

WARMACHINE MKII

Field Test Rule Update

April 10th, 2009

Though we are only a few short days into the WARMACHINE Mk II field test, we have already received nearly two thousand feedback forms and had plenty of discussion on our online forums.

Two of the core rules that stood out as elements that could be clearer and that could work better in this new-and-improved WARMACHINE are the Line of Sight rules and the Unit Formation rules.

This Mk II update addresses those two concerns. Please review them carefully, play a few games to see how they impact gameplay, and let us know what you think.

This document provides WARMACHINE Mk II core rule updates. As indicated below, certain paragraphs or sections of the core rules document should be replaced with updated rules text.

PAGE 8—REPLACE THE ENTRY FOR STEALTH WITH THE FOLLOWING:

Stealth (☹) — Ranged and magic attacks declared against this model when the point of origin of the attack is greater than 5" away automatically miss. This model is not an intervening model (p. XXX) when drawing line of sight from a model greater than 5" away.

PAGE 14—REPLACE ACTIVATING UNITS WITH THE FOLLOWING:

Activating Units

Troopers do not activate individually. Instead, the entire unit activates at once. When a unit begins its activation, every trooper in it activates. First determine if any models in the unit are out of formation. A trooper that is out of formation at the start of its unit's activation must spend its normal movement making a full advance toward or running directly toward its unit commander. If it makes a full advance, it must forfeit its action.

Next resolve any effects involving forfeiting the movement or action of troopers in the unit. Those that did not forfeit their normal movement then make their normal movements. After resolving the normal movement of each activated trooper, each trooper can then perform its action, one trooper at a time. Completely resolve the movement of one trooper before moving on to the next. After one trooper resolves its action, another can begin its action.

Units require strong leadership and guidance to be effective on the battlefield. Since a unit operates as one body, it functions best when all members are in formation. A unit must receive an order from its Unit Commander in order to run or charge. Some Unit Commanders can have other special orders that allow the unit to perform a specialized combat maneuver.



Intervening Model

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**.

Screening

A **screening model** is an intervening model that has an equal or larger-sized base than the target model and is within 1" of it. The model being screened gains +2 DEF against ranged and magic attack rolls. The screened model does not gain this bonus if the attacker does not have LOS to the screening model.

Line of Sight

Many game situations such as charging, ranged attacks, and magic attacks require a model to have line of sight (LOS) to its intended target. Simply put, having line of sight means that a model can see another model.

There are two steps to determining whether one model has LOS to another. If either step results in a model's line of sight being blocked to another model, it does not have line of sight to that model.

In the following descriptions, Model A is drawing line of sight to Model B.

Step 1

Draw a straight line from the front arc of Model A's base to an edge of Model B's base without crossing the base of any intervening models with bases the same size or larger than Model B's. If you cannot draw such a line, then Model A does not have line of sight to Model B.

How Elevation Affects LOS

When Model A is on terrain more than 1" higher than Model B, ignore intervening models that are on terrain more than 1" lower than Model A except for those within 1" of Model B. Additionally, ignore those models within 1" of Model B that have equal or smaller-sized bases than Model A.

When Model A is on terrain more than 1" lower than Model B, Model A ignores intervening models that are on terrain more than 1" lower than Model B.

Step 2

If the line you drew in Step 1 crosses through terrain, Model A may still have line of sight to Model B if you can draw a new line from Model A's volume to Model B's volume that does not cross through terrain. Otherwise Model A does not have line of sight to Model B.

Model Volume

When using model volume to determine if line of sight is blocked by terrain, each model occupies a volume of space directly above its base at a height determined by its base size. A model's line of sight is not blocked by terrain if you can draw a line from the space it occupies to the space the other model occupies that is not obstructed by terrain. In most cases it will be obvious whether or not a model's LOS is blocked by terrain.

If line of sight cannot be easily determined due to the position of terrain on the table, hold an object with a length equal to the model's height vertically next to any edge of its base. Then have the owner of the other model place an object with a length equal to that model's height vertically next to any edge of his model's base you choose. If you can draw a line from the inside edge of the object in contact with your model to the inside edge of the object in contact with the other model that does not pass through a terrain feature and the other model is in your model's front arc, your model has line of sight to the other model. If you cannot draw a line from the object beside your model to the other model that does not pass through a terrain feature or if the other model is not in your model's front arc, your model does not have line of sight to it.

DETERMINING MODEL HEIGHT AND VOLUME

Small-based models occupy the space above their base at a height of 1.75".

