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.


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>

**Point System**

**Iron Gauntlet Finals**

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).

**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.

**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.

**Player Responsibilities**

**Logistics**

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 CMD or CTRL area effects and terrain.) Tokens representing in-game effects such as focus, fury, spells, and abilities are required and must be placed next to the affected model(s). If a token or template is not present, the effect is not present. Players can use the AOE and effect markers provided at http://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. Players must still share their model stats, damage, and so on with their 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 50-point army lists. In the preliminary rounds, each 50-point list must be played at least once in Iron Gauntlet events. Players must bring two copies of their army lists, complete with point costs. Army list point totals cannot exceed the point size chosen for the game and cannot be more than 2 points under that point size (including warjack/warbeast points). For example, a 50-point Kaelyssa army must include 55 to 57 points of models.

Each army list must include one Iron Gauntlet 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 they have chosen for the round.

All lists must be led by warcasters or warlocks from the same faction. Mercenary players can use different contracts or Theme Forces for their lists, and Minion players can use different pacts or Theme Forces for their lists. Players cannot include the same version of a model or unit with FA C in more than one list. The original and epic incarnation(s) of a character do not count as the same version of a model. Any player-determined model relationships (attached, client, marshaled, etc.) must be specified in the list and cannot change between rounds.

Iron Gauntlet allows the use of all released Theme Forces. Players using a Theme Force must have the Theme Force available for the EO’s reference (to verify the army list) and for the opponent’s reference (to view the Theme Force’s special rules). Permission is hereby granted to photocopy the Theme Forces section from the WARMACHINE and Hordes expansion books, as well as any Theme Forces appearing in No Quarter magazine, for personal, non-commercial use only and subject to the terms found within those original source materials.

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, with only the top four players continuing. Use the Final Standings rules to determine the top four players and to determine the standings of the next twelve ranked players. Once the Gauntlet Rounds begin, the standings of only the top four players can change.

There are two Gauntlet Rounds: semifinals and finals. Pair 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 semifinals move on to the finals round. The winner of the finals round finishes first overall, and his opponent finishes second overall. The players defeated in the 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. Each Gauntlet Round, after pairings are determined the opponents show each other their three available 50-point army lists. Then they simultaneously reveal the warcaster or warlock they will play during the game. A player can select any warcaster or warlock for his list regardless of how many times it was played in the preliminary rounds.

Each player is then given 20 minutes to build a new 75-point army list, using any of the models available in the three 50-point armies he played in games prior to the Gauntlet Rounds. Each instance of a model/unit listed in one of the player’s three 50-point army lists can be used once when building a 75-point army list. Models/units can be repeated in the second 75-point army list for players who participate in 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 50-point lists, and a maximum unit of Bane Thralls in one of his 50-point lists. When building his 75-point list, John can take up to three Slayers and a single minimum or maximum unit of Bane Thralls.

All standard rules listed in the Army Lists section must be followed when building a list for a Gauntlet Round. During Gauntlet Rounds players can use any warcaster, warlock, or character models available to them each round. A player can create his 75-point army as a Theme Force even if that Theme Force was not present in his 50-point lists.

If a player takes longer than 20 minutes but no more than 30 minutes to build his 75-point army, his opponent begins the game with 2 control points. If a player takes longer than 30 minutes to build his army, he forfeits the game. If both players forfeit as a result of this rule, they earn no qualifier points for this event.

MODELING AND PAINTING
All models must be completely painted 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 or shading. For instance, flesh must be a different color than hair or clothing, and metal must be a different color than leather. The base is part of the model, so don’t neglect it! Bases must be finished with sand or flock or otherwise modeled and painted.

Models that do not meet these requirements are not eligible for play. Whether a model is completed is the decision of the
EO. As a general rule, if a player feels the need to justify why a model is completed, it probably isn’t.

All models used in Privateer Press organized play events must be Privateer Press miniatures from the WARMACHINE or HORDES lines. The miniatures must be fully assembled on the appropriately sized base for which the model was designed. The use of non-Privateer Press models, unassembled miniatures, 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 Extreme versions of models are acceptable for use in organized play.

