



# STEAMROLLER™

2023 Rules • January 12, 2023 - December 31, 2023

In Steamroller tournaments, players face off in a series of WARMACHINE 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 January 12, 2023, through December 31, 2023.

## Player Responsibilities

Players participating in a Steamroller 2023 (SR2023) event must bring all their own models, dice, measuring devices, markers, proxy bases, tokens, and templates required for play as well as a device running the WARMACHINE MKIV app, which is free to download from the Apple App Store and Google Play. Players may opt to use printouts of model stats and Command Cards instead of playing with the app, but they must still possess a device running the app with which they can share their force lists with their opponents. (Print functionality is coming to the app in 2023.)

Players are responsible for ensuring that their device(s) running the WARMACHINE app are adequately charged and have backup power as needed. If a player is unable to run the WARMACHINE app for any reason, including but not limited to power failure, device failure, or system errors, or if a player is unable to access or share their stored force lists, they must concede the game. Recharging, rebooting, or any activity necessary to correct a failure of a player's app functionality will be done at the expense of that player's time on the clock.

Tokens and templates represent in-game effects such as focus, fury, spells, cloud effects, etc., and should be placed next to the affected model(s) or on the appropriate area of the table. Players can only have tokens or templates on the table that represent an in-game effect that is currently in play. All other tokens and templates should be removed from the table or stored on an area of the table that does not interfere with gameplay.

A proxy base represents a model that cannot physically fit into a space on the table due to terrain features or other models. A proxy base must be labeled or marked to indicate which model it represents. As soon as it is possible to replace a proxy base with the actual model it represents, a player must do so.

A table marker is an item used by a player to mark a specific place on the board that does not represent an in-game effect or a model's current placement. For example, a player might use a table marker to indicate the threat range of an enemy warjack or to determine if a friendly model will fit into a specific space after charging an enemy. Players can use only the following items as table markers: 30 mm, 40 mm, 50 mm, 80 mm, and 120 mm markers; 3" templates; wall templates; and small beads or coins.

A player cannot have more than two table markers on the table at any time. If you place a third table marker on the table, you must immediately remove at least one of your other table markers. This limit does not apply during deployment. Players can use any number of table markers to mark the edge of their deployment and advance deployment zones but must remove those markers before the first turn begins.

A measuring device is any item other than a table marker or proxy base whose express purpose is to measure a distance or to aid in measuring a distance. Examples of measuring devices include tape measures, war sticks, and melee gauges. A player cannot leave any measuring device on the table while not actively making a measurement.

A player can make a single continuous measurement at any time and can use any number of measuring devices when making this measurement. Measuring devices that are not part of the current measurement must be removed from the table. In addition to the single continuous measurement, a player can also mark the melee ranges of their opponent's models during their turn.

## Force Lists

Steamroller events are either designated for the Prime Arena or Unlimited Arena, dictating which Legacy models are available for force building. It is highly recommended that competitive events adhere to the Prime Arena, which, due to restricted model availability, will be more balanced and accessible to new as well as experienced players.

For Prime Arena events, only Prime Legacy models and new MKIV army models may be used to compose Force Lists and all Force Lists must be composed based on what is available to the player's chosen army in the WARMACHINE app.

A baseline Steamroller event requires a player to bring one army list, with a second army list optional.

Players must have their Force Lists saved in the WARMACHINE app and must be prepared to share them with Event Organizers and their opponents at any time. This includes their Command Card, Rack, and Objective selections. EOs may require a Force List check-in prior to an event or other forms of Force List registration and tracking at their discretion. Force Lists may not be altered once an event has begun. Force List point totals cannot exceed the point size or be under the designated point level for any match played during the event.

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

## Modeling & 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 models from the WARMACHINE line. Each model must be fully assembled and mounted on a round-lipped base of the size specified on its stat card. 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 in organized play events unless those models are readily available at the event venue (e.g., a convention-release model in a tournament held at that convention).

Privateer Press makes many different exclusive models that are fun thematic variations of standard WARMACHINE models, available at conventions, in various promotions, or through Mini-Crate. Given the wide range of variant options, it may be necessary and is considered good form to inform one's opponent of the inclusion of any variant models whose standard identities are not immediately obvious.

## 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; conversely, a weapon cannot be added unless it replaces a weapon that was removed.
- 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 bombard, 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 their entire army to match the colors of their favorite sports team but does not include any team logos. This army is legal. (Paint schemes are not conversions.)
- A player converts their entire army to resemble his favorite superheroes, including their trademarked logos. This army is illegal.
- A player mounts their 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. The player 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 their 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 her 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. A player who is uncomfortable because of something an opponent is doing—whether stalling, bending the rules, or outright cheating—should tell the 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, including 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 related events.

Intentionally attempting to circumvent or exploit rules is clearly unsporting and will lead to a warning, loss of the game, or immediate disqualification, at the discretion of the EO. Examples of this type of unsporting behavior include incorrect Deathclock manipulation, exploitive measuring devices, and misleading model conversions.

