



STEAMROLLER™

2016 Rules • June 13, 2016–June 12, 2017

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 eight or more players and promotes fast and furious play while stressing the ability to adapt to a variety of scenarios.

This rules document applies to Privateer Press organized play events from June 13, 2016, through June 12, 2017. If you have downloaded this document and the listed dates are in the past, please check privateerpress.com/organized-play/steamroller-tournaments for the newest version of Steamroller.

Player Responsibilities

Preparing for Battle

Players participating in a Steamroller 2016 (SR2016) 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 models generate. (This does not include effects and terrain based on a model's command range or control range.) Tokens representing in-game effects such as focus, fury, spells, and abilities are required and must be placed next to the affected model(s). Players can use the AOE and effect markers provided at privateerpress.com/organized-play/armory.

Players can use the War Room application during SR2016 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. A player must still share his model stats, damage, and so on with his 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

A baseline Steamroller event requires a player to bring one army list, with a second army list optional. Each list a player brings must be played at least once during an event.

Unless the EO is providing player record sheets at the event, players must bring their own copy of their army list(s), including point costs for all models in each army. An army list point total cannot exceed the point size chosen for the event and cannot be more than 4 points under that point size (including warjack/warbeast points). For example, Kaelyssa has 29 warjack points, so a 75-point Kaelyssa army must include 100 to 104 points of models.

Each army list must include one SR2016 objective (p. 9) of the player's choice. The same objective type can be included in multiple army lists. Objectives do not have a point cost and are not used in all scenarios. When a scenario calls for a friendly Faction objective, each player must use the objective included in the list he has chosen for the round.

If a player brings more than one army list, each list must be led by a different warcaster or warlock from the same faction. Different versions of the same named warcaster or warlock (e.g., Caine 1 and Caine 2) each count as a different warcaster or warlock when building multiple army lists. Player-determined model relationships (attached, client, marshaled, etc.) must be specified in the list and cannot change between rounds.

All Theme Forces are allowed in SR2016 events.

Modeling and Painting

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

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

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

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

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

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

Model Conversions

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

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

- The majority of a converted model's volume must be composed of parts from Privateer Press models. To avoid confusion, the conversion should include iconic elements of the model it is intended to represent.
- A weapon on a model can be converted as long as the conversion represents the same type of weapon (e.g., the model's axe is still an axe and not a hammer).
- A weapon can be completely swapped for another weapon as long as the new weapon is of the same type (e.g., an axe for an axe, a rifle for a rifle).
- A weapon cannot be removed unless it is replaced by another weapon; a weapon cannot be added unless it is replacing a removed weapon.
- If a conversion uses a Privateer Press upgrade kit for the model it is intended to represent, all parts of the upgrade kit must be clearly visible on the model.
- Models must be mounted on appropriately sized round-lipped bases. Added scenic details can overhang the base's edge but must not obscure the edge in a way that makes accurate measuring during a game difficult or impossible.
- A player cannot use a model as a proxy (stand-in) for another model.
- Any conversions must be clearly pointed out to the opponent before the game, and the end result of any conversion must be clearly identifiable as the intended model.

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

Examples of legal and illegal conversions:

- A player creates an Extreme Behemoth by combining parts from the Extreme Juggernaut and Extreme Destroyer model kits, along with iconic parts from the Behemoth model such as its bombards, its head, and the various missiles on its fists. This model is a **legal** conversion.
- A player creates an Extreme Behemoth by scratch-building the entire model out of sculpting putty except for the Behemoth bombard parts. Because the majority of this model's volume is not composed of parts from Privateer Press models, this model is an **illegal** conversion.
- A player paints his entire army to match the colors of his favorite sports team but does not include any team logos. This army is **legal**. (Paint schemes are not conversions.)
- A player converts his entire army to resemble his favorite superheroes, including their trademarked logos. This army is **illegal**.

- A player mounts his Kommander Orsus Zoktavir model on a base featuring a pile of destroyed warjacks that slightly overhangs the model's base but does not obscure it. He also replaces Zoktavir's axe, Lola, with the axe from a Trollkin Scout model. While the mighty Butcher will look a bit odd holding the smaller axe in his enormous hands, this model is a **legal** conversion.
- A player re-poses his Kommander Orsus Zoktavir model, intending to play it as Orsus Zoktavir, the Butcher of Khardov. This is an **illegal** conversion because it breaks the golden rule of conversions—it will be difficult for EOs and players to know which character the model is intended to represent without help from the player who converted it.
- A player puts an enormous hammer in one of his Stormwall's voltaic fists. Because a weapon cannot be added to a model unless it replaces a removed weapon, this is an **illegal** conversion.

Sportsmanship

A fair and honest in-game environment is required 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 his opponent about it and explain what the opponent can do 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 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 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 victory, 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

Number of Rounds

During the event, a player gains **1** tournament point for a win and **0** points for a loss or tie each round. 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.

The number of players in the tournament determines the maximum number of rounds usually required to determine a winner, as shown in the following table.

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

For events lasting six rounds or more, we recommend using the "Cut to Top 4" variant found in the "Number of Rounds Variants" on p. 11.

First-Round Pairings

Shuffle all the player record sheets together, and then randomly determine all of the player pairings for the first round. If there is an odd number of players, see "Byes and Odd Number of Players" on p. 4. Once the pairings are completed, players must write their opponent's name on their player record sheet in the indicated section. When the round ends, record the tournament points (1 for a win, 0 for a loss or tie), control points, and army points destroyed for each player.

Subsequent Pairings

Players should not face an opponent they have already played earlier in the event. After the first round, all pairings are based on current tournament point totals and pairings from previous rounds. Once all games in the previous round have been completed, sort the player record sheets into piles based on the number of tournament points. Players should be paired against opponents who have the same current number of tournament points as they do.

If a pile has an odd number of players, pair the last player in the pile with the highest number of tournament points against someone from the pile with the next-highest tournament points—this is called "pairing down." A player should not be paired down more than once per event. As before, once all pairings are determined, players should write their opponent's name on their player record sheet and record the appropriate information when the round ends.

Byes and Odd Number of Players

In the case of an odd number of players, one player receives a bye each round. A player who receives a bye does not play in the current round. Instead, he receives 1 tournament point, half the control points (rounded up) for a scenario victory, 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. A player should not receive a bye more than once per event.

Turn Timing

Steamroller uses a timed **turn length** to ensure a fair play environment. Players in each game use a timer to track the amount of time available to them 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, 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 the inactive player moves a model, rolls dice, or takes time to make decisions during the active player's turn, the active player can choose to stop the clock while these actions are resolved.

Turn Extension

Once per game, each player can extend his turn length by declaring he is taking an **extension** 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 50 or greater. Extensions cannot extend a turn past total round time as described below.

Round Timing

Each round in a Steamroller event has a fixed **round length** as indicated on the table below. The EO should keep a master clock to track the time for each round.

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

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 an assassination victory still prompts a final iteration of scenario scoring even though the game is over. If a player wins by assassination and would also win by scenario after the final iteration of scenario scoring, he is only considered to have won by assassination. If a game does not have a clear winner after dice down, refer to "Victory Conditions" on the scenario sheet to determine the winner.

Event Timing Table

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

EVENT POINT SIZE	BASE ROUND LENGTH (MINUTES)	TURN LENGTH (MINUTES)	EXTENSION LENGTH (MINUTES)
0	30	3	–
25	50	5	–
50	70	7	5
75	100	10	5
100	120	12	5
150	150	15	5
200	200	20	5

Scenario Selection

Steamroller 2016 includes eight scenarios. The EO can either choose the scenarios and the order in which they are played or use the following random scenario table to select scenarios (roll a d3 to determine the row, then roll a d3 to determine the scenario).

d3 ROLL	1	2	3
1	Entrenched	Line Breaker	Take and Hold
2	The Pit	Extraction	Incursion
3	Outlast	Recon	[reroll]

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 table in the event.

Terrain

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

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

Terrain pieces are categorized as restricted or unrestricted for the purposes of setting up tables.

