

# MASTERS™

In Masters 2014 tournaments, players face off to prove that they are masters of their WARMACHINE or HORDES faction. In this format players bring multiple lists of their chosen faction and battle over six carefully selected scenarios in a series of matches. These scenarios provide the arena in which to test a player's knowledge, skill, and ability to adapt. Masters is ideal for convention-level competitive play with groups of thirty-two or more players.

All the requirements below must be met in order to host an officially sanctioned WARMACHINE and HORDES Masters tournament. All Masters tournaments must be pre-approved by Privateer Press, and only approved tournaments will receive Masters trophies for prize support.

## MASTERS TOURNAMENT REQUIREMENTS

- U.S. convention attendee minimum: 1,000 total or 100 WARMACHINE and HORDES players
- International convention attendee minimum: 500 total or 50 WARMACHINE and HORDES players
- Tournament participant minimum: 32\*
- Qualifiers: Qualifiers are not required but must be held at the same convention or event if used.
- Format: 35-, 50-, or 75-point Masters
- Prize support: Masters trophy (\$100.00 USD). Prizes must be purchased from Privateer Press.

\* If a Masters tournament is populated by qualifiers, there must be a minimum of thirty-two distinct players in the qualifiers. For example, it is acceptable to have two Masters tournament qualifiers with sixteen or more distinct players each, and a final Masters tournament with eight players seeded from the two qualifiers.

## PLAYER RESPONSIBILITIES

### LOGISTICS

Players participating in a Masters 2014 event must bring all their own models, stat cards, dice, measuring devices, markers, tokens, and templates required for play. Players must place appropriately sized templates on the affected area of the table to represent AOE effects and any terrain that their army generates. (This does not include CMD or CTRL area effects and terrain.) Tokens representing in-game effects such as focus, fury, spells, and abilities are required and must be placed next to the affected model(s). If a token or template is not present, the effect is not present. Players can use the AOE and effect markers provided at <http://privateerpress.com/organized-play/armory>.

Players can also use the War Room application during Masters 2014 events. When using War Room during an event a player can: mark damage on War Room cards instead of physical stat cards; reference model and game rules from War Room instead of physical stat cards or rulebooks; and show Event Organizers (EOs) and opponents a Theme Force's rules on War Room. Players must still share their model stats, damage, and so on with their opponent whether or not that opponent has War Room. If a player's War Room device fails during a game and the information cannot be recovered in a timely manner, the player concedes that game.

### ARMY LISTS

Players must bring army lists based on the size of the event. Masters 2014 events of 35 and 50 points require three lists, while those of 75 points require two lists. Each list must be played at least once in Masters 2014 events.

Players must bring two copies of their army lists, complete with point costs. Army list point totals cannot exceed the point size chosen for the game and cannot be more than 2 points under that point size (including warjack/warbeast points). For example, a 50-point Kaelyssa army must include 55 to 57 points of models.

All lists must be led by warcasters or warlocks from the same faction. Mercenary players can use different contracts or Theme Forces for their lists, and Minion players can use different pacts or Theme Forces for their lists. Players cannot include the same version of a model or unit with FA C in more than one list. The original and epic incarnation(s) of a character do not count as the same version of a model. Any player-determined model relationships (attached, client, marshaled, etc.) must be specified in the list and cannot change between rounds.

Masters 2014 allows all released Theme Forces to be used. Players using a Theme Force must have the Theme Force available for the EO's reference (in order to verify the army list) and for the opponent's reference (in order to view the Theme Force's special rules). Permission is hereby granted to photocopy the Theme Forces section from the WARMACHINE and HORDES expansion books, as well as any Theme Forces appearing in *No Quarter* magazine, for personal, non-commercial use only and subject to the terms found within those original source materials.

**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. The miniatures must be fully assembled on the appropriately sized base for which the model was designed. Any non-Privateer Press models, unassembled miniatures, or inappropriately based models are 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 at that convention). The Extreme versions of models are acceptable for use in organized play.

The promotional miniatures listed in the table below are legal substitutes for the corresponding standard miniatures.

Promotional Miniature	Standard Miniature
Druid Gone Wilder	Circle Orboros Druid Wilder solo
Bombardier Bombshell	Khador Man-O-War Bombardier trooper model
Steelsoul Keg Protector	Convergence of Cyriss Steelsoul Protector solo
Gorman di "Sea" Wulfe Volunteer Exclusive	Gorman di Wulfe solo

To use these promotional miniatures, the player must provide the standard miniature'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**

Players must be unambiguous about model representation. The following rules must be followed when using converted models in organized play. These rules are meant not to limit a player's modeling options but rather to allow creativity without generating an environment that could become confusing during game play. **At his discretion, an EO can make exceptions to these rules to approve any reasonable conversion.**

A converted model must contain a majority of parts from the WARMACHINE or HORDES model for which the rules were written. For example, a Testament of Menoth conversion must be composed mostly of parts from the Testament of Menoth model. The end result of any conversion must be clearly identifiable as the intended miniature and must accurately represent its weapons and equipment as listed in its rules. Any conversions must be clearly pointed out to the opponent before the game to avoid confusion.