Although conceding a game is not recommended, as there is almost always a chance for victory, occasionally circumstances will prompt a player to concede a game during a tournament. In the case of a concession, the winning player is awarded a win, three control points (unless they already scored more prior to the concession), and army points destroyed equal to half the total value of the opponent's starting army, rounded up (again, unless they already scored more prior to the concession). 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

The EO can, and is in fact encouraged to, modify any guidelines or rules found in this document to accommodate the specific needs of the players in an event.

## 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 [X]" variant found in the "Number of Rounds Variants" on page 10.

## 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 & Odd Number of Players" below. 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 & 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, they receive 1 tournament point, three control points, and half the army point level for the event (rounded up).

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.

## Tournament Timing: The Deathclock

In Steamroller tournaments, each player uses a chess clock to track their total time each round. In other words, a clock with a player's total time (player clock, as shown in the following table) is used instead of individual turn lengths, and the sum of both player clocks determines the expected end time for each round. The point scale of a given round determines how much time each player is permitted on the clock.

ROUND POINT SIZE	PLAYER CLOCK (MINUTES)
30	20
50	30
75	45
100	60

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 their clock and begins normal deployment. When the first player's normal deployment is complete, they tap the clock to the second player, who then completes their normal deployment. This process is then repeated for advance deployment. After the second player's advance deployment is complete, they tap the clock, and the first player's first turn begins. When a player completes a turn, they tap the clock to the opponent, who begins their next turn.

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 their own discretion, can pause the chess clock upon arriving at the table. If the EO pauses the clock, they restart it when their 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 reason other than a player's turn ending. If the active player switches the clock, they must announce that they have done so. It is then both players' responsibility to ensure the clock is switched back to the active player afterward.

If a player would achieve a scenario victory by scoring 5 more CPs than the opponent, and both players verify this, a player can immediately end their turn. If a player's clock runs out during their turn and a scoring of the current game state would result in that player achieving a scenario victory by scoring 5 more CPs than the opponent, the scenario is scored immediately, and the player wins via scenario. If scoring the scenario would not result in a scenario victory in this manner, 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, then the player whose clock ran out loses the game, their warcaster/warlock/infernal master is immediately destroyed, and the loss is scored as an assassination victory for the 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 (unless the EO paused their clocks during the round). This can only occur if players paused the clock without informing the EO.

## Scenario Selection

Steamroller 2023 includes six scenarios. The EO can either choose the scenarios and the order in which they are played or use the following random scenario selection table.

D6 ROLL	SCENARIO
1	King of the Hill
2	Bunkers
3	Spread the Net
4	Invasion
5	Split Decision
6	Recon II

The EO should choose scenarios before a tournament to ensure the required materials are available 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 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. We highly recommend using eight pieces of terrain per table if possible. 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, dust devils, forests, hills, rough terrain, rubble, shallow water, storms, tall grass, trenches
- **Restricted terrain:** crater, hazards, obstructions, obstacles

We recommend that the majority of terrain on a table be 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 pieces 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.
- When placing restricted terrain within scenario zones or near flags and objectives, the EO must take care not to accidentally block off important sections of the battlefield from models with huge bases. For example, 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.
- Each table should contain a minimum of two LOS-blocking terrain pieces (e.g., forest, dense fog, obstruction).
- Players do not roll to determine if terrain features such as burning earth or dense fog randomly disappear. These terrain features remain in play throughout the game.
- Hazard terrain features can be used as standalone pieces or combined with another feature, such as a burning earth forest. Such a combination counts as a single terrain piece for the purposes of terrain quantity requirements and is considered restricted terrain.

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

**Terrain Setup Methods:** Below are two terrain setup methods the EO can use when setting up terrain for the first round of an event. It is not necessary to use the same terrain setup method for all tables in an event; in fact, we recommend using a mix of the methods described below. The EO must still follow all the terrain rules listed above when using these terrain setup methods. Remember, when a rule states a piece of terrain must be "within" a certain range, that means any portion of the terrain, not the entire piece; if the rule states "completely within," however, the entire terrain piece must be within the range.

**Cluster Method** (recommended number of terrain pieces: 6–8)

1. Place a LOS-blocking terrain piece within 1" the center point of the table.
2. Place a terrain piece within 6" of the center of the table and of the first terrain piece placed.
3. Place a terrain piece within 6" of both the terrain piece placed in step 1 and the last terrain piece you placed.
4. Repeat step 3 until there are five terrain pieces on the table. (I.e., place a fourth terrain piece within 6" of both the center LOS-blocking terrain from step 1 and the third terrain piece you placed, then place a fifth piece in the same manner.)
5. Place all remaining terrain pieces within 6" of each other but not within 8" of any terrain piece placed in steps 1–4.

**Quadrant Method** (recommended number of terrain pieces: 8)

1. Divide the table into four 24" × 24" quadrants.
2. Place a terrain piece completely within each quadrant and within 5" of the center of the table.
3. Place a terrain piece completely within each quadrant and within 5" of the center of the quadrant.