- **Unrestricted terrain:** dense fog, forests, hills, rough terrain, rubble, shallow water, trenches
- **Restricted terrain:** hazards, obstructions, obstacles

We recommend that the majority of terrain on a table is unrestricted terrain. The exact number, type, and placement of terrain pieces are up to the EO, but the following terrain rules must be followed when setting up tables.

- Do not place terrain within 6" of any table edge.
- Unrestricted terrain pieces cannot be placed within 2" of any other terrain piece. Trenches, however, can be placed in contact with other trenches.
- Restricted terrain cannot be placed within deployment zones or within 5" of any other restricted terrain piece.
- When placing restricted terrain within scenario zones or near flags and objectives, the EO must take care to not accidentally block off important sections of the battlefield from models with huge bases (e.g., an obstacle within 3" of a flag would be acceptable, but placing additional obstructions or obstacles around that flag that prevent a huge base from interacting with the flag would not be acceptable).

These rules apply only to initial terrain setup by the EO and do not apply to terrain placed by players before or during the game due to special rules in their army.

Starting the Game

A player can ask to see his opponent's lists at any time, including before list selection, before the start of the game, and during play. A player must take care, however, not to disrupt the flow of the game with list requests.

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 by showing their opponent the concealed warcaster or warlock card.

Both players roll a d6 for the starting roll (reroll ties). 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.

Recording 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/Tie), 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 inert battlegroup warjacks and wild battlegroup warbeasts count for the 4th tiebreaker total.

Once this information is recorded, report the results of the game to the EO. Note that when recording control points, a player cannot earn more control points than are required to win the scenario.

Final Standings

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.

Prizes

Official prize kits for Steamroller events are available and include the following awards: First-Place Finish, Second-Place Finish, Third-Place Finish, Best-Painted, and Best Sport.

The winners of the First-Place Finish through Third-Place Finish awards are based on the final standings of the tournament and should be announced by the EO at the end of every event, even if prizes for those awards are not available at that event. Best-Painted and Best Sport are optional awards but are both highly recommended.

If the EO intends to announce a Best-Painted award, he must determine a category that the award will be chosen for and clearly communicate this information well in advance of the event. Recommendations for Best-Painted categories include: Best Single Model, Best Battlegroup, Best Unit, and Best Army.

There are two ways the winner of the Best-Painted award can be determined. Either the EO chooses the winner, or all participants in the event hold a blind vote. When using a blind vote, the EO must display all submitted entries to the participants. Participants write their choice on a piece of paper, keeping it secret from others, and give that paper to the EO. A player can vote for his own submission. The EO counts the votes and announces the winner(s). In the case of a tie, the EO must break the tie by either choosing the winner or holding a second blind vote among only the tied entries.

The Best Sport award rewards the player who displays excellent sportsmanship during the event. Playing WARMACHINE and HORDES is ultimately about having fun with friends (and foes) as you destroy each other's carefully crafted armies. Good sportsmanship creates an environment of mutual respect and fellowship that ensures both players have a great time during their battle. This award should be determined by using either of the two methods described above in the Best-Painted award section.



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 friendly to the player who shares their corresponding color and enemy to the other player. Grey flags, zones, and objectives are not friendly or enemy to either player.

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 are scenario elements.

If a scenario element is inadvertently moved during gameplay, pause the clock and reset the zone marker's position. If scenario scoring occurred while a scenario element was in an incorrect position, the control points stand, even if the error is noticed after the fact.

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 to contest that zone or flag. Enemy objectives contest zones that they are within and flags within 4".

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

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. A warcaster or warlock consisting of multiple warcaster or warlock models (e.g., the Witch Coven of Garlghast) cannot dominate more than one scenario element each turn. Models out of formation cannot dominate.

Zone (6" x 12" rectangle or 12"-diameter circle)

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

For a non-warcaster/non-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 warbeast cannot choose a flag as its frenzy target.

A player controls a flag if he owns one or more models that are not immobile, wild, or inert B2B with the flag 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/non-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 the corresponding objective cards.

Objectives are friendly Faction models to the player who owns them.

Warcaster/Warlock Units

A warcaster/warlock model in a warcaster/warlock unit can dominate in accordance with the scenario element guidelines. Non-warcaster/non-warlock troopers in a warcaster/warlock unit can contest scenario elements but cannot control them.

Kill Box: YES

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.

Kill Box: NO

There are no Kill Box rules in effect for this scenario.

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. Even though the game is over, players score one last turn of control points based on the final game state. This scoring does not change game results (i.e., it cannot lead to a scenario victory even if you end with 5 control points after your assassination 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 and report 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 and report 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. Model entries that contain multiple warcasters/warlocks (e.g., the Witch Coven of Garlghast) count as only one warcaster/warlock for the purposes of this tiebreaker.

2nd Tiebreaker: Control Points

The player who has the most control points wins the game.

3rd Tiebreaker: Army Points Remaining and Scenario Presence

Tally the point cost of the remaining models and units owned by each player. Double the value of non-warcaster/non-warlock models and units (rounded up) within scenario zones or B2B with flags. Ignore models without a point cost, inert warjacks, and wild warbeasts. 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., Theme Force benefits).

Warcasters/Warlocks Value: 10 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 10 points regardless of the number of models remaining. Models automatically included with the warcaster/warlock without the warcaster/warlock subtype (e.g., Scrapjack) do not affect warcaster/warlock scoring.

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

Units and Attachment Value: 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 in the unit must be either within a scenario zone or one model in the unit must be B2B with a flag while all other remaining models in the unit must be within 4" of the flag.

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 18 points, and twelve Long Gunners (including their command attachment) need six or more models to be worth 22 points.

Solo Value: 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 a scenario zone or B2B with a flag. For example, at least three out of five Whelps must remain and all must be within a zone.

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/non-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 10 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 Scythian to play using Dark Revival, the opponent earns 18 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 2016 OBJECTIVES

ARCANE WONDER



STEAMROLLER OBJECTIVE		
BASE	DEF	ARM
LARGE	5	18

ARCANE PULSE – If this model is hit by a melee attack, immediately after the attack is resolved the attacking model suffers a POW 8 magical damage roll unless this model was destroyed or removed from play by the attack.

IMMOBILE – This model has no Normal Movement or Combat Action, cannot become knocked down or be moved, and is automatically hit by melee attacks.

NULL ZONE – Enemy magic attacks targeting a friendly model within 4" of this model suffer –2 RNG.

OBJECTIVE – This model cannot be placed, cannot channel spells, and cannot be chosen as a Prey target. This model cannot be targeted or damaged until the second player's second turn. This model cannot engage or be engaged. Models never gain a back strike bonus against this model.



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ARMORY



STEAMROLLER OBJECTIVE		
BASE	DEF	ARM
LARGE	5	18

IMMOBILE – This model has no Normal Movement or Combat Action, cannot become knocked down or be moved, and is automatically hit by melee attacks.

OBJECTIVE – This model cannot be placed, cannot channel spells, and cannot be chosen as a Prey target. This model cannot be targeted or damaged until the second player's second turn. This model cannot engage or be engaged. Models never gain a back strike bonus against this model.

REINFORCED – This model does not suffer damage from non-magical ranged attacks that are POW 10 or less and does not suffer damage from non-magical melee attacks that are P+S 10 or less.

SUPERIOR AMMUNITION – During your Control Phase, choose one friendly Faction model within 4" of this model. That model's weapons gain Damage Type: Magical for one turn.



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BUNKER



STEAMROLLER OBJECTIVE		
BASE	DEF	ARM
LARGE	5	18

DUGOUT – When this model is hit by a ranged or magic attack, the attacker rolls one less damage die.

GIRDED – This model does not suffer blast damage. Friendly models B2B with it do not suffer blast damage.

IMMOBILE – This model has no Normal Movement or Combat Action, cannot become knocked down or be moved, and is automatically hit by melee attacks.

