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 top sixteen and a shot at claiming the world title. In the annual Iron Gauntlet finals, the best of the best come together and square off to determine the true master of WARMACHINE and HORDES.

The 2016–2017 Iron Gauntlet season began at Lock & Load GameFest 2016 in Bellevue, Washington, and concludes at Lock & Load 2017. Events for the 2016–2017 season are listed at privateerpress.com/organized-play/iron-gauntlet. Each Iron Gauntlet player is assigned to one of four regions based on his current address. The names of the regions will vary from year to year and are broadly geographic, roughly corresponding to the locations of Iron Gauntlet qualifier events. The current regions are North America East, North America West, Europe/Africa, and Asia/Australia. It is very important that every player in a qualifier accurately fills out the city, state, and country information on the player record sheet, as a player’s assigned region may factor into selection for the Iron Gauntlet finals.
All Iron Gauntlet events will be run in accordance with the rules in this document. Players competing in Iron Gauntlet events earn points based on their final standing in each event, according to the following table.

<table>
<thead>
<tr>
<th>Final Standing</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>7</td>
</tr>
<tr>
<td>3–4</td>
<td>4</td>
</tr>
<tr>
<td>5–8</td>
<td>2</td>
</tr>
<tr>
<td>9–16</td>
<td>1</td>
</tr>
</tbody>
</table>

**Player Responsibilities**

**Preparing for Battle**

Players participating in an Iron Gauntlet event must bring all their own models, stat cards, dice, measuring devices, markers, tokens, and templates required for play. Players must place appropriately sized templates on the affected area of the table to represent AOE effects and any terrain that their models generate. (This does not include effects and terrain based on a model’s command range or control range.) Tokens representing in-game effects such as focus, fury, spells, and abilities are required and must be placed next to the affected model(s). Players can use the AOE and effect markers provided at privateerpress.com/organized-play/armory.

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

**Army Lists**

Iron Gauntlet events require three 75-point army lists. There are no limits or restrictions on the number of times each 75-point list must be played. However, the models available to a player for list building in the Gauntlet Rounds is affected by the lists he plays during the preliminary rounds. Players should carefully read the “Gauntlet Rounds: List Building” section to fully understand how list selections in the preliminary rounds affect their options in the Gauntlet Rounds.

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 points). For example, Kaelyssa has 29 warjack points, so a 75-point Kaelyssa army must include 100 to 104 points of models.

Each army list must include one Iron Gauntlet 2016 objective (p. 10) of the player’s choice. The same objective type can be included in multiple army lists. Objectives do not have a point cost and are not used in all scenarios. When a scenario calls for a friendly Faction objective, each player must use the objective included in the list he has chosen for the round.

Each of a player’s lists must be led by a different warcaster or warlock from the same faction. Different versions of the same named warcaster or warlock (e.g., Caine 1 and Caine 2) each count as a different warcaster or warlock 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 an Iron Gauntlet 2016 event.

**Preliminary Rounds: Pairing and Standings**

An Iron Gauntlet 2016 event begins with a number of preliminary rounds based on the event’s player attendance and concludes with two Gauntlet Rounds. Preliminary round pairings should be organized according to the rules found in the “Event Organizer Responsibilities” section (p. 5).

**Gauntlet Rounds: Pairing and Standings**

When the total number of undefeated players at the end of a round is four or fewer, the Gauntlet Rounds immediately begin.

Use the Final Standings rules to determine the top four players. These four players enter the Gauntlet Bracket and are guaranteed to finish in one of the top four places for the event. Do not calculate final standings for all other players, as they will participate in a single non-bracket Gauntlet Round for one last chance to alter their final standings in the event.

There are two Gauntlet Rounds: semifinals and finals. During the semifinals, players who are not in the Gauntlet Bracket are paired together following the standard pairing rules in the “Event Organizer Responsibilities” section. At the end of this semifinal Gauntlet Round, determine the final standings of all players not in the Gauntlet Bracket. Because the players in the Gauntlet Bracket are guaranteed a top-four finish, the non-bracket player with the highest standing after the semifinal Gauntlet Round finishes fifth, with all other standings following from there.