During the event, terrain will often be moved due to the presence of scenario elements or moved inadvertently by players. The EO does not need to completely reset terrain each round to match the initial setup but should always review the terrain at the start of each round to ensure a balanced terrain environment.

## Starting the Game

Before beginning a match, players should share their chosen Force List with each other through the WARMACHINE app. (List sharing coming in 2023.) Lists are shared without revealing which force has been chosen for the match. Lists may not be altered or switched for different lists after they have been shared.

## Recording Game Results

At the end of a game, each player must enter the following information on their player record sheet: the opponent's name, the list played, the game result (Win/Loss/Tie), the number of control points scored, and the number of the opponent's army points destroyed. Calculate the number of army points destroyed using the 3rd tiebreaker rules from the Scenario Reference Sheet. Once this information is recorded, report the results of the game to the EO.

## 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, they 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 their 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 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 for the Best-Painted award.

# 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, and objectives (circles), are highlighted in that player's corresponding color (P1 = red, P2 = blue). A player's objective is a friendly Faction model to that player and an enemy model to the other player. A player's objective is always the one deployed closest to their deployment zone and faces directly towards the enemy table edge. Flags (triangles) and zones 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

Starting number is the number of models that a model/unit begins with at the start of the game. Models/units that are added to an army list for free (such as from a feat) always use their stat card's listed point cost and model count for 3rd/4th tiebreaker scoring.

## Contesting

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".

Leader models, inert warjacks, and wild warbeasts cannot contest.

## Controlling Zones (12"-diameter circle or 6" x 12" rectangle)

A player controls a circular zone if they own one or more Leader models or units within it, and no opponent contests it. For a unit to control a zone, all models in the unit still in play must be within the same zone.

A player controls a rectangular zone if they own one or more Leader models, Cohort models, or battle engines within it, and no opponent contests it. Inert warjacks and wild warbeasts cannot control zones.

## Controlling Flags (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 they own one or more Leader models or solo models B2B with the flag and no opponent contests it.

## 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 fields them.

## Kill Box

Some scenarios include the Kill Box rule, as indicated in the scenario's Special Rules.

Kill Box: Starting on the first player's second turn, if a player ends their turn with a friendly Leader model completely within 12" of their table edge, the opponent immediately scores 2 control points.



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## Assassination Victory

When only one player has the only Leader model 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 more than your opponent after your assassination victory), but it does affect the scoring of the game. If all Leader models are simultaneously destroyed, the game ends, and victory is determined using tiebreakers. Additionally, count and report army points destroyed in accordance with the 3rd 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 3rd tiebreaker.

### 1st 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 2nd tiebreaker to determine the winner.

### 2nd Tiebreaker: Army Points Destroyed

Tally each player's army points that have been destroyed or removed from play as described below. Ignore models without a point cost, inert warjacks, and wild warbeasts. The player who suffered fewer army points destroyed or removed from play wins the game. If both players have the same number of army points destroyed or removed from play, use the 3rd tiebreaker to determine the winner.

- Models and units are worth their point cost value. Units and unit attachments are worth their point cost only if all models in the unit are destroyed or removed from play.
- Leader models 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.

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

### 3rd Tiebreaker: Scenario Presence

Tally the point cost of the remaining models and units owned by each player within scenario zones or B2B with flags that could potentially control the scenario element regardless of whether it is currently contested or not. Ignore models without a point cost, inert warjacks, and wild warbeasts. The player with the higher total wins the game.

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

- Leader models are worth 10 army points each. Leaders consisting of multiple models with the Leader rule are worth only 10 points regardless of the number of models remaining.
- Cohort models are worth their point cost value.
- Units and unit attachments are worth the unit's point cost. Models with the Attachment special rule add to the unit's value.

Solos are worth the point cost of the model. For multiple-model solos, all the remaining models must be B2B with the same flag.

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## Official Tournament Variants

The SR2023 rules provide an official baseline format for WARMACHINE competitive events. We realize that not all communities are the same, however, and Event Organizers should feel free and are encouraged to tailor their events to the preferences of the players, the needs of the venue, or the event time constraints. Customizing an event is what makes it unique and can make it exciting for players to participate in. Most important, know your community. If you have a WARMACHINE community made up of a lot of new players, then running a 50-point tournament can make the event more accessible. If your community is composed of long-time WARMACHINE veterans, then running an Unlimited Arena tournament might be the way to go. Consider things like painting requirements, time limits, and even how final standings might be determined as ways to differentiate your events. There is no right way to run a WARMACHINE event, and the only wrong way is one that overburdens the Event Organizer and leaves players unfulfilled. Design your events for maximum inclusion and fun for all.

Here are some suggested variant options that have been used in past events.

### 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 only played by 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 cut to top [X] only once per event.

### Round Timing Variants

**BASELINE** – Overall round time and each player’s total available time are fixed according to the Deathclock timing table found on page 5. All standard Deathclock timing rules are followed.

**Classic Turn Timing** – This variant uses a timed turn length for each player instead of using a chess clock representing the player’s total available time. 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 their turn time expires, they finish moving that model, then their turn ends. If a player is in

the process of making a roll of any kind, they complete that single roll, then their 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.