OBJECTIVE – This model cannot be placed, cannot channel spells, and cannot be chosen as a Prey target. This model cannot be targeted or damaged until the second player's second turn. This model cannot engage or be engaged. Models never gain a back strike bonus against this model.



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EFFIGY OF VALOR



STEAMROLLER OBJECTIVE		
BASE	DEF	ARM
LARGE	5	18

IMMOBILE – This model has no Normal Movement or Combat Action, cannot become knocked down or be moved, and is automatically hit by melee attacks.

OBJECTIVE – This model cannot be placed, cannot channel spells, and cannot be chosen as a Prey target. This model cannot be targeted or damaged until the second player's second turn. This model cannot engage or be engaged. Models never gain a back strike bonus against this model.

ROADBLOCK – This model provides cover to friendly models as if it were an obstacle. This model loses Roadblock while it is incorporeal or knocked down.

UPLIFTING PRESENCE – After resolving continuous effects during your Maintenance Phase, friendly knocked down models within 4" of this model stand up.



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FUEL CACHE



STEAMROLLER OBJECTIVE		
BASE	DEF	ARM
LARGE	5	18

IMMOBILE – This model has no Normal Movement or Combat Action, cannot become knocked down or be moved, and is automatically hit by melee attacks.

IT BURNS! – If this model is hit by a melee attack, immediately after the attack is resolved the attacking model suffers the Fire continuous effect unless this model was destroyed or removed from play by the attack.

OBJECTIVE – This model cannot be placed, cannot channel spells, and cannot be chosen as a Prey target. This model cannot be targeted or damaged until the second player's second turn. This model cannot engage or be engaged. Models never gain a back strike bonus against this model.

UP IN SMOKE – During your Control Phase, place a 4" AOE cloud effect in play. Its center point must be within 1" of this model. The AOE remains in play for one round.



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STOCKPILE



STEAMROLLER OBJECTIVE		
BASE	DEF	ARM
LARGE	5	18

HIGH PRIORITY – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Faction warjack, warbeast, or monstrosity model within 4" of this model be directly hit instead. That model is directly hit and suffers all damage and effects.

IMMOBILE – This model has no Normal Movement or Combat Action, cannot become knocked down or be moved, and is automatically hit by melee attacks.

OBJECTIVE – This model cannot be placed, cannot channel spells, and cannot be chosen as a Prey target. This model cannot be targeted or damaged until the second player's second turn. This model cannot engage or be engaged. Models never gain a back strike bonus against this model.

SURPLUS – During your Control Phase, remove d3 damage points from friendly warjacks, warbeasts, and monstrosities B2B with this model.



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Official WARMACHINE and HORDES Tournament Variants

The baseline SR2016 rules provide an official format for all WARMACHINE and HORDES competitive events.

We realize that not all communities are the same and using variants allows the EO to tailor an event to the preferences of the players, the needs of the venue, or the event time constraints. Any number of variants can be applied or combined, though we recommend not using multiple variants from the same category.

Each section below represents a category of variants. In each category, a review of the baseline version of the rule is listed first, followed by variant keywords and the description of the variants. Not all sections of the SR2016 rules document have variant options. For example, players must always practice good sportsmanship, so no variants are available.

Army List Variants

BASELINE – Second list optional. Each list a player brings must be played at least once during an event. All lists must be led by warcasters or warlocks from the same faction. Players cannot include the same version of a warcaster or warlock in more than one list.

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

Character Restrictions – Players cannot include the same version of a model or unit with FA C in more than one list. Different incarnations of a character (e.g., Eiryss 1 and Eiryss 2) do not count as the same version of a model.

Specialists – Players can add a supplementary list of models/units (specialists) to each of their army lists. Specialist 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 by following the specialist rules described below.

SPECIALIST POINT VALUES	
Game Size	Army Points for Specialists
0	0
25	10
50	20
75	20
100	30
150	50
200	50

Specialists are listed separately for each army list and follow all field allowance rules that apply to regular models/units as if they were part of that army list. Specialist selections are 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 because that does not involve a separate physical card. Listing a command 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.

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.

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.

Specialists must follow the restrictions of any Theme Force to which they are added.

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.

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.

Advanced Painting Required – All models must be completely painted and based. This means that every model must be painted with a reasonable diversity of color and that individual elements of the miniature must be distinguishable by color, shading, and highlighting. For instance, flesh must be a different color than hair or clothing, and metal must be a different color than leather. Bases must be finished with sand or flock or otherwise modeled and painted.

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.

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 still end before X rounds if there is one player with more tournament points than any other player at the end of a round.

Cut to Top [X] – This tournament reduces the total number of rounds that all players participate in by cutting to the top-ranked players after a specific threshold is met. At the end of each tournament round, if the total number of undefeated players is X or fewer, the remaining tournament rounds are played by only the top X players. Use the Final Standings rules to determine the top X players and to determine the standings of all other players. As the remaining rounds are played, only the standings of the top X players can change and should be determined normally using their subsequent tournament round results and the Final Standings rules. The EO should only cut to top X once per event.

Round Timing Variants

BASELINE – Overall round time and each player's turn times are fixed according to the Event Timing Table found on page 4. 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 round time, turn time, and extension length of an event one point size higher.

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

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

No Extensions – No turn extensions are allowed.

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

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

Death Clock – Dice down is not called. Instead of players timing each game turn, each player uses a chess clock to track his total time. In other words, a clock with a player's total time (player clock, as shown in the following table) replaces individual turn lengths, and the sum of both player clocks determines the expected end time for each round.

EVENT POINT SIZE	PLAYER CLOCK (MINUTES)
0	20
25	30
50	42
75	60
100	75
150	120
200	150

Once both players' army lists and deployment order 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 normal deployment. When the first player's normal deployment is complete, he taps his clock to the second player, who completes his normal deployment. This process is then repeated for advance deployment. After the second player's advance deployment is complete, he taps his clock, and the first player's first turn begins. When a player completes his turn, he taps the clock to his opponent, who begins his next turn.

Players must use at least 15 seconds per turn. Opponents are responsible for enforcing the minimum turn time during the course of the game with their opponent. When player clocks are below 5 minutes combined, players can request assistance from the EO in enforcing minimum turn time.

When players first begin deployment, the EO 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 an EO's call is required to resolve a rules dispute, the EO, at his own discretion, can pause the chess clock when he arrives at the table. If the EO pauses the clock, he restarts it when his call is complete.

The active player can switch the clock to the inactive player's time when the inactive player rolls one or more dice, measures ranges for abilities, marks damage on a card, moves any model, or takes time to make any decisions that interrupt the active player's turn. Otherwise, the clock may not be switched or stopped for any other reason other than a player's turn ending. If the active player switches the clock, he must announce that he has done so. It is both players' responsibility to ensure the clock is switched back to the active player afterward.

When scenario victory conditions are verified by both players, a player can immediately end his turn. He can do this even if fewer than 15 seconds have been used on the turn. If a player's clock runs out during his turn and a scoring of the current game state would result in that player achieving a scenario victory, the scenario is scored immediately, and the player wins via scenario. If scoring the scenario would not result in a scenario victory, if the players cannot agree that the current game state was achieved before the clock expired, or if a player's clock runs out at any other time, he loses the game, his warcaster/warlock is immediately destroyed, and the loss is scored as an assassination victory for his opponent using current table conditions.

When the expected end time for the round arrives, the EO 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 tie. This can only occur if players paused the clock without informing the EO.

Game Variants

BASELINE – The game is played on a 48" × 48" table, with players deploying and achieving victory as indicated in each of the baseline scenarios.

RUMBLE – Rumble games are a great way to enjoy WARMACHINE and HORDES at a venue with limited table space, getting players right into the action with scenarios and rules designed to accommodate playing on a smaller table. The recommended game size for Rumble events is 15–35 army points.

The game is played on a 30" × 30" table. The first player and the table edges are determined as normal. Players do not deploy models as normal at the start of the game; instead you can only deploy models with Advance Deployment or models that are placed at the same time as models with Advance Deployment. Since there is no standard deployment zone in Rumble games, models with Advance Deployment are deployed completely within 6" of their controller's table edge during deployment. This means that the majority of a player's models do not begin the game on the table.