On warrior models, converting and swapping weapons is acceptable as long as the new weapon represents the same type of weapon as the one replaced (such as swapping one sword for another). Any feature relating to a weapon's specific rules must be maintained to avoid confusion on the tabletop. For example, a weapon with Chain Weapon must still be modeled as a chain-style weapon, and a weapon's length must be comparable when converting weapons with Reach.

Weapons cannot be swapped on warjack and warbeast models. Since many of the 'jacks utilize the same chassis and many of the beasts utilize the same torso, the weapons are the most identifiable part of the model when looking across the tabletop. Converting warjacks and warbeasts is still encouraged, but the aesthetics of the weapons must be maintained. Modifying weapons is permitted as long as the end result is easily identifiable as the intended warjack's or warbeast's proper weapon.

Models and units with available **upgrade** kits are an exception to the standard model conversion rules in three ways. First, because upgrades define an entirely separate set of stats and abilities, these parts must be clearly visible on the model or unit matching the upgrade stat card. For example, a helljack with one claw and one harpoon is not Malice; the model must have the correct head, harpoon blade, and all three spirit parts from the Malice upgrade in order to be considered Malice.

Second, once a model or unit has been converted, it can only be fielded as that model or unit. For example, a Warpwolf with the parts from the Ghetorix upgrade is not an acceptable conversion for use with a Warpwolf Stalker stat card.

Third, in the case of a unit attachment or weapon attachment upgrade, the model(s) that use the upgrade stat card must follow these rules, but the base unit follows the standard conversion policy for warrior model conversions described above. For example, a Black Dragon Officer & Standard must always use the Black Dragon upgrade stat card and an Iron Fang Pikemen Officer & Standard must always use the Iron Fang Pikemen Officer & Standard stat card, but an Iron Fang Pikemen unit without a unit attachment uses its standard stat card whether or not they have Black Dragon shields (or any other reasonable conversion).

Miniatures must be on appropriately sized WARMACHINE or HORDES bases, but scenic details can be added. The base's perimeter must always be considered when modeling scenic details. While it is acceptable for scenic elements to overhang the base's edge, the base itself is used for all measurements, not the scenic elements. The edge of a model's base must not be obscured to the point that accurate measuring becomes difficult or impossible.

**SPORTSMANSHIP**

A fair and honest in-game environment is required in order for everyone to have fun. Players must accurately execute the rules of the game and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for holding their opponents to the same standards.

The EO will not be able to observe every game. If a player is made uncomfortable by something his opponent is doing—stalling, bending the rules, or outright cheating, for example—he should tell the opponent about it and explain what the opponent can do to remedy the situation in order to maintain a fair, honest, and fun in-game environment. If the behavior continues or a dispute arises, the players should call the EO and explain the situation. The EO *always* has the final word on rules questions or debates. Players must accept all rulings made by the EO whether or not they agree.

**Players must present a mature and polite demeanor to their opponents and the EO.** Failure to do so will result in immediate disqualification. An EO can also disqualify a player

for any incident that is deemed unsporting. This includes, but is not limited to, offensive or abusive conduct, bullying, cheating, constant rules arguments, improper play, stalling, and other inappropriate actions. Disqualified players are not eligible for any awards or prizes and are barred from further participation in the event and any other related events.

Occasionally circumstances will prompt a player to concede a game during a tournament. Concessions are not recommended since there is almost always a chance for victory. In the case of a concession, the winning player is awarded a win, half the control points (rounding up) for a scenario win, and army points destroyed based on an assassination using current table conditions. The player who conceded receives a loss and no points in any category. An EO can disqualify a player from a tournament if a concession is deemed unsporting.

**EVENT ORGANIZER RESPONSIBILITIES**

**LOGISTICS**

When estimating the overall length of a tournament, an EO should allow extra time for each round to do pairings, get people to their new tables, and start the next round. The EO should ensure that all required materials for the planned scenarios are prepared ahead of time to avoid delays.

**NUMBER OF ROUNDS**

The event runs until one player has more tournament points than any other player at the end of a round. Once this condition is met, the event ends without additional games.

Players participate in a timed format, with all players participating in every round. The number of players participating in the tournament determines the maximum number of games usually required to determine a winner, as shown in the table below.

Players	Rounds
8 or fewer	3-Round Event
9 to 16	4-Round Event
17 to 32	5-Round Event
33 to 64	6-Round Event
65 to 128	7-Round Event

**FIRST-ROUND PAIRINGS**

Shuffle all the tournament record sheets together. Take the top two sheets and set them aside as the first pairing. Without shuffling the pile again, remove the next two sheets as the second pairing, and repeat the process until all players have an opponent. If there is an odd number of players, see “Byes and Odd Number of Players” below. Once the pairings are completed, note the opposing player's name on each player's sheet to track that player's opponents. Record the tournament points (1 for a win, 0 for a loss or tie), control points, and army points destroyed for each player when the round ends.