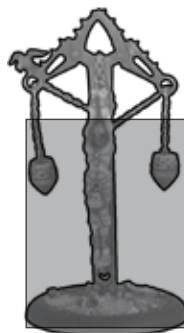
Medium-based models occupy the space above their base at a height of 2".

Large-based models occupy the space above their base at a height of 2.75".

Regardless of the pose of a model, it is considered to occupy a standard volume.



Cryx Mechanithrall:
Small Base



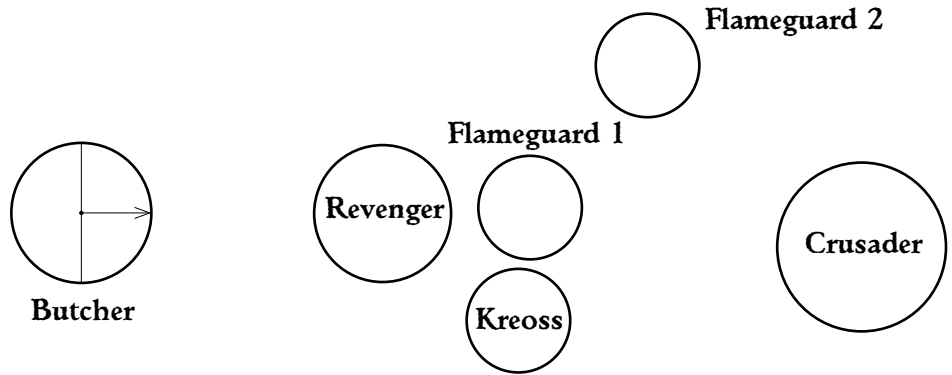
Protectorate Wrack:
Medium Base



Khador Behemoth:
Large Base

LOS and Targeting

This diagram highlights Step 1 of the LOS rules. The Butcher obviously has LOS to the Revenger. Since the Revenger has a medium base, it blocks LOS to other models with medium and small bases. The Butcher has LOS to Flameguard 2 because even though the Revenger is an intervening model the Butcher can draw an unobstructed line from its front arc to the edge of Flameguard 2's base that does not cross the Revenger's base. On the other hand, the Butcher does not have LOS to Flameguard 1 since he cannot draw a line to its base 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 LOS to the Crusader. The Butcher can draw LOS to the



Crusader as if those models were not there.

The Revenger is an intervening model between Kreoss and the Butcher, but the Butcher has LOS to Kreoss since Kreoss' base is not completely obscured. Because Kreoss is within 1" of the Revenger and the Revenger has a base that is equal or larger than Kreoss', the Revenger is a screening

model, giving Kreoss +2 DEF against the Butcher's ranged and magic attacks.

If the Butcher were on terrain more than 1" higher than the Protectorate models, the Butcher would have LOS to Flameguard 1. Flameguard 1 would still be screened by the Revenger, though, because it is within 1" of the Revenger.

