

Steamroller 2010

Official WARMACHINE / HORDES Tournament Format

by David Carl and Andrew Hartland

“Victory cannot be gained through strength of arms and strategy alone; a general must be meticulously prepared and infinitely adaptable. Know the land as you know yourself, strike without hesitation, and be prepared to offset any tactical disadvantage with overwhelming numbers. The ultimate purpose of war is victory—absolute victory at any cost.”

—Kommandant Gurvaldt Irusk, *Irusk on Conquest: How to Fully Subjugate Your Enemy*

In Steamroller tournaments, players face off in a series of matches and pit their skills against increasingly challenging opponents to determine who will emerge victorious over all the rest. Steamroller is ideal for groups of 8 to 32 players and promotes fast and furious play while stressing the ability to adapt to a variety of scenarios. Painted models are not a requirement, but a Steamroller event is a great place to display your painted army with pride.

Player Responsibilities

Players participating in a Steamroller event must bring all their own models, stat cards, dice, measuring devices, tokens, markers, and templates they require for play. The Tournament Organizer (TO) must approve any printed media used to track damage.

Players must also bring at least two printed or legibly handwritten copies of all their army lists complete with point costs and an army point total. They must register one copy of these lists with the TO prior to the start of the tournament. A player's opponent can view the army list upon request.

Players should check with the TO before the event begins on any rules questions they think may arise based on their armies.

Sportsmanship

The objective of tournament play is for everyone to have a good time. Players must fully cooperate with their opponent to answer any questions that arise when resolving attacks, abilities, or other game effects. Refusing to do so is explicitly unsportsmanlike. Players must remain courteous and patient with their opponents and the TO. The TO *always* has the final word on rules questions or debates. Players must accept all rulings made by the TO whether or not they agree.

We assume all players are good sports who understand fair play. If a dispute arises, call a TO for assistance. **Players will remain mature, polite, and fair to their opponents.** Failure to do so will result in immediate disqualification.

A TO can eject a player for any incident deemed unsporting. This includes but is not limited to offensive or abusive conduct, bullying, cheating, constant rules arguments, stalling game play, and other immature actions. If stalling is suspected, the TO should be called to monitor play.

Painting, Modeling, Proxies, and 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 everyone. Although painted armies are not required, players should take this chance to show off all aspects of the hobby.

Proxies (substitute models) are not allowed under any circumstances, nor can a player enter a tournament with a model that has not been released to the general public.

All models must be WARMACHINE or HORDES models. Conversions (modifications to Privateer Press models) are acceptable as long as they are clearly based on WARMACHINE or HORDES models. Conversions must represent the model from which they are most obviously drawn. For example, a heavily converted Haley model is not a substitute for Sorscha. Weapon changes are acceptable provided they represent the same type of weapon replaced. For example, trading a sword for a sword is legal. However, mixing and matching warjack weapons is not allowed.

A TO may make exceptions and approve any reasonable conversions. To avoid confusion and conflict, players must have an unaltered version of the model available in case a TO asks that a questionable model be replaced. The TO makes the final call on any particular model.

Steamroller Rules

Players participate in a timed format with all players participating in every round. The format aims to pair up players of equivalent skill levels each round in order to maintain a good level of competitive play. The number of players participating in the tournament determines the maximum number of matches played. The chart below breaks down the number of rounds relative to the number of players in the event. The event will run until there is a clear winner, which usually means when there is only one undefeated player at the beginning of a round. Once a clear winner emerges, the event ends without additional matches.

- 8 or fewer players: 3-round event
- 9 to 16 players: 4-round event
- 17 to 32 players: 5-round event

Tournament Points & Standing

Players score tournament points based on their performance during each match. Tournament points determine a player's current standing in a tournament. The player with the most wins will have the most tournament points. This scoring system encourages the pairing of players based on tournament standing and relative skill level. The player with the most tournament points after the final match wins the tournament.

A player gains **1** tournament point for a win and **0** for a loss or draw.

The top two players will be paired during the final round of the tournament to determine the overall winner.

Strength of Schedule System

In the case of two players with the same score, determine which one ranks higher by adding the tournament score of all of the opponents each faced over the previous four rounds. For example, say that after four rounds Jason and Rob are tied for second place. To determine who gets to face Matt in the final round, the TO adds up all the tournament points of Jason's opponents for the previous four rounds and compares the total to the combined score of Rob's opponents for those rounds. The player whose opponents have the highest total score had the stronger schedule and retains the higher rank. If this number is the same for both players, the player who accrued the most control points throughout the tournament is the overall winner.

Byes & Odd Number of Players

Steamroller matches take place between two players. In the case of an odd number of players, one player will receive a bye. A player receiving a bye sits out of the current matches and receives 1 tournament point and 0 control points for the round.

If a tournament begins with an odd number of players, the TO will randomly determine which player receives the bye. After the first round, the TO will randomly determine which player receives the bye from the players with the lowest tournament point totals. The TO should ensure that the same player does not receive a bye more than once per event.

