



STEAMROLLER™

2017 Rules • July 17, 2017-July 16, 2018

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 July 17, 2017, through July 16, 2018. If you have downloaded this document and the listed dates are in the past, please check privateerpress.com/organized-play/steamroller-tournaments for the current version of Steamroller.

Player Responsibilities

Players participating in a Steamroller 2017 (SR2017) event must bring all their own models, stat cards, dice, measuring devices, markers, proxy bases, tokens, and templates required for play.

Tokens and **templates** represent in-game effects such as focus, fury, spells, AOE effects, etc., and should be placed next to the affected model(s) or on the appropriate area of the board. 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 and the facing of the model. 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, and 120 mm markers; 3", 4", and 5" AOE 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 his opponent's models during his turn.

Players can use the War Room application during SR2017 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.

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, the Night's Whisper has 29 warjack points, so a 75-point Kaelyssa army must include 100 to 104 points of models.

Some scenarios require each player to use one SR2017 objective. Stat cards for SR2017 objectives are provided on page 10. Objectives are chosen after list selection and are included in a player's army free of cost. A player can choose which objective they use each game. Both players reveal which objective they are taking simultaneously.

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) count as different warcasters or warlocks 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 SR2017 events.

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 or HORDES lines. 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). 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. 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, if the Exclusive model is part of a unit, the player must clearly show which model is the Unit Commander. For example, a player could replace multiple models in a Man-O-War Bombardier unit with Bombardier Bombshell models, including the leader, as long as the Unit Commander remains easily identifiable.

EXCLUSIVE MODEL	STANDARD MODEL
Trollkin Kilt Lifter	Trollkin Fennblade Grunt
Druid Gone Wilder	Druid Wilder
Bombardier Bombshell	Man-O-War Bombardier trooper
Steelsoul Keg Protector	Steelsoul Protector
Gorman di "Sea" Wulfe PG Exclusive	Gorman di Wulfe
Blighted Bather	Spawning Vessel
Gobber Drudge	Cephalyx Mind Bender & Drudges Grunt
Blindwater Brew Witch Doctor	Gatorman Witch Doctor
Brute Thrall— Femme Fatale	Brute Thrall
Bloody Buccaneer Skarre	Pirate Queen Skarre
SmogCon Hollowman	Hollowman trooper
Black Ogrun Buccaneer PG Exclusive	Ogrun Bokur
Thagrosh, Painter of Everblight	Thagrosh, Prophet of Everblight
Rinny, Gobber Speculator	Reinholdt, Gobber Speculator

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 her entire army to match the colors of her 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 her 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 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 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 he has 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 he has 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 4" variant found in the "Number of Rounds Variants" on page 12.

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, he receives 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 his 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.

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. Players are responsible for enforcing their opponents' minimum turn time during the course of the game. 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 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 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 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 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, 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 (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 2017 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	The Pit II
2	Standoff
3	Spread the Net
4	Breakdown
5	Outlast
6	Recon II

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. **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, forests, hills, rough terrain, shallow water, trenches, rubble
- **Restricted terrain:** 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.
- 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 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 three 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 touching 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.

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

1. Divide the table into four 24" × 24" quadrants.
2. Place a LOS-blocking terrain piece touching the center point of the table.
3. Place a terrain piece touching the center point of each quadrant, and then use the deviation template to scatter it d3". If the scatter would result in illegal terrain placement, instead move the terrain piece in the direction rolled up to the maximum distance that would lead to a legal placement.
4. Place all remaining terrain pieces within 10" of the first terrain piece placed.

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

Players can ask to see their opponent's lists at any time, including before list selection, before the start of the game, and during play. Players 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.

Recording Game Results

At the end of a game, each player must enter the following information on his player record sheet: his opponent's name, the list he played, his result in the game (Win/Loss/Tie), 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 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, 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 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 his 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 starts with based on the point cost paid. Models/units that are discounted due to Theme Force rules or that are added to an army list for free always use their stat card's listed 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.

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".

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

Non-warcaster/non-warlock troopers in a warcaster/warlock unit can contest scenario elements.

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

A player controls a **circular zone** if he owns one or more warcasters, warlocks, or warrior units within it, and no opponent contests it. For a warrior unit to control a zone, all models in the unit still in play must be within the same zone and in formation.

A player controls a **rectangular zone** if he owns one or more warcasters, warlocks, warjacks, warbeasts, monstrosities, or battle engines within it, and no opponent contests it. Inert warjacks, wild warbeasts, and out-of-formation warbeast pack models cannot control zones. Only one model in a warbeast pack must be in within the zone to control it.

For a warcaster/warlock model that is a member of a warcaster/warlock unit to control a zone, all models in the unit still in play must be in formation. The other members of the unit do not have to be within the same zone the warcaster/warlock model is controlling.

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 he owns one or more warcaster, warlock, or solo models B2B with the flag and no opponent contests it.