In events with a point size of 75 or greater, once per game each player can extend their turn length by declaring they are taking a turn extension during their turn. After the current turn time expires, the active player’s opponent resets the clock for the turn extension, then the active player continues their turn. Turn extensions are 5 minutes long. Extensions cannot extend a turn past the total round time as described below.

Each round in this variant has a fixed base 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, they finish moving that model, then the turn and game end. If a player is in the process of making a roll of any kind, they complete 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.

In this variant, 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)
30	30	3	–
50	50	5	–
75	70	7	5
100	100	10	5

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 game does not have a clear winner after dice down, refer to “Victory Conditions” on the scenario sheet to determine the winner.

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

## Victory Variants

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

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

**No Tiebreakers** – This variant requires the Classic Turn Timing variant. 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** – Rankings are determined by 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 the other player 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

## KING OF THE HILL

### Special Rules

**Kill Box:** Starting on the first player's second turn, if a player ends their turn with a friendly warcaster or warlock completely within 12" of their table edge, their opponent immediately scores 2 control points.

**Scenario Elements:** Mark two rectangular zones (6" x 12"), one circular zone (12" diameter), and place one flag 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

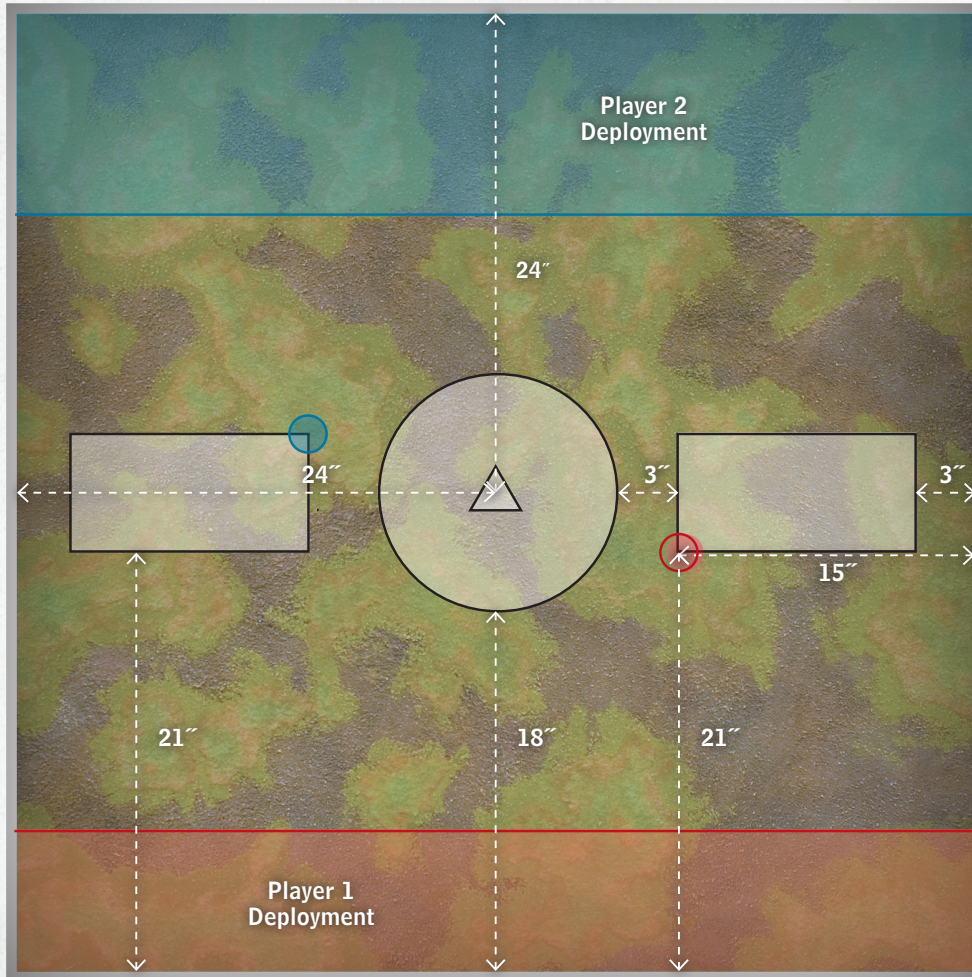
- **Zone: Control = 1 CP**
- **Flag: Control = 1 CP**
- **Enemy Objective: Destroyed/Removed from Play = 1 CP (once per objective)**

There is no limit to the number of CPs a player can score.

**Fixed Game Length:** At the end of the second player's seventh turn, the game ends automatically.

### Victory Conditions

If the game ends before a player wins via scenario or assassination victory, the player with the most control points wins via scenario victory. If the players are tied for control points when the game ends, use the 3rd tiebreaker (army points destroyed) and if necessary the 4th tiebreaker (scenario presence) to determine the winner.



### Tactical Tip:

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



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## SCENARIO 2

# BUNKERS

### Special Rules

**Kill Box:** Starting on the first player's second turn, if a player ends their turn with a friendly warcaster, warlock, or infernal master completely within 12" of their table edge, their opponent immediately scores 2 control points.

