



STEAMROLLER™

In Steamroller tournaments, players face off in a series of WARMACHINE and HORDES games and pit their skills against a gauntlet of opponents to determine who will emerge victorious. Steamroller is ideal for groups of 8 to 128 players and promotes fast and furious play while stressing the ability to adapt to a variety of scenarios.

PLAYER RESPONSIBILITIES

LOGISTICS

Players participating in a Steamroller 2014 (SR2014) 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 SR2014 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 two copies of their army list(s), 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.

Players can bring a second army list if they choose. 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. 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.

SR2014 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 add extra time for each round to cover the variable (described under “Game Timing”), allow time 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
16 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

Base round length, turn length, and extension length are determined by the point size of the event, as shown in the table on the following page.

Event Point Size	Base Round Length (minutes)	Turn Length (minutes)	Extension Length (minutes)
15	30	3	–
25	50	5	–
35	70	7	5
50	100	10	5
75	120	12	5
100	150	15	5
150	200	20	5
200	250	25	5

Each round in a Steamroller event has a variable **round length**. Before each round begins, the EO rolls a d3 and multiplies the result by five; this result is the variable in minutes. He then rolls a d6 to determine whether the variable is subtracted from (on a result of 1–3) or added to (on a result of 4–6) the base round length shown above to determine the overall round length. The EO does not announce the result of this roll or reveal the amount of time remaining in a game to players.

d6 Roll	Overall Round Length
1–3	Subtract variable from base round length
4–6	Add variable to base round length

After the round time has expired, the EO calls “**dice down.**” If a player has already begun to physically move a model, he finishes movement for that model, then the turn and game end. If the 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 directly hits its target, resolve the damage roll as well.

At dice down, resolve all end-of-turn effects, including the removal of models if applicable. Models that have not yet entered play or were removed from the table do not enter play and do not count as destroyed. Dice down or assassination prompts a final iteration of scenario scoring even though the game is over. An assassination victory always takes priority over a scenario win. If a game does not have a clear winner after dice down, check the scenario for how to determine the winner.

TURN TIMING

Steamroller uses a timed **turn length** to ensure a fair play environment. Players in each game use a timer to track the fixed amount of time available for each turn. This time limit is based on the point size of the event. A player’s turn time begins after the resolution of continuous effects.

If a player is moving a model when his turn time expires, he finishes moving that model, then his turn ends. If a player is in the process of making a roll of any kind after movement is complete, he completes that single roll, then his turn ends. If the roll is an attack roll that directly hits its target, resolve the damage roll as well.

When a player moves a model, rolls dice, or takes time to make decisions during the *other* player’s turn, the player whose turn it is can choose to stop the clock while these actions are resolved.

TURN EXTENSION

Once per game, each player can extend his turn length with an **extension**. A player can extend his turn length by declaring he is doing so during his turn. After the current turn time expires, the active player’s opponent resets the clock for the turn extension, then the active player continues his turn. Extensions are 5 minutes long and apply only to events with a point size of 35 or greater. Extensions cannot extend a turn past total round time.

SCENARIO SELECTION

Steamroller 2014 contains twelve 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 twice to determine the scenario).

d3 Roll for Row	Steamroller 2014			
1	Destruction	Supply and Demand	Balance of Power	Process of Elimination
2	Close Quarters	Two Fronts	Incoming	Rally Point
3	Incursion	Outflank	Into the Breach	Fire Support
d6 Roll for Scenario	1–3		4–6	
	1–3	4–6	1–3	4–6

The EO should choose scenarios before a tournament to ensure he has the required materials for those scenarios. A scenario should not be repeated. 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. The EO should stress that it is important for all players to pursue both the scenario *and* assassination victory conditions during the game because they will not know when the round time is going to expire.

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 score 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.

STEAMROLLER 2014 APPENDIX

OFFICIAL WARMACHINE AND HORDES TOURNAMENT VARIANTS

Steamroller 2014 (SR2014) provides an official format for Event Organizers (EOs) of WARMACHINE and HORDES events. We realize that not all communities are the same, so we have compiled this appendix to provide official variants to specific areas of the SR2014 document.

These variants can be used to alter a single rule, or they can be combined to form a more casual or competitive format based on the preferences of the players, the needs of the venue, or event time constraints. Any combination of variants chosen from this document constitutes an official SR2014 tournament format.

Variant rules are available for the following sections of the SR2014 rules:

1. Army Lists
2. Painting
3. Number of Rounds
4. Game Timing
5. Scenarios
6. Victory
7. Final Standings

USING VARIANTS

This document revisits several rules areas of the SR2014 document. In each case, a review of the baseline version of the rule is listed first, followed by variant keyword(s) and the description of the variant(s). Not all sections of the SR2014 rules document have variant options. For example, players must always practice good sportsmanship, so no variants are available for the sportsmanship parameters set forth in the baseline SR2014 rules.

SR2014 variants make it easy for EOs to tailor events to the needs of player communities. By using the appropriate variant keywords, players can reference this document for details, which will help keep pre-tournament announcements concise.