For a warcaster/warlock model that is a member of a warcaster/warlock unit to control a flag, all models in the unit still in play must 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.

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 his turn with a friendly warcaster or warlock completely within 12" of his table edge, his opponent immediately scores 2 control points.

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 more than your opponent 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 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: Warcasters/Warlocks Remaining

If the game ends 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. Warcasters/warlocks consisting of multiple models with the warcaster/warlock type (e.g., the Witch Coven of Garlghast) count as only one warcaster/warlock for this tiebreaker.

2nd Tiebreaker: Control Points

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

3rd Tiebreaker: Army Points 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 4th 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.
- 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 Scythean to play using Dark Revival and it was destroyed again, the opponent earns 18 points for each time he destroyed the warbeast.

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

4th 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.

- Warcasters and warlocks are worth 10 army points each. 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 and warbeasts 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.



Steamroller 2017 Objectives

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. Friendly models can ignore this model when determining LOS and can advance through this model if they have enough movement to move completely past it.

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 its next attack this turn.



DAMAGE

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FUEL CACHE



STEAMROLLER OBJECTIVE		
BASE	DEF	ARM
LARGE	5	18

FUELED UP - During your Control Phase, choose one friendly Faction model within 4' of this model. That model gains Pathfinder for one round.

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. Friendly models can ignore this model when determining LOS and can advance through this model if they have enough movement to move completely past it.



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STOCKPILE



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. Friendly models can ignore this model when determining LOS and can advance through this model if they have enough movement to move completely past it.

SURPLUS - During your Maintenance Phase, choose one friendly Faction model within 4' of this model. Remove d3 damage points from the chosen model.



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Official WARMACHINE & HORDES Tournament Variants

The baseline SR2017 rules provide an official format for all WARMACHINE & HORDES competitive events. We realize that not all communities are the same, however, 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 the variants described here 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 SR2017 rules document have variant options. For example, players must always practice good sportsmanship, so no variants for the Sportsmanship section are available.

Army List Variants

BASELINE – Second list optional.. If a player brings two lists, each 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 can 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 following table. These models are used only when 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	
Point 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 must be models/units with a separate stat card from models/units in the corresponding main list. For example, listing the point cost required to increase a minimum unit in a base army list to a maximum unit by the addition of specialists is not permitted because that does not involve a separate stat card. Listing a command attachment or weapon attachment to add to a unit in the main list is permitted, however, because attachments have a separate stat 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 by changing point cost options.

Specialists must follow the restrictions of any Theme Force to which they are added. Specialist models benefit from all FA exceptions during list construction and from all in-game bonuses when substituted into a list. Models receive point cost discounts (e.g., receiving a free model) only when they are part of the main list; models listed in the specialist list are never free or discounted. When a specialist model is substituted for a model with a discount in the main list, recalculate all discounts and the total army value to ensure the army list is legal. All relationships determined by the player (attached, marshaled, etc.) must be clearly identified for specialist models and units.

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 point size for Rumble events is 15–35 army points.

Rumble games are played on a 30” × 30” table. When setting up terrain, ignore the rule stating that terrain cannot be placed within 6” of any table edge. We recommend using the quadrant method (p. 6) for terrain in Rumble games.

The first player and the table edges are determined as normal. However, players do not deploy models as normal at the start of the game. Instead, players can only deploy models with Advance Deployment or models that are placed at the same time as models with Advance Deployment. **This means that the majority of a player’s models do not begin the game on the table.** 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.

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 that cannot be put in play later via a special rule (such as Ambush or the Incubus' Host rule) make a full advance onto the table. For measuring this movement, treat each model as if the front of its base were 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 (e.g., a SPD 4 huge-based model), or that cannot normally advance outside of their activation (e.g., Commodore Cannon & Crew, Spawning Vessel) are placed onto the table with the edge of 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 Rumble scenarios on pages 22–24 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.

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 completely painted and based is the decision of the EO. As a general rule, if a player feels the need to justify why a model is acceptable, 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 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 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.

In events with a point size of 50 or greater, once per game each player can extend his turn length by declaring he is taking a **turn 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. 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, 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.

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)
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

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.

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

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

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

Classic No Extensions – No turn extensions are allowed.

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

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 or warlock 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 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.



