



# MACHINATIONS

## SEASON 2 - ANOMALY

Western Immoren continues to be plagued by bizarre events as a new and potent force rises from the depths to make their mark on Caen. Could they be the reason behind the anomalies of Caen, or does more lurk hidden in the dark corners of the world? All is not as it seems.

Who or what is behind this? Gather your army and face your foes at the sites of these strange events. The truth must be discovered.

### **SCENARIOS**

Players can randomly select a scenario for one-on-one games before each game by rolling 2d6 and using the corresponding scenario from the Scenario Table in the Machinations core rules. Alternatively, players can both agree on which scenario they wish to play. Sometimes the Star Chart will also dictate which scenario to use for specific regions.

### **SCHEMATICS**

Schematics are unique challenges that players can complete for additional league points. In addition, the first player to complete any given Schematic should inform the Event Organizer (EO). The EO will then write that player's name into the appropriate space on the Device poster, signifying that the given Schematic is complete. Other players can still earn league points for completing Schematic challenges even after the given Schematic is recorded as complete, but each player can earn points from each Schematic only once.

Once all six Schematics are completed by players, the EO will take a photo of the Device and email it to [TheDevice@privateerpress.com](mailto:TheDevice@privateerpress.com). Each completed Device helps open this season's Vault and reveal the secrets found within.

This season's Vault can be viewed at: [privateerevents.com](http://privateerevents.com)

Please see the Schematics section in the Machinations core rules for more details.

Schematics for this season are as follows:

- **Schematic 1: Repetition**  
Win three games in a row during the league using the same warcaster / warlock. Bonus: 3 league points
- **Schematic 2: Escalation**  
Earn league points by painting a small-based, medium-based, large-based, and huge-based model. Bonus: 5 league points
- **Schematic 3: Abnormality**  
Destroy three different enemy season models with your season model. Bonus: 3 league points
- **Schematic 4: Deception**  
Convert and paint a model in your faction to look like a member of another faction. Bonus: 5 league points
- **Schematic 5: Error**  
Roll all 1s on an attack or damage roll of three or more dice against an enemy model. Bonus: 0 league points
- **Schematic 6: Oblivion**  
Win a game during the league without having any friendly models destroyed or removed from play. Bonus: 5 league points

## SEASON MODELS

The following season models are available for Machinations: Anomaly.

- **Cygnar** – Blightgifted Stormclad
- **Protectorate** – Winter Repenter
- **Khador** – 5th Border Legion Demolisher
- **Cryx** – Desecrator Cryptkeeper
- **Retribution** – Needletail Sphinx
- **Mercenaries** – Dozer Rover
- **Trollbloods** – Nightshade Dire Troll
- **Circle** – Mythwatcher
- **Skorne** – Cyclops Storm Shaman
- **Legion** – Grundback Stinger
- **Minions** – Rotgut Road Hog

Though legal for all league games throughout their season, **season models are not legal models for use outside of the Machinations league.**

Season model stat cards can be found online at: <http://privateerpress.com/organized-play/leagues/anomaly>

## AWARDS

### **Champion Medallion**

The Champion medallion goes to the player with the most points on the league scoreboard.

### **Participation Patches**

All players participating in a Machinations league season receive a participation patch.

## MAP

Before each game, the players should determine which map region they are fighting over. The player with the lowest league score chooses the region. In the case of a tie, roll a d6 to determine who chooses.

When games are completed, in addition to scoring league points, players should also inform the EO when they win a game and which region they were fighting over. EOs should properly report this information using the online league map.

### **Regions**

Each region has a different effect on the battles that take place there. These effects are static and will not change during the course of the league. When fighting in a region, you should check to determine what additional rules are in effect.