1. ARMY LIST VARIANTS

BASELINE – Second list is optional. All lists are subject to the same point constraints and must be led by warcasters or warlocks from the same faction. Players cannot include the same version of a model or unit with FA C in more than one list.

[X] List(s) Required – Players must bring exactly X army lists and must play each army list at least once during the event.

Battlegroup Only – Army lists contain only battlegroup models and independent warjacks or warbeasts.

Characters Unrestricted – Models and units with FA C can be included in more than one list.

Commander's Crucible [X] – The event consists of X rounds, and Theme Forces cannot be used. Players select a faction, pact, or contract and construct a number of battlegroup lists, each consisting of one warcaster or warlock, the warjacks or warbeasts in his or her battlegroup, and any models attached to his or her warcaster or warlock. The number of battlegroup lists required is equal to the number of rounds in the event minus one.

Players also construct a single support list containing units, solos, battle engines, and warjacks/warbeasts that are not part of a warcaster/warlock's battlegroup. This support list is combined with a battlegroup list to create the player's army list each round. Battlegroup and support list combinations cannot exceed the point size of the event and cannot fall more than 10 points under that point size (including warjack/warbeast points).

This variant can be used only at events with a point size of 35 or greater. Point limits for the battlegroup and support list(s) are defined in the table below.

Event Point Size	Battlegroup List	Support List
35	20 to 35 points	0 to 15 points
50	25 to 50 points	0 to 25 points

During the list selection phase, each player secretly chooses a battlegroup (represented by its corresponding warcaster/warlock card) to combine with their support list. Each battlegroup must be played at least once during the event.

Divide and Conquer [X] – Each list must be played at least X times during the tournament. The goal of this variant is to challenge players to use their lists equally prior to the final round so that a list decision is available. If this goal is not achievable based on the expected number of rounds, Divide and Conquer is not recommended.

Specialists – Players can add a supplementary list of models/units (specialists) to each of their army lists. Specialist model/unit lists are completely optional but cannot exceed the totals listed in the table below. These models are not used unless a player decides to substitute them for models/units in the corresponding base army list in accordance with the specialist rules.

Specialist Point Values	
Game Size	Army Points for Specialists
25	5
35	10
50	10
75	15
100	15
150	25
200	25

Specialists must be listed separately for each army list and must follow all field allowance rules that apply to regular models/units. Specialist selections must be models/units with a separate physical copy of a card from models/units in the corresponding main list. For example, listing the point cost required to increase a minimum unit in a list to a maximum unit by the addition of specialists is not permitted. Listing a unit attachment or weapon attachment to add to the minimum unit in the main list is permitted, however, because these models have a separate physical card that is not already in the main list and does not exceed FA.

The same rules apply for the removal of models in a list to facilitate the addition of specialists. Removals must be card-based and cannot be accomplished by point reductions (such as the removal of models from a maximum unit) or the changing of point cost options (such as the use of a dismounted Man-O-War Drakhun).

Specialists must follow the restrictions of any Theme Force to which they are added. A Theme Force's established tier level cannot be lowered via substitutions and will not be increased as a result of substitutions even if higher tier requirements are met. The models and units that satisfy the army list's established tier requirements must be identified, and they can be replaced only with specialist models that fulfill the same tier requirement. Specialist models benefit from all point cost reductions and FA exceptions during list construction and from all in-game bonuses when substituted into a list. Free models granted by a Theme Force bonus cannot be substituted for specialist models. All relationships determined by the player (attached, marshaled, etc.) must be clearly identified for specialist models and units.

After list selection is complete both players simultaneously reveal the card(s) of models to be removed from and added to each player's selected list for the game. Specialist substitutions cannot result in an illegal army list.

Theme Forces: Tier [X] Required – Players must use a Theme Force of Tier X or higher in all lists. Models and units with FA C can be included in more than one list (if they are included in more than one Theme Force).

2. PAINTING VARIANTS

BASELINE – Painted armies are not required.

Basic Painting Required – All models must be primed and basecoated. Players must present the intended final color scheme on all parts of the model. Bases can be unfinished.

Hardcore Painting Required – For Hardcore tournaments, all the Steamroller "Modeling and Painting" and "Conversions" rules apply. In addition, all models must be completely painted. This means that every model must be painted with a reasonable diversity of color and that individual elements of the model must be distinguishable by color or shading. For instance, flesh must be a different color than hair or clothing, and metal must be a different color than leather. The base is

part of the model, so don't neglect it! Bases must be finished with sand or flock or otherwise modeled and painted.

Models that do not meet these requirements are not eligible for play. Whether a model is completed is the decision of the EO. As a general rule, if a player feels the need to justify why a model is completed, it probably isn't. In order to be eligible for any prizes awarded based on quality and technique, the owning players must paint all presented models themselves.

3. NUMBER OF ROUNDS VARIANTS

BASELINE – All players participate in every round. Players play the number of rounds required to determine a clear winner.

[X] Round Event – This tournament will have no more than X rounds regardless of the number of players. This type of event can end before X rounds if there is one player with more tournament points than any other player at the end of a round.

