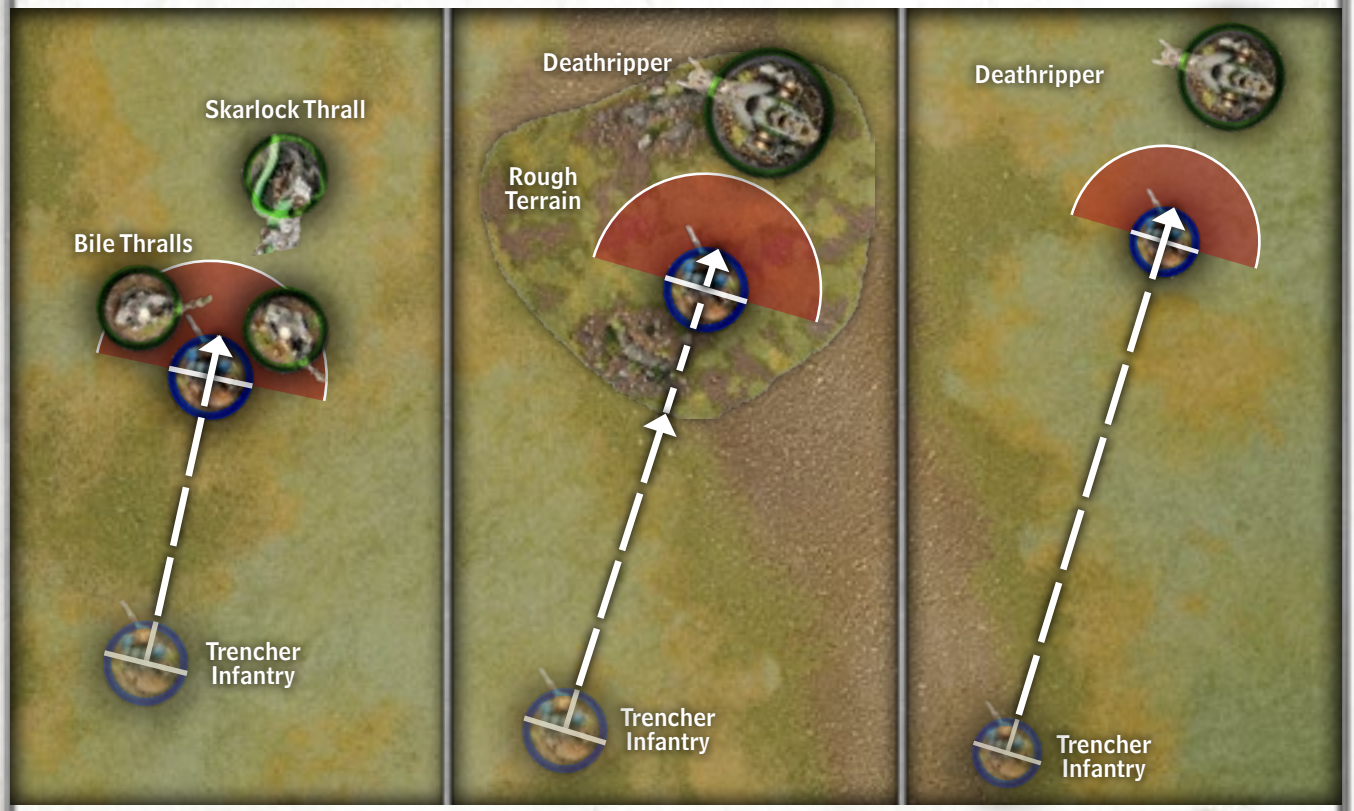
Cavalry models have additional rules governing charges. (See "Cavalry," p. 83.)

If the charging model did not fail its charge and cannot make its first melee attack against the charge target, the charging model can make its first melee attack against another eligible target. In that case, its first melee attack damage roll is not automatically boosted.

A MODEL CAN CHARGE WHAT IT SEES

A model needs only line of sight to another model to charge it, even if there are circumstances that will cause the charge to fail. Sometimes tactical benefits from the extra distance of a charge outweigh the negatives of failing the charge (such as when using the Assault advantage to reposition close enough for a ranged attack). Each of the following is a valid charge, even though the attacker is not able to reach the charge target.

CHARGE EXAMPLES



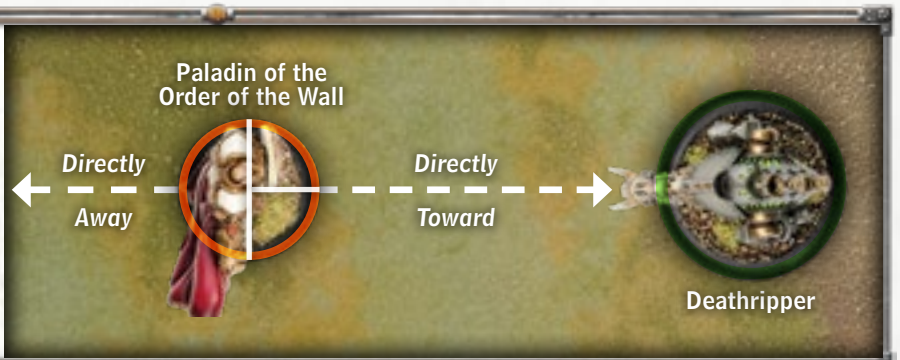
The Trencher Infantry model's charge to the Skarlock Thrall is blocked, as the base of the Trencher model cannot fit between the bases of the Bile Thrall models.

Charge is hindered by rough terrain. Though the Trencher Infantry model's charge is not stopped by the rough terrain, it moves at only half its normal rate through that area and ends its movement without its charge target in its melee range.

Charge target is out of charge range.

DIRECTLY TOWARD & DIRECTLY AWAY

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



Charges Outside of Activation

When a model charges outside its activation, such as with the Countercharge special rule, follow the rules on p. 29 but ignore any references to the model's activation, Normal Movement, or Combat Action. When a model makes a charge outside its activation, it makes only one attack. Countercharging cavalry models can still make their impact attacks (see "Cavalry," p. 83). A model that charges outside its activation cannot make a special attack. If the model fails its charge, it does not make any attack.

Movement Restrictions

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

- *Model A Must Move* ***Toward*** *Model B*: Model A can move along any path such that the distance between Model A and Model B is always decreasing or remaining the same during the movement.
- *Model A Must Move* ***Directly Toward*** *Model B*: Model A moves along the straight line that connects the center points of Model A and Model B such that the distance between them decreases during the movement. A model that moves directly toward a point cannot change its facing after moving.
- *Model A Must Move* ***Away From*** *Model B*: Model A can move along any path such that the distance between Model A and Model B is always increasing or remaining the same during the movement.
- *Model A Must Move* ***Directly Away From*** *Model B*: Model A moves along the straight line that connects the center points of Model A and Model B such that the distance between them increases during the movement. A model that moves directly away from a point cannot change its facing after moving.

In all these cases, the model affected by the movement restriction can still forfeit its Normal Movement, change its facing, or choose not to move at all.

A model can be affected by more than one movement restriction. 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.

End of Activation Movement

Some special rules enable a model to advance a certain distance at the end of its activation. If two or more special rules would grant a model such movement, the model's controlling player chooses one special rule to apply. The model's movement is then resolved using the rules for that special rule.

> **EXAMPLE:** *A unit of Clockwork Angels with Reposition [3″] gains Reposition [5″] from Aurora, the Numen of Aerogenesis' feat. Because the Angels cannot gain end-of-turn movement from both Reposition [3″] and Reposition [5″], their controlling player must choose which special rule to apply.*

> **EXAMPLE:** *Tyrant Xerxis casts Tactical Supremacy on a Paingiver Bloodrunner Master Tormentor, granting it Reposition [3″]. It has Sprint already, which enables it to make a full advance at the end of an activation in which it destroys an enemy model with a melee attack. At the end of such an activation, the Master Tormentor would have to choose whether to advance as a result of Spring or because of Tactial Supremacy.*

Base-to-Base & Contact

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

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

Entering

A model **enters** an area when it moves from not being within the area to being within the area, when it is put into play in the area, or when it is placed in the area. A model can suffer the effects of entering any particular area only once each time it advances.

MOVEMENT IN A NUTSHELL

All intentional movement, for any reason, is advancing.

The Normal Movement phase of your model's activation is the time you can be certain your model will have the opportunity to move.

Unintentional movement can also occur at various times.

Unintentional Movement

Models can move without advancing as a result of being pushed or slammed or from other effects. Determine the distance a model moves in this way by measuring how far the leading edge of its base travels. Unless otherwise specified, a model's facing does not change when it moves unintentionally. Remember, unintentional movement is not advancing, so things like free strikes that occur as a result of advancing do not apply to movement caused by pushes, slams, or throws.

Pushed

Sometimes models can be **pushed** as a result of an attack, a special rule, or a spell. A pushed model moves at half rate through rough terrain, suffers the effects of any hazards (p. 88) through which it moves, and stops if it contacts an obstacle, an obstruction, or another model.

Slammed

Sometimes models are **slammed** as a result of a spell or attack. When a model is slammed, it is moved a certain distance directly away from the point of origin of the slam (usually the attacker), then becomes knocked down (p. 61). The distance the slammed model is moved is determined by the spell or attack that caused the slam. The slammed model then suffers a damage roll determined by the spell or attack that caused the slam. A slammed model moves at half rate through rough terrain, suffers any damaging effects through which it passes, and stops if it contacts an obstacle, an obstruction, or a model with an equal or larger base. A slammed model moves through models with smaller bases than its own.

Add an additional die to the damage roll the slammed model suffers if it contacts an obstacle, an obstruction, or a model with an equal or larger base.

SLAMMED BY A POWER ATTACK

A Crusader slam power attacks (p. 43) an Ironclad. The Crusader rolls a 4 for the slam distance, so the Ironclad is moved 4″ directly away from the Crusader and is knocked down before suffering damage.



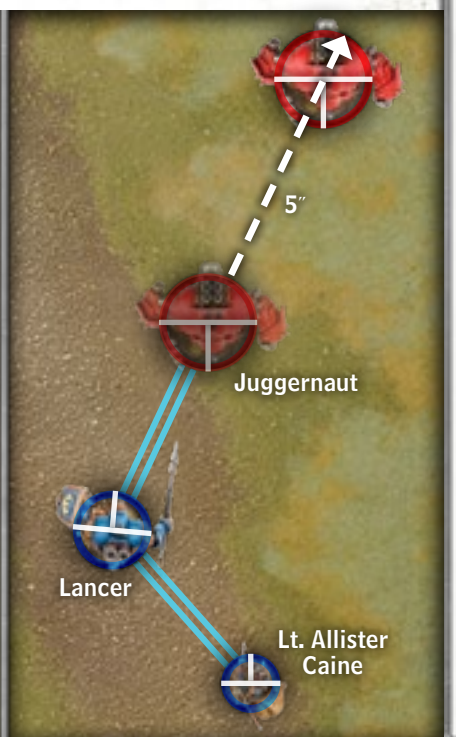
SLAMMED BY A MELEE ATTACK

A Marauder charges a Slayer and uses its Combo Smite ★Attack to slam the Slayer. After successfully rolling to hit, the Marauder rolls a 3 for the slam distance. The Slayer is moved 3″ directly away from the Marauder and is knocked down. The damage roll is boosted for being a charge attack.



SLAMMED BY A SPELL

As shown by the double blue line, Lieutenant Allister Caine channels his Thunderstrike spell through his Lancer at a Juggernaut in order to slam it away. After successfully rolling to hit, Caine rolls a 5 for the slam distance. The Juggernaut is moved 5″ directly away from the Lancer and is knocked down before suffering damage.



If a slammed model contacts a model with an equal or smaller base or moves through a model with a smaller base, the contacted model becomes knocked down (p. 61) and suffers a collateral damage roll determined by the spell or attack that caused the slam. A contacted model with a larger base does not suffer collateral damage and is not knocked down. Resolve any collateral damage simultaneously with the damage resulting from the spell or attack that caused the slam (see "Simultaneous Effects," p. 41).

If a slammed model cannot be knocked down it must still forfeit its Normal Movement or Combat Action if it activates later in a turn in which it was slammed.

COLLATERAL DAMAGE

Collateral damage cannot be boosted and is not considered damage from an attack or model.

Thrown

Sometimes models are **thrown** as the result of a spell or attack. When a model is thrown, refer to the spell or attack that caused the throw to determine the model's point of impact, generally directly away from the attacking model. When resolving a throw power attack, however, it may be necessary to roll for deviation to determine the thrown model's point of impact (see "Throw Power Attack," p. 45, and "Deviation," p. 51). Move the thrown model from its current location in a straight line directly toward the point of impact. During this movement, a thrown model moves through models with smaller bases without contacting them. Unlike when a model is slammed, rough terrain does not affect this movement, but the thrown model still stops if it contacts an obstacle, an obstruction, or a model with an equal or larger base. After moving, the thrown model becomes knocked down (p. 61) and contacts all models with which it is base-to-base and all models whose bases it overlaps. The thrown model then suffers a damage roll determined by the spell or attack that caused the throw.

Add an additional die to the damage roll the thrown model suffers if it contacts an obstacle, an obstruction, or a model with an equal or larger base.

If a thrown model contacts a model with an equal or smaller base, the contacted model becomes knocked down (p. 61) and suffers a collateral damage roll determined by the spell or attack that caused the throw. A contacted model with a larger base than the thrown model does not suffer collateral damage and is not knocked down. Resolve any collateral damage simultaneously with the damage resulting from the spell or attack that caused the throw (see "Simultaneous Effects," p. 41).

If a thrown model cannot be knocked down it must still forfeit its Normal Movement or Combat Action if it activates later in a turn in which it was thrown.

Beyond the Play Area

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

Rule of Least Disturbance

Some rules can cause the bases of moving models to overlap those 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 no bases overlap. The model that was moving stays in its final position; other models are moved out of the way to make room. If the model that was moving overlaps the base of a model that cannot be moved, the moving model is repositioned using the **rule of least disturbance**.

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

Placed

Sometimes models are **placed** in a new location as a result of a special rule or spell. Placing a model is not moving or advancing the model. Because a placed model did not advance, it cannot be targeted by free strikes. A model that is placed within an area, however, is considered to enter the area. There must be room for the model's base in the location the model is placed. A model cannot be placed in impassable terrain or with its base overlapping an obstacle, an obstruction, or another model's base. The player placing the model chooses its facing.

When you are placing a friendly trooper model that is in formation, it must be placed in formation unless it is the unit commander. Unit commanders can be placed without considering formation (see "Unit Formation," p. 64).

Replacing Models

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

Combat Actions

After completing its Normal Movement, a model makes its **Combat Action**. A model chooses one of the following options when making its Combat Action:

- Forfeit its Combat Action.
- Make one **initial attack** with each of its melee weapons.
- Make a number of initial attacks with each of its ranged weapons equal to the weapons' rate of fire (ROF).
- Make one special attack (★Attack) allowed by its special rules.
- Make one special action (★Action) allowed by its special rules.
- Make one power attack allowed by its special rules (p. 42).

Unless noted otherwise, a model cannot make both melee and ranged attacks in the same Combat Action. In other words, a model cannot make a ranged attack after making a melee attack, and it cannot make a melee attack after making a ranged attack. A model making more than one attack can divide its attacks among any eligible targets.

Basic Attacks

A basic attack is, quite simply, an attack made with a weapon that is not a special attack, a power attack, or a chain attack.

Special Actions (★Actions) & Special Attacks (★Attacks)

Special attacks and special actions let models make actions that are unavailable to other models.

Special attacks listed as a rule of a melee weapon are melee special attacks. Special attacks listed as a rule of a ranged weapon are ranged special attacks. Special attacks listed as a rule of the model itself are neither melee attacks nor ranged attacks. The rules for these special attacks indicate the nature of any additional attacks that can be made afterward, if any.

Additional Attacks

After resolving its initial attacks, a special attack, or a power attack, a model might be able to make **additional attacks** if it has a special rule allowing it to do so.

A model can make additional attacks only during its Combat Action. Each additional attack is a basic attack that can be made with any weapon the model possesses that is allowed by the special rule granting the attack, including multiple attacks with the same weapon. Completely resolve each attack before making another attack. A model cannot make a special attack or a power attack as an additional attack.

Warcasters and warjacks can spend focus points to make additional melee attacks. (Information on spending focus is presented in "Focus: Additional Attack." For warjacks, see p. 66. For models with the Focus Manipulation special rule, see p. 70.)

Warlocks can spend fury points to make additional attacks (p. 77). Warbeasts can be forced to make additional attacks (p. 72).

Line of Sight & Targeting

Many game situations such as charging or making attacks require a model to **target** another model. A model must have **line of sight (LOS)** to another model to target it. Simply put, having line of sight means a model can see another model. When a model "**selects**" or "**chooses**" another model, it need not have line of sight. A model's controller can check its line of sight at any time.

There are several steps to determining whether one model has line of sight to another. These steps are listed on p. 34. If any step results in a model's potential line of sight being blocked, return to the first step and try a different line. If no line can be found to pass all steps, the model does not have line of sight to the desired model and cannot target it.

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**.

Line of sight can also be blocked by terrain. To determine whether a model's line of sight to another model is blocked by terrain, consider each model's **volume**. Every model occupies a volume of space above the bottom of its base determined by its base size. See the callout "Determining Model Volume" on p. 35 for details.

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

1. Draw a straight line from any part of Model A's volume to any part of Model B's volume that is within Model A's front arc.
2. The line must not pass through a terrain feature that blocks line of sight.
3. The line must not pass over an intervening model's base that is equal to or larger than Model B's.
4. The line must not pass over an effect that blocks line of sight, such as a cloud effect.

LOS & TARGETING

Orsus Zoktavir, the Butcher of Khardov obviously has line of sight to the Revenger. Because the Revenger has a medium base, it blocks line of sight to other models with medium and small bases. The Butcher has line of sight to Temple Flameguard B because you can draw an unobstructed line from the Butcher's front arc to the edge of Temple Flameguard B's base that does not cross the Revenger's base. On the other hand, the Butcher does not have line of sight to Temple Flameguard A, because you cannot draw a line between their bases that does not cross the Revenger's base. Because they have smaller bases than the Crusader, the Revenger and the two Flameguard do not block line of sight to it. The Butcher can draw line of sight to the Crusader as if those models were not there.

The Butcher has line of sight to High Exemplar Kreoss because Kreoss' base is not completely obscured.



DETERMINING MODEL VOLUME

A model is considered to occupy a standard volume regardless of its pose or the size of the sculpt itself.

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

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

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

A huge-based model occupies the space from the bottom of its base to a height of 5″.



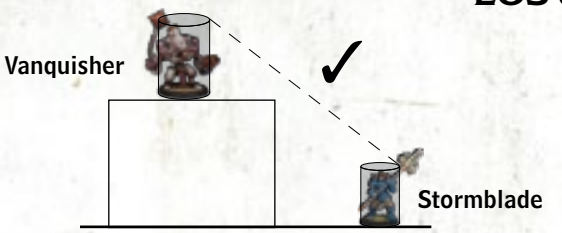
Small Base
Mechanithrall

Medium Base
Basilisk Krea

Large Base
Juggernaut

Huge Base
Mountain King

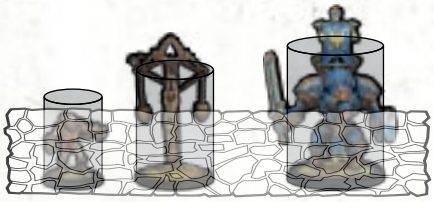
LOS & TERRAIN



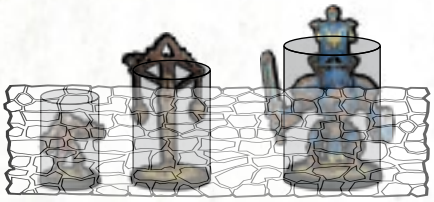
Here, the Vanquisher has line of sight to the Stormblade Infantry model, because an unobstructed line can be drawn from its volume to the Stormblade's volume.



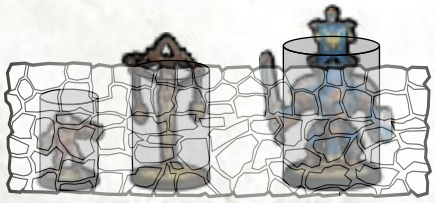
Here, the Vanquisher does not have line of sight to the Stormblade Infantry model, because there is no unobstructed line between their volumes.



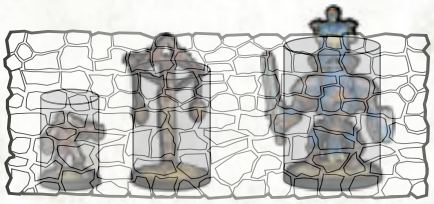
This wall is shorter than 1.75″. It will not block line of sight to any of the models behind it.



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



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



This wall is taller than 2.75″. It will block line of sight to all non-huge-based models behind it.

