QUICKSTART RULES

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

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

WARMACHINE is a fast-paced and aggressive 30mm tabletop miniatures battle game set in the steam-powered fantasy world of the Iron Kingdoms™. These Quick Start rules are designed to get you up and running with the contents of your battlegroup box set. They are streamlined to facilitate quick learning of the game's fundamentals, and as such omit certain special rules and options.

The WARMACHINE rulebook provides greatly expanded rules that cover all the models, including troops and characters, as well as extensive background into the world of the Iron Kingdoms.

ARMIES OF THE KINGDOMS

WARMACHINE focuses on four of the most powerful nations in the Iron Kingdoms.

CYGNAR™
The crown jewel of the Iron Kingdoms, Cygnar is the birthplace of warjack technology. They are the progressive leaders of every industry, be it arcane or mundane. Disciplined, inventive, steadfast, unfaltering—these are the core traits of the Cygnaran people, and why they have triumphed over every resentful adversary defiling their borders throughout the ages.

PROTECTORATE OF MENOTH™
Devoted followers of the Old Faith, the fervent Protectorate host marches forth from the gates of its cathedral fortresses to enlighten the vast heathen countries for Menoth's greater glory. With sacred fire and pain they punish the Iron Kingdoms' heresies, wherever they may be found.

KHADOR™
In this boreal hinterland of thick woodland, high mountains, and long, harsh winters, only the strong survive. Khador is home to a prideful tradition of strength, shown in both the powerful sinews of her people and the endurance of their hell-bent warmachines. Warmed from within by a deep-seated, millennia-old rage, the Khadorans ever prevail.

CRYX™
A terrifying horde of undying machinations born of the dark vision of the Dragonlord Toruk, the Cryxian Empire is a nightmare legion of the evil dead. Led by horrible, necromantic warcasters, the Cryx are a blight of malevolence and ravenous, life-devouring savagery, ever-spreading over the entire Iron Kingdoms.

MODELS & MATERIALS

WARCASTERS
A warcaster is a tremendously powerful battlemage with the ability to telepathically control a group of warjacks. A warcaster may use his *focus points* to enhance his combat abilities and cast spells, or he may allocate them to individual warjacks to increase their fighting abilities. All warcasters are unique characters.

WARJACKS

A warjack is a mechanikal construct built for war and given the ability to reason by a magical brain, known as a cortex, housed within its hull. Armed with the most fearsome melee and ranged weaponry yet devised, a warjack reaches its full destructive potential only when controlled by a warcaster.

STAT CARDS

Every model has a unique stat card that provides a quick reference to a model's profile and abilities. The card's front shows stats, ability lists, and the damage grids, while ability explanations and spells appear on the back. We recommend that you place the cards in a plastic card sleeve or sheet protector, found in most game and hobby stores. That way, you can mark damage on the plastic sleeve with a dry-erase marker to avoid damaging the card itself. Alternatively, you may track damage on a photocopy of the card so that you can keep the original unmarked.

OTHER MATERIALS YOU WILL NEED

In addition to card protectors and reproductions, you will need a handful of six-sided dice, a flexible ruler or tape measure, and some tokens, coins, or glass beads to represent focus points and other spell effects.

MODEL STATS

Speed (SPD): The number of inches a model can normally move.
Strength (STR): The measure of a model's physical strength.
Melee Attack (MAT): The measure of a model's skill with melee weapons.
Ranged Attack (RAT): The measure of a model's accuracy with ranged weapons.
Defense (DEF): The measure of a model's ability to avoid being hit by an attack.
Armor (ARM): The measure of a model's ability to resist being damaged.
Command (CMD): The quickstart rules do not use this stat, so ignore any reference to CMD checks.
Focus (FOC): The measure of a warcaster's arcane power.

WEAPON STATS

Power (POW): The base amount of damage a weapon inflicts.
(P+S): The sum of the model's STR and its melee weapon's POW.
Range (RNG): The maximum distance, in inches, a ranged weapon can be used against a target.
Rate-of-fire (ROF): The maximum number of times a ranged weapon may be used in a turn.
Area-of-Effect (AOE): The diameter, in inches, of an attack's *area-of-effect*.
(SPECIAL): A model's stat card lists its weapons' special rules.

