



STEAMROLLER™

2024 Rules • FOR JANUARY 10 - DECEMBER 31, 2024

In Steamroller tournaments, players face off in a series of WARMACHINE games and pit their skills against a gauntlet of opponents to determine who will emerge victorious. Steamroller is ideal for groups of eight or more players and promotes fast and furious play while stressing the ability to adapt to a variety of scenarios.

Player Responsibilities

Players participating in a Steamroller 2024 (SR2024) event are responsible for bringing their own models, objectives, WARMACHINE app, dice, measuring devices, templates, and tokens. Things such as markers and proxy bases are highly encouraged.

Objectives are described in greater detail in the scenario reference sheet but consist of round 50 mm, 40 mm, 30 mm, and 20 mm bases. These objectives must be clearly identifiable as such and should not be easily confused for other models. Any objective not used by the scenario should be kept away from the table or stored to prevent potential confusion.

Tokens and **templates** represent in-game effects such as focus, fury, spells, etc., and should be placed next to the affected model(s) or on the appropriate area of the board. Players are responsible for clearly marking their effects in play. If a player does not mark an effect, then the effect is not considered to be in play. 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. A player must replace a proxy base with the appropriate model as soon as it is possible to do so.

A **table marker** is an item used by a player to mark a specific place on the board that does not represent an in-game effect or a model's current placement. For example, a player might use

a table marker to indicate the threat range of an enemy warjack or to determine if a friendly model will fit into a specific space after charging an enemy. Players can use only the following items as table markers: 30 mm, 40 mm, 50 mm, 80 mm, and 120 mm markers; 3" cloud templates; wall templates; and small beads or coins.

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

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

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

Players use the WARMACHINE app during SR2024 events. Players may instead use physical stat cards printed through the WARMACHINE app to reference model rules and mark damage instead of using the WARMACHINE app. Players must still share their model stats, damage, and so on with their opponent whether or not that opponent has the WARMACHINE app. If a player's WARMACHINE app device fails during a game, or if information on physical printouts of a model become illegible and the information cannot be recovered in a timely manner, the player concedes that game.

Army Lists

Steamroller events require a player to bring one army list, with a second army list optional.

Unless the Tournament Organizer (TO) provides player record sheets at the event, players must bring their own copy of their army list(s) in the WARMACHINE app. An army list point total cannot exceed the point size chosen for the event and cannot be more than 4 points under the chosen point size. Lists must include the required five command cards. Players must select an army from the Prime Arena when constructing a force for use in SR2024 events.

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

Modeling, Painting & Conversions

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

All models used in Privateer Press Organized Play events must be Privateer Press models from the WARMACHINE line. Each model must be fully assembled and mounted on a round-lipped base of the size specified on its stat card. The use of non-Privateer Press models, unassembled models, or inappropriately based models is not permitted.

Models that have not yet been released to the general public at the time of the event are not permitted in Organized Play events unless those models are readily available at the event venue (e.g., a convention-release model in a tournament held at that convention).

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. A Tournament Organizer (TO) 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 a weapon of the same length and type.

(e.g., A player may replace a model's RNG 1 single-headed axe with a similarly sized double-headed axe but could not replace a short axe with a large halberd or a gun).

- 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 TO 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 Dire Wolf warjack by combining parts from the Extreme Juggernaut and Dire Wolf model kits, along with iconic parts from the Dire Wolf model such as its bombard, and its head. This model is a **legal** conversion.
- A player creates an Extreme Dire Wolf by scratch-building the entire model out of sculpting putty except for the Dire Wolf's head. 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**.
- A player converts his entire army to resemble his favorite superheroes, including their trademarked logos. This army is **illegal**.
- A player re-poses his Magnus the Traitor model, intending to play it as Magnus the Unstoppable. This is an **illegal** conversion because it breaks the golden rule of conversions—it will be difficult for TOs and players to know which character the model is intended to represent without help from the player who converted it.
- A player inserts an axe into her Mastodon's closed fist. Because the weapon now appears to have a longer range and this could cause confusion, 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 TO 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 politely express their concerns to their opponent 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 TO and explain the situation. The TO always has the final word on rules questions or debates.

Players must present a mature and polite demeanor to their opponents and the TO. Failure to do so will result in immediate disqualification. A TO 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 TO. Examples of this type of unsporting behavior include incorrect Death Clock 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, five Victory 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. A TO can disqualify a player from a tournament if a concession is deemed unsporting.

Tournament Organizer Responsibilities

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

Number of Rounds

During the event, a player gains 1 tournament point for a win and 0 points for a loss or tie each round. The event runs until one player has more tournament points than any other player at the end of a round. Once this condition is met, the event ends without additional games.

The number of players in the tournament determines the

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

PLAYERS	ROUNDS
8 or fewer	3-round event
9 to 16	4-round event
17 to 32	5-round event
33 to 64	6-round event
65 to 128	7-round event

For events lasting six rounds or more, we recommend using the “Cut to Top [X]” variant found below.

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.

First-Round Pairings

Shuffle all the player record sheets together or use another method to randomly determine all of the player pairings for the first round. If there are 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 Death Clock

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

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

Once both players' army lists and deployment order are determined, and scenario is set up, 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 TO 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 a TO's call is required to resolve a rules dispute, the TO, at their own discretion, can pause the chess clock upon arriving at the table. If the TO 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.