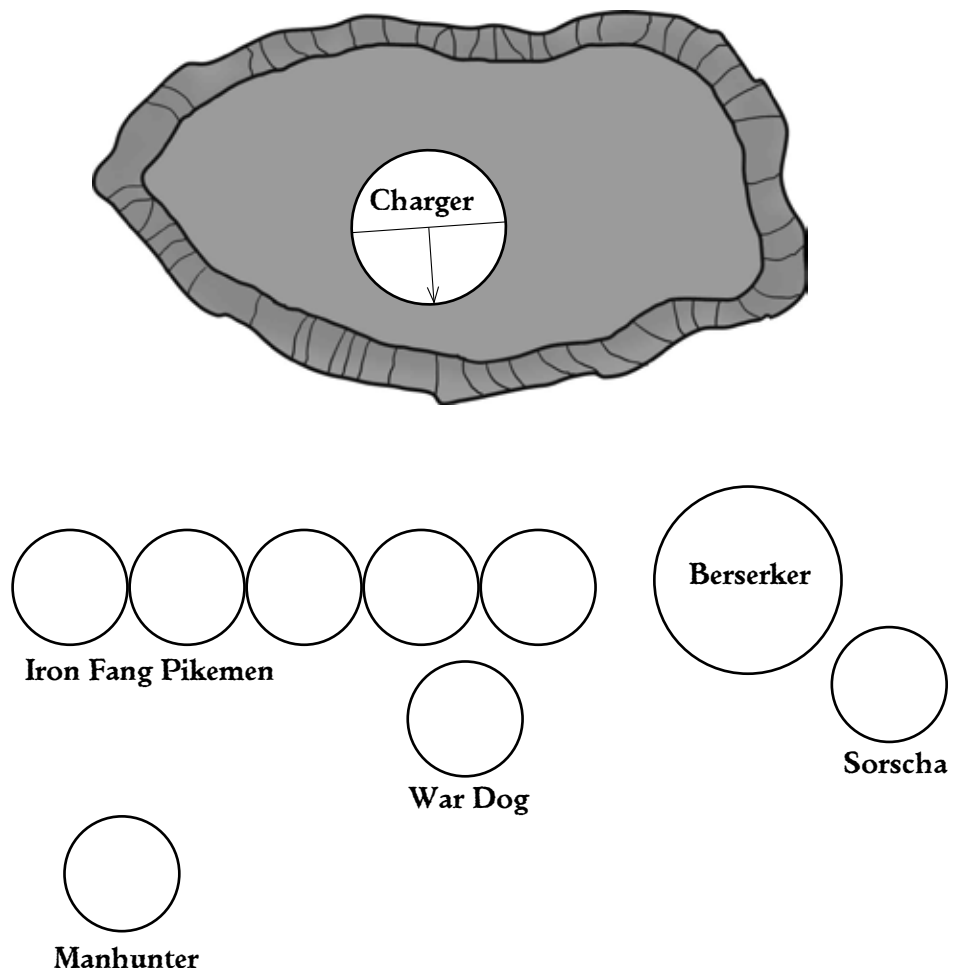
LOS and Elevation

The Charger is on a hill 1 inch higher than the terrain the other models in the diagram are standing on.

The Charger has LOS to the Manhunter because the Manhunter is on a lower elevation and there are no intervening models within 1" of the Manhunter.

The Charger has LOS to the War Dog because the only intervening models have an equal or smaller-sized base than the Charger. The War Dog will get the screening bonus, however, because he is within 1" of an intervening model.

The Charger does not have LOS to Sorscha because the Berserker is an intervening model that within 1" of Sorscha and has a larger base than the Charger.



PAGE 18—DELETE THE FOLLOWING BULLET POINT FROM RUN

- A trooper that begins its unit's activation *out of formation* must run.

PAGES 27, 43, & 44—REPLACE THE FOLLOWING ENTRIES IN THE RANGED ATTACK ROLL MODIFIERS SECTION ON PAGE 27 AND THE MAGIC ATTACK ROLL MODIFIERS SECTION ON PAGES 33-34:

- *Elevated Target* (p. XXX): If the target is on terrain at least 1" higher than the attacker, it is an **elevated target**. When drawing line of sight to an elevated target, ignore intervening models that are on terrain at least 1" lower than the target. An elevated target gains +2 DEF against ranged and magic attack rolls.
- *Elevated Attacker* (p. XXX): If the attacker is on terrain at least 1" higher than the target, it is an **elevated attacker**. When drawing line of sight from an elevated attacker, ignore intervening models that are on terrain at least 1" lower than the attacker unless they are within 1" of the target. Additionally, ignore intervening models within 1" of the target that are on terrain at least 1" lower than the attacker and have equal or smaller-sized bases than the attacker, but the target still gets +2 DEF for being screened.

PAGE 38—REPLACE THE OUT OF FORMATION RULES WITH THE FOLLOWING:

Out of Formation

While out of formation, a trooper cannot perform actions, advance outside of its normal movement, give orders, cast spells, or make attacks, including attacks that do not take place during the model/unit's activation, such as a free strike. The trooper also suffers -2 CMD.

At the beginning of a unit's activation, determine if any troopers are out of formation. Those who are will not receive any order given to their unit. A trooper that is out of formation at the start of its unit's activation must advance toward or run directly towards its unit commander. If it makes a full advance, it must forfeit its action.

At the end of a unit's activation, every out-of-formation trooper must pass a command check or flee. Unlike most other command checks made by troopers, an out-of-formation trooper makes this command check individually. If he fails the

check, he does not cause the entire unit to flee. See Command (p. XXX) for detailed rules on command checks and fleeing.

PAGE 39—REPLACE THE MOVING UNITS SECTION WITH THE FOLLOWING:

Moving Units

When a unit makes its normal movement, troopers can move in any order.

A unit required to make a command check as a result of its proximity to a terrifying entity during its normal movement does not do so until after every trooper in the unit has completed its movement.

PAGE 55—DELETE THE ELEVATION LEVELS CALLOUT.