WARMACHINE MKII - REFERENCE SHEET

Turn Sequence

1. Maintenance Phase
2. Control Phase
3. Activation Phase

1. Maintenance Phase

- Remove all FOC from your models.
- Remove all effects that expire at the beginning of your turn.
- Continuous effects expire on 1 or 2.

2. Control Phase

- Warcaster gains back FOC.
- Allowcate FOC to models.
- Upkeep spells or they expire.

3. Activation Phase

- Unit models all Move then Actions.
- Spells can be cast anytime in Activation
- Only one Order per Unit can be given & can be at start of Unit's Activation.

Movement

- Run is 2x SPD and ends Activation.
- Charge is SPD +3" & must have moved ≥ 3" & hasn't any penatlies to it's SPD. Unit must be Ordered. Jack must spend 1 FOC & can't use Power Attacks. Fails if target is out of Melee range, or contacts terrain other than Rough Terrain & ends Activation.
- Rough Terrain / Forest / Shallow Water is ½ SPD.
- Linear Obstacle <1" tall & <1" only stops Charges.
- Obstacle <1" tall & >1" thick costs 2" to climb.
- Obstruction >1" impassable (including Deep Water).

Actions Choose either a...

Combat Attack

- Melee Attack: 2D6+MAT ≥ DEF.
- Ranged Attack: 2D6+ RAT ≥ DEF.
- Magic Attack: 2D6+ FOC ≥ DEF.
- Special Attacks, one per Activation.
- Spray Attack rolls vs each model under the template.
- AOE Attacks deviate if miss target.

or

Special Action

- Can't be done after a Charge.
- Skill Check: 2D6 ≤ Skill Value.

Melee Attacks Modifiers

- A roll of all 6's to hit always hits, a roll of all 1's is a miss regardless of target's DEF.
- ½" range, or 2" range for Reach weapons.
- Charge: Boosted DAM roll, Cavalry also gain +2 to Melee attack roll.
- Back Strike: +2 to Melee attack roll if attacker Activated behind target.
- Free Strike: +2 to Melee attack roll, Boosted DAM
- Fighting across Linear Obstacle/Obstructions: +2 DEF.
- Knocked Down/Stationary: Auto hit.
- Critical Hit: If 2 dice show the same number.

Damage

- Melee DAM: 2D6 + (P+S) - ARM
- Ranged DAM: 2D6 + POW - ARM
- Blast DAM: 2D6 + ½ POW - ARM
- Magic DAM: 2D6 +POW - ARM

Power Attacks Are Special Attacks available to Jacks & noted models.

All Models

- Cannot be made on a Charge.
- Have ½" Melee range.
- Can be Boosted.

Warjacks

- Costs 1 FOC to Power Attack
- All Jacks can Head-butt, Push & Slam.
- Heavy jacks can Trample.
- Open Fist Jacks can Headlock/Weapon lock or Throw

Push

Auto hits, both roll D6+STR, if attacker is higher then target is pushed 1" directly away, does no DAM. Attacker can follow up. No Free Strikes.

Headlock/Weapon lock

Cannot be done on Knocked Down models, does no DAM, target in Headock cannot perform Special Attacks, target in Weapon lock cannot use that weapon. Neither models can advance or be pushed. Lock is broken if either model has an effect that makes them move or be placed, if they are Knocked Down, become Incorporeal, or destroyed, or if attacker becomes Stationary, or locked weapon becomes crippled.

Throw

Cannot be done on > based models. Both roll D6+STR (2D6 attacker doing a Two Handed Throw), if attacker is higher then target is thrown (over < based models) ½ STR" (+1" for larger model throwing smaller model) in a chosen direction & then deviates D3". Two Handed Throws can target another model & if in range make a Melee attack against target. Deviates if fails to hit. If thrown model contacts ≤ based size models then they are Knocked Down and suffer Collateral Damage. Thrown model is Knocked Down and suffers 2D6+STR (+D6 if contacting ≥ based model, obstacle/obstruction).

Head-butt

Cannot head-butt a model with a larger base. Target is Knocked Down if hit. DAM = 2D6+STR.

