This is a HORDES-only event that features the Trollblood, Circle Orboros, Skorne, Legion of Everblight, and Minion armies. This event coincides with the release of HORDES: Devastation and allows players to earn Devastation points over the course of the day in a casual, free-play environment.

Note: Event Organizers can allow WARMACHINE armies in a HORDES: Devastation release event at their discretion, but players should note that the awards and rules for this event are designed for HORDES. Be sure to check with your Event Organizer if you are considering playing a WARMACHINE army in this HORDES event.

**PLAYER RESPONSIBILITIES**

Players participating in a HORDES: Devastation release event must bring their own models, stat cards, dice, measuring devices, markers, tokens, and templates. The Event Organizer (EO) must approve any printed media used to track damage. Players should check with the EO before the event begins if they think any rules questions might arise based on their armies.

**SPORTSMANSHIP AND RULES DISPUTES**

The objective of organized play is for everyone to have a great time playing games in a casual setting. Players should remain courteous and patient with their opponents and the EO. We assume all players are good sports who understand fair play, but if a dispute arises, call on an EO for assistance and resolution.
PAINTING, MODELING, PROXIES, AND CONVERSIONS

Privateer Press encourages players to have a fully painted force on the table, and a player can earn Devastation points for doing so. Games with fully painted armies are more interesting to watch and generally enhance the play experience for everyone. Although painted models are not required, these events are a great opportunity to show off all aspects of the hobby.

All models must be HORDES models (or WARMACHINE models if approved by the EO) appropriate to the event. Proxies (substitute models) and models that have not been released to the general public are not allowed under any circumstances.

Converted models and modifications to Privateer Press models are acceptable if they are clearly based on WARMACHINE or HORDES models and are easily identifiable as the intended model. The majority of a converted model’s volume must be composed of parts from Privateer Press models, and the conversion should include iconic elements of the model it is intended to represent. Be sure to point out your converted models to your opponent before the game to avoid any confusion.

Converting and swapping weapons is acceptable if the new weapon represents the same type of weapon as the one replaced; for example, swapping a sword for a sword is legal, but swapping a sword for an axe is not. Additionally, a weapon cannot be removed unless it is replaced by another weapon, and a weapon cannot be added unless it replaces a removed weapon.

These rules are intended solely to ensure that models on the table are represented legally and unambiguously, not to unduly limit a player’s modeling options. An EO can make exceptions and approve any reasonable conversion. Players should have an unaltered version of any converted model available in case the EO determines the conversion is not acceptable for this event. The EO makes the final decision on any particular model.

EVENT RULES

This event uses a free-play format that awards players Devastation points for accomplishments in games, and modeling. All games must use the Demolition Run scenario provided on the following page. All games must be played at the same point level; we recommend a point level of 50. Score sheets are provided to track points gained by fulfilling certain requirements. There is no limit on the number of games a player may play during the course of the event.

DEVASTATION POINTS

The EO checks off Devastation point boxes on players’ score sheets at the end of each game. One game can fulfill the requirements for multiple achievements.

UNLIMITED

A player can earn Devastation points for the following achievements multiple times during the event.

- Play a game: 1 point for each completed game
- Win a game by assassination victory: 1 point
- Win a game by scenario victory: 2 points

LIMITED

A player can earn Devastation points for each of the following achievements only once during the event.

- Play with a fully painted army: 2 points
- Custom-build a Devastation objective (120 mm base): 4 points
- Custom-build three terrain features and donate them to the venue hosting the event: 4 points
- Dress as an Iron Kingdoms character during the event: 3 points
- Play against three or more different opponents: 2 points
- Play at least three games, fielding a different warcaster/warlock each time: 2 points
- Defeat an opponent who defeated you earlier in the event: 1 point
- Have the EO roll your dice on an important attack or damage roll aimed at destroying your opponent’s warcaster/warlock or objective: 2 points

AWARDS

CHAMPION

The Champion medal goes to the player with the most Devastation points at the end of the event. The winner of the Champion medal is not eligible for any faction medal.

FACTION MEDALS

A faction medal goes to the player in each faction (Trollbloods, Circle Orboros, Skorne, Legion of Everblight, and Minions) with the most Devastation points at the end of the event. In the event of a tie for the Champion medal or a faction medal, the player who reached his point total first is awarded the medal. Alternatively, if two players are tied for a medal, at the EO’s discretion they can instead play one final game to determine who is awarded the medal.
DESCRIPTION
This land is yours! The enemy seeks to destroy the valuable resources you have built here, and they must be stopped. Obliterate your foes and smash their prized monuments. The time for Devastation is now!

