



2nd Floor, Marmion House,
Copenhagen Street,
Worcester. WR12HB



Warmachine and Hordes 8th June: SR2014, 42pts

Thanks for booking a place for our Warmahordes event. This pack contains relevant information to help you have a great days gaming!

Rules

- 1) 2 list format. You may use 2 lists using different Warlocks/Warcasters, from the same faction, with character restrictions.
- 2) Apart from any custom scenarios, you must follow and adhere to the Warmachine/Horde Mk2 rules and Steamroller rules where applicable.
- 3) If you chose to bring 2 lists, you must use each list once during the day.
- 4) DEATHCLOCK (50 minutes a player); that's right folks we are running timed games (see SR2014).
- 5) You must bring 2 copies of you army list(s), submit 1 of your army lists at the beginning of the event and use the other for gaming. Please use the army composition page in the SR2014 pack.
- 6) You must bring: Timer, Dice, tape measure, tokens and anything else you need to play with your chosen force.
- 7) In the event of a rules dispute the EO must be called over. He/she will have the final say and the game will be moved on swiftly without any further discussion or dispute.



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OUR CAMPAIGN/TOURNAMENT DAY RULES (IMPORTANT)

Fair Play

Quite simply, game fair or go home. We are doing this as a fun event and expect that you, as the participant, to treat others as you would expect to be treated. The EO has the final say in any rules queries and has the right at any point to ask you to leave the event if he/she decides.

If you communicate openly with your opponents it will not only make your day but theirs as well.

Scenarios

Unless otherwise stated we will abide by the Steamroller 2014 rules for scenarios. The only exceptions being stated on the scenarios diagrams and text that follows.

Steamroller 2014

Is the pack produced by Privateer Press for events! I'm not going to reinvent the wheel, so we will stick with this for deciding on a winner in the case of a tie or the TO times out a game.

It can be downloaded [HERE](#)

Reinforcements

No reinforcements are being used at this event.



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Scenario 1 – 42pts

SCENARIO 2: SUPPLY AND DEMAND

SPECIAL RULES

Kill Box: YES

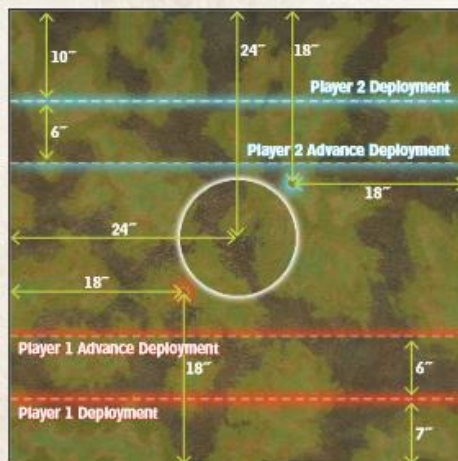
Mark a zone (12"-diameter circle) and place two Supply Cache objectives in accordance with the diagram below. The objective on Player 1's side of the table is a friendly Faction model to Player 1 and vice versa. Starting on the second player's second turn, at the end of each player's turn a player earns control points (CP) as follows:

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

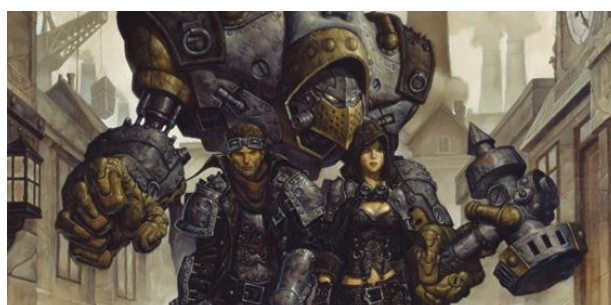
VICTORY CONDITIONS

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.



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



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Scenario 2 – 42pts

SCENARIO 5: CLOSE QUARTERS

SPECIAL RULES

Kill Box: YES

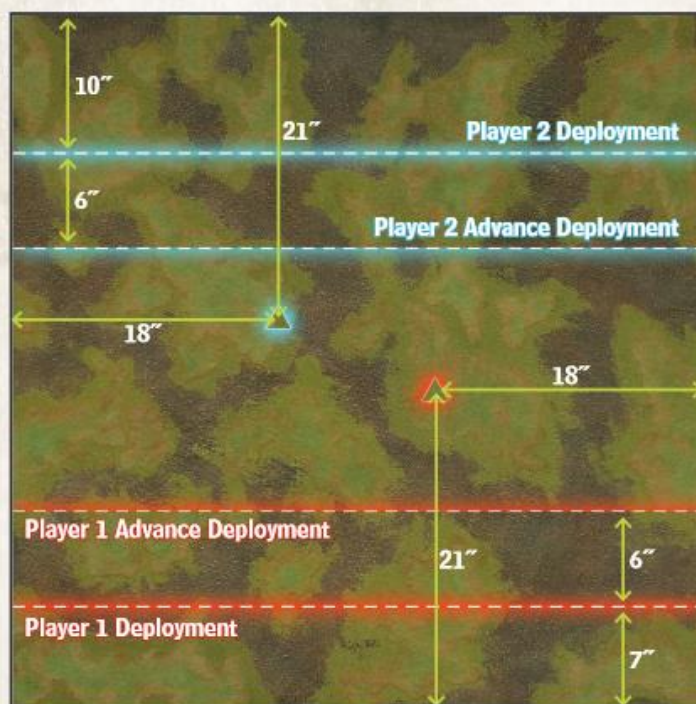
Place two flags in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn a player earns control points (CP) as follows:

- 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 4" of the enemy flag.



