

## WHO'S THE BOSS?!

Who's the Boss is a casual random caster event.

## PLAYER RESPONSIBILITIES

### Logistics

Players must bring all their own models, stat cards, dice, measuring devices, markers, and templates they require for play. Tokens representing in-game effects such as focus, fury, spells, and abilities are required and must be kept adjacent to the corresponding model on the table. Warcaster/Warlock models will be provided at the venue.

### Army Lists

List construction for a Who's the Boss Event is different than standard list construction. For this event, a player will construct a 35 point faction/contract list. You will not include a warcaster/warlock, but will include +5 warjack/warbeast points. Caster specific models can only be included in army lists that are built specifically for that type of caster. For Example, Jim wants to take the Commodore Cannon, he must use the Talion Charter Mercenary Contract. A player can only take the Renegade light warjack in Mercenary Contracts where Magnus is allowed. Theme Forces are not allowed. There are no reinforcements.

### Modeling and Painting, Model Conversions, Sportsmanship

Please refer to these sections in the Steamroller 2013 rules packet for more information.

## EVENT RULES

### Schedule

This event is scheduled for 3 rounds of casual gameplay.

### Pairings

Every round, players will be able to challenge each other to a match. If accepted, the person being challenged will choose the table that game will be played on. Remaining players who have not challenged will be randomly paired by the judges.

### Scenario

The Scenario will be determined at the event, it will be one chosen from the SR2013 Steamroller Rules packet.

### Who's the Boss?! – Wheel of Casters

Each round, after pairings have been completed, both players will line up to spin the Wheel of Casters. Each player will have 1 spin on the Wheel of Casters. A player is only eligible for a caster/warlock that is not part of their army's faction. Resolve the space the players spin stops on. Special Event spaces will be resolved only if the player stops on it. If the Wheel stops on an eligible caster, the player will advance to the Table of Casters to pick up that caster for their army for that round. If the Wheel stops on an ineligible caster or empty space, resolve the next space on the wheel in the direction the wheel was spun. A Respin will only be allowed if a player uses his respin token, or if a normal spin does not yield an eligible result in the original space or adjacent one.

### Who's the Boss?! – Table of Casters

Once the game has finished and results turned in, both players will return the casters and cards to the appropriate section on the Table of Casters.

## WARCASTER / WARLOCK RULES

Once your caster has been chosen, the following rules apply.

- The caster becomes a Friendly faction model and gains all the benefits of being a caster of that game system. IE: A Khador army gets Thagrosch the Messiah as its caster, Thagrosch becomes a Focus 7 warcaster, being able to use overboost armor. A Circle army obtains The Harbinger of Menoth, she will become a fury 10 warlock, and be able to transfer damage to eligible beasts in her battlegroup.
- Focus and Fury manipulation of the caster will change as part of the army's parent game system.
- Warjack and Warbeast text on the casters card will change as part of the army's parent game system with the exception of offensive spells or offensive abilities. Offensive spells or abilities wording remains unchanged on the card.
- Abilities and Spell effects on the caster cards that add Focus will remove Fury in a Hordes army.
- Abilities and Spell effects on the caster cards that remove Fury will add Focus in a Warmachine army.
- Elite Cadre and similar abilities of the warcaster/warlock are lost unless the defined models exist in the army they are playing for. Thagrosch the Messiah would not spawn a lesser warbeast/warjack when taking 5 damage in a faction that does not contain a lesser warbeast. There is no such model as a lesser warjack. Forward Kommander Sorscha's elite Cadre WinterGuard would not work if she was leading a Cryx army.
- Abilities/spells that heal/repair will change as part of the army's parent game system.
- Animosity and Abilities that specify caster battlegroup types are removed from their card.

**If you have any questions on how some type of interaction or effect is handled. Please contact one of the judges at the event for a ruling. The last pages of this document will have some specific rules interactions.**

## SCORING

Scoring for Who's the Boss is done slightly different than normal events. Everything is added together in boss points. The player with the most boss points at the end of the event will be crowned The Boss.

All Scoring will be recorded on the Player Sheets. It is up to you to record any achievements and bonus boss points gathered during the event.

**IMPORTANT:** If you lose your sheet, you lose any points you gained up to the point where a replacement player sheet has been issued.

## PRIZES

There will be several prizes awarded throughout the event.

### Trophies

- **The Boss** – This is awarded to the player with the most Boss Points at the end of the event. Tiebreakers are record, army points killed.
- **Caster Kill: Solo, Unit, Caster, Warbeast/Warjack** – This is awarded to the player with the fastest caster kill with the selected type. Each round a new type will be active and announced by the judge on duty, if that award is not claimed, it will carry over to the next round.
- **Bankruptcy** – This is awarded to the first person to spin Bankruptcy.
- **Over The Top!** – Awarded to the player with the best/insane combo. Judge decision.
- **Fish out of Water!** – Awarded to the player with the worst combo. Judge decision.

## WHEEL SPACE DEFINITIONS

The Wheel of Casters has the following defined spaces.

- All Warmachine Faction Casters
- All Hordes Faction Casters

The following are **Special Event** spaces. They can only be achieved if the wheel comes to a stop directly on that space.

