

# Steamroller 4

*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*.

**Steamroller** is **Privateer Press**’ official tournament format. 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. Ideal for groups of 8 to 32 players, Steamroller promotes fast and furious play and the ability to adapt to a variety of scenarios. While painted models are certainly not a requirement, a Steamroller event is a great place to display your prowess with the paintbrush.

## Player Responsibilities

Players participating in a Steamroller event must bring all their own models, stat cards, dice, measuring devices, tokens, wreck markers, and templates that 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 including point costs and an army/horde point total. They must register one copy of these lists with the TO prior to the start of the tournament. The player's opponent may view the other copies upon request.

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

## Sportsmanship

The objective of tournament play is for everyone to have a good time. Players must cooperate with their opponent to resolve 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.

## Disputes

We assume that all players are good sports that 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 may eject a player for any incident deemed unsporting. This includes, but is not limited to, offensive or abusive conduct, bullying, cheating, constant rule arguments, stalling, 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 all. Although 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 appropriate to the tournament venue. 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 conversion.** To avoid confusion and conflict, players must have an unaltered version of the model available in case a TO asks to remove a questionable model from play. The TO makes the final call on any particular model.

## Steamroller Rules

Players participate in a timed format in which all players play in every round. The format aims to pair up players of equivalent skill levels to maintain a good level of competitive play while also including every player every round.

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 number of players per event. The event will run until there is a clear winner, which usually means when there is only 1 undefeated player at the beginning of a round. Once a clear winner emerges, the event ends without additional matches.

Players	Matches
8 or less	3
9 -16	4
17 - 32	5

## Tournament Points & Standing

Each match, players score Tournament Points based on their performance. Tournament Points determine a player's standing. The player with the most wins will have the most points. This allows the TO to pair off players of equal standing easily. 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.

### Determining the Winners

The top two players pair up 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 they faced.

For example, after four rounds Jason and Rob have tied for second place. To determine who gets to face Matt in the final round, the TO adds all of Jason's opponents' tournament points for the previous four rounds together and compares the total to the combined score of all of Rob's opponents. The player with the stronger schedule faced higher-scoring opponents and retains the higher rank.

## Byes & Odd Number of Players

Matches require two players. In case of an odd number of players, one player will receive a bye. A player receiving a bye sits out the match and receives 1 Tournament Points for the round.

If a tournament begins with an odd number of players, the TO randomly determines which player receives the bye. After the first round, the TO randomly determines which player receives the bye from the players with the lowest Tournament Point totals. The TO must ensure that the same player does not receive a bye more than once per event if possible.

## The Clock

In a Steamroller event, matches and the turns that make up each match have predetermined time limits depending on the point scale of the event.

### Match Length

Each match has a variable length. Before each match begins, the TO rolls a d6 and multiplies the result by 2 to determine the Variable. He then adds the Variable to the Base Match Length (see table below) to determine the Match Length. **The TO will not announce the result of this roll or reveal to players the amount of time remaining in a match.**

The point size of the event determines the Base Match Length for each match. (See table below.)

### Turn Length

Steamroller uses timed turns to ensure a fair play environment. Players have a fixed amount of time to play each turn based on the point size of the event (see table below). When the time for a turn expires, the player whose turn it is finishes the activation of whatever model he is activating, and then ends his turn.

### Stopping the Clock

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.

### Dice Down

After the time limit for the match has expired, the TO calls "dice down". When dice down is called the active player finishes any action already in motion (for example a dice roll or moving a unit), and then the game ends. If a game goes to dice down, check the scenario for how to determine the winner.

### Clock Extensions

Once per game, each player may extend his turn length. A player can extend his turn length by declaring he is doing so after the time allotted for his turn runs out. At this time, the active player's opponent resets the clock for five 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.

Events Point Size	Base Match Length (in minutes)	Variable	Turn length (in minutes)
500	85	D6 X 2	10
750	105	D6 X 2	12
1,000	180	D6 X 2	20
1,500	200	D6 X 2	25

When estimating the overall length of a tournament, a TO should add 20 to 30 minutes to each round for time to do pairings, get people to their new tables, and get the next round started.