<table>
<thead>
<tr>
<th>POINT SYSTEM</th>
</tr>
</thead>
<tbody>
<tr>
<td>Final Standing</td>
</tr>
<tr>
<td>----------------</td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3–4</td>
</tr>
<tr>
<td>5–8</td>
</tr>
<tr>
<td>9–16</td>
</tr>
</tbody>
</table>
Pair Gauntlet Bracket players randomly for the semifinals round. This means two players who played each other in the preliminary rounds might face each other again. The two winners of the Gauntlet Bracket semifinals move on to the finals round. The winners of the Gauntlet Bracket semifinals are the only players in the event to participate in the final Gauntlet Round. The winner of the finals round finishes first overall, and his opponent finishes second overall. The players defeated in the Gauntlet Bracket semifinal round are ranked third and fourth overall in the event. Use the Final Standings rules to determine which player finishes with the higher rank.

All Gauntlet Round games must be played using the rules for list building below.

**Gauntlet Rounds: List Building**

Gauntlet Rounds will test players’ skill on the battlefield as well as their ability to build a successful army list. After pairings are determined for a Gauntlet Round, the opponents show each other their three army lists from the preliminary rounds. Each player must tell his opponent which lists he played during the preliminary rounds. Then the players simultaneously reveal the warcasters or warlocks they will play during the game. A player can select any warcaster or warlock he played in the preliminary rounds.

Each player is then given 20 minutes to build a new 75-point army list using any models in the army lists he played in games during the preliminary rounds. If an army list was not played during the preliminary rounds, a player cannot use models from that list when building his Gauntlet Round army. Each instance of a model/unit in one of the player’s eligible preliminary army lists can be used once in his Gauntlet Round army list. If a player wins in the semifinals, he can repeat models/units in his semifinal army list for the finals. A player can change specific unit sizes and model relationships for each new 75-point list.

**EXAMPLE:** John has a Slayer Helljack in each of his three preliminary army lists, and one list has a maximum unit of Bane Warriors. During the preliminary rounds, John played only two of his lists, including the list with the Bane Warriors. When building his Gauntlet Round list, John can take up to two Slayers and a single minimum or maximum unit of Bane Warriors. If John had not played the army list with the unit of Bane Warriors in the preliminary rounds, he could not use Bane Warriors in his Gauntlet Round list.

All standard rules in the Army Lists section must be followed when building a list for a Gauntlet Round. During Gauntlet Rounds, players can use any eligible warcaster, warlock, or character models available to them each round. If a player did not use a warcaster or warlock during the preliminary rounds, that model is not eligible for use during the Gauntlet Rounds. A player can create his Gauntlet Round army as a Theme Force even if that Theme Force was not present in his preliminary army list.

**Modeling and Painting**

All models must be completely painted and based in Iron Gauntlet events. This means that every model must be painted with a reasonable diversity of color and that individual elements of the miniature must be distinguishable by color, shading, and highlighting. For instance, flesh must be a different color than hair or clothing, and metal must be a different color than leather. Bases must be finished with sand or flock, or otherwise modeled and painted.

Whether a model is completely painted and based is the decision of the EO. As a general rule, if a player feels the need to justify why a model is complete, it probably isn’t.

All models used in Privateer Press organized play events must be Privateer Press miniatures from the WARMACHINE or Hordes lines. Each model must be fully assembled on the appropriately sized base for which it was designed. 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 unless those models are readily available at the event venue (such as convention-release models in tournaments held at that convention). The use of Extreme versions of models is permitted in organized play.

The Privateer Press Exclusive models listed in the following table are legal substitutes for the corresponding standard models.