- **Region 1 – Meat Factory**  
The screams of the kidnapped echo underground, and something awful lurks beneath the crust of the earth. All games played here must use Anomaly Scenario 1: Processing Plant.
- **Region 2 – Cascading Madness**  
The local villagers and farmers have become criminally insane within a matter of weeks. Their madness spreads like a virus

to the unfortunate souls they encounter. At the start of each of his turns, a player chooses one model in his army that is not already affected by Cascading Madness. The model gains Homicidal Maniac until the end of the game. (When a model with Homicidal Maniac makes a normal melee attack during its activation, it makes one melee attack against each model in its LOS and melee range. If there are no enemy models in the model's melee range after resolving a normal melee attack in which it destroyed one or more, it can advance up to 1".)

- **Region 3 – Arcantrik Amplifier**

Individuals with the gift of magic find themselves invigorated and capable of unleashing spells far beyond their limits, but at a cost. A model in this region can suffer d6 points of damage that cannot be transferred each time they cast an offensive spell to gain boosted magic attack and damage rolls for that spell.

- **Region 4 – Toxic Skies**

The very air in this area has become poisonous, slowly eradicating all life in the vicinity. Models in this region lose and cannot gain Immunity: Corrosion . Whenever a model/unit runs, charges, or slams roll a d6. On a 1, the model/unit suffers the Corrosion continuous effect .

- **Region 5 – Tangled Web**

An unknown force has corrupted an ancient and powerful ley line beneath this region to devastating effect. All games played here must use Anomaly Scenario 2: Spoiled Soil.

- **Region 6 – Geological Nightmare**

The ground shakes and shifts, and rocks jut up from chasms that randomly open in the ground. No one is safe here. At the beginning of each round, both players roll a d6. The player who rolls higher can immediately place a linear obstacle or hill anywhere on the table but not within 3" of another terrain feature or touching a model. If both players tie on the die roll, no terrain is placed, and all small-based warrior models suffer -2 SPD for one round.

- **Region 7 – Lights Out**

Without warning, all visible light in this area vanishes for minutes at a time before reappearing at random. At the beginning of each round, both players roll a d6. If the results match, all models have their LOS reduced to 5" for one round.

- **Region 8 – The Weeping Fields**

This region is littered with deadly mines of unknown origin. Those who pass through this region must do so with extreme caution. All games played here must use Anomaly Scenario 3: Walk Softly.

- **Region 9 – Cursed Bog**

Rumors and tall tales surround a local swamp, where it is said that dark spirits assault the living without mercy. The only terrain pieces that can be used in this region are forests, shallow water, and deep water. When a warrior model ends its activation within a terrain feature, roll a d6. On a roll of a 1, that model suffers a POW 8 magic damage roll and must immediately pass a command check or flee.

- **Region 10 – Temporal Hyperflux**

Time moves far faster in this area than normal, causing odd temporal anomalies and catastrophic accidents. All models in this region gain +2 SPD.

- **Region 11 – Sea of Mirages**

Experienced survivalists and rangers suddenly find themselves disoriented and lost, while common folk become hopelessly separated from each other. Deadly illusions cause mass hysteria among the rural populace. There is no game effect for playing in this region.

- **Region 12 – Field of Echoes**

Ghostlike images haunt the local populace at night, yet no one can confirm if they are real or figments of imagination. There is no game effect for playing in this region.

## ANOMALY SCENARIO I: PROCESSING PLANT

### SUMMARY:

Deep underground lies a hidden cephalyx camp, where captured villagers and soldiers are painfully transformed into mindless drudges. Free what prisoners you can, and then escape with your life.

When placing terrain for this scenario, players should use terrain that would fit into an underground cavern as well as obstructions to represent the various structures of the processing plant.

Place three 50 mm objectives in accordance with the map below. These objectives are the prisoner cages.