DAMAGE GRIDS

A damage grid consists of several damage boxes. Every time a model takes damage, one damage box is marked for each damage point taken. A model is removed from play when all its damage boxes are marked. A model may lose systems or become disabled before its damage grid is completely full.

SPECIAL RULES

Warcasters and warjacks have many special rules that take precedence over the basic rules.

Abilities: Always in effect, abilities apply every time a game situation warrants their use.
Special Attacks (★Attacks): Instead of attacking normally during its combat action, a model may make one special attack.
Feats: A feat can be freely used once per game, any time during a warcaster's activation. See the stat card for details.

FACING

A model's facing is the direction indicated by the orientation of its head. The 180° arc centered on the direction its head faces defines the model's front arc; the opposite 180° defines its back arc. A model draws *line of sight* and attacks through its front arc.
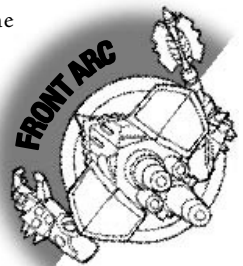
STARTING THE GAME

The contents of your battlegroup box set make a balanced army. Alternatively, you may select one warcaster and any number of warjacks from the same faction to an agreed upon points total. After setting up the battlefield, both players roll a d6. The high roller chooses who goes first. The first player deploys his battlegroup up to 10″ in from a table edge, then his opponent does the same. These battlegroups should be deployed on opposite sides of the battlefield, with at least 20″ separating the opposing forces.

WARMACHINE battles are fought in a series of *game rounds*. Each game round, both players take a *turn*. The player who deployed his army first takes his turn first every game round. After the second player takes his turn, a new game round begins.

A game effect with a duration of one *round* expires at the beginning of its creator's next turn.

The Player Turn: The turn is divided into three phases:
Maintenance Phase: Remove your previous turn's unused *focus points* and any effects that expire on your turn. Resolve any *continuous effects* on your models.
Control Phase: Replenish your warcaster's focus points. Assign them to eligible models and upkeep spells.
Activation Phase: Activate your models in any order. Each model can move and then perform either one combat action or one special action.

COMBAT

LINE OF SIGHT
A model has line of sight to a target model if it can draw a straight, unobstructed line from the center of its base through its front arc to any part of the target model, including the target's base.

MOVEMENT
A model must use or forfeit its movement before performing its combat action.

Advancing: A model may move up to its SPD in inches. A model always faces the direction it is moving, but may change its facing freely during its movement, and may face any direction at the completion of that movement. A moving model's base may not pass over another model's base.

Running: A running model may move up to twice its SPD in inches. A warjack must use a focus point to run. A running model's movement follows the same guidelines as advancing. A model that runs loses its combat action. A warcaster that runs cannot *cast spells* or use *feats* this turn.

Charging: Charging combines a model's movement and combat action. A warjack must use a focus point to charge. A model may attempt to charge any enemy model currently in its line of sight. A model denied its full movement for any reason cannot charge. The charging model moves its SPD plus 3″ along any straight line that will get it into melee range with its target. It can only move across *open terrain*, cannot cross any *obstacles*, and cannot change its facing while charging. At the completion of its movement, the charging model turns to directly face its target. If the charging model moved at least 3″ to enter melee range, its first melee attack is a *charge attack*. This attack roll may be *boosted*. If it hits, it gets a bonus damage die. Damage cannot be further *boosted*. A model may not make *power attacks* or *ranged attacks* after charging. A model attempting a charge ends its activation if it encounters a terrain feature or another model while moving, or if it remains outside melee range of its target after moving.