**Scenario Elements:** Mark two rectangular zones (6" × 12") 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:

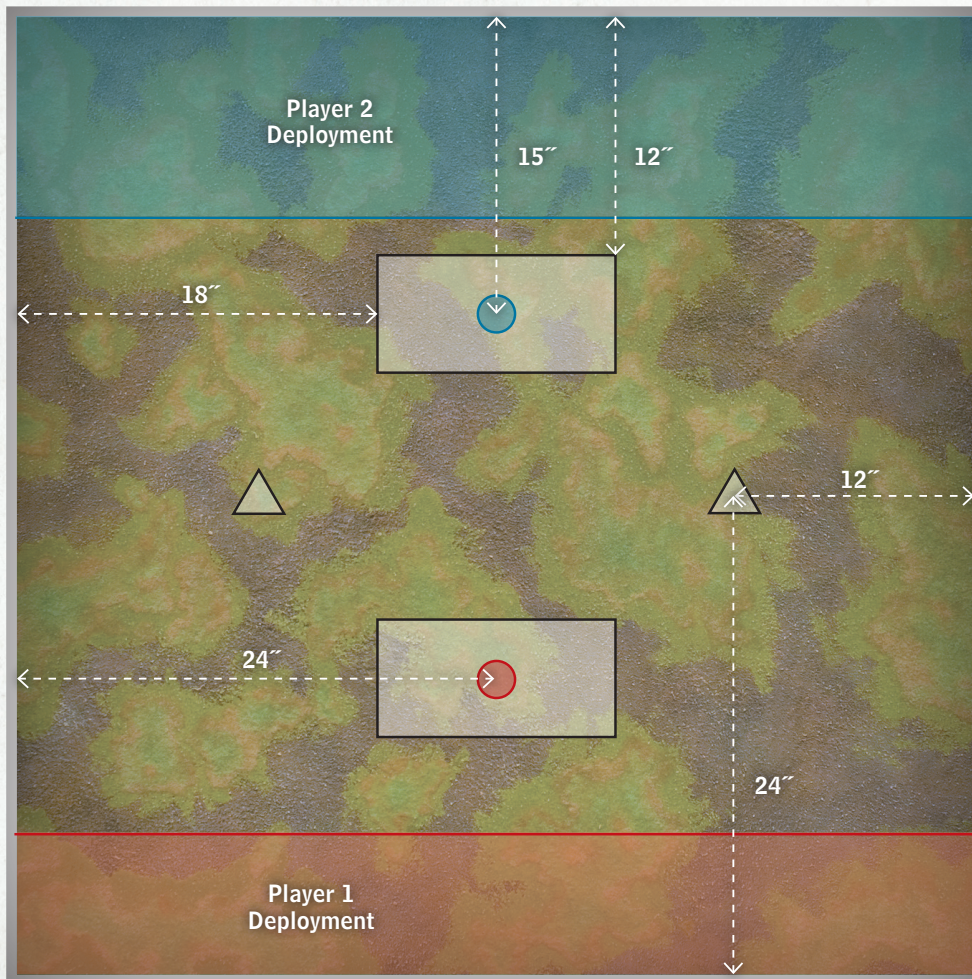
- **Zone: Control = 1 CP**
- **Flag: Control = 1 CP**
- **Enemy Objective: Destroyed/Removed from Play = 1 CP (once per objective)**

There is no limit to the number of CPs a player can score.

**Fixed Game Length:** At the end of the second player's seventh turn, the game ends automatically.

### Victory Conditions

If the game ends before a player wins via scenario or assassination victory, the player with the most control points wins via scenario victory. If the players are tied for control points when the game ends, use the 3rd tiebreaker (army points destroyed) and if necessary the 4th tiebreaker (scenario presence) to determine the winner.



### Tactical Tip:

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



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## SCENARIO 3

# SPREAD THE NET

### Special Rules

**Kill Box:** Starting on the first player's second turn, if a player ends their turn with a friendly warcaster, warlock, or infernal master completely within 12" of their table edge, the opponent immediately scores 2 control points..

**Scenario Elements:** Mark two rectangular zones (6" x12") and one circular zone (12" diameter) 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:

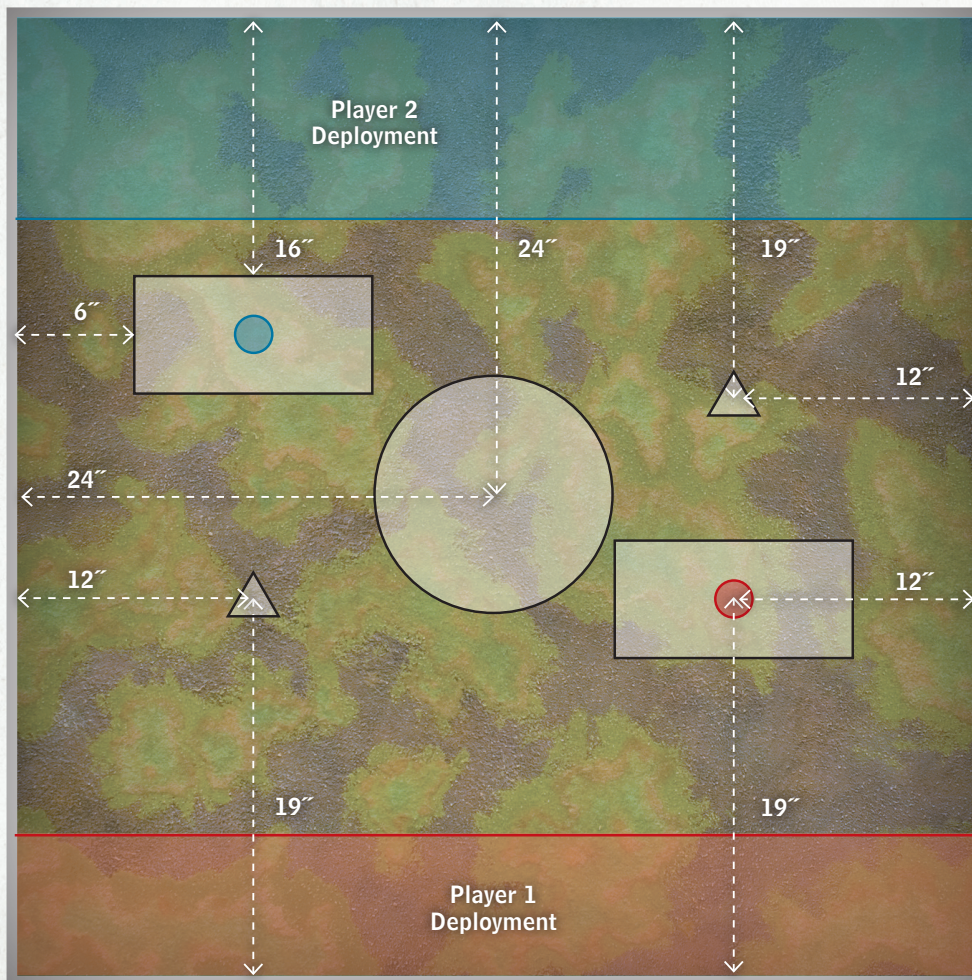
- **Zone: Control = 1 CP**
- **Flag: Control = 1 CP**
- **Enemy Objective: Destroyed/Removed from Play = 1 CP (once per objective)**

There is no limit to the number of CPs a player can score.

**Fixed Game Length:** At the end of the second player's seventh turn, the game ends automatically.

### Victory Conditions

If the game ends before a player wins via scenario or assassination victory, the player with the most control points wins via scenario victory. If the players are tied for control points when the game ends, use the 3rd tiebreaker (army points destroyed) and if necessary the 4th tiebreaker (scenario presence) to determine the winner.



### Tactical Tip:

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

## SCENARIO 4

# INVASION

### Special Rules

**Kill Box:** Starting on the first player's second turn, if a player ends their turn with a friendly warcaster, warlock or infernal master completely within 12" of their table edge, the opponent immediately scores 2 control points.

**Scenario Elements:** Mark one rectangular zone (6" × 12") and two circular zones (12" diameter) 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:

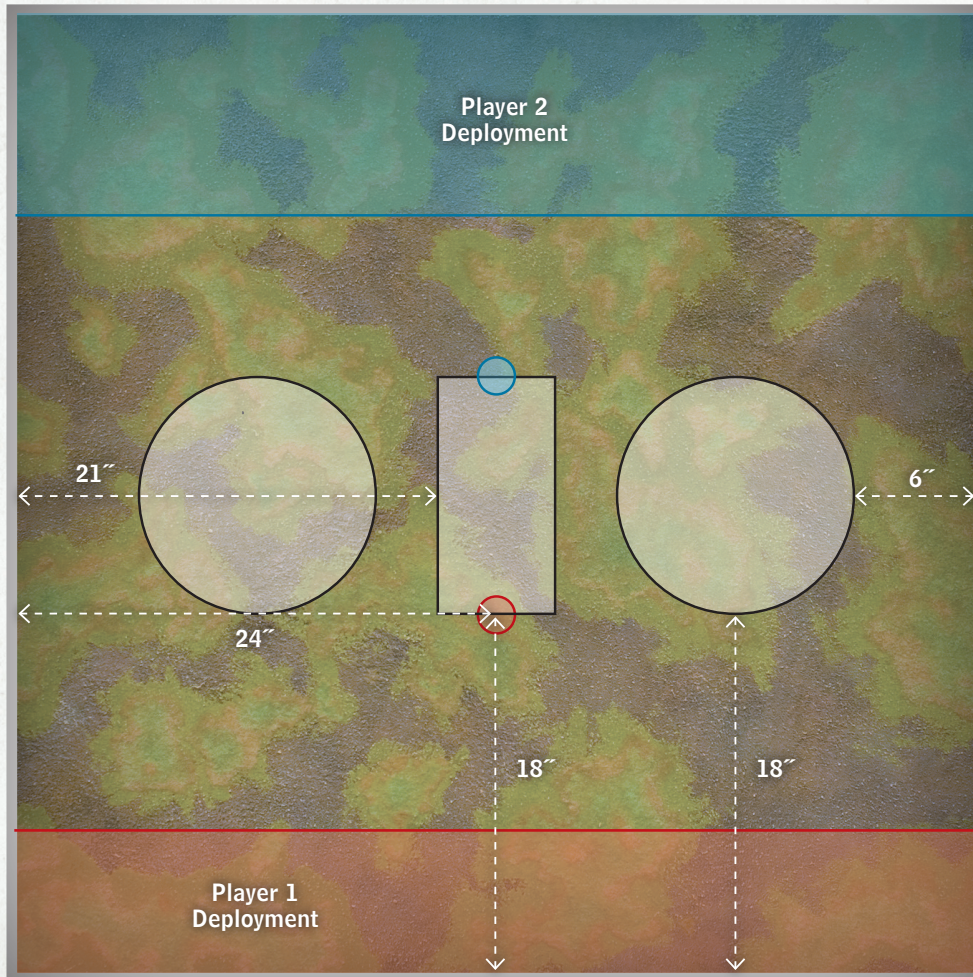
- **Zone: Control = 1 CP**
- **Enemy Objective: Destroyed/Removed from Play = 1 CP (once per objective)**