**SUBSEQUENT PAIRINGS**

After the first round, all pairings and ranks are based on tournament point subtotals and pairings from previous rounds. After all games in the previous round have been completed, sort the tournament record sheets into piles based on the number of tournament points. Shuffle each pile.

Take the top sheet of the pile with the greatest number of tournament points and choose the first opponent in the pile whom he has not already played. Set this pair aside and repeat the process. When the first pile is done, move to the next pile. If a pile has an odd number of players, pair the last player against someone from the pile with the next-highest tournament points. Do not do this with any individual player more than once per event. Again, once all the pairings are completed, write the opposing player’s name in the appropriate column on each player’s sheet. It might take several attempts to find pairings that avoid duplicating match-ups.

**BYES AND ODD NUMBER OF PLAYERS**

In the case of an odd number of players, one player receives a bye. A player who receives a bye does not play in the current round. Instead, he receives 1 tournament point, half the control points (rounded up) for a scenario win, and half the army point level (rounded up) for the event.

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 tournament point totals. The EO should ensure that the same player does not receive a bye more than once per event.

**GAME TIMING**

Chess clocks are used to time games in Masters 2014 events. Each player is allotted a set time (player clock) to achieve victory, and the sum of both player clocks determines the expected end time for each round.

Event Point Size	Player Clock (minutes)
35	42
50	60
75	72

When army lists and deployment order for all games are determined, both players can place their selected armies on the table outside their respective deployment zones. Upon notification by the EO the first player starts his clock and begins pre-deployment. When the first player’s pre-deployment is complete he taps his clock to the second player, who completes his pre-deployment. All phases of deployment are completed in this manner until the second player’s advance deployment is complete. At this time the second player taps his clock and the first player’s first turn begins.

When first players begin pre-deployment, the judge records the expected end time for the round based on the sum of both player clocks. **In order to maintain the event schedule, players cannot pause the chess clock at any time.** If a judge’s

call is required, the judge, at his own discretion, can pause the chess clock when he arrives at the table. If the judge pauses the clock, he restarts it when his call is complete. A player who pauses his chess clock receives one warning. Upon a second infraction he loses the game.

A player must activate all his models each turn or risk disqualification. Declaring that a model or unit sacrifices its movement and action is acceptable. When a player moves a model, rolls dice, marks damage, or takes time to make decisions during the other player’s turn, the player whose turn it is has the option of switching the clock to his opponent’s time while these actions are resolved. This rule is present for the sake of time equity versus action and should not be abused. A player should call a judge if he is concerned about an opponent’s use of this rule.

When scenario win conditions are met, a player can end his turn without activating any other models. If a player’s clock runs out, he loses the game and the loss is scored as an assassination victory using current table conditions. When the expected end time for the round arrives, the judge checks on all remaining active games. Games with less than 5 minutes combined on both player clocks are played to completion. Games with more than 5 minutes combined on both player clocks are declared a draw.

**SCENARIO SELECTION**

Masters 2014 contains six scenarios. The EO chooses the scenarios and the order in which they are played. Alternately, the EO can use the random scenario table below to select scenarios (roll a d3 to determine the row, then roll a d6 to determine the scenario).

d3 Roll for Row	Masters 2014	
1	Destruction	Balance of Power
2	Close Quarters	Incursion
3	Outflank	Fire Support
d6 Roll for Scenario	1-3	4-6

The EO should choose scenarios before a tournament to ensure he has the required materials for those scenarios. A scenario cannot be repeated until all other scenarios have been played. All players play the same scenario each round, and the EO should not announce the scenario until the start of the round.

During each round the EO should provide at least one copy of the scenario for every two tables in the event. The EO should answer questions concerning the scenario before the round begins. Players are responsible for making sure they understand the scenario.

## TERRAIN

Terrain is a key element in WARMACHINE and HORDES games and should be relatively balanced on a table. Terrain pieces should present a choice for the player who wins the starting roll. For example, if one side of the table contains a forest, a hill, and a linear obstacle, the other side should contain terrain that provides 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 contain five to seven 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 4" to 7" in length and width are best.

The exact type, number, and placement of terrain pieces are up to the EO, but the following guidelines must be followed when setting up tables:

- Do not place terrain within deployment zones. This does not apply to Advance Deployment zones.
- All terrain pieces must be placed at least 3" away from other terrain pieces. This includes terrain pieces or wreck markers granted by Theme Force bonuses.
- Do not place obstructions or impassable terrain within zones, within 4" of flags, or within 4" of objectives. Note that all other terrain types can be placed within these areas.