4. GAME TIMING VARIANTS

BASELINE – Basic round times are randomly decreased or increased by a variable (d3 × extension length) that is not revealed to players. During each game, one turn extension is allowed for each player. Dice down is called when round time is complete.

Casual Time Limits – Use the baseline round, turn, and extension length of an event one point size higher.

Death Clock – Dice down is not called. Instead of timing each turn, chess clocks are used. A clock with a player's total time (player clock, as shown in the table below) replaces individual turn lengths, and the sum of both player clocks determines the expected end time for each round.

Event Point Size	Player Clock	Reinforcements Player Clock
15	20	23
25	30	35
35	42	50
50	60	65
75	70	81
100	90	105
150	120	140
200	150	175

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.

Frenzy Time Limits – Use the baseline round, turn, and extension length of an event two point sizes lower.

Hardcore Time Limits – Use the baseline round, turn, and extension length of an event one point size lower.

No Extensions – The allowance of one turn extension per game is removed.

No Time Limits – Games are untimed. A round continues until all players have completed their games.

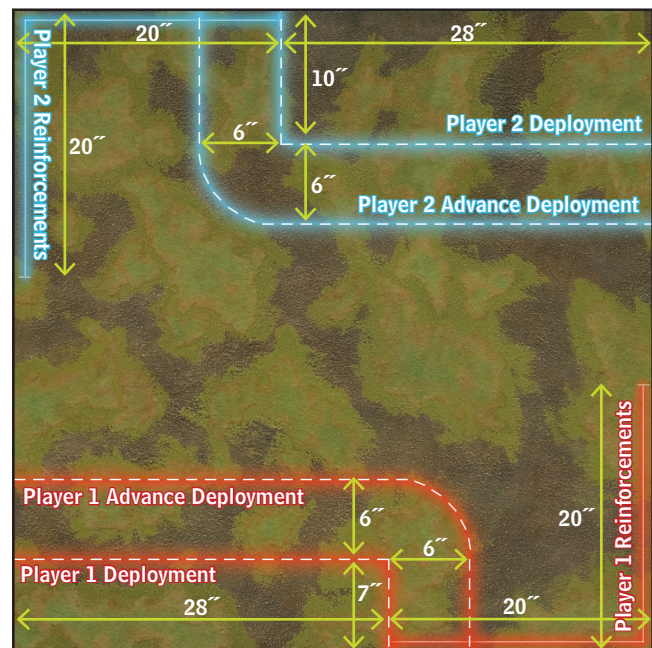
Relaxed Time Limits – Use the baseline round, turn, and extension length of an event two point sizes higher.

5. SCENARIO VARIANTS

BASELINE – For each round, the EO selects a scenario that all players will play. The EO keeps scenarios secret until the start of each round.

Kill Box: YES – The Kill Box rule is in effect for all scenarios played at the event.

Reinforcements – All scenarios use flank deployment as shown in the diagram below. Recommended scenarios are Close Quarters, Incoming, Outflank, Rally Point, and Fire Support. Theme Force bonuses *do not* alter the width of flank deployment zones.



When reinforcements are in use, base round times are adjusted as shown in the table below. Additionally, each player is granted a second extension. The second extension is of the same duration as a normal extension and cannot be combined with another extension on the same turn.

Event Point Size	Reinforcements Size	Reinforcements Round Base Length (minutes)	Turn Length (minutes)	Extension Length (minutes)
25	5	50	5	-
35	10	70	7	5
50	10	110	10	5
75	15	130	12	5
100	15	160	15	5
150	25	210	20	5
200	25	260	25	5

Reinforcement models and units must follow field allowance rules for their corresponding list. A model or unit's FA cannot be split between the main list and its reinforcements section. All model relationships determined by the player (attached, marshaled, etc.) must be clearly identified. Reinforcements must follow the restrictions of any Theme Force to which they are added and benefit from any applicable bonuses (including FA) but are not counted toward satisfying tier requirements.

Warcasters, warlocks, models and units with the Pre-Deployment or Attached rule, and models and units that cannot begin the game in play cannot be reinforcements. Reinforcement models cannot be selected for a warcaster's warjack bond or a warlock's warbeast bond. Reinforcements lose the Ambush ability. Reinforcements with the Prey ability choose their Prey target after both players are deployed.

In this scenario, during the Maintenance Phase on a player's second turn or later, reinforcement models can be placed within 3" of any point on the reinforcements line shown in the flank deployment diagram. All of a player's reinforcements must be placed on the same turn.

If a warjack controlled by a warcaster is a reinforcement model, it is allocated 3 free focus points during the focus allocation step of the Control Phase following its placement as a reinforcement. A reinforcement warjack still cannot exceed the normal focus allocation limit. If a warbeast controlled by a warlock is a reinforcement model, it can be forced while outside its controlling warlock's control area on the turn following its placement as a reinforcement.

Scenario(s) [X] – The scenarios to be played at the event are revealed to all players prior to the event. This information can also include the order in which the scenarios will be played.