The Clock

In a Steamroller event, matches and turns are timed. Time limits vary based on the point scale of the event.

Each match has a variable **match length**. Before each match begins, the TO rolls a d6 and doubles the result to determine the variable. He then adds the variable to the base match length to determine the match length as shown in the following table. *The TO will not announce the result of this roll or reveal the amount of time remaining in a match to players.*

After the time limit for the match has expired, the TO calls “**dice down**.” When dice down is called, the game ends immediately unless the active player is in the midst of moving or attacking with a model. If the player is in the process of moving a model, he finishes that movement and then the game ends. If the player is in the process of making an attack roll, scatter roll, damage roll, or damage location roll, he completes the attack and then the game ends. If a game goes to dice down, check the scenario for how to determine the winner.

When estimating the overall length of a tournament, a TO should add approximately 30 minutes per round to cover the variable and allow time to do pairings, get people to their new tables, and get the next round started.

Steamroller also uses timed **turn length** to ensure a fair play environment. Players in each match use a clock to track a fixed amount of time in which they play each turn. This time limit is based on the point size of the event. When a player moves a model or makes an attack during the *other* player’s turn, the player whose turn it is has the option of stopping the clock while the move or attack resolves. When the time for a turn expires, the active player’s turn ends following the same guidelines detailed in “dice down,” above.

Once per game, each player may extend his turn length with a **clock extension**. A player can extend his turn length by declaring he is doing so within 30 seconds after the time allotted for his turn runs out. At this time, the active player’s opponent resets the clock for 5 minutes, and the active player continues his turn. Remember that this extension is only for a player’s turn length and cannot extend a turn past the match length.

Event Point Size	Base Match Length (minutes)	Turn Length (minutes)
35	80	10
50	100	12
75	120	15
100	160	20

Army Lists

Army list point totals cannot exceed the point size chosen for the game and cannot fall more than 2 points under the point size chosen for the event. Remember to include a warcaster or warlock’s bonus warjack / warbeast points in this total. A 50-point Kaelyssa army, for example, must include 55 to 57 points of models.

In the Steamroller format, players may bring a second army list containing different warcaster(s) or warlock(s) than their primary list for use at the event. Both lists are subject to the same point constraints (factoring in bonus warjack / warbeast points), must be from the same faction, and must be registered with the TO before the start of the event. Mercenary players can use different contracts or theme forces for their two lists.

Players choose one of their two lists after the pairings and scenarios for the match have been announced (see below). Before deploying any models, players place their selected army lists face down on the table. Players cannot change their lists after making this selection. Both players reveal their lists simultaneously, and set up continues normally.

Players can ask to see their opponent’s two lists at anytime, including before final list selection before the start of the match and during play. A player must take care not to disrupt the flow of the game while doing this.

First Round

The TO should try to pair up players of differing factions as much as possible in the first round. Shuffle all the tournament record sheets together. Take the top sheet and set it to one side. This gives you the first player for the first pairing. Then look through the remaining sheets until reaching the first sheet from a different faction. Place this sheet with the first and set the pair aside. This is your first pairing.

Without shuffling the pile again, remove the top sheet and repeat the process until all players have an opponent. As you work your way through the pile you may find it impossible to pair players from different factions. Same faction pairings are perfectly legal and do not affect play, should be avoided if possible.

Once you have completed the pairings, note the opposing player's ID on each player's sheet to track that player's opponents. Record the tournament point and control point scores for each player when the round ends. Ignore the subtotal boxes for now; they only matter for rounds after the first.

Second and Subsequent Matches

From here on, all pairings and ranks are based on tournament point subtotals and consider pairings from previous rounds. After all matches in the previous round have completed, sort the tournament record sheets into piles based on the number of tournament points, arranging them from highest point totals to lowest.

Take the top sheet of the pile with the greatest number of tournament points and choose the first opponent in the pile he has not already played. Set this pair aside and repeat the process. When you reach the end of a pile move to the next pile. If a pile has an odd number of players, pair the last player against someone from the next-highest tournament point pile. Again, once you have all the pairings, write the opposing player's ID in the appropriate column of the third row of boxes on each player's sheet. Note that it may take several attempts to find pairings that avoid duplicating match-ups.

Some TOs use additional criteria for their pairings. This is fine, but keep in mind that any additional criteria must come *after* matching players with the same number of tournament points who have not already played one another. Avoiding in-faction match-ups is an option that keeps matches closer to the story of the Iron Kingdoms, and avoiding having a player oppose the same faction repeatedly is an option to keep things fresh.

Scenarios

During each round of the tournament, the TO selects a scenario. All players play that scenario that round. The TO keeps scenarios secret until the start of each round of matches.