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

<table>
<thead>
<tr>
<th>Privateer Press 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 “Sea” Wulfe Volunteer Exclusive</td>
<td>Gorman di Wulfe solo</td>
</tr>
<tr>
<td>Blighted Bather</td>
<td>Spawning Vessel model</td>
</tr>
<tr>
<td>Gobber Drudge</td>
<td>Cephalyx Mind Bender &amp; Drudges Grunt</td>
</tr>
</tbody>
</table>

To use these Privateer Press Exclusive models, the player must provide the standard miniature’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**

Players must be unambiguous about model representation. The following rules apply to the use of converted models in organized play. These rules are meant not to limit a player’s modeling options but rather to allow creativity without generating an environment that could become confusing during game play. Models cannot be converted in such a way that any part of the model is representative of another party’s intellectual property. Models cannot use copyrighted logos, symbols, iconic elements, or iconography that are not the property of Privateer Press. **At his discretion, an EO can make exceptions to these rules to approve any reasonable conversion.**

A converted model must contain a majority of parts from the WARMACHINE or HORDES model for which the rules were written. For example, a Testament of Menoth conversion must be composed mostly of parts from the Testament of Menoth model. The end result of any conversion must be clearly identifiable as the intended miniature and must accurately represent its weapons and equipment as listed in its rules. Any conversions must be clearly pointed out to the opponent before the game to avoid confusion.

On warrior models, converting and swapping weapons is acceptable as long as the new weapon represents the same type of weapon as the one replaced (such as swapping one sword for another). Any feature relating to a weapon’s specific rules must be maintained to avoid confusion on the tabletop. For example, a weapon with Chain Weapon must still be modeled as a chain-style weapon, and a weapon’s length must be comparable when converting weapons with Reach.

Weapons cannot be swapped on warjack and warbeast models. Since many of the ‘jacks utilize the same chassis and many of the beasts utilize the same torso, the weapons are the most identifiable part of the model when looking across the tabletop. Converting warjacks and warbeasts is still encouraged, but the aesthetics of the weapons must be maintained. Modifying weapons is permitted as long as the end result is easily identifiable as the warjack’s or warbeast’s proper weapon.

Models and units with available upgrade kits are an exception to the standard model conversion rules in three ways. First, because upgrades define an entirely separate set of stats and abilities, these parts must be clearly visible on the model or unit matching the upgrade stat card. For example, a helljack with one claw and one harpoon is not Malice; the model must have the correct head, harpoon blade, and all three spirit parts from the Malice upgrade in order to be considered Malice.

Second, once a model or unit has been converted, it can be fielded only as that model or unit. For example, a Warpwolf with the parts from the Ghetorix upgrade is not an acceptable conversion for use with a Warpwolf Stalker stat card.

Third, in the case of a unit attachment or weapon attachment upgrade, the model(s) that use the upgrade stat card must follow these rules, but the base unit follows the standard conversion policy for warrior model conversions described above. For example, a Black Dragon Officer & Standard must always use the Black Dragon upgrade stat card and an Iron Fang Pikemen Officer & Standard must always use the Iron Fang Pikemen Officer & Standard stat card, but an Iron Fang Pikemen unit without a unit attachment uses its standard stat card whether or not the models have Black Dragon shields (or any other reasonable conversion).

Miniatures must be on their appropriately sized WARMACHINE or HORDES bases, but scenic details can
be added. The base’s perimeter must always be considered when modeling scenic details. While it is acceptable for scenic elements to overhang the base’s edge, the base itself is used for all measurements, not the scenic elements. The edge of a model’s base must not be obscured to the point that accurate measuring becomes difficult or impossible.

SPORTSMANSHIP

A fair and honest in-game environment is required in order for everyone to have fun. Players must accurately execute the rules of the game and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for holding their opponents to the same standards.