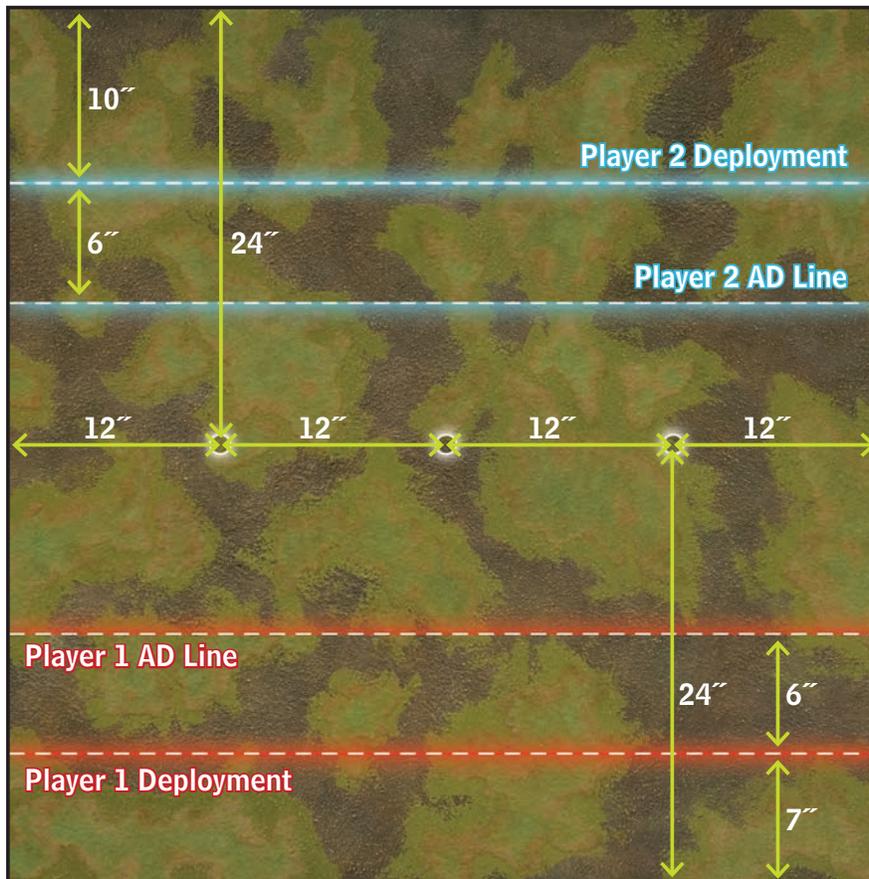
Players cannot place additional terrain within 3" of any other terrain feature or objective.

### SPECIAL RULES

Starting after the second player's second turn, a warcaster or warlock can forfeit his action while B2B with a prisoner cage to free the prisoners. When this happens, the player who freed the prisoners removes the cage from play and can immediately return d6 friendly destroyed single-wound troopers to play within 3" of the prisoner cage. Place those models in formation in their original units. Models that cannot be placed in formation do not return to play. You cannot return a model to a unit that has been completely destroyed. Remove all damage from returned models. They can activate normally this turn.

### VICTORY CONDITIONS

A player wins when he has the only warcasters/warlocks remaining in play or when he has freed all three prisoner cages and his opponent has freed none.



## ANOMALY SCENARIO 2: SPOILED SOIL

### SUMMARY:

Someone—or something—has tampered with a powerful ley line that runs through this battlefield. Powerful vortexes of arcane energy sweep across the land, causing havoc to those unfortunate enough to contact them.

Players cannot place additional terrain within 3" of any other terrain feature.

Place two 5" AOE's in accordance with the map below. These AOE's are the arcane vortexes.

### SPECIAL RULES

At the start of each round, the second player activates the arcane vortex of his choice. Then the first player activates the other one.

When an arcane vortex activates, choose a direction and place the AOE 2d6" in that direction. Vortexes cannot be placed off of the table.