Scenarios can be played in any order, including repeating or not playing some scenarios, at the TO's discretion. Not every scenario will be used in every tournament. Once the TO declares the scenario, he reads the rules for the scenario aloud. The TO should then plan on taking a few minutes to answer player questions concerning the scenario and terrain. Players are responsible for making sure they understand the scenario at this time.

(Veterans of past Steamroller formats should note that most Steamroller 2010 scenarios allow players to score points on *either* player's turn. This method rewards players more accurately for holding ground as well as for taking ground.)

At the start of the game, players use a standard starting game roll to determine who sets up first. The player who wins the roll has the option of setting up first or having his opponent set up first. The player who sets up first takes the first turn.

Victory & Tiebreakers

Assassination Victory

When only one player has warcasters/warlocks remaining in play, that player immediately wins the match. If time runs out before a player has won the match, the player who has the most warcasters or warlocks remaining in play wins the match. If both players have the same number of warcasters or warlocks in play, check the primary tiebreaker to determine the match winner.

Primary Tiebreaker

The player who has the most control points wins the match. If both players have the same number of control points, check the secondary tiebreaker to determine the match winner.

Secondary Tiebreaker

Tally each player's remaining army points that are remaining in play as shown below. The player with more army points wins the match.

- **Warcasters/Warlocks: 5 points for each warcaster/warlock (regardless of warjack / warbeast bonus points)**
If a warcaster or warlock consists of multiple models, all the fielded models with the warcaster or warlock subtype must be in the specified zone. Models automatically included with the warcaster or warlock but without the warcaster or warlock subtype do not affect warcaster/warlock scoring.
- **Warjacks/Warbeasts: Points equal to the model's army point cost**
Ignore inert warjacks and wild warbeasts when counting army points.
- **Solos: Points equal to the model's army point cost**
Ignore fleeing solos when counting army points. If a solo consists of multiple models, all models included in the point cost of that solo must be in the specified zone for the card's army point value to be applied. Otherwise, they are ignored.
- **Units and Unit Attachments: Points equal to the unit's army point cost**
Ignore fleeing units when counting army points. Ignore units that have fewer than 50% (rounding up) of their starting number remaining in play when counting army points. Models with the Attachment ability add to the unit's value and also add to the number of models needed. (For example, 10 Long Gunners need 5+ models in play to be worth 10 points, and 12 Long Gunners including their unit attachment need 6+ models to be worth 12 points.)

Sample Tournament Record Sheet

Player Name:	Faction:
PP Forum Name:	Player ID Number

	Opponent's Player Number	Result: W (1 TP) or L/T (0 TP)	Control Points Scored (CP)	Sub-Totals (TP/CP)
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				

Army List 1		Army List 2 (optional)	
Model Name	Point Cost	Model Name	Point Cost
Total		Total	

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Scenario – Convergence

“Today will bring a proper fight.”

—Long Rider Champion Horthol of the Northern Thornwood

Special Rules

Summary: Players attempt to take control of a circular zone in the center of the table.

Mark a 12"-diameter circle centered on the table. This is the control zone.

At the end of each player's turn, starting on the second player's second turn, either player can earn 1 control point by controlling the zone. A player controls the zone if he has one or more models within it while none of his opponent's models are within it. For a unit to control the zone, all models in the unit that are still in play must be within the zone. For a solo to control the zone, it must have an army point cost of 1 or more. (For solos that are purchased in multiples, divide the cost of the solos by the number purchased to see if they are worth at least 1 point *each*.)

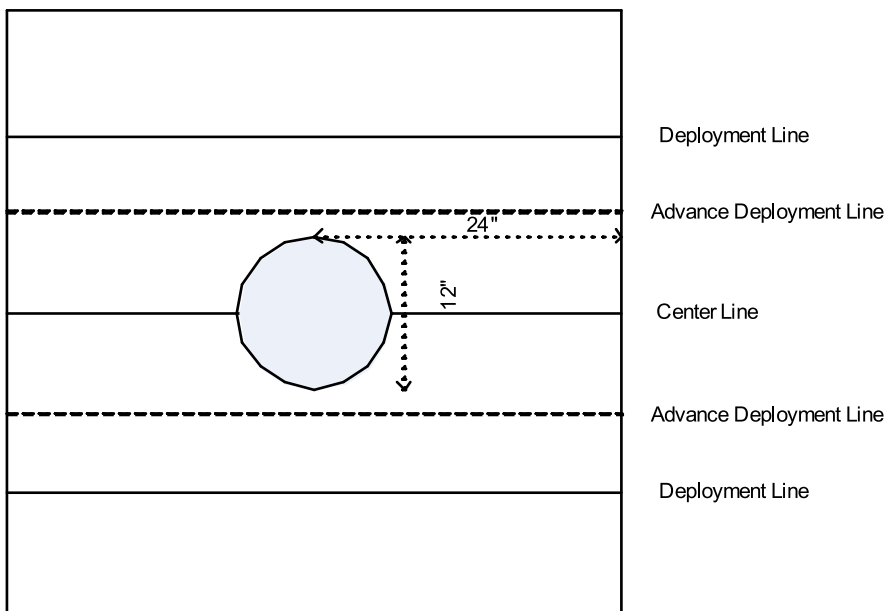
Ignore inert warjacks, wild warbeasts, and fleeing models when checking for control or tiebreaker conditions; these models cannot control the zone and do not prevent an opponent from claiming control.