- **Bankruptcy** (contains Rorsch, Brun, Wrongeye, Dahlia and a Journeyman Warcaster)
- **Free Spin** – player is awarded a Free Spin Token.
- **Double Cross** – player is awarded a Double Cross Token. This token can be used at the beginning of a game before deployment, exchange casters with your opponent. Note: this is the only possible way for you to get your own faction's caster during this event. You can Double Cross a Double Cross.
- **Emergency Respin!** – player is awarded an Emergency Respin token. This token can only be used at the beginning of one of your turns during the match, before any maintenance happens. Call out 'EMERGENCY RESPIN!', the judge will spin the wheel and bring the new caster to you. This model will be placed directly over the previous caster using rules of least disturbance. All Spell effects, upkeep, animi etc cast by the previous caster immediately expire. If you had used the feat of a previous caster in that game, you will be unable to use the feat of the new caster. It is possible to use multiple Emergency respins during a game. You cannot use a Free Spin Token to respin the Emergency Respin caster.
- **Mystery Box** – What is in the mystery box? We can't tell here, it's a mystery.
- **Jackpot** – Player can choose an eligible caster on the wheel.
- **Dealers Choice** – Organizer or one of the judges choose an eligible caster on the wheel.
- **Free Spoon** – Free Spoon, complete the full set!
- **Door Prize** – Prize to be determined at event.

\*\* for all **Special Event** spaces, after the space has been resolved, the caster selected for that round is the next eligible space in the direction the wheel was spun. For Example, if someone with a Khador army spins Free Spoon, next spaces in order was Vladimir, Bankruptcy, and Vayl. Vladimir is ineligible because of same faction as army. Bankruptcy is also ineligible since it is a special event space that the wheel did not stop directly on it. The player would receive Vayl for their caster.

## CASTER FAQ / Clarifications:

Most of the abilities/spells can be defined with using the caster rules above. Some of the more complicated interactions are listed below

Casters that come with their own caster attachment: You must choose which one to take. A Cygnar force with a squire, must choose between Deryliss and the Squire if they spin Mortenebra.

### CYGNAR (Hordes Warlocks)

- **Commander Adept Nemo**  
**OVERPOWER:** During your Control Phase, after this model reaves fury, this model can spend fury to increase its control area for one round at 1 fury point for each 1" increase.  
**SUPERCHARGE:** During your Control Phase, Choose one Warbeast in this model's battlegroup that is in its control area. That Warbeast can be forced up to 5 fury during its activation that turn.
- **General Adept Nemo**  
**FOCUS MATRIX:** This ability does not work as a warlock.
- **Lord Commander Stryker**  
**OVERLOAD:** Damage from this ability is non-transferable.

### CRYX (Hordes Warlocks)

- **Master Necrotech Mortenebra**  
**INTERFACE:** This ability does not work as a warlock.
- **Skarre, Queen of the Broken Coast**  
**FEAT: FATE WEAVER:** Damage from this ability is non-transferable.

### KHADOR (Hordes Warlocks)

- **The Old Witch of Khador**  
**Scrapjack:** This models works like a warbeast in Old Witch's battlegroup. It must have a functional cortex system to be forced. This model has a max fury of 3 with a threshold of 8.
- **Vladimir Tzepesci, The Dark Champion**  
**Might of Kings:** Damage from leaching fury from the warlock's own life source does not trigger this ability.

### CIRCLE OF ORBOROS (Warcasters)

- **Baldur the Stonecleaver**  
**ELEMENTAL MASTERY:** remove (This Model can heal friendly warbeasts in its battlegroup that have construct)
- **Baldur the Stonesoul**  
**ELEMENTAL MASTERY:** remove (This Model can heal friendly warbeasts in its battlegroup that have construct)
- **Kaya the Wildborne**  
**PACK HUNTERS:** Remove living from the text.  
**FEAT: WILD MASTERY: (Replace Feat)** Place 6 additional focus points onto models in Kaya's battlegroup. This placement cannot exceed normal allocation limits. This model cannot have more focus points than its FOCUS as a result of Wild Mastery.
- **Kaya the Moonhunter**  
**ALPHA:** Remove living from the text.  
**FEAT: CALL OF THE HUNT: (Replace first sentence)** Kaya can allocate to warjacks in her battlegroup even if they are outside her control area.  
**SPELL: FORCED EVOLUTION:** Remove living from the text.  
**Laris:** This model works like a warjack in Kaya's battlegroup. It must have a functional Spirit to be allocated to and use focus.
- **Mohsar the Desertwalker**  
**MALTREATMENT:** Once per turn during its activation this model can add 1 focus point to a warjack in its battlegroup that is in its control area and remove 1 focus point from its own current total. The warjack suffers d3 damage points.
- **Kromac the Ravenous**  
**SPELL: WILD AGGRESSION:** Remove living from the text.
- **Morvahna the Autumnblade**  
**HARROW: add to the end of 2<sup>nd</sup> sentence:** ... by spending 1 Focus point.

#### LEGION OF EVERBLIGHT (Warcasters)

- **Saeryn, Omen of Everblight**  
**SPELL: RESPAWN:** (replace text aspect with system)

#### MINIONS (Warcasters)

- **Sturm & Drang**  
**PACK HUNTERS:** Remove living from the text.
- **Lord Carver, BMMD Esq III**  
**FEAT: HOG HEAVEN: (replace first sentence)** While in Carver's control area, friendly **Faction** models gain Overtake and an additional die on melee damage rolls.
- **Dr. Arkadius**  
**MALTREATMENT:** Once per turn during its activation this model can add 1 focus point to a warjack in its battlegroup that is in its control area and remove 1 focus point from its own current total. The warjack suffers d3 damage points.  
**FEAT: MONSTER MAYHEM:** Follow the normal Hordes rules for frenzy replacing warbeast with warjack.  
**SPELL: FORCED EVOLUTION:** Remove Living from the spell.

#### SKORNE (Warcasters)

- **Master Ascetic Naresh**  
**FEAT: IMPERISHABLE FLESH:** Replace wording of aspect with system.
- **Supreme Aptimus Zaal**  
**Kovaas:** This model starts the game in play, unless it is a part of a Skorne army.
- **Dominar Rasheth**  
**SPELL: BLOOD MARK: (replace beginning of second sentence)** This model can spend one focus to transfer damage from an enemy ...