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



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Scenario 3 – 42pts

SCENARIO 9: INCURSION

SPECIAL RULES

Kill Box: NO

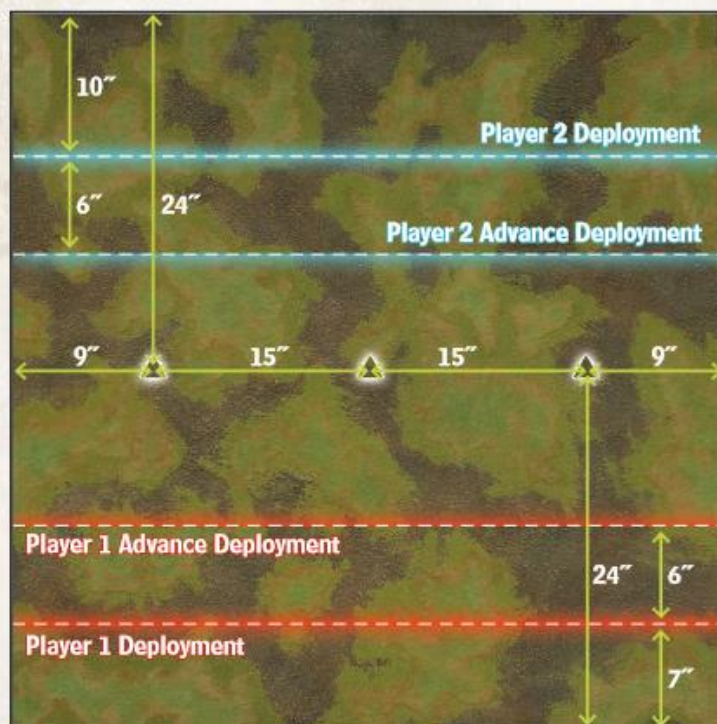
Place three flags in accordance with the diagram below. At the end of the second player's first turn, randomly remove a non-center flag from the table. Starting on the second player's second turn, at the end of each player's turn a player earns control points (CP) as follows:

- Outer Flag: Control = 1 CP, Dominate = 2 CP
- Center 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.



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Scenario 4 – 42pts

SCENARIO II: INTO THE BREACH

SPECIAL RULES

Kill Box: NO

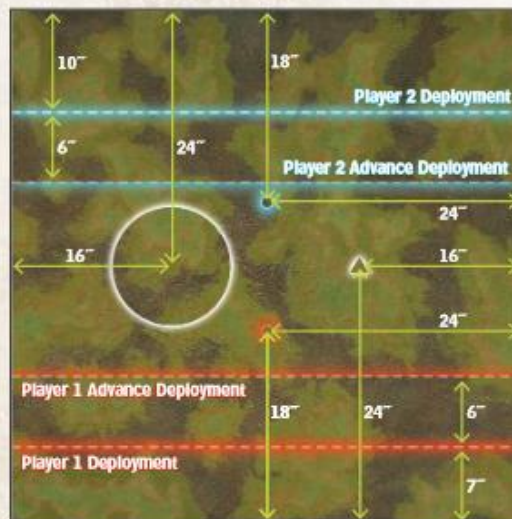
Mark a zone (12"-diameter circle) and place a flag and two Effigy objectives in accordance with the diagram below. The objective on Player 1's side of the table is a friendly Faction model to Player 1 and vice versa. Starting on the second player's second turn, at the end of each player's turn a player 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 flag.



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



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Additional Gaming

Quite simply, if we finish games ahead of schedule feel free to play some more games. They won't count towards awards, but that's not the point!!

Awards

The size of the prizes will depend entirely on the turnout. So the more gamers we have the better the prizes!

Prize 1: Overall winner (based on SR2014 scoring)

Prize 2: Best Painted Warcaster/Warlock or Warcaster/Warlock unit – this must be a model you're using on the day.

Order of play

- Start Time: 09:00 am (registration)
- 9:30 - 11:10 Scenario 1
- 11:20 – 13:00 Scenario 2
- 13:10 – 13:50 Lunch
- 14:00 – 15:40 Scenario 3
- 15:50 - 17:30 Scenario 4
- 17:30 - Awards

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