Victory Conditions

The first player to earn 2 control points immediately wins the match.

If time runs out before a player has won the match via scenario or assassination victory, break the tie as outlined in "Victory & Tiebreakers." For the secondary tiebreaker, count only the army points' worth of models within the control zone.

CONVERGENCE



Scenario – Overrun

We shall settle this battle in the land that lies between us. It shall see our fates decided.

—Archdomina Makeda

Special Rules

Summary: Players attempt to take control of a rectangular territory in the center of the table.

Center a 24" x 6" area on the board running east to west; this is the control zone.

At the end of each player's turn, starting on the second player's second turn, either player can earn 1 control point by controlling the zone. A player controls a zone if he has one or more models within it while none of his opponent's models are within it. For a unit to control a zone, all models in the unit that are still in play must be within the same zone. For a solo to control a zone, it must have an army point cost of 1 or more. (For solos that are purchased in multiples, divide the cost of the solos by the number purchased to see if they are worth at least 1 point *each*.)

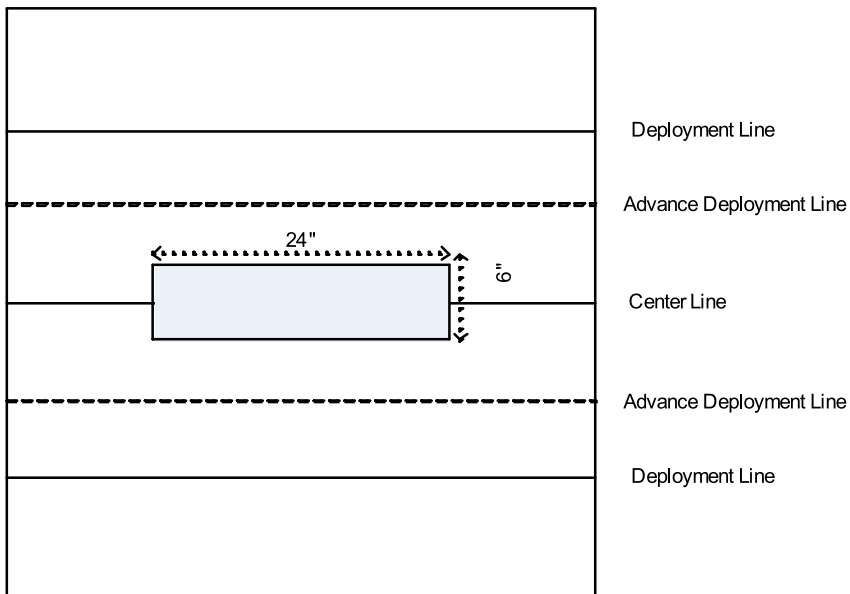
Ignore inert warjacks, wild warbeasts, and fleeing models when checking for control or tiebreaker conditions; these models cannot control a zone and do not prevent an opponent from claiming control.

Victory Conditions

The first player to earn 2 control points immediately wins the match.

If time runs out before a player has won the match via scenario or assassination victory, break the tie as outlined in "Victory & Tiebreakers." For the secondary tiebreaker, count only the army points' worth of models within the control zone.

OVERRUN



Scenario – Outflank, Outfight, Outlast

“Let the enemy holding the left flank believe you will take the right, while the right thinks the opposite, and then destroy them both.”

—Supreme Kommandant Gurvaldt Irusk

Special Rules

Summary: Players attempt to take control of two circular zones on the centerline of the table.

Mark two points on the centerline of the table, one 16" from the western table edge and one 16" from the eastern table edge. These points mark zones that are 8" diameter circles centered on the corresponding point.

At the end of each player's turn, starting on the second player's second turn, both players earn 1 control point per zone they control. A player controls a zone if he has one or more models within it while none of his opponent's models are within it. For a unit to control a zone, all models in the unit that are still in play must be within the same zone. For a solo to control a zone, it must have an army point cost of 1 or more. (For solos that are purchased in multiples, divide the cost of the solos by the number purchased to see if they are worth at least 1 point *each*.)