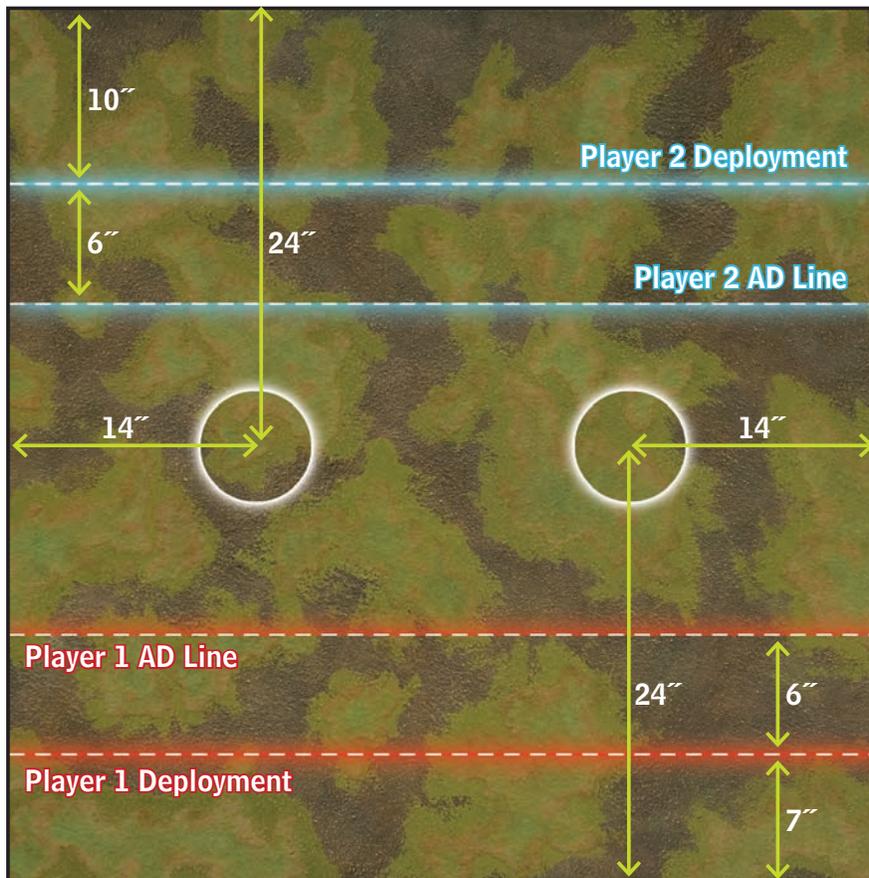
When the arcane vortex is placed touching any part of a model's base, that model suffers a POW 6 magic damage roll and cannot make ranged or melee attacks for one round.

When a model moves into or ends its activation within the AOE of an arcane vortex, that model suffers a POW 12 magic damage roll and cannot cast spells for one round.

Ranged and magic attacks made against a model within an arcane vortex automatically miss.

### VICTORY CONDITIONS

A player wins when he has the only warcasters/warlocks remaining in play.



## ANOMALY SCENARIO 3: WALK SOFTLY

**SUMMARY:**

“Hey Sarge, why’s the ground glowing? And clicking? AND BURNING!?”

Place two 12”-diameter zones in accordance with the map below. These zones are the minefields.

Players cannot place additional terrain within 3” of any other terrain feature.

