



QUICK START RULES

INTRODUCTION

In WARMACHINE, the very earth shakes during fierce confrontations as six-ton constructs of tempered iron and steel slam into each other with cataclysmic force, lead-spewing cannons chew through armor plating as easily as flesh, and bold heroes set the battlefield ablaze with a tempest of arcane might to forge the fates of their unyielding nations in the fires of destruction.

WARMACHINE is a fast-paced and aggressive 30 mm tabletop miniatures battle game set in the steam-powered fantasy world of the Iron Kingdoms. You'll control an elite soldier-sorcerer known as a warcaster fighting to take down the enemy warcaster. Though warcasters are formidable combatants on their own, their true strength lies in their magical ability to control and coordinate mighty warjacks—massive steam-powered combat automatons that are the pinnacle of military might in the Iron Kingdoms.

WARMACHINE focuses on the most powerful nations in the Iron Kingdoms. These Quick Start rules use cards from four of those factions and are designed to get you up and running with the contents of your battlegroup box set. They are streamlined to make it easier to learn the game's fundamentals, so they omit some special rules and options. The *WARMACHINE: Prime Mk II* rulebook contains the full WARMACHINE rules as well as extensive background into the world of the Iron Kingdoms.

WARMACHINE QUICK START RULES

MODELS & MATERIALS

WARCASTERS

A warcaster is a tremendously powerful soldier-sorcerer with the ability to control a group of warjacks telepathically. Every warcaster has a certain amount of focus points he can spend to enhance his combat abilities and cast spells or allocate to individual warjacks to increase their fighting capabilities. All warcasters are unique characters.

Destroy your opponent's warcaster to win the game!

WARJACKS

A warjack is a huge, steam-driven metal construct built for war. A magical brain known as a cortex housed within its hull gives it the ability to reason. 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 comes with a stat card that provides a quick reference of its profile and abilities. The primary card's front shows the model's stats, abilities, and damage grid, while ability explanations appear on the back. Warcasters have a second card that describes their spells and feat. We recommend you place the cards in plastic card sleeves or a sheet protector, found in most game and hobby stores, so you can mark damage on the plastic sleeve with a dry-erase marker to avoid damaging the card itself.

OTHER MATERIALS YOU WILL NEED

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

FUNDAMENTALS

MODEL STATS

To the right of the warcaster or warjack picture, the first stat line represents that model's combat capabilities.

SPD – **Speed:** How far the model can normally move, in inches.

STR – **Strength:** The measure of the model's physical strength.

MAT – **Melee Attack:** The measure of the model's skill with melee weapons.

RAT – **Ranged Attack:** The measure of the model's accuracy with ranged weapons.

DEF – **Defense:** The measure of the model's ability to avoid being hit by an attack.

ARM – **Armor:** The measure of the model's ability to resist being damaged.

CMD – **Command:** This stat is not used in these Quick Start rules.

In addition, a warcaster card includes a **FOCUS** stat below the picture. This is the measure of the warcaster's arcane might, which is used to power spells and warjacks.



REPEATER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	6	5	12	17	—


FLAME THROWER			
RNG	ROF	AOE	POW
SP 8	1	—	12


WAR FLAIL	
POW	P+S
4	13


WEAPON STATS



Below the model stat line, weapon stat lines show the strength and special attributes of each weapon that model carries.


 or  – **Type:** The green gun symbol denotes a ranged attack weapon, and the brown sword symbol denotes a melee attack weapon.

RNG – **Range:** The maximum distance, in inches, a ranged weapon  can be used against a target.

ROF – **Rate of Fire:** The maximum number of times a ranged weapon  can be used in a turn.



AOE – **Area of Effect:** The diameter, in inches, of the area of effect of a ranged weapon's  attack.

POW – **Power:** The base amount of damage a melee  or ranged weapon  inflicts.







P+S – **Power plus Strength:** For quick reference, the sum of a model's melee weapon's  POW and its STR.







