

SCENARIO 2: SUPPLY AND DEMAND **(GUARD SCENARIO)**

SPECIAL RULES

Artifice: Kill Box

Mark a zone (12"-diameter circle) and place two objectives (Supply Caches) in accordance with the diagram below. The objectives on Player 1's side of the board are friendly Faction models to Player 1 and vice versa. At the end of each player's turn, starting on the second player's second turn, a player earns control points (CP) as follows:

- **Enemy Objective:** Destroyed (once per objective) = 1 CP,
Dominate = 2 CP
- **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 in 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, flag, or objective.



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SCENARIO 6: CHEMICAL REACTION **(INVADE SCENARIO)**

SPECIAL RULES

Mark two zones (12" x 6" rectangles) and place two objectives (Alchemical Devices) in accordance with the diagram below. The objective on Player 1's side of the board is a friendly Faction model to Player 1 and vice versa.

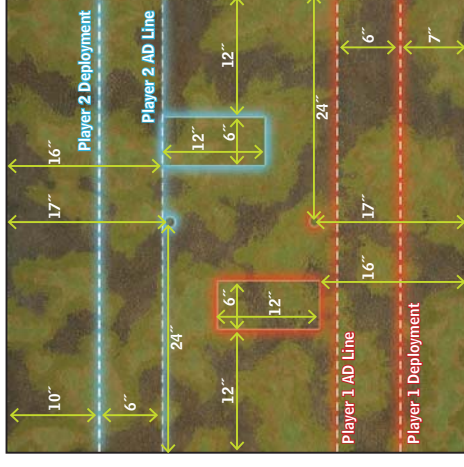
At the end of each player's turn, starting on the second player's second turn, a player earns control points (CP) as follows:

- **Enemy Objective:** Destroyed (once per objective) = 1 CP
- **Friendly Zone:** Dominate = 1 CP
- **Enemy Zone:** Control = 2 CP Dominate = 3 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 in 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, flag, or objective.

[illegible]

SCENARIO 9: INTO THE BREACH **(BALANCE SCENARIO)**

SPECIAL RULES

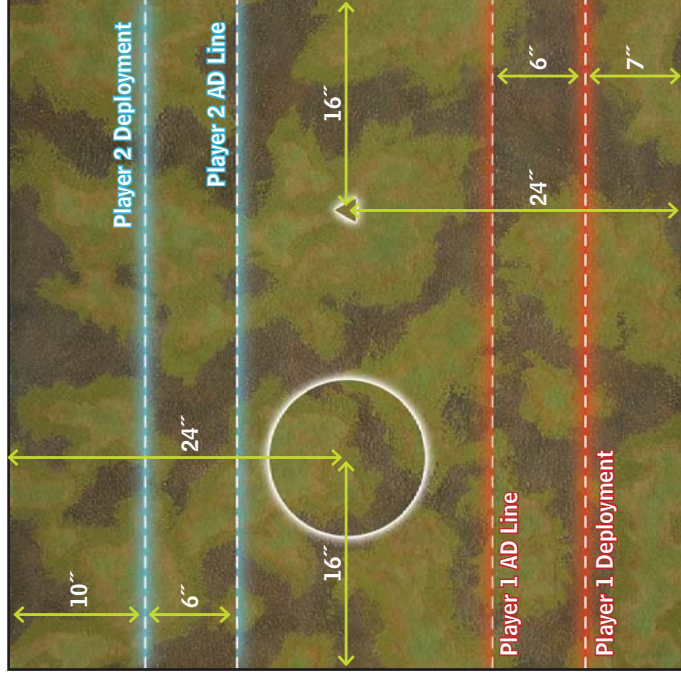
Mark a zone (12"-diameter circle) and place a flag in accordance with the diagram below. At the end of each player's turn, starting on the second player's second turn, a player earns control points (CP) as follows:

- **Zone:** Control = 1 CP, Dominate = 2 CP
- **Flag:** Dominate = 1 CP

VICTORY CONDITIONS

The first player to earn at least 5 control points *and* have more control points than his 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 in 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, flag, or objective.

[illegible]

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SCENARIO 10: RALLY POINT **(BALANCE SCENARIO)**

SPECIAL RULES

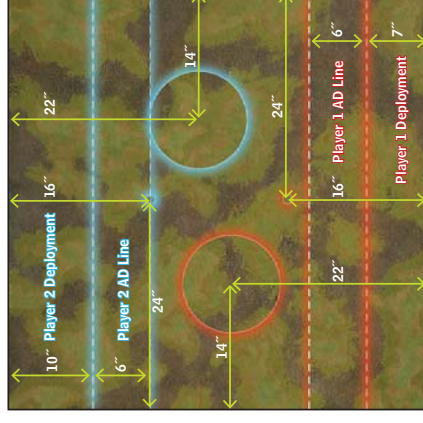
Mark two zones (12"-diameter circles) and place two objectives (Effigies of Valor) in accordance with the diagram below. The objective on Player 1's side of the board is a friendly Faction model to Player 1 and vice versa. At the end of each player's turn, starting on the second player's second turn, a player earns control points (CP) as follows:

- **Enemy Objective:** Destroyed (once per objective) = 1 CP
- **Friendly Zone:** Dominate = 1 CP
- **Enemy 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 in Scenario Reference Sheet. For the 3rd tiebreaker, double the army points within the enemy zone.