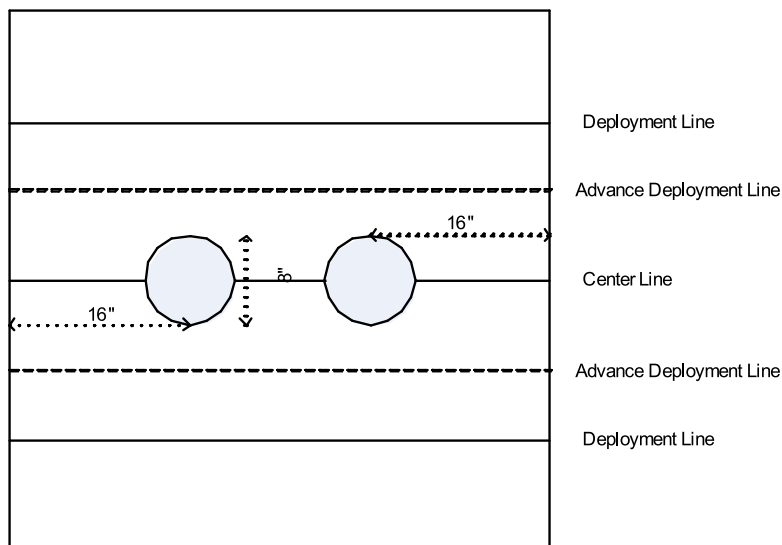
Ignore inert warjacks, wild warbeasts, and fleeing models when checking for control or tiebreaker conditions; these models cannot control a zone and do not prevent an opponent from claiming control.

Victory Conditions

The first player to earn at least 3 control points *and* have more control points than his opponent immediately wins the match.

If time runs out before a player has won the match via scenario or assassination victory, break the tie as outlined in "Victory & Tiebreakers." For the secondary tiebreaker, count only the army points' worth of models within the two control zones.

OUTFLANK, OUTFIGHT, OUTLAST



Scenario – Destruction

“Conquest requires time and resources. Destruction requires only power and will. Destroy that which the enemy values while holding nothing you cannot afford to lose.”

—Magnus the Warlord

Special Rules

Summary: Players attempt to destroy two objectives on the opponent’s side of the board.

Each player places two large-based objectives as shown on the map, one 14” from the eastern table edge and the other 14” from the western table edge.

The objectives are non-living friendly Faction models. Each has DEF 5, ARM 20, and 20 damage boxes as well as the following qualities:

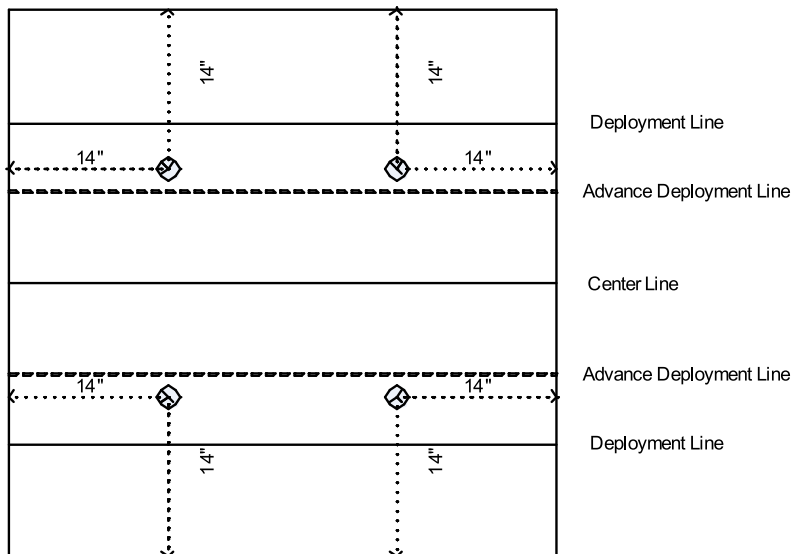
- 360 degree front arc
- Do not activate
- Cannot move, be moved, or be placed
- Do not suffer continuous effects
- Cannot be knocked down or made stationary
- Cannot be targeted by attacks or damaged on the first round
- Gain +10 damage boxes for each warcaster/warlock included in the game beyond the first

Victory Conditions

Players earn 1 control point for each of their opponent’s structures they destroy. The first player to earn 2 control points immediately wins the match.

If time runs out before a player has won the match via scenario or assassination victory, break the tie using only the primary tiebreaker rules outlined in “Victory & Tiebreakers.” If those criteria do not determine a winner, the player with more combined damage boxes remaining on his own objectives wins the match.

DESTRUCTION



Scenario – Process of Elimination

“I care not where the enemy runs. I follow, and they die.”

—General Gerlak Slaughterborn

Special Rules

Summary: Players attempt to dominate the middle of the table by sequentially taking control of the two central zones.

Mark two 6" x 12" territories on the board in accordance with the diagram below.

At the end of each player's turn, starting on the second player's second turn, both players earn 1 control point per zone they control. Each player can earn only 1 control point in each territory during the course of the match.

A player controls a territory if he has one or more models within a territory while none of his opponent's models are within that territory. For a unit to control a territory all models in the unit that are still in play must be within the same territory. For a solo to control a territory it must have an army point cost of 1 or more. (For solos that are purchased in multiples, divide the cost of the solos by the number purchased to see if they are worth at least 1 point *each*.)