<table>
<thead>
<tr>
<th>EXCLUSIVE MODEL</th>
<th>STANDARD MODEL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trollkin Kilt Lifter</td>
<td>Trollkin Fennblade Grunt</td>
</tr>
<tr>
<td>Druid Gone Wilder</td>
<td>Druid Wilder solo</td>
</tr>
<tr>
<td>Bombardier Bombshell</td>
<td>Man-O-War Bombardier trooper</td>
</tr>
<tr>
<td>Steelsoul Keg Protector</td>
<td>Steelsoul Protector solo</td>
</tr>
<tr>
<td>Gorman di &quot;Sea&quot; Wulfe Volunteer Exclusive</td>
<td>Gorman di Wulfe solo</td>
</tr>
<tr>
<td>Blighted Bather</td>
<td>Spawning Vessel</td>
</tr>
<tr>
<td>Gobber Drudge</td>
<td>Cephalyx Mind Bender &amp; Drudges Grunt</td>
</tr>
<tr>
<td>Blindwater Brew Witch Doctor</td>
<td>Gatorman Witch Doctor</td>
</tr>
<tr>
<td>Brute Thrall—Femme Fatale</td>
<td>Brute Thrall</td>
</tr>
</tbody>
</table>

**Fatale Brute Thrall**
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, the player’s unit must clearly show which model is the Unit Commander. For example, a player could replace multiple models in his original Man-O-War Bombardier unit with Bombardier Bombshell models, including the leader, as long as he clearly indicates 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; a weapon cannot be added unless it is replacing a removed weapon.
- 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 his entire army to match the colors of his 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 his 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. He 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 his Stormwall’s voltaic fists. Because a weapon cannot be added to a model unless it replaces a removed weapon, this is an illegal conversion.
Event Organizer Responsibilities

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 following table shows the anticipated number of rounds for an Iron Gauntlet tournament (including Gauntlet Rounds) based on the number of players.

<table>
<thead>
<tr>
<th>PLAYERS</th>
<th>ROUNDS</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 or fewer</td>
<td>3-round event</td>
</tr>
<tr>
<td>9 to 16</td>
<td>4-round event</td>
</tr>
<tr>
<td>17 to 32</td>
<td>5-round event</td>
</tr>
<tr>
<td>33 to 64</td>
<td>6-round event</td>
</tr>
<tr>
<td>65 to 128</td>
<td>7-round event</td>
</tr>
</tbody>
</table>

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 and 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
During the Preliminary Rounds, 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 and Odd Number of Players
In the case of an odd number of players, one player receives a bye each round. A player who receives a bye does not play in the current round. Instead, he receives 1 tournament point, half the control points (rounded up) for a scenario victory, and half the army point level (rounded up) for the event.

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.

Game Timing
Chess clocks are used to time games in Iron Gauntlet 2016 events. Each player is allotted 60 minutes (player clock) to achieve victory, and the sum of both player clocks determines the expected end time for each round.

<table>
<thead>
<tr>
<th>EVENT POINT SIZE</th>
<th>PLAYER CLOCK (MINUTES)</th>
</tr>
</thead>
<tbody>
<tr>
<td>75</td>
<td>60</td>
</tr>
</tbody>
</table>

Once both players’ army lists and deployment order are determined, both players can place their selected armies on the table outside their respective deployment zones. Upon notification by the EO, the first player starts his clock and begins normal deployment. When the first player’s normal deployment is complete, he taps his clock to the second player, who completes his normal deployment. This process is then repeated for advance deployment. After the second player’s advance deployment is complete, he taps his clock, and the first player’s first turn begins. When a player completes his turn, he taps the clock to his opponent, who begins his next turn.

Players must use at least 15 seconds per turn. Opponents are responsible for enforcing the minimum turn time during the course of the game with their opponent. When player clocks are below 5 minutes combined, players can request assistance from the EO in enforcing minimum turn time.

When players first begin deployment, the EO records the expected end time for the round based on the sum of both player clocks. In order to maintain the event schedule, players cannot pause the chess clock at any time. If an EO’s call is required to resolve a rules dispute, the EO, at his own discretion, can pause the chess clock when he arrives at the table. If the EO pauses the clock, he restarts it when his call is complete.