A player whose clock runs out during their turn immediately loses, and a check is performed to determine game results. If a player's clock runs out during their turn, that player immediately loses. When a player's clock runs out during their turn, their opponent may immediately check to see if they score any scenario elements. If that opponent now has more VP than the player whose clock ran out, that opponent wins via scenario victory. If scoring the scenario would not result in a scenario victory in this manner, the player whose clock ran out has their Leader model immediately destroyed, and the loss is scored as an assassination victory for the opponent using current table conditions.

If a player's clock runs out during their opponent's turn, that opponent may finish their turn as normal but may immediately check for scenario victory at the end of the current turn. If scenario victory is not achieved in this manner, the player whose clock ran out has their Leader model 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 TO 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 TO paused their clocks during the round); this can only occur if players paused the clock without informing the TO.

Scenario Selection

Steamroller 2024 includes six scenarios. The TO can either choose the scenarios and the order in which they are played or use the following random scenario selection table. A scenario should not be repeated. All players play the same scenario each round, and the TO should not announce the scenario until the start of the round.

D6 ROLL	SCENARIO
1	Recon MK4
2	Battle Lines
3	Wolves at Our Heels
4	Payload
5	Two Fronts
6	Invasion

Terrain

The battlefields of Immoren stretch across strange and varied lands. From a shore landing outside of Port Vladovar to a march through the rusty crags of the Bloodstone Marches, every battlefield will come alive in its own way. Just like Immoren, no two stories or events are likely to have the same terrain—and that's okay. This section offers guidelines to help TOs build tables that are balanced while also providing engaging tactical experiences using whatever terrain they have available. By no means, however, should this document restrict a TO from creating the tables they want to see at their event!

Generally, an average table should have between ten and fourteen pieces of terrain. This terrain should be placed to reduce large open areas and break up line of sight across the board without unduly constricting movement.

Terrain pieces—except for scatter terrain—should be roughly 3" to 6" in width and length. Examples include forests, patches of quicksand, fields of tall grass, pools of water, and so forth. Terrain features should not be smaller than 3" in any dimension or larger than 6" in any dimension. However, if your terrain is larger or smaller, consider adjusting the amount of terrain as necessary. For example, a single terrain piece consisting of an obstruction on a hill, built alongside a beautiful pond, with a footprint approximately 15" in diameter should be treated as three pieces of terrain. Do not be afraid to use terrain that is strange and varied; after all, the world is made up of more than hills, forests, and walls!

Some terrain is too small to reasonably count toward this limit. These especially small pieces of terrain are called scatter terrain. Examples of scatter terrain include small boulders, individual crates, lamp posts, wrecked handcarts, and so forth. Three pieces of scatter terrain count as one piece of normal terrain. As rule of thumb: if three small pieces of terrain fit into the same area as a single piece of normal terrain, those pieces are scatter terrain. Scatter terrain is removed from the table when it is contacted by an 80 mm-based or 120 mm-based model. Players should try to replace all removed scatter terrain as best they can once the game is finished.

Terrain placement should present a meaningful choice for the player who wins the starting roll. By no means should each side of a battlefield be a mirror image of the other, but each half of a table should contain roughly the same number of pieces of terrain.

- The exact number, type, and placement of terrain pieces are up to the TO, but TOs should keep the following guidelines in mind when setting up tables:
- Do not place terrain within 3" of a board edge.
- Each table should contain a minimum of four line-of-sight-blocking terrain pieces (e.g., forests, dense fog, obstructions).

Do not count scatter terrain toward this number.

- Do not place obstructions within 6" of another obstruction. Ensure that no combination of terrain unduly restricts the movement of any base size.
- Each table should have at least one hazard (e.g. burning earth, acid baths, quicksand).
- Scatter terrain (e.g. open graves, stack of boxes, etc.) are taken in groups of three, though they may be taken in any combination (e.g., 3 open graves or 2 open graves and 1 stack of boxes) They only count as one piece of terrain for the number of terrain pieces placed.
- 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.
- Players do not roll to determine if terrain features such as burning earth or dense fog disappear. These terrain features remain in play throughout the game.
- Each table should be limited to 6 pieces of scatter terrain.

Scenarios may require scenario elements to be placed in locations that conflict with existing terrain. When placing scenario elements, move any obstructions that would overlap the element. Do so in a way that creates the least amount of disturbance amongst other pieces of terrain. Area terrain such as forests, rough terrain, acid baths, or hills present no such conflict for setup, and scenario elements may be freely placed within such terrain.

If the TO allows players to set up their own scenario elements and objectives, both players must agree on any such shift of terrain. If terrain movement cannot be agreed upon, players should call the TO to settle any disputes.

During the event, terrain will often be moved due to the presence of scenario elements or moved inadvertently by players. The TO 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, to reset scatter terrain, and so forth.

Terrain Setup Methods: Below is one example of a terrain setup method the TO can use when setting up terrain for an event. This is not the only way to set up terrain; in fact, we recommend trying different methods to find the way that works for each TO, event, or group. Continue to use the guidelines above whenever possible. Remember, a piece of terrain is "within" a given distance if any portion of the terrain is within that distance. If a rule states "completely within," however, the entire terrain piece must be within that distance.