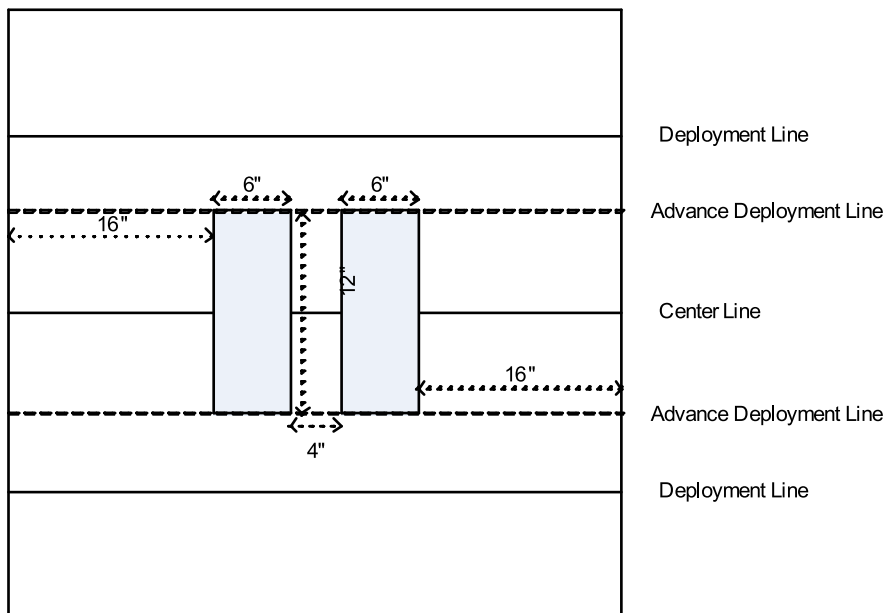
Ignore inert warjacks, wild warbeasts and fleeing models when checking for control or tiebreaker conditions; these models cannot control territories and do not prevent an opponent from claiming control.

Victory Conditions

The first player to score 2 control points *and* have more control points than his opponent wins the match. If both players reach 2 control points on the same turn, then scoring is reopened in all territories, and the first player to score 4 control points *and* have more control points than his opponent wins the match. (Repeat with a new target of 6, 8, 10, etc. points if needed.)

If time runs out before a player has won the match via scenario or assassination victory, break the tie as outlined in "Victory & Tiebreakers." For the secondary tiebreaker, count only the army points' worth of models within the two territories.

PROCESS OF ELIMINATION



Scenario – Capture the Flag

“Pull down their flags and burn them! Long live the resistance!”

—Ashlynn D'Elyse

Special Rules

Summary: Players attempt to control a flag on the opponent's side of the board.

Each player owns one flag (40 mm base) centered 16" from his respective table edge. Center one player's flag 20" from the western table edge and the other player's flag 20" from the eastern table edge.

A model cannot end its activation on a flag, but models can move across it without penalty, as long as the model has enough movement to move completely past it.

A slammed or thrown model does not stop if it is slammed or thrown across a flag. However, if there is not enough space on the other side of the flag to place its base, the model is placed in base contact with the flag stand as if it were an obstruction. Flags cannot be targeted and do not block line of sight.

At the end of each player's turn, starting on the second player's second turn, a player earns 1 control point when he controls his opponent's flag. A player controls a flag if he has one or more models B2B with the flag and his opponent has no models within 3" of that flag.

- If the model is a unit, all models in the unit remaining in play must also be within 3" of the flag
- If the model is a solo, it must also have an army point cost of 1 or more to control the flag

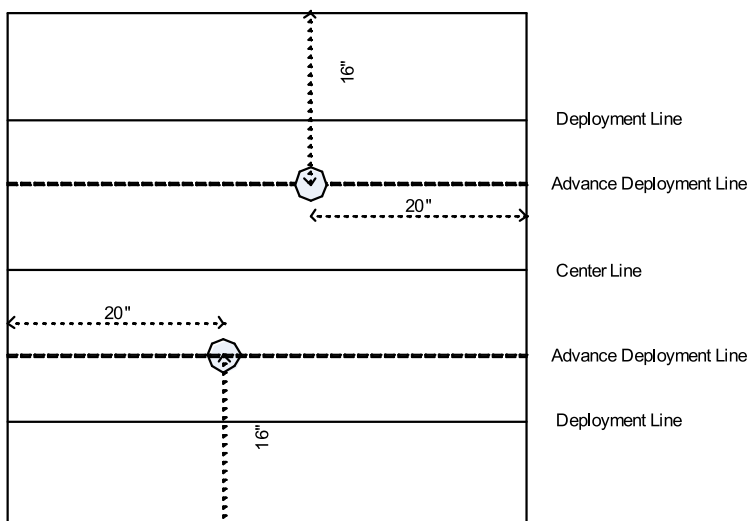
Ignore inert warjacks, wild warbeasts, and fleeing models when checking for control or tiebreaker conditions; these models cannot control a flag and also do not prevent an opponent from claiming control.

