

Steamroller Tournament 2.0

2006 Season

by Dan Brandt, Duncan Huffman, Jason Soles, Rob Stoddard, and Matt Wilson

“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, Conquest: How to Subjugate Your Enemy Fully.

Steamroller is **Privateer Press**' official tournament format. Ideal for groups of eight or more players, Steamroller promotes fast and furious play. Players face off in a series of matches and pit their skills against increasingly challenging opponents.

Judge Responsibilities

The judge is the tournament organizer who sets up the tournament, adjudicates disputes, and tracks player progress throughout the day. The judge can be a game store employee, a Press Ganger, or a volunteer. Judges must be fair, familiar with the rules, and organized. In order to maintain impartiality, a Steamroller judge never participates in his own tournament.

Judges may wish to recruit assistants for help in larger tournaments.

Please visit <http://www.privateerpress.com/pressgangers> to find a Press Gang member to judge, volunteer, or assist.

Judges need a copy of all the rulebooks relevant to the tournament, enough round report sheets (see appendix) for every player participating, terrain, and space to play for all players. Extra dice, pens, wreck markers, and templates are also helpful in case players forget their own materials.

Prize kits and any awards also make the event great.

Event Size

Prior to announcing a Steamroller event, the judge must decide on the size of the event. This includes setting an army point size and maximum number of players who can register for the event. Steamroller is played at either the 500, 750, or 1000-point level. All games played during the event must be of the same point value.

Terrain & Tables

Steamroller matches are played on 4' x 4' tables.

Each table should have at least six (6) terrain features. Since every gaming group and retail store has access to different terrain features, there are no hard and fast rules on terrain placement. Terrain features are placed by the judge or his assistants and cannot be moved by players. Terrain features should only be moved by the judge or his assistants. Terrain should be placed evenly around the table.

Player Responsibilities

Players participating in a Steamroller event must bring their own armies, stat cards, dice, measuring devices, tokens, wreck markers, and templates required for play. Other printed media used to track damage are subject to the judge's approval.

Players are also responsible for bringing two printed or handwritten copies of their army lists, complete with point costs and an army or horde point total. One of each of these lists must be registered with the judge prior to the start of the tournament. The other copies may be viewed by the player's opponent upon request.

Army and Horde Composition

Army and horde point totals cannot exceed the maximum point value listed for the event. Armies must also be no more than 100 points under the maximum point value.

For example, a player could not take just a warcaster and her battlegroup if that left him more than 100 points under the event point requirement.

Alternate Lists

Players are permitted to bring a second army or horde list for use at the event. This alternate list is subject to the same point constraints as the primary list and must be from the same faction. This list must be prepared before the event and registered with the judge at the same time as the primary list.

Players may choose one of their two lists before the start of each match, after pairings have been announced. Players may ask to see their opponent's two lists anytime before final list selection. Before any models are deployed, players place their selected army lists face down on the table. Players may not change their lists after making this selection. Both lists are then revealed, and set up continues normally.

Painting, Modeling, Proxies, and Conversions

Privateer Press encourages players to have a fully painted force on the table. Games with fully painted armies are more interesting to watch and generally enhance the experience of play for all. Although not required, this is a chance for players 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 in stores.

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 judge 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 judge asks to remove a questionable model from play. It is up to the tournament judge to make the final call on any particular model.

Steamroller Format

Players participate in timed, Swiss-format matches in which all players partake in every round. The aim of Swiss-format tournaments is to pair off players of equivalent skill levels to maintain a good level of competitive play while at the same time including every player every round.

The number of players participating in the tournament determines how many matches are played. Below is a breakdown of the number of rounds as it relates to number of players per event.

Players	Rounds
8 or less	3
9 -16	4
17 - 32	5
33 - 64	6
65 - 128	7

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 five (5) Tournament Points for the round.

If there is an odd number of players at the start of the tournament, the judge randomly determines which player receives the bye. After the first round, the judge randomly determines a player to receive the bye from among all players with the most number of match losses. A player should not receive a bye more than once per event.

Match Length & Last Round

The length of a match is determined by the point size of the event. After the time limit for the event has expired, the judge calls "Last Round". 500-point matches last for sixty (60) minutes before Last Round is called. 750-point matches last for seventy-five (75) minutes before Last Round is called. 1000-point matches last for ninety (90) minutes before Last Round is called.

