Prizes

Players have a shot at winning one of three awards during a Full Steam event: Marshal (Best Commander), Artisan (Best-Painted), and Iron Virtue (Best Sport).

If a player would win multiple awards, he chooses the one he wants, and the next best player in the other category wins the other award. The Event Organizer (EO) can make exceptions to allow a player to win multiple awards depending on the number of participants or other factors.

Marshal (Best Commander)

Each round, players track how many Command Points they earn during the game. At the end of the event, the player with the most Command Points wins the Marshal award. In the case of a tie, the player who won the most games wins the award. If this still results in a tie, the tied players should face off in a final battle to determine who is truly the greatest commander!

Artisan (Best-Painted)

Having a beautifully painted army can be just as rewarding as playing a fast-paced game of WARMACHINE or HORDES. Creativity and artistic style should be just as rewarded and praised as superior tactical acumen.

The category for this event's Artisan award is Best Battlegroup.

After the final round of the event, players should submit their painted model entries to the EO. The winner of this award is determined by a blind vote held by all participants in the event. When using the blind vote method, the EO must display all submitted entries to the participants. Participants choose their favorite entry in secret, write their choice on a piece of paper, and give that paper to the EO. A player can vote for his own submission. After all votes have been cast, the EO totals the results and announces the winner of the Artisan award. In the case of a tie, the EO must break the tie by either choosing the winner or holding a second blind vote among only the tied entries.

Iron Virtue (Best Sport)

Playing WARMACHINE and HORDES is ultimately about having fun with friends (and foes) as you destroy each other's carefully crafted armies. Good sportsmanship creates an environment of mutual respect and fellowship that ensures both players have a great time during their battle.

At the end of the event, the winner of the Iron Virtue award should be announced. This award should be determined by using the blind vote method described in the Artisan award section.

Event Rules Overview

This event lasts a set number of rounds (we recommend four) as determined and announced by the EO before the start of the event. Unlike a standard Steamroller tournament, this event does not continue until there is a single undefeated player. Each round, players are paired against opponents as described below and must keep track of the Command Points they score each game using the score sheet found on page 5.

Players participate in this event with a single 75-point army that they must submit to the EO before the event begins. This army list cannot change during the event. Each round, the EO selects one of the scenarios found in *WARMACHINE: Prime* or *HORDES: Primal* as the scenario for all players that round.

Round Pairings

At the beginning of the event, the EO should randomly determine all of the player pairings for the first round. Each round, the players need to record their opponent's name and how many Command Points they scored. During each subsequent round, the EO should randomly pair participants who have not played each other in a previous round.

In the case of an odd number of players, one player receives a bye each round. A player who receives a bye does not play in the current round. Instead, he receives 2 Command Points for the round.

In the first round, the EO randomly determines which player receives the bye. In subsequent rounds, the EO randomly selects a player from those with the lowest Command Point totals. A player should not receive a bye more than once per event.

Round Timing

Each round in this event lasts 120 minutes, and the EO must keep track of this round time. Players are not timed on the length of their individual turns, but the EO should keep an eye out for any unsporting players who are intentionally trying to stall their games.

When the round time expires, the EO calls **"dice down."** If a player is moving a model when the round time expires, he finishes moving that model, then the turn and game end. If a player is in the process of making a roll of any kind, he completes that single roll, then the turn and game end. If the roll is an attack roll that hits its target, resolve the damage roll as well.

Terrain

Terrain is a key element in WARMACHINE and HORDES games and should be relatively balanced on a table. Terrain pieces should present a meaningful choice for the player who wins the starting roll. For example, if one side of the table contains a forest, a hill, and an obstacle, the other side should contain terrain that provides some combination of concealment, elevation, and cover as well, but the terrain may be positioned in a more advantageous defensive position.

As a general rule, an average table should have six to eight pieces of terrain placed closely enough to eliminate large open areas without unduly constricting movement. The size of terrain pieces is also important. No piece should be insignificantly small or extremely large; pieces from 3″ to 6″ in length and width are best.

Command Points

Command Points are the path to victory for players seeking to win the Marshal award. Each game, players should take care to accurately track how many Command Points they scored and mark them on the score sheet provided. One game may fulfill the requirements for multiple Command Point achievements.

