

**THE FOLLOWING 3 PHASE MUST BE PERFORMED IN ORDER**

**MAINTENANCE PHASE**

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

**CONTINUOUS EFFECTS**

**D6: 1-2 Expires D6: 3-6 apply effect (p.52)**

Name	Effect
<b>Corrosion</b>	1 point damage
<b>Fire</b>	POW 12 + 2D6 damage
<b>Cloud</b>	Conceals models inside or touching it. A cloud may cause damage to a model that moves into it or ends its turn inside it. Blocks LOS if neither attacker nor defender inside of cloud

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

**Rally Fleeing Models**

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

**CONTROL PHASE**

**Replenish your Warcaster's focus points.**

**Allocate Focus Points to Warjacks and Warcasters**

- Warjacks must be in Warcasters Control Area (FOC X 2) Each Warjack may have no more than 3 Focus Points assigned to them.

**Upkeep spells**

- Cost 1 Focus Point otherwise Spell ends immediately
- Each Warcaster may have only 1 of each up keep spell in play at any time
- Only 1 friendly and one enemy upkeep spell cast per model at any time.
- New upkeep spells friendly or enemy- replaces the previous one

**ACTIVATION PHASE**

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

- Issue an order (unit leader or solo. Entire units activate at once).
- Declaring Running, Charging or Slam Attacks (see Power Attacks)
- Move (Advance, Charge or Run)
- Combat Action or Special Action
- Make CMD check for each out-of-formation trooper in the unit.

A Warcaster may also issue an order, cast spells and use a feat at anytime **during his/her Activation**

**ISSUE AN ORDER**

**Out of formation troopers (pg. 37)**

- Will not receive any order given to their unit
- Must attempt to regain formation (may advance or run)

**UNIT FORMATION TYPES**

Distance	Type	Description
Base to Base	<b>Tight</b>	At least 2 troopers wide, and can have any number of additional ranks. All must face same direction.
1"	<b>Open</b>	Can coordinate attacks and provide each other mutual support
<3"	<b>Skirmish</b>	Unit must begin game in this formation or closer.
>3"	<b>Out of Formation</b>	Out of formation trooper must make CMD check. If in Warcaster's Command Range may use Warcaster's CMD.

**MOVE**

**MOVEMENT TYPES**

Order	Distance	Notes
<b>Advance</b>	SPD	
<b>Charge (1<sup>st</sup> Melee Attack)</b>	SPD + 3"	<ul style="list-style-type: none"> <li>• Pay 1 Focus Point (Warjacks only)</li> <li>• Units must receive an order</li> <li>• Warjacks may not make power attacks</li> <li>• Must have LOS straight line only</li> <li>• Stops if hits terrain</li> <li>• Fails if target not in range after movement</li> </ul>
If the <b>Charging</b> model moved at least 3" to enter melee range, its first melee attack is a <b>charge attack</b> . $2D6 + MAT \geq DEF = HIT$ then roll for <b>DAMAGE (boostable)</b> $3D6 + P + S - ARM = DAMAGE$ (not boostable) <b>Damage cannot be boosted.</b> May not make <i>ranged attacks</i> . A model ends its activation if it encounters a terrain feature or another model while moving, or outside melee range of target after moving.		

<b>Run</b>	SPD X 2	<ul style="list-style-type: none"> <li>• Pay 1 Focus Point (Warjacks only)</li> <li>• Units must receive an order</li> <li>• May not perform an action, cast spells or use a feat.</li> <li>• Model's Activation phase is over after running</li> </ul>
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**TERRAIN MODIFIERS**

Type	Effect
<b>Open</b>	• No effect
<b>Rough</b>	• Move 1/2 speed • No Charge or Slam
<b>Obstacle</b>	• 2" to climb, move forward 1" • No Charge or Slam
<b>Linear Obstacle</b>	• No penalty, may not stop on top obstacle. • No Charge Or Slam
<b>Forest</b>	• Move 1/2 Speed • No Charge or Slam • Blocks LOS > 3" and beyond forest
<b>Shallow Water</b>	• Move 1/2 Speed • No Charge or Slam • Warjack's flame is extinguished by shallow water only if it's knocked over in it.
<b>Deep Water</b>	• Impassable • Cannot be entered voluntarily • Must be slammed in, thrown or forced in. Warjack is instantly disabled and removed from play

Models that you move out of it's engagement "zone" (0.5" or 2" if engaging model has **Reach**) gets a **Free Strike** (+2 to hit and +1D6 for damage both not boostable, 1 attack only).