During each player's first turn, he must resolve a special Rumble Deployment to bring the bulk of his army onto the table. Rumble Deployment occurs before the Maintenance Phase.

During Rumble Deployment, all models/units in a player's army that were not deployed at the start of the game and cannot be put in play later via a special rule (for example, Ambush, the Incubus' Host ability) make a full advance onto the table. For measuring this movement, treat each model as if the front of its base was touching that player's table edge. These models activate during the Activation Phase as normal. You choose the order in which your models/units advance onto the table. Once models in a unit begin advancing onto the table, all models in the unit must advance onto the table before you can advance the next model/unit. Models in a unit must end this movement in formation.

After all models that can advance onto the table have done so, any models that do not have a SPD stat, that do not have enough movement to fully move onto the table (for example, a SPD 4 huge-based model), or that cannot normally advance outside of their activation (for example, the Commodore Cannon & Crew, the Spawning Vessel) are placed onto the table with their bases touching their controller's table edge. Models that cannot fully advance onto the table are placed during this step even if they have rules stating they cannot normally be placed during play.

During Rumble Deployment, if one of a player's remaining models cannot advance onto or be placed on the table because there is no room for its base and the model has no rule allowing it to enter play later in the game, the model is removed from play. A model removed in this way counts toward the army points destroyed by that player's opponent.

***EXAMPLE:** Jason's army contains his battlegroup, several medium-based units, and two huge-based models. During his Rumble Deployment, Jason first advances each of his units and his battlegroup onto the table cautiously, keeping them close to his table edge. When Jason attempts to advance or place one of his huge-based models onto the table, he realizes he has no room to fit the model's base due to his other models being in the way. This huge-based model is removed from play, and his opponent counts its point cost when totaling up how many army points he destroyed at the end of the game.*

After a player has fully resolved his Rumble Deployment, his turn continues as normal beginning with the Maintenance Phase. Note, however, that on the first player's first turn, the only enemy models that will be on the table are those that were deployed before the start of the game because that player's opponent will not have resolved his Rumble Deployment yet.

Models with Ambush or other abilities that reference an opponent's deployment zone should treat their opponent's table edge as the deployment zone. So, for example, a model with Ambush cannot enter play from the opponent's table edge when using Ambush.

Steamroller Rumble events must use one of the three scenarios on the following pages and must follow all other baseline rules for Steamroller. For venues with limited space, limited access to clocks, or newer players it is highly recommended that Rumble events use the No Time Limits variant found in the Round Timing Variants section.

Victory Variants

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

No Assassination Victory – This event does not use assassination as a victory 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.

Final Standings Variants

BASELINE – Rankings are determined by tournament points, then strength of schedule, then control points, and finally by army points destroyed.

Assassin Scoring – Rankings are determined by tournament points, then number of assassination victories, then control points, and finally by strength of schedule.

Control Point Scoring – Rankings are determined by tournament points, then control points, then army points destroyed, and finally by 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.

Finals Tables – When creating match-ups for the final round of the 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.



SCENARIO 1

ENTRENCHED

Special Rules

Kill Box: NO

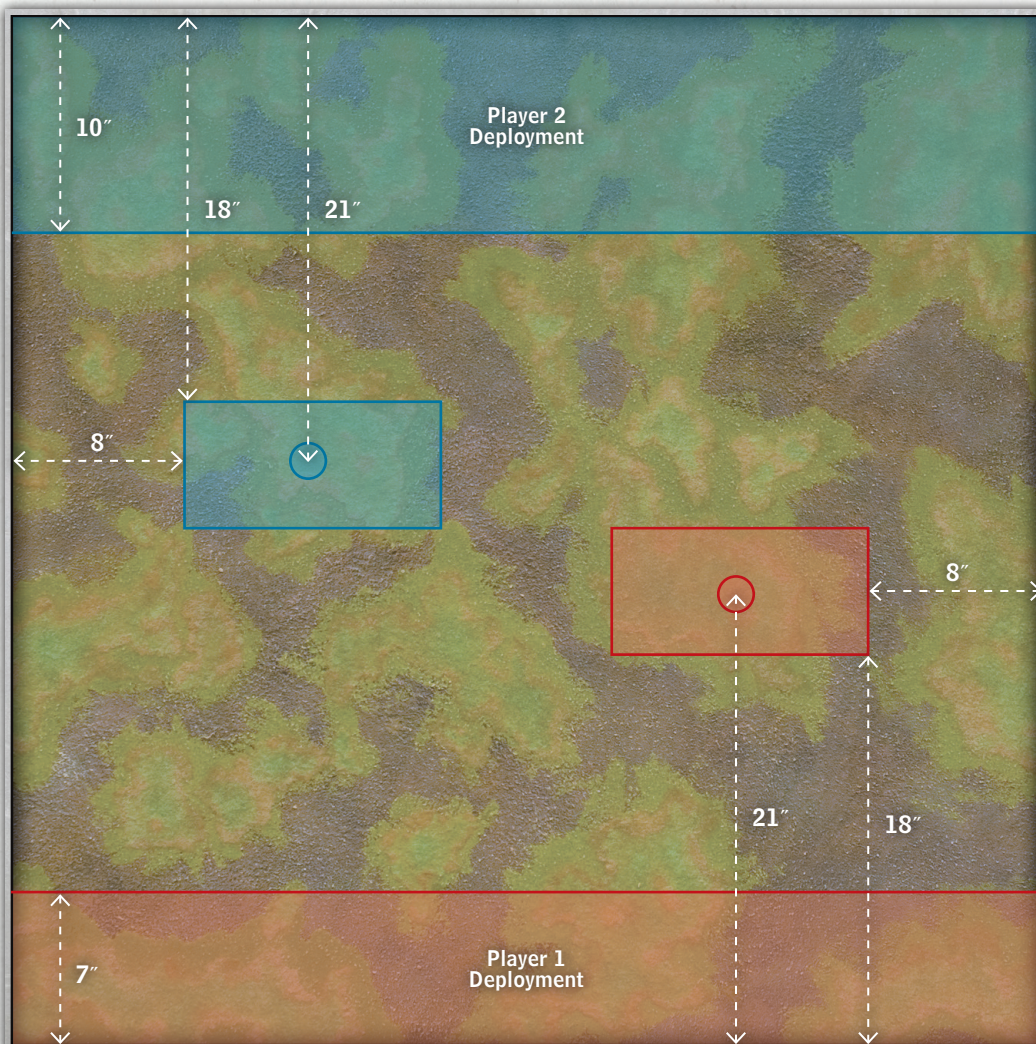
Mark two zones (12" × 6" rectangle) and place two objectives in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn, a player earns control points (CP) as follows:

- **Friendly 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.