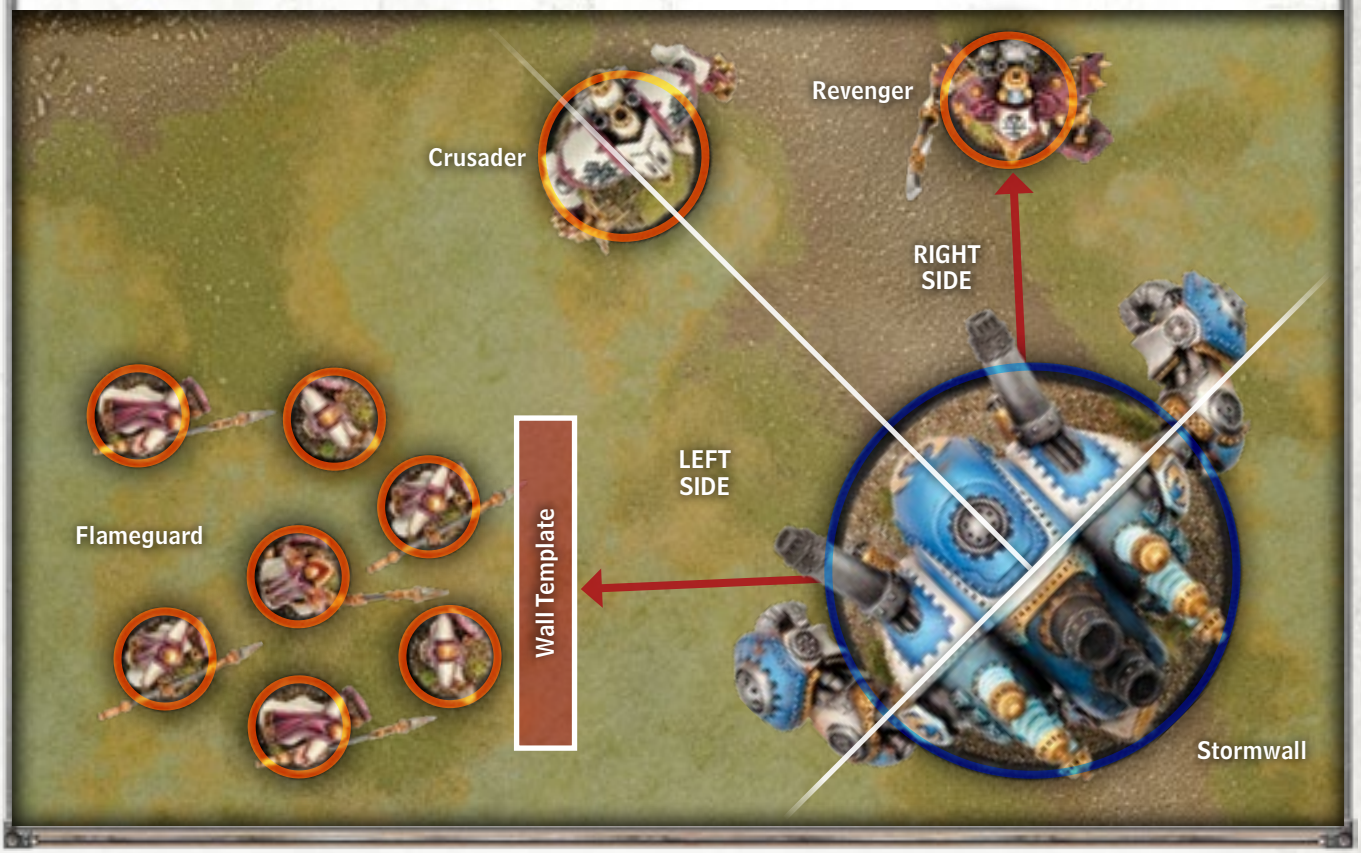


Although the Trencher Sniper's pose has it hidden below the stone wall, its defined height as a small-based model is greater than the wall's height. The Trencher Sniper can see over the wall to the Repenter, and the Repenter can see the Sniper.

Similarly, although the top of the Guardian's banners can be seen over the wall, its defined height as a large-based model is lower than the wall's height. The Trenchers do not have line of sight to the Guardian.

HUGE-BASED MODEL FIELDS OF FIRE

The Stormwall can target the Temple Flameguard or the Crusader with the Chain Cannon on its left side, and it can target the Revenger or the Crusader with the Chain Cannon on its right side. It decides to use the Sustained Fire special rule on its left Chain Cannon to put down a wall template within its left arc to dissuade the Flameguard from charging, and it fires its right Chain Cannon at the Revenger.



Huge-Based Models & Line of Sight

A huge-based model's front arc is marked on its base. Its front arc is further divided into two 90° **fields of fire**. These fields of fire determine which models a huge-based model can target with its weapons, depending on the location of those weapons. Weapons located on a huge-based model's left side (L) can be used to target only models in its left field of fire, and weapons located on its right side (R) can be used to target only models in its right field of fire. Weapons with locations "S," "H," or "—" can be used to target models in either field of fire. If any part of a model's base is on the line separating the left and right fields of fire, the model is considered to be in both fields of fire.

Using Reference Objects

If you cannot easily determine line of sight between your model and another model due to the position of terrain on the table, use **reference objects** for drawing the line. First confirm the other model is in your model's front arc; if it is not, your model cannot have line of sight to it. Next, choose an edge of your model's base and an edge of the other model's base. For each model, hold an object next to the chosen edge that is the height used to determine the model's volume (1.75″, 2.25″, 2.75″, or 5″). If you can draw a line from the inside edge of the object next to your model to the inside edge of the other object that does not pass through a terrain feature, your model's line of sight to the other model is not blocked by terrain.

Point of Origin & Origin of Damage

The **point of origin** of an effect or attack is the location or model from which the attack or effect originates. Typically this is the model causing the effect or making the attack, but not always. For example, when a warcaster channels a spell through a warjack with the Arc Node advantage, the warjack is the point of origin of the spell even though the warcaster is the model casting the spell. Both line of sight and any attack roll modifiers that depend on line of sight (such as concealment) are checked from the point of origin of the attack. Range is also checked from the point of origin, including the placement of spray templates.

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

Finally, some non-AOE attacks, such as Ashes to Ashes and Chain Lightning, have special rules that allow them to damage models in addition to the attack's target. The origin of damage in those cases is the model or point from which the range to other affected models is measured. For example, the origin of damage for the target of Ashes to Ashes is the spell's origin, but the origin of damage for the other models affected by the spell is the target model. Similarly, when the lightning generated by Chain Lightning arcs to another model, the model most recently struck by the lightning is the origin of that damage.

The origin of damage for an AOE that is not considered to be part of an attack, such as from a hazard, is the center of the AOE.

Measuring Range

When measuring range, measure from the edge of the point of origin's base nearest the target to the maximum range of the attack or special rule. If the nearest edge of the target model's base is within the maximum range of the attack or special rule, the target is **in range**.



COMBAT

ATTACK RESOLUTION & DAMAGE

Making Attacks

A model's Combat Action is the part of its activation dedicated to making attacks. Special rules might also permit a model to make attacks at other times. An attack roll determines if an attack hits its target. A damage roll determines how much damage an attack deals.

There are three main types of attacks: melee attacks, ranged attacks, and magic attacks. Though a model cannot make both melee and ranged attacks in the same Combat Action, magic attacks made by spellcasters with the FOCUS or FURY stat have no such restriction. Warcasters and warlocks can make magic attacks and melee or ranged attacks in the same activation.

When a model makes an attack, start by declaring its target. Unless stated otherwise, an attack can target any model, whether friendly or enemy.

EFFECTS THAT PREVENT TARGETING

Certain rules and effects prevent a model from being targeted. A model that cannot be targeted by an attack still suffers its effects if it is hit by the attack, such as a result of being inside an area of effect. Other rules and effects, such as Stealth, can cause an attack to miss automatically. They do not prevent the model from being targeted by the attack, however.

If the target of an attack is in range, make an attack roll to determine if the attack hits. If the target is beyond range, the attack automatically misses. If the attack has an area of effect (AOE) and the target is out of range, the attack deviates. See "Area-of-Effect Attacks" on p. 51 for details.

Attack Roll

An attack's success is determined by making an **attack roll**. Roll 2d6 and add the model's appropriate stat for the attack type. Roll an additional die if the attack is boosted. Special rules and certain circumstances might modify the attack roll as well.

Melee Attack Roll = 2d6 + MAT

Ranged Attack Roll = 2d6 + RAT

Magic Attack Roll = 2d6 + FOCUS or Magic Ability Score (p. 79)

A model is **directly hit** by an attack if the attack roll against it equals or exceeds the model's defense (DEF). If the attack roll is less than the target's DEF, the attack misses.

If the attack hits and any two dice in the attack roll show the same number, it is a **critical hit**. When an attack roll for an AOE results in a critical hit, every model under the template suffers the critical effect.

A die roll of all 1s is a miss. A roll of all 6s is a direct hit unless you are rolling only one die, regardless of the attacker's MAT or the target's DEF. Sometimes a special rule causes an attack to hit automatically; such automatic hits are also direct hits.

Attacks That Hit or Miss Automatically

Some rules cause attacks to hit automatically or miss automatically. If a rule causes an attack to **hit automatically**, you do not have to make an attack roll. If you choose to make a roll (because you want to try for a critical hit, for example), the attack no longer hits automatically. If the attack roll fails, the attack misses.

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

If one rule causes an attack to hit automatically and one causes it to miss automatically, the automatic miss takes precedence over the automatic hit. For instance, an effect that allows attacks to hit automatically would not override special rules such as Stealth that would cause an attack to miss automatically.

Some effects can also reduce the number of dice a model can roll for an attack. If the number of dice a model can roll for an attack is reduced to zero, the attack automatically misses.

Rerolls

Some models have special rules 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 when an attack roll hits or misses or when a damage roll damages a model or fails to damage a model. The reroll results replace the original roll's results. For example, if a reroll causes a hit model to be missed, it is missed. If a reroll causes a missed model to be hit, it is hit. Multiple reroll effects can come into play on the same roll. Resolve them all before resolving any other effects dependent on hitting/missing or damaging/not damaging. See the Timing appendix on p. 90 for details on timing.

Effects Triggering on a Hit

Resolve effects that trigger on a hit before making a damage roll.

EXAMPLE: *High Exemplar Kreoss hits a Trencher Infantry model that is affected by the Arcane Shield spell with his melee weapon, Spellbreaker. Spellbreaker has the Dispel special rule that says that when the weapon hits a model or unit, upkeep spells and animi on that model or unit immediately expire. That means that the spell on the Trencher expires before Kroess makes a damage roll to resolve his attack.*

EXAMPLE: *Brine rolls a critical hit with a Gore attack against a model with Tough, knocking it down before the damage roll is made. If the damage roll disables the knocked down model, it will not get a chance to make a Tough roll to avoid being destroyed because it is already knocked down.*

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 as soon as a hit or a miss has been determined, including the resolution of all rerolls.

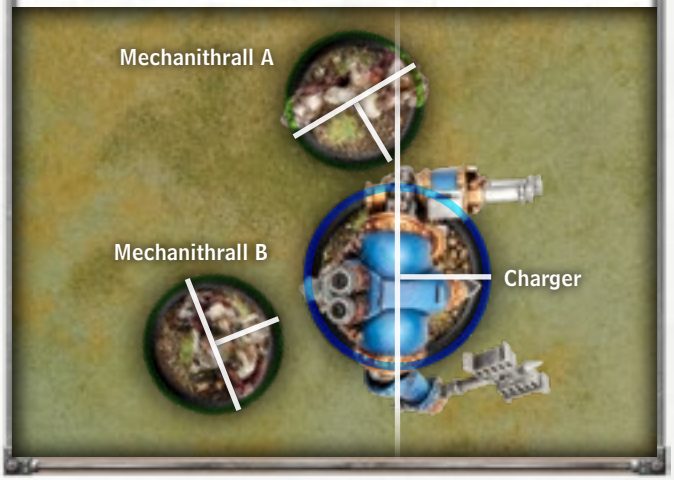
Back Strikes

A **back strike** grants a +2 bonus to the attack roll of a melee, ranged, or magic attack. For a model to receive the back strike bonus, the point of origin of the attack must be completely in the back arc of the target of the attack.

MAKING A BACK STRIKE

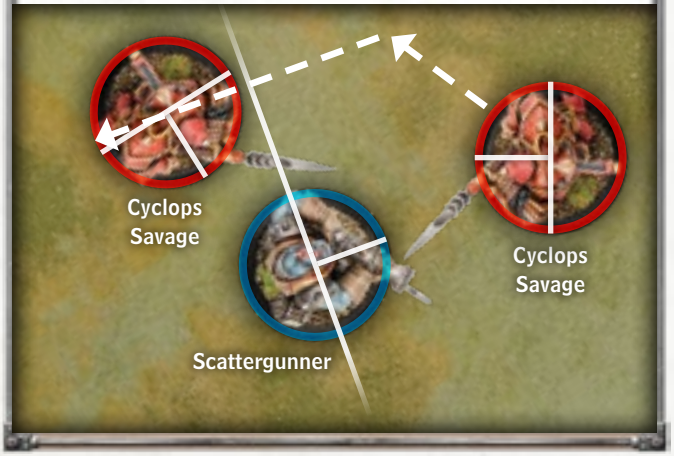
Mechanithrall A's base is partially in the front arc of the Charger. Therefore, Mechanithrall A cannot make a back strike against the Charger.

Mechanithrall B's base is completely within the back arc of the Charger. Therefore, Mechanithrall B can make a back strike against the Charger.



GET BEHIND THEM!

The back strike bonus of +2 to the attack roll can make the difference in a tense melee engagement, so make use of it by moving completely into your target's back arc!



Simultaneous Effects

When resolving simultaneous effects, completely resolve all attack and damage rolls before applying any of the target's special rules triggered by suffering damage, being destroyed, or being removed from play.

> **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 special rule until after all the attack and damage rolls generated by the spray attack are resolved.*

> **EXAMPLE:** *Krueger the Stormwrath targets a Cyclops Savage with Forked Lightning, and lightning arcs to one additonal model, Master Tormentor Morghoul. Resolve the damage rolls for both models hit by the spell before Morghoul hasthe opportunity to transfer damage. The Cyclops Savage suffers 5 damage points of its remaining 7 damage boxes. If Morghoul transfers damage to the Savage, it can suffer only 2 damage points before being destroyed, and Morghoul will suffer the remaining damage.*

Attack-Generating Special Rules

When a model is granted more attacks as a result of an attack it made, it gains only one. If two or more special rules would grant the model another attack as a result of making an attack, its controlling player chooses which special rule to apply. The attack is then resolved using those rules. These attacks can in turn earn more attacks of their own.

> **EXAMPLE:** *Lich Lord Terminus casts Ravager on a Slayer in his battlegroup. The Slayer then destroys a model in a unit affected by Skarre, Queen of the Broken Coast's Black Spot spell with a melee attack. Both Ravager and Black Spot grant the Slayer an additional attack, but the Slayer can gain only one of the two. The Slayer's controller chooses to make the attack granted by Ravager and resolves the attack according to Ravager's rules. If that granted attack destroys another model in the same unit, the Slayer's controller will again choose which special rule will grant another attack.*

Melee Attacks

Melee attacks include power attacks and attacks made with weapons such as spears, swords, hammers, flails, saws, axes, and the like. A model can make a melee attack against any target that is in its line of sight.

A model using its Combat Action to make attacks with its melee weapons can make one initial attack with each of its melee weapons. Some models have special rules that allow additional melee attacks during their Combat Actions. See "Additional Attacks" on p. 34 for details.

Melee Attack Roll = 2d6 + MAT

MELEE ATTACK ROLL 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. 40):** A back strike gains +2 to the attack roll.
- **Free Strike (42):** A free strike gains +2 to the attack roll and a boosted damage roll if the attack hits.
- **Intervening Terrain (p. 49):** A model with any portion of its volume obscured from its attacker by an obstacle or an obstruction gains +2 DEF against melee attack rolls.
- **Knocked Down Target (p. 61):** A melee attack against a knocked down model hits automatically.
- **Stationary Target (p. 61):** A melee attack against a stationary model hits automatically.

Melee Range

A model's melee range is considered the longest melee range of its melee weapons. Additionally, each individual weapon can be used to attack only targets within its own range. For example, the Ogrun Bokur has two melee weapons: its Polearm has a range of 2″ and its Shield has a range of 0.5″. The Ogrun Bokur's melee range is 2″ because that is the longest range of its melee weapons, but it cannot attack targets with the Shield that are beyond its range of 0.5″. A model's melee range is limited to its front arc.

Models with no melee weapons have no melee range.

Engaged & Engaging

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

MELEE RANGE & ENGAGED MODELS

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 ranges, they are both engaged. However, a model with a weapon that has a longer melee range than its opponent can take advantage of its greater melee range to engage the opponent 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.



Free Strikes

When an engaged model advances out of an enemy's melee range or line of sight, the enemy model can 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 attack roll. If the attack hits, the damage roll is boosted.

When the free strike is made treat the free striking model as being in the advancing model's back arc. Free strikes do not benefit from the back strike bonus (p. 40).

When a model with the Gunfighter advantage (see p. 50) makes a free strike with a ranged weapon, it only gains the +2 to hit bonus against the model targeted by the attack. Likewise, if the attack hits, the damage roll against the model targeted by the free strike attack is boosted.

Power Attacks

Power attacks are attack options available to some models, such as warjacks and warbeasts. The power attacks available to other models are described in their special rules. Warjacks and warbeasts can make power attacks as follows.

- Lesser warbeasts cannot make power attacks.
- A light warjack or warbeast can make head-butt and slam power attacks. A light warjack with at least one non-crippled weapon with the Open Fist weapon quality can make throw power attacks. A light warbeast with at least one weapon with the Open Fist weapon quality can make throw power attacks.
- A heavy warjack or warbeast can make head-butt, slam, and trample power attacks. A heavy warjack with at least one non- crippled weapon with the Open Fist weapon quality can make throw power attacks. A heavy warbeast with at least one weapon with the Open Fist weapon quality can make throw power attacks.
- A colossal or gargantuan can make head-butt, slam, and trample power attacks. A colossal with at least one non-crippled melee weapon that has a location of L or R can make sweep power attacks. A colossal with at least one non-crippled weapon with the Open Fist weapon quality can make power strike and throw power attacks. A gargantuan with at least one melee weapon that has a location of L or R can make sweep power attacks. A gargantuan with at least one weapon with the Open Fist weapon quality can make power strike and throw power attacks.

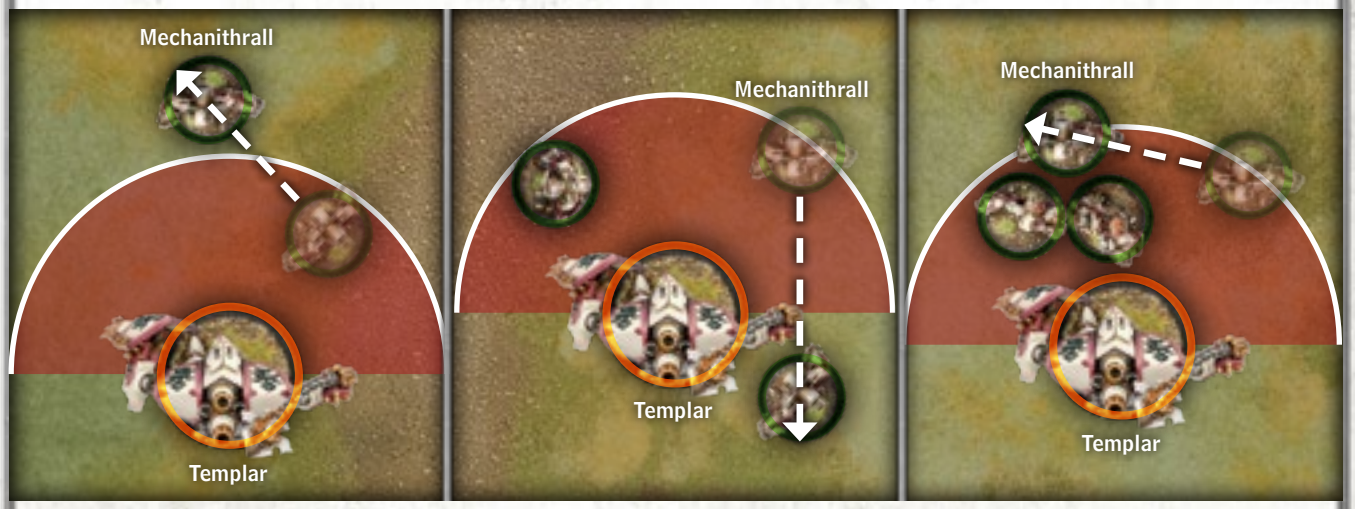
A warjack must spend 1 focus point to make a power attack. A warbeast must be forced to make a power attack.

Unless otherwise noted, a model can make a power attack only during its activation. A model cannot make a power attack during an activation in which it charges. A model cannot target a friendly model with a power attack.

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

A model that is able to do so can make additional melee attacks after making a power attack. A model cannot make a power attack as an additional attack.

FREE STRIKE EXAMPLES



The Mechanithrall advances out of the Templar's melee range but not its line of sight, giving the Templar a free strike against it.

The Mechanithrall advances out of the Templar's melee range and its line of sight, giving the Templar a free strike against it.

The Mechanithrall advances out of the Templar's line of sight but not its melee range, giving the Templar a free strike against it.

Power Attack Damage Rolls & Collateral Damage

Though power attacks are melee attacks, they do not resolve damage rolls the same way. Instead of rolling 2d6 and adding both the attacker's STR and the POW of the weapon being used, roll 2d6 and add just the attacker's STR. If the power attack results in collateral damage, collateral damage is also determined by rolling 2d6 and adding the STR of the attacking model. Collateral damage cannot be boosted and is not considered to be damage from an attack or model.

EXAMPLE: *An effect triggered by being "damaged by an enemy attack" would not trigger due to collateral damage.*

Power Attack Damage Roll = 2d6 + STR

Power Attack Collateral Damage Roll = 2d6 + STR

Head-Butt

A model making a **head-butt power attack** smashes its head into a model to drive it to the ground. A head-butt power attack made by a colossal or gargantuan has a 2″ melee range. A head-butt power attack made by any other model has a 0.5″ melee range. The attacking model makes a melee attack roll against its target. If the attack hits, the target becomes knocked down (p. 61) and then suffers a power attack damage roll.

A model cannot head-butt a model with a larger base.

Power Strike

Only colossals and gargantuans can make power strikes.

A model making a **power strike power attack** uses the force of its tremendous melee power to send a smaller-based model flying. A model must have at least one non-crippled weapon with the Open Fist weapon quality to make a power strike power attack. The power strike power attack has a melee range equal to that weapon's melee range. Its target must be in the Open Fist's field of fire and have a smaller base than the colossal or gargantuan.

The attacking model makes a melee attack against the target. If the attack hits, the target is slammed d6 + 2″ directly away from the colossal or gargantuan (see "Slammed," p. 32) and suffers a power attack damage roll.

Slam

A model making a **slam power attack** rams a model with the full force of its body to send the target model flying backward and knock it to the ground. A slam combines a model's Normal Movement and Combat Action. A model cannot make a slam power attack if it forfeited either its Normal Movement or its Combat Action that activation.

A slam power attack made by a colossal or gargantuan has a 2″ melee range. A slam power attack made by any other model has a 0.5″ melee range.

SLAM POWER ATTACK MOVEMENT & 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 slammed directly away from the Juggernaut d6″. The roll comes up a 6, but the Crusader stops when it hits the wall 4″ behind it and is knocked down. During the slam, the Crusader passes over a Temple Flameguard, and the Flameguard is knocked down and 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 (that is, 2d6 plus an additional die for colliding with a solid terrain feature, plus the Juggernaut's STR). This damage roll can still be boosted on top of the additional die.



A model making a slam power attack during its activation can attempt to slam any model that is in its line of sight at the beginning of its Normal Movement. Declare a slam and its target before moving the slamming model. Remember, a model requires line of sight to another model to target it. After declaring a slam, turn the slamming model 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 with its target in its slam power attack's melee range. It stops if it contacts a model, an obstacle, or an obstruction or if it is pushed, slammed, thrown, or placed during its slam movement. If a model contacts a model, an obstacle, or an obstruction while moving as part of a slam power attack but is able to move through it for some reason, the slamming model does not stop but is still considered to have contacted the model, obstacle, or obstruction.

The slamming model cannot change its facing after advancing as part of a slam.