EOs can choose to fully represent the zones presented in the scenario packet with templates or to mark only the corners of rectangular zones and the center points of circular zones. If center or corner markers are used, players can measure the zone whenever it is relevant to fulfilling scenario conditions. Any attempted abuse of this rule is grounds for disqualification. If an objective, flag, or zone is inadvertently moved, pause the clock and reset the zone marker's position. If scenario scoring occurred while a marker was in an incorrect position, the control points stand, even if the error is noticed after the fact.

## KILL BOX

Some scenarios use the Kill Box rule. The "Kill Box: YES" designation in a scenario means that starting on the first player's second turn, if a player ends his own turn with a friendly warcaster or warlock completely within 14" of any table edge, his opponent immediately scores two control points. A player can measure 14" from any table edge during his warcaster or warlock's activation. "Kill Box: NO" means that this rule is not in effect.

## STARTING THE GAME

Players can ask to see their opponent's lists at any time, including before list selection, before the start of the game, and during play. A player must take care not to disrupt the flow of the game while doing this. All models in each list must be presented to an opponent upon request before list selection.

After the pairings and scenarios for the game have been announced but before the starting roll, each player secretly chooses one of his lists and conceals the card for the selected warcaster or warlock on the table. A player cannot change lists after making this selection. Both players simultaneously reveal their lists.

Both players roll a d6 for the starting roll. The player with the higher result can choose to be the first or second player. The second player chooses his table edge. The first player deploys first and takes the first turn.

## GAME RESULTS

At the end of a game both players are required to enter the following information on their player record sheets. Each player records the name of his opponent, his result in the game (Win/Loss/Draw), the list he played, the number of control points he scored, and the number of the opponent's army points that were destroyed. Calculate the number of army points destroyed using the 4th tiebreaker rules from the Scenario Reference Sheet. Keep in mind that battlegroup warjacks become inert and battlegroup warbeasts become wild upon the assassination of their controller and therefore count for the 4th tiebreaker total. Once this information is recorded report the results of the game to the EO. Note that when scoring the game, a player cannot earn more control points than are required to win the scenario.

## FINAL STANDINGS

Players score tournament points based on the outcome of each game. A player gains 1 tournament point for a win and 0 for a loss or draw. Tournament points determine a player's current standing in a tournament.

In the case of two players with the same number of tournament points, determine which one ranks higher by calculating **strength of schedule**. To do this, count the tournament points scored by each opponent of the tied players. The player whose opponents have the highest total score has the best strength of schedule and earns the higher rank. If strength of schedule is the same for both players, the player who accrued the most control points throughout the tournament earns the higher rank. If control points are also the same for both players, the player who accrued the most enemy army points destroyed throughout the tournament earns the higher rank.

**SCENARIO REFERENCE SHEET (PAGE 1 OF 2)****DEPLOYMENT**

Refer to the diagram in each scenario to set up a game. Each player's table edge, deployment zone, objectives (circles), flags (triangles), and zones are highlighted in that player's corresponding color (P1 = red, P2 = blue). Flags, zones, and objectives are identified as friendly Faction or enemy in the scenario rules. When using scenarios with non-symmetrical scenario elements, the orientation of scenario elements does not change based on player order or selection of table edges.

**SCENARIO ELEMENTS**

Zones, flags, and objectives.

**STARTING NUMBER**

The number of models that a model or unit starts with based on the point cost paid. Models and units that are discounted due to Theme Force rules always use their card's listed point cost and model count for 3rd/4th tiebreaker scoring. Models that are added to an army list for free also use the card's point cost and model count for 3rd/4th tiebreaker scoring.

**OWN**

Players own the models in their fielded army list and any models created by abilities of models in the army list.

**CONTEST**

A player must control at least one model within a zone or within 4" of a flag or an objective to contest that zone, flag, or objective. Enemy objectives contest zones that they are within and flags and other objectives within 4". A player can measure 4" from a flag or objective at any time during his own turn.

Warcasters, warlocks, inert warjacks, wild warbeasts, models that are fleeing, and models that are out of formation cannot contest. Enemy objectives cannot contest themselves.

**CONTROL**

A player cannot control a zone or flag that he dominates. See zone and flag descriptions for specific control requirements.

**DOMINATE**

A player dominates a zone if he owns one or more warcaster or warlock models within it and no opponent contests it.

A player dominates a flag if he owns one or more warcaster or warlock models B2B with the flag and no opponent contests it.

When a warcaster or warlock can dominate more than one scenario element, the active player must choose one to dominate. When two or more warcasters/warlocks can dominate the same zone or flag, only the active player's warcaster/warlock dominates.

**ZONE**

A player controls a zone if he owns one or more models within it that are not immobile, fleeing, wild, or inert and no opponent contests it. There are no additional requirements for solos, warjacks, or warbeasts.

For a non-warcaster/warlock unit to control a zone, the unit must contain 50% or more of its starting number (rounding up) and all those remaining models must be within the same zone.