There is no limit to the number of CPs a player can score.

**Fixed Game Length:** At the end of the second player's seventh turn, the game ends automatically.

### Victory Conditions

If the game ends before a player wins via scenario or assassination victory, the player with the most control points wins via scenario victory. If the players are tied for control points when the game ends, use the 3rd tiebreaker (army points destroyed) and if necessary the 4th tiebreaker (scenario presence) to determine the winner.



### Tactical Tip:

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



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## SCENARIO 5

# SPLIT DECISION

### Special Rules

**Non-Symmetrical:** Place the scenario elements before determining the first player. The zone is not required to be on the first player's left and the flags and objectives are not required to be on the second player's right.

**Kill Box:** Starting on the first player's second turn, if a player ends their turn with a friendly warcaster or warlock completely within 12" of their table edge, their opponent immediately scores 2 control points.

**Scenario Elements:** Mark one circular zone (12" diameter) and place three 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:

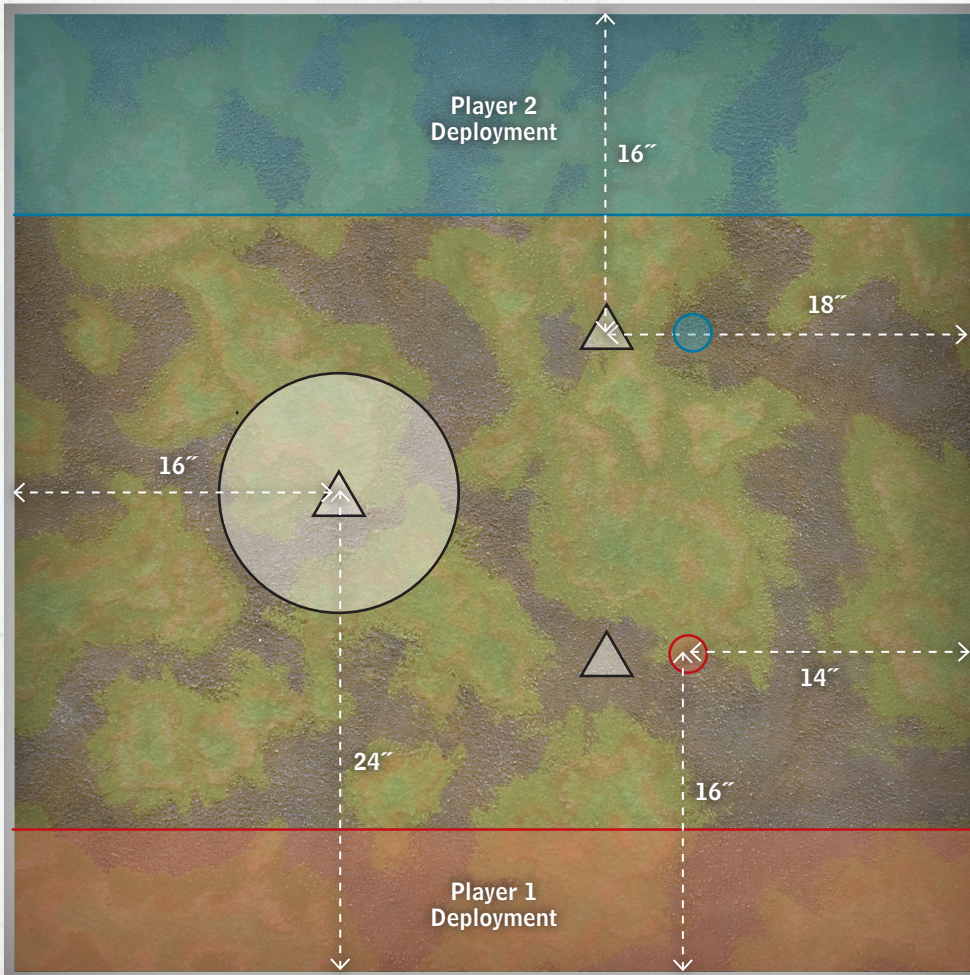
- **Zone: Control = 1 CP**
- **Flag: Control = 1 CP**
- **Enemy Objective: Destroyed/Removed from Play = 1 CP (once per objective)**

There is no limit to the number of CPs a player can score.