The EO will not be able to observe every game. If a player is made uncomfortable by something his opponent is doing—stalling, bending the rules, or outright cheating, for example—he should tell the opponent about it and explain what the opponent can do to remedy the situation in order to maintain a fair, honest, and fun in-game environment. If the behavior continues or a dispute arises, the players should call the EO and explain the situation. The EO always has the final word on rules questions or debates. Players must accept all rulings made by the EO whether or not they agree.

Players must present a mature and polite demeanor to their opponents and the EO. Failure to do so will result in immediate disqualification. An EO can also disqualify a player for any incident that is deemed unsporting. This includes offensive or abusive conduct, bullying, cheating, constant rules arguments, improper play, stalling, and other inappropriate actions. Disqualified players are not eligible for any awards or prizes and are barred from further participation in the event and any other related events.

Occasionally circumstances will prompt a player to concede a game during a tournament. Concessions are not recommended since there is almost always a chance for victory. In the case of a concession, the winning player is awarded a win, half the control points (rounding up) for a scenario victory, and army points destroyed based on an assassination using current table conditions. The player who conceded receives a loss and no points in any category. An EO can disqualify a player from a tournament if a concession is deemed unsporting.

EVENT ORGANIZER RESPONSIBILITIES

LOGISTICS

When estimating the overall length of a tournament, an EO should allow extra time for each round to do pairings, get people to their new tables, and start the next round. The EO should ensure that all required materials for the planned scenarios are prepared ahead of time to avoid delays.

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>

QUALIFIER EVENTS: FIRST-ROUND PAIRINGS

Shuffle all the tournament record sheets together. Take the top two sheets and set them aside as the first pairing. Without shuffling the pile again, remove the next two sheets as the second pairing, and repeat the process until all players have an opponent. If there is an odd number of players, see “Byes and Odd Number of Players” below. Once the pairings are completed, write the opposing player’s name on each player’s sheet under “Opponent’s Name.” When the round ends, record the tournament points (1 for a win, 0 for a loss or tie), control points, and army points destroyed scores for each player.

QUALIFIER EVENTS: SUBSEQUENT PAIRINGS

After the first round, all pairings and ranks are based on tournament point subtotals and pairings from previous rounds. Once all games in the previous round have been completed, sort the tournament record sheets into piles based on the number of tournament points. Shuffle each pile. Take the top sheet of the pile with the greatest number of tournament points and pair that player with the first opponent in the pile whom he has not already played. Set this pair aside and repeat the process. When the first pile is done, move to the next pile. If a pile has an odd number of players, pair the last player against someone from the pile with the next-highest tournament points. Do not do this with any individual player more than once per event. Again, once all the pairings are completed, write the opposing player’s name in the appropriate column on each player’s sheet. It might take several attempts to find pairings that avoid duplicating match-ups.

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. The EO should ensure that the same player does not receive a bye more than once per event.

**GAME TIMING**

Chess clocks are used to time games in Iron Gauntlet events. Each player is allotted a set time (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>50</td>
<td>60</td>
</tr>
<tr>
<td>75</td>
<td>75</td>
</tr>
</tbody>
</table>

When army lists and deployment order for all games 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 pre-deployment. When the first player’s pre-deployment is complete he taps his clock to the second player, who completes his pre-deployment. All phases of deployment are completed in this manner until the second player’s advance deployment is complete. At this time the second player taps his clock and the first player’s first turn begins.

Players must use at least 15 seconds per turn. Opponents are responsible for enforcing the minimum turn time during the course of the game and must announce when this requirement is met. When player clocks are below 5 minutes combined, players can request assistance from the EO in enforcing minimum turn time.

When first players begin pre-deployment, the judge records the expected end time for the round based on the sum of both player clocks. **In order to maintain the event schedule, players cannot pause the chess clock at any time.** If a judge’s call is required, the judge, at his own discretion, can pause the chess clock when he arrives at the table. If the judge pauses the clock, he restarts it when his call is complete. A player who pauses his chess clock receives one warning. Upon a second infraction he loses the game.