**FLAG (40 MM BASE)**

All flags are non-friendly, non-enemy models. They are incorporeal and stationary. Flags do not activate and cannot be targeted, damaged, moved, placed, or removed from play.

A player controls a flag if he owns one or more models B2B with the flag that are not immobile, fleeing, wild, or inert and no opponent contests it. There are no additional requirements for solos, warjacks, or warbeasts.

If a model B2B with a flag is a member of a non-warcaster/warlock unit, the unit must contain 50% or more of its starting number (rounding up) and all those remaining models must also be within 4" of the flag.

**OBJECTIVE (50 MM BASE)**

Objectives are a model type used only in scenarios. The rules for these models appear on their corresponding objective cards.

Continuous effects on objectives are resolved on the first player's turn when that objective is enemy to all other models. Only the player who made the attack (or caused the continuous effect) that destroys an objective (when that objective is enemy to all other models) earns the corresponding control points for its destruction.

**WARCASTER/WARLOCK UNITS**

A warcaster or warlock that is a member of a unit can dominate like any other warcaster or warlock in accordance with the scenario element guidelines. Members of a unit that contains a warcaster or warlock cannot control, but they can contest.

**KILL BOX**

Starting on the first player's second turn, if a player ends his own turn with a friendly warcaster or warlock completely within 14" of any table edge, his opponent immediately scores 2 control points. A player can measure 14" from any table edge during his warcaster/warlock's activation.

## SCENARIO REFERENCE SHEET (PAGE 2 OF 2)

### ASSASSINATION VICTORY

When only one player owns a warcaster or warlock remaining in play, that player immediately wins the game. Conduct control point scoring upon an assassination victory. This scoring does not change game results (i.e., it cannot lead to a scenario victory) but it does affect the scoring of the game. If all warcasters/warlocks are simultaneously destroyed, the game ends and victory is determined using tiebreakers. Additionally, count army points destroyed in accordance with the 4th tiebreaker.

### SCENARIO VICTORY

When a player has fulfilled the victory conditions described in the scenario, that player immediately wins the game. Additionally, count army points destroyed in accordance with the 4th tiebreaker.

### 1ST TIEBREAKER: WARCASTERS/WARLOCKS REMAINING

If time runs out before a player has won the game, the player who owns the most warcasters/warlocks remaining in play wins the game. If both players own the same number of warcasters/warlocks in play, use the 2nd tiebreaker to determine the winner.

### 2ND TIEBREAKER: CONTROL POINTS

The player who has the most control points wins the game. If both players have the same number of control points, use the 3rd tiebreaker to determine the winner.

### 3RD TIEBREAKER: ARMY POINTS REMAINING

Tally the point cost of the remaining models and units owned by each player. Double the value of non-warcaster/warlock models and units (rounded up) within the areas designated by the scenario. Ignore models without a PC, inert warjacks, wild warbeasts, and fleeing models. The player with more army points worth of models remaining wins the game.

When calculating model value, use the values printed on the model/unit's card even if that model/unit was created during the game (e.g., Prime Axiom Servitors) or received a discount during army building (e.g., the Call of the Wild Tier 4 Theme Force benefit).

**Warcasters/Warlocks:** 5 points for each warcaster/warlock regardless of warjack/warbeast bonus points. Warcasters/warlocks consisting of multiple models with the warcaster/warlock type are worth only 5 points regardless of the number of models remaining. Models automatically included with the warcaster/warlock without the warcaster/warlock subtype do not affect warcaster/warlock scoring.

**Warjacks/Warbeasts:** Points equal to the army point cost of the model.

**Units and Unit Attachments:** Points equal to the unit's army point cost. Ignore units that have fewer than 50% (rounding up) of their starting number remaining in play. For doubling purposes all the remaining models must be within the designated area.

Models with the Attachment ability add to the unit's value and also add to the number of models needed to meet the 50% requirement. For example, ten Long Gunners need five or more models in play to be worth 10 points, and twelve Long Gunners (including their unit attachment) need six or more models to be worth 12 points.

**Solos:** Points equal to the army point cost of the model. Ignore multiple-model solos that have fewer than 50% (rounding up) of their starting number remaining in play. For doubling purposes all the remaining models must be within the designated area. For example, at least three out of five Whelps must remain and all must be within the designated area.

*Exception: Feralgeist* – If controlling a friendly warbeast, use the warbeast's point cost. If controlling an enemy warbeast, place Feralgeist in B2B contact with the controlled warbeast, using the rule of least disturbance (*WARMACHINE: Prime Mk II*, p. 64) if necessary, then remove the warbeast from play.

*Exception: Machine Wraith* – If controlling a friendly warjack, use the warjack's point cost. If controlling an enemy warjack, place Machine Wraith in B2B contact with the controlled warjack, using the rule of least disturbance (*WARMACHINE: Prime Mk II*, p. 64) if necessary.