When Last Round is called, players are expected to complete their final turns promptly. If Last Round was called during the turn of the player who started the game, he completes his turn and second player then takes his final turn. If last round was called during the second player's turn, the game ends after his turn is completed.

Last Rounds are not timed.

When estimating the overall length of a tournament, judges should add twenty (20) to thirty (30) minutes for Last Rounds to wrap up plus any additional time for breaks. Judges may wish to consider spreading large tournaments with high point values and/or many players over two days.

Tournament Points & Standing

Each match, players score Tournament Points based on their performance. Tournament Points determine a player's standing. Obviously, the players with the most wins will have the most points, allowing the judge to pair off players of equal standing easily. The player with the most Tournament Points, and therefore the most wins, will be the tournament winner.

A player gains five (5) tournament points for a win, three (3) for a draw, and one (1) for a loss.

Prize Support

Let's face it; whether they come for the glory or the challenge, rewarding a player's efforts is a good thing.

The **Steamroller Tournament Series** provides awards in two different categories:

- 1) Tournament Champion – Most Tournament Points.
- 2) Best of Faction – Most Tournament Points for each faction. This will go automatically to the overall winner for his faction. Mercenaries cannot currently win a best faction award, but they are still eligible for the Best Mercenary coin and the Tournament Champion prize.

Though these categories cannot be altered, venues may want to add other prizes at their discretion.

Privateer can provide a basic **Steamroller** tournament kit free of charge that includes faction Winner Certificates for each faction winner with foil WARMACHINE or HORDES emblems. The gold "Championship" card certificate for first place can be redeemed for foil versions of the stat cards used in the winning army list.

Privateer Press also provides larger tournament kits for purchase that include faction medals for the faction winners as well as a t-shirt for the overall winner. Order forms are available from www.privateerpress.com/tournaments and have also been included with this document. Kits must be ordered three weeks prior to an event.

Judging Steamroller

The objective of tournament play is for everyone to have a good time. Players are expected to be courteous and patient with their opponents and the judge. Players are expected to accept all rulings made by the judge whether or not they agree. The judge always has the final word on rules questions or debates.

Strikes

We assume that all players are good sports who understand fair play. If there is a dispute, simply call on the judge to assist. Players should strive at all times to be mature, polite, and fair to their opponents. Failure to do so may result in a *Strike*. Each Strike will cost a player 10% of his total tournament score for the tournament. Three Strikes accrued at a single event will result in the player being removed from the event.

A judge may award a Strike for any incident deemed unsporting. This includes but is not limited to offensive or abusive conduct, bullying, cheating, constant rule arguments, stalling game play, and other immature actions. Players must do their best to play in a timely manner. If stalling is suspected the judge should be called to help speed up play. It is important to remember that a judge is free to award a Strike to both competitors of a game if the situation warrants. In some minor cases a judge may elect officially to warn players once for any given indiscretion. Repeated offences will incur a Strike.

A Strike may also be awarded for incorrect or illegal army lists or failure to bring along all the necessary materials required to play in the tournament. If a list is discovered to be illegal after the start of the tournament, the judge may elect to disqualify the player from winnings or awards.

Scenarios

All games are played on 4' x 4' surfaces with 10" deployment zones. Judges place terrain before the tournament begins, and they should try to position terrain as evenly as possible to ensure neither side gains an advantage. Tables should have enough terrain to make games interesting while not bogging down play.

Before the start of the match, the judge states the scenario to be played and reads the rules for the scenario out aloud. Scenarios may be played in any order. Some scenarios may be repeated or not played at all. Judges should plan to answer player questions concerning the scenario.

At the start of the game players roll-off to determine who sets up and moves first. The player who wins the roll has the option of going first or having his opponent begin. The player who sets up first moves first.

Overwhelming Victory

All Steamroller scenarios can be won by annihilating an opponent's entire army. If a player has models remaining in play while his opponent does not, he wins the game.

Scenario 1 – Assassins

"I do not merely wish to defeat them. I want their ashes scattered to the winds."
—Feora, Priestess of the Flame

Description

Eliminate all enemy warcasters and/or warlocks, and watch your opponent's army degenerate into chaos.

Special Rules

No special rules.

Victory Conditions

A player wins when his opponent no longer has any warlocks or warcasters in play. If time runs out before one player has won, the player with the most Victory Points wins. When comparing Victory Points at the end of the game, a player gains one (1) additional Victory Point for each enemy unit left on the table that has lost half or more of its starting number of troops.

