



MASTERS AND CHAMPIONS



2019 Rules • June 25, 2019-July 1, 2020

In **Masters 2019** tournaments, players face off to prove they are masters of their WARMACHINE or HORDES Factions. In this format, players bring multiple lists of their chosen Faction and battle one another in a series of matches set among six carefully selected scenarios.

In **Champions 2019** tournaments, players prove their skill in a limited format for WARMACHINE and HORDES. Armies in Champions must include only warcasters/warlocks/infernal masters and theme forces found on the Active Duty Roster (ADR), making Champions a changing arena of battle that allows players to showcase their skill with a limited selection of their faction's most powerful heroes and villains.

Masters and Champions tournaments are ideal for convention-level competitive play with groups of 32 or more players. These two formats cannot be combined during a single event, however; an event is either a Masters tournament or a Champions tournament, but never both.

When running a Masters event, use all rules in this document except the Champions Tournament Requirements, Champions ADR, and Champions Prizes sections.

Similarly, when running a Champions event, use all rules in this document except the Masters Tournament Requirements and Masters Prizes sections.

This document is legal for organized play from June 25, 2019, through July 1, 2020. (If these dates are in the past, please check privateerpress.com/organized-play/masters-and-champions for the newest version of these rules.)

All the following requirements must be met to host an officially sanctioned WARMACHINE and HORDES Masters or Champions tournament. All officially sanctioned tournaments must be pre-approved by Privateer Press, and only approved tournaments will receive premium medals for prize support.

Masters Tournament Requirements

- **Convention attendee minimum:** 100
- **Tournament participant minimum:** 32*
- **Qualifiers:** Qualifiers are not required but must be held at the same convention or event if used.
- **Format:** 75-point Masters
- **Available prize support:** Masters medal set (\$39.99 USD). The convention organizer can purchase these prizes by contacting Privateer Press via email.

** If a Masters tournament is populated through qualifiers, there must be a minimum of 32 distinct players in the qualifiers. For example, it is acceptable to have two Masters tournament qualifiers with 16 or more distinct players each and a final Masters tournament with eight players seeded from the two qualifiers.*

Champions Tournament Requirements

- **Tournament participant minimum:** 32
- **Qualifiers:** Not allowed. Tournament must be open to all players.
- **Format:** 75-point Champions
- **Available prize support:** Champions medals (\$49.99 USD). The convention organizer can purchase these prizes by contacting Privateer Press via email.

Player Responsibilities

Players participating in a Masters or Champions 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 the opponent's models during their turn.

Players can use the War Room application during these events. When using War Room during an event, a player can: mark damage on War Room cards instead of physical stat cards; reference model and game rules from War Room instead of physical stat cards or rulebooks; and show Event Organizers (EOs) and opponents a Theme Force's rules on War Room. Players must still share their model stats, damage, and so on with their opponent whether or not that opponent has War Room. If a player's War Room device fails during a game and the information cannot be recovered in a timely manner, the player concedes that game.

Army Lists

A Masters event can be run as a **Dyad** or a **Trinity**. A Dyad event requires each player to bring two army lists, while a Trinity requires each player to bring three army lists. These terms should be included when advertising the event to clearly communicate to players how many lists they are required to bring. For example, a Masters Dyad would indicate a two-list event using Masters rules.

A Champions event requires each player to bring one army list, with a second list optional. If a player brings a second list, they must use a different theme force in each list.

The number of lists a player is required to bring cannot change during the course of the tournament. The EO must be sure to properly advertise this requirement as far in advance of the event as possible.

Unless the EO is providing player record sheets at the event, players must bring their own copy of their army lists, 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/horror 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 Masters & Champions 2018 objective. Stat cards for these objectives are provided on page 11. 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 after rolling to determine first player and choosing sides.

Each of a player's lists must be led by a different warcaster, warlock, or infernal master from the same Faction. Different versions of the same named warcaster, warlock, or infernal master (e.g., Caine 1 and Caine 2) count as different warcasters, warlocks, or infernal masters 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 SR2019 events.

If a player builds a list using one of the following Theme Forces, that list and the warcaster, warlock, or infernal master leading it are considered to be part of the Faction listed below.

