

Clashmachine is a fifty point variation of Warmachine and Hordes. It has unique army construction rules, scenario elements unique to the format, and guidance on terrain that supercedes Steamroller recommendations.

**Army Construction:**

Clashmachine armies are fifty point Warmachine armies that follow most standard army construction rules, with the following changes.

- 1) The field allowance of most models (see point 2) is capped at FA: 2.
  - For weapon attachments, this means that two separate units may field up to 3 of the same weapon attachment.
  - For models that can only be brought in multiples, such as Scrap Thralls, a player may bring two sets of those models. In the case of Scrap Thralls, which can only be brought in sets of three, that means that a player may field a total of six Scrap Thrall models.
  - The FA:2 limit supercedes theme force benefits and requisition slots that allow a player to bring more than two of a model with *extremely* limited exceptions.
  - Models that are FA:1 or FA:C continue to be FA:1 or FA:C.
  
- 2) A player may field a maximum of:
  - one colossal or gargantuan
  - one battle engine
  - one battle engine caster
  - one structure.

This means that a player may field at most four huge bases.

**Scenario Elements:**

Clashmachine uses a new type of scenario element - a six inch diameter circular zone. This zone effectively replaces the traditional flag, and can be scored slightly differently than flags in Steamroller (see below). A 1:1 scale printable Circle Zone can be found at the end of this document.

The following table lists the type of scenario elements used in Clashmachine and the model types that can score them. For the purposes of this document, **Arcane Commander** refers to **Warlocks, Warcasters, and Infernal Masters** and *War Machines* refers to *Warjacks, Warbeasts, Monstrosities and Horrors*.

Scenario Element	Scoring Model Type
12 inch Circle Zone	Units, Arcane Commanders
6 inch Circle Zones	Solos, Units, Arcane Commanders
12 by 6 inch Rectangle Zones	War Machines, Battle Engines, Arcane Commanders

**Changes to Scoring:**

A model/unit may only control one scenario element at a time. Contesting functions identically to the baseline Steamroller rules.

Units control a zone as long as the leader of the unit that is within the zone and no enemy models are contesting. Battlegroup Commander units control a zone as long as the unit leader is within the zone and no enemy models are contesting.

**Terrain Recommendations and Scatter Terrain:**

Clashmachine is intended to be played with between 10 and 12 pieces of full size terrain and between 4 and 8 pieces of scatter terrain. Follow Steamroller terrain types and guidelines for placement when setting up a Clashmachine table with full size terrain.

The rules for Scatter Terrain are as follows:

- 1) Scatter Terrain is terrain that is approximately one square inch to four square inches in surface area.
- 2) Scatter terrain is considered to have a height of 1" regardless of its physical size.
- 3) Scatter terrain may not be placed within 2" of any piece of restricted terrain.
- 4) Scatter terrain provides cover identically to an obstacle, including the penalty to melee attacks made across it.
- 5) While advancing, models treat scatter terrain as open ground. Involuntary movement such as pushes and slams treat scatter terrain as obstructions.
- 6) If a Huge Based model ends its movement overlapping a piece of scatter terrain, remove that terrain piece from the battlefield. It is not replaced for the duration of the game.
- 7) Large based and smaller models may not end their movement overlapping a piece of scatter terrain.

**Win Conditions, Scoring Timing, and Game Length:**

A game of Clashmachine consists of five rounds. Scoring happens identically to Steamroller, with the first points being scored on the second players second turn.

A player wins a game of Clashmachine if any of the following happen:

- 1) At any point they have six or more Control Points in excess of their opponent's Control Points total.
- 2) They control the only Arcane Commander on the table.
- 3) They have the most Control Points at the end of the fifth round of play.