**Fixed Game Length:** At the end of the second player's seventh turn, the game ends automatically.


### Victory Conditions

If the game ends before a player wins via scenario or assassination victory, the player with the most control points wins via scenario victory. If the players are tied for control points when the game ends, use the 3rd tiebreaker (army points destroyed) and if necessary the 4th tiebreaker (scenario presence) to determine the winner.



### Tactical Tip:

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## SCENARIO 6

# RECON II

### Special Rules

**Kill Box:** Starting on the first player's second turn, if a player ends their turn with a friendly warcaster, warlock, or infernal master completely within 12" of their table edge, the opponent immediately scores 2 control points.

**Scenario Elements:** Mark two rectangular zones (6" × 12") 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:

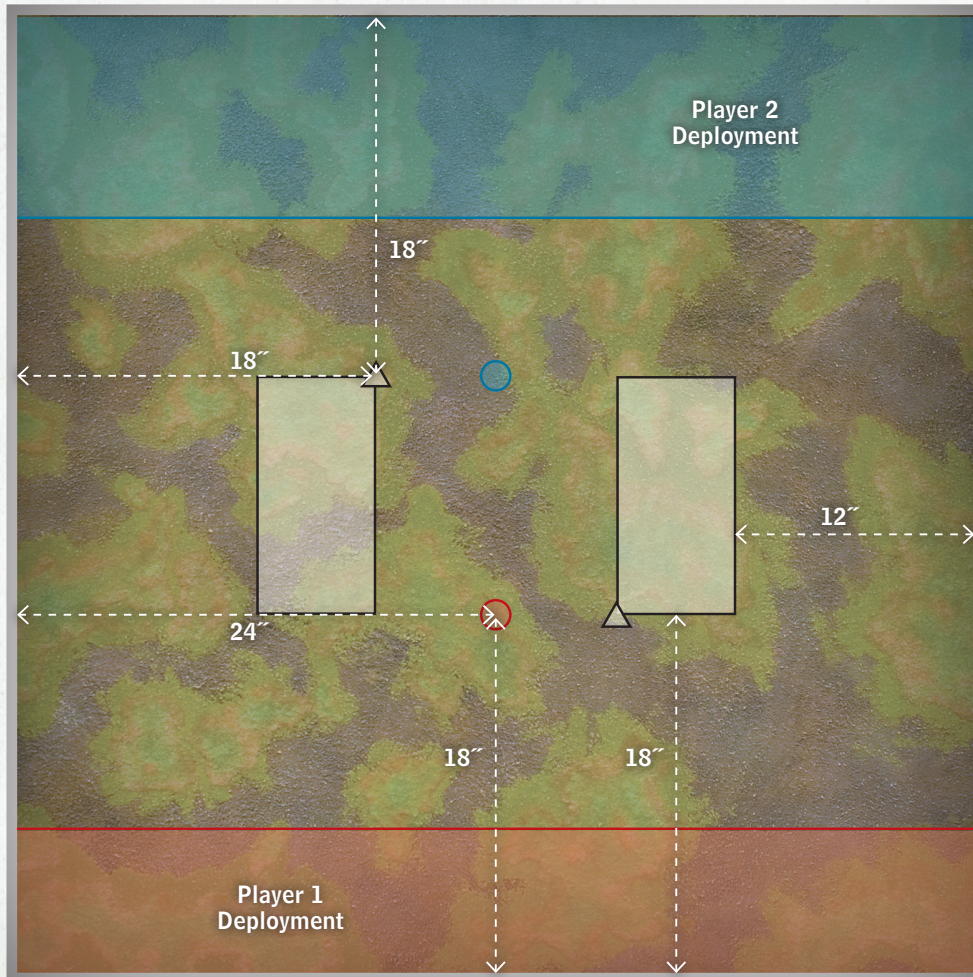
- **Zone: Control = 1 CP**
- **Flag: Control = 1 CP**
- **Enemy Objective: Destroyed/Removed from Play = 1 CP (once per objective)**

There is no limit to the number of CPs a player can score.

**Fixed Game Length:** At the end of the second player's seventh turn, the game ends automatically.

### Victory Conditions

If the game ends before a player wins via scenario or assassination victory, the player with the most control points wins via scenario victory. If the players are tied for control points when the game ends, use the 3rd tiebreaker (army points destroyed) and if necessary the 4th tiebreaker (scenario presence) to determine the winner.



### Tactical Tip:

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