THEME FORCE	FACTION
Hearts of Darkness	Infernals
Warriors of the Old Faith	Khador or Protectorate
Flame in the Darkness	Same Faction as the printed Faction of the model leading the army. Partisans can be considered as their Partisan Faction or their Printed Faction

Champions ADR

Champions 2019 utilizes the Active Duty Roster, a selection of warcasters/warlocks/infernal masters and theme forces from each Faction. When building their army lists, players must select only warcasters/warlocks/infernal masters and theme forces that are on the ADR. **Players cannot use a warcaster, warlock, or infernal master that is not on the current ADR, and their list must be made using one of the theme forces on the current ADR.**

The ADR will be updated periodically with a new rotation of warcasters, warlocks, infernal masters, and theme forces. The current ADR can be found online at privateerpress.com/organized-play.

In addition, the following battlegroup box warcasters/warlocks are *always* considered to be on the current ADR:

- Major Beth Maddox (Cygnaar)
- Lord Kozlov, Viscount of Scarsgrad (Khador)
- Malekus, the Burning Truth (Protectorate of Menoth)
- Bane Witch Agathia (Cryx)
- Magister Helynna (Retribution of Scyrah)
- Ragnor Skysplitter, the Runemaster (Trollbloods)
- Tanith the Feral Song (Circle Orboros)
- Kryssa, Conviction of Everblight (Legion of Everblight)
- Beast Master Xekaar (Skorne)

A new warcaster, warlock, or infernal master pre-released at a convention is *not* automatically added to the ADR when released.

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 for Masters or Champions**, 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.

Privateer Press makes many different exclusive models that are fun thematic variations of standard WARMACHINE and HORDES models, available at conventions, in various promotions, or through Mini-Crate. 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 one or more exclusive models are 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 it is obvious which model is the Unit Commander.

Model Conversions

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

- Models cannot be converted in such a way that any part of the model represents the intellectual property of any party except Privateer Press, including copyrighted logos, symbols, iconic elements, or other iconography.
- The majority of a converted model's volume must be composed of parts from Privateer Press models. To avoid confusion, the conversion should include iconic elements of the model it is intended to represent.
- A weapon on a model can be converted as long as the conversion represents the same type of weapon (e.g., the model's axe is still an axe and not a hammer).
- A weapon can be completely swapped for another weapon as long as the new weapon is of the same type (e.g., an axe for an axe, a rifle for a rifle).
- A weapon cannot be removed unless it is replaced by another weapon; 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 bombards, its head, and the various missiles on its fists. This model is a **legal** conversion.
- A player creates an Extreme Behemoth by scratch-building the entire model out of sculpting putty except for the Behemoth bombard parts. Because the majority of this model's volume is not composed of parts from Privateer Press models, this model is an **illegal** conversion.
- A player paints 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 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

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

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.

In Masters and Champions events, each player clock is allotted 60 minutes.

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

Masters and Champions utilize 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	Anarchy
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 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 within 1" of 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 within 1" of 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 their lists and conceals the card for the selected warcaster, warlock, or infernal master 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, warlock, or infernal master card.

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.

Masters Prizes

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

The winners of the First-Place Finish through Third-Place Finish awards are based on the final standings.

Champions Prizes

Official prize kits for Champions events are available and include the following awards: First-Place Finish, Best-Painted, Most Control Points Scored, and Most Army Points Destroyed.

The winner of the First-Place Finish award is based on the final standings.

The category for the Best-Painted award in a Champions event is Best Army. The winner of the Best-Painted award is chosen by the EO.

The winner of the Most Control Points Scored is the player with the highest total combined control points scored throughout all rounds of the event. In the case of a tie, break the tie based first on tournament points, then one strength of schedule, and then on army points destroyed.

The winner of the Most Army Points Destroyed is the player with the highest total combined enemy army points destroyed throughout all rounds of the event. In the case of a tie, break the tie based first on tournament points, then on strength of schedule, and then on control points scored.



Iron Gauntlet World Championship Tournament Circuit

Welcome to **Iron Gauntlet: The WARMACHINE & HORDES World Championship!** Its winner will lay claim to the title "Best in the World." Iron Gauntlet events challenge players the world over to earn a spot in the world finals events at Lock & Load each year—and a shot at claiming the world title!