The active player can switch the clock to the inactive player’s time when the inactive player rolls one or more dice, measures ranges for abilities, marks damage on a card, moves any model, or takes time to make any decisions that interrupt the active player’s turn. Otherwise, the clock may not be switched or stopped for any other reason other than a player’s turn ending. If the active player switches the clock, he must announce that he has done so. It is both players’ responsibility to ensure the clock is switched back to the active player afterward.
When scenario victory conditions are verified by both players, a player can immediately end his turn. He can do this even if fewer than 15 seconds have been used on the turn. If a player’s clock runs out during his turn and a scoring of the current game state would result in that player achieving a scenario victory, the scenario is scored immediately, and the player wins via scenario. If scoring the scenario would not result in a scenario victory, 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, he loses the game, his warcaster/warlock is immediately destroyed, and the loss is scored as an assassination victory for his opponent using current table conditions.

When the expected end time for the round arrives, the EO checks on all remaining active games. Games with less than 5 minutes combined on both player clocks are played to completion. Games with more than 5 minutes combined on both player clocks are declared a tie. This can only occur if players paused the clock without informing the EO.

**Scenario Selection**

Iron Gauntlet 2016 includes eight scenarios. The EO can either choose the scenarios and the order in which they are played or use the following random scenario table to select scenarios (roll a d3 to determine the row, then roll a d3 to determine the scenario).

<table>
<thead>
<tr>
<th>d3 Roll</th>
<th>1</th>
<th>2</th>
<th>3</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Entrenched</td>
<td>Line</td>
<td>Take and Hold</td>
</tr>
<tr>
<td>2</td>
<td>The Pit</td>
<td>Extraction</td>
<td>Incursion</td>
</tr>
<tr>
<td>3</td>
<td>Outlast</td>
<td>Recon</td>
<td>[reroll]</td>
</tr>
</tbody>
</table>

The EO should choose scenarios before a tournament to ensure he has the required materials for those scenarios. A scenario should not be repeated. All players play the same scenario each round, and the EO should not announce the scenario until the start of the round. During each round, the EO should provide at least one copy of the scenario for every table in the event.

**Terrain**

Terrain is a key element in WARMACHINE and HORDES games and should be relatively balanced on a table. Terrain pieces should present a meaningful choice for the player who wins the starting roll. For example, if one side of the table contains a forest, a hill, and an obstacle, the other side should contain terrain that provides some combination of concealment, elevation, and cover as well, but the terrain may be positioned in a more advantageous defensive position.

As a general rule, an average table should have six to eight pieces of terrain placed closely enough to eliminate large open areas without unduly constricting movement. 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, rubble, shallow water, trenches
- **Restricted terrain**: hazards, obstructions, obstacles

We recommend that the majority of terrain on a table is 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 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 to not accidently block off important sections of the battlefield from models with huge bases (e.g., 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).

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

**Starting the Game**

A player can ask to see his opponent’s lists at any time, including before list selection, before the start of the game, and during play. A player must take care, however, not to disrupt the flow of the game with list requests.

After the pairings and scenarios for the game have been announced but before the starting roll, each player secretly chooses one of his lists and conceals the card for the selected warcaster or warlock on the table. A player cannot change lists after making this selection. Both players simultaneously reveal their lists by showing their opponent the concealed warcaster or warlock card.

Both players roll a d6 for the starting roll (reroll ties). The player with the higher result can choose to be the first or second player. The second player chooses his table edge. The first player deploys first and takes the first turn.
Recording Game Results
At the end of a game, both players are required to enter the following information on their player record sheets. Each player records the name of his opponent, his result in the game (Win/Loss/Tie), the list he played, the number of control points he scored, and the number of the opponent’s army points that were destroyed.

Calculate the number of army points destroyed using the 4th tiebreaker rules from the Scenario Reference Sheet. Keep in mind that inert battlegroup warjacks and wild battlegroup warbeasts count for the 4th tiebreaker total.

Once this information is recorded, report the results of the game to the EO. Note that when recording control points, a player cannot earn more control points than are required to win the scenario.

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.