Victory Conditions

The first player to earn 2 control points, and have more control points than his opponent, immediately wins the match.

If time runs out before a player has won the match via scenario or assassination victory, then break the tie as outlined in "Victory & Tiebreakers." For the secondary tiebreaker, count only the army points' worth of models within 3" of the opponent's flag.

CAPTURE THE FLAG



Scenario – The Gauntlet

“Our enemies will be broken to pieces before they arrive on our shores, begging for mercy. They shall have none.”

–Skarre, Queen of the Broken Coast

Special Rules

Summary: Players attempt to control a rectangular territory on the opponent’s side of the board.

Mark two 6" x 10" territories on the board in accordance with the diagram below.

At the end of each player’s turn, starting on the second player’s second turn, a player earns 1 control point if he controls the territory on his opponent’s half of the board. A player controls a territory if he has one or more models within a territory while none of his opponent’s models are within the same territory. For a unit to control a territory, all models in the unit that are still in play must also be within the same territory. For a solo to control a territory, it must also have an army point cost of 1 or more. (For solos that are purchased in multiples, divide the cost of the solos by the number purchased to see if they are worth at least 1 point *each*.)

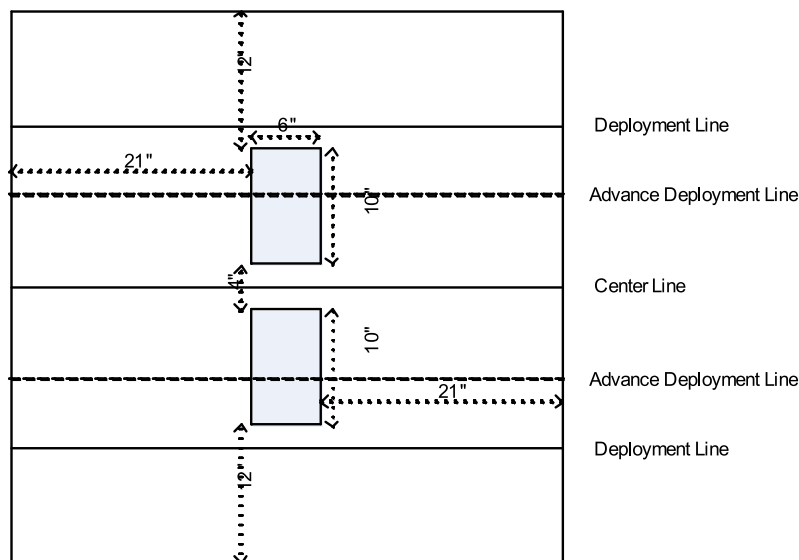
Ignore inert warjacks, wild warbeasts and fleeing models when checking for control or tiebreaker conditions – these models cannot control territories and also do not prevent an opponent from claiming control.

Victory Conditions

The first player to score 2 control points, and have more control points than his opponent, wins the match.

If time runs out before a player has won the match via scenario or assassination victory, break the tie as outlined in “Victory & Tiebreakers.” For the secondary tiebreaker, count only the army points’ worth of models within the territory on the opponent’s side of the board.

THE GAUNTLET



Scenario – Incursion

“We will be among them before they can react, but take care we do not become victims of our own plan.”
–Dawnlord Vyros

Special Rules

Summary: Players attempt to control two flags on the centerline of the board.

Place three flags (40mm base) on the east-to-west centerline, 12" away from each other.

A model cannot end its activation on a flag, but models can move across it without penalty, as long as the model has enough movement to move completely past it.

A slammed or thrown model does not stop if it is slammed or thrown across a flag. However, if there is not enough space on the other side of the flag to place its base, the model is placed in base contact with the flag stand as if it were an obstruction. Flags cannot be targeted and do not block line of sight.

At the end of the second player's first turn randomly remove one flag from the board.

At the end of each player's turn, starting on the second player's second turn, a player earns 1 control point for each flag he controls. A player controls a flag if he has one or more models B2B with the flag and his opponent has no models within 3" of that flag.

- If the model is a unit, all models in the unit remaining in play must also be within 3" of the flag
- If the model is a solo, it must also have an army point cost of 1 or more to control the flag