A slamming model that ends its slam movement with its target in the melee range of its slam power attack has made a **successful slam**. If the slamming model advanced at least 3″, it makes a melee attack roll against its target. A model that slam power attacks a model with a larger base suffers –2 to its attack roll. If the attack hits, the target is slammed d6″ directly away from the attacker, becomes knocked down, and then suffers a power attack damage roll (see "Slammed," p. 32).

If the slamming model has a smaller base than the model it slammed, the slammed model is slammed half the distance rolled. Smaller-based models hit by a slam power attack made by a huge-based model are moved an additional 2″.

If a slamming model makes a successful slam but moved less than 3″, the model still makes an attack roll against its target. If the target is hit, it suffers a power attack damage roll but is not slammed. These are still slam attack rolls and slam damage rolls.

A model that does not end its slam movement with its target within its slam melee range has failed its slam power attack. If a model fails its slam power attack during its activation, its activation ends.

Slams Outside of Activation

When a model makes a slam power attack outside its activation, such as with the Counter Slam special rule, follow the rules above but ignore any references to the model's activation, Normal Movement, or Combat Action. If the model fails its slam, it does not make any attack.

Sweep

A colossal or gargantuan can use its arms to scythe through models within its reach. A colossal or gargantuan chooses a non-crippled melee weapon with a location of L or R to make the **sweep power attack**. It then makes one melee attack with the weapon against each model in the weapon's field of fire that is within the weapon's melee range, ignoring intervening models when determining line of sight. This power attack does not require a target, but each separate attack does. These attacks are simultaneous (see "Simultaneous Effects," p. 41). Models hit suffer a power attack damage roll.

Throw

A model making a **throw power attack** picks up and throws another model. A warjack must have at least one non-crippled weapon with the Open Fist weapon quality to make a throw power attack. A warbeast must have at least one weapon with the Open Fist weapon quality to make a throw power attack. A throw power attack has a melee range equal to the melee range of its non-crippled weapon with Open Fist. A model cannot throw power attack a model with a larger base; that is, a model with a larger base cannot be targeted.

The attacking model must first attempt to grasp the model it intends to throw by making a melee attack roll against it. If the attack hits, that model is grasped and tries to break free before it is lifted off the ground. Both models roll a d6 and add their current STR. An attacker with two non-crippled weapons with Open Fist rolls 2d6 instead. If the grasped model's total is greater, it breaks free and the attack ends. If the attacker's total equals or exceeds the grasped model's total, the grasped model is thrown (see "Thrown," p. 33).

When your model throws another model, you can choose either to throw the model directly away from the attacker or to throw it at another model within the attacker's line of sight. The throw distance is equal to half the attacker's current STR in inches.

If you choose to have your model throw a model at another model, ignore the model being thrown when determining line of sight to the target. The target can have a larger base than the attacker. If the distance between the thrown model and the model it is being thrown at is beyond the throw distance, the point of impact is the point along the line from the thrown model to the model it is being thrown at equal to the throw distance (see "Thrown," p. 33). In this case, do not roll deviation. If the other model is within the throw distance, the attacker makes a melee attack roll against it. On a hit, move the thrown model from its current location directly toward the other model's base until it contacts the target.

If the target was in the throw range and the attack roll resulted in a miss, determine the thrown model's actual point of impact by rolling for deviation. Referencing the deviation rules (p. 51), roll a d6 for direction and a d3 for distance in inches. Measure deviation from the center of the missed model's base. The deviation distance cannot exceed half the distance between the thrown model and the model that was missed.

When moving the thrown model, it moves through the throwing model without contacting it.

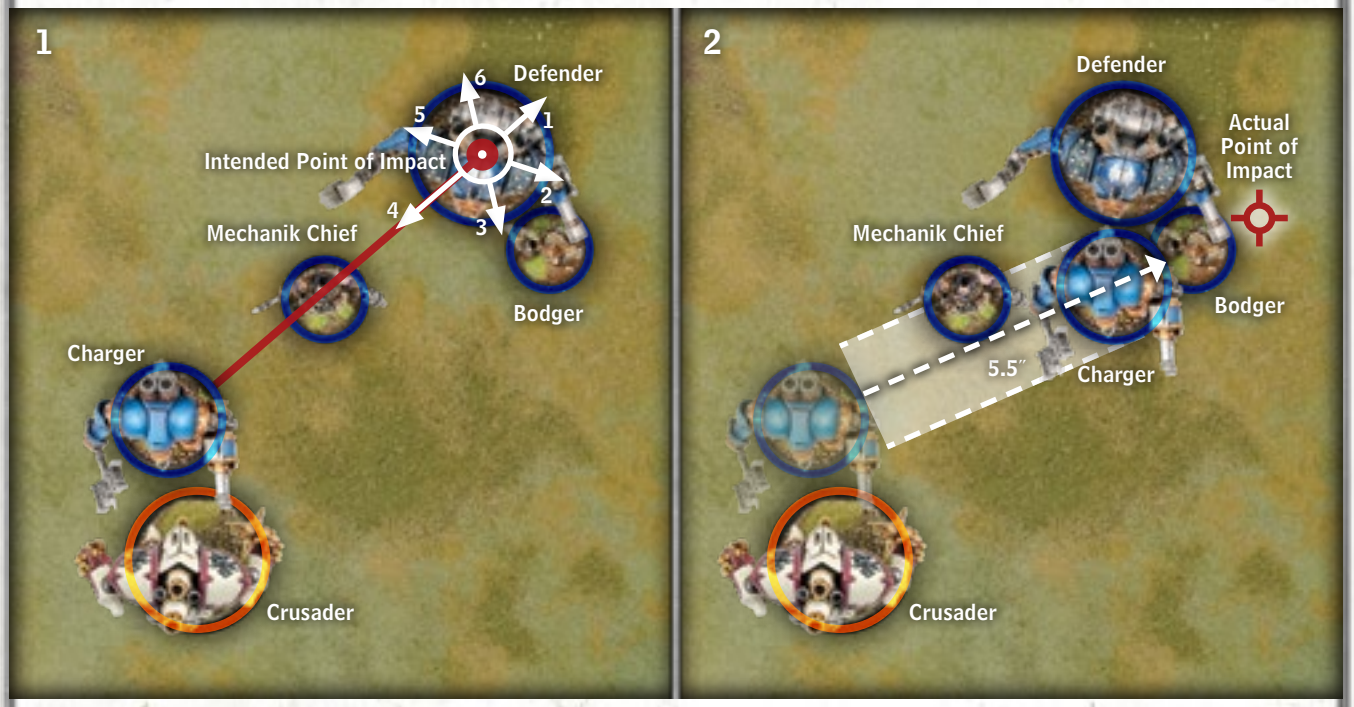
The thrown model suffers a power attack damage roll.

DEVIATION

In WARMACHINE most attacks that miss have no further effect. However, some attacks—primarily power attack throws, ranged AOE attacks, and AOE spell attacks—are so strong or explosive that they will still land *somewhere* even when they miss. Use the rules for deviation (p. 51) to determine where those attacks land.



EXAMPLE OF A THROW POWER ATTACK



It is the Crusader's activation, and the Protectorate player wants to throw the Cygnar Charger at the Defender.

First the Crusader must roll to hit the Charger. The Crusader's MAT is 6 and the Charger's DEF is 13, so the Crusader needs to roll a 7 or better. It rolls a 9 and hits the Charger.

Next, both models roll a d6 and add their STR to see if the Charger can break free. The Crusader rolls a 3 and adds its STR of 11 for a total of 14. The Charger rolls a 4 and adds its STR of 9 for a total of 13. The Charger does not break free.

The Crusader then can choose to throw the Charger either directly away or at a target. In this case, the Crusader chooses to throw it at the Defender, hoping to destroy the Mechanik Chief in addition to damaging the Charger.

Because the Crusader's STR is 11, the thrown model can travel 5.5″. The Defender is 4″ away from the Charger, so the Defender is in range of the throw.

The Crusader makes another melee attack roll against the Defender's DEF of 12 to hit the Defender with the thrown model. Needing a 6 to hit, the Crusader rolls a 5. The throw misses!

A missed throw behaves like a missed AOE attack and deviates from the center of the Defender's base. Centering the deviation template on the Defender, the Crusader rolls a 2 for direction and a 2 for distance. The actual point of impact is just to the right of the Defender.

The Charger then moves in a straight line from its current position to the actual point of impact. During this move its base crosses the base of the Mechanik Chief, but since the Mechanik Chief's base is smaller than the Charger's, the Charger does not contact it.

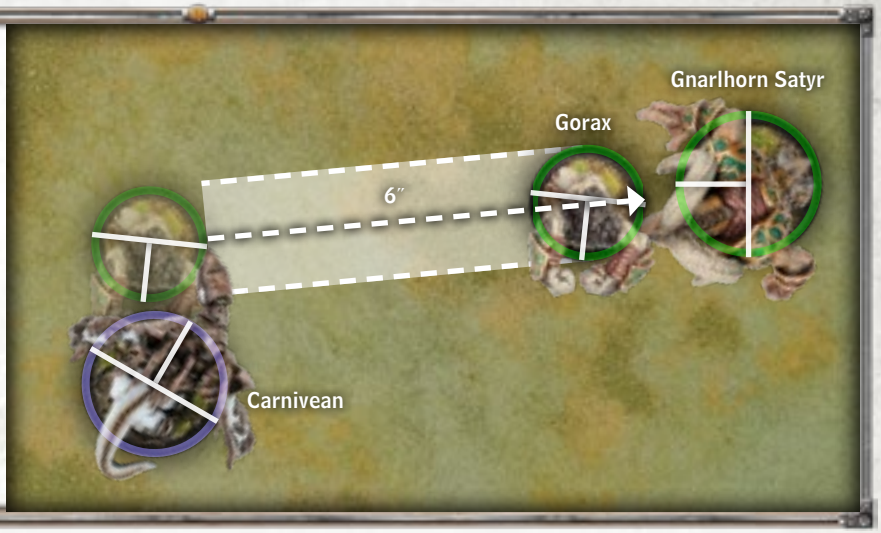
The Charger stops when it comes into contact with the Defender's base because the Defender's base is equal to or larger than the Charger's. When it stops, the Charger's base is overlapping the Bodger's base, so the Bodger is contacted and must be moved according to the rule of least disturbance (p. 33). Both the Charger and the Bodger are knocked down.

The Charger suffers a damage roll from the power attack, and an additional die is added to the damage roll because the Charger contacted a model with an equal or larger base. The Bodger suffers a collateral damage roll of 2d6 plus the Crusader's STR of 11. The Defender does not suffer any damage and is not knocked down because its base is larger than the Charger's.

The Crusader wasn't able to crush the Mechanik Chief, but at least the warjack eliminated a pesky Bodger with its throw.

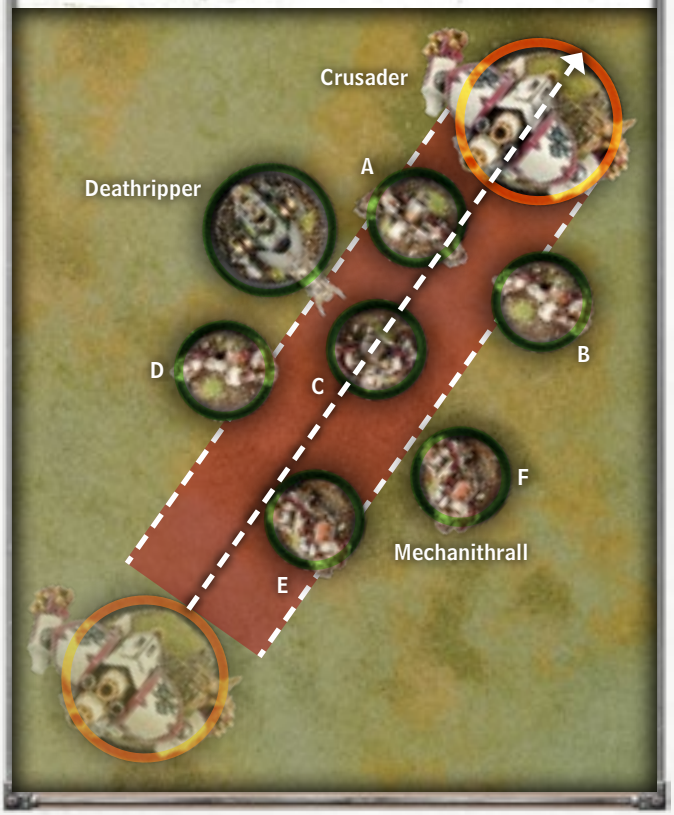
ANOTHER EXAMPLE OF A THROW POWER ATTACK

A Carnivean throws a Gorax Rager at a nearby Gnarlhorn Satyr. The Carnivean has a STR of 12, so the throw distance is 6″. The Satyr is just out of range of the throw, so it is missed. The point of impact is the point 6″ away from the Gorax Rager along the line between them. The Gorax Rager is knocked down and then suffers a power attack damage roll.



TRAMPLE EXAMPLE

A Crusader power attack tramples through a unit of Mechanithralls. The Crusader chooses a direction that allows it to contact as many Mechanithrall models as possible as it moves. The Crusader's SPD is 4, so it moves 7″ in a straight line without changing its facing. Upon finishing this trample movement, the Crusader makes a melee attack roll against Mechanithralls A, B, C, D, and E. After resolving those attacks, Mechanithrall F and the Deathripper make free strikes against the Crusader.



Trample

A model making a **trample power attack** crashes its way through small-based models in its path. A trample combines a model's Normal Movement and Combat Action. A model cannot make a trample power attack if it forfeited either its Normal Movement or its Combat Action.

Declare a trample power attack at the beginning of the model's Normal Movement. Choose a direction in which you wish to trample, and turn the model to face that direction. The model then advances up to its current SPD plus 3″ in a straight line in that direction. It moves through any small-based model in its path, but there must be room for the trampling model's base at the end of the movement. It stops if it contacts a model with a medium or larger base, an obstacle, or an obstruction. If a model contacts a model with a medium or larger base, an obstacle, or an obstruction while moving as part of a trample power attack but is able to move through it for some reason, the trampling model does not stop but is still considered to have contacted the model, obstacle, or 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 roll against each small-based model it moved through during this movement. Models hit by a trample attack suffer a power attack damage roll. These attacks are simultaneous (see "Simultaneous Effects," p. 41). When a trampling model hits a model with a Buckler +1 or a Shield +2 or while a model is benefiting from the Shield Wall order, the hit model gains the shield, buckler, or Shield Wall ARM bonus only if the trampling model first contacted the model through its front arc. A trampling model gains a back strike bonus against a model only if the trampling model was completely in that model's back arc when it first contacted that model.

Resolve free strikes against the trampling model after resolving all trample attacks. Small-based models contacted by the trampling model during its trample movement cannot make free strikes against the trampling model. Wait to resolve free strikes against the trampling model until after resolving all trample attacks. Ignore the distance between models when resolving free strikes against the trampling model; if a model was eligible to make a free strike against the trampling model during the trampling model's movement, it can do so whether or not the trampling model ended its movement in the eligible model's melee range.

Ranged Attacks

Ranged attacks include attacks made with weapons such as bows, rifles, pistols, cannons, flamethrowers, crossbows, harpoon guns, mortars, and thrown spears. A model can make a ranged attack against any target in its line of sight. A model in melee (p. 42) cannot make ranged attacks.

A model using its Combat Action to make attacks with its ranged weapons can make a number of initial attacks with each of its ranged weapons equal to the weapon's rate of fire (ROF). Some models have special rules that allow additional ranged attacks during their activations. See "Additional Attacks" on p. 34 for details.

Ranged Attack Roll = 2d6 + RAT

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 (p. 28):** A model that uses its Normal Movement to aim receives a +2 bonus to every ranged attack roll it makes this activation. A model in melee cannot aim.
- **Back Strike (p. 40):** A back strike gains +2 to the attack roll.
- **Cloud Effect (p. 60):** A model inside a cloud effect gains concealment.
- **Concealment (p. 49):** A model with concealment in relation to its attacker gains +2 DEF against ranged and magic attack rolls. Huge-based models never gain the DEF bonus from concealment. Cover and concealment are not cumulative.
- **Cover (p. 49):** A model with cover in relation to its attacker gains +4 DEF against ranged and magic attacks. Huge-based models never gain the DEF bonus from cover. Cover and concealment are not cumulative.
- **Knocked Down Target (p. 61):** While knocked down, a model has its base DEF reduced to 5.
- **Stationary Target (p. 61):** While stationary, a model has its base DEF reduced to 5.
- **Target in Melee (p. 50):** A model in melee gains +4 DEF against non-spray ranged and magic attacks. Huge-based models never gain the target in melee DEF bonus.



EXAMPLES OF CONCEALMENT & COVER



Concealment & 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 an intervening terrain feature can gain either a concealment bonus or a cover bonus—depending on the type of terrain—to its DEF against ranged and magic attacks. If you can draw a line from any part of the attacker's volume to any part of the target model's volume and that line passes through a terrain feature, that terrain feature is intervening. 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. In order to benefit from concealment or cover, the target model must be within 1″ of that terrain feature along at least one straight line between it and the attacker. See "Terrain" on p. 86 for details on terrain features and how they provide concealment or cover.

A model with **concealment**, either granted by being within 1″ of a terrain feature that provides concealment in relation to its attacker or from another effect, gains +2 DEF against ranged and magic attack rolls. Concealment provides no benefit against spray attacks. Examples of concealment-granting terrain features include low hedges and bushes.

A model with **cover**, granted either by being within 1″ of a terrain feature that provides cover in relation to its attacker or from another effect, gains +4 DEF against ranged and magic attack rolls. Cover provides no benefit against spray attacks. Examples of cover-granting terrain features include stone walls, giant boulders, and buildings.

Remember, huge-based models never gain the DEF bonuses from concealment or cover.

CONCEALMENT & COVER IN ACTION

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 Infantry models A and B. The Defender cannot draw line of sight to Orsus Zoktavir, the Butcher of Khardov at all because there is a forest between them (see the rules for forests on p. 87). Winter Guard C is behind the crates, but because it is more than 1″ from them, it does not receive the cover bonus.





Targeting a Model in Melee

A large- or smaller-based model in melee gains +4 DEF against non-spray ranged and magic attacks. Huge-based models never gain the Target in Melee DEF bonus.

Assault

A model with the Assault advantage can make one ranged attack as part of a charge during its activation. This ranged attack must occur after the model ends its movement but before it begins its Combat Action and must target the model charged. A model that begins a charge in melee cannot make an Assault ranged attack as part of that charge. If the target is not in the charging model's melee range after ending its movement, the charge fails, but the model with Assault can still make the Assault ranged attack before its activation ends. A model can make an Assault ranged attack while in melee.

Gunfighter

A model with the Gunfighter advantage can make ranged attacks targeting models in its melee range and can make free strikes with its ranged weapons. A model with the Gunfighter advantage that is in melee can only make ranged attacks targeting models it is in melee with. If it does not have a melee weapon, it gains a melee range of 0.5″.

A model with the Gunfighter advantage can make charges. If it makes a charge, the model can make its initial attacks with its ranged weapons, but these attacks can target only models in its melee range. The charging gunfighter's first melee or ranged attack after ending its charge movement must target the model it charged. If the charging gunfighter did not fail its charge and cannot make its first melee or ranged attack against the charge target, the charging gunfighter can make its first attack against any eligible target. Remember, your first attack after charging is a charge attack only if you make it with a melee weapon, and a model in melee cannot aim (p. 28).

Gunfighter does not allow a model to make melee and ranged attacks during the same activation.



Area-of-Effect (AOE) Attacks

An attack with an area of effect (AOE) is sometimes referred to as an **AOE attack**. A ranged attack with an AOE is still a ranged attack, a magic attack with an AOE is still a magic attack, and a melee attack with an AOE is still a melee attack. The attack covers an area with a diameter equal to its AOE. Templates for AOEs can be found at http://cards.privateerpress.com.

An AOE attack follows all normal targeting rules. A successful attack roll indicates a direct hit on the intended target, which suffers a direct hit damage roll of 2d6 + POW. Center the AOE template over the **point of impact**—in the case of a direct hit, the center of the base of the model directly hit. In the case of a missed attack, the point of impact deviates (see "Deviation," next).

Once the point of impact has been established, every model other than the model directly hit that has 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 + ½ POW. Make separate damage rolls against each model in the AOE; each roll must be boosted individually.

AOE Direct Hit Damage Roll = 2d6 + POW

AOE Blast Damage Roll = 2d6 + ½ POW

Damage rolls resulting from AOEs are simultaneous (see "Simultaneous Effects," p. 41).

Deviation

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

Determine the deviation of the AOE's point of impact by referencing the deviation template and rolling a d6 to determine the direction the point of impact deviates. For example, a roll of 1 means the attack goes long and a roll of 4 means the attack lands short. Then roll a 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 target is within range of the attack, the point of impact will not deviate more than half the distance from the attack's point of origin to its intended target.
- If the intended target is beyond the range of the weapon, 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. In this case, the point of impact will not deviate more than half the RNG of the attack.

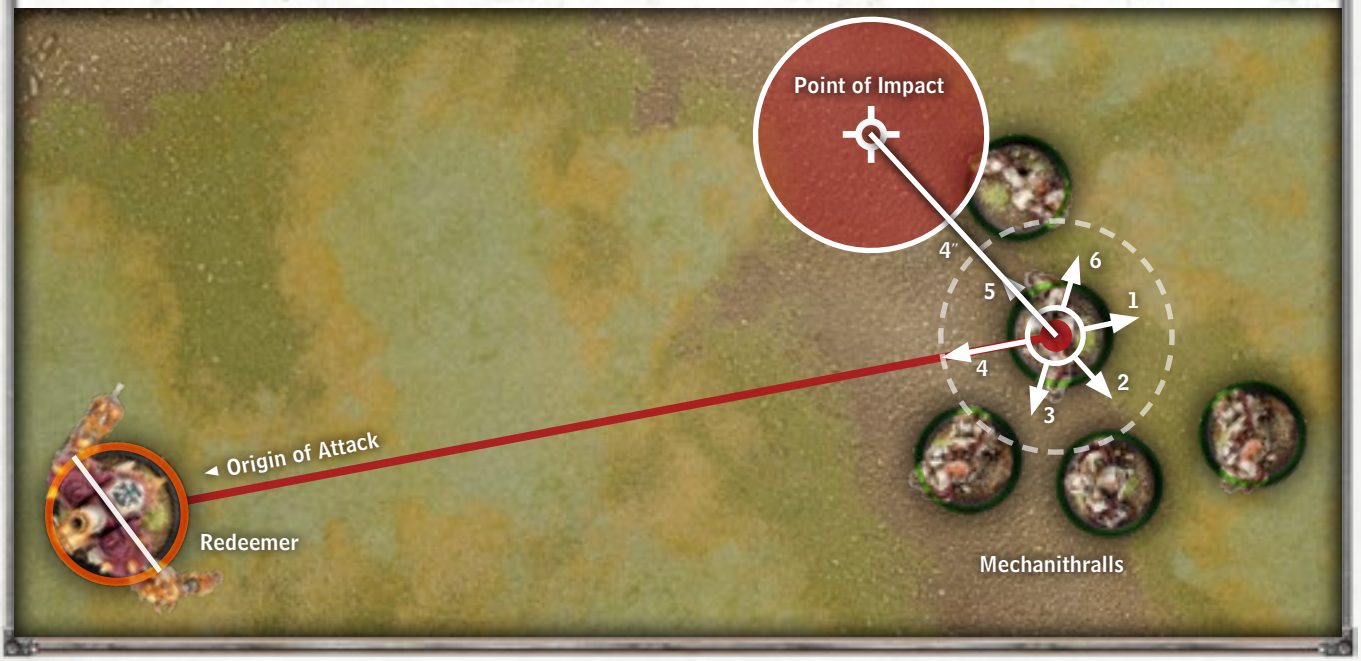
When determining deviation distance, use the exact value for this maximum; do not round it. For instance, an attack made at a target 5″ away from the attack's point of origin will deviate a maximum of 2.5″ even if the attacker rolls a 3, 4, 5, or 6 for deviation distance.