Scenario 2 – Killing Field

"Victory can be measured both in terms of ground gained and casualties inflicted."
—Major Markus 'Siege' Brisbane

Description

Killing Field is a desperate struggle between two armies to seize control of the battlefield either by entrenching itself on the centerline or by inflicting crippling losses on the opposition.

Special Rules

Before the start of the game, mark three points in the middle of the table, one at the center and two more 8" from the edges of the table. Any terrain features preventing a model from standing on one of these points should be moved.

Players score *Control Points* by holding the points marked on the middle of the table. A model holds the point if it ends its controlling player's turn with its base overlapping a point marker. Only one model may hold a point. Wrecked or inert warjacks cannot hold a point. A player scores one (1) Control Point for each point marker held. Points cannot be scored during the first round. The first player to score seven (7) Control Points wins the game.

Victory Conditions

The first player to score seven (7) Control Points wins the game.

If time runs out before one player has won, the player with the most Control Points wins. In case of a tie, the player with the most Victory Points wins. When comparing Victory Points at the end of the game, a player gains one (1) additional Victory Point for each enemy unit left on the table that has lost half or more of its starting number of troops.

Scenario 3 – King of the Hill

“Get three Defenders on that hill. Back them up with three more squads of long gunners. With the elevation and our guns, we shall be as untouchable as any Khadoran fortress.”
—Commander Coleman Stryker at Zerkova's Hill

Description

Many battles are fought over strategic locations of uncertain value, but military strategists know the benefit of taking a monumental hill before securing ancillary vantage points. King of the Hill is one such battle. In this scenario, both forces scuffle over land and rush up the hillside to claim the spot for their factions.

Special Rules

Place a hill in the center of the table. The hill should be between 8" and 16" in diameter.

A player scores *Control Points* by having more models on the hill than his opponent. At the end of each player's turn, a player with more models on the hill than his opponent scores one (1) *Control Point*. A unit counts as one model for the purposes of calculating who has more models on the hill. The first player to reach five (5) Control Points wins the game.

Victory Conditions

The first player to score five (5) Control Points wins the game.

If time runs out before one player has won, the player with the most Control Points wins. In case of a tie, the player with the most Victory Points wins. When comparing Victory Points at the end of the game, a player gains one (1) additional Victory Point for each enemy unit left on the table that has lost half or more of its starting number of troops.

Scenario 4 – Pendulum

“Their sacrifice is meaningless. With each death we gain ground.”
 —Lich Lord Terminus

Description

The back and forth rhythm of warfare often leads to decisive moments as enemy lines are crossed. In a Pendulum battle both forces fight for control over the battlefield by holding their own half of the table and invading the enemy’s region of control.

Special Rules

Divide the table in half with a line running west to east through the center.

A player ending his turn with one or more of his models across the centerline on his opponent’s side of the table while none of his opponent’s models are on his side of the table scores one (1) *Control Point*. Points cannot be scored during the first round. The first player to score three (3) Control Points wins the game.


Victory Conditions

The first player to score three (3) Control Points wins the game.

If time runs out before one player has won, the player with the most Control Points wins. In case of a tie, the player with the most Victory Points wins. When comparing Victory Points at the end of the game, a player gains one (1) additional Victory Point for each enemy unit left on the table that has lost half or more of its starting number of troops.

Appendix 1 – Round Report Sheets

Players record their win-loss records on sheets called “Round Report Sheets”. On each sheet, record the player’s name and faction, an ID number, and one box for every round of the tournament. For example, the following card is set up for a five-round tournament:

Player #	Player Name		Faction		TOTAL Tournament Points
Round 1 Tournament Points	Round 2 Tournament Points	Round 3 Tournament Points	Round 4 Tournament Points	Round 5 Tournament Points	
<div style="border: 1px solid black; padding: 2px; width: fit-content;"> Win = 5 Draw = 3 Loss = 1 </div>	Sub Total	Sub Total	Sub Total	Sub Total	
Opponent #	Opponent #	Opponent #	Opponent #	Opponent #	

Using Round Report Sheets

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

First Round

In the first match, judges should try to pair players of differing factions as much as possible.

Shuffle all the cards together.

Take the card from the top of the pile and set it to one side. This gives us the first player for the first pairing.