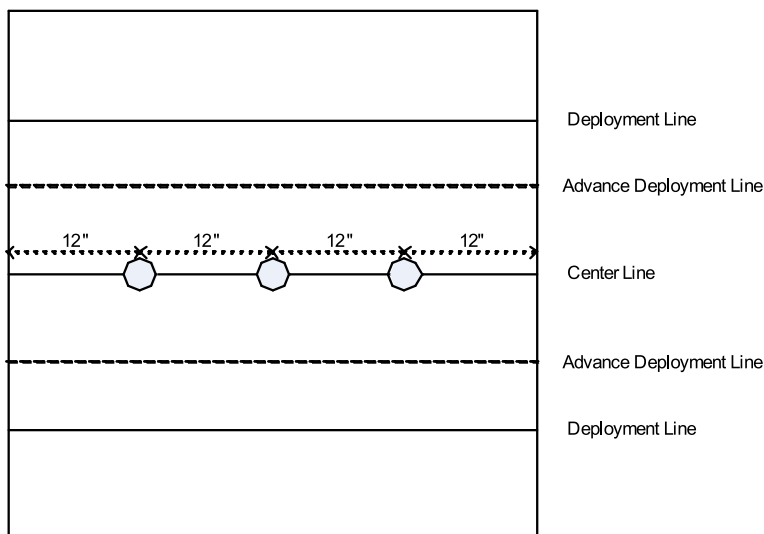
Ignore inert warjacks, wild warbeasts, and fleeing models when checking for control or tiebreaker conditions; these models cannot control a flag and also do not prevent an opponent from claiming control.

Victory Conditions

The first player to earn 3 control points *and* have more control points than his opponent immediately wins the match.

If time runs out before a player has won the match via scenario or assassination victory, break the tie as outlined in "Victory & Tiebreakers." For the secondary tiebreaker, count only the army points' worth of models within 3" of each flag.

INCURSION



Scenario – Close Quarters

*“Keep your heads down! *&%\$ it, fix bayonets!!!”*

—Captain Maxwell Finn

Special Rules

Summary: Players attempt to take control of a circular zone on the opponent’s side of the board.

Mark a point 20" from each player’s respective table edge. One player’s point is 20" from the western table edge while the other player’s point is 20" from the eastern table edge. These points mark control zones, which are 8" diameter circles centered on the corresponding point.

At the end of each player’s turn, starting on the second player’s second turn, a player earns 1 control point when he controls the zone on his opponent’s half of the board. A player controls a zone if he has one or more models within a zone while none of his opponent’s models are within that zone. For a unit to control a zone, all models in the unit that are still in play must also be within the same zone. For a solo to control a zone, it must also have an army point cost of 1 or more. (For solos that are purchased in multiples, divide the cost of the solos by the number purchased to see if they are worth at least 1 point *each*.)

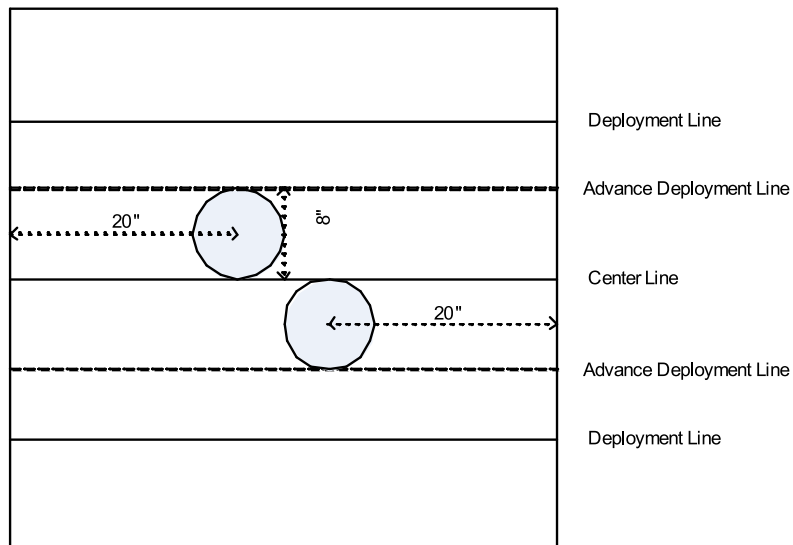
Ignore inert warjacks, wild warbeasts, and fleeing models when checking for control or tiebreaker conditions; these models cannot control a zone and also do not prevent an opponent from claiming control.

Victory Conditions

The first player to earn at least 2 control points *and* have more control points than his opponent immediately wins the match.

If time runs out before a player has won the match via scenario or assassination victory, break the tie as outlined in “Victory & Tiebreakers.” For the secondary tiebreaker, count only the army points’ worth of models within the control zone on the opponent’s side of the board.

CLOSE QUARTERS



Scenario – Kill Box

“Spring the trap! Kill them all!!!”

—Jarok Croe

Special Rules

Summary: Players attempt to bring their warcaster(s) or warlock(s) forward while attempting to assassinate their opponent’s warcaster(s) or warlock(s).

Mark a 24" square centered on the table parallel to the board edges. This is the kill box.

Victory Conditions

At the end of each player’s **own** turn, starting on the first player’s second turn, a player loses the match if he ends his own turn with any friendly warcaster or warlock *not within* the kill box.

If time runs out before a player has won the match via scenario or assassination victory, break the tie using only the assassination and secondary tiebreaker rules outlined in “Victory & Tiebreakers.” For the secondary tiebreaker, count only the army points’ worth of models within the kill box.