Tactical Tip: Because an Effigy of Valor objective counts as a warcaster/warlock for the purposes of dominating and contesting a zone, it can dominate a zone but cannot contest it.

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

[illegible]

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SCENARIO 11: PROCESS OF ELIMINATION (LOCK SCENARIO)

SPECIAL RULES

Artificer: Kill Box

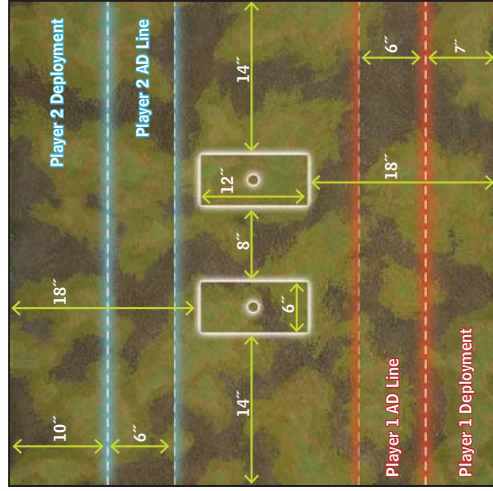
Mark two zones (12" x 6" rectangles) and place two objectives (Monoliths) in accordance with the diagram below. The objectives are enemy models to all other models. Only the player who destroys one of these objectives gains 1 CP for destroying that enemy objective. At the end of each player's turn, starting on the second player's second turn, a player earns control points (CP) as follows:

- Objective: Destroyed (once per objective) = 1 CP
- 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 his 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 in 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, flag, or objective.



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D. LA RONDE DE TOURNOI

Le tournoi suit les règles de Steamroller 2013, disponibles à l'adresse suivante : http://privateerpress.com/files/Steamroller_2013_Rules_3.pdf

De plus, du fait du format par équipe, des règles spécifiques s'appliquent aux appariements.

1. APPARIEMENT DES EQUIPES

Les équipes sont appariées selon le système décrit dans Steamroller.

Lors de la première ronde, les équipes sont appariées aléatoirement en évitant que deux équipes de la même ville ne se rencontrent. Pour cette raison, il est important de renseigner correctement le nom des villes !

Lors des rondes suivantes, les équipes sont appariées aléatoirement au sein du même groupe de Points de Tournoi. Deux équipes qui se sont déjà rencontrées ne se rencontreront pas à nouveau.

Lors des rondes du samedi, nous éviterons que deux équipes de la même ville ne se rencontrent. Le dimanche, aucune restriction de ce type ne sera appliquée.

2. APPARIEMENT DES JOUEURS

Une fois les appariements d'équipe déterminés, les capitaines de chaque paire d'équipe se rencontrent pour déterminer les appariements de leurs joueurs. Suivez la procédure ci-après :

- Chaque capitaine lance un d6. Le gagnant décide si son équipe est l'Équipe A ou l'Équipe B.
- Le capitaine de l'Équipe B désigne son premier joueur (joueur B1). Si nécessaire, il présente les deux listes de ce joueur au capitaine de l'équipe adverse.
- Le capitaine de l'Équipe A désigne alors deux (2) de ses joueurs pour s'opposer au joueur B1. Si nécessaire, il présente les 4 listes correspondantes.
- Le capitaine de l'Équipe B choisit parmi ces deux joueurs celui qui jouera contre son joueur B1. Le joueur choisi devient le joueur A1. Le joueur laissé de côté devient le joueur A2.
- Une fois ce premier appariement déterminé, le capitaine de l'Équipe B désigne deux de ses joueurs restants. Le capitaine de l'Équipe A choisit alors parmi ces deux joueurs celui qui jouera contre son joueur A2 laissé de côté dans l'étape précédente.
- Les deux capitaines poursuivent le processus jusqu'à ce que tous les appariements soient déterminés.

Remarque : dans ce système, l'équipe A choisit en pratique 3 des 5 appariements, le 4^e appariement déterminant le 5^e.

3. SCENARIOS

À chaque ronde, tous les joueurs jouent le même scénario issu du SR2013. Les 5 scénarios seront annoncés une fois les listes publiées.