

## Kommandant (4 Player Warmachine) 2022 Rules

Armies are **25 points** with no restrictions, **themes** are allowed.

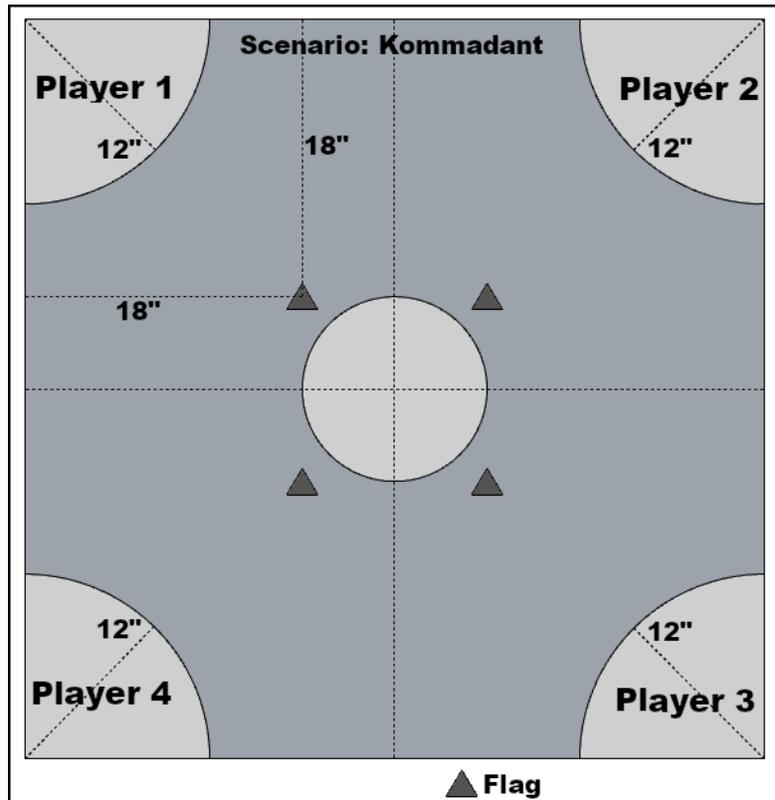
**Setup:** Mark a 12 inch diameter circle and place a flag in each quadrant, in accordance with the diagram below. Players roll off to see who goes first and the players position themselves around the board clockwise in descending order. Before deployment each player (starting with the first player) puts two terrain pieces that are no larger than 6 inches in their quadrant of the board, but they can't be touching a scenario piece.

**Deployment:** Then all regular deployment models are placed within 12 inches of their respective corner (starting with the first player) in accordance with the diagram below. After this, Advanced Deployment models are added within 18 inches of their respective corner. Ambushers can be placed as normal, but only on the board edges of their owning players quadrant.

**Kill Box:** Starting on round 2, if a caster ends its activation completely within 12 inches of a board edge they take 5 damage that cannot be mitigated by Focus/Fury/Essence, and they can not be healed for one round. This killbox increases by 2 inches each round, meaning it is 14 inches on turn 3, 16 inches on turn 4, and so on. Also starting on round 2, if a player ends their turn and they don't have at least one model in the center zone their caster takes 5 damage that cannot be mitigated by Focus/Fury/Essence, and they can not be healed for one round.

**Victory Conditions:** A player wins when they score 3 CP. A player scores 1 CP at the end of their turn if they control at least one model in the Center zone and there are no opponent models also in the zone. Players can also score 1 CP by controlling a flag not in their starting quadrant by ending their turn with a model in base-to-base with the flag and no enemy models within 4 inches. After scoring a flag, remove it from the game. Players also score 1 CP if they kill an enemy caster model.

**Caster Kill:** If a caster is killed either by an opponent or through damage taken from Kill Box, their battlegroup goes autonomous rather than inert, wild, or removed from the game.



**Note:** Collaboration and deal making is allowed and encouraged!