

I. Maintenance Phase

Lose
fury

Warlocks/Juniors lose EXCESS fury.

Acid
& Fire

Roll 1d6 for each continuous effect.
1 or 2 to extinguish.
Acid = 1 point ; Fire = POW 12

All
Other

“During your Maintenance Phase”
“End of your Maintenance Phase”
Vengeance, Sentry, Phoenix Field

II. Control Phase

Leech
Fury

‘Locks leech fury from their battlegroup warbeasts.
- Can’t exceed Warlock FURY.
- Must be in control range.
Or leech from life force (1 box/fury)
Or Spirit Bond (1 point/dead beast)

Shake

Warlocks spend 1 fury to shake.
Warbeasts are forced to shake (gain a fury)

Upkeep

Pay 1 fury for each upkeep
Warlock
Juniors

All
Other

“During your Control Phase”
“End of Control Phase”

III. Activation Phase

Start

1. Resolve effects that occur at start of activation
 - a. Accumulator
 - b. (for units) issue an order

Required
Forfeit

2. Forfeit move/combat as required
You must do required forfeit before choosing to forfeit.

Normal
Movement

3. Resolve “before Normal Movement” trigger
4. Make Normal Movement (options include following)
 - a. Voluntarily forfeit movement
 - b. Aim (can’t in melee)
 - c. Full Advance
 - d. Run / Charge / Slam / Trample
 - i. Charging Cavalry impact attacks interrupt move
5. Resolve “at end of Normal Movement” trigger
 - a. Assault (can’t do if began charge in melee)
 - b. Countercharge (may make impact attacks)
 - c. Check for failed charge/slam
6. (Units) Repeat 4 & 5 for each member

Combat

7. Make Combat Action (options include following)
 - a. Forfeit Combat
 - b. Make initial attacks with Melee or Ranged
 - a. Melee weapon’s SA can be made during a charge
 - c. Special Attack
 - a. Special Action
 - e. Power Attack
8. Resolve “at the end of the Combat Action” trigger
9. (Units) Repeat 7 & 8 for each trooper
10. (Units) Resolve end of unit combat action trigger

Spellcasting Sequence

Cannot be interrupted by "anytime activities"

Declare

1. Declare spell and pay cost
2. Declare the spell's target
3. Resolve "when targeted" trigger effects

Check Range

4. Check range
5. If in range, target is affected.
6. Spell is resolved
7. Resolve "when affected by a spell" or "when a spell is cast" effects

Offensive

4. If in range, resolve the spell using the Attack Sequence Step 3.
5. Spell is resolved when you reach "The attack is now resolved" during the Attack Sequence timing.

Attack Sequence

Cannot be interrupted by "anytime activities"

Declare

1. Declare attack and target
2. Resolve "when targeted" trigger effects

Range

3. Check range
 - a. If not in range, Auto Miss! Skip to 6.

Attack rolls

4. Resolve effects that cause auto hit/miss
5. Make all attack rolls dictated by attack type & special rules. *Make all spray, impact, thresher attack rolls before continuing.*

Other hits

6. Resolve effects causing auto-hit on another target.
7. Resolve AOE hit or deviation.
8. Resolve all effects triggered by hitting or missing.

Damage Sequence

Damage Rolls

9. Make all damage rolls resulting from the attack.
 - a. Resolve effects that change dice pool (boosting)
 - b. Roll the dice.
 - c. Resolve effects removing dice from roll.
 - d. Determine if the roll would damage the model.
 - e. Resolve re-rolls (return to step b).
 - Add back all dice removed in step c.
 - f. Resolve "failed to exceed ARM" effects
 - g. Resolve "would suffer damage" effects (transference).

Apply Damage

10. Apply all damage to each model in turn.
 - a. Resolve effects triggered by suffering damage.
 - b. Resolve disabled (*Tough*).
 - c. Resolve boxed.
 - d. Resolve destroyed.

If the model is a warbeast, Reeve fury.

- e. Remove the destroyed model from the table, then return to the main sequence.

Resolved Attack Sequence

11. The attack is now resolved.
12. Resolve active player effects that trigger "after the attack is resolved" that do not involve making another attack.
13. Resolve all inactive player effects that trigger "after the attack is resolved."
14. Resolve active player effects that trigger "after the attack is resolved" that involve making an attack.