Quadrant Method (recommended number of terrain pieces: 12)

1. Divide the table into four 24" × 24" quadrants.
2. Place a terrain piece completely within each quadrant and within 6" of the center of the table.
3. Place a terrain piece completely within each quadrant and within 6" of the center of the quadrant.
4. Choose one table side. Add one obstruction within 6" of the center between the two quadrants on that table side.
5. Add an additional piece of terrain within 6" of that.
6. Add one Hazard to one of the other two quadrants.
7. Pick one random quadrant and add a final piece of terrain.

Starting the Game

Before beginning a match, players should share their chosen Force List with each other through the WARMACHINE app. Lists are shared without revealing which force has been chosen for the match. Lists may not be altered or switched for different lists after they have been shared. After lists are chosen players then pick the spells for their Spell Racks.

Recording the Game Results

At the end of a game, each player must report the following information to the TO either by player record sheet, or another method chosen by the TO: 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 2nd tiebreaker rules from the Scenario Reference Sheet.

Final Standings

Victory Points (VP) determine a player's current standing in a tournament. In the case of two players with the same number of tournament points, determine which one ranks higher by calculating strength of schedule. To do this, count the tournament points scored by each opponent of the tied players. The player whose opponents have the highest total score has the best strength of schedule score and earns the higher rank. If strength

of schedule is the same for both players, the player who accrued the most control points throughout the tournament earns the higher rank. If control points are also the same for both players, the player who accrued the most enemy army points destroyed throughout the tournament earns the higher rank.

Prizes

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

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

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

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

SCENARIO REFERENCE SHEET (PAGE 1 OF 2)

Setup and Deployment

Refer to the diagram in each scenario to set up a game. Each player's table edge, deployment zone, and various scenario elements (such as flags and objectives) are highlighted in that player's corresponding color (P1 = red, P2 = blue). Players will place their objectives, flags, and cache on the table in accordance with the scenario before the start of the round but after turn order is determined. When placing the objectives, flags, and cache, make sure to measure from the table edge to the edge of the base.

Scenario Elements

Scenario elements include objectives, objective terrain, flags, and caches. Scenario elements are not models.

Objectives are represented on the map by circles, flags are represented by triangles, and caches are represented by squares. A number indicating base size appears on the objective icon.

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

Objectives

Objectives are represented on the tabletop by 30 mm, 40 mm, and 50 mm bases. Objectives are not models and do not block line of sight. Models can advance through an objective, or be pushed, thrown, or slammed through an objective, if they have enough movement to move completely past it; otherwise, they must stop short of the objective. A slammed or thrown model does not suffer collateral damage from objectives.

If a scenario calls for the objective to move, the objective ignores models, obstacles, obstructions, and terrain during this movement if it has enough movement to move completely past those models, obstacles, or obstructions; otherwise, it must stop short.

Inert warjacks, wild warbeasts, autonomous monstrosities, and disabled models cannot secure objectives.

A player secures a 50 mm objective if they own one or more Leader models, Cohort models, or battle engines within 3" of the objective, and no opponent contests it (see below). Inert warjacks and wild warbeasts cannot secure zones.

A player secures a 40 mm objective if they own one or more Leader models or units within 3" of it, and no opponent contests it. For a unit to secure an objective, all models in the unit still in play must be within 3" of the same objective.

A player secures a 30 mm objective if they own one or more Leader models or solo models within 3" of it, and no opponent contests it.

An objective is contested if any of your opponent's models are within 3" of the objective. Leader models, inert warjacks, wild warbeasts, autonomous monstrosities, and disabled models cannot contest.

Flags and Objective Terrain

Some terrain on the tabletop can also serve as objectives in some scenarios. Flags are used in these scenarios to denote objective terrain. If a scenario contains a flag, before deployment and starting with the first player, players take turns choosing one piece of terrain within 5" of the chosen 20 mm flag. Place the flag on, in, or next to that piece of terrain to represent that it is now an objective terrain piece. A player cannot choose a hazard or piece of scatter terrain to be an objective terrain piece. If no valid terrain piece exists, leave the flag at the location specified in the scenario. The flag itself becomes an obstruction objective terrain piece.

If an object terrain piece is destroyed, expires, or is removed from the table, before removing the terrain piece the player that caused its removal places its flag anywhere touching its edge. After placing the flag, remove the terrain from the table. The flag then becomes an obstruction objective terrain piece.

A player secures a piece of objective terrain by having two or more models within the area of the terrain or within 2" of the piece of terrain, and no opponent contests it.

A piece of objective terrain is contested if one of your opponent's models is within the area of the terrain or within 2" of the piece of terrain. Leader models, inert warjacks, wild warbeasts, autonomous monstrosities, and disabled models cannot contest.

Caches

Caches are not models and do not block line of sight. Models can advance through a cache, or be pushed, thrown, or slammed through a cache, if they have enough movement to move completely past it; otherwise, they must stop short of the cache. A slammed or thrown model does not suffer collateral damage from caches.