When a player moves a model, rolls dice, marks damage, or takes time to make decisions during the other player’s turn, the player whose turn it is has the option of switching the clock to his opponent’s time while these actions are resolved. This rule is present for the sake of time equity versus action and should not be abused. A player should call a judge if he is concerned about an opponent’s use of this rule.

When scenario victory conditions are verified by both players, the scenario is scored immediately and the current game state would result in that player achieving victory. If a player’s clock runs out during his turn and a scoring of the scenario until the start of the round.

The judge should answer questions concerning the scenario before the round begins. Players are responsible for making sure they understand the scenario. The EO should stress that it is important for all players to pursue both the scenario and assassination victory conditions during the game because they will not know when the round time is going to expire.

**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 a linear obstacle, the other side should contain terrain that provides 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 contain five to seven 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**: forests, hills, rough terrain, shallow water, trenches, and wreck markers
- **Restricted terrain**: obstructions and linear obstacles

The exact number, type, and placement of terrain pieces is up to the EO, but the following terrain rules apply when setting up tables.

- Do not place terrain within deployment zones. This does not apply to advance deployment zones.
- Unrestricted terrain pieces cannot be placed within 2” of any other terrain piece. (Exception: trenches can be placed in contact with other trenches.)
- Restricted terrain cannot be placed within zones, within 5” of flags, or within 5” of objectives. Additionally, restricted terrain cannot be placed within 5” of any other restricted terrain piece.

These rules apply only to terrain placed during table setup, not to terrain templates placed by models during the game or granted by Theme Force benefits.

If a scenario element is inadvertently moved, pause the clock and reset the element’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.

**KILL BOX**

Some scenarios use the Kill Box rule. The “Kill Box: YES” designation in a scenario means that 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 two control points. A player can measure 14” from any table edge before the starting roll and during his warcaster’s or warlock’s activation. “Kill Box: NO” means this rule is not in effect.

**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 not to disrupt the flow of the game while doing this. All models in each list must be presented to an opponent upon request before list selection.

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.

Both players roll a d6 for the starting roll. 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.

**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 battlegroup warjacks become inert and battlegroup warbeasts become wild upon the assassination of their controller and therefore count for the 4th tiebreaker total.

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

**FINAL STANDINGS**

Players score tournament points based on the outcome of each game. A player gains 1 tournament point for a win and 0 for a loss or tie. 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.
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 identified as friendly Faction or enemy in the scenario rules. 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.

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. Objectives contest zones that they are within and flags within 4”. A player can measure 4” from a flag or objective at any time during his own turn. Warcasters, warlocks, inert warjacks, wild warbeasts, models that are fleeing, 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.

ZONE
A player controls a zone if he owns one or more models within it that are not immobile, fleeing, wild, or inert and no opponent contests it. There are no additional requirements for solos, warjacks, or warbeasts. For a non-warcaster/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.

If a model B2B with a flag is a member of a non-warcaster/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.

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
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. A player can measure 14” from any table edge before the starting roll and during his warcaster/warlock’s activation.
ASSASSINATION VICTORY
When only one player owns a warcaster or warlock remaining in play, that player immediately wins the game. Conduct control point scoring upon an assassination victory. This scoring does not change game results (i.e., it cannot lead to a scenario 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 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 army points destroyed in accordance with the 4th tiebreaker.

1ST TIEBREAKER: WARCASTERS/WARLOCKS REMAINING
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.

2ND TIEBREAKER: CONTROL POINTS
The player who has the most control points wins the game. If both players have the same number of control points, use the 3rd tiebreaker to determine the winner.

3RD TIEBREAKER: ARMY POINTS REMAINING
Tally the point cost of the remaining models and units owned by each player. Double the value of non-warcaster/warlock models and units (rounded up) within the areas designated by the scenario. Ignore models without a PC, inert warjacks, wild warbeasts, and fleeing models. 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., the Call of the Wild Tier 4 Theme Force benefit).

Warcasters/Warlocks: 5 points for each warcaster/warlock regardless of warjack/warbeast bonus points. Warcasters/warlocks consisting of multiple models with the warcaster/warlock type are worth only 5 points regardless of the number of models remaining. Models automatically included with the warcaster/warlock without the warcaster/warlock subtype do not affect warcaster/warlock scoring.