Terrain features, models, and other effects do not block deviating AOE attacks. Deviating AOE attacks always take effect at the determined point of impact. If the deviated point of impact would be off the table, reduce the deviation distance so the point of impact is on the edge of the table instead.

Deviating AOE attacks never cause direct hits even if the point of impact is on top of a model.

DEVIATION EXAMPLE

A Redeemer makes a ranged attack with its Skyhammer targeting the Mechanithrall in the middle of the unit 12″ away. If it hits the target, the Skyhammer will catch four Mechanithralls under the template! The Redeemer's ranged attack roll misses, however, and since the attack is an AOE attack, the Redeemer's controller must roll deviation to determine the attack's point of impact. The roll is a 5 for direction and a 4 for distance in inches. Measure 4″ in the determined direction from the center of the attack's original target in order to locate the point of impact. Models under the template are hit, but not directly hit, and 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.

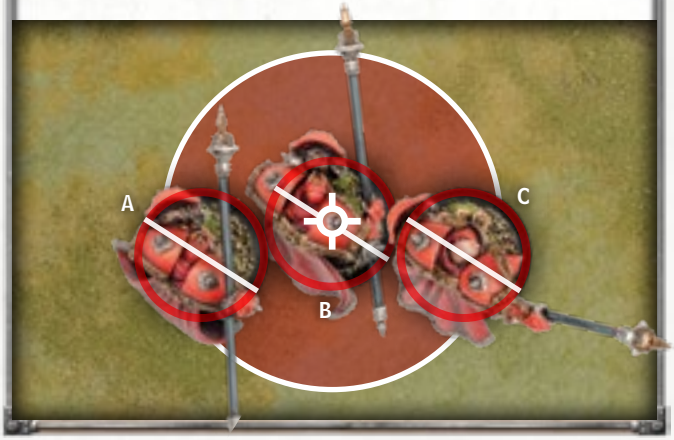


Point of Impact & Origin of Damage

An AOE attack's point of impact determines the origin of damage and effects for models not directly hit by the attack. For instance, suppose an AOE ranged attack targets a trooper in a unit that has used the Shield Wall order. If the attack hits, the target trooper will benefit from Shield Wall if the attacker is in the trooper's front arc, as will other troopers that have the AOE's point of impact in their front arc. Troopers that have the AOE's point of impact in their back arc will not benefit from Shield Wall, though, as the damage is originating in their back arc. Should the attack miss and deviate long, into the target trooper's back arc, the target trooper still will not benefit from Shield Wall. See p. 38 for more information on point of origin and origin of damage.

POINT OF IMPACT EXAMPLE

Three Iron Fang Pikemen are benefiting from the Shield Wall order when Pikeman B is hit by an AOE attack. Center the AOE template on Pikeman B; it is directly hit. Pikeman A is hit by the attack, but since the center of the template is within Pikeman A's front arc, it benefits from Shield Wall. Pikeman C is also hit by the attack, but since the center of the template is in Pikeman C's back arc, it does not benefit from Shield Wall.



EXAMPLES OF SPRAY ATTACKS

A Scattergunner makes a spray attack against a group of Praetorian Swordsmen. The Trollblood player chooses the centermost Swordsman as the target and centers the SP 8 spray template laterally over that model. Targeting that trooper enables the player to cover the greatest number of Swordsmen with the template without covering his own nearby Troll Impalers. He makes a ranged attack roll against each of the four Swordsmen in the spray.



A pair of Wolves of Orboros has advanced to within range of a Carnivean's Dragon Breath. The Circle player has been careful to place them far enough apart that a spray attack targeted against either one of them will not catch the other under the template. Unfortunately he has not taken the Wild Argus behind them into account. The Carnivean has line of sight to the Argus and therefore can target it with its Dragon Breath even though it is out of range. Doing this will cover both Wolves of Orboros with the spray template.



Spray Attacks

An attack using the spray template is sometimes referred to as a **spray attack**. Some weapons and spells, such as flamethrowers and Warwitch Deneghra's Venom spell, make spray attacks. These devastating short-ranged attacks can potentially hit several models. A spray attack uses the spray template, which is marked with three possible ranges: "SP 6," "SP 8," and "SP 10." Consider only the portion of the template corresponding to the RNG of the spray attack when determining which models are hit by the attack. Effects that modify RNG do not affect spray attacks.

A spray attack follows all normal targeting rules. When making a spray attack, center the spray template laterally over the target with the narrow end of the template touching the nearest edge of the point of origin's base. The target itself need not be under the template. Every model with any part of its base covered by the appropriate section of the spray template can be hit by the attack.

Make separate attack rolls against each model under the template. Remember that each roll must be boosted individually. A model under the spray template cannot be hit by the attack if the attacker's line of sight to it is completely blocked by terrain. Ignore cloud effect terrain when determining if the attacker's line of sight is completely blocked to a model under a spray template.

Spray attacks ignore concealment, cover, Stealth, intervening models, and the target in melee DEF bonus.

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 (see "Simultaneous Effects," p. 41).

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. 40):** A back strike gains +2 to the attack roll.
- **Cloud Effect (p. 60):** A model inside a cloud effect gains concealment.
- **Concealment (p. 49):** A model with concealment in relation to its attacker gains +2 DEF against ranged and magic attacks. Huge-based models never gain the DEF bonus from concealment. Concealment and cover are not cumulative.
- **Cover (p. 49):** A model with cover in relation to its attacker gains +4 DEF against ranged and magic attacks. Huge-based models never gain the DEF bonus from cover. Concealment and cover are not cumulative.
- **Knocked Down Target (p. 61):** While knocked down, a model has its base DEF reduced to 5.
- **Stationary Target (p. 61):** While stationary, a model has its base DEF reduced to 5.
- **Target in Melee (p. 50):** A model in melee gains +4 DEF against non-spray ranged and magic attacks. Huge-based models never gain the target in melee DEF bonus.

Magic Attacks

A model can make a magic attack targeting any model in the spell's range that is in its line of sight. Magic attacks are similar to ranged attacks and follow most of the same rules, but they are not affected by rules that affect only ranged attacks. See "Casting a Spell" on p. 79 for more information on magic attacks.

Magic Attack Roll = 2d6 + FOCUS or Magic Ability Score (p. 79)

Targetting a Model in Melee

A large- or smaller-based model in melee gains +4 DEF against non-spray ranged and magic attacks. Huge-based models never gain the Target in Melee DEF bonus.



Damage

Warcasters, warjacks, warlocks, warbeasts, battle engines, 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 attacks, magic attacks, 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 P+S of the attack, which is the POW of the weapon used for the attack + the Strength (STR) of the attacking model. 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 melee)

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 model cannot suffer more damage than it has damage boxes.

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

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 "X damage." For example, a damage roll that causes electrical damage is described as an "electrical damage roll ."

A model with immunity to a certain damage type never takes 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 immune to damage from an attack can still suffer other effects from the attack.

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

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

Damage types and immunities include:

Cold | Corrosion | Electricity | Fire | Magical

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



Damage Type: Magical

Magical damage can affect models with the Incorporeal advantage. Attacks made with weapons that cause magical damage are not magic attacks; magical ranged weapons make ranged attacks, and magical melee weapons make melee attacks. Damage from spells is magical damage.

Recording Damage

A model's entry gives its **damage capacity**, or the total amount of damage it can suffer before being **disabled**. For models without damage boxes, this is 1 damage point. A model resilient enough to take more than 1 point of damage will have a row of **damage boxes** for tracking the damage it receives. Record its damage left to right by marking one damage box for each damage point taken. A model is disabled once all its damage boxes are marked.

Damage Grids

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 the number of damage boxes, but they function the same way. When a model with a damage grid suffers damage, roll a d6 to determine which column takes the damage. Starting with the uppermost unmarked box in that column and working down, mark one damage box per damage point taken. Once a column is full, continue recording damage in the next column to the right that contains an unmarked damage box. If all the damage boxes in column 6 are marked, continue recording damage in column 1 or the next column that contains an unmarked damage box. Continue filling columns as required until every damage point taken has been recorded.

When a rule specifically states a model suffers damage to the "first" box of a given system (see "Warjack Damage Key" callout), find the lowest numbered column on the model's card that has an unmarked damage box for that system. Within that column, mark the uppermost unmarked damage box of that system.



The first unmarked Cortex system box

Crippling Systems

When a model with systems, like a warjack, suffers damage, individual systems critical to its combat performance can be hindered or **crippled**. Blank damage boxes represent a warjack's hull. The hull is not a system. Beneath the hull are the model's vital systems, represented by system boxes. Each of these boxes is labeled with a letter designating the system it supports. System boxes are still damage boxes; when recording damage, mark both blank boxes and those containing system labels to record the correct amount of damage. While all the boxes corresponding to a system are marked, the system is crippled. The effects of crippled systems are as follows:

- **Crippled Arc Node:** The model loses the Arc Node advantage.
- **Crippled Cortex:** The model loses any focus points on it and cannot gain or spend focus points for any reason.
- **Crippled Movement:** The model has its base DEF changed to 5. It cannot run, charge, or make slam or trample power attacks. A model that has its Movement system crippled while advancing as part of a charge or slam power attack immediately stops advancing, and its activation ends.
- **Crippled Field Generator:** A model with a crippled Field Generator cannot spend focus points to remove damage from its force field damage track (p. 58).
- **Crippled Arm or Head Weapon System:** The model rolls one fewer die on the attack and damage rolls with weapons in the crippled location. Additionally, a model cannot use weapons in a crippled location to make power attacks or special attacks. A model cannot make a chain attack or combo special attack, such as Combo Smite or Combo Strike, while either of the weapon systems with the special rule is crippled. If a weapon in the crippled location has the Buckler or Shield weapon quality, the model loses the ARM bonus for that quality while the location is crippled.

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

WARJACK DAMAGE KEY

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

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

Some Factions in WARMACHINE have additional types of warjack systems. For example, the warjacks in the Convergence of Cyriss have the Interface Node system (I). Colossals have a Superstructure (S) system due to their immense size and the complexity of some of their unique systems.

Damaging a Colossal

The huge-based warjacks known as colossals have two damage grids—right and left—but otherwise suffer damage like a smaller warjack.



When a colossal is damaged, the damage grid to be marked is determined by the origin of the damage suffered (see "Point of Impact & Origin of Damage," p. 38). If the origin of damage is in the colossal's right field of fire, the attack will damage the colossal's right damage grid. If the origin of damage is within the colossal's left field of fire, the attack will damage the colossal's left damage grid.

If the colossal suffers damage from an attack and the attacker is completely within the colossal's back arc or any part of the attacker's base is directly in front of the colossal, the attacker chooses which damage grid takes the damage. If the origin of damage is in the colossal's back arc or directly in front of the colossal and the source of the damage was not an attack, randomize which damage grid takes the damage.

When a colossal suffers damage without a point of origin, such as from a continuous effect, roll a d6 to determine which damage grid takes the damage. On a 1, 2, or 3 the damage is marked on the colossal's left damage grid. On a 4, 5, or 6 the damage is marked on the colossal's right damage grid.

Once the damage grid taking the damage has been determined, randomize which column takes the damage.

If all the damage boxes in column 6 of a colossal's damage grid are filled, continue recording damage in column 1 (or, if column 1 is filled, the next column of that grid that contains an unmarked damage box). If all the damage boxes in a colossal's grid are filled, continue recording damage on the other grid. Roll a d6 to determine where to apply this damage.

Note that on a colossal, the L and R system locations refer not to just the arm on that side but to the entire suite of weapons on that side. For example, if the R system is crippled, all weapons in location R suffer the effects under Crippled Weapon. Some colossals also have an S system, or superstructure. In addition to any effects of a crippled superstructure listed in a colossal's rules, all weapons in location S suffer the effects under Crippled Weapon when the S system is crippled.

LOCATION & ATTACKING A COLOSSAL

Winter Guard Infantry models A, B, C, and D are in the Stormwall's left field of fire, so any damage they do to the colossal is recorded on its left damage grid.

The Destroyer is in the Stormwall's right field of fire, so any damage it does to the colossal is recorded on its right damage grid.

Part of Orsus Zoktavir, the Butcher of Khardov's base is directly in front of the Stormwall, so if it damages the colossal, the Butcher chooses which of the Stormwall's damage grids takes the damage.

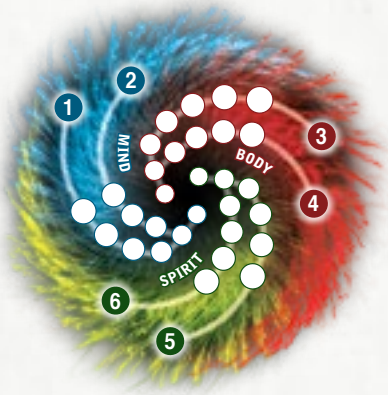
Winter Guard trooper E is completely within the Stormwall's back arc, so if it damages the colossal, Winter Guard E chooses which of the Stormwall's damage grids takes the damage.



Warbeast Life Spirals

Warbeasts have **life spirals** consisting of six **branches** of damage boxes (represented by circles) labeled with the numbers 1 through 6. Different life spirals will be slightly different in shape and the number of damage boxes, but they function the same way. When a model with a life spiral suffers damage, roll a d6 to determine which branch takes the damage. Starting with the outermost unmarked box in that branch and working inward, mark one damage box per damage point taken. Once a branch is full, continue recording damage in the next branch clockwise that contains an unmarked damage box. Continue filling branches as required until every damage point taken has been recorded.

When a rule specifically states a model suffers damage to a particular aspect, find the lowest numbered branch on the model's card that has an unmarked damage box for that aspect. Within that branch, mark the outermost unmarked damage box of that aspect.



Sample life spiral from a warbeast stat card

Crippling Aspects

Life spirals are divided into three aspects that can be crippled as a warbeast suffers damage: Body, Mind, and Spirit. As a warbeast's aspects are crippled its performance on the battlefield suffers. While all the boxes corresponding to an aspect are marked, the aspect is crippled. The effects of crippled aspects are as follows:

- **Crippled Body:** The warbeast rolls one fewer die on damage rolls.
- **Crippled Mind:** The warbeast rolls one fewer die on attack rolls. Additionally, the model cannot make chain attacks, power attacks, or special attacks.
- **Crippled Spirit:** The warbeast cannot be forced.

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

Force Fields

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

> **EXAMPLE:** *When damage is dealt to column 2, mark damage first in the force field boxes and then in column 2 if the force field is filled (even if the column was chosen by the attacker as a result of a special rule such as a Widowmaker Scout's Marksman rule).*

Fields & Simultaneous Damage

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

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

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

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

Removing Field Damage

Once per turn during its activation, a model with a force field can spend 1 focus point to remove d3 + 1 damage points from its force field damage track unless its Field Generator (G) system is crippled.

Disabled, Boxed & Destroyed

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

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

If an effect causes a model to leave play or cease being disabled, such as when damage is removed due to a Tough roll, do not resolve any additional effects that were triggered by the model being disabled. The model does not become boxed or destroyed, thus effects triggered by the model becoming boxed or destroyed do not occur.

Likewise, if an effect causes a boxed model to leave play or no longer be boxed, do not resolve any additional effects triggered by the model being boxed. For example, if an effect causes a boxed model to be removed from play, no additional effects triggered by the model being boxed take place, and the model is not destroyed. In this case, the removed model does not generate a soul token (p. 60) because it was not destroyed.

Battlegroup Commander Destruction

When a model with the Battlegroup Commander special rule is destroyed or removed from the table, the warjacks in its battlegroup become inert and the warbeasts become wild. Additionally, all upkeep spells cast by that model expire (p. 80).

Inert Warjacks

When a warjack becomes **inert**, it loses any focus points it had, and while it is inert it cannot gain focus points. An inert warjack cannot activate and does not have a melee range. It cannot engage or be engaged by other models. A model is never in melee with an inert warjack. An inert warjack has no facing, cannot advance or make attacks, and does not gain an ARM bonus for shields or bucklers. Special rules that cannot be used while a model is stationary cannot be used while a warjack is inert. A melee attack targeting an inert warjack automatically hits. An inert warjack has a base DEF of 5.

An inert warjack can be reactivated by a friendly Faction model with the Battlegroup Commander special rule, such as a warcaster, or by a friendly Faction model with the 'Jack Marshal ⊛ advantage. To **reactivate** the warjack, a model with Battlegroup Commander can spend 1 focus point anytime during its activation while base-to-base with the warjack. A 'jack marshal can reactivate an inert friendly Faction warjack during its activation by forfeiting its Combat Action while base-to-base with the warjack. The reactivated warjack is no longer inert, but it must forfeit its Combat Action the turn it is reactivated. If the model reactivating a warjack has Battlegroup Commander, the warjack becomes a part of its battlegroup.

If the model reactivating a warjack is a 'jack marshal, the reactivated warjack comes under its control unless the 'jack marshal already controls a warjack.

Wild Warbeasts

When a warbeast goes wild, it loses any fury points it had. A wild warbeast cannot use its animus or be forced. A wild warbeast cannot gain fury points and never frenzies. A wild warbeast cannot activate and does not have a melee range. It cannot engage or be engaged by other models. A model is never in melee with a wild warbeast. A wild warbeast has no facing, cannot advance or make attacks, and does not gain an ARM bonus for shields or bucklers. Special rules that cannot be used while a model is stationary cannot be used while a warbeast is wild. A melee attack targeting a wild warbeast automatically hits. A wild warbeast has a base DEF of 5.

Anytime during its activation, a friendly Faction model with the Battlegroup Commander special rule, such as a warlock, can spend 1 fury point to take control of a wild warbeast while in base-to-base contact with it. The warbeast is no longer wild but must forfeit its Combat Action the turn it becomes controlled. The warbeast becomes a part of its new controller's battlegroup.

Removed from the Table & Removed from Play

Some rules cause a model to be **removed from the table**, such as when it is destroyed or temporarily leaves the game for some reason. The model is removed from the playing field and set aside; it can return to the game at a later point (see "Return to Play," next).

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

Expiring Effects

When a model is removed from play or removed from the table, any effects on it **expire**. In the case of an upkeep spell affecting a unit, the spell will not expire as a result of a model being removed until the last model in the unit is removed (p. 80).

Return to Play

Some special rules can cause a model to **return to play** after it is removed from the table. Unless otherwise specified, a model that is returned to play has all damage removed and can activate that same turn. Models removed from play cannot be returned to play.

If a model has a special rule it can use only once per game and uses it before being removed from the table, it cannot use that special rule again that game even if it returns to play.

Corpse & Soul Tokens

Living models have souls that can be claimed as **soul tokens**. Living and undead models have corpses that can be claimed as **corpse tokens**. Some special rules allow models to gain corpse tokens and soul tokens when a model is destroyed; other special rules allow models to claim and spend certain tokens. A model generates only one of each type of token when destroyed. If multiple models are eligible to claim a specific token as a result of the destruction of a model, the nearest eligible model claims the token. If a model has a limit on how many of a specific token it can have and is at that limit, it is not considered an eligible model for claiming the token.

> **EXAMPLE:** *A Pistol Wraith that has its maximum of three soul tokens destroys a Holy Zealot while the Zealot is within the High Reclaimer's control range. Both the Pistol Wraith and the High Reclaimer have special rules that allow them to claim soul tokens. The Pistol Wraith is closer to the Zealot than the High Reclaimer is, so it can normally claim the Zealot's soul token before the High Reclaimer can. Because the Pistol Wraith already has its maximum number of soul tokens, though, it is not eligible to claim any more. The High Reclaimer can claim this soul token instead.*

Removing Damage

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

Special Combat Situations

The chaos of a battlefield is constantly producing the unexpected. The following rules cover a variety of effects certain weapons or models can produce.

Cloud Effects

A **cloud effect** produces an area of dense smoke, magical darkness, thick mists, or the like 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 is susceptible to its effects.

In addition to being affected by a cloud's special rules, a model completely within the perimeter a cloud effect gains concealment (p. 49). The cloud effect does not block line of sight from models within it to those outside of it or from models outside it to models within it, but it completely obstructs line of sight from models outside of it to anything beyond it. Thus, a model can see into or out of a cloud effect but not through one. A cloud effect provides no protection from melee attacks.

Cloud effects do not block line of sight to huge-based models.

EXAMPLE OF A CLOUD EFFECT

The Charger has line of sight to Winter Guard Infantry A and C. Winter Guard C is completely within the cloud effect, so it gains +2 DEF from concealment against any ranged or magic attacks from the Charger. Winter Guard A does not gain this concealment, as its base is partially out of the cloud effect. The cloud effect blocks line of sight between the Charger and Winter Guard B.



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 your Maintenance Phase. First roll a d6 for each continuous effect; if the result is a 1 or 2, the continuous effect expires without further effect. On a 3, 4, 5, or 6 the continuous effect remains in play.

Remove a continuous effect only when it expires, when an effect causes it to end, or when the affected model is removed from the table.

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

Continuous Corrosion – A model hit by this attack suffers the Corrosion continuous effect, which slowly erodes its target. Corrosion does 1 point of corrosion damage each turn to the affected model during its controller's Maintenance Phase until it expires. Models with Immunity: Corrosion never suffer this continuous effect.

Continuous Fire – A model hit by this attack suffers the Fire continuous effect, which sets it on fire. A model on fire suffers a POW 12 fire damage roll each turn during its controller's Maintenance Phase until the continuous effect expires. Models with Immunity: Fire 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.

Control of Enemy Models

Some special rules can allow a player to take temporary or permanent control of his opponent's models. If your opponent takes control of one of your models during play, it becomes an enemy model for as long as it is under your opponent's control. If you take control of one of your opponent's models, it is friendly for as long as it is under your control.