Iron Gauntlet World Finals
Qualified Players
At the conclusion of each Iron Gauntlet season, sixteen qualified players compete in the Iron Gauntlet finals at the annual Lock & Load GameFest. The two players with the highest point totals in their regions at the end of the season automatically qualify for the finals. Regional ties are broken based first on highest number of event wins, followed by head-to-head win rate against tied players, followed by total control points scored across all games played in qualifier events. If a regional point leader cannot attend the Iron Gauntlet finals, the player with the highest point total across all regions qualifies.

The remaining eight Iron Gauntlet finals player slots are granted to the players with the highest overall point totals for the season, regardless of region. If any of these players are tied for total points earned during the season, the tie is broken based on highest number of event wins, followed by head-to-head win rate against regional champions and players with the same point total for the season, followed by total control points scored across all games played in qualifier events.

After the top sixteen players are determined, eight alternates are selected in order based on highest overall point totals for the season, regardless of region. Ties are broken as described above. If one of the sixteen finalists is unable to attend the Iron Gauntlet finals, the highest ranked alternate takes that slot.

**EXAMPLE:**
Bob and Mike are the point leaders in the North America West region, so they both qualify for the finals.
Michelle and Chris are the point leaders in the North America East region, so they both qualify for the finals.
Jim, Steve, and Bill are tied for points in the Europe/Africa region. Jim and Steve have more event wins than Bill, so Jim and Steve both qualify for the finals and Bill does not.
Ben, Joe, and Eric are tied for points in the Asia/Australia region. Ben has more event wins than Joe and Eric, so Ben qualifies for the finals. Joe and Eric have the same number of event wins, but Joe has a 2-1 record against Eric in qualifier events, so Joe qualifies for the finals.

The remaining eight slots and the eight alternate slots are filled based on the point totals of all Iron Gauntlet players. Ties are broken first by event wins, then by the players’ head-to-head record against tied players (and previously qualified players if necessary).

World Finals Seeding and Brackets
The top sixteen players are ranked from 1 to 16 based first on total points, then on number of event wins, and finally on head-to-head win rate against other qualified players. Then, players are divided among the regional brackets.

The top four ranked players (#1–4) are distributed among the four regions, and each receives a #1 seed in the regional bracket. The next four ranked players (#5–8) are distributed among the four regions as the #2 seeds. Then the next four ranked players (#9–12) are similarly distributed as #3 seeds, and finally the last four ranked players (#13–16) are distributed as #4 seeds. When possible, qualified players from the same home region will not meet until the regional finals.

World Finals Results and Next Season
Players competing in the Iron Gauntlet finals earn points toward qualifying for the next season based on their standings in the finals.
Deployment
Refer to the diagram in each scenario to set up a game. Each player’s table edge, deployment zone, objectives (circles), flags (triangles), and zones are highlighted in that player’s corresponding color (P1 = red, P2 = blue). Flags, zones, and objectives are friendly to the player who shares their corresponding color and enemy to the other player. Grey flags, zones, and objectives 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
The number of models that a model or unit starts with based on the point cost paid. Models and units that are discounted due to Theme Force rules always use their card’s listed point cost and model count for 3rd/4th tiebreaker scoring. Models that are added to an army list for free also use the card’s 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.

Contest
A player must control at least one model within a zone or within 4" of a flag to contest that zone or flag. Enemy objectives contest zones that they are within and flags within 4".
Warcasters, warlocks, inert warjacks, wild warbeasts, and models that are out of formation cannot contest.

Control
A player cannot control a zone or flag that he dominates. See zone and flag descriptions for specific control requirements.

Dominate
A player dominates a zone if he owns one or more warcaster or warlock models within it and no opponent contests it.
A player dominates a flag if he owns one or more warcaster or warlock models B2B with the flag and no opponent contests it.
When a warcaster or warlock can dominate more than one scenario element, the active player must choose one to dominate. When two or more warcasters/warlocks can dominate the same zone, or flag, only the active player’s warcaster/warlock dominates. A warcaster or warlock consisting of multiple warcaster or warlock models (e.g., the Witch Coven of Garlghast) cannot dominate more than one scenario element each turn. Models out of formation cannot dominate.