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SCENARIO 1

THE PIT II

Special Rules

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

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

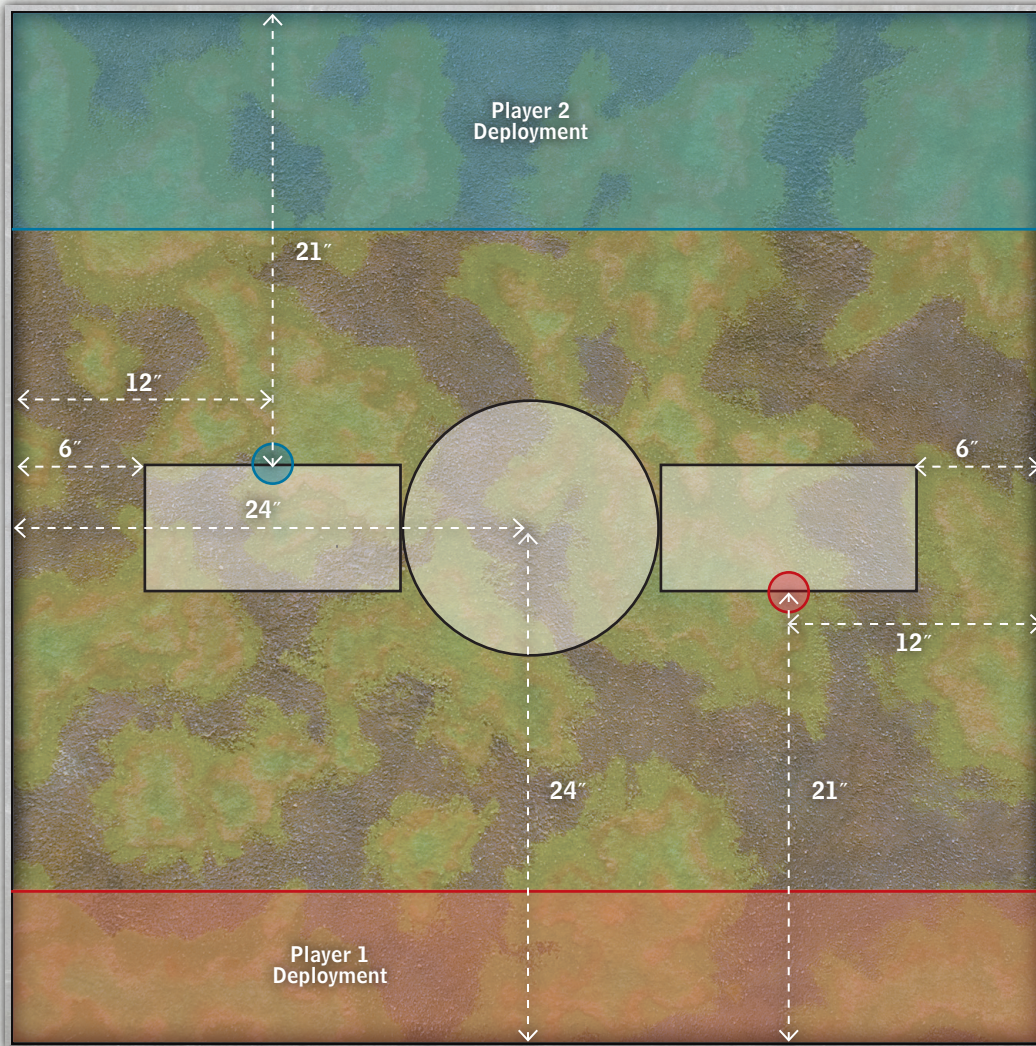
There is no limit to the number of CPs a player can score.

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

Victory Conditions

The first player to earn **5 more** control points than the opponent immediately wins the game via scenario victory.

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

STANDOFF

Special Rules

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

Scenario Elements: Mark two rectangular zones (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)**

