



Warmachine and Hordes Campaign Day: CONVERGENCE!

After the success of our first campaign day, it's time to step it up and go bigger and better.

The gaming day will be made up of 4 games in the following order:

- Game 1: 35pts
- Game 2: 35pts
- Game 3: 35pts
- Game 4: 35pts

Back story

Father Lucant stood in front of the primary entrance to the Foundry of Astroseismology, an underground temple complex built by the Convergence of Cyriss within the heart of the Llaelese mountains. He watched his clockwork soldiers take up their positions as he moved his sizable battlegroup into proper alignment. Unlike the cortexes of common warjacks that attempted to replicate intelligence and warbeasts who's warlocks constantly struggle to keep control, vectors were pure extensions of the warcaster's will, free from the blasphemy of artificial intelligence. Without the direct influence of a controlling warcaster, a vector was unable to perform even the simplest of functions. While the need for constant connection might have seemed extraordinary to other warcasters and warlocks, the lack of sentience within vectors made controlling them far simpler. Unlike with their more temperamental counterparts, Lucant did not have to contend with an opposing artificial/living consciousness, making controlling even a large number of vectors as simple and natural as moving the fingers on one's hand. He had waited years for the moment when he could lead the faithful of Cyriss through the Iron Kingdoms and reclaim the lands controlled by man and beast.

The Convergence had not been at liberty to deploy an army sufficient to the task until now, so they had reluctantly allowed the world to be controlled by the non-believers. Lucant intimately understood the need for sacrifices, but the knowledge of what had befallen the Iron kingdoms had greatly troubled him. With the Phase of Alignment now upon them, the reclamation of the Foundry of Astroseismology had become critical, as the temple would serve as a cornerstone in Iron Mother Directrix's plans for the mountains north of Llael. Knowing there would be many battles to eliminate all threats from the surface world would be extremely difficult; Lucant had gladly taken lead of the army sent to restore it to Convergence control.

Stage 1 of the Master plan was nearly complete, Send out the drones study the enemy and compute the optimal sequence for mass eradication.



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Rules

- 1) 2 Warlock/Warcaster format. You can use up to 2 Warlocks/Warcasters (from the same faction) for use on the event day.
- 2) If you chose to bring 2 of the above, you must use both casters for at least one game.
- 3) At the start of each game present your army lists to your opponent (your opponent will do the same). You then pick one of your army lists and place it face down on the table (your opponent will do the same). Both reveal the list you are using at the same time.
- 4) You must play the scenarios predetermined in the pack for each game.
- 5) Apart from the custom scenarios you must follow and adhere to the Warmachine/Horde Mk2 rules and Steamroller rules where applicable.
- 6) No time restrictions, however if the EO decides to they can round out the game. In the event of this control points will determine the winner, if tied; Steamroller tiebreaks will take precedent.
- 7) You must bring 2 copies of you army list(s), submit 1 of your army lists at the beginning of the event and use the other for gaming.
- 8) You must bring: Dice, tape measure, tokens and anything else you need to play with your chosen force.
- 9) In the event of a rules dispute the EO must be called over. He/She will have the final say and the game will be moved on swiftly without any further discussion or dispute.





THE OBJECTIVES (IMPORTANT)

In this campaign your Warmachine/Hordes warcasters and warlocks have been sent to investigate strange drones/mechanical devices that have appeared in your territory. Each Control point you acquire is the equivalent of acquiring a drone. At the end of the first game you must decide and mark on your reference sheet whether your force will be studying or destroying these artefacts as you collect them. This will have a bearing on your final game! You will be given further information about this before you start the fourth scenario.

Fair Play

Quite simply, game fair or go home. We are doing this as a fun event and expect that you, as the participant, to treat others as you would expect to be treated. The EO has the final say in any rules queries and has the right at any point to ask you to leave the event if he/she decides.

Scenarios

Unless otherwise stated we will abide by the Steamroller 2013 rules for scenarios. The only exceptions being stated on the scenarios diagrams and text that follows.

KILLBOX -Will be a feature in each scenario unless otherwise stated.

Steamroller 2013

Is the pack produced by Privateer Press for events! I'm not going to reinvent the wheel, so we will stick with this for deciding on a winner in the case of a tie or the EO times out a game.



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Scenario 1 – 35 pts.

SPECIAL RULES

Artifice: Kill Box

Place two flags 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:

- Friendly Flag: Dominate = 1 CP
- Enemy Flag: 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 4" of the enemy flag.



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





Scenario 2 – 35 pts.

SPECIAL RULES

Place three flags in accordance with the diagram below. At the end of the second player's first turn, randomly remove one flag from the board.

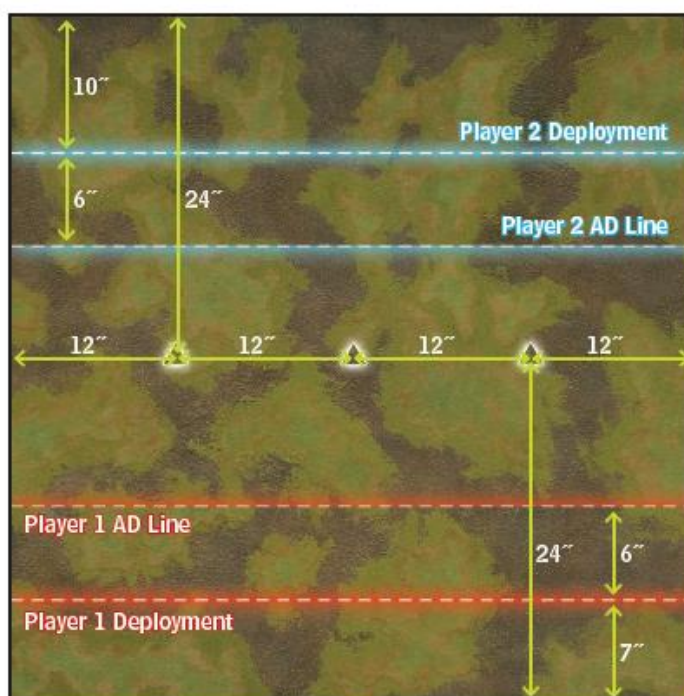
At the end of each player's turn, starting on the second player's second turn, a player earns control points (CP) as follows:

- Flag: 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 4" of each flag.