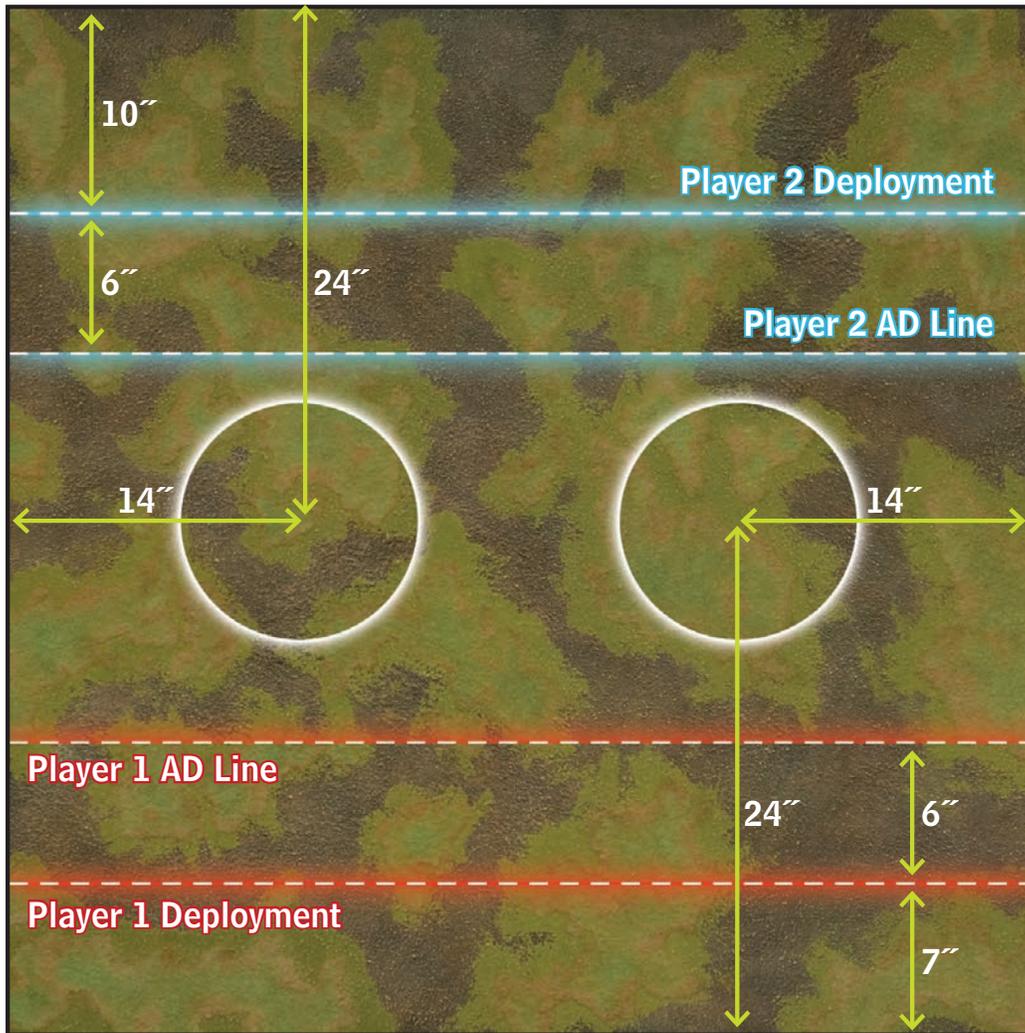
**SPECIAL RULES**

When a model begins a run, charge, slam, or trample while within the minefield, it detonates a mine. When a model runs, charges, slams, or tramples and ends its movement within the minefield, it detonates a mine. When a model is knocked down within the minefield, it detonates a mine.

When a model detonates a mine, center a 5” AOE on that model. All models in the AOE suffer a POW 16 damage roll.

**VICTORY CONDITIONS**

A player wins when he has the only warcasters/warlocks remaining in play.



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## SCHEMATICS SCORE SHEET

<b>SCHEMATIC 1: REPETITION</b>				
Win three games in a row during the league using the same warcaster/ warlock.	1	2	3	Bonus: 3 League Points
<b>SCHEMATIC 2: ESCALATION</b>				
Earn league points by painting a small-based, medium-based, large-based, and huge-based model.	small-based	medium-based	huge-based	Bonus: 5 League Points
<b>SCHEMATIC 3: ABNORMALITY</b>				
Destroy three different enemy season models with your season model.	1	2	3	Bonus: 3 League Points
<b>SCHEMATIC 4: DECEPTION</b>				
Convert and paint a model in your faction to look like a member of another faction.				Bonus: 5 League Points
<b>SCHEMATIC 5: ERROR</b>				
Roll all 1s on an attack or damage roll of three or more dice against an enemy model.				Bonus: 0 League Points
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Win a game during the league without having any friendly models destroyed or removed from play.				Bonus: 5 League Points