If you take control of an enemy trooper, it is an independent model (p. 11) while it is under your control (p. 27); it is not considered to be part of its unit while under your control. If your opponent takes control of the commander of one of your units, select a new unit commander according to the rules found in "Unit Commander: Leaders & Officers" on p. 62.

Note that special rules that can be used only during a "unit's activation" cannot be used by an independent model under another player's control, as an independent model is not part of a unit.

For how control of enemy models affects battlegroups, see "Battlegroup Commander," p. 68 and p. 75. For how control of enemy models affects 'jack marshals, see p. 84.

Knockdown

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

A knocked down model can stand up at the start of its next activation unless it became knocked down during its controller's turn. In that case it cannot stand up until its controller's *next* turn, even if it has not yet activated this turn. A model cannot stand up during a turn it was knocked down. Knockdown is not cumulative; a model cannot become knocked down while it is knocked down.

> **EXAMPLE:** *A model becomes knocked down during your opponent's turn, and before it gets a chance to stand up it is affected by an attack that would normally cause it to be knocked down. It is not affected by the second instance of knockdown, so it can still stand up on your turn.*

To stand up, a knocked down model forfeits either its Normal Movement or its Combat Action. A model that forfeits its Combat Action to stand can use its Normal Movement to make a full advance but cannot run, charge, or perform a slam or trample power attack that activation. When a model stands, it ceases to be knocked down.

Stationary Models

Some attacks and special rules cause a model to become **stationary**. While stationary a model does not have a melee range and cannot advance, make special actions, make attacks, cast spells, use feats, be used to channel a spell, or give orders. A stationary model does not engage other models and cannot be engaged by them. As a consequence, a model is never in melee with a stationary model. A melee attack against a stationary model automatically hits. A stationary model has a base DEF of 5.

ANATOMY OF A UNIT

COMPONENTS, FORMATION & MOVEMENT

An army's soldiers and support personnel are mostly organized into **units**. Members of a unit are generally equipped the same and trained to fill a certain battlefield role. Some units specialize in melee combat, others excel with ranged weapons, and some provide critical or highly specialized capabilities.

Unit Components

Most units are made up of a single Leader model and one or more Grunts that all share the same stat profile. Some units are led by an Officer with a different stat profile than the models it leads.

All models in a unit are **troopers**.

Grunts

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

Unit Commanders: Leaders & Officers

A unit is always led by a **unit commander**, a model that is the focal point of its unit. In most cases the **Leader** model in a unit is the unit commander. An **Officer** is a special type of unit commander with the Officer advantage. If a unit includes an Officer, the Officer is the unit commander even if a Leader model is also part of the unit.

A trooper's proximity to its unit commander determines whether it is in unit formation (see "Unit Formation," p. 64).

Field Promotion

If an Officer leading a unit is destroyed, is removed from play, or leaves the unit for another reason and there is a Leader model in its unit, the Leader model becomes the unit commander. If there is not a Leader model in the unit, choose another model in the unit to become the unit commander.

When a unit's Leader is destroyed, choose a Grunt in that unit to take its place as the new Leader, even if there is an Officer model in the unit. Replace the Grunt model with the Leader model. Effects on the destroyed Leader expire. The promoted model retains any effects that were applied to it while it was a Grunt and has the same number of unmarked damage boxes remaining as the Grunt it replaced. The new Leader must forfeit its Combat Action the turn it was promoted and is not considered to have entered an area (for the purposes of hazards and similar abilities).

If a unit's Leader is destroyed while under your opponent's control, do not replace the Leader model.

If the unit's Leader is the unit commander and it is destroyed while there is no Grunt to replace it, is removed from play, or leaves the unit for another reason, choose another model in the unit to become the unit commander.



If the unit's Officer or Leader later returns to the unit, that model becomes the unit's commander.

EXAMPLE: *The Leader of a Man-O-War Shocktrooper unit is destroyed. The Grunt that the unit's controlling player chooses as the new unit commander has four unmarked damage boxes and is suffering from the Fire continuous effect. The player replaces the Grunt model with the Leader model. The new Leader model now has four unmarked damage boxes remaining and suffers from the Fire continuous effect.*

EXAMPLE: *The Chieftain in charge of a Wolves of Orboros unit is destoryed. Because the Chieftain is an Officer, instead of replacing a Grunt in the unit with it, the Chieftain leaves play and the Leader of the unit becomes the new unit commander.*

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

EXAMPLE: *A Trencher Infantry unit that consists of a Leader, a Sniper, a Rifle Grenadier, and a Grunt is caught in an AOE attack that destroys both the Leader and the Grunt. The controlling player must make the Sniper or the Rifle Grenadier the unit commander. In either case, the model is not replaced by the Leader model because neither is a Grunt.*

EXAMPLE: *The Leader of a Praetorian Swordsman unit is hit by an opponent's Influence spell, allowing the opponent to take control of that model. Because the Leader was not destroyed, a Grunt is not replaced with the Leader model. Instead, because the Leader left the unit, a Grunt is chosen as the new unit commander. After Influence is resolved, the Leader returns to its unit and becomes the unit commander once again.*

Other Trooper Models

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

Attachments

Attachments are made up of one or more models that can be added to a unit. Each attachment's rules list the unit types it can be added to. Attachments can be fielded only as part of a unit, not as individual models. There are two types of attachments: **command attachments** and **weapon attachments**.

A unit can have only one command attachment added to it.

A unit can have up to three weapon attachments added to it, and the same weapon attachment can be added more than once. For example, a Trencher Infantry unit could have up to three Trencher Infantry Rifle Grenadiers added to it.

Unit Formation

Regardless of a unit's role on the battlefield, a unit is most effective when all its members are **in formation**, which means they are within the unit commander's command range. The unit commander is always in formation. A unit commander can give orders to models in its unit that are in formation. A trooper that is out of formation will not receive orders issued by its unit commander (see "Out of Formation," next).

Remember, you can measure the distance between the unit commander and a model in its unit at any time.

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

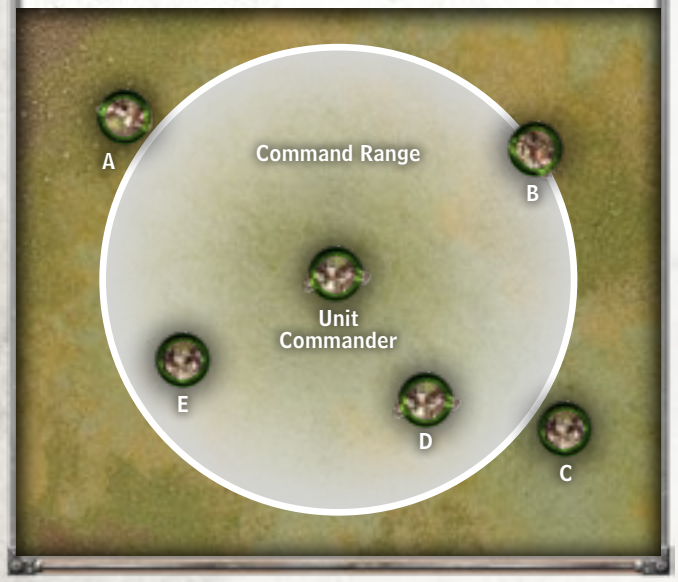
Out of Formation

While **out of formation**, a trooper cannot advance outside of its Normal Movement, make special actions, or make attacks, including attacks that do not take place during the model's or unit's activation, such as a free strike. Friendly models cannot target out-of-formation troopers with spells or special rules. Note that many upkeep spells and special rules also do not affect out-of-formation models.

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

IN & OUT OF FORMATION

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



Unit Activation

When a unit begins its activation, every trooper in it activates. A unit must receive the Press Forward order from its unit commander in order to run or charge (see "Issuing Orders," next). When a unit makes its Normal Movement, troopers can move in any order. Completely resolve the Normal Movement of one trooper before moving on to the next. Remember, a trooper that is out of formation at the start of its unit's activation must use its Normal Movement to advance toward or run directly toward its unit commander.

After all the models in a unit resolve their Normal Movements, each trooper then makes its Combat Action. Once the models in a unit begin resolving their Combat Actions, each trooper's Combat Action cannot begin until the previous model's Combat Action has been resolved.

Issuing Orders

Orders allow models in a unit to make specialized combat maneuvers. Unlike other warrior models, troopers cannot just choose to run or charge during their Normal Movement; they must receive an order to do so.

A unit can receive up to one order from its unit commander at the beginning of each of its activations. The unit commander is the only model in a unit that can issue its unit orders.

When a unit is issued an order, every trooper in formation receives the order and is affected by it. Troopers that are out of formation at the time an order is issued are not affected by orders received by their units. Models in a unit that are in formation when an order is issued but that do not receive it for some reason can still use their Normal Movement to make a full advance and take their Combat Actions normally.

Some units have orders described in their special rules that can be issued by their unit commanders, such as the Iron Fang Pikemen's Shield Wall order. A unit commander can issue any order to its unit that is specified in the unit's or Leader's special rules. Orders that appear in the special rules of an Officer can be issued only by that Officer. If the Officer leaves play, the new unit commander cannot issue those orders.

Press Forward Order

Any unit commander can issue the Press Forward order. During an activation in which this order is given, models in the unit that are in formation must use their Normal Movement to run or charge. If a model in the unit cannot run due to some effect, such as knockdown, instead of running or charging it can forfeit its Combat Action and make a full advance, after which its activation ends.

Spells & Effects

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

When a spell or effect affects a unit, it affects models that are later added to the unit until the spell or effect expires. If no models remain in a unit, any unit-affecting spells or effects on that unit expire. This is usually only important when a trooper becomes an independent model while it is under an opponent's control.

EXAMPLE: *A unit of Knights Exemplar is affected by the Crippling Grasp spell. After suffering casualties, only one model remains in the unit. When the opponent takes control of that model using the Influence spell, there are no models remaining in the unit, so Crippling Grasp expires.*

Combined Melee Attacks

Models in some units have the Combined Melee Attack advantage. When resolving their Combat Actions, two or more troopers with the Combined Melee Attack advantage in the same unit can combine their melee attacks against the same target. In order to participate in a combined melee attack, a trooper must be able to declare a melee attack against the intended target, have the intended target within its melee range, and be in formation. Choose one model in the attacking group to be the primary attacker and make one melee attack roll for the group. Add +1 to the attack and damage rolls for each model participating in the attack, including the primary attacker. All other bonuses and penalties to the attack and damage rolls, such as the bonus for intervening terrain, are based on the primary attacker.

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

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

Units with Combined Melee Attack ignore the rule that one trooper's Combat Action cannot begin until the previous model's Combat Action is resolved. The melee attacks of a unit with Combined Melee Attack can be grouped in any way, including multiple combined melee attacks. Troopers capable of multiple melee attacks can divide them among eligible targets and participate in multiple combined melee attacks.

EXAMPLE: *Four members of a Temple Flameguard unit make a combined melee attack against a Defender. One model is chosen to make the melee attack for the group, adding +4 to its attack and damage rolls since there are four models participating in the attack. Two other troopers in that 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 its attack and damage rolls.*

Combined Ranged Attacks

Models in some units have the Combined Ranged Attack advantage. When resolving their Combat Actions, two or more troopers with the Combined Ranged Attack advantage in the same unit 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, be within range, and be in formation. Furthermore, a model that would automatically miss if attacking the target normally cannot participate in a combined ranged attack. Choose one model in the attacking group to be the primary attacker, and make one ranged attack roll for the group. Add +1 to the attack and damage rolls for each model participating in the attack, including the primary attacker. All bonuses and penalties for the attack are based on the primary attacker.

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

Combined ranged attacks cannot target a model in melee unless it has a huge base. Combined ranged attacks can target huge-based models in melee normally.

In a combined ranged attack, only the primary attacker actually makes an attack. The other participants lose the attacks they contributed to the combined attack.

Units with Combined Ranged Attack ignore the rule that one trooper's Combat Action cannot begin until the previous model's Combat Action is resolved. The ranged attacks of a unit with Combined Ranged Attack can be grouped in any way, including multiple combined ranged attacks.

EXAMPLE: *Before declaring a combined ranged attack with four of her Cygnar Long Gunners targeting Warwitch Deneghra (who has Stealth), a Cygnar player decides to measure range to it. She determines that one of the Long Gunners is more than 5" away from Deneghra and therefore would automatically miss. That model cannot participate in the combined attack and does not lose its attack. The model chosen to make the ranged attack for the group gains only +3 to its attack and damage rolls since only three of the four models can contribute to the attack.*

WARJACKS

SPECIAL RULES & SPENDING FOCUS POINTS

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 soldiers, and several warjacks working together comprise a threat no enemy can ignore.



THUNDERHEAD
Cygnar Heavy Warjack

Warjack Special Rules

All warjacks have the following special rules in common.

Cortex

Warjacks can gain focus. A warjack can have no more than 3 focus points at any time. Unless otherwise stated, a warjack can spend focus only during its activation. Remember, a warjack cannot gain or spend focus while its Cortex system is crippled (p. 56).

Damage Grid

Warjacks have damage grids. A warjack is not destroyed until all the boxes in its damage grid are marked. See "Recording Damage" on p. 56 for details.

Focus: Additional Attack

A warjack can spend focus to make additional melee attacks as part of its Combat Action (p. 34). It can make one additional attack for each focus point spent. Some models possess special rules that also enable them to spend focus points to make additional ranged attacks.

Focus: Boost

A warjack can spend 1 focus point to boost any of its attack rolls or damage rolls during its activation. Add an extra die to the boosted roll. Boosting must be declared before rolling any dice for the roll. Remember, a particular roll can be boosted only once, but a warjack can boost as many different rolls as you choose and can afford.

Focus: Run or Charge

A warjack must spend 1 focus point in order to use its Normal Movement to run or charge.

Focus: Shake Effect

During your Control Phase after allocating focus, a warjack can spend focus points for the following:

- If the warjack is knocked down, it can spend 1 focus point to stand up.
- If the warjack is stationary, it can spend 1 focus point to cause the stationary status to expire.
- If the warjack is suffering an effect like Blind or Shadow Bind that can be shaken, it can spend 1 focus point to cause the effect to expire.

Machine

Warjacks do not have a CMD stat or a command range.

Power Attacks

Warjacks can make power attacks. To make a power attack, a warjack must spend 1 focus point. For the rules for power attacks and their requirements, see "Power Attacks" on p. 42.

Colossals

The colossals are the largest and most powerful warjacks ever to stride the battlefield. As a result of their great size and raw power, there are a number of special rules that apply to colossals but not to smaller warjacks.

A colossal is a huge-based (120 mm) warjack.

Controlling a Colossal

Colossals must be assigned to a battlegroup and cannot begin the game under the control of a 'jack marshal (p. 84). A colossal can never be controlled by a 'jack marshal. If a 'jack marshal reactivates an inert (p. 59) colossal, the colossal becomes autonomous (see "Autonomous Warjacks," below) instead of coming under the 'jack marshal's control.

Your opponent can never take control of your colossal.

Colossal Movement

A colossal can advance only during its Normal Movement. A colossal can never be placed.

MERCENARY WARJACKS

Remember, Mercenary warjacks can only be part of battlegroups controlled by Mercenary warcasters. Inert Mercenary warjacks (p. 59) can be controlled and reactivated only by Mercenary warcasters and Mercenary 'jack marshals. Likewise, a Mercenary warcaster or 'jack marshal can control and reactivate only Mercenary warjacks.

Great Machine

A colossal never suffers Disruption. A colossal can never gain Advance Deployment, Incorporeal, or Stealth.

Massive

A colossal cannot be pushed, knocked down, or made stationary. A colossal cannot be moved by a slam or throw. A colossal cannot be affected by the Grievous Wounds special rule.

Ranged Attacks While in Melee

A colossal can make ranged attacks while in melee.

Autonomous Warjacks

An **autonomous warjack** is a warjack that does not have a controller and is not part of a battlegroup. A warjack becomes autonomous when its controlling 'jack marshal (p. 84) is destroyed or removed from play or while its controller is under an opponent's control.

An autonomous warjack acts normally but does not gain the benefits of being marshaled or being part of a battlegroup. A warjack must have a controller at the start of the game; it cannot begin the game autonomous.

A friendly Faction model with the Battlegroup Commander special rule, such as a warcaster, or a friendly Faction model with 'Jack Marshal can take control of an autonomous warjack. A 'jack marshal that is already controlling a warjack cannot take control of an autonomous warjack.

To take control of an autonomous warjack, a friendly Faction model with the Battlegroup Commander special rule must spend 1 focus point during its activation while base-to-base with the warjack. A 'jack marshal can take control of an autonomous friendly Faction warjack during its activation by forfeiting its Combat Action while base-to-base with the warjack. If the model taking control of the warjack has the Battlegroup Commander special rule, the warjack becomes a part of its battlegroup.

WARCASTERS & FOCUS

SPECIAL RULES & FOCUS MANIPULATION

Warcasters are highly trained combat arcanists as effective in martial combat as when wielding magical forces. A warcaster's greatest function on the battlefield, however, is controlling warjacks.

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

Warcaster Special Rules

All warcasters have the following special rules in common.

Battlegroup Commander

This model can control a group of warjacks. This model and the 'jacks it controls are collectively referred to as a **battlegroup**. This model can allocate focus points to warjacks in its battlegroup and can channel spells (p. 81) through warjacks in its battlegroup with the Arc Node advantage

As 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 battlegroup commander's control range, 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 the model is controlled by your opponent the warjacks in its battlegroup remain under your control and become autonomous (p. 67). If you regain control of the battlegroup commander, it resumes control of the warjacks in its battlegroup unless some other model has already taken control of them.

Power Up

Warjacks are empowered by the mere presence of their controlling warcaster on the battlefield. During the Control Phase, each warjack with a functional cortex in a battlegroup that is in its controller's control range (p. 69) gains 1 focus point. A warjack with a crippled cortex or no cortex at all cannot power up and does not gain this focus. Remember, a warjack cannot have more than 3 focus points at any time.

Allocating Focus Points

In addition to focus points gained from powering up, a battlegroup commander can allocate additional focus points to the warjacks in its battlegroup during your Control Phase. A warjack must be in its battlegroup commander's control range to be allocated focus, though it need not be in its line of sight. Remember, a warjack cannot have more than 3 focus points at any time and a warjack with a crippled cortex cannot be allocated focus.

A battlegroup commander cannot allocate focus points to warjacks in another model's battlegroup, even if they are both part of the same army.



Feat

Each warcaster has a unique **feat** that can turn the tide of battle if used at the right time. A warcaster can use this feat at any time during its activation. A warcaster can use its feat only once per game.

Remember that a warcaster cannot use its Normal Movement to run after using its feat and cannot use its feat after using its Normal Movement to run, as its activation ends as soon as it completes the run movement. Additionally, because a warcaster can use its feat at any time, it can do so before moving, after moving, before making an attack, or after an attack but not while moving or attacking (see "Use of 'Any Time' Special Rules," p. 8).

Focus Manipulation

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

A model with the Focus Manipulation special rule has a control range and can spend its focus points for additional melee attacks, to boost attack and damage rolls, and to shake some effects. During its controller's Maintenance Phase, a model with the Focus Manipulation special rule loses all focus points in excess of its Focus stat.

REPRESENTING FOCUS

Use something countable, such as coins, beads, or tokens, to represent focus points. During a player's Control Phase, replenish the focus points of that player's warcaster by placing tokens next to the model so that it has a number of tokens equal to its current FOCUS. These tokens can later 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.

Control Range

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

A warjack must be in its battlegroup commander's control range to power up, to be allocated focus points from the warcaster, or to channel spells (p. 81).

Focus: Additional Attack

A model with the Focus Manipulation special rule can spend focus points to make additional melee attacks as part of its Combat Action (p. 34). It can make one additional attack for each focus point spent. Some models have special rules that enable them to also spend focus points to make additional ranged attacks.

Focus: Boost

A model with the Focus Manipulation special rule can spend 1 focus point to boost any of its attack or damage rolls during its activation. Add an extra die to the boosted roll. Boosting must be declared before rolling any dice for the roll. Remember, a particular roll can be boosted only once, but a model can boost as many different rolls as you choose and can afford.

Focus: Shake Effect

During your Control Phase after allocating focus, a model with the Focus Manipulation special rule can spend focus points for the following:

- If the model is knocked down (p. 61), it can spend 1 focus point to stand up.
- If the model is stationary (p. 61), it can spend 1 focus point to cause the stationary status to expire.
- If the model is suffering an effect like Blind or Shadow Bind that can be shaken, it can spend 1 focus point to cause the effect to expire.



Power Field

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

At any time during its activation, this model can spend focus points to remove damage it has suffered. For each focus point spent this way, the model can remove 1 damage point.

Reinforcing the Power Field

When a model with the Power Field special rule would suffer damage, it can immediately spend up to 1 focus point to reduce the damage it would suffer by 5. The model is still considered to have suffered damage even if the damage is reduced to 0 or less. Excess damage prevention is lost.

> **EXAMPLE:** *Captain Victoria Haley has 2 focus points left and is hit by an attack that deals her 13 damage. She can spend 1 focus point to reduce the damage she suffers to 8.*
>
> **EXAMPLE:** *The High Reclaimer has 1 focus point left and is hit by an attack that deals him 4 damage. He can spend his focus point to reduce the damage to 0. He is still considered to have suffered damage.*

Spellcaster

This model can cast spells by paying the COST of the spells in focus points (p. 79).

Warcaster Units

Some warcasters are part of a unit rather than being independent models. The warcaster is the unit commander and activates as part of the unit. The warcaster is the model in the unit with the Officer advantage and is the only model in the unit that has the special rules of a warcaster. The warcaster controls a battlegroup, has a feat, can spend focus, and so on. If the warcaster is destroyed, its upkeep spells expire and its warjacks become inert as normal.

The models in a warcaster's unit are part of its battlegroup.

Warcaster units cannot have command or weapon attachments added to them. However, a warcaster that is part of a warcaster unit can still have solos with the Attached special rule attached to it. If a solo with the Attached rule is attached to a warcaster that is part of a warcaster unit, the solo remains an independent model and does not become part of the warcaster unit.

WARBEASTS

SPECIAL RULES, FORCING & FRENZY

Living engines of rage, warbeasts are the greatest assets in a warlock's arsenal. They are equipped with a broad variety of melee and ranged weaponry and embody the primal power of their respective Factions. A single warbeast can annihilate dozens of warriors, and several warbeasts working together comprise a threat no enemy can ignore.



LOKI
Circle Orboros Heavy Warbeast

Warbeast Special Rules

All warbeasts have the following special rules in common.

Life Spiral

Warbeasts have life spirals. A warbeast is not destroyed until all the damage boxes in its life spiral are marked. See "Recording Damage" on p. 56 for details.