Zone (6” x 12” rectangle or 12”-diameter circle)
A player controls a zone if he owns one or more models within it that are not immobile, wild, or inert and no opponent contests it. There are no additional requirements for solos, warjacks, or warbeasts.
For a non-warcaster/non-warlock unit to control a zone, the unit must contain 50% or more of its starting number (rounding up), and all those remaining models must be within the same zone.

Flag (40 mm base)
All flags are non-friendly, non-enemy models. They are incorporeal and stationary. Flags do not activate and cannot be targeted, damaged, moved, placed, or removed from play. A warbeast cannot choose a flag as its frenzy target.
A player controls a flag if he owns one or more models that are not immobile, wild, or inert B2B with the flag and no opponent contests it. There are no additional requirements for solos, warjacks, or warbeasts.
If a model B2B with a flag is a member of a non-warcaster/non-warlock unit, the unit must contain 50% or more of its starting number (rounding up), and all those remaining models must also 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.

Warcaster/Warlock Units
A warcaster/warlock model in a warcaster/warlock unit can dominate in accordance with the scenario element guidelines. Non-warcaster/non-warlock troopers in a warcaster/warlock unit can contest scenario elements but cannot control them.

Kill Box: YES
Starting on the first player’s second turn, if a player ends his own turn with a friendly warcaster or warlock completely within 14” of any table edge, his opponent immediately scores 2 control points.

Kill Box: NO
There are no Kill Box rules in effect for this scenario.
### Scenario Reference Sheet (Page 2 of 2)

#### Assassination Victory

When only one player owns a warcaster or warlock remaining in play, that player immediately wins the game. Even though the game is over, players score one last turn of control points based on the final game state. This scoring does not change game results (i.e., it cannot lead to a scenario victory even if you end with 5 control points after your assassination victory), but it does affect the scoring of the game. If all warcasters/warlocks are simultaneously destroyed, the game ends, and victory is determined using tiebreakers. Additionally, count and report army points destroyed in accordance with the 4th 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 4th tiebreaker.

<table>
<thead>
<tr>
<th>1st Tiebreaker: Warcasters/Warlocks Remaining</th>
</tr>
</thead>
<tbody>
<tr>
<td>If time runs out before a player has won the game, the player who owns the most warcasters/warlocks remaining in play wins the game. If both players own the same number of warcasters/warlocks in play, use the 2nd tiebreaker to determine the winner. Model entries that contain multiple warcasters/warlocks (e.g., the Witch Coven of Garlghast) count as only one warcaster/warlock for the purposes of this tiebreaker.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>2nd Tiebreaker: Control Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>The player who has the most control points wins the game.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>3rd Tiebreaker: Army Points Remaining and Scenario Presence</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tally the point cost of the remaining models and units owned by each player. Double the value of non-warcaster/non-warlock models and units (rounded up) within scenario zones or B2B with flags. Ignore models without a point cost, inert warjacks, and wild warbeasts. The player with more army points’ worth of models remaining wins the game. When calculating model value, use the values printed on the model/unit’s card, even if that model/unit was created during the game (e.g., Prime Axiom Servitors) or received a discount during army building (e.g., Theme Force benefits).</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Warjacks/Warbeasts Value:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Points equal to the army point cost of the model.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Units and Attachment Value:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Points equal to the unit’s army point cost. Ignore units that have fewer than 50% (rounding up) or their starting number remaining in play. For doubling purposes, all the remaining models in the unit must be either within a scenario zone or one model in the unit must be B2B with a flag while all other remaining models in the unit must be within 4&quot; of the flag. Models with the Attachment ability add to the unit’s value and also add to the number of models needed to meet the 50% requirement. For example, ten Long Gunners need five or more models in play to be worth 18 points, and twelve Long Gunners (including their command attachment) need six or more models to be worth 22 points.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Solo Value:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Points equal to the army point cost of the model. Ignore multiple-model solos that have fewer than 50% (rounding up) of their starting number remaining in play. For doubling purposes, all the remaining models must be within a scenario zone or B2B with a flag. For example, at least three out of five Whelps must remain and all must be within a zone.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>4th Tiebreaker: Army Points Destroyed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tally each player’s army points that have been destroyed or removed from play as described below. The player who suffered fewer army points destroyed or removed from play wins the game. If both players have destroyed the same number of army points, the game is a tie.</td>
</tr>
</tbody>
</table>