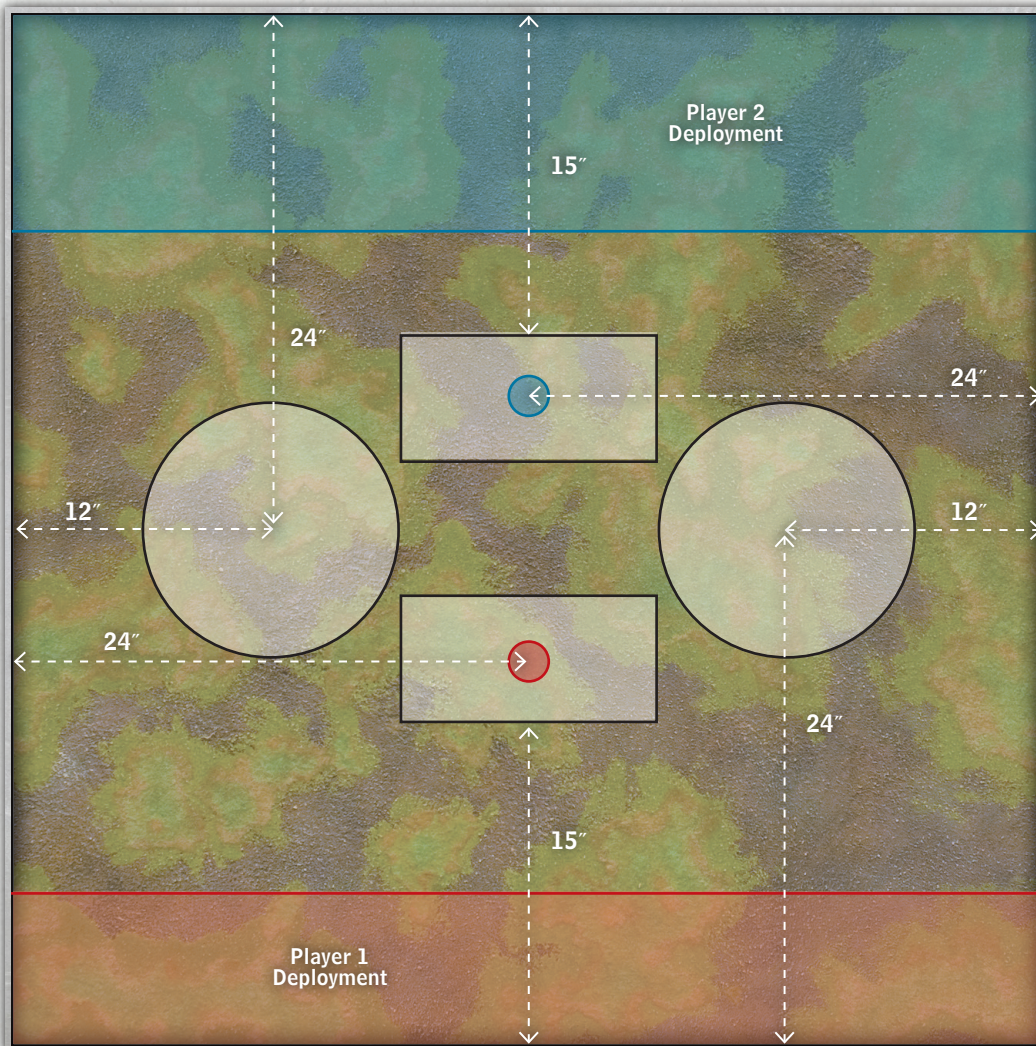
There is no limit to the number of CPs a player can score.

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

Victory Conditions

The first player to earn **5 more** control points than the opponent immediately wins the game via scenario victory.

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 his turn with a friendly warcaster or warlock completely within 12" of his table edge, his opponent immediately scores 2 control points.

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

- **Zone: Control = 1 CP**
- **Flag: Control = 1 CP**

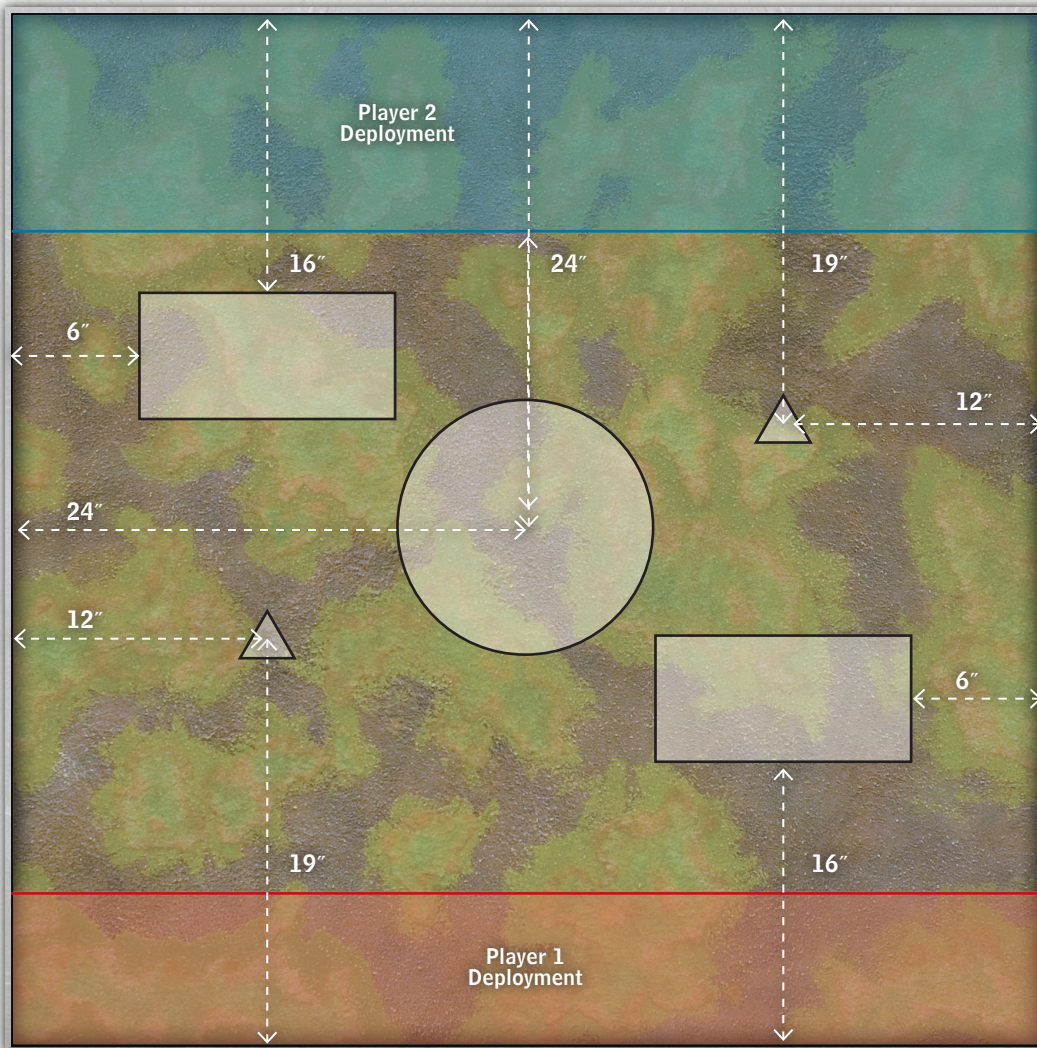
There is no limit to the number of CPs a player can score.