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





Scenario 3 – 35 pts.

SPECIAL RULES

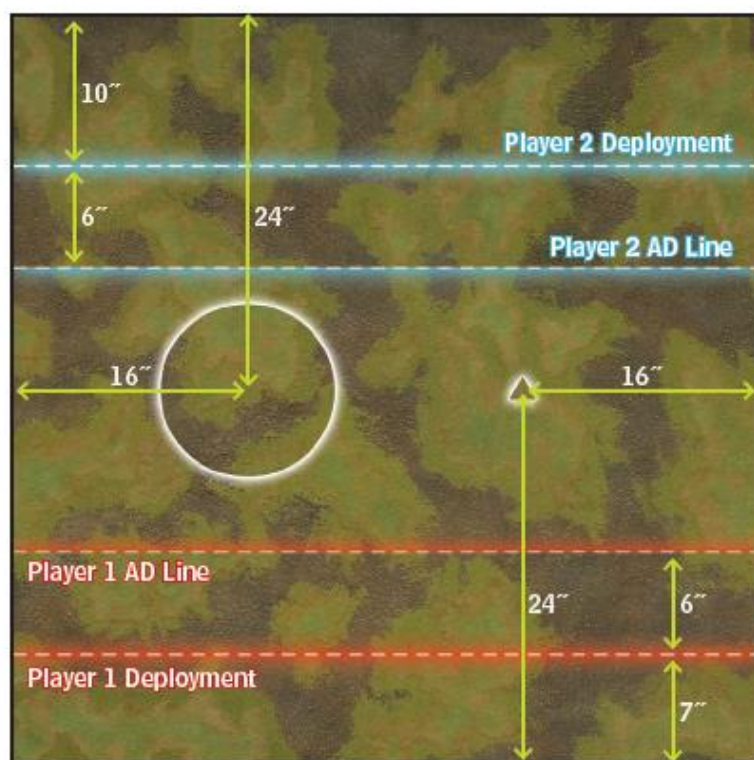
Mark a zone (12"-diameter circle) and place a flag in accordance with the diagram below. At the end of each player's turn, starting on the second player's second turn, a player earns control points (CP) as follows:

- 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.





Scenario 4 – 35 pts.

SPECIAL RULES

Artifice: Kill Box

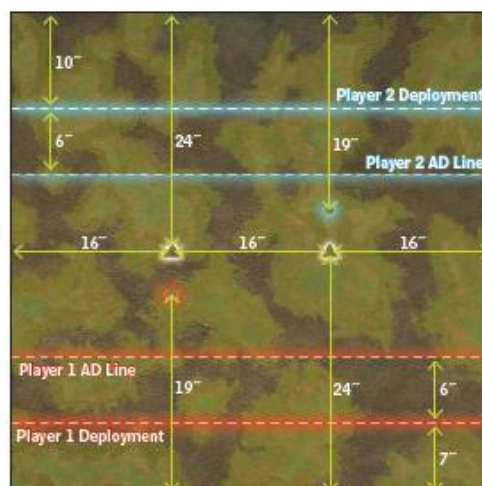
Place two flags and two objectives (Artillery Emplacements) in accordance with the diagram below. The objective on Player 1's side of the board is a friendly Faction model to Player 1 and vice versa. At the end of each player's turn, starting on the second player's second turn, a player earns control points (CP) as follows:

- Flag: Control = 1 CP, Dominate = 2 CP
- Enemy Objective: Destroy = 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 4" of each flag.



Tactical Tip: Enemy objectives contest flags within 4".

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

20 minutes in to your game you will be asked to finish the dice roll you are on. At this point you will be given further instruction of a real time event that will affect your battlefield. Let's hope you've chosen wisely!





Quite simply, if we finish games ahead of schedule feel free to play some more games. They won't count towards awards, but that's not the point!!

Awards

The size of the prizes will depend entirely on the turnout. So the more gamers we have the better the prizes!

Prize 1: Control Points – The player with the most control points will take home 50% of the prize fund in wargaming miniatures. In the event of a tiebreak; sportsmanship points decide, followed by painting votes.

Prize 2: Sportsmanship – The player with the most amounts of sportsmanship votes will take home 25% of the prize fund in wargaming miniatures. In the event of a tiebreak; control points decide, followed by painting votes.

Prize 3: Painting competition – Most amounts of best painted votes will take home 25% of the prize fund in wargaming miniatures. In the event of a tiebreak; control points decide, followed by sportsmanship votes.

Order of play

- Start Time: 09:30 am registration
- 10:00 -11:30 Scenario 1
- 11:45 – 13:15 Scenario 2
- 13:15 – 14:00 Lunch and best painted competition
- 14:15 – 15:45 Scenario
- 16:00 - 17:30 Scenario
- 17:30 - Awards

Location: 2nd Floor Marmion House, Copenhagen Street, Worcester. WR1 2HB



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