To find the second player for the first pairing, look through the remaining pile of cards one at a time until you come across a card that has a different faction. Remove this card and set the pair aside.

Without shuffling the pile again, remove the top card and search through the pile in the same fashion until another pairing can be made.

Repeat this process until all cards have been paired. As you work your way through the pile you may find it impossible to pair two players of differing factions. Pairings of the same faction are perfectly legal and do not affect game play, but they should be avoided if possible.

Once all the pairings have been made, write in the opposing player IDs to allow for easy tracking of players who have played previously.

Once the round is complete, record the Tournament Point scores for each player. There is no need to use the subtotal boxes yet; they are only relevant for rounds after the first.

Second and Subsequent Matches

Things get a little trickier now since pairings from previous rounds must now be considered. At this point all pairings and ranks are based on Tournament Point subtotals.

After all matches in the previous round have completed, sort the pile of cards in order of total score with the highest on top and the lowest on the bottom.

As in the first round, take the top card from the pile and start looking through the pile until you find a player of another faction who has not already played the player on the first card. Set this pair aside and repeat the process.

Again, once all the pairings have been made, write the opposing player 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 a combination of pairings that avoids duplicating match ups, but players will appreciate the effort if they do not have to play the same opponents more than once

Determining the Winners


The top two players are paired during the final round of the tournament to determine the overall winner. The players with the highest scores in each faction are the top players for their factions. The overall winner is also the faction winner for the faction he represents.


Strength of Schedule System


In the case of two players with the same score, determine the higher ranking of the two by adding the tournament score of all of the opponents they faced. For example, after four rounds Jason and

Rob are tied for second place. To determine who gets to face Matt in the final round, the judge will need to add all of Jason's opponents' tournament points for the previous four rounds together and compare 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.

Appendix 2 – Score Card Templates

Player #	Player Name		Faction		
Round 1 Tournament Points	Round 2 Tournament Points	Round 3 Tournament Points	Round 4 Tournament Points	Round 5 Tournament Points	TOTAL Tournament Points
<div style="border: 1px solid black; padding: 2px;"> Win = 5 Draw = 3 Loss = 1 </div>	Sub Total	Sub Total	Sub Total	Sub Total	
Opponent #	Opponent #	Opponent #	Opponent #	Opponent #	

Player #	Player Name		Faction		
Round 1 Tournament Points	Round 2 Tournament Points	Round 3 Tournament Points	Round 4 Tournament Points	Round 5 Tournament Points	TOTAL Tournament Points
<div style="border: 1px solid black; padding: 2px;"> Win = 5 Draw = 3 Loss = 1 </div>	Sub Total	Sub Total	Sub Total	Sub Total	
Opponent #	Opponent #	Opponent #	Opponent #	Opponent #	

Player #	Player Name		Faction		
Round 1 Tournament Points	Round 2 Tournament Points	Round 3 Tournament Points	Round 4 Tournament Points	Round 5 Tournament Points	TOTAL Tournament Points
<div style="border: 1px solid black; padding: 2px;"> Win = 5 Draw = 3 Loss = 1 </div>	Sub Total	Sub Total	Sub Total	Sub Total	
Opponent #	Opponent #	Opponent #	Opponent #	Opponent #	

Appendix 3 – 11 Tips for Running a Great Event

This section is intended to provide tournament planners some general tips for making the event as successful as possible. There will be unexpected things at every event, but these tips should get you on the right track.

1. Gauge Interest

This cannot be stressed enough. If you do not have the player interest yet, a tournament is tough to pull off. 10+ regular players is a good indicator. Talk to everyone, and make certain there is interest. If you are having trouble getting support, take a step back and plan a WARMACHINE or HORDES night or league to help build momentum first. Build critical mass and interest for a large event *before* you announce. This can help avoid weak turnouts and less than exciting events.

2. Reserve a Venue

Make certain you have the space and time for your event set aside and confirmed. You will need to specify and prepare tables for each pair of players. Also, be clear on attendance estimates and time. These tournaments can take all day, and some venues may need to extend their hours. Confirm, confirm, confirm. A shop owner has many things on the brain, so make certain everyone understands exactly when and where the event is taking place to avoid conflicting schedules. See appendix 4 for a complete checklist.