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SCENARIO 2

LINE BREAKER

Special Rules

Kill Box: NO

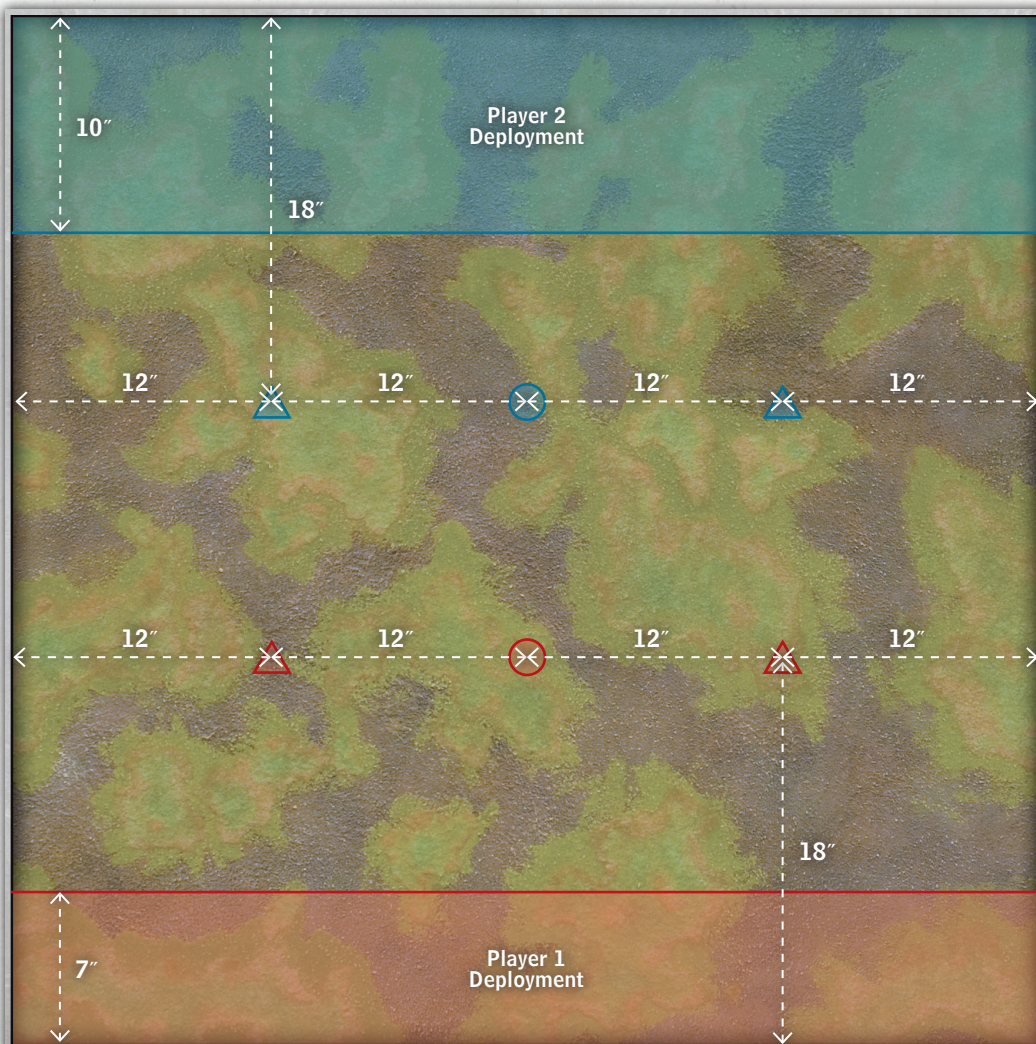
Place four flags and two objectives in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn, a player earns control points (CP) as follows:

- **Enemy 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 the enemy flag.



Tactical Tip:

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



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SCENARIO 3

TAKE AND HOLD

Special Rules

Kill Box: YES

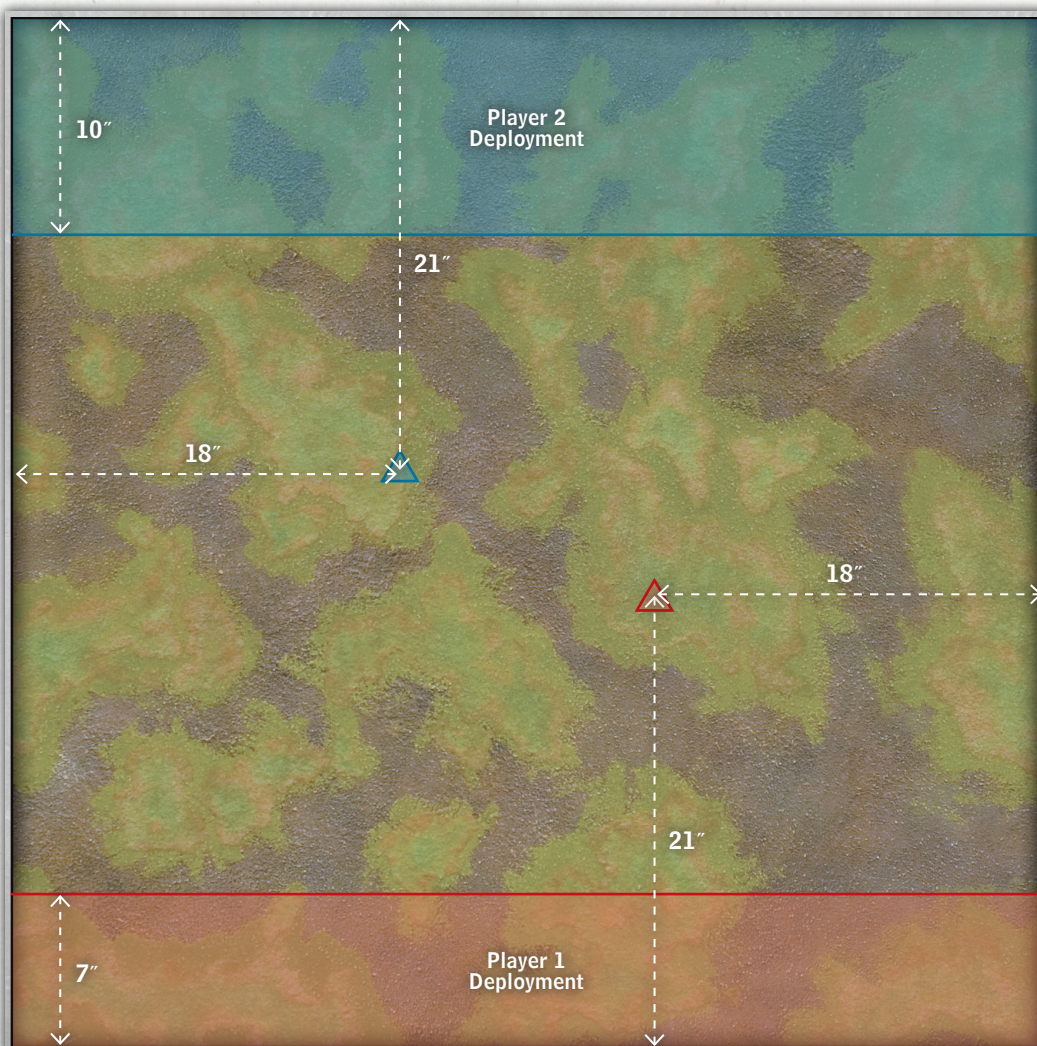
Place two flags in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn, a player earns control points (CP) as follows:

- **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.