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

Victory Conditions

The first player to earn **5 more** control points than the opponent immediately wins the game via scenario victory.

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 4

BREAKDOWN

Special Rules

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

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

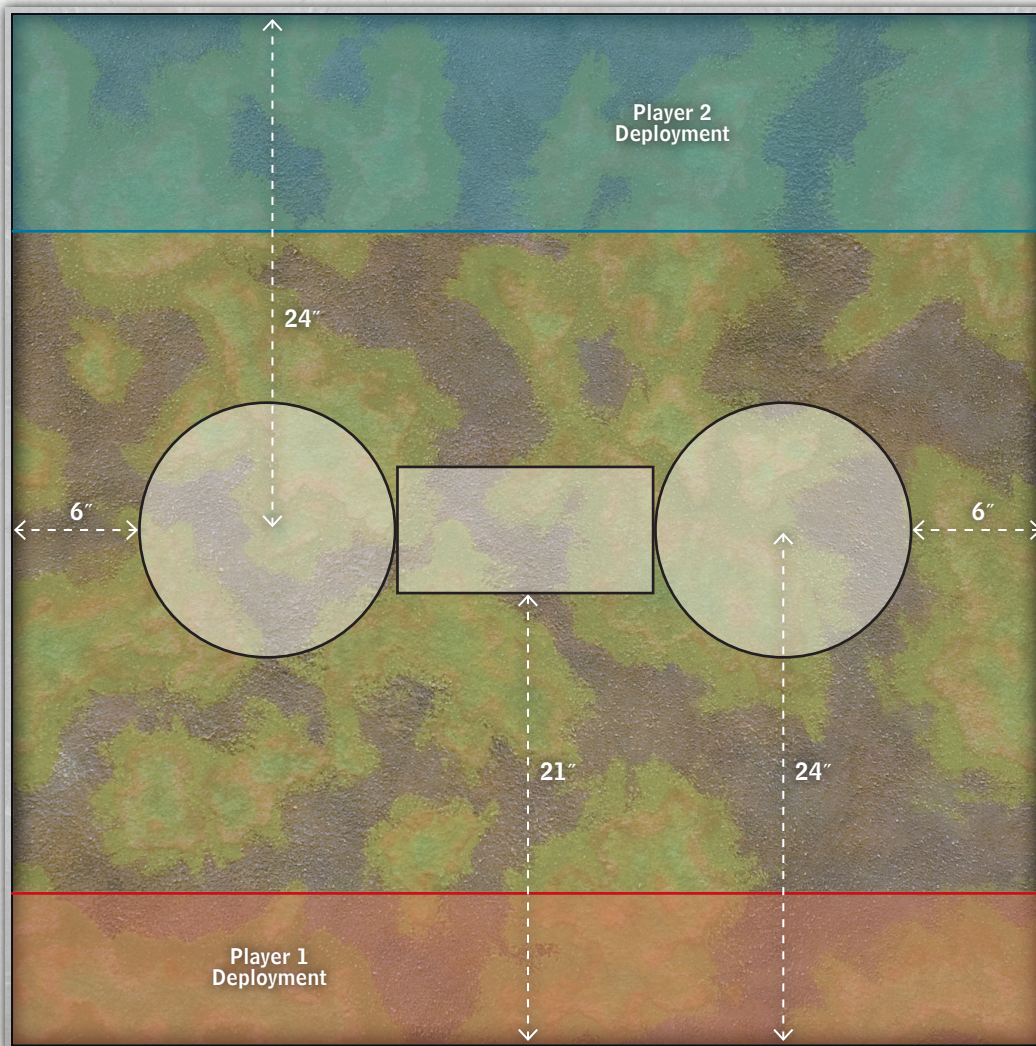
There is no limit to the number of CPs a player can score.

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

Victory Conditions

The first player to earn 5 **more** control points than the opponent immediately wins the game via scenario victory.