ADVANTAGES & WEAPON QUALITIES

Immediately below a model's stat line are a number of icons that represent common model abilities:

-  **Arc Node:** A warcaster can use this model to channel spells unless this model is engaged in melee combat or is knocked down. This makes it the point of origin of those spells
-  **Stealth:** Ranged and magic attacks declared against this model from more than 5" away automatically miss.

Immediately below a weapon's stat line are a number of icons that represent common weapon abilities:

-  **Continuous Effect: Fire:** A model hit suffers the Fire continuous effect.
-  **Critical Fire:** On a critical hit, the model hit suffers the Fire continuous effect.
-  **Continuous Effect: Corrosion:** A model hit suffers the Corrosion continuous effect.
-  **Critical Corrosion:** On a critical hit, the model hit suffers the Corrosion continuous effect.
-  **Reach:** This weapon has a 2" melee range.
-  **Shield:** This weapon gives the model +2 ARM. A model does not gain this bonus for damage that originates in its back arc or if the shield weapon system is crippled.

The remaining icons are not used in these Quick Start rules: , , , , , and .

In addition to icons, models' cards also contain the full text for their less common WARMACHINE abilities.

Each warcaster also has a feat, a powerful ability unique to him. A feat can be used once per game at any time during the warcaster's activation.

STARTING THE GAME

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, and 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 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. You can then spend them to upkeep spells or allocate them to eligible warjacks.

Activation Phase: Activate your models in any order. Each model can move and then make a combat action.

FOCUS

A warcaster's focus is magical energy that intensifies the abilities of his battlegroup. A warcaster receives a number of focus points equal to his FOCUS during his player's control phase. These can be allocated as desired to warjacks in his control area or left on the warcaster. This control area covers 360°, to a distance equal to twice the warcaster's FOCUS in inches. A warjack must be in its warcaster's control area (but does not require line of sight) to be allocated focus points or to channel spells. A warjack can be allocated up to 3 focus points per turn.

SPENDING FOCUS POINTS

Warcasters and warjacks can spend focus points during their activation for the following effects:

Additional Attack: This model can spend focus to make an additional melee or ranged attack as part of its combat action, at 1 focus point per additional attack.

Boost Attack & Damage Rolls: This model can spend focus to add an extra die to any one of its attack or damage rolls, called boosting, at 1 focus point per roll. Boosting must be declared before rolling dice for the roll. Each attack or damage roll can be boosted only once, but a model can spend focus to boost multiple rolls during its turn.

Shake Knockdown: If this model is knocked down it can spend 1 focus point to stand up. Do this during your Control Phase after allocating focus.

Shake Stationary: If this model is stationary it can spend 1 focus point to become not stationary. Do this during your Control Phase after allocating focus.

Warjacks can also spend focus points during their activation for the following effects:

Run or Charge: This warjack can spend 1 focus point to run or charge this activation.

Power Attack: This warjack can spend 1 focus point to make a power attack.

Warcasters can also spend focus points during their activation for the following effects. Each focus point remaining on a warcaster adds +1 to his ARM.

Cast Spells: This warcaster can spend focus points to cast spells.

Regenerate Power Field: This warcaster can spend focus to heal his damage boxes, at 1 focus point per damage box.

COMBAT

FACING

The 180° arc in front of a model's shoulders defines its front arc, which determines its perspective of the battlefield; the opposite 180° defines its back arc. A model is facing another model when the other model is within the first model's front arc. A model is directly facing another model when the center of its front arc coincides with the center of the other model's base.

LINE OF SIGHT

A model has line of sight to another model if it can draw a straight, unobstructed line from its base to any part of the target model's base that remains in its front arc.

A model can draw line of sight to a target over bases of other models if those models have a smaller base than the target. A model cannot draw line of sight over the bases of models whose bases are equal to or larger than the target's.

MOVEMENT

The first part of a model's activation is its movement. A model must move or forfeit its movement before making its combat action. A moving model's base cannot pass over another model's base. A model can change its facing anytime during its movement, but when it moves it must always move in the direction it is facing.

Full Advance: A model making a full advance moves up to its current SPD in inches.