Warbeast Constructs

Warbeasts with the Construct advantage (p. 15) never make threshold checks and cannot be healed.

Fury & Forcing

A warbeast is a primal creature that reaches its full potential only when under the control of a battlegroup commander such as a warlock, who impels it through strength of will for a desired effect, such as an additional attack. This is called **forcing**.

Only a model with the Fury Manipulation special rule can force a warbeast, and then it can only force a warbeast that is part of its battlegroup. A warbeast can be forced only while in its controller's control range, but it does not need to be in its controller's line of sight to be forced.

When a warbeast is forced, declare the desired effect and place a number of fury points on it according to the rules of the effect. A warbeast can be forced several times during its activation, but it can never have a fury point total higher than its current **Fury stat**, or FURY. A warbeast cannot be forced if the fury points gained would cause it to exceed its current FURY.

If a warbeast's current FURY is reduced for any reason, immediately remove excess fury points. Fury points remain on warbeasts until removed by leeching, reaving, frenzying, or a special rule.

Wild warbeasts cannot gain fury points or be forced.

Forced: Additional Attack

A warbeast can be forced to make additional melee attacks as part of its Combat Action (p. 27). It gains 1 fury point and can make one additional attack each time it is forced. Some warbeasts possess special rules that also enable them to be forced to make additional ranged attacks.

Forced: Boost

A warbeast can be forced to boost any of its attack rolls or damage rolls during its activation. Add an extra die to the boosted roll. Boosting must be declared before rolling any dice for the roll. Remember, a particular roll can be boosted only once, but a warbeast can boost as many different rolls as you choose and can afford to force it. Each time a warbeast is forced to boost an attack or damage roll it gains 1 fury point.

Forced: Rile

During its activation, a warbeast can be **riled**, or forced for the sole purpose of gaining fury points. When a warbeast is riled, it can gain any number of fury points but cannot exceed its current FURY. A warbeast can be riled even if it runs.

Forced: Run or Charge

A warbeast must be forced in order to use its Normal Movement to run or charge. When a warbeast is forced to run or charge it gains 1 fury point.

Forced: Shake Effect

During your Control Phase after resolving threshold checks and frenzies, a warbeast can be forced for the following:

- If the warbeast is knocked down, it can be forced to stand up.
- If the warbeast is stationary, it can be forced to cause the stationary status to expire.
- If the warbeast is suffering an effect like Blind or Shadow Bind that can be shaken, it can be forced to cause the effect to expire.

A warbeast gains 1 fury point each time it is forced to shake an effect.

Animi

Warbeasts have dormant arcane spells called **animi** that can be tapped by the warlocks who control them. See "Animi" on p. 79 for details.

Power Attacks

Warbeasts can make power attacks. To make a power attack, a warbeast must be forced. When a warbeast is forced to make a power attack it gains 1 fury point. For the rules for power attacks and their requirements, see "Power Attacks" on p. 42.

Threshold & Frenzy

Tapping into the primal energies of vicious warbeasts is not without risks. The fury accumulated by a warbeast can potentially send it into a blind rage, causing it to **frenzy**. During your Control Phase, after your warlocks have leeched fury from their warbeasts and spent fury to upkeep their spells, each of your warbeasts with 1 or more fury points remaining on it must make a successful threshold check or frenzy. To make a **threshold check**, roll 2d6 and add 1 to the roll for each fury point on the warbeast. If the roll exceeds the warbeast's current Threshold (THR) stat, it fails and frenzies.

> **EXAMPLE:** *During his Control Phase, Jack makes a threshold check for his Dire Troll Blitzer, which has 3 fury points on it. Jack rolls 2d6 and adds 3 to the roll for the Dire Troll Blitzer's fury points. He then compares the result to the Blitzer's THR of 9. If Jack rolls 6 or less (the Blitzer's THR of 9 – 3 fury points = 6), the Blitzer passes the threshold check and nothing happens. If he rolls 7 or more, the Dire Troll Blitzer frenzies because the result exceeds its THR.*

When a model frenzies:

1. It immediately activates.
2. Without being forced, it automatically shakes knockdown, stationary, and any other effects that can be shaken. A frenzied warbeast also ignores effects that would cause it to forfeit its Normal Movement or Combat Action during an activation in which it frenzies.
3. It immediately charges directly toward the closest model in its line of sight without being forced, even if the closest model is a friendly model. The frenzied warbeast cannot voluntarily stop its movement before contacting its charge target.
4. It makes one attack against the model it charged with the highest-POW melee weapon that has range to the target. The attack roll is automatically boosted. If the warbeast moved at least 3″ during the charge, the attack is a charge attack and its damage roll is boosted. A frenzied warbeast cannot make Assault ranged attacks or additional attacks.
5. At the end of the warbeast's frenzy activation, it is no longer frenzied and you can remove any number of fury points from it.

If two or more models are closest to the warbeast when it frenzies, randomly determine which of those models it charges.

Because a frenzied warbeast activates in the Control Phase, it cannot activate during its controller's Activation Phase that turn. During the frenzy activation, a frenzied warbeast can only take its Normal Movement and Combat Action as described above. It cannot be forced, cast its animus, make special actions, and so on. If a frenzied warbeast cannot immediately activate or if it cannot charge, it loses its activation and is no longer frenzied, and you can remove any number of fury points from it.

MINION WARBEASTS

Remember, Minion warbeasts can be controlled only by Minion warlocks. Likewise, a Minion warlock can control only Minion warbeasts.

Gargantuans

The gargantuans are the largest and most powerful warbeasts ever to stride the battlefield. As a result of their great size and raw power, there are a number of special rules that apply to gargantuans but not to smaller warbeasts.

A **gargantuan** is a huge-based (120 mm) warbeast.

Controlling a Gargantuan

Gargantuans must be assigned to a battlegroup. Your opponent can never take control of your gargantuan.

Gargantuan Movement

A gargantuan can advance only during its Normal Movement. A gargantuan can never be placed.

Great Beast

A gargantuan can never gain Advance Deployment, Incorporeal, or Stealth.

Massive

A gargantuan cannot be pushed, knocked down, or made stationary. A gargantuan cannot be moved by a slam or throw. A gargantuan cannot be affected by the Grievous Wounds special rule.

Ranged Attacks While in Melee

A gargantuan can make ranged attacks while in melee.





WARLOCKS & FURY

SPECIAL RULES & FURY MANIPULATION

Warlocks are potent shamans and deadly warriors as effective in martial combat as when wielding magical forces. A warlock's greatest talent, however, is controlling warbeasts.

Battles can be won or lost purely by how well a player manages his models' fury and how he forces his warbeasts. HORDES is a game of risk management, pure and simple. Players need to know not only where to boost an attack or cast a spell but also how far they are willing to push the warbeasts under their control. Choosing poorly can result in a frenzied warbeast charging ahead of the rest of the army—or worse, assaulting its controlling warlock in a blind rage.

Warlock Special Rules

All warlocks have the following special rules in common.

Battlegroup Commander

This model can control a group of warbeasts. This model and the warbeasts it controls are collectively referred to as a **battlegroup**. This model can force the warbeasts in its battlegroup.

As warlocks and warbeasts are independent models, each model in a battlegroup can move freely about the battlefield separate from the rest of the group. Although warbeasts usually benefit from remaining within their battlegroup commander's control range, they are not required to do so.

Only friendly models can be part of a battlegroup. If a rule causes a warbeast 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 the model is controlled by your opponent the warbeasts in its battlegroup remain under your control but are not considered to be part of their former controller's battlegroup. If you regain control of the battlegroup commander, it resumes control of the warbeasts in its battlegroup unless some other model has already taken control of them.

Feat

Each warlock has a unique **feat** that can turn the tide of battle if used at the right time. A warlock can use this feat at any time during its activation. A warlock can use its feat only once per game.

A warlock cannot use its Normal Movement to run after using its feat and cannot use its feat after using its Normal Movement to run, as its activation ends as soon as it completes the run movement. Additionally, because a warlock can use its feat at any time, it can do so before moving, after moving, before making an attack, or after an attack but not while moving or attacking (see "Use of 'Any Time' Special Rules," p. 8).



Fury Manipulation

This model has a Fury stat (FURY) and begins the game with a number of fury points equal to its FURY. During your Control Phase, this model **replenishes** its fury points by leeching fury from the warbeasts in its battlegroup. This model cannot exceed its Fury stat in fury points as a result of leeching. Unless otherwise stated, this model can spend fury points only during its activation.

A model with the Fury Manipulation special rule has a control range and can spend its fury points for additional melee attacks, to boost attack and damage rolls, and to shake some effects. During its controller's Maintenance Phase, a model with the Fury Manipulation special rule loses all fury points in excess of its Fury stat.

Control Range

A model with the Fury Manipulation special rule has a **control range**, a circular area centered on the model with a radius that extends out from the edge of its base a number of inches equal to twice its current FURY. When a special rule changes a model's current FURY, its control range changes accordingly. Some spells and feats use the control range, noted as "CTRL," as their range or area of effect.

A model is always considered to be in its own control range.

A warbeast must be in its battlegroup commander's control range to be forced or for the battlegroup commander to leech fury points from it.

Forcing Warbeasts

A model with the Fury Manipulation special rule can force its warbeasts as long as they meet the following criteria. The warbeast must be in the battlegroup commander's own battlegroup and in its control range, though the warbeast need not be in its battlegroup commander's line of sight. A battlegroup commander cannot force warbeasts in another model's battlegroup even if they are both part of the same army.

Leeching

During its controlling player's Control Phase, a model with the Fury Manipulation special rule can **leech** fury points from warbeasts in its battlegroup that are in its control range. Fury points leeched from a warbeast are removed from it and placed on this model.

This model can also leech fury points from its own life force during its controlling player's Control Phase. For each fury point a model leeches in this way, it suffers 1 damage point. This damage cannot be transferred.

This model can leech any number of fury points but cannot exceed its FURY in fury points as a result of leeching. Leeching is performed at the start of the Control Phase before threshold checks are made or fury is spent to upkeep spells.

> **EXAMPLE:** *Hoarluk Doomshaper has FURY 7. If he begins his controlling player's turn with 2 fury points, he can leech up to 5 additional fury points from warbeasts in his battlegroup that are in his control range, but he cannot leech more than 5 because the additional points would cause him to exceed his FURY.*

Spirit Bond

After leeching, a model with the Fury Manipulation special rule can additionally gain up to 1 fury point for each medium-based or larger warbeast that was part of its battlegroup and has been destroyed or removed from play. If a destroyed warbeast returns to play for any reason, this model can no longer gain fury points for that warbeast from **Spirit Bond**. A model cannot exceed its FURY in fury points as a result of Spirit Bond.

Reaving

A model with the Fury Manipulation special rule is able to capture the life essence of its warbeasts as they are destroyed or removed from play. When a warbeast in its battlegroup is destroyed or removed from play while in its control range, this model can **reave** the fury points on the warbeast. Before removing the warbeast from the table, remove its fury points and place them on the reaving model. A model cannot reave fury points from a warbeast in its battlegroup that was destroyed or removed from play by a friendly attack or as a result of transferring damage to the warbeast.

Some special rules enable a model that does not control a warbeast to reave its fury points. The fury points of a warbeast that was destroyed or removed from play can only ever be reaved by a single model, however.

A model cannot exceed its FURY in fury points as a result of reaving. Excess fury points gained from reaving are lost.

Fury: Additional Attack

A model with the Fury Manipulation special rule can spend fury points to make additional melee attacks as part of its Combat Action (p. 34). It can make one additional attack for each fury point spent. Some models have special rules that enable them to also spend fury points to make additional ranged attacks.

Fury: Boost

A model with the Fury Manipulation special rule can spend 1 fury point to boost any of its attack or damage rolls during its activation. Add an extra die to the boosted roll. Boosting must be declared before rolling any dice for the roll. Remember, a particular roll can be boosted only once, but a model can boost as many different rolls as you choose and can afford.

Fury: Shake Effect

During your Control Phase after leeching fury, a model with the Fury Manipulation special rule can spend fury points for the following:

- If the model is knocked down (p. 61), it can spend 1 fury point to stand up.
- If the model is stationary (p. 61), it can spend 1 fury point to cause the stationary status to expire.
- If the model is suffering an effect like Blind or Shadow Bind that can be shaken, it can spend 1 fury point to cause the effect to expire.

Discarding Fury

During its activation, a model with the Fury Manipulation special rule can remove any number of fury points from itself, even if it runs.

Transferring Damage

When this model would suffer damage, it can spend 1 fury point to **transfer** that damage to a warbeast in its battlegroup that is in its control range. The warbeast suffers the damage instead of this model. Determine where to mark the damage normally. When this model transfers damage to a warbeast, damage exceeding the warbeast's unmarked damage boxes is applied to this model and cannot be transferred again. This model cannot transfer damage to a warbeast that currently has a number of fury points equal to its FURY. This model is still considered to have suffered damage even if the damage is transferred. Models unable to suffer transferred damage cannot have damage transferred to them.

> **EXAMPLE:** *A warlock with one unmarked damage box remaining is hit by an enemy attack and would suffer 10 damage points. The warlock spends 1 fury point and transfers the damage to a warbeast in his battlegroup. Unless the warbeast has at least ten unmarked damage boxes, the remaining damage will be suffered by the warlock.*

Healing

At any time during its activation, this model can **heal** by spending fury points to remove damage it has suffered. This model can also spend fury points to remove damage suffered by warbeasts in its battlegroup that are in its control range. For each fury point spent this way, this model can remove 1 damage point.

Spellcaster

This model can **cast spells** by paying the COST of the spells in fury points. In addition to the spells listed on its card, a battlegroup commander can also cast the animi (p. 79) of the warbeasts in its battlegroup that are in its control range.

Warlock Units

Some warlocks are part of a unit rather than being independent models. The warlock is the unit commander and activates as part of the unit. The warlock is the model in the unit with the Officer advantage and is the only model in the unit that has the special rules of a warlock. The warlock controls a battlegroup, has a feat, can spend fury, and so on. If the warlock is destroyed, its upkeep spells expire and its warbeasts become wild as normal.

The models in a warlock's unit are part of its battlegroup.

Warlock units cannot have command or weapon attachments added to them. However, a warlock that is part of a warlock unit can still have solos with the Attached special rule attached to it. If a solo with the Attached special rule is attached to a warlock who is part of a warlock unit, the solo remains an independent model and does not become part of the warlock unit.

SPELLS, SPELLCASTING & ANIMI

RULES FOR CASTING SPELLS & ANIMI

Some models have the ability to cast spells during their activations. Models with the FOCUS stat, like warcasters, **cast spells** by paying the spell's COST in focus points. Non-warbeast models with the FURY stat, like warlocks, cast spells by paying the COST in fury points. Warbeasts can be forced to cast their animi. Models with Magic Ability (p. 79) cast spells by making a special action or special attack.

A spell's point of origin (p. 38) is the model casting the spell or the model through which the spell is channeled (p. 81). Unlike ranged attacks, being in melee does not prevent a model from casting a spell.

Spell Targeting

When a spell is cast, declare its target. A spell can target any model in the spellcaster's line of sight. Non-offensive spells with a numeric RNG can also target the spell's point of origin.

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

EXAMPLE 1: *The Witch Coven of Garlghast's Infernal Machine spell states, "Target warjack in the spellcaster's battlegroup gains Murderous and +2 SPD." Therefore, when a witch casts this spell it can target only a warjack in the Coven's battlegroup.*

EXAMPLE 2: *The Troll Axer's Rush animus states, "Tqrget friendly Faction warbeast gains +2″ movement when advancing as part of its Normal Movement and Pathfinder. Rush lasts for one turn." Therefore, when the Axer or its controlling warlock casts this animus, it can target only friendly Faction warbeasts.*

Measuring the Range of a Spell

Measure the range (RNG) of a spell from the edge of the point of origin's base to the target, up to the maximum range of the spell. If the nearest edge of the target model's base is within the maximum range of the spell, the target is in range.

If the target is in range and the spell is not a magic attack, apply the spell's effects. If the target is beyond maximum range, the spell does not take effect.

If the target is in range and the spell is an attack, make a magic attack roll. If the target is beyond maximum range, the spell automatically misses. If a magic attack has an AOE and the 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 (AOE) Attacks" on p. 51 for details on these attacks and deviation.

SPELLCASTERS

When a spell's description references "the spellcaster," it refers to the model that cast the spell.



Casting a Spell with Magic Ability

The spells a model with the **Magic Ability** special rule can cast are listed in its entry under Magic Ability. Magic Ability special attacks are magic attacks (p. 54) that are resolved using the model's Magic Ability score. A model's Magic Ability score appears in brackets next to "Magic Ability"; for example, a Greylord Ternion model has "Magic Ability [7]."

Casting a Spell with FOCUS or FURY

A model with the FOCUS or FURY stat can cast any number of spells during its activation for which it can pay the COST. A spell can be cast multiple times per activation if the COST can be paid.

A model can cast spells by spending focus or fury at any time during its activation. Remember that a model cannot use its Normal Movement to run after casting a spell and cannot cast a spell after using its Normal Movement to run, because its activation ends as soon as it completes its run movement. Additionally, because a model can cast a spell at any time, it can cast a spell before moving, after moving, before making an attack, or after resolving an attack but not while moving or attacking (see "Use of 'Any Time' Special Rules," p. 8).

EXAMPLE: *A warcaster or warlock could cast a spell, move, use its Combat Action to make a melee attack, cast two more spells, and then spend another focus point to make an additional melee attack.*

A model with the FOCUS or FURY stat uses it to resolve its magic attacks (p. 54).

ANIMI

Warbeasts have dormant arcane spells called animi that can be tapped by the warlocks who control them. A warbeast can be forced to cast its animus, or the warlock whose battlegroup the warbeast is part of can treat the animus as if it were one of its own spells while the warbeast is in its control range.

A warbeast can be forced to cast its animus only once per activation, at any time. Remember, a model cannot use its Normal Movement to run after casting a spell, including an animus, and it cannot cast a spell after using its Normal Movement to run, because its activation ends as soon as it completes its run movement. Additionally, because a warbeast can be forced to cast its animus at any time, it can be forced to cast its animus before moving, after moving, before making an attack, or after resolving an attack but not while moving or attacking (see "Use of 'Any Time' Special Rules," p. 8).

Instead of gaining only 1 fury point when it is forced to cast its animus, the warbeast gains a number of fury points equal to the COST of the animus. A warbeast cannot exceed its FURY in fury points as a result of casting its animus. If the fury points gained by casting its animus would cause a warbeast's fury point total to exceed its FURY, it cannot cast the animus.

Remember that a model that casts an animus, whether it is a warbeast or a warlock, is considered to be casting a spell, so if a rule prohibits a model from casting a spell, that model also cannot be forced to cast an animus.

A model or unit can have only one friendly animus in play on it at any time. If another friendly animus is cast on the same model or unit, the older friendly animus expires and is replaced by the new one when the affected model is affected by the animus. The older friendly animus expires even if only a single model in the unit is affected by the new friendly animus.

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

Spell & Animus Statistics

Animi and spells cast using focus or fury points are defined by the following six statistics. If a stat is listed as "*," the spell does not use the stat in a normal way and contains special rules relating to that aspect of the spell. For example, a spell that has an AOE but does not use one of the standard 3", 4", or 5" templates would have "*" as its AOE stat and include rules explaining how its AOE is measured.

COST – The number of focus or fury points that must be spent to cast the spell or the number of fury points a warbeast gains by being forced to cast its animus.

RNG, Range – The maximum distance in inches from the spell's point of origin to its target (see "Measuring the Range of a Spell," p. 78). A RNG of "SELF" indicates the spell can target only the model casting it. A RNG of "CTRL" indicates the spell can target any model in the spellcaster's control range. Remember, the spellcaster needs line of sight to a model to target it.

POW, Power – The POW forms the basis of the spell's damage roll. This damage is magical. A spell with POW "—" does not inflict damage.

CASTING SPELLS ON OUT-OF-FORMATION TROOPERS

Remember, a model cannot target friendly trooper models that are out of formation with spells. This includes offensive spells and spells cast using Magic Ability. See "Out of Formation" on p. 64 for details.

AOE, Area of Effect – The diameter in inches of the template an AOE spell uses. A model with any part of its base covered by the template potentially suffers the spell's effects. Templates for AOEs can be found at http://cards.privateerpress.com.

A spell with an AOE of "CTRL" is centered on the spellcaster and affects models in its control range. See "Area-of-Effect (AOE) Attacks" on p. 51 when resolving an offensive spell with an AOE.

DUR, Duration – Determines how long the spell effect remains in play. Spells generally have a duration of one turn (TURN) or one round (RND), are upkeep spells (UP), or have no duration past the resolution of their effect. Spells with a duration of "—" remain in play only long enough to resolve their effects. An upkeep spell remains in play if its spellcaster spends 1 focus point to maintain it during its controller's Control Phase.

OFF, Offensive (Yes/No) – Determines whether the spell is a magic attack (p. 54).

Upkeep Spells

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

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

Pay particular attention to this restriction when casting upkeep spells with a target of "SELF."

> **EXAMPLE:** *If Vladimir Tzepesci, The Dark Champion has Arcane Might in play on himself, casting Martial Paragon on himself would cause Arcane Might to expire.*
>
> **EXAMPLE:** *A unit of Khador Iron Fang Pikemen has the Iron Flesh spell in play on it. The Khador player decides it would be more beneficial to have the Fury spell affecting the unit instead and casts it, and the Iron Flesh spell is removed when he pays Fury's COST. During the Cryx player's turn, Warwitch 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.*

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

If an upkeep spell affecting a unit expires on one model in the unit, it expires on all models in the unit. However, upkeep spells on a unit will not expire as a result of a model being removed from the table until the last model in the unit is removed from the table.

When a spellcaster is destroyed or removed from play, its upkeep spells expire.

Channeling

Some models, known as **channelers**, can act as passive relays for spells and extend their effective range. The most common channelers in WARMACHINE are warjacks with the Arc Node advantage. A spellcaster can cast spells through any channeler in its battlegroup that is also within its control range. The spellcaster is still the model casting the spell and, if the spell is offensive, the attacker, but the channeler becomes the spell's point of origin (p. 38). This means that eligible targets and the spell's range are measured from the channeler and that the channeling model 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 that is stationary, knocked down, or engaged by an enemy model cannot channel spells. A channeler can be the target of a non-offensive spell it channels, but a spell with a RNG of "SELF" cannot be channeled. A channeler cannot be the target of an offensive spell channeled through it.

Make a magic attack for a channeled offensive spell normally. The spellcaster can spend focus to boost die rolls.

Remember, the channeler is just a relay. Channeling a spell has no impact on the channeler's own activation, for example. A channeling warjack's focus points cannot be used to pay the spell's COST or boost its rolls, for example. Nor can a channeling warbeast be forced to pay the spell's COST or boost its rolls.