The 2019–2020 Iron Gauntlet season began at Lock & Load GameFest 2019 in Bellevue, Washington, and concludes at Lock & Load 2020. All officially sanctioned Masters and Champions events are eligible to be Iron Gauntlet Qualifier (IGQ) events.

To have a tournament be considered as an official Iron Gauntlet Qualifier, EOs must:

- Contact Privateer Press (PrivateerOP@privateerpress.com) to officially sanction their Masters or Champions event.
- Request IGQ status for the event.
- Report the names and final standings of the top three players within 14 days of completion of the event.

Failure to complete any of these steps will result in the event not counting as an official IGQ, and players will not receive any qualifier points from the event.

Player Qualification

Players can earn Iron Gauntlet Qualifier Points (QPs) based on their final ranking at any official IGQ. QPs are awarded according to the following chart.

POINT SYSTEM

FINAL STANDING	QPs
1	10
2	7
3	4

A list of all QPs earned will be posted here for each season: privateerpress.com/organized-play/iron-gauntlet.

A player who earns 10 or more QPs qualifies to enter the Iron Gauntlet World Championship Tournament at Lock & Load. There is no limit to the number of players that can qualify.

World Finals Seeding & Format

The Iron Gauntlet World Championship Tournament is held at Lock & Load each year as either a Masters or Champions event. Players who attend Lock & Load and have earned 10 QPs are eligible to enter the event.

Before the event begins, the players are ranked based on total QPs earned, from most to fewest. The first-ranked player is paired against the last-ranked player, the second-ranked player is paired against the second-lowest-ranked player, and so on. If there is a bye in the first round, the first-ranked player automatically receives the bye. After the first round, follow normal rules for determining which player, if any, receives a bye.

Each round, players are paired according to their tournament points as normal and also according to their seeding based on QPs as described above.

World Finals Results & Next Season

Players competing in the Iron Gauntlet finals earn points toward qualifying for the next season based on their standings in the finals.

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 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, infernal masters, inert warjacks, wild warbeasts, and models that are out of formation cannot contest.

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

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

A player controls a **circular zone** if they own one or more warcasters, warlocks, infernal masters, 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 they own one or more warcasters, warlocks, warjacks, infernal masters, warbeasts, horrors, 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/infernal master model that is a member of a warcaster/warlock/infernal master 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/infernal master 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 they own one or more warcaster, warlock, infernal master, or solo models B2B with the flag and no opponent contests it.

For a warcaster/warlock/infernal master model that is a member of a warcaster/warlock/infernal master 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 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 REFERENCE SHEET (PAGE 2 OF 2)

Assassination Victory

When only one player owns a warcaster, warlock, or infernal master 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/infernal masters 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/ Infernal Masters Remaining

If the game ends before a player has won the game, the player who owns the most warcasters/warlocks/infernal masters remaining in play wins the game. If both players own the same number of warcasters/warlocks/infernal masters in play, use the 2nd tiebreaker to determine the winner. Warcasters/warlocks/infernal masters consisting of multiple models with the warcaster/warlock/infernal master type (e.g., the Witch Coven of Garlghost) count as only one warcaster/warlock/infernal master 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, warlocks, and infernal masters 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 Thagros, Prophet of Everblight returned a Scythean to play using Dark Revival and it was destroyed again, the opponent earns 18 points for each time they 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, warlocks, and infernal masters are worth 10 army points each. Warcasters/warlocks/infernal masters consisting of multiple models with the warcaster/warlock/infernal master type are worth only 10 points regardless of the number of models remaining. Models automatically included with the warcaster/warlock/infernal master without the warcaster/warlock/infernal master subtype (e.g., Scrapjack) do not affect warcaster/warlock/infernal master scoring.
- Warjacks, warbeasts, and horrors 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.



Masters & Champions 2019 Objectives

ARMORY



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



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



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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DUGOUT



OBJECTIVE	
BASE	DEF ARM
LARGE	5 18

ANCHOR – During your Maintenance Phase, you can choose one friendly Faction model within 4" of this model. That model cannot be placed, and cannot be moved by a push, slam, or throw 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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OBSERVATORY



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.