3. Prepare the Details

As the organizer you are accountable for everything. Make sure you have the answers to the questions and can get in contact with everyone you need for support. What is the point size of the event? Is there an entry fee? When does it start? What are the composition rules? Will there be a lunch break? You get the idea. Make certain you have all the supplies you need (pencils, erasable markers, dice, rulebooks, etc.)

4. Confirm and Prepare Prize Support

Players need to know EXACTLY what awards will be given and how. Make certain anyone providing prize support knows what you need and when it needs to be there. Post a clear prize announcement with any event announcement. Do not surprise the players. Make sure you have all prizes in your hands far in advance of the event.

5. Pre-Announce and Pre-Register

This can kill an event if not done properly. We suggest posting the first announcement 30 days prior to the event and posting new notices about two weeks before the event. If you are working with a shop, make certain that posters, flyers, and announcements are placed where everyone can see them. If the venue has a calendar, make certain to give enough notice to get the event published. Also, confirm that all employees know how to pre-register players. Have a sign-up sheet available for players to place names and contact info. Post details on any forums and websites (privateerpress.com at the very least) that your group frequents far in advance. Use the contact list to confirm player attendance a few days prior to the event.

6. Prepare Scenarios and Score Cards

Copy the scenario sheets and score cards. Make certain you have enough for each player with extras. Ideally, the scenarios and scoring system should be available for each player prior to the event.

7. Schedule and Timing

Have a written schedule for the day. Plan out round lengths and do not forget to provide breaks, lunch time, and awards ceremonies. Generally these events take all day and remember players have to eat.

8. Terrain

Is the venue providing terrain? Do you need to build some? WARMACHINE is best played with generous terrain. Make certain you have enough appropriate terrain for the scenarios. Iron Kingdoms “flavored” terrain makes for an even more ideal event.

9. Show Up EARLY

On the day of the event, arrive with plenty of time to organize the paperwork and score cards, set the tables, and prepare for a great day. Generally 1-2 hours are required, but for large events allow even more time. Use this time to coordinate the volunteers and take care of any last minute details.

10. Make It Fun and Get Feedback

Your attitude will set the tone for the whole crowd and can often make the difference between a great event and a mediocre time. Keep the excitement high. Cheer for great moves, make sound effects, and announce cool things happening on a table to the whole room. Get the energy moving and make sure it is a good time. Before the last round, ask players to fill out a feedback card (anonymously works best) regarding the day. Have them rate the venue, tables, judges, and the overall event on a numerical scale, then leave room for comments. Use these to make the next event even better. A sample feedback card is included in appendix 5 of this document.

11. Judging and Sportsmanship

Judges should know the rules, but humans are fallible. Make sure all players understand that rulings are final no matter what is discovered later. Use the books; do not guess if you can avoid it. Be fair and clear in your rulings. Settle disputes quickly and clearly. Do not let an irate situation exist for long. Diffuse the tension, and have the players take a break from the table if needed. If you must use the strike system, be clear with your reasoning and its effect. Ultimately, it is your responsibility to ensure players understand what is happening throughout the day. Keep it clear and non-personal, and the players should enjoy themselves.

Appendix 4 –Tournament Organizer Checklist

Before the Event:

- Is there enough interest to hold an event?
- Reserve date and space with the venue.
- Decide on point size (500 or 1000).
- Do you know the maximum and minimum player size for this location and event?
- Do you have a complete schedule for the day including start time, length of rounds, breaks, and championship rounds?
- Is there an entry fee? (5 or 10 dollars is typical depending on prizes.)
- Has prize support been ordered from Privateer Press three weeks prior to the event?
- Will the venue be providing extra prize support?
- Do you have a sign-up sheet available for pre-registration?
- Is the event announced in stores 30+ days prior to event?
- Is the event listed on any venue calendars and/or websites?
- Is the event listed on privateerpress.com?
- Have you requested a Press Gang volunteer for the date from privateerpress.com? (It is not required, but they can organize, judge, and run the event for you if you like.)
- Has the store staff been informed of all details and sign-up procedures?
- Do you have enough table space for the maximum number of players?
- Do you have enough terrain for the event?
- Have second announcements been posted at the venue (about two weeks prior to the event)?
- Have you contacted pre-registered players, judges, and volunteers with a reminder about a week before the event?
- Are the judges familiar with the rules, and do they have access to all required books?
- Have you arranged for a non-competing player to step in if you have an odd number of players?
- Have you made copies of the scorecards and feedback sheets?
- _____
- _____
- _____
- _____
- _____
- _____