CONTROL RANGE & CHANNELING

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

A channeler must have line of sight to the target of the spell. Therefore Kreoss can use the Revenger to channel spells at Deathripper B, but he cannot use it to channel spells at Deathripper A even though Kreoss himself has line of sight to it.



Multiple Spell Effects

Although it is not possible to have more than one friendly upkeep spell and one enemy upkeep spell on a model or unit at a time, it *is* possible for a model or unit to be affected by more than one spell or animus at a time. Regardless of how many upkeep spells are affecting a model or unit, it can be affected by any number of non-upkeep spells and up to one friendly animus at the same time.

> **EXAMPLE:** *Captain Victoria Haley casts Deadeye on an Arcane Tempest Gun Mage unit already under the effects of Arcane Shield. Arcane Shield does not expire when Deadeye is cast, because Deadeye is not an upkeep spell.*
>
> **EXAMPLE:** *A Troll Axer targets a Dire Troll Blitzer already under the effects of Sure Foot with its Rush animus. Sure Foot does not expire when the Dire Troll is affected by Rush because Rush is not an upkeep spell.*

ADDITIONAL MODEL RULES

CAVALRY, 'JACK MARSHALING & MORE

Battle Engines

Battle engines are powerful weapons of war. These giant machines require neither sorcerous control from an army's warcaster nor battlefield guidance from its officers. Instead, a battle engine's own commander, crew, or consciousness guides it to rain down destruction upon enemies bold or foolish enough to stand in its path.

A **battle engine** is a huge-based (120 mm) independent model.

Massive

A battle engine cannot be pushed, knocked down, or made stationary. A battle engine cannot be moved by a slam or throw. A battle engine cannot be affected by the Grievous Wounds special rule.



SUPREME GUARDIAN
Skorne Battle Engine



DAWNGUARD TRIDENT
Retribution Battle Engine

Cavalry

Cavalry are models with the Cavalry advantage. In addition to all the standard rules for models of their types, cavalry models have the following additional rules in common.

Mount Attacks

A cavalry model's **Mount** not only provides transportation but also is a weapon in its own right. Mount attacks are melee attacks with a 0.5″ melee range. A cavalry model using its Combat Action for melee attacks can make one initial attack with its Mount just as with any other melee weapon.

Mount attacks are resolved normally except that the STR of the cavalry model is not added to Mount damage. The damage roll for a Mount attack is 2d6 plus only the POW of the Mount.

Mount Melee Attack Damage Roll = 2d6 + POW of Mount

Mounts are indicated by a horseshoe icon in their stat bars.

Cavalry Charge

Cavalry models gain boosted charge attack rolls.

Impact Attacks

A cavalry model cannot make an initial melee attack with its Mount during an activation it charged. Instead, a charging cavalry model uses its Mount to make impact attacks. If a charging cavalry model contacts another model during its charge movement and has moved at least 3″, it can stop and make **impact attacks** with its Mount (see "Mount Attacks," above) against all models in the Mount's melee range. The cavalry model makes these attacks even if it is out of formation. Impact attack and damage rolls cannot be boosted. Impact attacks are simultaneous (see "Simultaneous Effects," p. 41). After resolving the impact attacks, the charging cavalry model resumes its charge movement. The charging model does not resume its movement if it is pushed, slammed, thrown, or placed while it was stopped. 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 chooses to make an impact attack against its charge target, before making any impact attacks the model turns to face the charge target and its charge movement ends. If the impact attack destroys the charge target, it does not result in a failed charge.

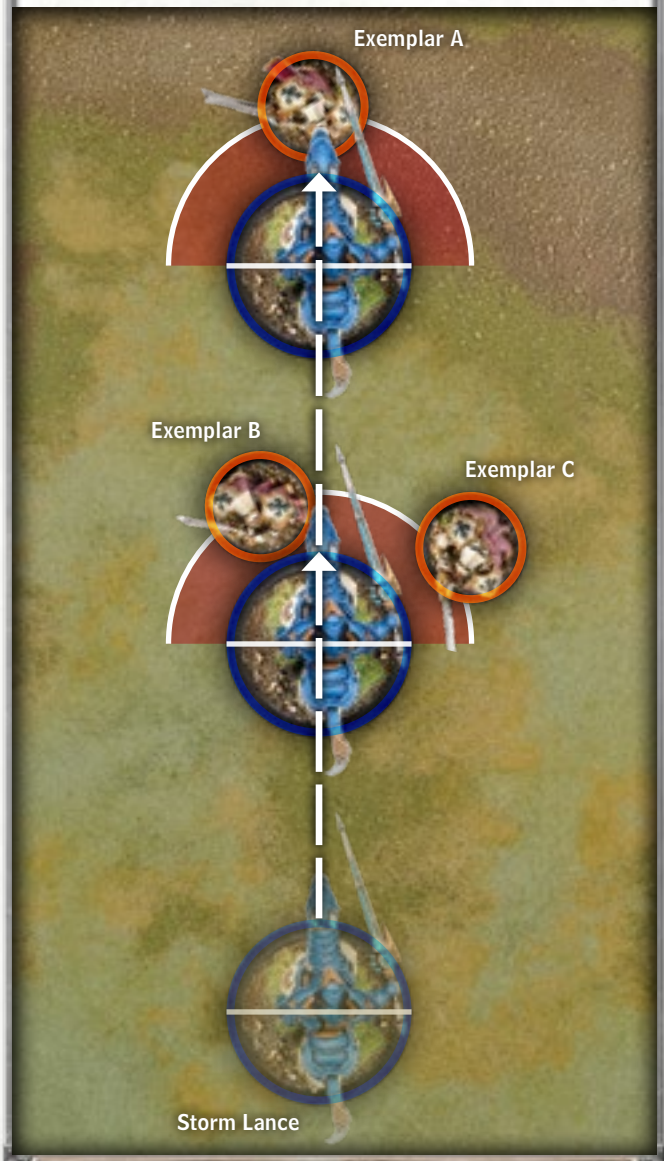
CAVALRY CHARGE EXAMPLE

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

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

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

If Exemplar B were not there, the Storm Lance would have charged past Exemplar C, incurred a free strike from it, and then made first an impact attack and then a charge attack against Exemplar A.



Dragoons

Dragoons are models with a mounted stat card and a dismounted stat card. They begin the game mounted but can become dismounted during play.

When a mounted dragoon suffers damage, apply that damage to its mounted dragoon damage boxes. When all these damage boxes are marked, the dragoon becomes dismounted instead of disabled. Damage points in excess of the mounted dragoon's remaining unmarked damage boxes are not applied to its dismounted damage boxes. If a dragoon is dismounted while advancing, it cannot continue to advance; if a dragoon becomes dismounted during its activation, its activation ends. Remove the mounted dragoon and replace it with the dismounted dragoon model (see "Replacing Models," p. 33). Apply effects that were on the mounted dragoon to the dismounted dragoon. When the dismounted form replaces the mounted form, the dismounted form is not considered to have entered an area and does not trigger effects triggered by entering that area. Once this replacement is complete, any further damage the dragoon suffers will be applied to its dismounted dragoon damage boxes. The dragoon is disabled when all its dismounted damage boxes have been marked.

Elite Cadres

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

'Jack Marshals

'Jack marshals are models with the 'Jack Marshal advantage. They are specialists who command their warjacks through a combination of gestures and commands shouted across the battlefield. Though not as efficient or as powerful as a warcaster's, a 'jack marshal's skills can guide a warjack to perform maneuvers it normally would not be able to manage on its own.

'Jack marshals can begin the game controlling warjacks. These warjacks are not part of any warcaster's battlegroup. A 'jack marshal can control up to one Faction warjack at a time. Mercenary 'jack marshals can control and reactivate (see p. 59) only Mercenary warjacks.

> **EXAMPLE:** *Dirty Meg is a Mercenary 'jack marshal who can be fielded in a Cygnar army. She can begin the game with a Mercenary warjack even when she is included in a Cygnar army.*

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

- **Crush! –** The warjack can make one additional melee attack during its activation this turn. Additionally, it gains +2 on all melee damage rolls during its activation this turn.
- **Hurry! –** The warjack can run, charge, or make a power attack without spending focus during its activation this turn. Additionally, it gains +2 on charge attack rolls and slam attack rolls during its activation this turn.
- **Shake! –** If the warjack is knocked down, it can stand up. If the warjack is stationary, the stationary effect expires. Additionally, if the warjack is suffering effects like Blind or Shadow Bind that can be shaken, those effects expire.
- **Strike True! –** The warjack gains +2 on all attack rolls during its activation this turn.
- **Take Aim! –** The warjack must use its Normal Movement to aim this turn. Additionally, it gains +2 on all ranged damage rolls during its activation this turn.

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

If a 'jack marshal is destroyed or removed from the table, its warjack becomes autonomous (p. 67) but does not become inert.

A 'jack marshal can reactivate inert friendly Faction warjacks (see p. 59 for details). The reactivated warjack comes under the 'jack marshal's control unless the 'jack marshal already controls a warjack; in that case, the reactivated warjack becomes autonomous. A 'jack marshal can also take control of an autonomous friendly Faction warjack (see p. 67 for details) if it is not already controlling another warjack.

If an effect causes your 'jack marshal to fall under your opponent's control, while your 'jack marshal is controlled by your opponent, the warjack under its control remain under your control and becomes autonomous. If you regain control of your 'jack marshal, the 'jack marshal resumes control of the warjack unless another model has already taken control of it. If an effect causes your 'jack marshaled warjack to fall under your opponent's control, when you regain control of your 'jack, the 'jack marshal resumes control of it unless the 'jack marshal has already taken control of another warjack. In that case the warjack becomes autonomous.



MAN-O-WAR DRAKHUN
Khador Dragoon Solo (Mounted)



MAN-O-WAR DRAKHUN
Khador Dragoon Solo (Dismounted)



WELL OF ORBOROS
Circle Orboros Structure

Ranking Officers

Ranking officers are command attachments that can be added to any Mercenary unit in the army. While the ranking officer is in play, the models in its unit are considered models of the ranking officer's Faction rather than Mercenary models. While the ranking officer is in play it is the unit commander of its unit. If any other model in a ranking officer's unit has Officer, it loses that advantage while the ranking officer is in play.

Other than the Press Forward order, a ranking officer cannot issue orders that are not on its card.

If a ranking officer's unit has Advance Deployment, the ranking officer gains Advance Deployment.

If a ranking officer's unit has Ambush, the ranking officer gains Ambush.

The Partisan special rule changes a Mercenary unit into a Faction unit when it is included in an army of that Faction. Because the unit is then no longer a Mercenary unit, a ranking officer cannot be attached to it. For example, if the Precursor Knights (who are Cygnar Partisans) were part of a Cygnar army, they would be Cygnar unit and not a Mercenary unit, so the ranking officer Captain Jonas Murdoch, who can be attached to a small- or medium-based Mercenary unit, could not be attached to them.

Remember that Ranking Officers cannot be included in theme force armies unless the rules of the theme force specifically allow for the Ranking Officer and the unit it attaches to.

Structures

Structures represent fortifications, large and immobile artillery, sacred shrines, and other fixed positions that lend support to an army on the battlefield. Structures are independent models and are not warrior models.

Fixed Position

A structure cannot be moved or placed and has no Normal Movement. A structure is never affected by the rule of least disturbance. Because it has no Normal Movement, a structure cannot aim.

A structure cannot become knocked down or be made stationary. A structure never suffers Blind.

A structure cannot make free strikes.

A structure is automatically hit by melee attacks. A structure never gains the DEF bonus from concealment or cover. A structure cannot gain Incorporeal or Stealth. A model can never gain a back strike bonus against a structure.

A structure cannot be affected by the Grievous Wounds special rule.

Ranged Attacks While In Melee

A structure can make ranged attacks while in melee.

TERRAIN

THE BATTLEFIELD, TERRAIN FEATURES & HAZARDS

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

Placing Terrain

When placing terrain, players should strive for a visually appealing and tactically challenging battlefield. Discuss the terrain setup and agree on the characteristics for different terrain features prior to deploying the armies. Decide which terrain features grant cover or concealment, which provide elevation, which are impassable, and so on. It is vital to understand the rules for all terrain features in play before the start of the game; developing the habit of discussing terrain before the game will help you avoid unnecessary disagreements and misunderstandings during play.

Terrain placement is a non-competitive portion of the game. While a good player will take advantage of the terrain, players should not strategically place terrain features in a manner that unfairly aids or penalizes a specific army.

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

Terrain Features

Any natural or man-made object on the battlefield is a **terrain feature**. Terrain features may limit visibility, restrict movement, grant a degree of protection, or even adversely affect models moving through it. When placing terrain for a battle, players can choose to use **standard terrain** with a defined set of qualities, **custom terrain** whose qualities are established by the players before the battle, or a combination of both. Standard terrain features include forests, patches of dense fog, piles of rubble, shallow water, sloped hills, trenches, and other hazards; these are described at the end of this section.



Standard Terrain Features

Standard terrain represents common terrain features players can use in their games. Instead of discussing the specific qualities of each piece of standard terrain, players simply declare the feature is of a common type described below.

Forests

A **forest** is generally considered to be a wooded area that is not so dense that models cannot move through it, but these rules can be applied to any terrain feature that hinders movement and makes a model inside it difficult to see.

A forest is rough terrain and provides concealment (p. 49) to a model completely inside its perimeter.

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

Forests do not block line of sight to huge-based models.

Shallow Water

Shallow water is rough terrain.

Dense Fog

Patches of **dense fog** or thick smoke limit visibility on the battlefield. Dense fog is represented by clusters of 3″, 4″, or 5″ AOE templates. These templates are cloud effects (p. 60).

Rubble

Rubble represents large areas of ruined ground that provide ample opportunities for cover but are challenging to traverse, such as collapsed structures and impact craters. Rubble is rough terrain and provides cover (p. 49) to a model completely inside its perimeter.

Obstructions

An **obstruction** is a terrain feature 1″ tall or greater—such as a high wall or a gigantic boulder—that cannot be climbed upon. Obstructions are difficult terrain. Only models with Flight or Incorporeal can move through obstructions.

A model with any portion of its base obscured from its attacker by an obstruction gains +2 DEF against melee attack rolls and may gain a DEF bonus against ranged and magical attacks for concealment or cover depending on the nature of the terrain (p. 89).

When resolving a slam or throw, remember to add an additional die to the damage roll when the slammed (p. 32) or thrown (p. 33) model contacts an obstruction.



TRENCHES

Assault Kommandos A, B, and C are **completely within** the area of one or more trench templates, so they have cover and do not suffer blast damage unless the origin of the damage is in a trench template they are touching.

Assault Kommandos D and E are **not completely within** the area of at least one trench template, so they do not gain the benefits of being within the trench.



Obstacles

An **obstacle** is a physical barrier on the table up to 1″ tall, such as a wall, hedge, or standing ruin. A non-charging advancing model can cross an obstacle if it has enough movement to move completely past the obstacle. Otherwise, the model must stop short of the obstacle. A charging model stops its movement if it contacts an obstacle. A model cannot partially cross, climb on, or stand atop an obstacle.

A model with any portion of its base obscured from its attacker by an obstacle gains +2 DEF against melee attack rolls and may gain a DEF bonus against ranged or magical attacks for concealment or cover depending on the nature of the terrain (p. 89).

When resolving a slam or throw, remember to add an additional die to the damage roll when the slammed (p. 32) or thrown (p. 33) model contacts an obstacle.

Trenches

Trenches are earthwork fortifications represented by 3″ × 5″ templates. Trench templates are designed to be placed in contact with each other to create networks of trenches on the table.

A model completely within one or more trench templates has cover from attacks made by models that are not touching any of the trench templates the model is in. Models completely within one or more trench templates 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.

Hazards

Hazards are dangerous terrain features that wreak havoc with models entering or ending their activations within them.

Acid Bath

An **acid bath** is a caustic pool of industrial waste, alchemical sludge, or corrosive acid. An acid bath can be represented by 3″, 4″, or 5″ AOE templates or by another piece of terrain that simulates a pool.

An acid bath is shallow water. A model without Flight entering or ending its activation within an acid bath suffers the Corrosion continuous effect (p. 61). A model with Flight that is knocked down within the acid bath also suffers the Corrosion continuous effect.

Burning Earth

Burning earth represents fires raging on the tabletop. Flames can be represented by one or more 3″ AOE templates or can affect another terrain feature, such as the area of a forest or structure. For example, a burning oil slick could be represented by burning shallow water (p. 87).

A model without Flight entering or ending its activation within a burning earth terrain feature suffers the Fire continuous effect (p. 61). A model with Flight that is knocked down within the area of a burning earth terrain feature also suffers the Fire continuous effect. Burning earth terrain features are cloud effects (p. 60).

Flames can go out unpredictably at any time. At the end of each player's turn, starting with the end of the second player's first turn, roll a d6 for each burning template in play. On a 1 or 2, the flames go out and the area is no longer considered to be on fire. If the burning earth terrain feature was represented by a 3″ AOE template, that template is removed from the table.

Custom Terrain

Custom terrain features enable players to tailor terrain for their games, allowing them to use any terrain in their collections. Because the terrain features in each player's collection are unique and varied, the players decide the specific qualities of each feature 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 how it affects visibility.

If players decide to use custom terrain, discuss the terrain prior to the start of the game and answer the following four questions for each piece of custom terrain.



1) What Type of Terrain Is It?

A model's movement can be affected by the type of ground it covers. A terrain feature's type determines how the feature affects the movement of models moving over it.

Open Terrain

A model in **open terrain** moves without restriction. Generally, most of the battlefield will be open terrain. Examples include grassy plains, barren fields, flat rooftops, dirt roads, sloped hillsides, elevated walkways, and paved surfaces.

Rough Terrain

Rough terrain can be traversed, though at a significantly slower pace than open terrain. As long as any part of its base is in rough terrain, a model moves at half rate. Examples include thick brush, rocky areas, murky bogs, forests, shallow water, and deep snow.

Difficult Terrain

Difficult terrain is ground that cannot be crossed by most models. Unlike truly impassable terrain (next), difficult terrain is not intended to be off limits from play.

When using difficult terrain, take care to make sure no areas of the table are accessible only to models with certain advantages or special rules. Such locations can give an unfair advantage to one player or, worse yet, stalemate the game.

Impassable Terrain

Impassable terrain is terrain that is out of bounds and not intended for models to enter or be placed on, often because doing so would effectively put models out of the game or could cause a stalemate or otherwise make play impossible. Examples of impassable terrain include decorative elements such as mountain peaks, the sheer cliff faces of a ravine, or tall castle walls without any means of entry or egress. A model cannot enter impassable terrain for any reason.

2) Does the Terrain Grant Cover or Concealment?

Some types of terrain can obscure or protect a model within or behind it by granting cover or concealment (p. 49). Decide if the terrain feature provides cover, concealment, or neither. Objects that represent solid barriers on the battlefield like stone walls, giant boulders, and buildings provide cover, features that obscure vision like thick undergrowth, hedges, and tall grass provide concealment, and terrain like uneven ground provide neither.

3) Does the Terrain Block Line of Sight?

Some types of terrain block line of sight to models behind it. While most obstacles operate according to the standard line of sight rules (p. 34), others may be slightly more nuanced. For example, players playing with a custom piece of terrain modeling tall grass and heavy undergrowth may decide that models can see up to 3″ into the terrain feature but not beyond. Other types of terrain may appear mostly solid but have large gaps that would enable models to see through them. For example, players may decide that the ruins of blasted wall do not block line of sight at all regardless of their apparent height. (See the "LOS & Terrain" diagram on p. 36.)

Variably Sized Terrain Features

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

APPENDIX A:
TIMING
STEP-BY-STEP ATTACKS, DAMAGE & ACTIVATIONS

Every triggered special rule or effect has conditions dictating when it begins and ends. Situations in which multiple effects resolve at the same time are not uncommon, and the following tables help explain the order in which effects resolve. In most cases the sequence shown here is more detailed than you will need. Remember, when they apply, the rules of individual models take precedence over the timing sequence.



Activation Timing

1. Resolve effects that occur at the start of activation, including the unit commander issuing an order to its unit.
2. Resolve all required forfeitures of Normal Movement and Combat Action. You cannot use “at any time” abilities or forfeit your Normal Movement or Combat Action voluntarily before this step is resolved.
3. Resolve effects that occur before Normal Movement.
4. The model makes its Normal Movement.
5. Resolve effects that occur at the end of Normal Movement.
6. If activating a unit, repeat steps 4 and 5 for each trooper, then resolve effects that occur at the end of the unit’s Normal Movement.
7. The model makes its Combat Action.
8. Resolve effects that occur at the end of a model’s Combat Action.
9. If activating a unit, repeat steps 7 and 8 for each trooper, then resolve effects that occur at the end of the unit’s Combat Action.

Spellcasting Sequence

Models cannot use “at any time” abilities while resolving the spellcasting sequence or while resolving triggered effects.

1. Declare the spell being used and pay its COST (by spending focus or fury, being forced to use an animus, using the model's combat action to perform a special action, etc.).
2. Declare the spell’s target.
3. Resolve effects that occur when a model is targeted by a spell.
4. If the spell is not an Offensive spell, check the range to the target. If the target is in range, it is affected by the spell. If the spell is an Offensive spell, resolve the spell using the Attack Sequence timing beginning with "Check range to the target."
5. If the spell is not an Offensive spell, the spell is now resolved. If the spell is an Offensive spell, it is resolved when you reach "The attack is now resolved" during the Attack Sequence timing.

Attack Sequence

Models cannot use "at any time" abilities while resolving the attack sequence or while resolving triggered effects, including between new attacks triggered by the previous attack.

1. Declare the attack and its target.
2. Resolve effects that occur when a model is targeted by an attack.
3. 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 6.
4. Resolve effects that cause an attack to hit or miss automatically.
5. Make all attack rolls as dictated by the type of attack and its special rules. For example, a spray attack or Thresher special attack must go through the attack roll sequence for each model potentially hit before proceeding to step 6.

Attack Roll

   a. Resolve effects that change the number of dice rolled, such as boosting the roll.
   b. Roll the dice.
   c. Resolve effects that remove dice from the roll.
   d. Determine if the model would be hit or missed by the attack roll against it.
   e. Resolve effects that cause the attack roll to be rerolled. Return to step b if needed. When returning to step b, add all dice removed in step c back to the roll.

6. Resolve effects that cause the attack to automatically hit a model other than the target.
7. Resolve the AOE hit or deviation. All models within the AOE at its final position are now hit by it.
8. Resolve all other effects triggered by hitting or missing.
9. Make all damage rolls resulting from the attack.