- Models and units are worth their army point value.
- Non-warcaster/non-warlock units below 50% of their starting number (rounding up) are worth 50% of their army points (rounding up) including all attachments.
- Inert warjacks and wild warbeasts are worth their full army point value.
- Warcasters and warlocks are worth 10 army points each.
- If a list contains two or more multiple-model solos, all casualties are counted toward the same solo until it is completely destroyed.

Points are scored each time a model or unit is destroyed. For example, if Thagrosh, Prophet of Everblight returned a Scythean to play using Dark Revival, the opponent earns 18 points for each time he destroyed the warbeast.

When calculating model value, use the values printed on the model/unit’s card, even if that model/unit was created during the game or received a discount during army building.
IRON GAUNTLET 2016 OBJECTIVES

ARCANE WONDER

**OBJECTIVE** – This model stands 4" off the ground. Models cannot become knocked down or be moved, and is automatically hit by non-magical attacks from enemy models.

**IMMOBILE** – This model has no Normal Movement or Combat Action, cannot become knocked down or be moved, and is automatically hit by non-magical attacks.

**IMMOBILE** – This model cannot be placed, cannot engage or be engaged. Models never gain a back strike bonus against this model.

**IMMOBILE** – This model 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.

**NULL ZONE** – Enemy magic attacks targeting a friendly model within 4” of this model suffer –2 RNG.

**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.

**UP IN SMOKE** – During your Control Phase, place a 4" AOE cloud effect in play. Its center point must be within 1” of this model. The AOE remains in play for one turn.

**FUEL CACHE**

**OBJECTIVE** – This model cannot be placed, cannot engage or be engaged. Models never gain a back strike bonus against this model.

**IMMOBILE** – 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.

**UP IN SMOKE** – During your Control Phase, place a 4" AOE cloud effect in play. Its center point must be within 1” of this model. The AOE remains in play for one round.

**HIGH PRIORITY** – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporal Faction model within 4” of this model be directly hit instead. That model is directly hit and suffers all damage and effects.

**IMMOBILE** – This model has no Normal Movement or Combat Action, cannot become knocked down or be moved, and is automatically hit by melee attacks.

**IMMOBILE** – This model does not suffer blast damage. Friendly models RZT with it do not suffer blast damage.

**IMMOBILE** – 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.

**UP IN SMOKE** – During your Control Phase, place a 4" AOE cloud effect in play. Its center point must be within 1” of this model. The AOE remains in play for one round.

**HIGH PRIORITY** – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporal Faction model within 4” of this model be directly hit instead. That model is directly hit and suffers all damage and effects.

**IMMOBILE** – This model has no Normal Movement or Combat Action, cannot become knocked down or be moved, and is automatically hit by non-magical attacks.

**IMMOBILE** – This model cannot become knocked down or be moved, and is automatically hit by melee attacks.

**HIGH PRIORITY** – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporal Faction model within 4” of this model be directly hit instead. That model is directly hit and suffers all damage and effects.

**IMMOBILE** – This model has no Normal Movement or Combat Action, cannot become knocked down or be moved, and is automatically hit by non-magical attacks.
## Player Record Sheet

**Player Name:**  
**Faction:**  
**City, State, Country:**

<table>
<thead>
<tr>
<th>Round</th>
<th>Opponent Name</th>
<th>List Played</th>
<th>Result</th>
<th>Control Points</th>
<th>Opponent Army Points Destroyed or Removed from Play</th>
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<tbody>
<tr>
<td>1</td>
<td></td>
<td>1 / 2</td>
<td>W / L / T</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
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<td>1 / 2</td>
<td>W / L / T</td>
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<td>5</td>
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<td>1 / 2</td>
<td>W / L / T</td>
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### Army List 1

**Theme Force:**

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<tr>
<th>Model</th>
<th>Point Cost</th>
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**Objective:**