Unlimited Achievements

A player can be awarded each unlimited achievement multiple times during the event.

- Win a game by destroying or removing from play the enemy warcaster or warlock: **1 point**
- Win a game by scenario victory: **2 points**

Limited Achievements

A player can be awarded each limited achievement only once during the event.

- **BLOOD & OIL –** Play an army composed of only battlegroup models during the event and win at least one game: **4 points**.
- **CREATIVE CRUSHER –** Play a fully painted army during the event: **2 points**.
- **LOYALIST –** Show your faction pride by wearing a faction pin, faction t-shirt, or any other faction-specific apparel throughout the event: **1 point**.
- **MEAT GRINDER –** Destroy or remove from play 10 or more enemy troopers in a single turn: **2 points**.
- **REAPER –** Win a game in which 50 points or more of enemy models are destroyed or removed from play: **2 points**.
- **SLAMMIN' –** Cause collateral damage to five or more enemy models with a single power attack: **2 points**.
- **SPEED DEMON –** Win a game in under 25 minutes: **1 point**.
- **UNSTOPPABLE –** Win a game in which five or fewer friendly models are destroyed or removed from play: **2 points**.
- **WHAT JUST HAPPENED?! –** Destroy or remove from play three or more enemy warjacks, warbeasts, or monstrosities in a single turn: **2 points**.
- **SERIOUSLY, WHAT JUST HAPPENED?! –** Win a game in which the only enemy model destroyed or removed from play by attacks made by friendly models is the enemy warcaster or warlock: **3 points**.

Modeling and Painting

Privateer Press encourages players to have a fully painted force on the table. Games with painted armies are more interesting to watch and generally enhance the experience for all. Although painting is not required, players are encouraged to show off all aspects of the hobby.

All models used in Privateer Press organized play events must be Privateer Press miniatures from the WARMACHINE or HORDES lines. Each model must be fully assembled on the appropriately sized base for which the model was designed. The use of non–Privateer Press models, unassembled models, or inappropriately based models is not permitted.

Models that have not yet been released to the general public at the time of the event are not permitted unless those models are readily available at the event venue (such as convention-release models in tournaments held at that convention). The use of Extreme versions of models is permitted in organized play.

The Privateer Press Exclusive models listed in the following table are legal substitutes for the corresponding standard models.

EXCLUSIVE MODEL	STANDARD MODEL
Trollkin Kilt Lifter	Trollkin Fennblade Grunt
Druid Gone Wilder	Druid Wilder solo
Bombardier Bombshell	Man-O-War Bombardier trooper
Steelsoul Keg Protector	Steelsoul Protector solo
Gorman di "Sea" Wulfe Volunteer Exclusive	Gorman di Wulfe solo
Blighted Bather	Spawning Vessel
Gobber Drudge	Cephalyx Mind Bender & Drudges Grunt
Blindwater Brew Witch Doctor	Gatorman Witch Doctor
Brute Thrall—Femme Fatale	Brute Thrall

To use these Privateer Press Exclusive models, the player must provide the standard model's stat card so that both players can see the corresponding stats and abilities. Additionally, the player's unit must clearly show which model is the Unit Commander. For example, a player could replace multiple models in his original Man-O-War Bombardier unit with Bombardier Bombshell models, including the leader, as long as he clearly indicates which model is the Unit Commander.

Model Conversions

The following rules apply to the use of converted models in Privateer Press organized play events. These rules are intended solely to ensure that models on the table are represented legally and unambiguously, not to unduly limit a player's modeling options. An EO can make exceptions to these rules to approve any reasonable conversions.

- Models cannot be converted in such a way that any part of the model represents the intellectual property of any party except Privateer Press, including copyrighted logos, symbols, iconic elements, or other iconography.

- The majority of a converted model's volume must be composed of parts from Privateer Press models. To avoid confusion, the conversion should include iconic elements of the model it is intended to represent.

- A weapon on a model can be converted as long as the conversion represents the same type of weapon (e.g., the model's axe is still an axe and not a hammer).