Run: A running model moves up to twice its SPD in inches, and its activation ends immediately after it ends its movement. A warjack must spend 1 focus point in order to run. A model that forfeits its action cannot run during its normal movement that activation. A warcaster that runs cannot cast spells or use feats that turn.

Charge: A charging model moves up to its SPD plus 3" along any straight line that will get it into melee range with its target. A warjack must spend 1 focus point in order to charge. A model with penalties to SPD or movement cannot charge. A model can attempt to charge any enemy model in its line of sight. A charging model cannot change its facing while charging but must turn to directly face its target at the end of its movement. If a charging model does not reach its target, its activation immediately ends. If the charging model reaches its target, it can make melee attacks. If it moved at least 3", its first melee attack is a charge attack. Charge attack damage rolls are automatically boosted.

COMBAT ACTIONS

After its movement, a model can normally make one attack with each of its melee weapons or ranged weapons. A model cannot make both a ranged attack and a melee attack during the same activation. It can spend focus for additional attacks, but a ranged weapon cannot exceed its ROF. A model making more than one attack can divide them among any eligible targets. Instead of attacking normally, a model can make one special attack (★Attack) and can still spend focus to make additional normal attacks of the same type (additional melee attacks after a ★Attack from a melee weapon or additional ranged attacks after a ★Attack from a ranged weapon).

An attack hits its target if the attack roll total equals or exceeds the target's DEF. When a model makes a melee attack roll, it rolls 2d6 + MAT; and when a model makes a ranged attack roll, it rolls 2d6 + RAT. Boosted attack rolls gain an additional die, significantly increasing their chances of success. An attack roll that results in all 1s is an automatic miss. If the attacking model rolled two or more dice, an attack roll that results in all 6s is an automatic hit. If the attack hits, make a damage roll and apply the special effects of that weapon.

MELEE ATTACKS

A model can make a melee attack against any target in its line of sight that is in melee range of the weapon being used. A model's melee range extends 0.5" beyond its front arc for most weapons or 2" for a weapon with the Reach weapon ability. A model with an enemy model in its melee range is engaging that enemy, and a model in an enemy's melee range is engaged by that enemy. A model that moves out of its enemy's melee range suffers a free strike.

Free Strike: A model can 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 the damage roll is boosted.

POWER ATTACKS

Power attacks are a type of special attack (★Attack) available to warjacks. These Quick Start rules provide just a sampling of the warjack power attacks that shake the battlefields of WARMACHINE.

A warjack must spend 1 focus point to make a power attack. When a model makes a power attack, do not apply the special abilities on its weapons.

A model cannot make a power attack as its charge attack. Power attacks are melee attacks with a 0.5" range. As with other melee special attacks, warjacks can spend focus to make additional attacks with melee weapons after making a power attack.

Head-butt: A model making a head-butt power attack smashes its head into a model to drive it to the ground. The attacking model makes a melee attack roll against its target. If the attack hits, the target is knocked down and suffers a damage roll with a POW equal to the attacker's current STR.

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

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. Any effects that prevent a model from charging, such as a penalty to its SPD, also prevent the model from making a slam power attack. A model must have both its normal movement and action in order to use its normal movement to make a slam power attack.

During its activation, a model can attempt to slam any model that is in its line of sight at the beginning of its normal movement. A knocked down model cannot be slammed.

Declare the slam attempt and its target, then turn the slamming model to directly face the slam target. The slamming model 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 within 0.5" of its target. It must stop if it contacts another model. The slamming model cannot change its facing during or after this movement.

A slamming model that ends its slam movement within 0.5" of its target has made a successful slam. If it advanced at least 3" it makes a melee attack roll against its target. A model that power attack slams a model with a larger base suffers -2 on its attack roll. If the attack hits, the target is slammed directly away from the attacker.

If a slamming model makes a successful slam but moved less than 3", it has not moved fast enough to get its full weight and power into the blow. The model makes an attack roll against its target. If the target is hit, it suffers a damage roll with a POW equal to the attacker's current STR but is not slammed.

A model that does not end its slam movement within 0.5" of the target has failed its slam power attack. If this happens, the activation ends.