**KNOCKDOWN**

Model is placed on its back and becomes a **Stationary** target. Can stand up during its next activation. Must give up either its movement or its combat action. May face any direction when it stands. No aiming bonus for Ranged Attacks. Cannot run or charge. knocked down Channelers cannot channel spells

**COMBAT ACTION**

Apply a **critical effect** to a successful attack if any two dice in the attack roll show the same number. *Auto miss when you roll all 1's*

**YOU CAN DO THE FOLLOWING TYPES OF ATTACKS**

- 1 **Melee Attack** per weapon in range *or*
- 1 **Range Attack** per weapon in range *or*
- 1 **Special** ★ Attack *or*
- 1 **Power Attack** (Warjacks Only, Cost 1 Focus Point)  
*Melee and Ranged Attacks cannot be mixed*

\*Additional **Melee** or **Ranged** Attacks may be made by spending 1 **Focus Point** per attack. *Not exceeding the ROF of a weapon.*

**MELEE ATTACKS** (Boostable)  
*Within 1/2" from target model's base.*  
*Within 2" from target model's base if attacking model has REACH.*  
 $2D6 + MAT \geq DEF = HIT$  then roll for **DAMAGE**  
 $2D6 + P + S - ARM = DAMAGE$

**RANGE ATTACKS** (Boostable)  
*Determine if you have LOS. Declare your Ranged Attack. NO PRE-MEASURING.*  
*Measure to see if target is in range (RNG) If target is in range roll to HIT if not, it's an AUTO MISS*  
 $2D6 + RAT \geq DEF = HIT$  then roll for **DAMAGE**  
 $2D6 + P - ARM = DAMAGE$

**MAGIC ATTACKS** (Warcasters OFF Spells only)  
 $2D6 + FOC \geq DEF = HIT$  (Boostable)  
*Apply Spell*

**POWER ATTACKS (Warjacks only)**

**HEAD-BUTT** pg. 41  
 $2D6 + MAT -2$  or  $-4 \geq DEF = HEAD-BUTT$   
*(-2 for equal or smaller base or -4 for larger base target)*  
**Damage Roll =  $2D6 + STR$**  (Boostable)  
*(Horns or spikes add POW to damage) Target is Knocked Down.*

**PUSH** pg. 44  
Both models roll  $D6 + STR$  if defender > attacker it resists otherwise it is pushed away 1" Attacker may **Advance** to remain in melee range. Attacker is subject to free strikes if **Advancing**.

**SLAM** pg. 41

Turn to face target, move SPD + 3" if move less than 3" inches make **Bash Attack** instead.

**2D6 + MAT -2** for equal/smaller base target or **-4** for larger base target.

Target moves D6" away (half it if target has larger base, stop if collides with terrain or equal/larger base. Move over models with smaller base. Slammed model is **Knocked Down**.

Damage Roll = **2D6 + STR** (Boostable)

Add 1D6 if collide with terrain or same/larger base.

Models collided with suffer 2D6 + STR collateral damage (not Boostable) if they have the same/smaller base and are also **Knocked Down**.

**BASH ATTACK** pg 40

2D6 + MAT -2 >= DEF = HIT and 2D6 + STR - ARM = Damage

**THROW** pg. 43

**2D6 + MAT -2 >= DEF = THROW**

Require functioning open fist. Both models roll D6 + STR. If Defender > Attacker it breaks away, otherwise it is **Knocked Down** and thrown half the attacker's STR in Forward Arc. Warjack throwing small base adds 1". Roll deviation D3(1D6 divided by 2 rounded up)

Damage Roll = **2D6 + STR** (Boostable)

(Add 1D6 if collide with terrain or same/larger base.)

Models collided with suffer 2D6 + STR collateral damage(not Boostable) if they have the same/smaller base and are also **Knocked Down**.

**ARM/HEADLOCK** pg. 42

Require functioning open fist.

**2D6 + MAT >= DEF = ARM/HEADLOCK**

Target arm/head is locked and may not be used until freed. Attacker and victim may make melee attacks with other arm/head

On subsequent rounds the locked model attempts to break free. Both model rolls D6 + STR. If defender > attacker it breaks free.