Players can only score from an opponent's cache. To score a cache, a player must have a friendly model forfeit its Combat Action while in base contact with the opponent's cache. When a cache is scored, immediately remove it from play.

Kill Box

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

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



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SCENARIO REFERENCE SHEET (PAGE 2 OF 2)

Assassination Victory

When a player has the only Leader model remaining in play, that player immediately wins the game. Even though the game is over, players score one last turn of Victory 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 a player ends with 3 Victory Points more than their opponent after the opponent's assassination victory), but it does affect the scoring of the game. If all Leader models are simultaneously destroyed, the game ends, and victory is determined using tiebreakers. Additionally, count and report army points destroyed in accordance with the 2nd 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 the point total of all models destroyed by each player in accordance with the 2nd tiebreaker.

1st Tiebreaker: Victory Points

The player who has the most Victory Points wins the game. If both players have the same number of Victory Points, use the 2nd tiebreaker to determine the winner.

2nd Tiebreaker: Scenario Presence

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

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

- Leader models are worth 10 army points each. Leaders consisting of multiple models with the Leader rule are worth only 10 points regardless of the number of models remaining.
- Cohort models are worth their point cost value.
- Units and unit attachments are worth the unit's point cost. Models with the Attachment special rule add to the unit's value.
- Solos are worth the model's point cost. For multiple-model solos (e.g., solos that include multiple models for a single point cost), all the remaining models must be within range of the same objective.

SCENARIO 1

RECON MK4

Special Rules

Kill Box: This scenario uses the Kill Box special rule (see above).

Scenario Victory: A player who has 3 or more Victory Points than their opponent after scoring on their opponent's turn immediately wins.

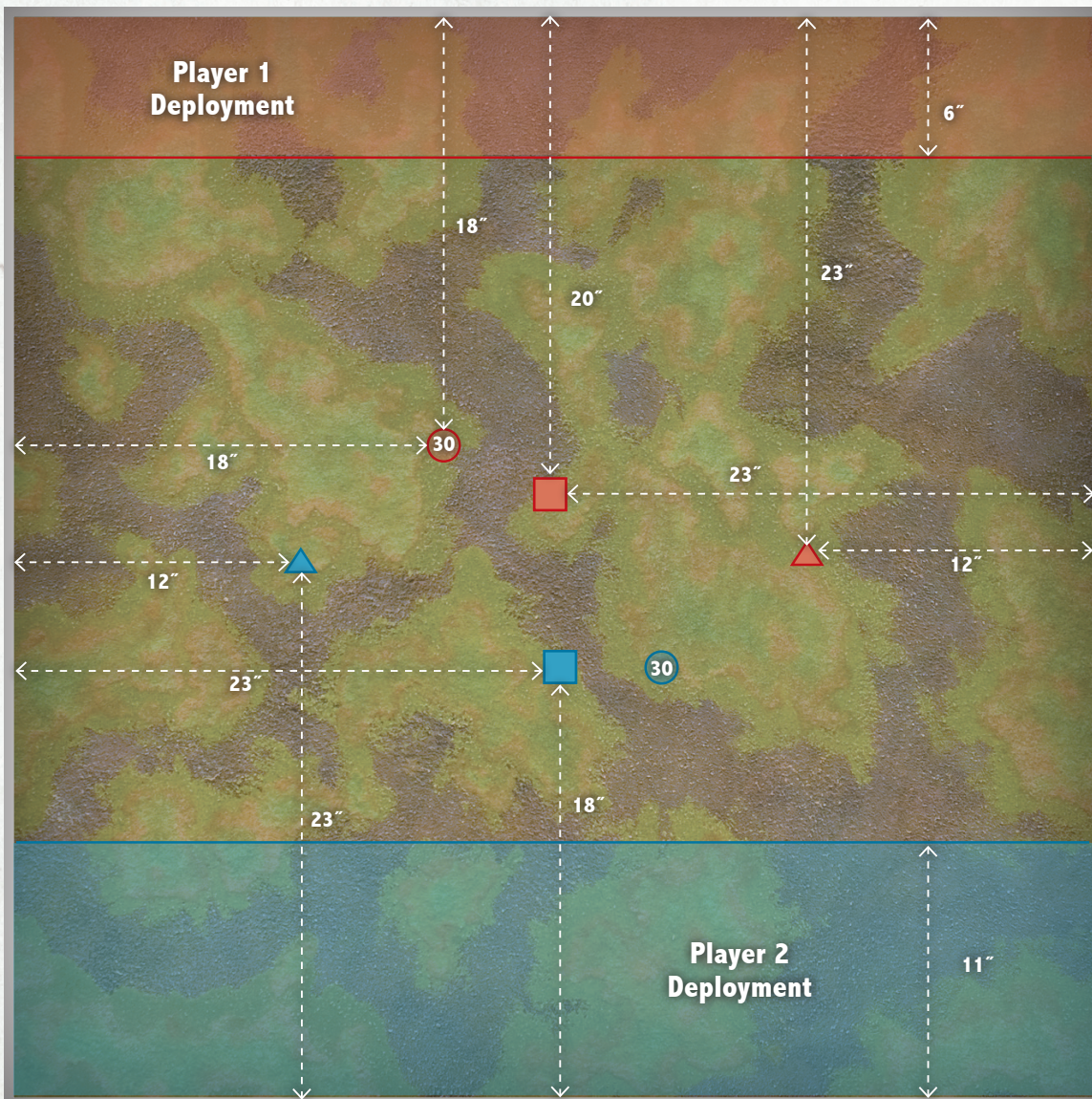
Scenario Elements: Place two 20 mm flags, two 30 mm objectives, and two 20 mm caches in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn, a player earns Victory Points (VP) as follows:

- Secure a 30 mm objective = 1 VP
- Secure objective terrain = 1 VP
- Cache captured = 1 VP

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

Fixed Game Length: The game ends at the end of the second player's seventh turn.