Being Slammed: A slammed model is moved d6" directly away from its attacker and is then knocked down. If the slamming model has a smaller base than the slam target, the model is slammed half the distance rolled. It then suffers slam damage as described below. A slammed model stops if it contacts a model with an equal or larger-sized base. A slammed model moves through models with smaller bases than its own.

Slam Damage: Apply slam damage after the movement and knockdown effects. The model hit suffers a damage roll with a POW equal to the attacker's current STR. Add an additional die to the damage roll if the slammed model contacts a model with an equal or larger-sized base. Slam damage can be boosted.

Collateral Damage: If a slammed model contacts a model with an equal-sized base or moves through a model with a smaller-sized base, that model is knocked down and suffers collateral damage. A model taking collateral damage suffers a damage roll with a POW equal to the attacker's current STR. Collateral damage cannot be boosted. A contacted model with a larger-sized base than the slammed model does not suffer collateral damage and is not knocked down.

RANGED COMBAT

A model in melee combat (either engaged by an enemy or engaging an enemy) cannot make ranged attacks. A model can declare a ranged attack against any target in its line of sight. Declare the attack before measuring range. If the target is beyond maximum range, the attack automatically misses.

Aiming Bonus: A model can choose to forfeit its movement to gain a +2 aiming bonus to its ranged attack rolls during its combat action that turn.

Target-in-Melee Penalty: A model that targets a model engaged by an enemy or engaging an enemy suffers a penalty of -4 to its ranged attack rolls and magic attack rolls.

Area-of-Effect Attacks: 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 $2d6 + \text{POW}$. Center the AOE template over the targeted model's base. Every other model with 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 $2d6 + 1/2 \text{ POW}$. Make separate damage rolls against each model in the AOE; each roll can be boosted individually.

An AOE attack that misses its target deviates $d6''$ from the center of its intended target in a random direction and does blast damage to every model in the AOE. An AOE attack declared against a target that is out of range automatically misses, and its point of impact deviates a number of inches equal to its RNG from a point on the line to its declared target.



Spray Attacks: An attack with a RNG listed as "SP 8" is a spray attack. Make a ranged attack roll against every model (friendly and enemy) in a straight path $1''$ wide and $8''$ long from the attacker's front arc. Spray attacks ignore the Stealth (S) advantage, and an attacker never suffers a target-in-melee penalty when making a spray attack.

ATTACK SPECIAL EFFECTS

Automatic Effects: Apply weapon abilities that affect a "model hit" any time the attack roll successfully hits the target. All models under the AOE are hit by an AOE attack.

Critical Effects: Apply weapon abilities that trigger on a "critical hit" when the attack roll successfully hits the target and any two dice in the attack roll show the same number. All models under the AOE suffer the effects of a critical hit by an AOE attack.

Continuous Effects: Some weapon abilities inflict a continuous effect on a hit or a critical hit. These effects do not have an immediate effect but have the potential to continue afflicting an enemy for multiple turns. 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 1 point of damage. Fire causes a POW 12 damage roll.

Knockdown: Some attacks and special rules cause a model to be knocked down. While knocked down a model cannot move, make actions, make attacks, cast spells, channel spells, or use feats and does not have a melee range. A knocked down model does not engage other models and cannot be engaged by them. A melee attack roll against a knocked down model automatically hits. A knocked down model has a base DEF of 5 against ranged and magic attacks. A knocked down model does not block line of sight and cannot be slammed.

A knocked down model can stand up at the start of its next activation. If a model is knocked down during its controller's turn, however, it cannot stand up until that player's next turn even if it has not yet activated this turn. To stand up, a model must forfeit either its movement or its action for that activation. A model that forfeits its movement to stand can make an action, but it cannot make attacks involving movement, such as slams. A model that forfeits its action to stand can use its normal movement to make a full advance but not to run or charge. When a model stands, it ceases to be knocked down.

Stationary: A stationary model cannot activate. A stationary model does not have a melee range. A stationary model does not engage other models and cannot be engaged by them. A stationary model cannot advance, make actions, make attacks, cast spells, or use feats. A melee attack roll against a stationary model automatically hits. A stationary model has a base DEF of 5 against ranged and magic attacks.