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SCENARIO 4

THE PIT

Special Rules

Kill Box: YES

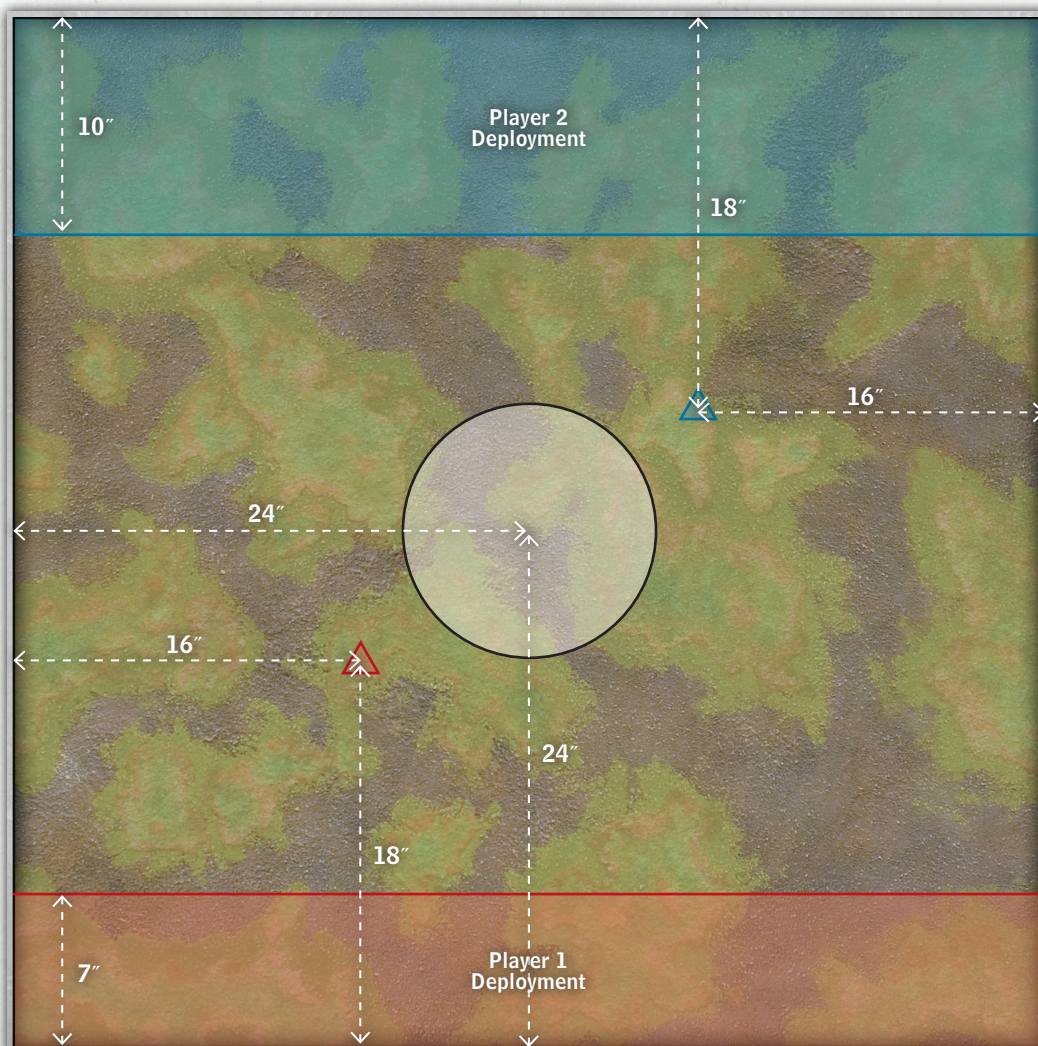
Place two flags and a zone (12"-diameter circle) in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn, a player earns control points (CP) as follows:

- **Zone: Control = 1 CP, Dominate = 2 CP**
- **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 and within the zone.



Tactical Tip:

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



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SCENARIO 5

EXTRACTION

Special Rules

Kill Box: YES

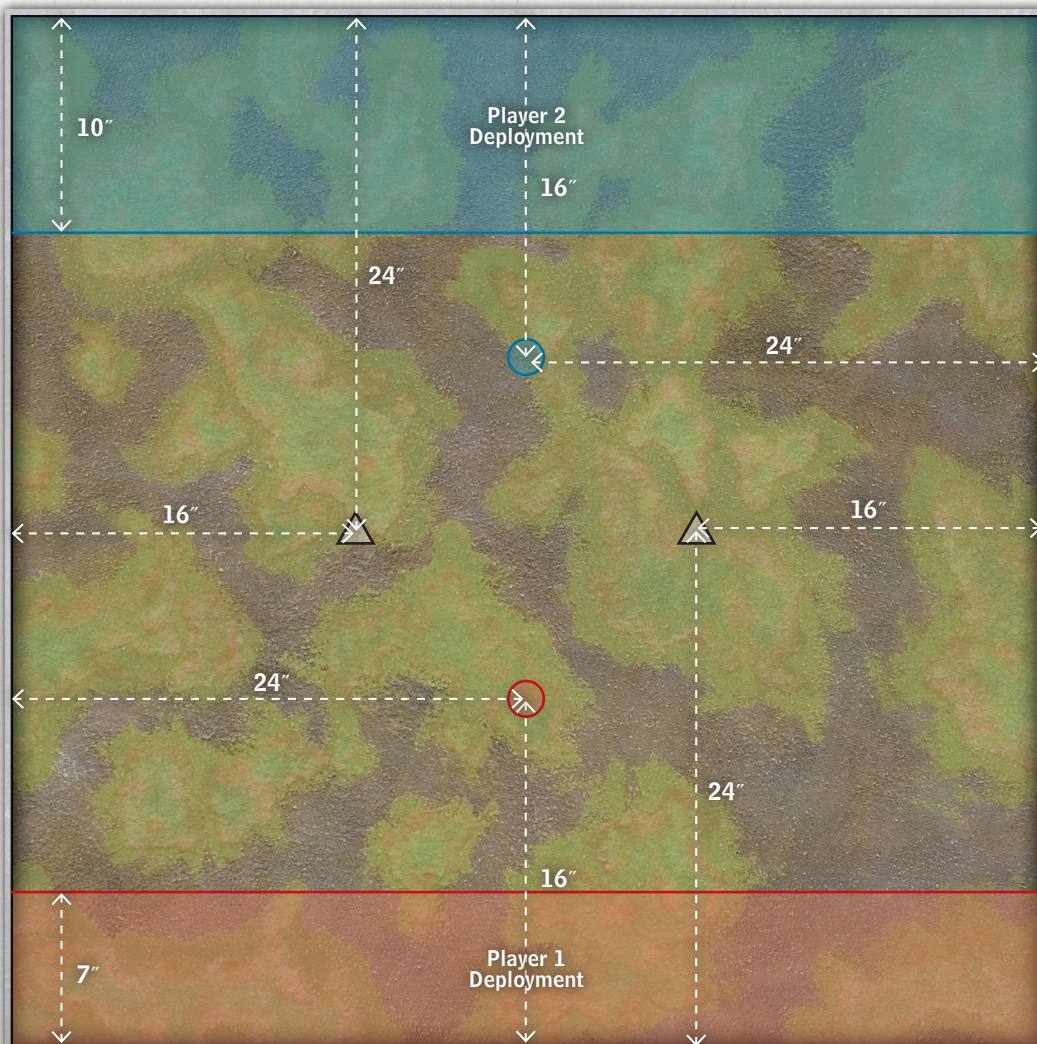
Place two flags and two objectives in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn, a player earns control points (CP) as follows:

- **Flag: Control = 1 CP, 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 4" of a flag.



Tactical Tip:

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



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SCENARIO 6

INCURSION

Special Rules

Kill Box: NO

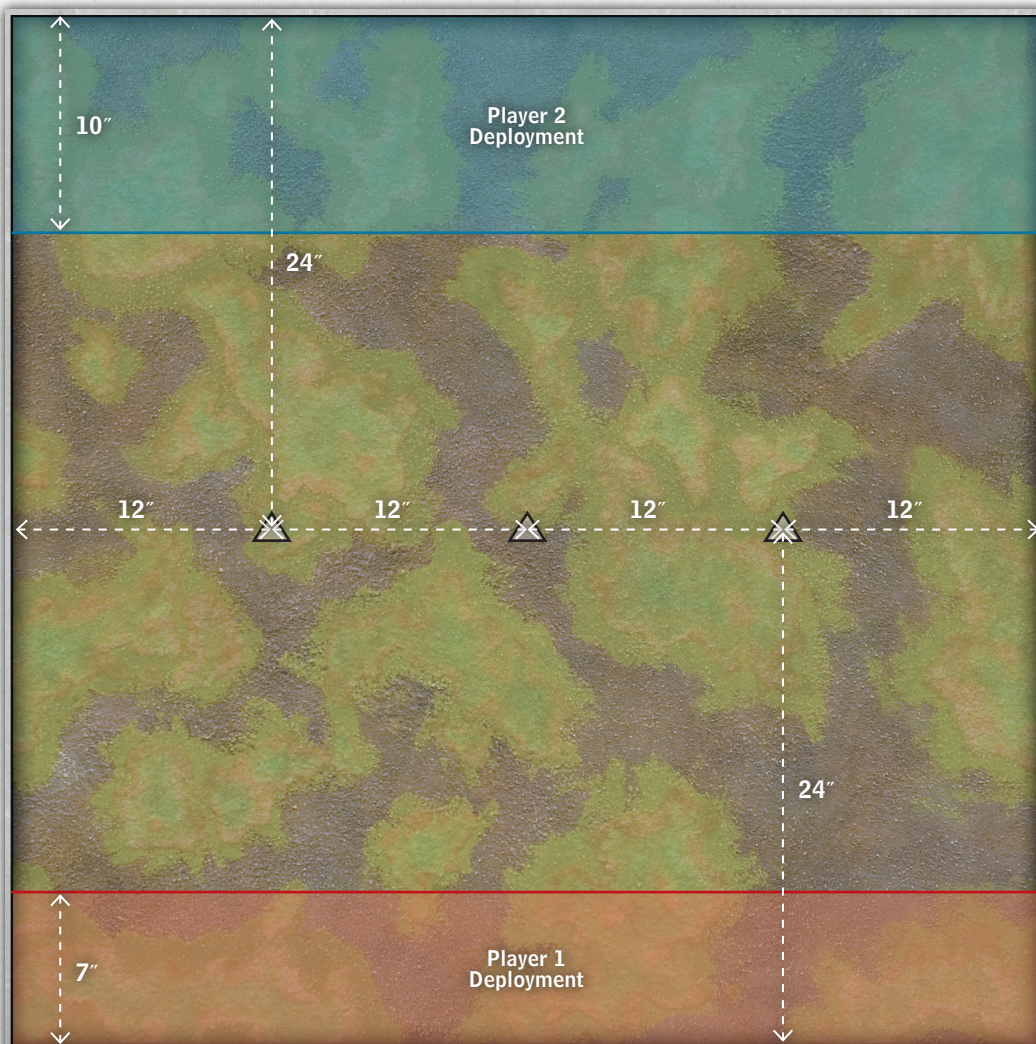
Place three flags in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn, a player earns control points (CP) as follows:

- **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.



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SCENARIO 7 OUTLAST

Special Rules

Kill Box: NO

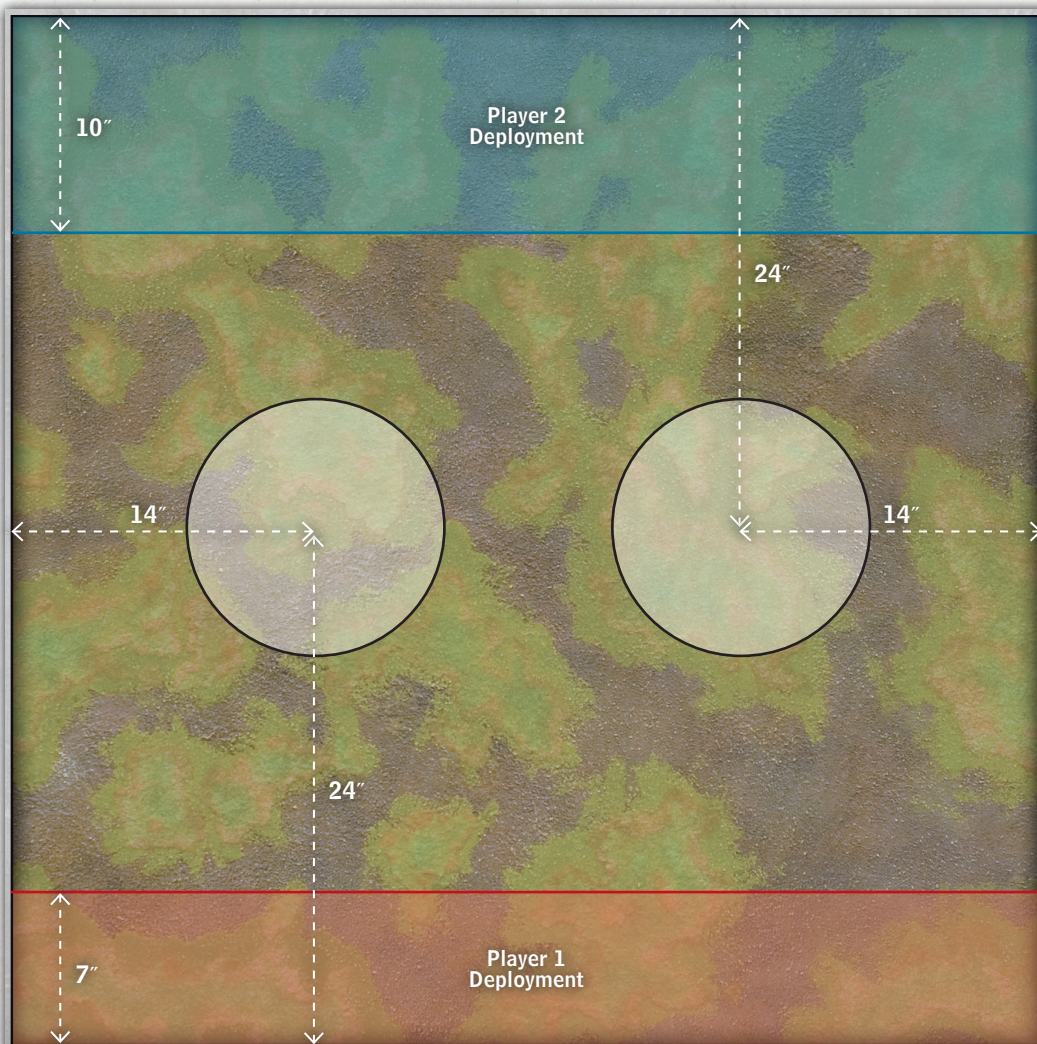
Mark two zones (12"-diameter circles) in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn, a player earns control points (CP) as follows:

- **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.



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SCENARIO 8 RECON

Special Rules

Kill Box: NO

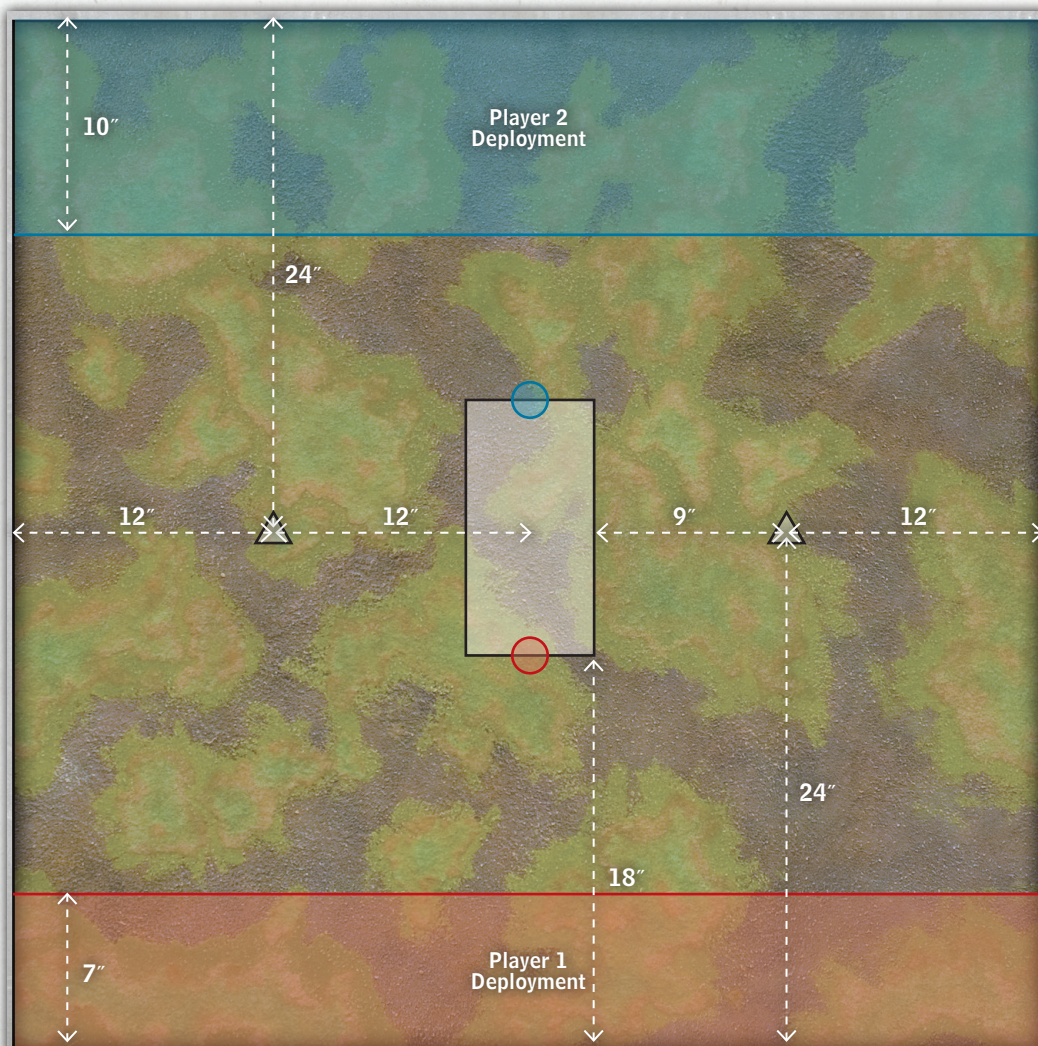
Mark a zone (6" × 12" rectangle) and place two flags and two objectives in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn, a player earns control points (CP) as follows:

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



Tactical Tip:

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



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RUMBLE SCENARIO 1

PATROL

Special Rules

Kill Box: NO

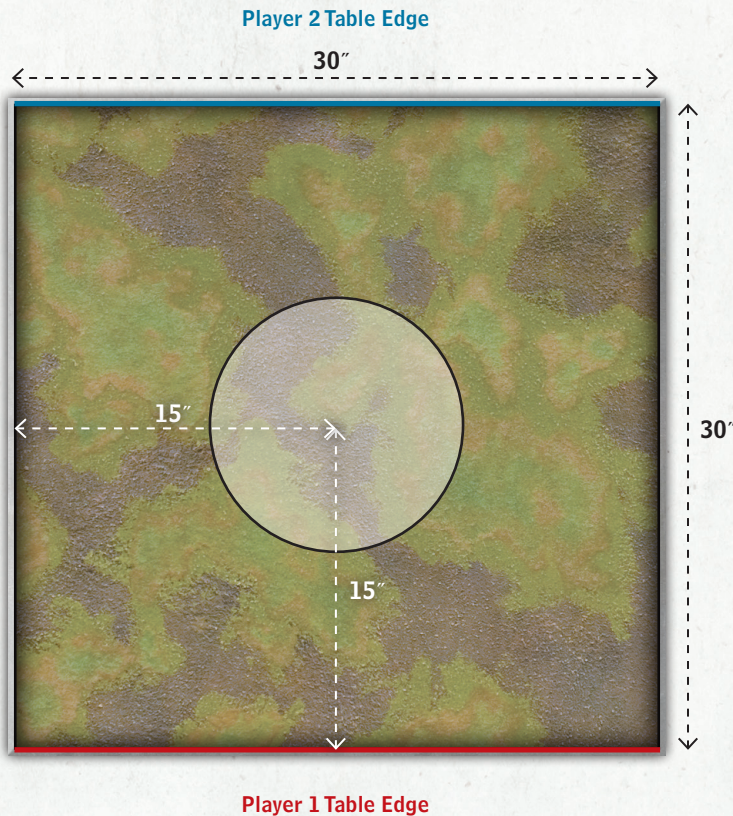
Mark one zone (12"-diameter circle) in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn, a player earns control points (CP) as follows:

- **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 the zone.



Tactical Tip:

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



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RUMBLE SCENARIO 2

KILLING FIELD

Special Rules

Kill Box: NO

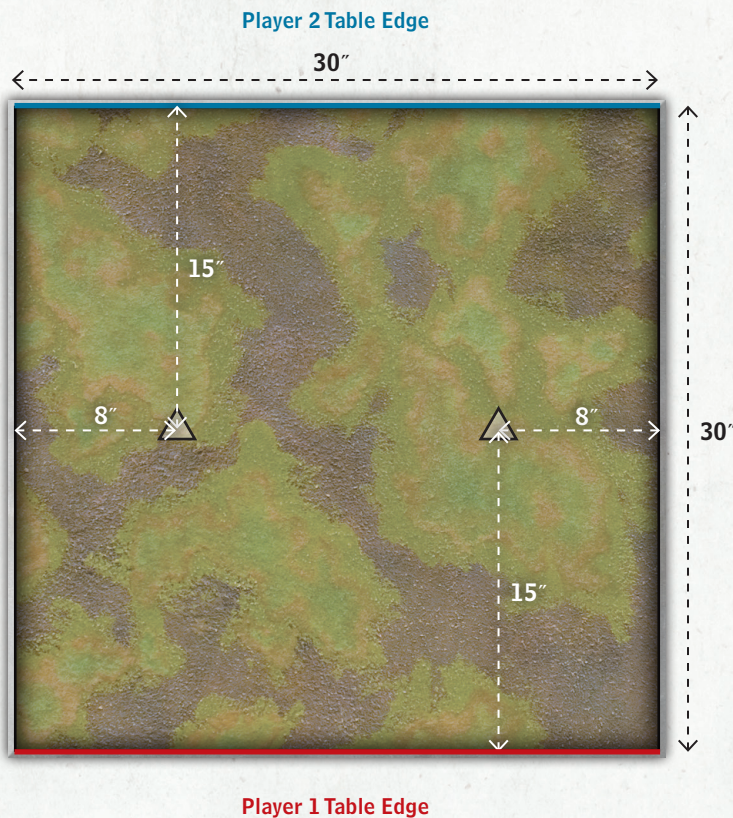
Place two flags in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn, a player earns control points (CP) as follows:

- **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 a flag.



Tactical Tip:

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



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RUMBLE SCENARIO 3

TARGET OF OPPORTUNITY

Special Rules

Kill Box: NO

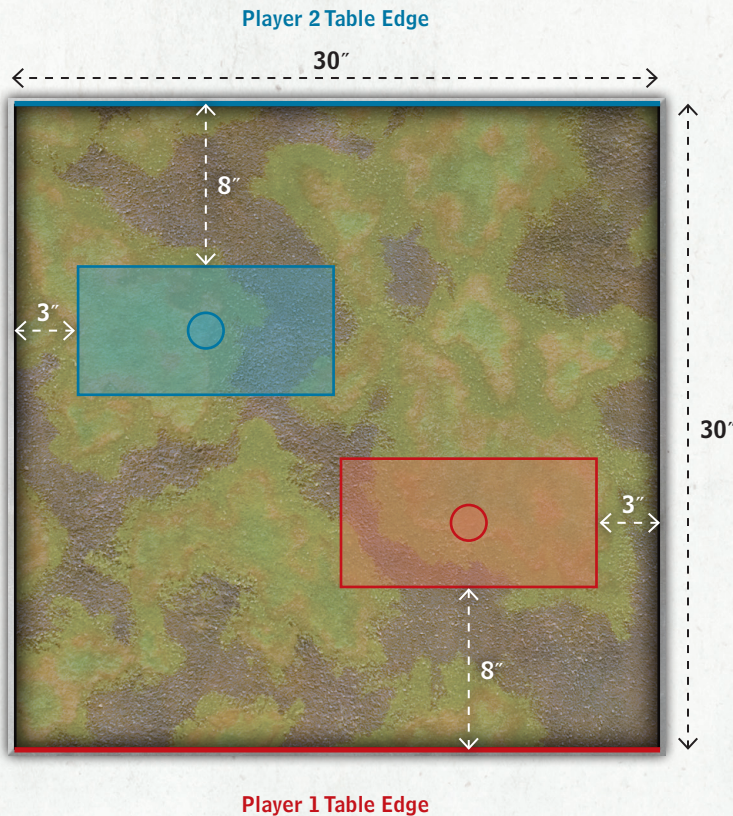
Mark two zones (12" × 6" rectangle) and place two objectives in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn, a player earns control points (CP) as follows:

- **Friendly 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.



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