## Army and Horde Composition

Army and horde point totals cannot exceed the point size chosen for the game and cannot fall more than 50 points under the point size chosen for the event.

### Alternate Lists

Players may bring a second army or horde list for use at the event. Mercenary players may use different contracts for their primary and alternate lists. Faction players may likewise use any or no Special Forces for their lists. This alternate list is subject to the same point constraints as the primary list and must be from the same faction. Players must prepare the alternate list before the event and register it with the TO at the same time as the primary list.

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

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

# Scenarios, Maps, and Common Victory Conditions

Steamroller includes scenarios and terrain maps. Steamroller matches are played on 4' x 4' surfaces with terrain set according to a pre-designed terrain map.

Each round of the tournament, all players play the same scenario determined by the TO. The TO keeps scenarios and maps secret until the start of the event and may keep them secret until the beginning of each new round of matches. Scenarios and maps may be played in any order and may be repeated or not played at the TO's discretion. Not every scenario or map 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 should make sure that they understand the scenario at this time.

Players playing with two army lists should wait to choose a list until after the announcement of pairings and scenarios.

At the start of the game, players 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.

Every scenario in Steamroller has this victory condition:

**'Caster Kill:** When only one player has one or more warcasters/warlocks in play that player wins the game.

## Tie Breakers

All scenarios have this tie breaker in common: "If time runs out, the player who has the most warcasters/warlocks still in play wins. If both players have the same number of warcasters/warlocks still in play, then the scenario will tell you how to determine the winner."

Many scenarios have a tie breaker that refers to "VPs in an area". When counting VPs in an area you add up all the VPs on all the models completely in the area, ignoring wrecked or inert warjacks, wild warbeasts, fleeing models/units, and warrior models that do not have a CMD greater than 1. For a unit to count all models in the unit still in play must be completely in the appropriate area. Reduce the VP value of a unit by 1 if the unit has less than 50% of its original model count.

## Reading the Map

Each map represents a 4' x 4' table arrangement illustrating where to place the terrain. TOs and players must understand that each venue has its own terrain assortment, and that the maps provide a general outline for types of terrain features to use, their rough size, and where to place them on the table. For example, a map may call for a 12" Hill, Shallow Water, or a Forest terrain feature to be placed in the center of the table.

# Scenario 1 – Mosh Pit

*Today will bring a proper fight.*

—Long Rider Champion Horthol of the northern Thornwood

## Description

Mosh Pit is a bitter, disorganized brawl in the center of the battlefield in which the only rule is to stay your ground.

## Special Rules

Mark a 14” diameter circle centered on the table. This is the Mosh Pit.

## Victory Conditions

Starting on the first player’s third turn, a player wins when he ends his turn in control of the Mosh Pit.

A player controls the Mosh Pit if he has one or more models completely within the Mosh Pit and his opponent has no models completely in the Mosh Pit. For a unit to control the Mosh Pit, all models in the unit still in play must be completely in the Mosh Pit. A warrior model must have a CMD greater than 1 to control the Mosh Pit. Ignore wrecked or inert warjacks, wild warbeast, and fleeing models when checking for control.

If time runs out before one player has won, the player with the most VPs completely in the Mosh Pit Wins.

## Scenario 2 – No-Man’s-Land

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

—Archdomina Makeda

### Description

With battle lines drawn, two great armies converge on the no-man’s-land between them.

### Special Rules

Mark an 8” wide area, running east to west, centered on the centerline of the table. This is the No-Man’s-Land.

### Victory Conditions

Starting on the first player’s third turn, a player wins when he ends his turn in control of No-Man's-Land.

A player controls the No-Man's-Land if he has one or more models completely within the No-Man's-Land and his opponent has no models completely in the No-Man's-Land. For a unit to control the No-Man's-Land, all models in the unit still in play must be completely in the No-Man's-Land. A warrior model must have a CMD greater than 1 to control the No-Man's-Land. Ignore wrecked or inert warjacks, wild warbeast, and fleeing models when checking for control.

If time runs out before one player has won, the player with the most VPs completely in No-Man’s-Land wins.

## Scenario 3 – Throw Down

*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

### Description

Armies desperately clash across the muddy and blood-drenched field to secure two points of vital strategic importance. Each side strives to gain supremacy while trying to manage their divided forces.