Tip: Note that all the objectives are not symmetrical



SCENARIO 2

BATTLE LINES

Special Rules

Kill Box: This scenario uses the Kill Box special rule (see above).

Scenario Victory: A player who has 3 or more Victory Points than their opponent after scoring on their opponent's turn immediately wins.

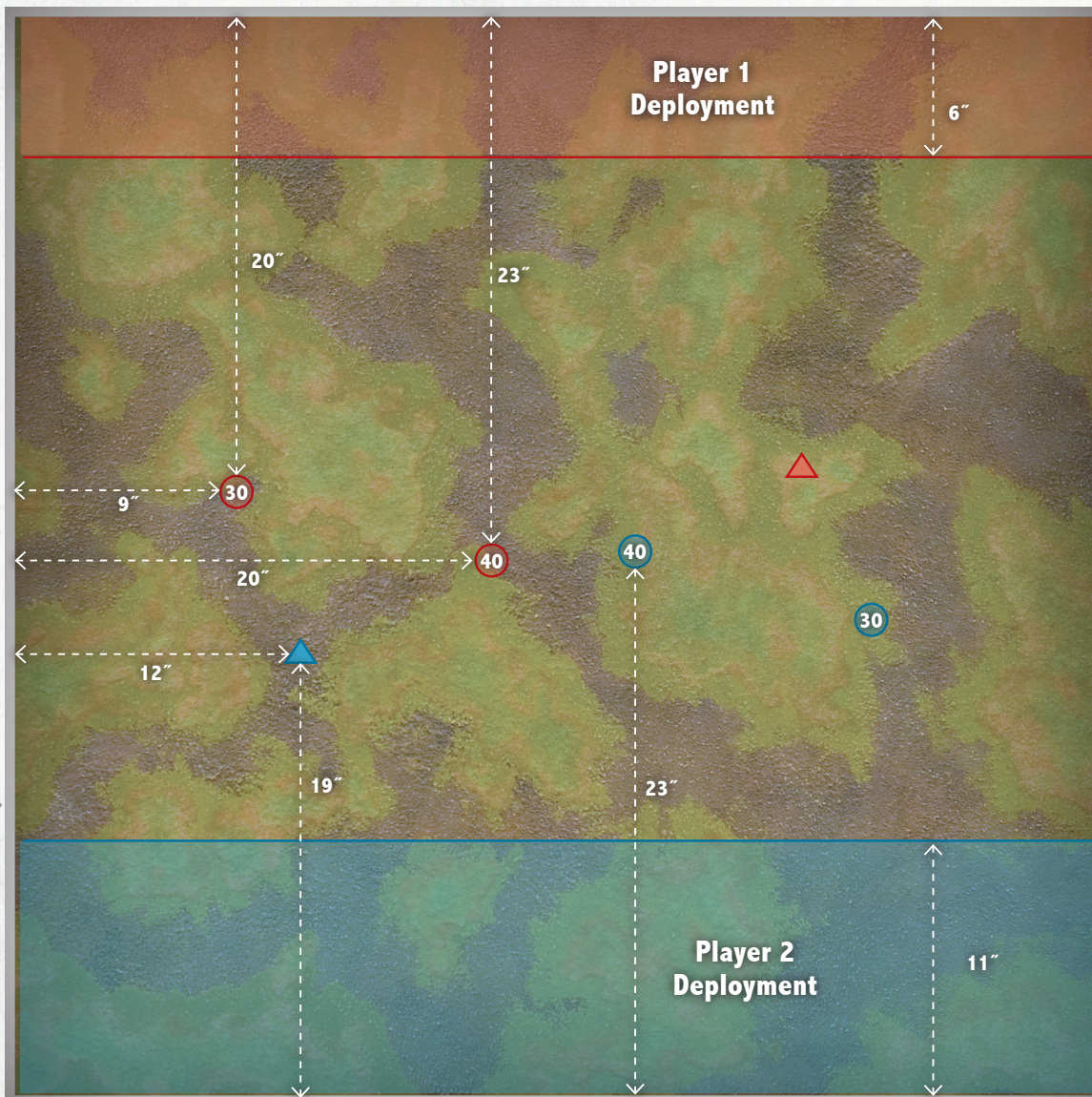
Scenario Elements: Place two 40 mm objectives, two 30 mm objectives, and two 20 mm flags in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn, a player earns Victory Points (VP) as follows:

- Secure a 30 mm objective = 1 VP
- Secure a 40 mm objective = 1 VP
- Secure a terrain objective = 1 VP

At the end of each scoring turn after points have been scored, the active player must move one objective 3" toward their opponent's table edge. Players may not move an objective that was moved during the previous scoring turn.