Day of the Event:

- Is the terrain set up and tables numbered?
- Do you have all prize support on site?
- Are scorecards, scratch paper, objective markers, scenarios, and any other supplies on the tables?
- Do all the volunteers know exactly what they are doing for the day (judge, assistant, non-competing player, etc.)?
- Have the players registered all army lists, including any alternate lists with the judge? (Remember, players cannot use an alternate list unless both lists have been registered.)
- Have you gone over a welcome introduction, rules, and scenario review with the players?
- Have you gone over the prizes and win conditions with the players?
- Before the last round, did you pass out the feedback form for the players to fill out? (You may need to bring extra pens and pencils for players to fill out their feedback forms.)
- Did you have an awards ceremony?
- Did all winners get their prizes?
- Did you thank all players and make any announcements regarding future events?
- _____
- _____
- _____
- _____
- _____
- _____

**Appendix 5
Feedback Card:**

On a scale of 1-5 (1 = Terrible, 5 = Fantastic) please rate the following:
This is anonymous so feel free to be as honest as possible. These will be used to make future events better.

Venue and organization – How do you rate the timing, announcements, location, etc?

1 2 3 4 5

Tables – How do you rate the tables and terrain?

1 2 3 4 5

Judge Fairness – How do you rate the judges for fairness?

1 2 3 4 5

Judge Knowledge – How do you rate the judges for rules knowledge?

1 2 3 4 5

Overall Event – How do you rate today's tournament overall?

1 2 3 4 5

Would you attend another event here?

Yes No

Comments:

Feel free to leave constructive comments on the back of this card.

On a scale of 1-5 (1 = Terrible, 5 = Fantastic) please rate the following:
This is anonymous so feel free to be as honest as possible. These will be used to make future events better.

Venue and organization – How do you rate the timing, announcements, location, etc?

1 2 3 4 5

Tables – How do you rate the tables and terrain?

1 2 3 4 5

Judge Fairness – How do you rate the judges for fairness?

1 2 3 4 5

Judge Knowledge – How do you rate the judges for rules knowledge?

1 2 3 4 5

Overall Event – How do you rate today's tournament overall?

1 2 3 4 5

Would you attend another event here?

Yes No

Comments:

Feel free to leave constructive comments on the back of this card.



**Steam Roller Tournament Kit
Order Form**
Privateer Press, Inc.
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Ordering Instructions:

- Orders must be received by Privateer Press 3 weeks before the event or they cannot be processed.
- Press Gang members should not collect funds for orders.
- Please fax completed form to (425) 643-5902
- If you have any questions please contact quartermaster@privateerpress.com
- All orders are shipped FedEx ground in the continental U.S.
- Payment is due before order ships. We accept checks, money orders, Visa/MC, and American Express.

Thank you for your order!

SALES ORDER INFORMATION:

Order Date: _____ Date of Tournament (if known): _____

Store Name: _____

Shipping Address: _____

Street: _____

City: _____ State: _____ Zip Code: _____

Telephone: _____ E-Mail: _____

PAYMENT INFORMATION:

If paying with check or money order please mail completed form with payment to the address above.

If paying by credit card, please enter the following information and fax the completed form:

Name on Card: _____

Billing Address: _____

Card Number: _____

3 digit Sec code (found on back of card) : _____ **Expiration Date:** _____

Cardholder's Signature: _____

ORDER INFORMATION (all prices include cost for shipping in the continental US only. There is a \$10.00 charge per level B kit for international orders):

Item	Price	Type	Quantity	Total
Tournament Kit Level A (limit 2 per order) Card Redemption Form & Faction Certificates	Free	HORDES		\$0.00
		WARMACHINE		
Tournament Kit Level B Card Redemption Form, Faction Certificates, 1 T-shirt*, Full-Metal enameled Challenge Coins & 1 Champion Full-Metal enameled Challenge Coin	\$55.00	HORDES		
		WARMACHINE		
Recommended additional prize options				
Faction embroidered patch (set of 5) WARMACHINE	\$25.00			
Faction T-Shirts* (set of 4) WARMACHINE	\$80.00			
Privateer Press Logo Hoodie*	\$45.00			
Privateer Press Logo Watch Cap	\$15.00			

*size will be XL unless otherwise noted.

Total Order \$ _____