RANGEFINDER – During your Control Phase, choose one friendly Faction model within 4" of this model. That model gains Eyesight Ⓞ for one round.



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TREASURE CHEST



OBJECTIVE	
BASE	DEF ARM
LARGE	5 18

GOOD FORTUNE – Once per game, during your Maintenance Phase choose a friendly Faction model within 4" of this model. The chosen model can reroll one attack roll and one damage roll this turn.

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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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, warlock, or infernal master completely within 12" of his table edge, their opponent immediately scores 2 control points.

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

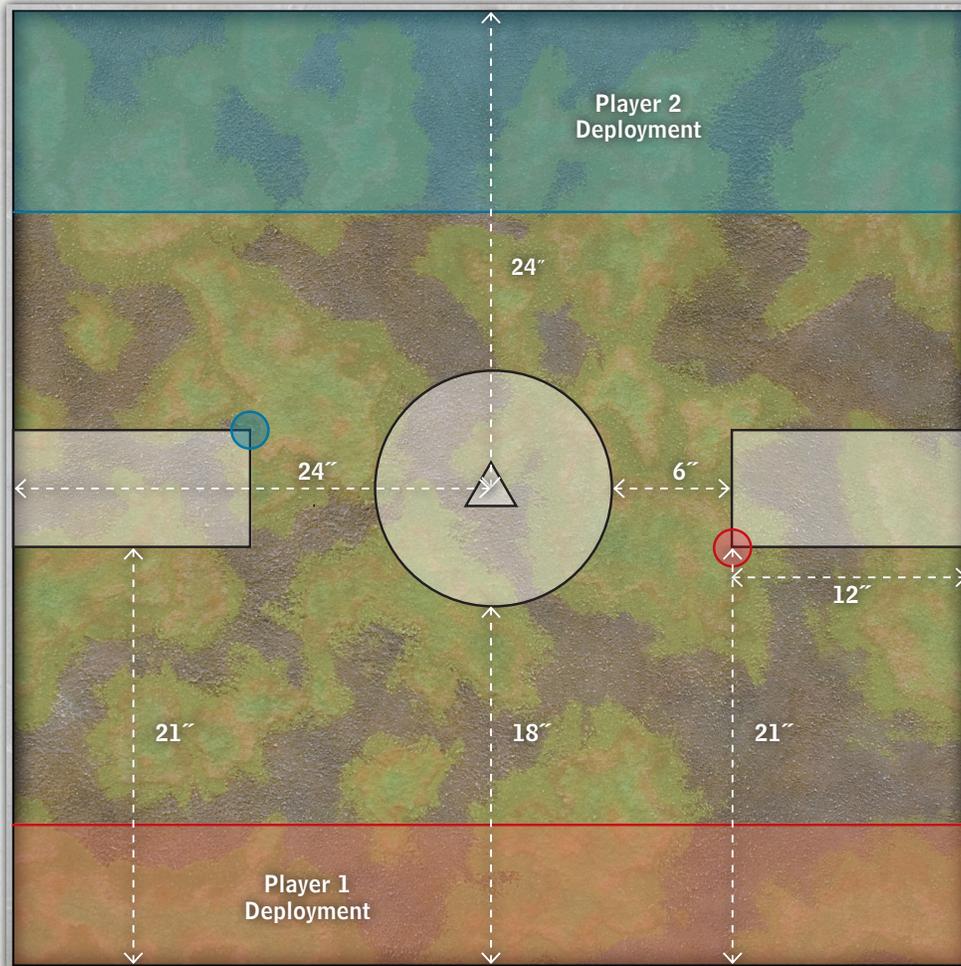
There is no limit to the number of CPs a player can score.

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

Victory Conditions

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.

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 his table edge, their opponent immediately scores 2 control points.