BATTLE DAMAGE

DAMAGE ROLLS

A ranged or magic damage roll is $2d6 + \text{POW}$. Melee attacks add the attacker's STR as well. Boosted damage rolls gain 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, so destroy your opponent's warcaster to win the game!

WARJACK DAMAGE

When a warjack suffers damage, the attacking player rolls a $d6$ to determine which column of its damage grid 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. If a column contains no unmarked boxes, move to the next column over. Damage wraps, so if all the damage boxes in column 6 are marked, continue recording damage in column 1 (or the next column with unmarked damage boxes). Continue shifting columns as required until every damage point taken is recorded.

CRIPPLING SYSTEMS

System boxes are damage boxes labeled with a letter. Once all a system's boxes are marked, that system is crippled. Mark the system status box located beneath the damage grid to show this.

A – Arc Node: A model with a crippled Arc Node system loses the Arc Node advantage.

C – Cortex: A model with a crippled Cortex system loses all focus points on it and cannot be allocated focus points. It cannot spend focus points for any reason.

M – Movement: A model with a crippled Movement system has its base DEF changed to 7 and cannot run or charge. If this happens while it is advancing as part of a charge or slam the model immediately stops advancing and its activation ends.

L, R, or H – Left Arm, Right Arm, or Head: The location of a warjacks' weapon is shown directly below its type icon (A / B). A model with a crippled arm or head rolls one less die on the attack and damage rolls with weapons in that location. Additionally, a model with a crippled weapon system cannot use that system to make special attacks. Weapons with a location of "–" cannot be crippled.

DESTROYING A WARJACK

When all a warjack's damage boxes are marked, remove that warjack from play.

SPELL CASTING

A warcaster's spells can be used to enhance his army or hinder his enemy's.

SPELL STATS

Warcaster cards contain the full text of their spells as well as the following information, which is to the right of each spell name:

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

RNG – Range: The maximum distance, in inches, the spell can be used against a target. If the RNG is "SELF," the spell can be cast only on the warcaster.

AOE – Area of Effect: The diameter, in inches, of the spell's area of effect. If the AOE is "CTRL," the spell affects every model in the warcaster's control area.

POW – Power: The base amount of damage the spell inflicts.

UP – Upkeep: Whether the spell can be maintained. See below for details.

OFF – Offensive: Whether the spell is offensive. See below for details.

Upkeep Spells: Some spells can be maintained for more than one round. During your Control Phase, your warcaster can spend focus to keep his upkeep spells in play, at 1 focus point per spell. An upkeep spell that is not upkeep expires during your Control Phase. A warcaster can have only one of each of his upkeep spells in play at a time, although he can maintain any number of different upkeep spells simultaneously. A model can have only 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 earlier upkeep spell expires and is replaced by the new one.

Offensive Spells: Offensive spells require the warcaster to make a magic attack roll when casting them. When a model makes a magic attack roll, it rolls $2d6 + \text{FOCUS}$. Magic attacks require line of sight like ranged attacks, suffer the target-in-melee penalty, and can be boosted. Declare the attack before measuring range. If the target is beyond maximum range, the attack automatically misses.

Channeling: A warcaster can cast spells through any of his warjacks that have the Arc Node (A) advantage. These warjacks are known as channelers. The channeler becomes the spell's point of origin, and all ranges are measured from it. It 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 the warcaster's activation, that has no effect on the channeling model's own activation. Focus points assigned to a channeler cannot be used to affect the channeled spell in any way. An engaged warjack cannot channel spells. A stationary warjack can channel spells, but a knocked down warjack cannot.

UNUSED TERMS

Some of the cards in your battlegroup box set use rules that are not covered here. Ignore these terms if you see them.

Influence: This spell on Warwitch Deneghra is not used in Quick Start games.

Terrain Effects: concealment, obstacle, obstruction, rough terrain, terrain

Troop Terms: unit, warrior, impact attack

HORDES Terms: animi, fury

Play WARMACHINE against