6. VICTORY VARIANTS

BASELINE – Assassination victory, scenario victory, control points tiebreaker (2nd), army points remaining tiebreaker (3rd), and army points destroyed tiebreaker (4th).

Mangled Metal – In this event, in addition to normal victory conditions, a player wins a game when all enemy warjacks and warbeasts are destroyed or removed from play.

No Assassination Victory – This event does not use assassination victory as a scenario win condition. When a warcaster or warlock is destroyed, the game continues until a scenario victory is achieved or one player has no models remaining.

No Tiebreakers – This event does not use tiebreakers. If time expires the game is a tie.

7. FINAL STANDINGS VARIANTS

BASELINE – If there is no clear winner at the end of the tournament, break the tie based first on strength of schedule, then on control points, then on army points destroyed.

Assassin Scoring – If there is no clear winner at the end of a tournament, break the tie based first on the number of assassination victories, then on control points.

Control Point Scoring – If there is no clear winner at the end of a tournament, break the tie based first on control points, then on army points destroyed or removed from play, then on strength of schedule.

Destruction Scoring – If there is no clear winner at the end of a tournament, break the tie based first on the total number of enemy army points destroyed or removed from play, then on control points, then on strength of schedule. Points are scored each time a model or unit is destroyed or removed from play. 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 values, use the values printed on the model/unit's card even if that model/unit was brought into the army via other means (such as Dark Industries) or received a discount during army building (such as the Call of the Wild Tier 4 Theme Force benefit).

When counting army points destroyed or removed from play each round, use the following methods:

- Models and units that were destroyed or removed from play are worth their army point value.
- Units below 50% of their starting number (rounding up) are worth 50% of their army points (rounding up) including all attachments.
- Warcasters and warlocks are worth 5 army points each. Non-warcaster, non-warlock models included with warcasters and warlocks have no additional value.
- Inert warjacks and wild warbeasts are worth their full army point values.

Finals Tables – When creating match-ups for the final round of an event, the EO pairs the current top four players on two "finals tables." The first finals table matches the current first-ranked player against the current second-ranked player. The second finals table matches the current third-ranked player against the current fourth-ranked player.

The winner of the first finals table wins the event, and his opponent wins second place. The winner of the second finals table wins third place. Standings beyond third place are calculated using strength of schedule, followed by control points in the case of a tie.

The Finals Tables variant should be used only in events that are planned for the number of rounds recommended in the SR2014 rules based on player attendance, and it cannot be combined with any other final standings variant. Note that this is *not* a preferred variant, as it places the luck of the draw (as to when someone lost to the champion) above game-related scoring metrics such as opponent difficulty, control points, army points, and assassination.

Large-Event Scoring – In larger events, players dropping out of the tournament adversely affect their opponents' strength of schedule. If there is no clear winner at the end of an event using large-event scoring, count the tournament points scored divided by the number of games played by each opponent of the tied players. For an opponent who did not score any tournament points, use a value equal to 1 divided by the total number of rounds in the event.

For example, after four rounds Jason and Doug are tied for second place. To break the tie, the EO adds up the tournament points and divides by the number of games played by Jason's opponents during the previous four rounds. The EO does the same for Doug's opponents and compares the total to break the tie.

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, break the tie based on control points and then army points as normal.

SCENARIO 1: DESTRUCTION

SPECIAL RULES

Kill Box: YES

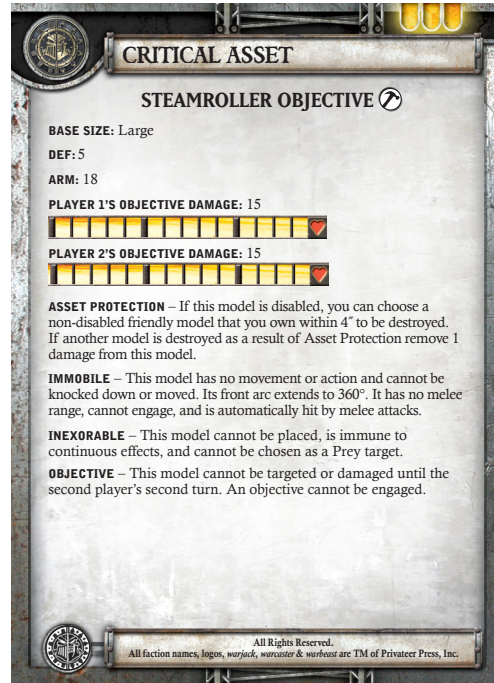
Mark a zone (12" × 6" rectangle) and place two Critical Asset objectives in accordance with the diagram below. The objective on Player 1's side of the table is a friendly Faction model to Player 1 and vice versa. Starting on the second player's second turn, at the end of each player's turn a player earns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