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 OUTLAST

Special Rules

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

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

- **Zone: Control = 1 CP**
- **Flag: Control = 1 CP**

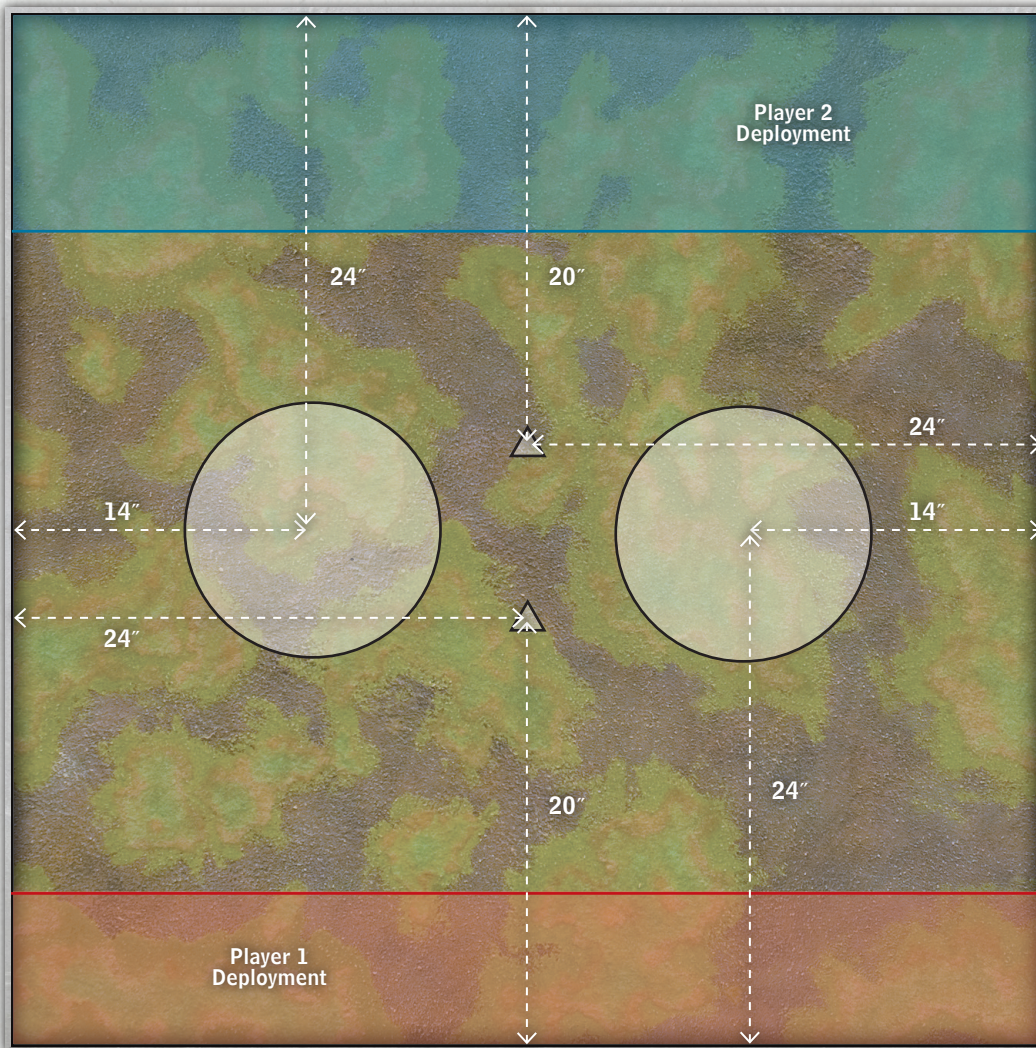
There is no limit to the number of CPs a player can score.

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

Victory Conditions

The first player to earn 5 **more** control points than the opponent immediately wins the game via scenario victory.

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 6

RECON II

Special Rules

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

Scenario Elements: Mark one rectangular zone (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)**