Warjacks/Warbeasts: Points equal to the army point cost of the model.

Units and Unit Attachments: Points equal to the unit’s army point cost. Ignore units that have fewer than 50% (rounding up) of their starting number remaining in play. For doubling purposes all the remaining models must be within the designated area.

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 10 points, and twelve Long Gunners (including their unit attachment) need six or more models to be worth 12 points.

Solos: 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 the designated area. For example, at least three out of five Whelps must remain and all must be within the designated area.

Exception: Feralgeist – If controlling a friendly warbeast, use the warbeast’s point cost. If controlling an enemy warbeast, place Feralgeist in B2B contact with the controlled warbeast, using the rule of least disturbance (WARMACHINE: Prime Mk II, p. 64) if necessary, then remove the warbeast from play.

Exception: Machine Wraith – If controlling a friendly warjack, use the warjack’s point cost. If controlling an enemy warjack, place Machine Wraith in B2B contact with the controlled warjack, using the rule of least disturbance (WARMACHINE: Prime Mk II, p. 64) if necessary.

4TH TIEBREAKER: ARMY POINTS DESTROYED
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.

- Models and units are worth their army point value.
- Non-warcaster/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 5 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 9 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 Player Record Sheet

**Player Name:**

**City, State, Country:**

<table>
<thead>
<tr>
<th>Round</th>
<th>List Played</th>
<th>Result</th>
<th>Control Points</th>
<th>Opponent Army Points Destroyed or Removed from Play</th>
<th>Opponent’s Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1 / 2</td>
<td>W / L / T</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>1 / 2</td>
<td>W / L / T</td>
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<td>1 / 2</td>
<td>W / L / T</td>
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</tr>
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<td></td>
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</tr>
<tr>
<td>5</td>
<td>1 / 2</td>
<td>W / L / T</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Army List 1

**Contract/Pact/Theme Force:**

**Tier:** 1 / 2 / 3 / 4 or N/A

**Point Cost**

### Army List 2

**Contract/Pact/Theme Force:**

**Tier:** 1 / 2 / 3 / 4 or N/A

**Point Cost**

### Army List 3

**Contract/Pact/Theme Force:**

**Tier:** 1 / 2 / 3 / 4 or N/A

**Point Cost**

**Objective:** N/A

**Objective:** N/A

**Objective:** N/A
**SPECIAL RULES**

**Kill Box:** YES

Mark a zone (12” × 6” rectangle) and place two 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.

- **Enemy Objective:** Destroyed/Removed from Play = 1 CP (once per objective)
- **Zone:** 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 the zone.

**Scenarios:**

**Scenario 1: DestructiOn**

Player 2 Deployment

Player 2 Advance Deployment

Player 1 Deployment

Player 1 Advance Deployment

**Tactical Tip:** Only the active player scores when multiple players dominate the same zone or flag.
SCENARIO 2: TWO FRONTS

SPECIAL RULES

Kill Box: YES

Mark two zones (12” × 6” rectangles) and place two 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:

- 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 zones.

Tactical Tip: Only the active player scores when multiple players dominate the same zone or flag.
SCENARIO 3: 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.
SCENARIO 4: FIRE SUPPORT

SPECIAL RULES
Kill Box: YES

Place two flags and two 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:

- Friendly Flag: Dominate = 1 CP
- 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 each flag.

Tactical Tip: Enemy objectives contest flags within 4”.

Tactical Tip: Only the active player scores when multiple players dominate the same zone or flag.
SCENARIO 5: INCOMING

SPECIAL RULES

Kill Box: NO

Mark two zones (12˝ × 6˝ rectangles) and place two 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:

- 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.
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.
SCENARIO 7: OUTFLANK

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

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.
SCENARIO 8: RECON

SPECIAL RULES

Kill Box: NO

Mark a zone (6” × 12” rectangle) and place two flags and two 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 flags.

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