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

Fixed Game Length: The game ends at the end of the second player's seventh turn.



SCENARIO 3

WOLVES AT OUR HEELS

Special Rules

Kill Box: This scenario uses the Kill Box special rule (see above).

The Wolves Advance: Starting on the first player's third turn, extend the Kill Box by 2" at the beginning of each of the first player's turns.

Scenario Victory: A player who has 3 or more Victory Points than their opponent after scoring on their opponent's turn immediately wins.

Scenario Elements: Place two 50 mm objectives, two 40 mm objectives, and two 20 mm caches 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 Victory Points (VP) as follows:

- Objective secured = 1 VP
- Cache captured = 1 VP

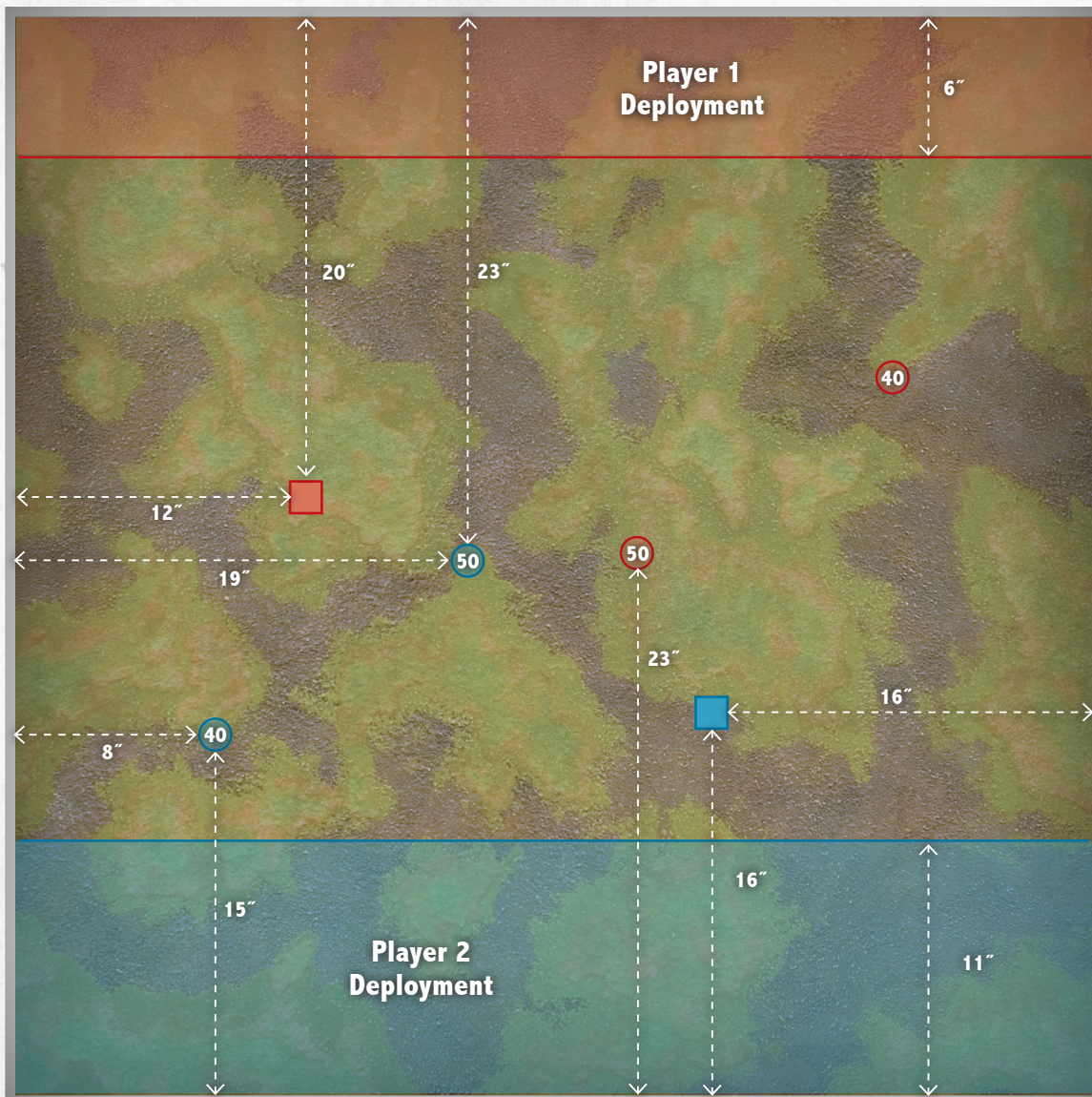
At the end of the second player's fourth turn, the player whose objective is closest to their opponent's board edge scores 3 VP. If both objectives are equidistant from the opposing board edges, no points are scored in this manner. Scoring for this objective is checked only once per game.

At the end of each scoring turn after points have been scored, players must move each 40 mm objective they control 3" toward their opponent's table edge.

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

Fixed Game Length: The game ends at the end of the second player's seventh turn.

