



## The Ultimate Grind

Mangle Metal / Tooth & Claw format

Assemble your team, and tear the competition to pieces as you vie for the title of champion!

Special thanks to Michael Pierce for rule modifications

**Summary:** Players attempt to maneuver objectives into a zone on the opponent's side of the board.

**Map:** Place two objectives\* and mark two zones (4"-diameter circle) per the diagram below.

### Special Rules

In this scenario when a player disables an objective it is immediately thrown d3 + 3" in a direction of that player's choice and all previously inflicted damage on it is removed. Objectives thrown in this manner do not deviate. Collateral damage from this throw is POW 10.

At the end of each player's turn, starting on the second player's second turn, a player earns 1 control point for each objective within the control zone on the opponent's half of the board. Players do not earn control points for controlling zones in this scenario.

Immediately after a control point is scored return the scoring objective to its starting position using least disturbance (WARMACHINE: Prime, p. 65). Models moved by this placement are knocked down and suffer a POW 10 collateral damage roll.

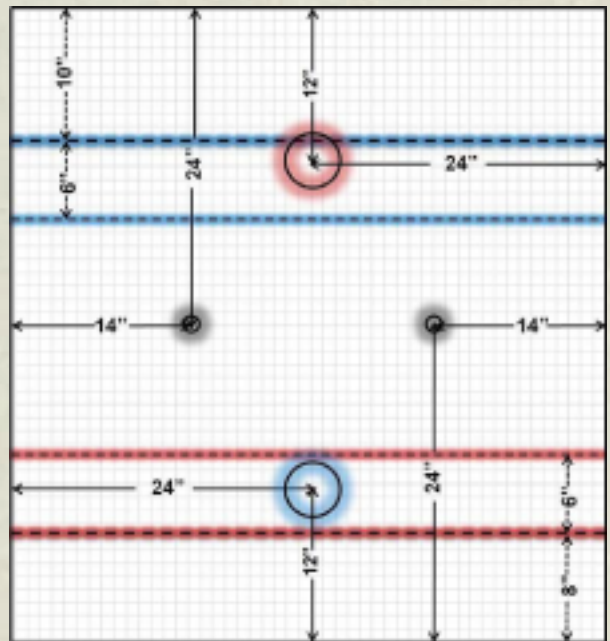
### Objective (50 mm base):

- Cannot be targeted by attacks or damaged on the first round
- Non-living, non-warrior, stationary, large-based model
- Friendly model to all other models
- DEF: 5; ARM: 15; BOXES: 10
- 360 degree front arc
- May be moved by throws, slams, pushes, spells, special actions
- Cannot be placed, knocked down, or removed from play
- Cannot channel
- Does not activate, suffer continuous effects, or collateral damage

Special circumstances accepted. If the ball is, for example, combo-smited (does damage and moves the ball) and does enough damage to disable the ball, it would move the d6 from the smite and d3+3" from the disable rule, but in the same direction as the combo smite initiated.

### Caster as Coach:

- Casters are considered the 'coaches' and can only effect the game using their spells, feats, and focus.
- Casters/Locks are not placed on the table.
- Spells and feats with numeric ranges, or a range of CTRL, consider the point of origin to be the center of the zone closest to you.
- Control range for a warcaster/warlock is the entire field of play
- Focus can be used to repair in the same manner as fury for healing.



### Victory Conditions

The player with the most control points wins the match. Game is over when time runs out or all jacks/beasts for a player are destroyed. If the game ends with no points scored, the match is a draw.