- A weapon can be completely swapped for another weapon as long as the new weapon is of the same type (e.g., an axe for an axe, a rifle for a rifle).

- A weapon cannot be removed unless it is replaced by another weapon; a weapon cannot be added unless it is replacing a removed weapon.

- If a conversion uses a Privateer Press upgrade kit for the model it is intended to represent, all parts of the upgrade kit must be clearly visible on the model.

- Models must be mounted on appropriately sized round-lipped bases. Added scenic details can overhang the base's edge but must not obscure the edge in a way that makes accurate measuring during a game difficult or impossible.

- A player cannot use a model as a proxy (stand-in) for another model.

- Any conversions must be clearly pointed out to the opponent before the game, and the end result of any conversion must be clearly identifiable as the intended model.

The golden rule of converting models for tournament play is simply this: *If the EO cannot independently, easily, and accurately determine which model your conversion represents, the model is not tournament legal.*

Examples of legal and illegal conversions:

- A player creates an Extreme Behemoth by combining parts from the Extreme Juggernaut and Extreme Destroyer model kits, along with iconic parts from the Behemoth model such as its bombards, its head, and the various missiles on its fists. This model is a **legal** conversion.

- A player creates an Extreme Behemoth by scratch-building the entire model out of sculpting putty except for the Behemoth bombard parts. Because the majority of this model's volume is not composed of parts from Privateer Press models, this model is an **illegal** conversion.

- A player paints his entire army to match the colors of his favorite sports team but does not include any team logos. This army is **legal**. (Paint schemes are not conversions.)

- A player converts his entire army to resemble his favorite superheroes, including their trademarked logos. This army is **illegal**.

- A player mounts his Kommander Orsus Zoktavir model on a base featuring a pile of destroyed warjacks that slightly overhangs the model's base but does not obscure it. He also replaces Zoktavir's axe, Lola, with the axe from a Trollkin Scout model. While the mighty Butcher will look a bit odd holding the smaller axe in his enormous hands, this model is a **legal** conversion.

- A player re-poses his Kommander Orsus Zoktavir model, intending to play it as Orsus Zoktavir, the Butcher of Khardov. This is an **illegal** conversion because it breaks the golden rule of conversions—it will be difficult for EOs and players to know which character the model is intended to represent without help from the player who converted it.

- A player puts an enormous hammer in one of his Stormwall's voltaic fists. Because a weapon cannot be added to a model unless it replaces a removed weapon, this is an **illegal** conversion.

PLAYER SCORE SHEET

Player Name: Faction:

The EO checks off Command Point boxes on players' score sheets at the end of each game.
One game can fulfill the requirements for multiple achievements.

UNLIMITED
A player can earn Command Points for the following achievements multiple times during the event.

Achievement	Boxes	Points
Win a game by assassination victory	☐ ☐ ☐ ☐ ☐ ☐	1 point per
Win a game by scenario victory	☐ ☐ ☐ ☐ ☐ ☐	2 points per

LIMITED
A player can earn Command Points for each of the following achievements only once during the event.

Achievement		Points
BLOOD & OIL – Play an army composed of only battlegroup models and win at least one game.	☐	4 points
CREATIVE CRUSHER – Play a fully painted army during the event.	☐	2 points
LOYALIST – Wear a faction pin, faction t-shirt, or any other faction-specific apparel throughout the event.	☐	1 point
MEAT GRINDER – Destroy or remove from play 10 or more enemy troopers in a single turn.	☐	2 points
REAPER – Win a game in which 50 points or more of enemy models are destroyed or removed from play.	☐	2 points
SLAMMIN' – Cause collateral damage to five or more enemy models with a single power attack.	☐	2 points
SPEED DEMON – Win a game in under 25 minutes.	☐	1 point
UNSTOPPABLE – Win a game in which five or fewer friendly models are destroyed or removed from play.	☐	2 points
WHAT JUST HAPPENED?! – Destroy or remove from play three or more enemy warjacks, warbeasts, or monstrosities in a single turn.	☐	2 points
SERIOUSLY, WHAT JUST HAPPENED?! – Win a game in which the only enemy model destroyed or removed from play by attacks made by friendly models is the enemy warcaster or warlock.	☐	3 points