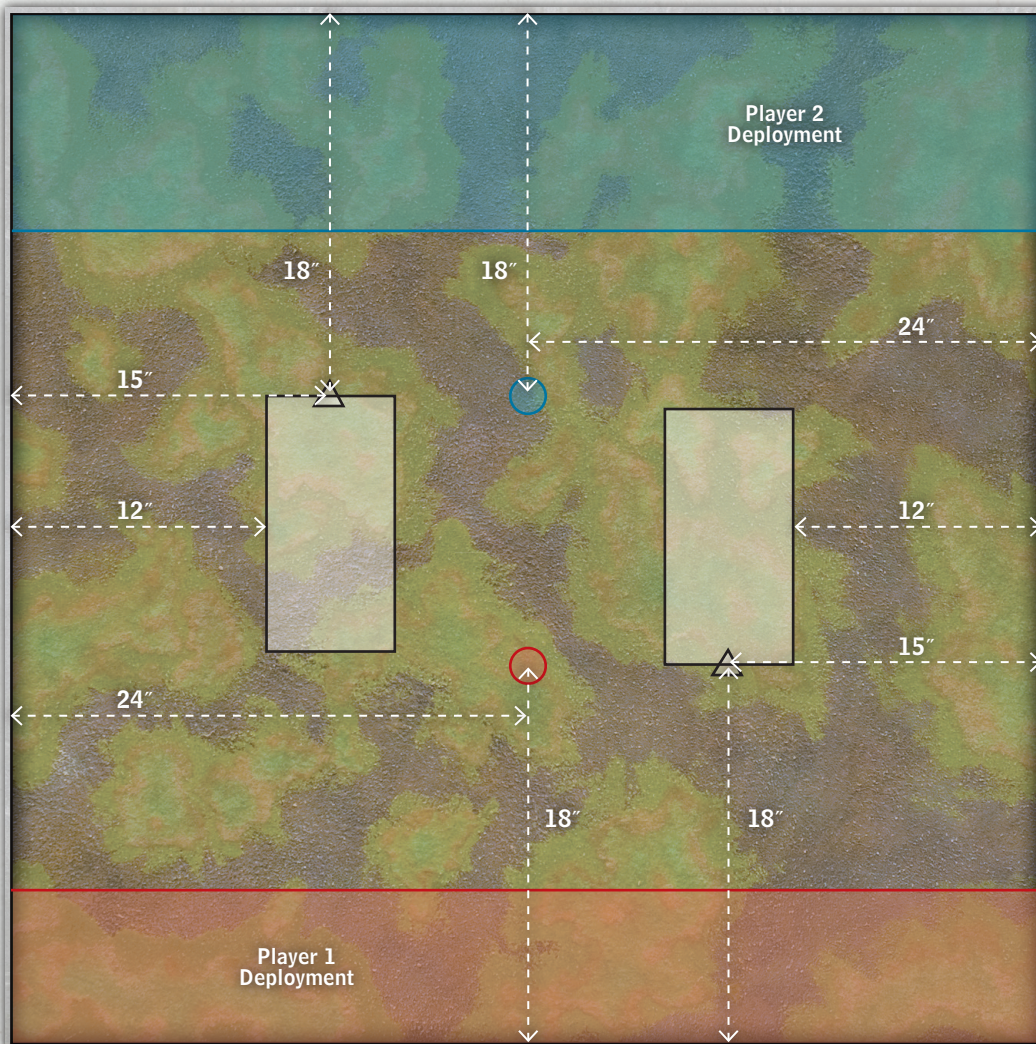
There is no limit to the number of CPs a player can score.

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

Victory Conditions

The first player to earn **5 more** control points than the opponent immediately wins the game via scenario victory.

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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RUMBLE SCENARIO 1

PATROL

Special Rules

Kill Box: This rule is not used in this scenario.

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

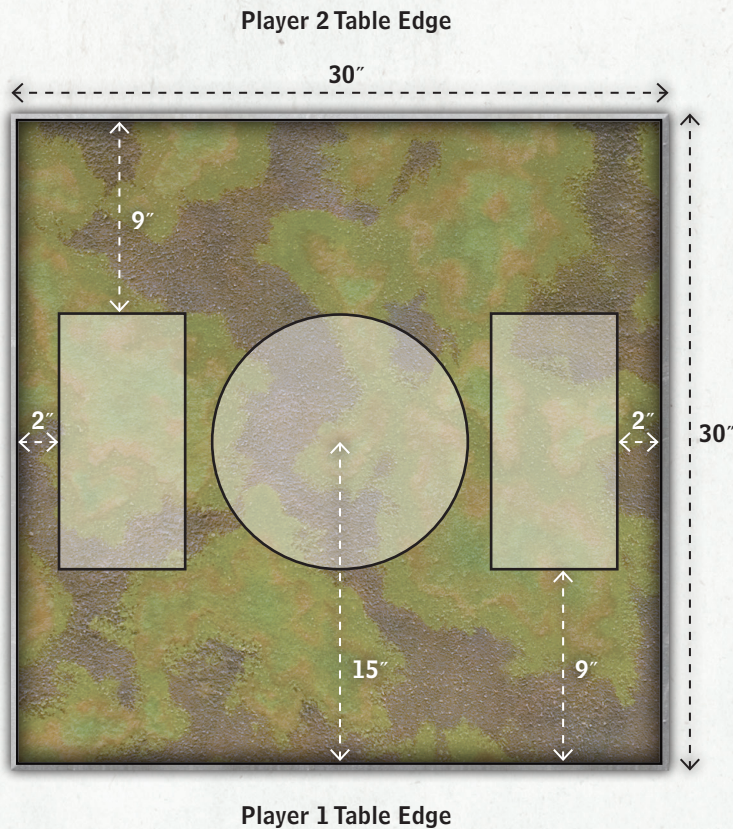
There is no limit to the number of CPs a player can score.

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

Victory Conditions

The first player to earn 5 **more** control points than the opponent immediately wins the game via scenario victory.