### Special Rules

Mark two points on the centerline of the table, one 8" from the left table edge (Control Zone A) and one 8" from the right table edge (Control Zone B). Each control zone is a 10" diameter circle centered on the point.

**NOTE: This scenario is not recommended for games of less than 1,000 points.**

### Victory Conditions

Starting on the first player's third turn, a player wins when he ends his turn controlling both Control Zones.

A player controls a Control Zone if he has one or more models completely within the Control Zone and his opponent has no models completely in the Control Zone. For a unit to control a Control Zone, all models in the unit still in play must be completely in the Control Zone. A warrior model must have a CMD greater than 1 to control a Control Zone. Ignore wrecked or inert warjacks, wild warbeast, and fleeing models when checking for control.

If time runs out before one player has won, the player with the most VPs completely in the two areas combined wins the game.

## Scenario 4 – 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

### Description

Two forces collide in an effort to deprive their enemy of vital assets while protecting their own irreplaceable resources from harm.

**Note! This scenario is not suggested for games above the 1,000 point level.**

### Special Rules

Each player has two large-based 2" tall objectives. The objectives are placed 14" from their respective table edge, one 14" from the eastern table edge and the other 14" from the western table edge. The objectives are non-living friendly faction models. The objectives have DEF 10, ARM 20, and 35 damage boxes.

The objectives have the following qualities:

360 degree front arc.

No activation.

Cannot move, be moved, or be placed.

Do not suffer continuous effects.

Cannot be knocked down or made stationary.

Cannot be charged.

A model with the same size base or larger can provide screening and block line of sight to these objectives.

The objectives cannot be targeted by attacks or damaged on the first round.

### Victory Conditions

A player wins when both of his opponent's objectives have been destroyed.

If there is no winner when time runs out, the player whose objectives have suffered the most damage loses.



# Scenario 5 – Contested Ground

*In the end no one owns the land.*

—Baldur the Stonecleaver.

## Description

Sometimes a hill, point, or bridge isn't enough. Sometimes victory comes only by controlling the entire length of the battlefield.

## Special Rules

Divide the battlefield between the deployment zones into four 12" wide Territories running north to south (see map).

A player controls a Territory if he has one or more models completely within the Territory and his opponent has no models completely in the Territory. For a unit to control a Territory all models in the unit still in play must be completely in the Territory. A warrior model must have a CMD greater than 1 to control a Territory. Ignore wrecked or inert warjacks, wild warbeast, and fleeing models when checking for control.

A player scores one Control Point for each Territory he controls at the end of each of his turns.

Players cannot score Control Points during the first round of the game.

## Victory Conditions

A player wins when he scores 5 Control Points.

If there is no winner when time runs, out the player who currently controls the most Territories wins. If both players control the same number of Territories, then the player with the most Control Points wins.

## Scenario 6 – Break the Line

*Attrition will bleed your strength away if you merely hold the line. Advance boldly and shatter the enemy's resolve.*

—General Adept Sebastian Nemo

### Description

Bold advances are required on this battlefield as each army drives forward to break the enemy line and claim enemy territories without losing regions formerly under their control.

### Special Rules

Divide the table between the deployment zones into six 14" x 16" territories (see map).

A player controls a Territory if he has one or more models completely in the Territory and his opponent has no models in the Territory. For a unit to control a Territory all models in the unit still in play must be completely in the Territory. A warrior model must have a CMD greater than 1 to control a Territory. Ignore wrecked or inert warjacks, wild warbeast, and fleeing models when checking for control.

### Victory Conditions

Starting on the first player's third turn, a player wins when he holds two Territories on his half of the table and one Territory on his opponent's half of the table.

If there is no winner when time runs out, the player who controls the most of his opponent's Territories wins. If both players control the same number of their opponents' Territories, then the player who controls the most Territories wins.

# Scenario 7 – Process of Elimination

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

—General Gerlak Slaughterborn

## Description

The battlefield is a constant sea of activity. Once one strategic victory is achieved, it must sometimes be left behind to pursue the next objective.