Tip: Note that all the objectives are not symmetrical



SCENARIO 4

PAYLOAD

Special Rules

Kill Box: This scenario uses the Kill Box special rule (see above).

Scenario Victory: A player who has 3 or more Victory Points than their opponent after scoring on their opponent's turn immediately wins.

Made to Haul: After moving their 50 mm objective at the end of their turn, that player may move one friendly Cohort model 5" directly toward their 50 mm objective.

Scenario Elements: Place two 50 mm objectives, two 40 mm objectives, one 30 mm objective, 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 Victory Points (VP) as follows:

- Zone Secured = 1 VP

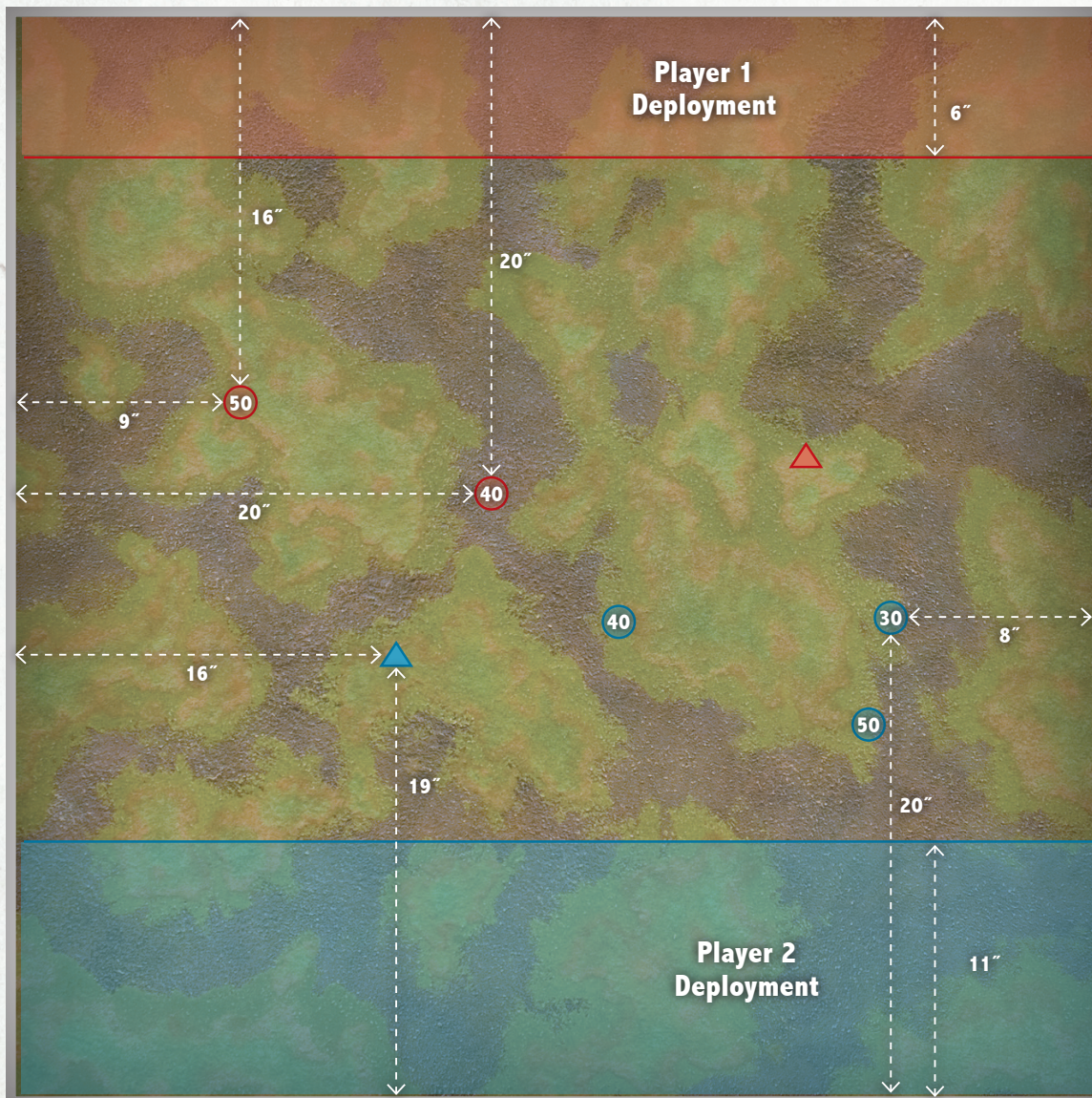
- If a player's 50mm objective ends its movement within 2" of their opponent's objective terrain, that player immediately scores 5 points. Remove that 50mm objective from play. Additionally, remove the flag from that objective terrain. That terrain is no longer objective terrain.

At the end of each scoring turn after points have been scored, a player securing a 50mm objective must move that objective 3" toward their opponent's objective terrain, +1" for each 30mm or 40mm objective secured by that player.

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

Fixed Game Length: The game ends at the end of the second player's seventh turn.

Tip: Note that all the objectives are not symmetrical



SCENARIO 5

TWO FRONTS

Special Rules

Scenario Victory: A player who has 3 or more VP than their opponent after scoring on their opponent's turn immediately wins.