Slam

Cannot be done on Knocked Down models. Follows same rules as a Charge. -2 to hit vs larger based models. Slammed model is moved D6" (D3" for smaller based models) directly away and Knocked Down. If slammed model contacts ≤ based size models then they are Knocked Down and suffer Collateral Damage. DAM = 2D6+STR (+D6 if contacting ≥ based model, obstacle/obstruction).

Trample

Follows same rules as a Charge except must advance SPD+3". Moves through small based models and must end movement with room for it's base. Attack each contacted small based models.
DAM = 2D6+STR.
Resolve Free Strikes from all non - contacted models.

Collateral DAM

Model is Knocked Down & suffers 2D6+STR which cannot be Boosted.

Falling

Model falling ≥1" is Knocked Down & suffers 2D6+10 (+D6 for each 3" after the first). Models hit by falling model suffer Collateral Damage.

Ranged Attack Modifiers

- A roll of all 6's to hit always hits, a roll of all 1's is a miss regardless of target's DEF.
- Aim: +2 to Ranged attack roll.
- Back Strike:+2 to Ranged/Magic attack roll if attacker Activated behind target.
- Cloud Effect: Inside cloud +2DEF, behind cloud blocks LOS.
- Concealment: within 1", +2DEF vs Ranged/Magic attacks (except vs Spray attacks)
- Cover: within 1", +4DEF vs Ranged/Magic attacks (except vs Spray attacks).
- Eleveated Target: +2DEF vs Ranged/Magic attacks.
- Elevated Attacker: Ignore Intervening models >1" from target.
- Forest: +2 DEF, LOS <3".
- Intervening Model: A model intersecting LOS to another model (Spray attacks ignore Intervening models)
- Knocked Down/Stationary: DEF5
- Stealth: Auto miss unless within 5" of target or under a Spray template.
- Target in Melee: -4 to Ranged/Magic attack roll (except Spray attacks), roll for new target (pg 58).
- Trenches +4 DEF, don't suffer Blast DAM unless point of origin is in Trenches.

Command Checks & Units

- CMD check pass: 2D6 ≤ CMD, Fleeing pg 85.
- Taken at the beginning of ANYONE's turn when a unit takes ≥ 50% or more casualties. New unit leaders cannot attack that turn (pg72).
- A unit model is in Formation if within the CMD range of it's Commander.
- Out of Formation models cannot make Actions, recieve Orders, Cast Spells, Attack & suffer -2 CMD & will flee if they fail a CMD check at the end of their unit's Activation.

Knocked Down / Stationary

- Cannot Move, make Actions, Attacks, cast Spells, Animi, Feats or give Orders.
- Has no Melee range & isn't blocking LOS or an intervening model.
- A Knocked Down model either forfeits Movement or Action to stand up next Activation or during Control Phase after allowcating FOC a model can spend 1 FOC to Shake off a Knock Down or Stationary Effect.

Crippling Warjacks

- Arc Node: Cannot channel spells.
- Cortex: Loses FOC points on it and cannot be allowcated FOC.
- Movement: Cannot Run/Charge and DEF7.
- Arm/Head: Roll 1 less attack & DAM dice, no Power/Special/Chain attacks.
- Field Generator: Cannot spend FOC to remove DAM or use abilities from Force Field.

Cavalry

- Ignore intervening smaller based models when making melee & charge attacks.
- Mount: Can only make Impact attacks during a Charge, Melee range of ½", Attack & DAM cannot be Boosted. DAM = 2D6+POW of Mount.
- Cavalry Charge (Order): Same as Charge, but if moved ≥ 3" model can stop & make Impact attacks with Mount against all models within Mount's melee range. Then continue movement, without anymore Impact attacks. If moved <3" before making Impact attacks then movement ends & Mount can't attack.
- Ride-by Attack (Order): Full advance and stops at any point to make their Combat Attacks, then resumes advance and then ends activation.
- Light Cavalry: Can't do Ride-by or Impact Attacks, but can attack normally with Mount. After making attacks Light Cav can advance 5".

Jack Marshal

Jack Marshal must be in CMD range of Warjack and passed a CMD test to Drive each Jack under it's control to do the following:

- Run/Charge
- Make an additional attack.
- Boost one attack or DAM roll.