## Special Rules

Divide the battlefield between the deployment zones into four 12” wide Territories running north to south (see map).

A player controls a Territory if he has one or more models completely within the Territory and his opponent has no models completely in the Territory. For a unit to control a Territory all models in the unit still in play must be completely in the Territory. A warrior model must have a CMD greater than 1 to control a Territory. Ignore wrecked or inert warjacks, wild warbeast, and fleeing models when checking for control.

A player scores one Control Point for each Territory he controls at the end of each of his turns. A player cannot score a Control Point for the same Territory more than once. Control Points cannot be scored during the first round of the game.

## Victory Conditions

Starting on the first players third turn, A player wins when he when he has three or more Control Points.

If time runs out before one player has won, the player with the most Control Points wins. If both players have the same number of control points than the player who currently controls the most Territories wins.

## Scenario 8 – Ridge Raiders

*Only that high ground and those few holding it stand between us and victory. Seize that ridge whatever the cost.*  
—Saeryn, Omen of Everblight

### Description

Commanders vie for control of a natural boundary to gain the upper hand for military dominance of the region.

### Special Rules

Divide the table in half with a line running from east to west. This line is the Ridge.

Mark a 12” wide area running east to west centered on the Ridge. This is the Ridge Line.

Models completely in the Ridge Line benefit from elevated terrain against models not completely in the Ridge Line.

Models not completely within the Ridge Line cannot draw line of sight to models that completely within 6” and on the other side of the Ridge.

### Victory Conditions

Starting on the first player’s third turn, a player wins when he ends his turn in control of the Ridge Line.

A player controls the Ridge Line if he has one or more models completely in the Ridge Line and his opponent has no models completely in the Ridge Line. For a unit to control the Ridge Line, all models in the unit still in play must be completely in the Ridge Line. A warrior model must have a CMD greater than 1 to control the Ridge Line. Ignore wrecked or inert warjacks, wild warbeast, and fleeing models when checking for control.

If time runs out before one player has won, the player with the most VPs completely in the Ridge Line wins.

## Scenario 9 – King of the Plateau

*Each of us lays claim to that high region, and neither will back down. Soon we will clash and by victory demonstrate it is our righteous destiny to subdue all we can survey.*

—Grand Scrutator Severius

### Description

Two armies climb the heights of a single great plateau there to wage war and eliminate any competition from questioning their control of this key geographical location.

### Special Rules

Mark a 14" diameter circle centered on the table. This is the Plateau.

Models completely in the Plateau benefit from elevated terrain against models not completely in the Plateau.

Line of sight cannot be drawn through the Plateau, though line of sight can be drawn to models completely within the Plateau.

### Victory Conditions

Starting on the first player's third turn, a player wins when he ends his turn in control of the Plateau.

A player controls the Plateau if he has one or more models completely within the Plateau and his opponent has no models completely in the Plateau. For a unit to control the Plateau, all models in the unit still in play must be completely in the Plateau. A warrior model must have a CMD greater than 1 to control the Plateau. Ignore wrecked or inert warjacks, wild warbeast, and fleeing models when checking for control.

If time runs out before one player has won, the player with the most VPs completely in the Plateau wins.

## Using Round Report Sheets

These sheets make it easier to determine which participants have played one another and their relative scores.

### First Round

In the first match, the TO should try to pair up players of differing factions as much as possible. Shuffle all the 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 you find one 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, but you should avoid them if possible. Once you have completed the pairings, write in the opposing player IDs to easily track which players have played previously. Record the Tournament 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

Things get a little trickier now since you must consider pairings from previous rounds. From here on, all pairings and ranks are based on Tournament Point subtotals. After all matches in the previous round have completed, sort the pile of sheets in order of total score with the highest on the top and the lowest on the bottom. Take the top sheet and start looking through the pile until you find a player of another faction who has not already played the player on the first sheet. Set this pair aside and repeat the process.

Again, once you have all the pairings, write the opposing players' IDs in the appropriate column of the third row of boxes.

In the event of difficulty pairing players who have not previously played each other and use different factions, disregard the factions when pairing players. It may take several attempts to find pairings that avoid duplicating match-ups, but players will appreciate the effort if they do not have to play the same opponents more than once.