Damage Roll

   a. Resolve effects that change the number of dice rolled, such as boosting the roll.
   b. Roll the dice.
   c. Resolve effects that remove dice from the roll.
   d. Determine if the roll would damage the model.
   e. Resolve effects that cause the damage roll to be rerolled. Return to step b if needed. When returning to step b, add all dice removed in step c back to the roll.
   f. Resolve effects triggered by a damage roll that fails to exceed the ARM of a model hit.
   g. Resolve effects that trigger when a model "would suffer damage" such as damage transference.

10. Apply all damage.

Damage Application

If an attack damaged more than one model, choose one model, follow the damage application sequence below, then repeat for each other damaged model.

   a. Resolve effects triggered by a model suffering damage.
   b. If all of a model's damage boxes are marked, the model is disabled. Resolve effects triggered by the model becoming disabled.
   c. If the model is still disabled, it becomes boxed. Resolve effects triggered by the model becoming boxed.
   d. If the model is still boxed, it is destroyed. Resolved effects triggered by a model being destroyed.
   e. Remove the destroyed model from the table, then return to the main sequence.

11. The attack is now resolved.
12. Resolve active player effects that trigger "after the attack is resolved" that do not involve making another attack.
13. Resolve all inactive player effects that trigger "after the attack is resolved."
14. Resolve active player effects that trigger "after the attack is resolved" that involve making an attack.

APPENDIX B:
FACTION-SPECIFIC RULES
RHUL, CEPHALYX, CONVERGENCE, GRYMKIN, & INFERNALS

RHULIC MERCENARIES

Although the dwarven kingdom of Rhul seem to have little interest in conquest, they often serve as mercenaries in the conflicts of the Iron Kingdoms.

Warcasters

A Mercenary Rhulic warcaster can have only Mercenary Rhulic warjacks in its battlegroup and can reactivate only friendly Mercenary Rhulic warjacks.

Warjacks

A Mercenary Rhulic warjack can be controlled only by a Mercenary Rhulic warcaster or a Mercenary Rhulic 'jack marshal. This model can be reactivated only by a friendly Mercenary Rhulic warcaster or a friendly Mercenary Rhulic 'jack marshal.

'Jack Marshals

A Mercenary Rhulic 'jack marshal can control only Mercenary Rhulic warjacks. A Mercenary Rhulic 'jack marshal can reactivate only Mercenary Rhulic warjacks.



CEPHALYX MERCENARIES

No one in western Immoren knows the origins of the cephalyx, dreaded and enigmatic beings who emerge from their underground lairs for slave raids that are the stuff of nightmares. They float eerily above the ground, their faces hidden behind masks fitted with sinister lenses and their bodies augmented with spider-like metal appendages, each ending in sharpened tools for their bloody work. They do not hesitate to employ their terrifying mental powers to kill or dominate any who oppose them.

Selective

Most Cephalyx models/units have the Selective special rule, which states that they can be included only in a Mercenary army made using a Cephalyx theme force. This means that unless they are included in a non-Mercenary Faction army, the army they are included in must be created using a Cephalyx theme force.

Warcasters

Some cephalyx have the ability to directly control multiple monstrosities and wield formidable powers. While the root of their powers is distinct from those warcasters dwelling on the surface, the control they exert over their augmented slaves is roughly the equivalent of a warcaster's command of his battlegroup.

Cephalyx warcasters can control only monstrosities and cannot control warjacks. A Cephalyx warcaster can allocate focus points to monstrosities in its battlegroup as if they were warjacks. A Cephalyx warcaster's warjack points must be used on monstrosities even though they are not warjacks.

In addition to the standard warcaster rules (p. 68), Cephalyx warcasters have the following rules.

Healing

At any time during its activation, this model can spend focus points to heal damage a monstrosity in its battlegroup in its control range has suffered. For each focus point spent this way, remove 1 damage point.

Monstrosities

Though telepathically linked to their controllers and serving the same purpose as warjacks, monstrosities are not machines but living beings.

Monstrosities are large-based models (50 mm). Even though it is assigned to a specific battlegroup, each monstrosity is an independent model.

Monstrosities can be controlled only by Cephalyx warcasters.

Monstrosity Special Rules

All monstrosities have the following special rules.

Living Models

Unfortunately for them, monstrosities are living models. They are not warjacks and do not have cortexes.

Damage Grid

Monstrosities have damage grids like warjacks.

Brain

A monstrosity can be allocated focus but can have no more than 3 focus points at any time. Unless otherwise stated, it can spend focus only during its activation. A monstrosity cannot gain or spend focus while its Brain system is crippled.

Rage-Fueled

Though monstrosities can be allocated focus normally, they do not power up and do not automatically gain a focus point for being in their controlling warcaster's control range during the Control Phase. Instead, a monstrosity gains 1 focus point each time it suffers damage as a result of an attack or a continuous effect.

Note that monstrosities are not warjacks and focus points are not removed from them during the Control Phase.

Focus: Additional Attack

A monstrosity can spend focus to make additional melee attacks as part of its Combat Action (p. 34). It can make one additional attack for each focus point spent. Some models possess special rules that also enable them to spend focus points to make additional ranged attacks.

Focus: Boost

A monstrosity can spend 1 focus point to boost any of its attack rolls or damage rolls during its activation. Add an extra die to the boosted roll. Boosting must be declared before rolling any dice for the roll. Remember, a single roll can be boosted only once, but a monstrosity can boost as many different rolls as you choose and can afford.

Focus: Run or Charge

A monstrosity must spend 1 focus point in order to use its Normal Movement to run or charge.

MONSTROSITY DAMAGE KEY

The following letters on a monstrosity's damage grid represent its systems:

B: Brain
H: Head weapon system
M: Movement
L: Left Arm weapon system
R: Right Arm weapon system

A monstrosity with a crippled Brain system loses any focus points on it and cannot gain or spend focus points for any reason.

Monstrosities with crippled Left Arm, Right Arm, Head, or Movement systems suffer the same penalties as warjacks do.

Focus: Shake Effect

During your Control Phase after allocating focus, a monstrosity can spend focus points for the following:

- If this model is knocked down, it can spend 1 focus point to stand up.
- If this model is stationary, it can spend 1 focus point to cause the stationary status to expire.
- If this model is suffering an effect like Blind or Shadow Bind that can be shaken, it can spend 1 focus point to cause the effect to expire.

Unthinking

Monstrosities do not have a CMD stat or a command range.

Power Attacks

Monstrosities can make power attacks. To make a power attack, a monstrosity must spend 1 focus point.

A monstrosity can make head-butt, slam, and trample power attacks. A monstrosity with at least one non-crippled weapon with the Open Fist weapon quality can make throw power attacks.

Warcaster Destruction

If a Cephalyx warcaster is destroyed or removed from the table, the monstrosities in its battlegroup become autonomous. Autonomous monstrosities remain active but do not have a controller. An autonomous monstrosity acts normally but cannot be allocated focus, though it can receive focus from other sources. A monstrosity must have a controller at the start of the game; it cannot begin the game autonomous.

A Cephalyx warcaster can take control of an autonomous friendly monstrosity. To do this, a Cephalyx warcaster must spend 1 focus point during its activation while base-to-base with the autonomous monstrosity. The monstrosity must forfeit its Combat Action the turn it becomes controlled. The monstrosity becomes a part of the battlegroup of the warcaster that took control of it.

CONVERGENCE OF CYRISS

Warjacks

The Convergence of Cyriss does not use warjacks in the traditional sense. Their machines, called vectors, are built using arcane science fused with applied physics and mathematics. Each completed **vector** is an act of worship to Cyriss, the Maiden of Gears as well as an irrefutable triumph of engineering. The smooth lines and artisanal attention to detail contrast with the pure brutality that the science of kinematics can inflict on enemies of the Clockwork Goddess.

In addition to the standard warjack rules (p. 66) Convergence warjacks have the following rules.

Interface Node

Instead of a cortex, Convergence warjacks have an **interface node**. The (I) boxes of a Convergence warjack's damage grid represent this interface node.

This model can gain focus. This model can have no more than 3 focus points at any time. Unless otherwise stated, this model can spend focus only during its activation. This model cannot gain or spend focus while its Interface Node system is crippled.

Because an interface node is not a cortex, Convergence warjacks are immune to effects that cause a warjack to suffer damage directly to its cortex (such as Cortex Damage and Shock Field) or that require a warjack to have a functional cortex (such as Domination).

Warjack MAT & RAT

Convergence warjacks do not have MAT or RAT values. Instead, their MAT and RAT are equal to the current MAT and RAT of their controlling warcaster. For example, a Convergence warjack under the control of a warcaster with MAT 6 and RAT 4 would have MAT 6 and RAT 4. Vectors do not directly benefit from MAT/RAT bonuses or suffer from MAT/RAT penalties, but any MAT/RAT alterations to a warcaster controlling one or more vectors will be passed along to those vectors.

Note that spells and abilities that affect attack rolls will still affect vectors normally.

> **EXAMPLE:** *The Conservator heavy warjack's Hand of Vengeance special rule grants it +2 on melee attack and melee damage rolls. Its MAT will remain equal to the MAT of the warcaster controlling it, but it will gain +2 on its melee attack rolls from Hand of Vengeance.*

No Power Up

Though Convergence warjacks can be allocated focus normally, they do not power up and do not automatically gain a focus point for being in their controlling warcaster's control range during the Control Phase.

Focus Induction

When a Convergence warjack spends a focus point during its activation, you can give a focus point to another Convergence warjack if the two are in the same battlegroup and are within 6″ of one another. Note that a Convergence warjack still can have no more than 3 focus points at any time.





GRYMKIN

The Defiers, the warlocks of the Grymkin, are beings like no others, striding the line between mortal and divine. They can make nightmares tangible and bend reality to reflect their twisted dreams. Yet there are constraints that regulate when the Defiers can inflict their supernatural judgments upon the sinners they confront. A Defier's highest powers may seem capricious, but each is governed by unspoken and shifting rules that only they can fully understand.

Arcana

Instead of feats, Grymkin warlocks have Arcana cards. Arcana cards can be played at any time during a game in accordance with the rules on the cards. Each of a warlock's Arcana cards can be played only once per game. A warlock can play only one Arcana card per turn.

There are two types of Arcana cards: regular Arcana cards and Trump cards. Each Grymkin warlock has one Trump card that can be assigned only to that warlock. The remaining Arcana cards can be assigned to any Grymkin warlock.

Before either player's deployment at the start of the game, a Grymkin player assigns each of his warlocks three Arcana cards and reveals those cards to the opponent. One of these three cards must be the warlock's Trump card. The other two cards can be any non-Trump Arcana cards, but each card can only be assigned to a single warlock in the army once. In other words, no duplicate Arcana cards are allowed within an army.

INFERNALS

Infernals are beings from beyond Caen with but one interest in humanity: the acquisition of souls. For centuries, they worked in secret through their agents, bartering for souls in exchange for services and arcane power. Now they have come in force to collect their due in fulfillment of an ancient pact sworn by the gods.

Infernal Masters

Infernal forces are led by infernal masters, tremendously powerful beings able to command the terrifying infernal horrors. Infernal masters are among the most potent entities known to exist beyond Caen. They wield arcane power beyond reckoning and are unfettered by natural law. They are the Infernal equivalents to warcasters and warlocks.

A battlegroup includes an infernal master and the horrors it controls.

Infernal masters are independent warrior models.

INFERNAL MASTERS & FREE POINTS

Like warcasters and warlocks, infernal masters do not cost army points to include in your army. Instead, infernal masters grant you **free points** that can be spent only on horrors for your infernal master's battlegroup. These bonus points are in addition to the army points determined for the game, and any free points not spent on horrors for an infernal master's battlegroup are lost.

Infernal Master Special Rules

All infernal masters have the following special rules.

Battlegroup Commander

This model can control a group of horrors. This model and the horrors it controls are collectively referred to as a **battlegroup**. This model can allocate essence points to horrors in its battlegroup.

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

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

Inscrutable

Opponents cannot take control of infernal masters.

Feat

Each infernal master has a unique **feat** that can turn the tide of battle if used at the right time. An infernal master can use its feat at any time during its activation. An infernal master cannot use its feat during an activation it runs and cannot interrupt movement or an attack to use it. It can use its feat before moving, after moving, before making an attack, or after an attack but not while moving or attacking. An infernal master that uses its Normal Movement to run cannot use its feat that activation.

An infernal master can use its feat only once per game.

ESSENCE

ESSENCE is a measure of a model's arcane power. For horrors, ESSENCE indicates how many essence points an infernal master must spend to summon the horror, as well as the amount of essence points the horror itself can have at any time. For a model with the Essence Manipulation special rule, such as an infernal master, ESSENCE determines its control range and beginning essence points. A model uses its ESSENCE when making magic attack rolls.

Infernal masters do not replenish their essence points like a warcaster replenishes its focus points or a warlock leeches fury points. Instead, an infernal master must either draw on the vitality if its physical form or it must sacrifice one of its mortal servants to regain its essence points.

Infernal masters and horrors start the game with a number of essence points equal to their essence stats.

Essence Manipulation

This model has an ESSENCE stat. At the start of your Control Phase, this model can **replenish** its essence points either through leeching or sacrifice (see below). This model begins the game with a number of essence points equal to its ESSENCE. Unless otherwise stated, this model can spend essence points only during its activation.

A model with the Essence Manipulation special rule has a control range and can spend its essence points for additional melee attacks, to boost attack and damage rolls, and to shake some effects. During its controller's Maintenance Phase, a model with the Essence Manipulation special rule loses all essence points in excess of its ESSENCE stat.

Infernal masters start the game with a number of essence points equal to their ESSENCE stats.

Allocating Essence Points

An infernal battlegroup commander can allocate essence points to the horrors in its battlegroup during your Control Phase. A horror must be in its battlegroup commander's control range to be allocated focus, though it need not be in its line of sight. A horror cannot exceed its ESSENCE stat in essence points at any time.

Control Range

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

Sacrifice

To replenish its essence points during your Control Phase, this model must choose a friendly non-soulless model in its control range. Troopers that are out of formation cannot be chosen. Remove the chosen model from play, and this model gains essence points so that it has a number equal to its current ESSENCE.

Leeching

During its controlling player's Control Phase, a model with the Essence Manipulation special rule can also leech essence points from its own life force to replenish its essence points. For each essence point a model gains from leeching, it suffers 1 damage point. This damage cannot be transferred. This model cannot exceed its ESSENCE in essence points as a result of leeching.

An infernal master cannot leech essence points from horrors in its battlegroup the way a warlock can leech fury points from its warbeasts.

MARKED SOULS

Marked souls are humans who have bartered some portion of their essence to the infernal masters in life. The remainder of their souls can be claimed at the time of death or when the terms of some bargain come to fruition. The infernal masters use this soul material to empower their magic and to summon horrors from beyond Caen. The infernalists and the cultists who follow them are marked souls.

Infernal masters can use models with the Marked Soul special rule to summon horrors onto the battlefield.

ESSENCE: Additional Attack

This model can spend essence points to make additional melee attacks as part of its Combat Action. It can make one additional attack for each essence point spent. Some models have special rules that enable them to also spend essence points to make additional ranged attacks.

ESSENCE: Boost

This model can spend 1 essence point to boost any of its attack or damage rolls during its activation. Add an extra die to the boosted roll. Boosting must be declared before rolling any dice for the roll. Remember, a single roll can be boosted only once, but an infernal master can boost as many different rolls as you choose and can afford.

ESSENCE: Shake Effect

During your Control Phase after allocating essence, this model can spend essence points for the following:

- If the model is knocked down, it can spend 1 essence point to stand up.
- If the model is stationary, it can spend 1 essence point to cause the stationary status to expire.
- If the model is suffering an effect like Blind or Shadow Bind that can be shaken, it can spend 1 essence point to cause the effect to expire.

Damage Transference

When this model would suffer damage, it can immediately spend an essence point to **transfer** the damage to a horror in its battlegroup that is in its control range. The horror suffers the damage instead of this model. Determine where to mark the damage normally. Transferred damage is not limited by the horror's unmarked damage boxes, and any damage exceeding the horror's unmarked damage boxes is applied to this model and cannot be transferred again. This model is still considered to have suffered damage, even if the damage is transferred. Models unable to suffer transferred damage cannot have damage transferred to them.

> **EXAMPLE:** *An infernal master with one unmarked damage box remaining is hit by an enemy attack and would suffer 10 damage points. The infernal master spends a fury point and transfers the damage to a horror in his battlegroup. Unless the horror has at least 10 unmarked damage boxes, the remaining damage will be suffered by the infernal master.*

Healing

At any time during its activation, this model can spend essence points to remove damage it has suffered. This model can also spend essence points to remove damage suffered by horrors in its battlegroup that are in its control range. For each essence point spent this way, this model can remove 1 damage point.

Spellcaster

This model can **cast spells** at any time during its activation by paying the COST of the spells in essence points. Infernal masters can make magic attacks and melee or ranged attacks in the same activation like warcasters and warlocks.

A model with the ESSENCE stat uses it to resolve its magic attacks (p. 54).

This model can spend essence points to upkeep its spells.

Summoning

Summoning allows an infernal master to use essence points to summon a horror from beyond time and space to add to its battlegroup.

An infernal master can summon up to one horror during its activation each turn. When an infernal master summons a horror, choose a friendly marked soul currently in the master's command range. The infernal master must then spend a number of essence points equal to the base ESSENCE stat of the horror summoned.

Replace the chosen marked soul with the horror and remove the marked soul from play. The horror enters play with 1 essence point. The horror is part of the infernal master's battlegroup. A horror must forfeit its Combat Action the turn it is summoned.

Infernal Master Destruction

When a model controlling horrors is destroyed or removed from the table, the horrors in its battlegroup are removed from play.

Horrors

Horrors are unnatural engines of malignant rage and are the greatest assets in an infernal master's arsenal. Horrors have been engineered for inhuman brutality and have been given a broad variety of melee and ranged weaponry to annihilate any opposition that crosses their path. They are savage monsters lacking any instinct but to kill at their masters' behest.

Horrors are classified according to base size: a lesser horror has a small base (30 mm), a light horror has a medium base (40 mm), and a heavy horror has a large base (50 mm). Horrors are independent models even though they are assigned to specific battlegroups.

Horrors must begin the game assigned to a battlegroup controlled by a model with the Essence Manipulation special rule (p. 96).

Horror Special Rules

All horrors have the following special rules in common.

Essence

Horrors start the game with a number of essence points equal to their essence stats. A horror can never have an essence point total higher than its current ESSENCE stat.

If a horror's current ESSENCE is reduced for any reason, immediately remove excess essence points. Essence points remain on horrors until spent or removed by a special rule.

Essence: Additional Attack

A horror can spend essence to make additional melee attacks as part of its Combat Action (p. 34). It can make one additional attack for each essence point spent. Some models possess special rules that also enable them to spend essence points to make additional ranged attacks.

Essence: Boost

A horror can spend 1 essence point to boost any of its attack rolls or damage rolls during its activation. Add an extra die to the boosted roll. Boosting must be declared before rolling any dice for the roll. Remember, a particular roll can be boosted only once, but a horror can boost as many different rolls as you choose and can afford.

Essence: Shake Effect

During your Control Phase after your infernal masters have completed allocating focus, a horror can spend essence points for the following:

- If the horror is knocked down, it can spend 1 essence point to stand up.
- If the horror is stationary, it can spend 1 essence point to cause the stationary status to expire.
- If the horror is suffering an effect like Blind or Shadow Bind that can be shaken, it can spend 1 essence point to cause the effect to expire.

Power Attacks

Horrors can make power attacks. A horror can normally make a power attack without spending an essence point. A horror with a crippled outer damage ring (see below) must spend an essence point to make a power attack.

- Lesser horrors cannot make power attacks.
- A light horror can make head-butt and slam power attacks. A light horror with at least one weapon with the Open Fist weapon quality can make throw power attacks.
- A heavy horror can make head-butt, slam, and trample power attacks. A heavy horror with at least one weapon with the Open Fist weapon quality can make throw power attacks.

Running and Charging

A horror can normally use its Normal Movement to run or charge without spending an essence point. A horror with a crippled outer damage ring (see below) must spend an essence point to run or charge.

Tithe

Horrors are unnatural creatures whose very existence upsets the nature of reality. As such, these creatures can only exist on Caen for a short period of time before being banished from physical space.

A horror must spend 1 essence point at the end of each of its controlling player's turns to remain in play. If the horror does not spend an essence point at the end of its controlling player's turn, it is removed from play.

Recording Damage To an Horror

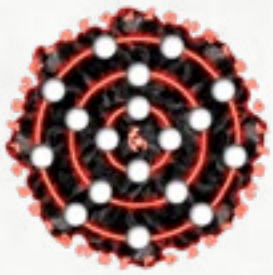
Horrors have **damage webs** consisting of three concentric rings of damage boxes (represented by circles). Different damage webs will have different numbers of damage boxes, but they function the same way. When a horror suffers damage, apply the damage to the outermost ring, marking one damage box per damage point taken. Once a ring is full, continue recording damage to the next ring that contains an unmarked damage box. Continue filling damage boxes until every damage point taken has been recorded.

When all the damage boxes in a ring of a horror's damage web have been marked, the ring is crippled. If 1 or more damage points are removed from a crippled ring, the ring is no longer crippled.

The effects of crippled rings are as follows:

- **Crippled Outer Ring:** The horror must spend an essence point to run, charge, or to make a power attack.
- **Crippled Middle Ring:** The horror rolls one fewer die on the attack rolls.
- **Crippled Center Ring:** The horror is disabled like any other model that has all its damage boxes marked.

When removing damage from a horror's , the damage must be removed from the innermost ring first. If all of the damage has been removed from the innermost ring, begin removing damage from the next innermost ring.



Sample damage web from a horror stat card.

The Infernal Turn

The infernal player's turn is divided into 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 markers for any effects that expire at the beginning of your turn.

Maintenance Phase

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

1. For each of your models with the Essence Manipulation special rule, remove all essence points in excess of its ESSENCE stat.
2. Check for expiration of continuous effects on any models you control. After checking for expired continuous effects, resolve the effects of those that remain in play.
3. Resolve all other effects that occur during the Maintenance Phase.

Control Phase

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

1. Each of your models with the Essence Manipulation special rule, like infernal masters, can replenish its essence points by sacrifice or leeching. A model cannot exceed its current ESSENCE in essence points as a result of sacrifice or leeching.
2. Replace soul tokens on models with the Essence Manipulation special rule with essence points. A model can exceed its current ESSENCE in essence points as a result of Soul Taker: Infernal Master.
3. Each model with the Essence Manipulation special rule can allocate essence points to horrors in its battlegroup that are in its control range.
4. Each model with the Essence Manipulation special rule can spend essence points to maintain its upkeep spells in play. If a model does not spend essence points to maintain an upkeep spell, the spell expires, and its effects immediately end.
5. Resolve all other effects that occur during the Control Phase.

Activation Phase

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

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