### 4TH TIEBREAKER: ARMY POINTS DESTROYED

Tally each player's army points that have been destroyed or removed from play as described below. The player who suffered fewer army points destroyed or removed from play wins the game. If both players have destroyed the same number of army points the game is a tie.

- Models and units are worth their army point value.
- Non-warcaster/warlock units below 50% of their starting number (rounding up) are worth 50% of their army points (rounding up) including all attachments.
- Inert warjacks and wild warbeasts are worth their full army point value.
- Warcasters and warlocks are worth 5 army points each.
- If a list contains two or more multiple-model solos, all casualties are counted toward the same solo until it is completely destroyed.

Points are scored each time a model or unit is destroyed. For example, if Thagrosh, Prophet of Everblight returned a Scythean to play using Dark Revival, the opponent earns 9 points for each time he destroyed the warbeast.

When calculating model value, use the values printed on the model/unit's card even if that model/unit was created during the game or received a discount during army building.



# SCENARIO 1: DESTRUCTION

## SPECIAL RULES

Kill Box: YES

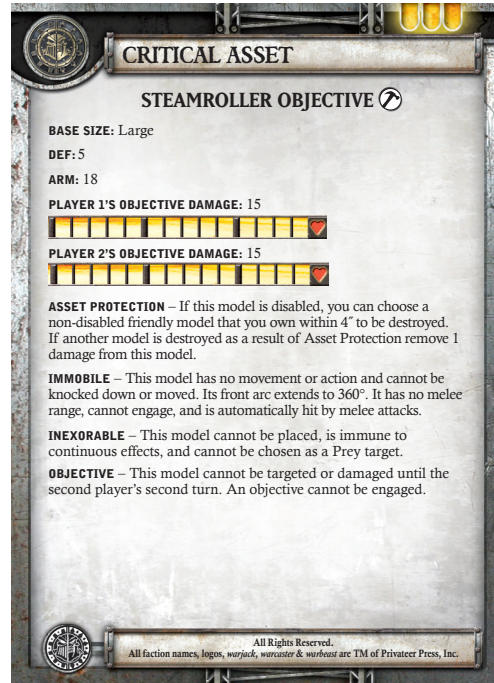
Mark a zone (12" × 6" rectangle) and place two Critical Asset objectives in accordance with the diagram below. The objective on Player 1's side of the table is a friendly Faction model to Player 1 and vice versa. Starting on the second player's second turn, at the end of each player's turn a player earns control points (CP) as follows.

- **Enemy Objective: Destroyed/Removed from Play = 1 CP (once per objective)**
- **Zone: Control = 1 CP, Dominate = 2 CP**

## VICTORY CONDITIONS

The first player to earn at least 5 control points *and* have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined on the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within the zone.



**Tactical Tip:** Only the active player scores when multiple players dominate the same zone or flag.

# SCENARIO 2: BALANCE OF POWER

## SPECIAL RULES

**Kill Box:** NO

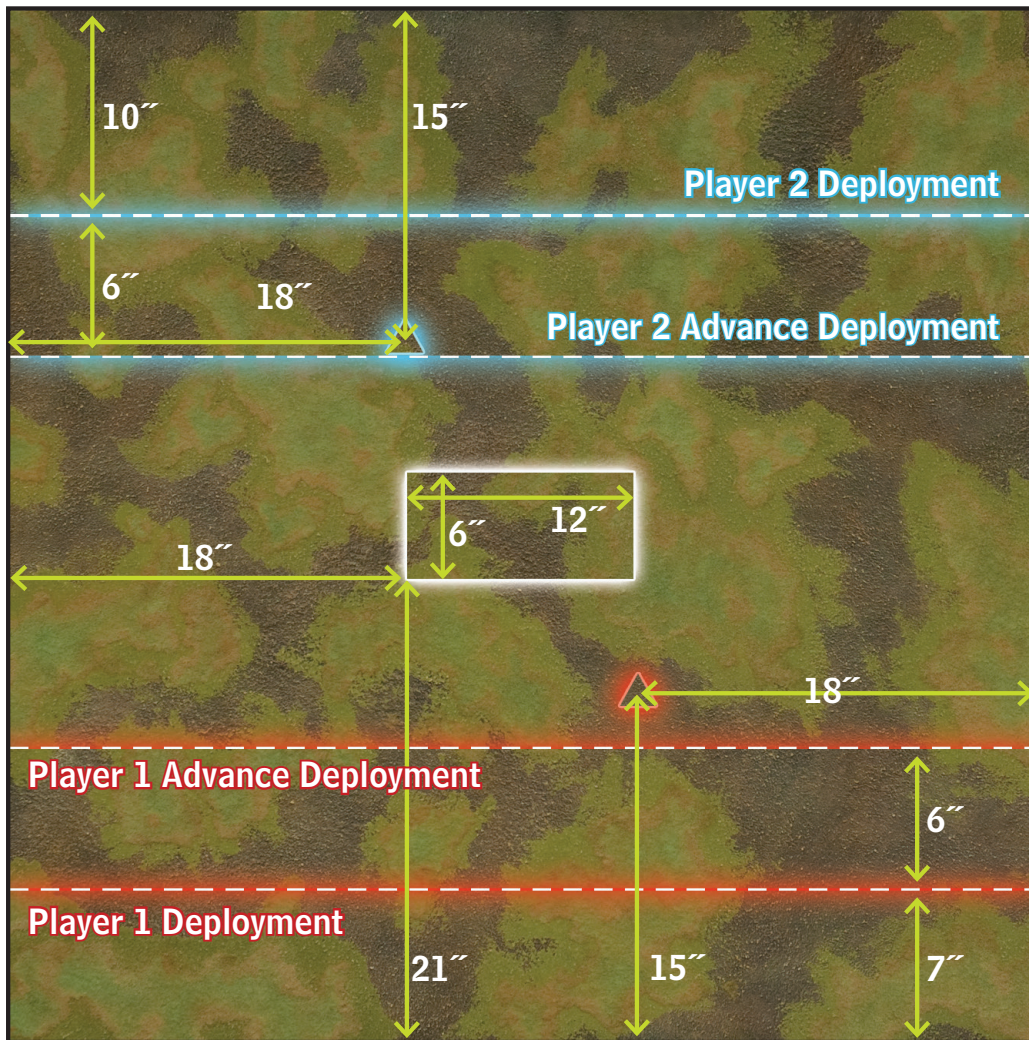
Mark a zone (12" × 6" rectangle) and place two flags in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn a player earns control points (CP) as follows:

- **Friendly Flag: Dominate = Opponent loses 1 CP before players score CPs this turn (minimum = 0)**
- **Zone: Control = 1 CP, Dominate = 2 CP**
- **Enemy Flag: Control = 1 CP, Dominate = 2 CP**

## VICTORY CONDITIONS

The first player to earn at least 5 control points *and* have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined on the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within the zone.



**Tactical Tip:** Only the active player scores when multiple players dominate the same zone or flag.

## SCENARIO 3: CLOSE QUARTERS

### SPECIAL RULES

Kill Box: YES

Place two flags in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn a player earns control points (CP) as follows:

- **Friendly Flag: Dominate = 1 CP**
- **Enemy Flag: Control = 1 CP, Dominate = 2 CP**

### VICTORY CONDITIONS

The first player to earn at least 5 control points *and* have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined on the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within 4" of the enemy flag.



**Tactical Tip:** Only the active player scores when multiple players dominate the same zone or flag.

## SCENARIO 4: INCURSION

### SPECIAL RULES

**Kill Box:** NO

Place three flags in accordance with the diagram below. At the end of the second player's first turn, randomly remove a non-center flag from the table. Starting on the second player's second turn, at the end of each player's turn a player earns control points (CP) as follows:

- **Outer Flag:** Control = 1 CP, Dominate = 2 CP
- **Center Flag:** Control = 1 CP, Dominate = 1 CP

### VICTORY CONDITIONS

The first player to earn at least 5 control points *and* have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined on the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within 4" of each flag.