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

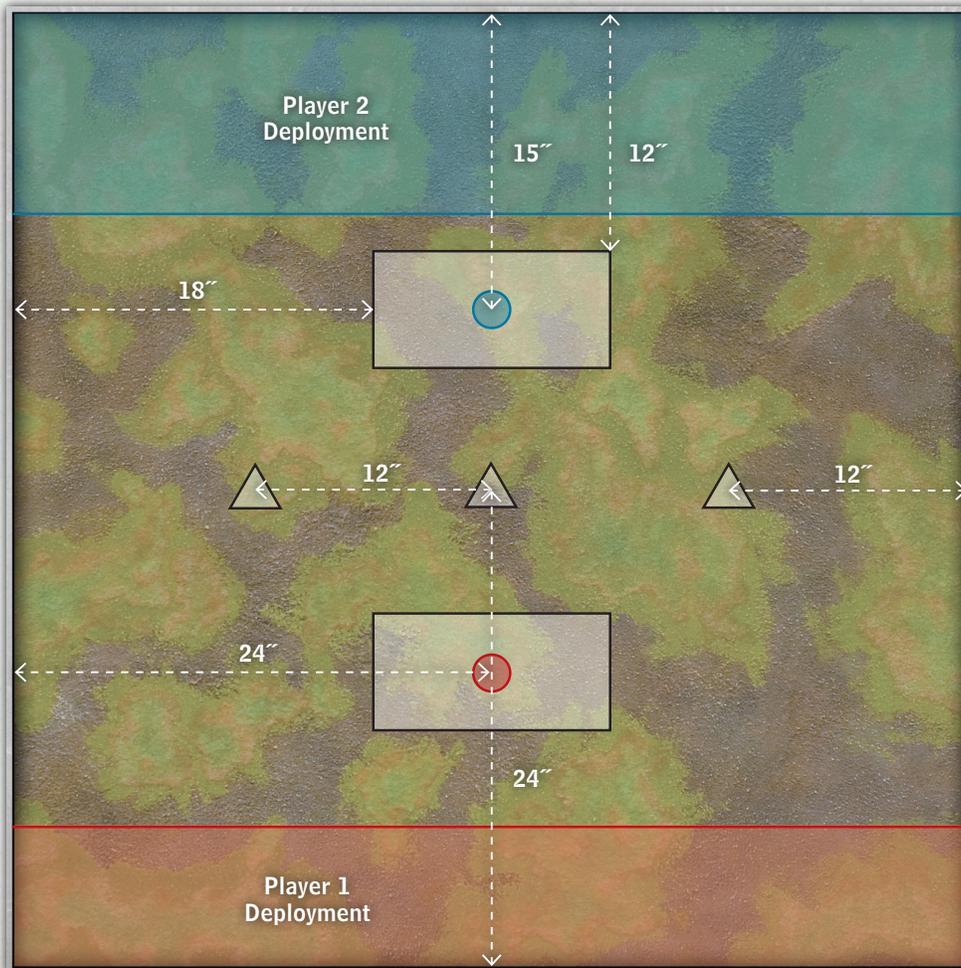
There is no limit to the number of CPs a player can score.

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

Victory Conditions

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 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 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**