SPECIAL RULES

Kill Box: YES

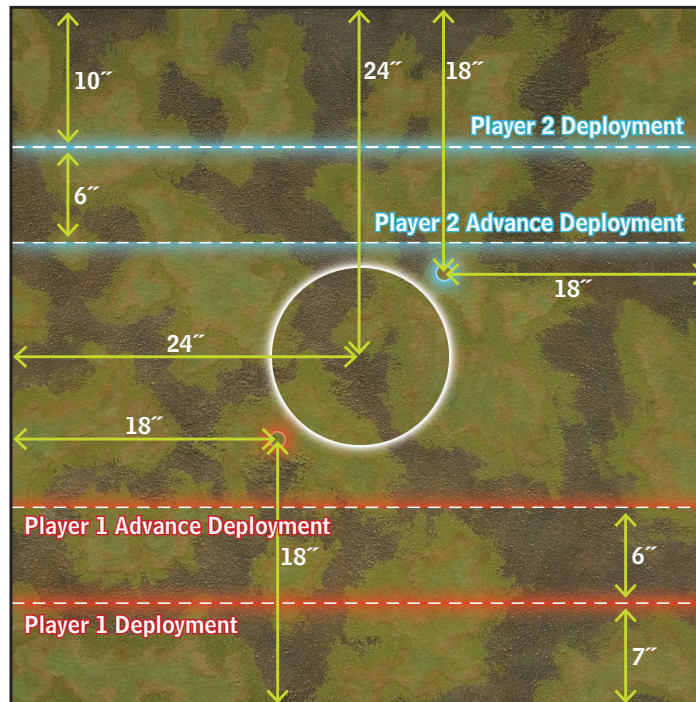
Mark a zone (12"-diameter circle) and place two Supply Cache objectives in accordance with the diagram below. The objective on Player 1's side of the table is a friendly Faction model to Player 1 and vice versa. Starting on the second player's second turn, at the end of each player's turn a player earns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

- **Zone: 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 the zone.



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

SCENARIO 3: BALANCE OF POWER

SPECIAL RULES

Kill Box: NO

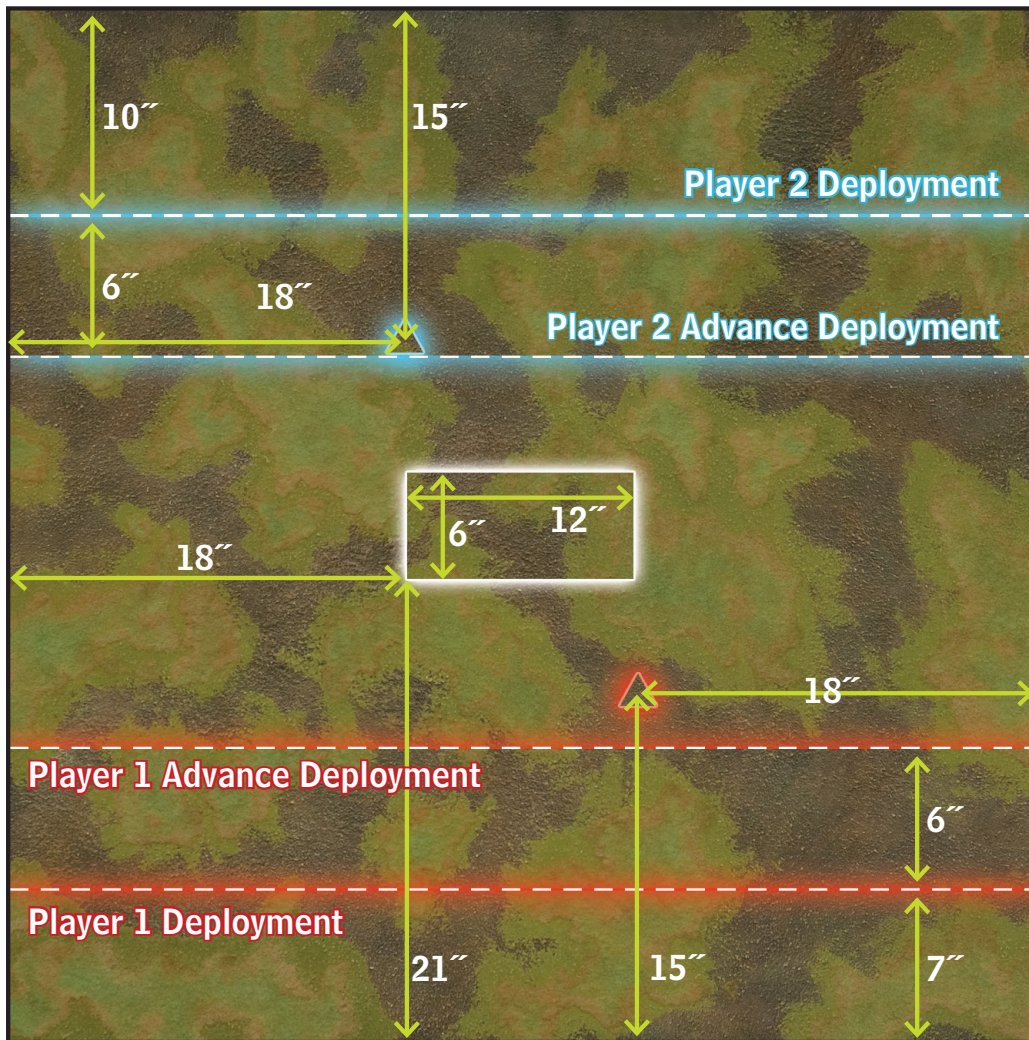
Mark a zone (12" × 6" rectangle) and place two flags in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn a player earns control points (CP) as follows:

- **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 4: PROCESS OF ELIMINATION

SPECIAL RULES

Kill Box: YES

Mark two zones (12" × 6" rectangles) and place two Monolith objectives in accordance with the diagram below. The Monolith objectives are enemy models to all other models. Only the player who destroys/removes from play a Monolith earns 1 control point. Starting on the second player's second turn, at the end of each player's turn a player earns control points (CP) as follows:

- **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 each zone.



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

SCENARIO 5: 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 6: TWO FRONTS

SPECIAL RULES

Kill Box: NO

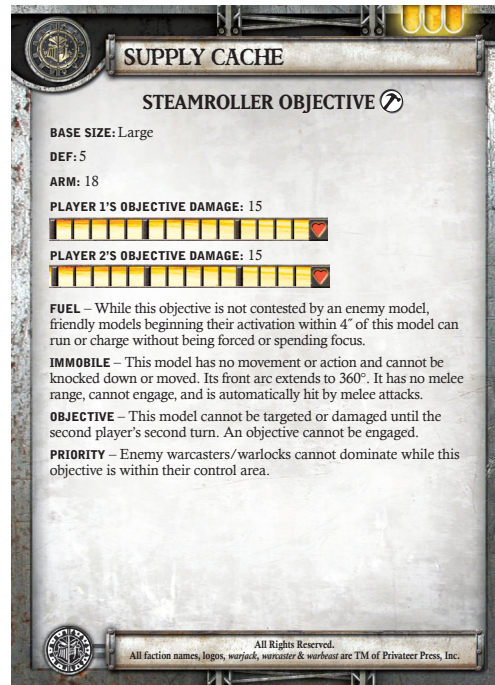
Mark two zones (12" × 6" rectangles) and place two Supply Cache objectives in accordance with the diagram below. The objective on Player 1's side of the table is a friendly Faction model to Player 1 and vice versa. Starting on the second player's second turn, at the end of each player's turn a player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

- **Friendly Zone: Dominate = 1 CP**
- **Enemy Zone: 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 the enemy zone.



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

SCENARIO 7: INCOMING

SPECIAL RULES

Kill Box: NO

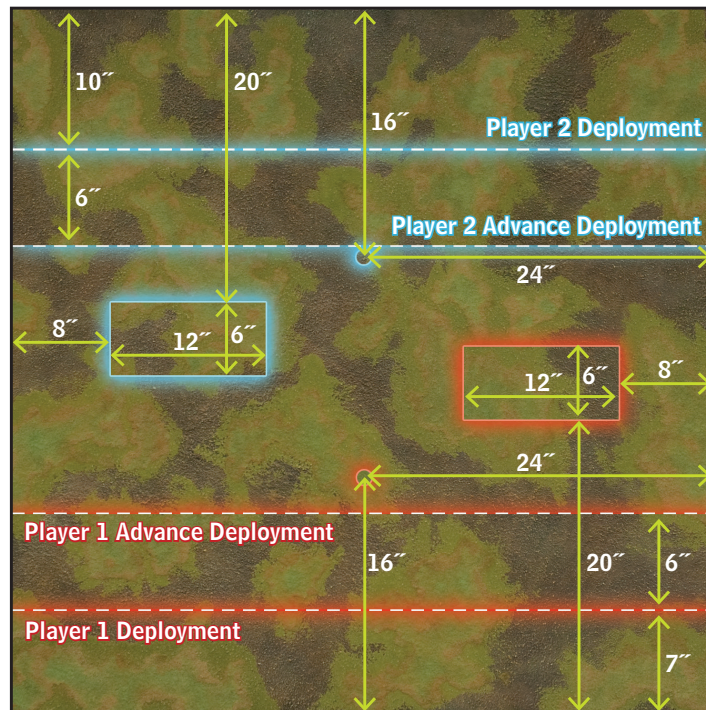
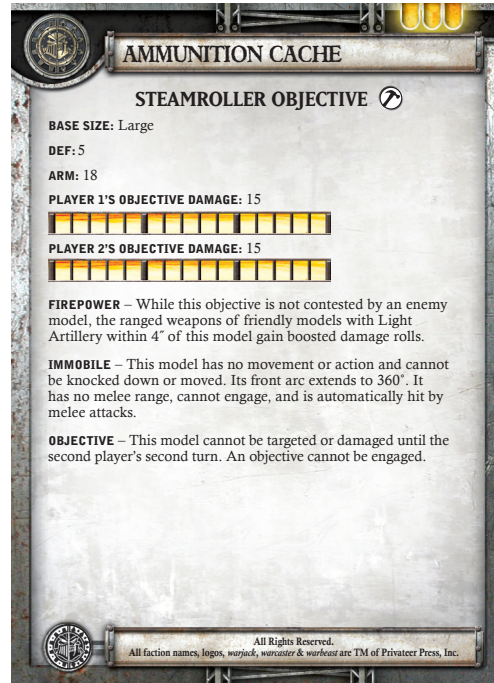
Mark two zones (12" × 6" rectangles) and place two Ammunition Cache objectives in accordance with the diagram below. The objective on Player 1's side of the table is a friendly Faction model to Player 1 and vice versa. Starting on the second player's second turn, at the end of each player's turn a player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

- **Friendly Zone: Dominate = 1 CP**
- **Enemy Zone: 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 the enemy zone.