### Army List 2 (Different WC/WL Required)

**Theme Force:**

<table>
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<tr>
<th>Model</th>
<th>Point Cost</th>
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**Objective:**

### Army List 3 (Different WC/WL Required)

**Theme Force:**

<table>
<thead>
<tr>
<th>Model</th>
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</tbody>
</table>

**Objective:**

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**SCENARIO 1**

**ENTRENCHED**

**Special Rules**

**Kill Box:** NO

Mark two zones (12’’ × 6’’ rectangle) 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:

- **Friendly Zone:** Dominate = 1 CP
- **Enemy Zone:** Control = 1 CP, Dominate = 2 CP
- **Enemy Objective:** Destroyed/Removed from Play = 1 CP  
  (once per objective)

**Victory Conditions**

The first player to earn at least 5 control points and have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined on the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within the enemy zone.

---

**Tactical Tip:**

Only the active player scores when multiple players dominate the same zone or flag.
**Special Rules**

Kill Box: NO

Place four 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:

- **Enemy Flag**: Control = 1 CP, Dominate = 2 CP
- **Enemy Objective**: Destroyed/Removed from Play = 1 CP (once per objective)

**Victory Conditions**

The first player to earn at least 5 control points and have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined on the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within 4” of the enemy flag.

---

**Tactical Tip:**

Only the active player scores when multiple players dominate the same zone or flag.
Special Rules

**Kill Box:** YES

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:

- **Friendly Flag:** Dominate = 1 CP
- **Enemy Flag:** Control = 1 CP, Dominate = 2 CP

Victory Conditions

The first player to earn at least 5 control points and have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined on the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within 4º of the enemy flag.
**Special Rules**

**Kill Box: YES**

Place two flags and a zone (12”-diameter circle) 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, Dominate = 2 CP
- Friendly Flag: Dominate = 1 CP
- Enemy Flag: Control = 1 CP, Dominate = 2 CP

**Victory Conditions**

The first player to earn at least 5 control points and have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined on the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within 4” of the enemy flag and within the zone.

**Tactical Tip:**

Only the active player scores when multiple players dominate the same zone or flag.
**SCENARIO 5**

**EXTRACTION**

**Special Rules**

**Kill Box:** YES

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:

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

**Victory Conditions**

The first player to earn at least 5 control points and have more control points than the opponent immediately wins the game. If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined on the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within 4” of a flag.

**Tactical Tip:**

Only the active player scores when multiple players dominate the same zone or flag.
SCENARIO 6
INCURSION

Special Rules

Kill Box: NO

Place three 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:

- Flag: Control = 1 CP, Dominate = 1 CP

Victory Conditions

The first player to earn at least 5 control points and have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined on the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within 4” of each flag.

Tactical Tip:

Only the active player scores when multiple players dominate the same zone or flag.
**Special Rules**

**Kill Box:** NO

Mark two zones (12"-diameter circles) 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, Dominate = 2 CP

<table>
<thead>
<tr>
<th>Player 2 Deployment</th>
</tr>
</thead>
<tbody>
<tr>
<td>10&quot;</td>
</tr>
<tr>
<td>14&quot;</td>
</tr>
<tr>
<td>24&quot;</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Player 1 Deployment</th>
</tr>
</thead>
<tbody>
<tr>
<td>7&quot;</td>
</tr>
<tr>
<td>14&quot;</td>
</tr>
<tr>
<td>24&quot;</td>
</tr>
</tbody>
</table>

**Victory Conditions**

The first player to earn at least 5 control points and have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined on the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within each zone.

**Tactical Tip:**

Only the active player scores when multiple players dominate the same zone or flag.
**Special Rules**

**Kill Box:** NO

Mark a zone (6” × 12” rectangle) 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, Dominate = 2 CP
- **Flag:** Dominate = 1 CP
- **Enemy Objective:** Destroyed/Removed from Play = 1 CP (once per objective)

---

**Victory Conditions**

The first player to earn at least 5 control points and have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined on the Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within the zone and within 4” of the flags.

---

**Tactical Tip:**

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