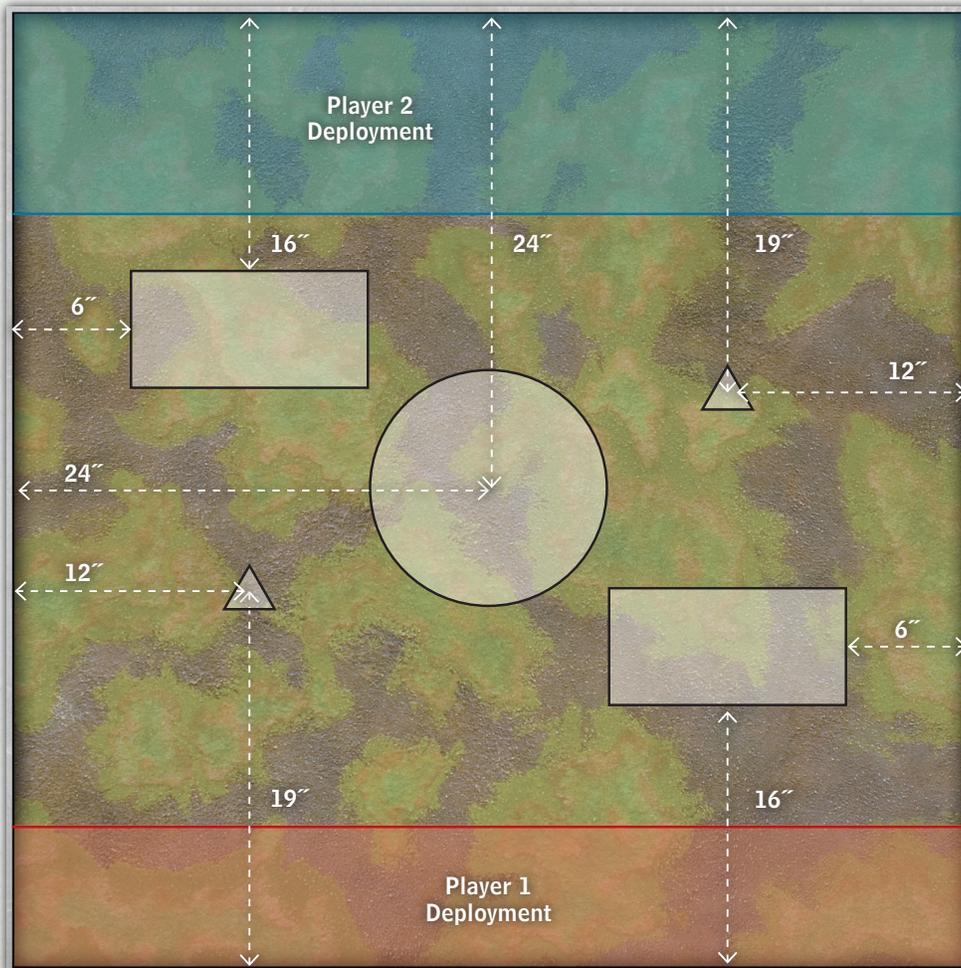
There is no limit to the number of CPs a player can score.

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.

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

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

ANARCHY

Special Rules

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

Scenario Elements: Mark two circular zones (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)

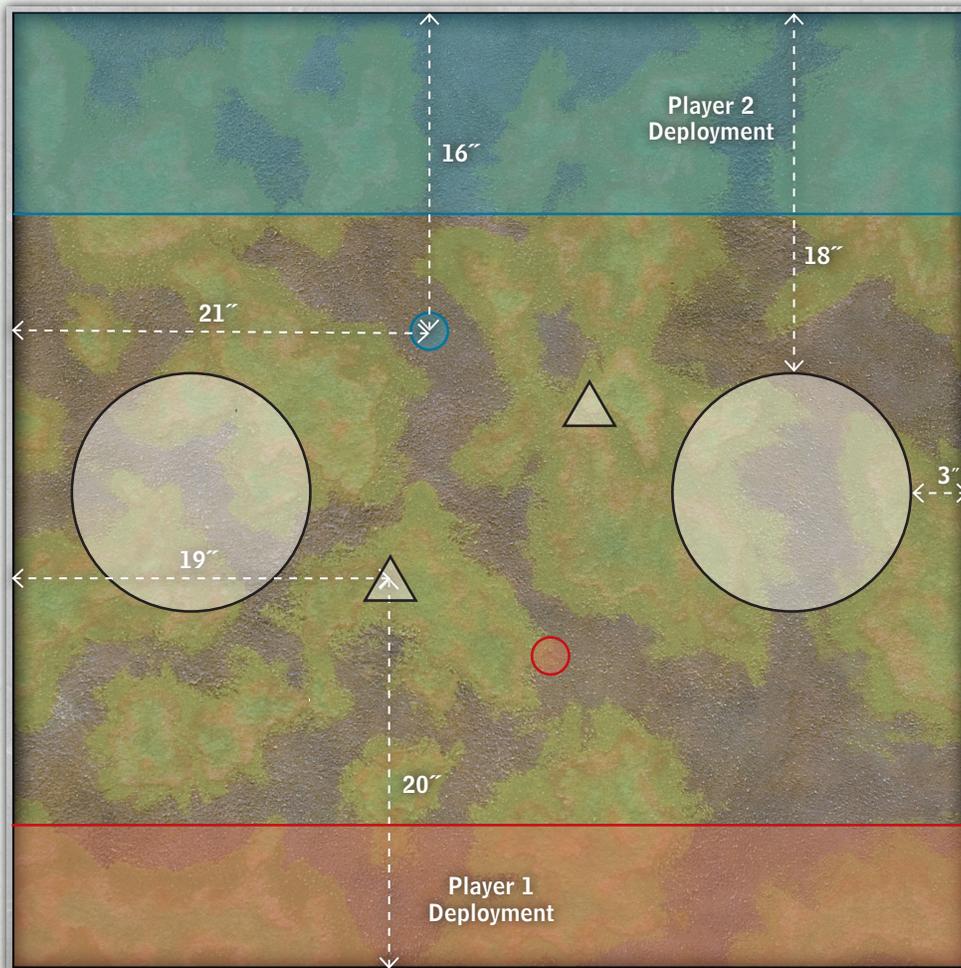
There is no limit to the number of CPs a player can score.