COMBAT ACTIONS
A model can make one attack with each of its *melee weapons* or *ranged weapons*. It may use focus points to make additional attacks, but a ranged weapon cannot exceed its ROF. A model making more than one attack may divide them among any eligible targets. Instead of attacking normally, a model may make one special attack, but can still use focus points to make additional standard attacks.
Attack Rolls: Melee Attack Roll = 2d6+MAT; Ranged Attack Roll = 2d6+RAT. *Boosted* attacks get an additional die. An attack hits if the roll equals or exceeds the target's DEF. Rolling all 1's results in an auto miss, while rolling all 6's causes an auto hit.
Stationary Targets: A stationary target cannot move, attack, cast spells, or use feats. A melee attack against a stationary target automatically hits. A stationary target has a base DEF of 5 against any ranged attack.

MELEE COMBAT
A model can make a melee attack against any target in line of sight and in *melee range* of the weapon being used. A model's melee range extends 1/2″ beyond its front arc for a normal weapon or 2″ for a reach weapon. A model in an opponent's melee range is *engaged*. A model that moves out of its opponent's melee range suffers a *free strike*.
Free Strikes: A model may make a free attack with any melee weapon against an opponent that moves out of its melee range. It gets a +2 bonus to the attack roll and a bonus damage die. These rolls may not be boosted.

WARJACK MELEE ATTACK OPTIONS
Warjacks have melee attack options unavailable to other models.

Bash Attacks: A warjack with no functioning melee weapons may bash its opponent. A bash attack suffers a −2 penalty to the attack roll. A warjack's bash damage is 2d6+STR. A warjack that makes a bash attack can do nothing else during its combat action. A bash attack may be made as a free strike.

Fist Attacks: A warjack can use its fist as a melee weapon. Fists follow all normal rules for melee attacks.

Shields: A warjack with a shield has two ARM values. While its shield arm is functioning, it uses the ARM value indicated by the shield icon and benefits from the shield's special rules. If its shield arm is disabled, the warjack's ARM reverts to the value listed in its stat bar. A warjack can use its shield as a melee weapon. Shields follow all normal rules for melee attacks.

WARJACK POWER ATTACKS

A *power attack* is executed instead of normal attacks during a warjack's combat action and requires spending a focus point. Focus points may also be used to boost the attack and damage rolls. Only one power attack may be made per combat action. Additional normal attacks may be made after the power attack but require the warjack to spend focus points to do so.

Head-butt: As a power attack, a warjack may spend a focus point to head butt its opponent and drive it to the ground. A head-butt attack roll suffers a –2 penalty against a target with an equal- or smaller-sized base, or a –4 penalty against a target with a larger base. A successful hit causes damage and knocks the target down. Add the attacker's STR to the damage roll. If the attacker also has a head weapon, such as tusks, horns, or spikes, add their POW to the damage roll as well.

Slam: As a power attack, a warjack may spend a focus point to slam an enemy by ramming it with the full force of its armored hull, sending it flying backward and knocking it to the ground. A Slam combines a warjack's movement and combat action. A warjack may attempt to slam any enemy model currently in its line of sight and not knocked down. A model denied its full movement for any reason cannot slam. The model attempting the slam moves its SPD plus 3″ directly toward its target along the shortest path. It can only move across *open terrain*, cannot cross any *obstacles*, and cannot change its facing after the slam. If the slamming model moved at least 3″ to enter melee range, it makes a *slam attack*. A slam attack roll suffers a –2 penalty against a target with an equal- or smaller-sized base, or a –4 penalty against a target with a larger base. A successful hit propels the target d6 inches directly away from its attacker, who gets knocked down and takes damage as detailed under *Slam Damage*. After a slam, the warjack may use focus points to make additional melee attacks against any models in melee range. A model may not make *ranged attacks* after a slam. A model attempting a slam ends its activation if it encounters a terrain feature or another model while moving, or if it remains outside melee range of its target after moving.

Being Slammed: A slammed model is moved d6 inches directly away from its attacker. The slam distance is halved if the target has a larger base than the attacker. Terrain affects this movement as normal. A slammed model will move at half rate through rough terrain, suffer the effects of any hazards, and be stopped if it collides with an obstacle, obstruction, or a model with an equal- or larger-sized base. A slammed model is not subject to free strikes during this movement.