**Tactical Tip:** Only the active player scores when multiple players dominate the same zone or flag.

## SCENARIO 5: OUTFLANK

### SPECIAL RULES

**Kill Box:** NO

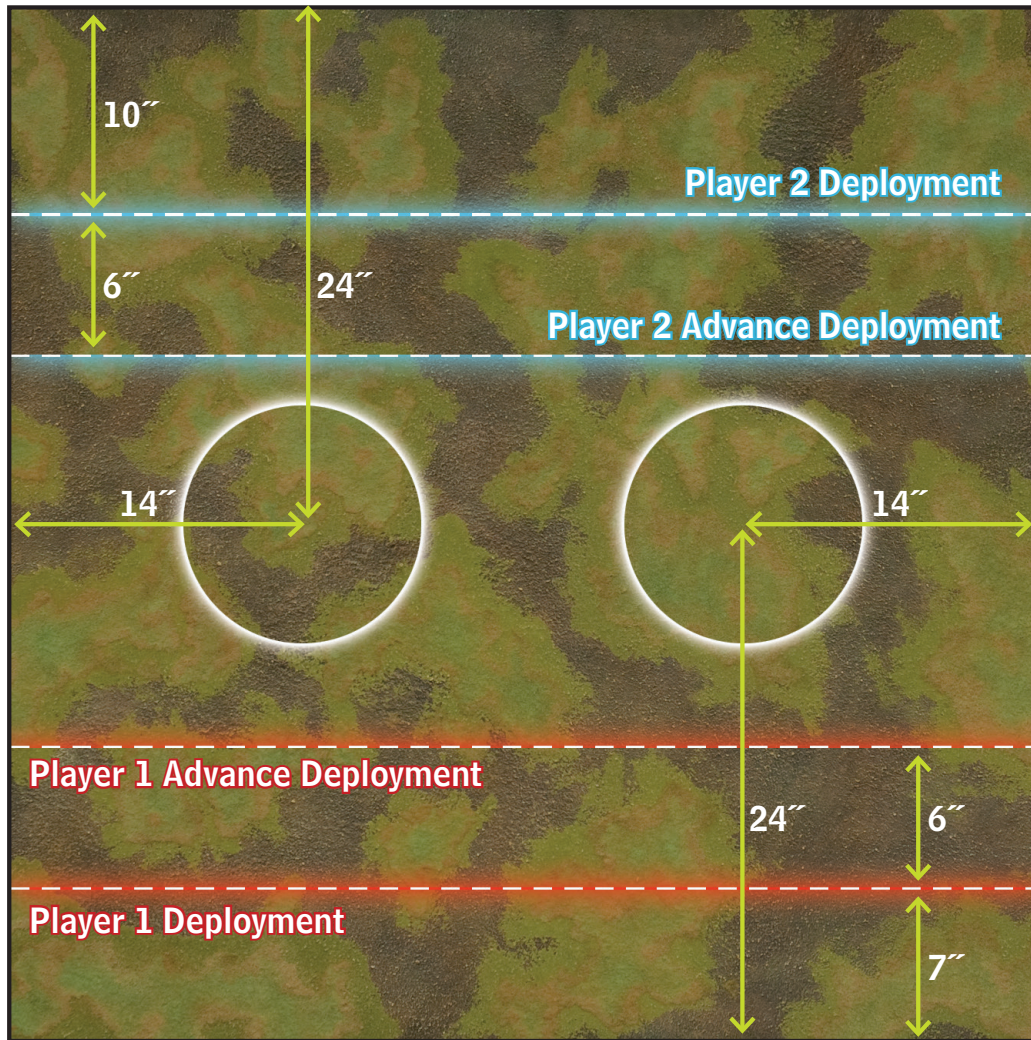
Mark two zones (12"-diameter circles) in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn a player earns control points (CP) as follows:

- **Zone: Control = 1 CP, Dominate = 2 CP**

### VICTORY CONDITIONS

The first player to earn at least 5 control points *and* have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined on the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within each zone.



**Tactical Tip:** Only the active player scores when multiple players dominate the same zone or flag.

# SCENARIO 6: FIRE SUPPORT

## SPECIAL RULES

Kill Box: YES

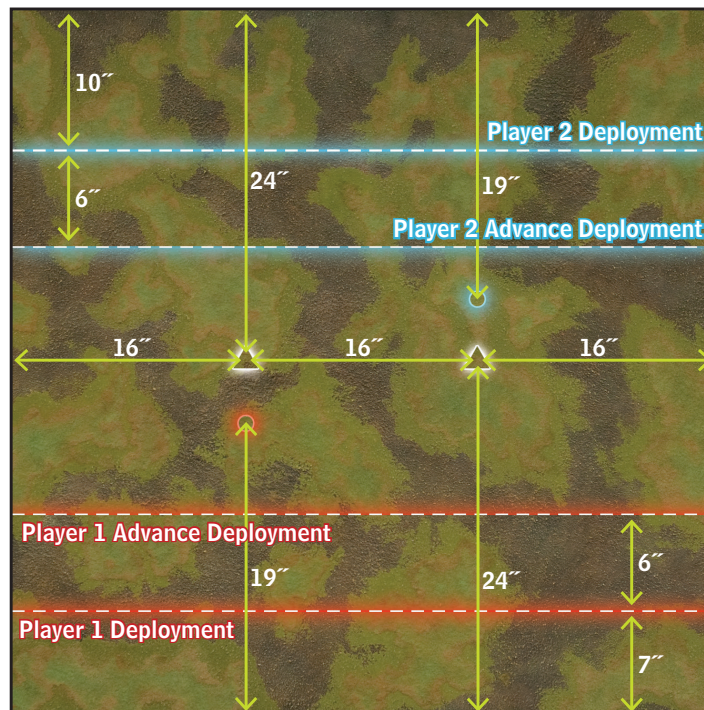
Place two flags and two Ammunition Cache objectives in accordance with the diagram below. The objective on Player 1's side of the table is a friendly Faction model to Player 1 and vice versa. Starting on the second player's second turn, at the end of each player's turn a player earns control points (CP) as follows:

- **Flag: Control = 1 CP, Dominate = 2 CP**
- **Enemy Objective: Destroyed/Removed from Play = 1 CP (once per objective)**

## VICTORY CONDITIONS

The first player to earn at least 5 control points *and* have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined on the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within 4" of each flag.



**Tactical Tip:** Enemy objectives contest flags within 4".

**Tactical Tip:** Only the active player scores when multiple players dominate the same zone or flag.