Scenario Elements: Place two 50mm objectives, two 40mm objectives, and one 30mm objective 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 victory points (VP) as follows:

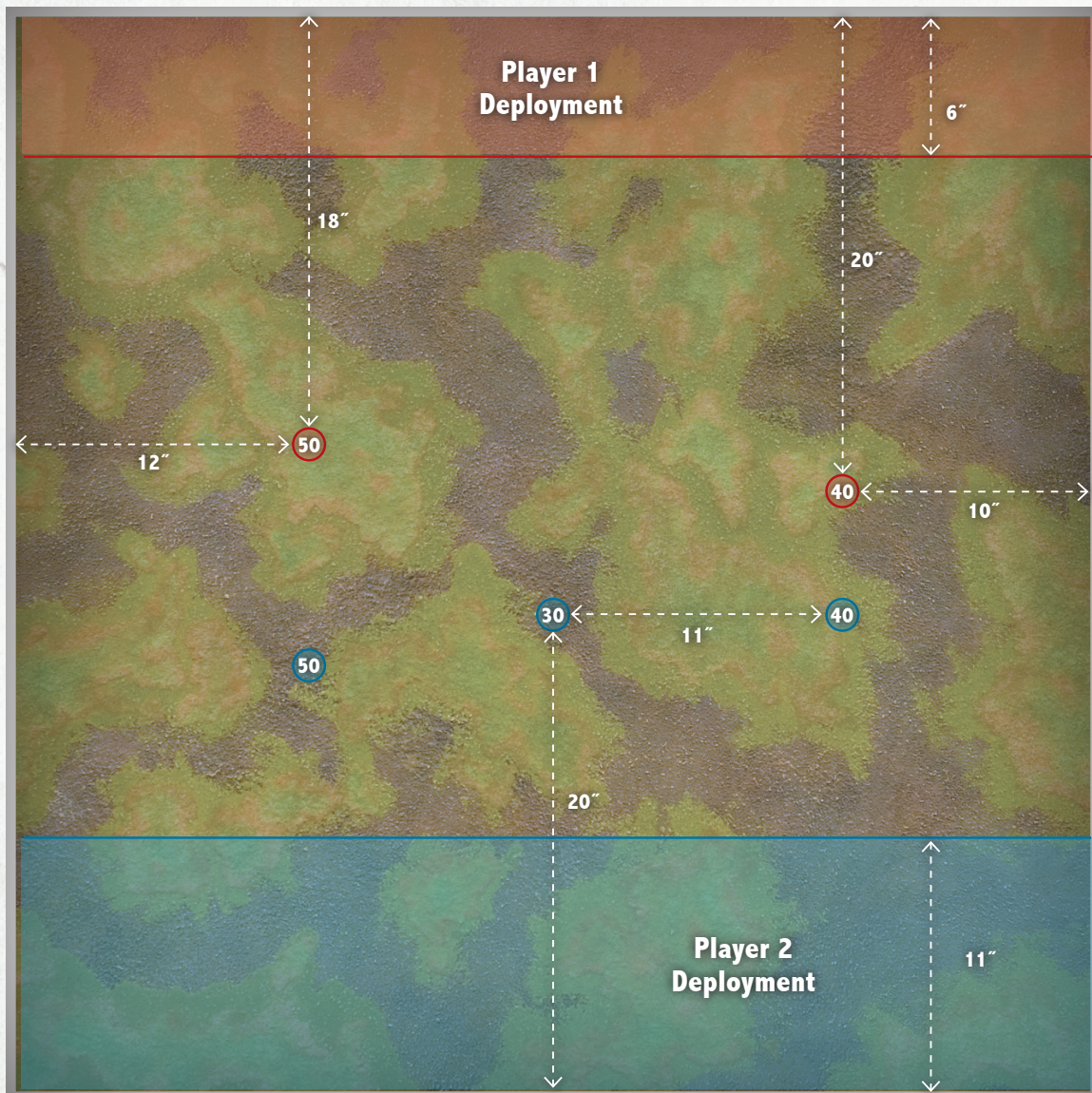
- Zone secured = 1 VP

- A player has secured both 50 mm or 40 mm zones = 2 VP

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

Fixed Game Length: The game ends at the end of the second player's seventh turn.

Tip: Note that all the objectives are not symmetrical



SCENARIO 6 INVASION

Special Rules

Kill Box: This scenario uses the Kill Box special rule (see above).

Scenario Victory: A player who has 3 or more Victory Points than their opponent after scoring on their opponent's turn immediately wins.

Scenario Elements: Place two 50 mm objectives, one 40 mm objective, one 30 mm objective, 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 Victory Points (VP) as follows:

- Objective secured = 1 VP
- Objective terrain secured = 1 VP
- Cache captured = 1 VP

Be the first player to end an opponent's objective movement within your own deployment zone = 5 VP. Score this only once.

At the end of each scoring turn after points have been scored, a player may move each of their opponent's objectives they have secured 5" in any direction. An objective may not end this movement within 3" of a board edge.

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

Fixed Game Length: The game ends at the end of the second player's seventh turn.

Tip: Note that players' flags are on the opposite sides of the table. This means players pick the objective terrain on their opponent's side of the board.

Tip: Note that all the objectives are not symmetrical