Slam Damage: Determine damage after the target's slam movement finishes. Add the slamming warjack's STR to the damage roll. Roll an additional damage die if the target collided with an obstacle, obstruction, or a model with an equal- or larger-sized base. Finally, the slammed model is knocked down. Slam damage can be boosted.

Collateral Damage: If a slammed model strikes another model that has an equal- or smaller-sized base, that model is knocked down and takes a damage roll, adding the STR of the model that initiated the slam. Focus points cannot be used to boost collateral damage. A struck model with a base larger than the slamming model's does not take collateral damage.

Arm Lock/Head Lock: As a power attack, a warjack with an empty fist may spend a focus point to seize another warjack's weapon arm or head and prevent its use. Make a melee attack roll with the empty fist. A successful hit does no damage, but the attacker can lock an opponent's arm or head. While an arm is locked, the attacker cannot use its empty fist and the defender cannot use the locked weapon. The attacker and the defender are free to attack with any of their other melee weapons. The attacker may release an arm lock at any time during its activation. The defender automatically attempts to break free as part of its combat action. Both models roll a d6 and add their STR. If the defender's total is greater than the attacker's, its arm breaks free, but may not be used further this turn. Focus points may be spent to make repeated break-free attempts.

Throw: A warjack with an empty fist may pick up and throw a model with an equal- or smaller-sized base. The empty fist's melee attack roll suffers a –2 penalty when attempting this attack. If the attack hits, both models roll a d6 and add their STR. If the defender's total is greater, it breaks free and avoids being thrown. If the attacker's total is equal to or greater than the defender's, it throws the defender, who takes damage and is knocked down.

Being Thrown: The attacker throws the defender a distance equal to half the throwing model's STR, in any direction, within the attacker's front arc. The thrown model automatically deviates half normal distance from the determined point of impact. This movement is not affected by rough terrain, but the thrown model will be stopped if it collides with an obstacle, obstruction, or a model with an equal- or larger-sized base. A thrown model is not subject to free strikes during this movement.

Throw Damage: Determine damage after the model is thrown. Add the attacking (throwing) warjack's STR to the damage roll. Roll an additional damage die if the thrown model struck an obstacle, obstruction, or a model with an equal- or larger-sized base. Finally, the thrown model is knocked down.

Collateral Damage: If a thrown model strikes another model that has an equal- or smaller-sized base, that model is knocked down and takes a damage roll, adding the STR of the model that initiated the throw. Focus points cannot be used to boost collateral damage. A struck model with a larger base than the thrown model does not take collateral damage.

RANGED COMBAT

A model in melee, either *engaged* or *engaging*, cannot make ranged attacks. A model may declare a ranged attack against any target in line of sight. A model is *screened*, gaining +2 DEF, if it is within 1″ of another model with an equal- or larger-sized base that obscures any portion of its base from the attacker. Declare the attack before measuring range. If the target is beyond maximum range, the attack automatically misses.

‣A model that did not move this turn gets a +2 aiming bonus to its ranged attack rolls.

‣An Area-of-Effect attack affects every model in an area with a *diameter* equal to its AOE. If the attack roll hits, the intended target takes *direct hit damage* (2d6+POW) and every other model in the AOE takes *blast damage* (2d6+½ POW, rounded up). If the attack roll misses, the AOE deviates d6 inches (but no more than half its original range) in a random direction and does blast damage to every model in the

AOE. An AOE attack declared against a target out of range automatically misses and its point of impact deviates from a point on the line to its declared target, equal to its RNG.

•Spray Attacks: An attack with a RNG of SP is a spray attack. Make a ranged attack roll against every model in a straight path 1″ wide and 8″ long from the attacker's front arc. A model targeted by a spray attack does not receive any benefit from concealment, cover, or being screened.

ATTACK SPECIAL EFFECTS

•Apply an *automatic effect* whenever a model makes a successful attack.

•Apply a *critical effect* to a successful attack if any two dice in the attack roll show the same number.