**ATTACK ROLL MODIFIERS**

Type	Modifier
<b>Aiming</b> Voluntarily forfeits its movement. Doesn't change position or facing. Not available for <b>Magic Attacks</b>	+2 ATK
<b>Back Strike</b> Begin and end your model's activation entirely in the <b>Back Arc</b> for you target. The target is an <b>Unaware Model</b> . Do not apply modifier for a <b>Knocked-Down Target</b>	+2 ATK
<b>Combined Range Attack</b> For units with <b>CRA</b> only. Must be in open formation (1" inch apart) <b>+1 per model including Attacker</b>	+1 per model
<b>Combined Melee Attack</b> For units with <b>CMA</b> only. <b>+1 per model including Attacker</b>	+1 per model
<b>Concealment</b> Low hedge or mesh fence within 1" of model that obscures and portion of its base from an attacker against ranged and magic attacks	+2 DEF
<b>Cover</b> Stone wall, giant boulder, or building within 1" of model that obscures and portion of its base from an attacker against ranged and magic attacks	+4 DEF
<i>A model may benefit from <b>Concealment</b> or <b>Cover</b>, but not both. No benefit from <b>Spray (SP)</b> Attacks for <b>Concealment</b> or <b>Cover</b></i>	
<b>Elevated Target</b> Target is on elevated terrain	+2 DEF
<b>Movement disabled</b> SPD reduced to 1". No <b>Charging</b> or <b>Slam Attacks</b>	Base DEF 7
<b>Stationary Target</b> Model has been <b>Knocked Down</b> or immobilized. Cannot move or attack, cast spells, use feats or give orders. Warcasters can still allocate <b>Focus Points</b> , <b>upkeep spells</b> and <b>heal</b> themselves (1 Focus Point per damage healed). Warjacks can receive <b>Focus Points</b> . Channeler's can channel spells. <b>Melee Attacks</b> on a <b>Stationary Target</b> automatically hit. <i>For Ranged and Magic Attacks only.</i>	Base DEF 5
<b>Target in Cloud Effect</b> Model with any part of its based covered by the clouds <b>AOE template</b> . <i>Cumulative with <b>Concealment</b> or <b>Cover</b>.</i>	+2 DEF
<b>Target in Deep Water</b> Must be slammed in, thrown or forced in. Warjacks are instantly disabled and removed from play	Base DEF 7
<b>Target in Melee</b> A model engaged in combat with other models. If a non-AOE attack misses the intended target. Use the same roll to hit the second target as you used to hit the intended target (including boosting) - even if it's your own model. If the alternate target is missed, the attack failed completely and nobody gets hurt. No penalty for Magic attacks when Warcaster fires into his own melee.	-4 ATK

**NOTES**

*AOE attacks make 1 attack roll, but separate damage rolls [47].*

*AOE attacks that miss deviate D6", but no more than half the distance from the attacker to the target [47]*

*Only the targeted model gets the full power of the weapon **only if it doesn't deviate**.*

*If any other models get hit by a AOE blast template the Damage is 2d6 + 1/2 the power of the weapon*

*SP attacks make separate attack and damage rolls at full POW [48].*

*SP attacks ignore concealment and cover [48].*

*When multiple effects reduce the base DEF score, use the lowest one.*

*Apply an **automatic effect** every time a Warjack makes a successful attack*

**APPLYING DAMAGE**

Apply Damage from right to left.

For Warjacks Roll 1D6 for column to start marking damage. Start from top to bottom/left to right.

**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.

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

**DISABLING A WARJACK**

A Warjack is disabled when any three of its systems are disabled.

**COMMAND CHECKS** //

**2d6 <= CMD = PASS COMMAND CHECK**

Model Must Make Command (CMD) Checks When:

**Massive Casualties**

When a unit loses 50% or more of its current members in any player's turn. Must pass CMD check or **Flee**.

**Terrifying Entities**

Model with Terror or Abomination special ability. Comes in melee with Terror or within 3" of an Abomination (friendly or enemy) Must pass CMD check or **Flee** before completes its movement or performs any actions. Spells or other attack's special rules

**Fleeing Models**

- Immediately turns to face directly away from threat
- Activated during controlling player's Maintenance Phase
- Automatically Runs toward army's deployment edge on next activation.
- Cannot perform any actions or use any of its special rules

**Fearless Models**

- Never flees
- Subject to a CMD check that has a penalty other than fleeing

**SPELL STATS**

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

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

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

**Power (POW):** Same as the weapon stat.

**Channeling:** A warcaster may cast spells through any of his warjacks equipped with 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.

Compiled by **Creation Matrix** ([www.creationmatrix.com](http://www.creationmatrix.com)) with help from **elakin**, **phulcrum** and **tallon** with excerpts from **YoungWolf7's** Reference Sheet. Thanks to **Geist** for providing **#PrivaterrPress** on Psionics for us to work on this reference sheet.