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

Victory Conditions

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 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)**

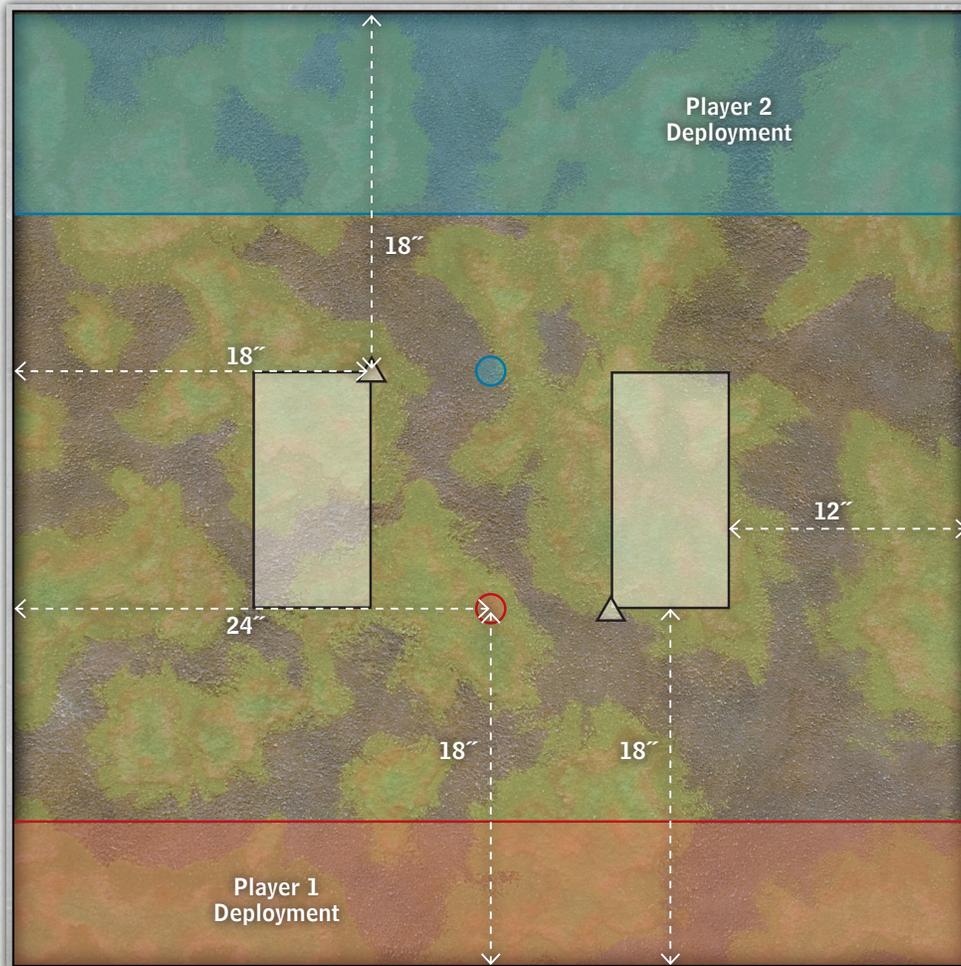
There is no limit to the number of CPs a player can score.

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

Victory Conditions

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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