•*Continuous effects* remain on a model. Resolve continuous effects on your models during your maintenance phase. Roll a d6—if the result is a 1 or 2, the effect is removed without causing further damage. On a 3 through 6, the effect remains in play and the model suffers the resulting effect. Corrosion does one point of damage. Fire causes a POW 12 damage roll. A *cloud effect* remains in play at its point of impact. A cloud provides concealment to models inside it or touching it and completely obstructs line of sight to anything beyond it. A model in a cloud may target models outside of it. A cloud may cause damage to a model that moves into it or ends its turn inside it.

•Knockdown: A model that is knocked down becomes a stationary target. Place it on its back or mark it with an appropriate counter or token. A knocked-down warjack may not channel spells. A knocked-down model does not block line of sight or provide screening. A knocked-down model can stand up during its next activation. However, if a model is knocked down during its owning player's turn, it may not stand up until that player's next turn, even if it has not been activated yet. To stand up, a model must forfeit either its movement or its combat action. It may face any direction when it stands. A model that forfeits its movement to stand performs its combat action as normal. Its ranged attacks do not get the aiming bonus. A model that forfeits its combat action to stand may move normally but cannot run or charge.

DAMAGE ROLLS

A *damage roll* is 2d6+POW. Melee attacks add the attacker's STR as well. Boosted damage rolls get an additional die. Mark one damage box for every point that the damage roll exceeds the target's ARM.

WARCASTER DAMAGE

Mark damage left to right. Remove the model from play when you mark its last damage box. Warjacks become inert if their controlling warcaster is removed from play—you lose!

WARJACK DAMAGE

The attacking player rolls a d6 to determine which column takes the damage. Starting with the uppermost empty box in that column and working down, mark one damage box per damage point taken. Once a column is full, continue recording damage in the next column to the right that contains unmarked damage boxes. Damage wraps, so if all the damage boxes in column 6 are marked, continue recording damage in column 1, or in the next column with unmarked damage boxes. Continue shifting columns as required until every damage point taken has been recorded.

DISABLING SYSTEMS

System boxes are damage boxes labeled with a letter. Once all of a system's boxes have been marked, that system is disabled. Mark its system status box to show this.

Disabled Arc Node: A warjack cannot *channel* spells with a disabled arc node.

Disabled Cortex: A warjack with a disabled cortex cannot receive or use focus points.

Disabled Hull: A warjack's blank damage boxes represent its hull. A disabled hull counts toward the disabled-systems limit but has no other effect.

Disabled Movement: A warjack with disabled movement has its SPD reduced to 1″ and its DEF reduced to 7. Disabled movement prevents a warjack from charging or slamming.

Disabled Weapon System: A disabled weapon may no longer make attacks. When a warjack's shield arm is disabled, its ARM reverts to the value listed in its stat bar.

DISABLING A WARJACK

A warjack is disabled when any three of its systems, including its hull, are disabled. In the quickstart rules, a disabled warjack is removed from play.
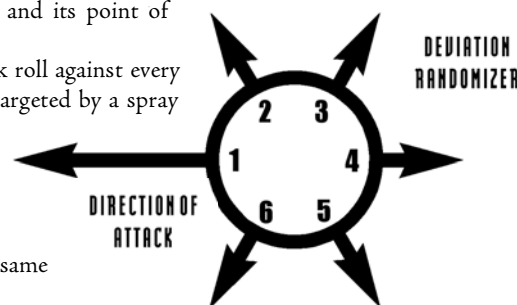
FOCUS

A warcaster receives a number of focus points equal to its FOC during its player's control phase. These can be assigned as desired among the warcaster and any of his warjacks in his *control area*. This control area covers 360 degrees with a radius equal to twice the warcaster's FOC in inches. A warjack must be in its warcaster's control area (but does not require line of sight) to be assigned focus points or to *channel* spells. A warjack may be assigned up to three focus points per turn.

USING FOCUS POINTS

Focus points can be used any time during a model's activation for any of the following effects:

Additional Attack: Every focus point spent lets the model make an additional melee or ranged attack as part of its combat action. Focus points cannot be used to make additional special or power attacks.