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

SCENARIO 8: RALLY POINT

SPECIAL RULES

Kill Box: NO

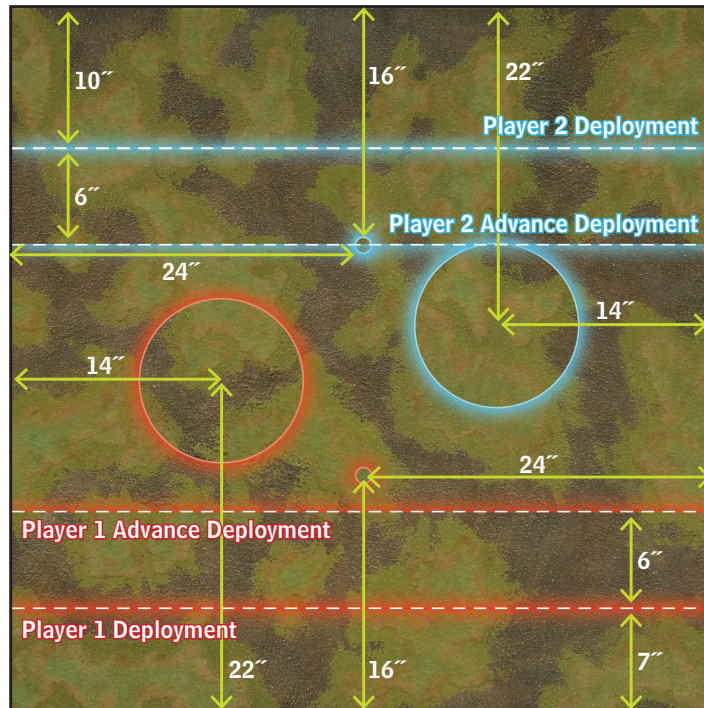
Mark two zones (12"-diameter circles) and place two Effigy objectives in accordance with the diagram below. The objective on Player 1's side of the table is a friendly Faction model to Player 1 and vice versa. Starting on the second player's second turn, at the end of each player's turn a player earns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

- **Friendly Zone: Dominate = 1 CP**
- **Enemy Zone: 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 the enemy zone.



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

SCENARIO 9: INCURSION

SPECIAL RULES

Kill Box: NO

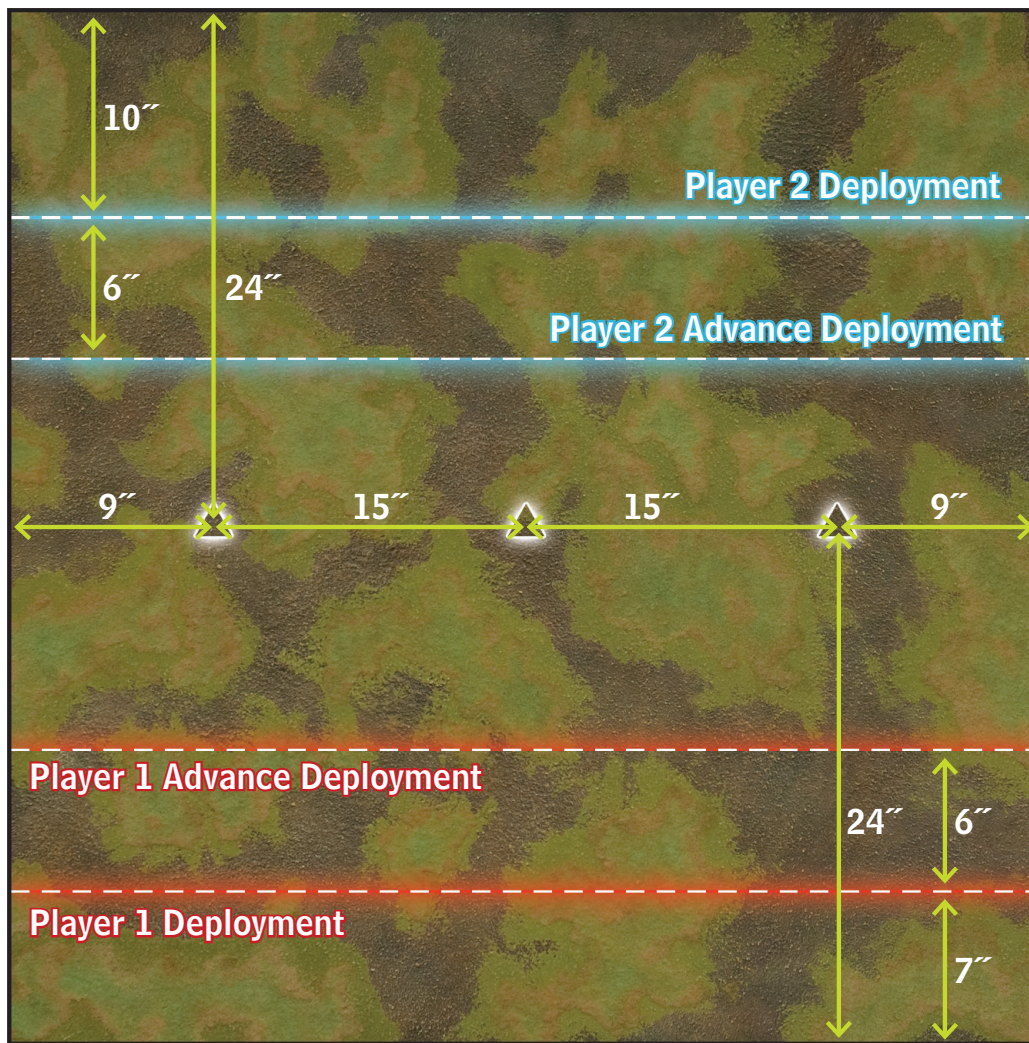
Place three flags in accordance with the diagram below. At the end of the second player's first turn, randomly remove a non-center flag from the table. Starting on the second player's second turn, at the end of each player's turn a player earns control points (CP) as follows:

- **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 10: 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 11: INTO THE BREACH

SPECIAL RULES

Kill Box: NO

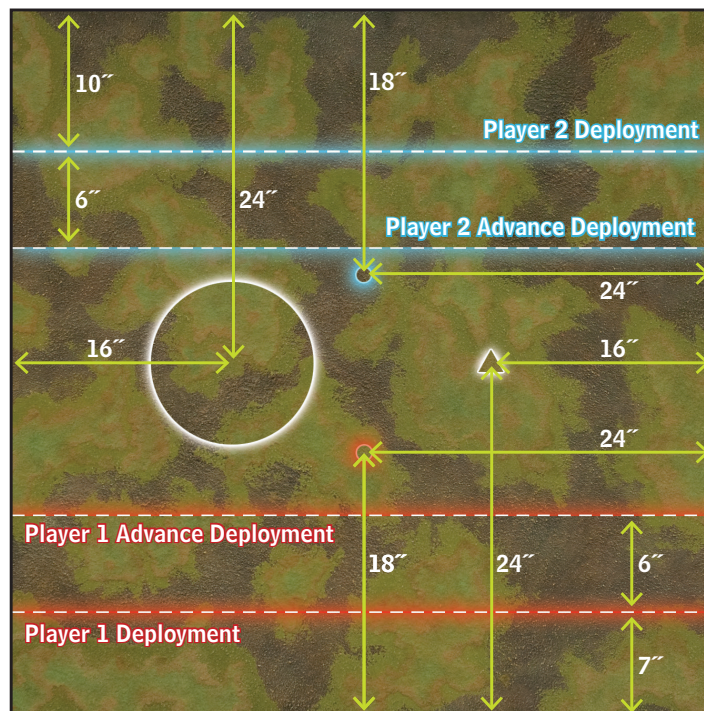
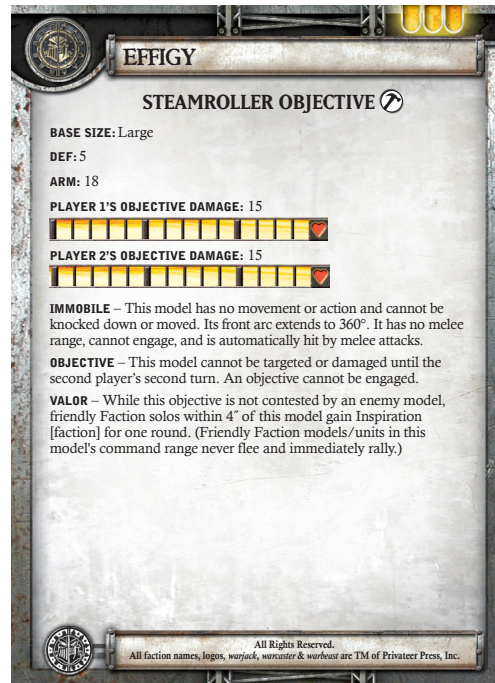
Mark a zone (12"-diameter circle) and place a flag and two Effigy objectives in accordance with the diagram below. The objective on Player 1's side of the table is a friendly Faction model to Player 1 and vice versa. Starting on the second player's second turn, at the end of each player's turn a player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

- **Zone: Control = 1 CP, Dominate = 2 CP**
- **Flag: Dominate = 1 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 the zone and within 4" of the flag.



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

SCENARIO 12: 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.