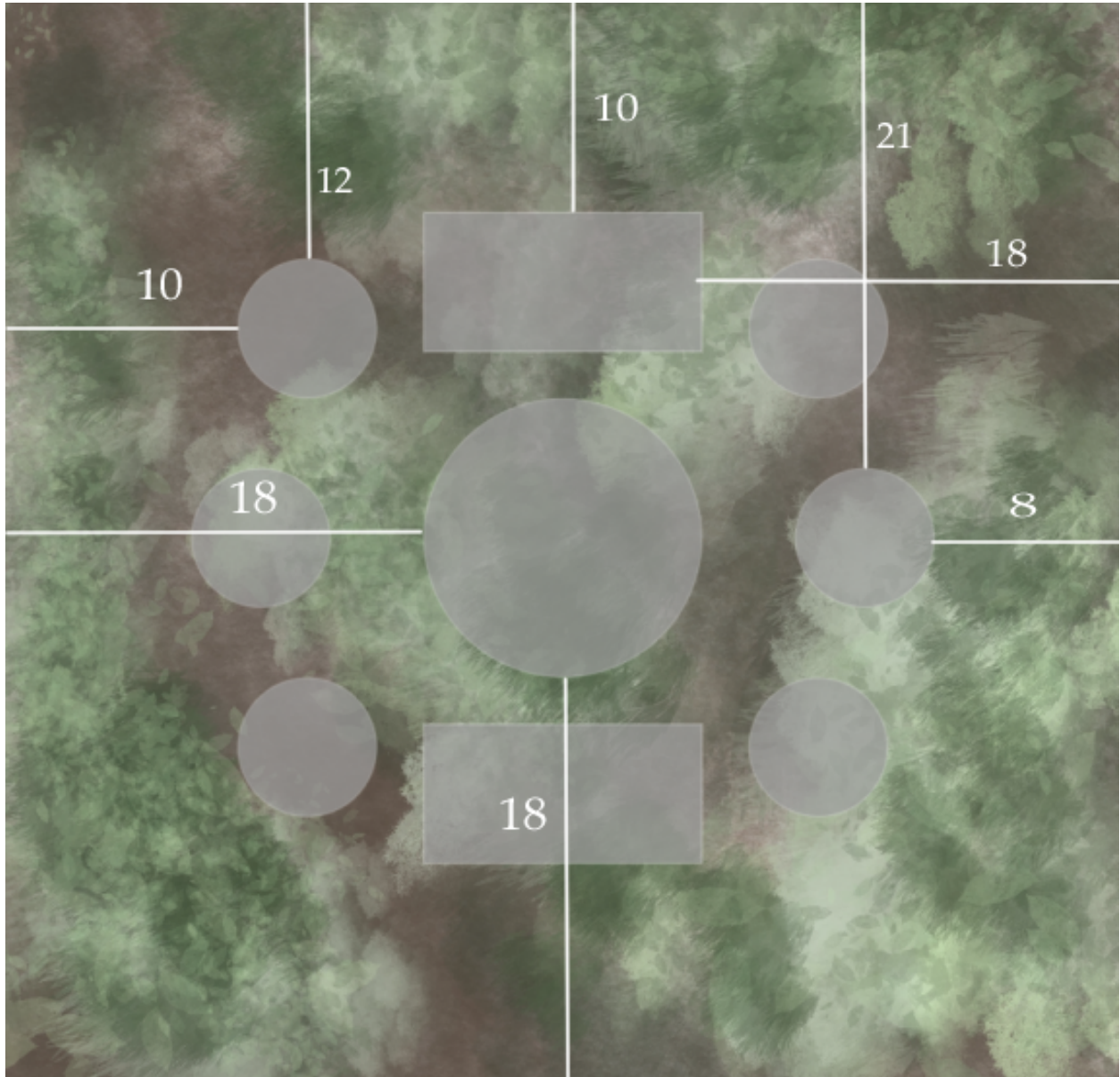
**Scenario 1: Spirit of Radio**

Wartable Link: <https://wartable.online/games/-MnOah945wLoSOBqOrn-/copy>

Scenario 1 Link with example Terrain:

<https://wartable.online/games/-MnOaytkZQG0P-ABjCh7/copy>

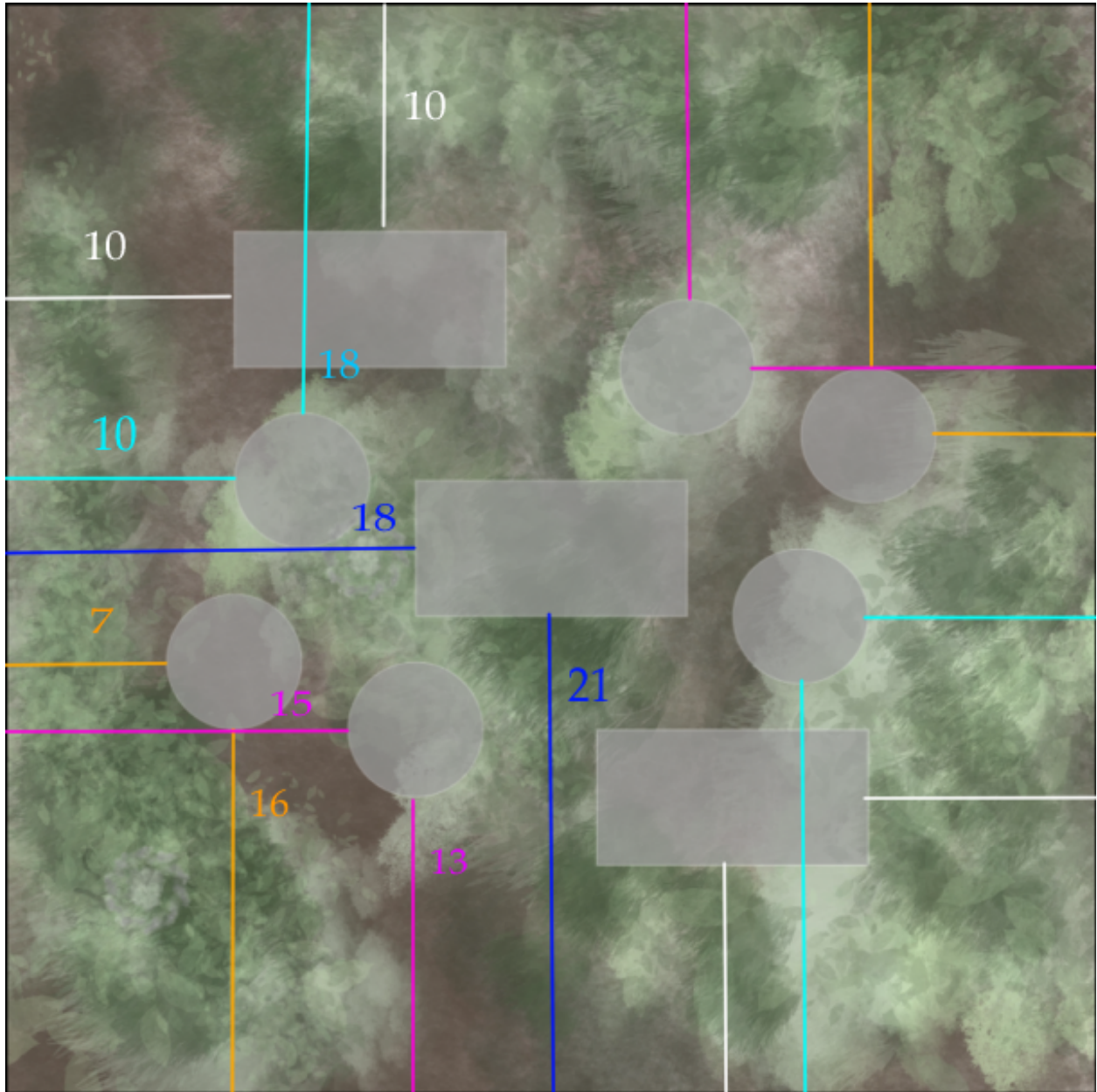
PLEASE NOTE: If you want to add your own terrain, don't use the "load map" function. It will delete all of the zones.



**Scenario 2: Stairway to Heaven**

Wartable Link: <https://wartable.online/games/-MnJmbR3KuSRVnBJGbMv/copy>

PLEASE NOTE: If you want to add your own terrain, don't use the "load map" function. It will delete all of the zones.



**Scenario 3: Shot Through the Heart**

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PLEASE NOTE: If you want to add your own terrain, don't use the "load map" function. It will delete all of the zones.