Boost Attack & Damage Rolls: A boosted attack or damage roll adds an additional die to the roll. Each attack or damage roll can only be boosted once, but a model can boost multiple rolls during its turn.

Cast Spell: A warcaster can cast a spell any time during its activation by spending the required number of focus points. Resolve the spell's effects immediately. A warcaster can cast as many spells during its activation as it can pay the focus cost for, and can do so while engaged in melee, even when casting ranged spells.

Warjacks—Run, Charge, Power Attacks: A warjack must spend a focus point to run, charge, or make a power attack.

Overboost Power Field: Each of a warcaster's unspent focus points gives the warcaster a +1 bonus to its ARM. This bonus is automatic and stays in effect until the focus points are used or the owning player's next maintenance phase begins.

Regenerate Power Field: Every focus point a warcaster spends for this effect restores one of his damage boxes.

SPELL STATS

Focus Cost (Cost): The number of focus points a warcaster must spend to cast the spell.

Range (RNG): Same as the weapon stat. If RNG is "Caster," the spell can only be cast on the warcaster.

Area-of-Effect (AOE): Same as the weapon stat. If AOE is "CTRL," the spell affects every model in the warcaster's control area.

Power (POW): Same as the weapon stat.

Offensive spells require the warcaster to make a *magic attack roll*. Magic Attack Roll = 2d6+FOC. Boosted attacks get an additional die. An attack hits if the roll equals or exceeds its target's DEF. Rolling all 1's causes an auto miss, while all 6's cause an auto hit. Magic attacks follow all the rules for ranged attacks, including targeting, concealment and cover, and any other applicable rules.

Upkeep spells can be maintained for more than one turn. During its creator's control phase, a warcaster may assign a focus point to keep an upkeep spell he cast in play. If a focus point is not assigned to the spell, it ends immediately. A warcaster may have only one of each specific upkeep spell in play at a time, although he can maintain any number of different upkeep spells simultaneously. A model may only have one friendly and one enemy upkeep spell cast on it at a time. If another upkeep spell is cast on a model that already has one from the same source—friendly or enemy—the new upkeep spell replaces the previous one and the old one is removed from play.

Channeling: A warcaster may cast spells through any of his warjacks equipped with arc nodes, called *channelers*. The channeler becomes the spell's point of origin, and all ranges are measured from the channeler. The channeler must be in the warcaster's control area and have line of sight to the spell's target. The warcaster does not require line of sight to either the channeler or the spell's target. Channeling a spell is a passive effect done during a warcaster's activation that has no impact on the channeling model's own activation. Focus points assigned to a channeler may not be used to affect the channeled spell in any way. An *engaged* warjack may not channel spells. A stationary warjack may channel spells, but a knocked-down warjack may not.

UNUSED SPELLS

Spells designed for use with living troops are not used in the Quick Start rules. The unused spells are Dark Seduction (Warwitch Deneghra) and Convert (Grand Scrutator Severius).

TERRAIN EFFECTS

Open terrain can be crossed without penalty. Rough terrain slows a model to half its normal move rate. Impassable terrain completely prohibits movement.

A linear obstacle is up to 1″ tall, but less than 1″ thick. It may be crossed at no penalty as long as the model has enough movement to get its base completely clear of the obstacle. If this is not possible, the model must stop short. A running or charging model cannot cross a linear obstacle.

An obstruction is a terrain feature greater than 1″ tall. Treat obstructions as impassable terrain.

Concealment and Cover: A model within 1″ of a terrain feature that obscures any portion of its base from an attacker receives a +2 DEF bonus for concealment or a +4 DEF bonus for cover, against ranged and magic attacks only. It can only benefit from one of these bonuses at a time. Concealment is provided from terrain features that will not stop an attack, such as a light fence or brush. Cover is provided by terrain features that will stop an attack, such as a brick wall or a large boulder. Decide which terrain features provide concealment or cover when setting up the table.