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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RUMBLE SCENARIO 2

KILLING FIELD

Special Rules

Kill Box: This rule is not used in this scenario.

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

- **Zone: Control = 1 CP**
- **Flag: Control = 1 CP**

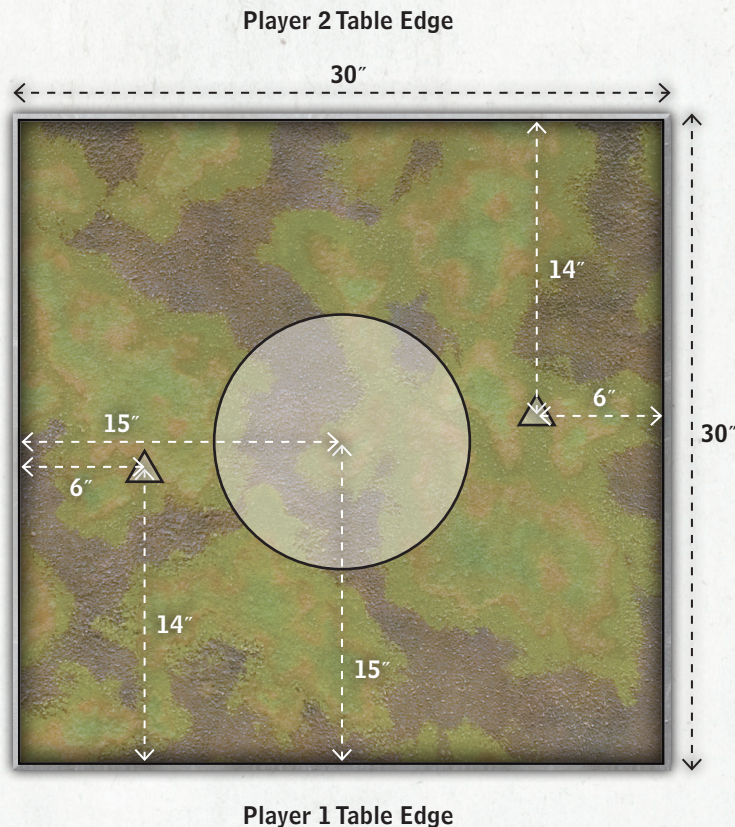
There is no limit to the number of CPs a player can score.

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

Victory Conditions

The first player to earn 5 **more** control points than the opponent immediately wins the game via scenario victory.

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.



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RUMBLE SCENARIO 3

TARGET OF OPPORTUNITY

Special Rules

Kill Box: This rule is not used in this scenario.

Scenario Elements: Mark two rectangular zones (6" × 12") and place two objectives and 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:

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

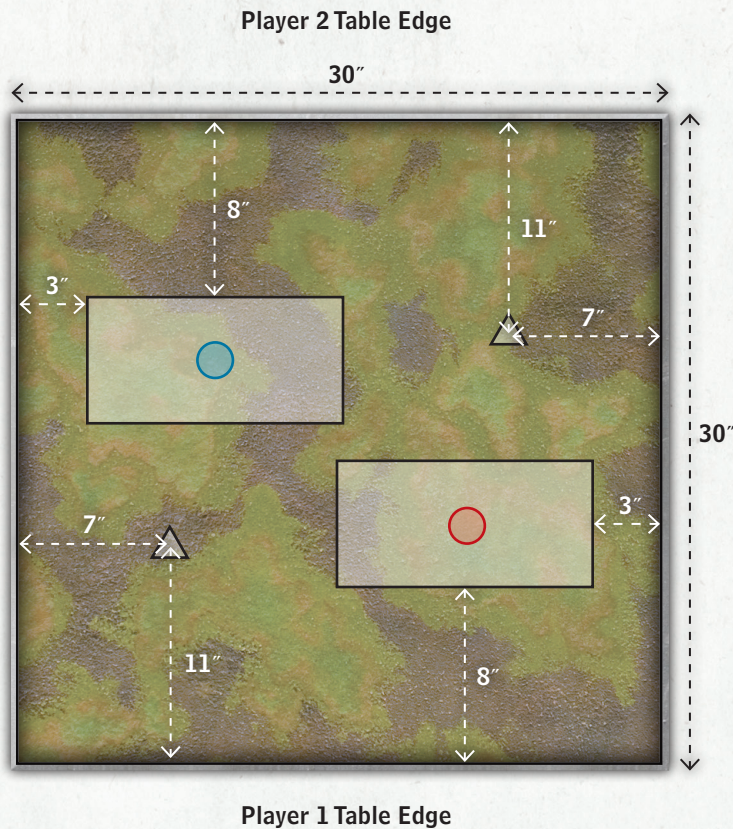
There is no limit to the number of CPs a player can score.

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

Victory Conditions

The first player to earn 5 **more** control points than the opponent immediately wins the game via scenario victory.

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.



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