SETUP
For this scenario, each player uses one of the 120 mm Devastation objectives on the following pages. Devastation objectives are friendly Faction models to the player who controls them. A player must use the Devastation objective that matches the Faction he is currently playing.

If WARMACHINE armies are allowed for this event, all WARMACHINE players must use the Iron Outpost Devastation objective.

Before the game begins, each player marks three Devastation objective deployment zones on his side of the table as indicated on the map below. Terrain cannot be placed in these deployment zones.

Starting with the first player, each player places his Devastation objective in one of the three objective deployment zones on his side of the table. Once both players’ objectives are deployed, remove the markers for the unused objective deployment zones.

Additional terrain cannot be placed within 2” of other terrain features or objectives. Linear obstacles and obstructions cannot be placed within 5” of other linear obstacles, obstructions, or objectives.

VICTORY CONDITIONS
A player wins if the enemy Devastation objective is destroyed or removed from play, or if he has the only warcaster/warlock in play.
ANGELIC CAULDRON

- **Blood Cauldron**: This model gains one blood token when a living model is destroyed within 12˝ of it. This model can have up to ten blood tokens at a time.

- **Boiling Blood**: When this model is damaged by an enemy attack, you can place a 3˝ AOE cloud effect anywhere completely within 8˝ of this model after the attack has been resolved unless this model was destroyed or removed from play by the attack. The AOE remains in play for one round.

- **Immobile**: This model has no movement or action and cannot be knocked down or moved. Its front arc extends to 360˚. It has no melee range, cannot engage, and is automatically hit by melee attacks.

- **Objective**: This model cannot be placed, cannot channel spells, and cannot be chosen as a Prey target. This model cannot be targeted or damaged until the second player’s second turn. An objective cannot be engaged.

- **Sanguine Tide**: During your Control Phase, this model can spend any number of blood tokens. If one or more blood tokens are spent, enemy models treat open terrain as rough terrain while within 2˝ of this model +1˝ per blood token spent.

PAINGIVER’S CARRIAGE

- **Food Bowl**: When a friendly Faction warbeast begins its activation within 5˝ of this model, it can remove one prisoner token from this model to heal d3 + 1 damage points. A warbeast can be affected by Food Bowl only once per turn.

- **Immobile**: This model has no movement or action and cannot be knocked down or moved. Its front arc extends to 360˚. It has no melee range, cannot engage, and is automatically hit by melee attacks.

- **Objective**: This model cannot be placed, cannot channel spells, and cannot be chosen as a Prey target. This model cannot be targeted or damaged until the second player’s second turn. An objective cannot be engaged.

- **Power Through Pain**: Once per turn during your Control Phase, after leaching fury, if this model is within 10˝ of a friendly Faction warlock this model can spend one prisoner token to give one fury point to that warlock.

- **Prison**: This model gains one prisoner token when a living enemy model is destroyed within 12˝ of it. This model can have up to five prisoner tokens at a time.

EFFIGY OF THE DEVOURER

- **Immobile**: This model has no movement or action and cannot be knocked down or moved. Its front arc extends to 360˚. It has no melee range, cannot engage, and is automatically hit by melee attacks.

- **Incite Bloodlust**: An enemy model that begins its activation within 8˝ of this model must run or charge during its activation. An enemy model that cannot run or charge during its activation ignores this effect.

- **Inspire Devastation**: Friendly Faction models gain an additional die on magic damage rolls targeting enemy models within 10˝ of this model.

- **Objective**: This model cannot be placed, cannot channel spells, and cannot be chosen as a Prey target. This model cannot be targeted or damaged until the second player’s second turn. An objective cannot be engaged.

TITANIC KRIELSTONE

- **Fury Hoard**: While this model is in a friendly warlock’s control area during the warlock’s activation, the warlock can move fury points from himself to it. If this model is in a friendly warlock’s control area, the warlock can make fury points from it during your Control Phase. This model can have up to 10 fury points on it.

- **Immobile**: This model has no movement or action and cannot be knocked down or moved. Its front arc extends to 360˚. It has no melee range, cannot engage, and is automatically hit by melee attacks.

- **Mend Wounds**: During your Control Phase, this model can spend any number of fury points to heal that many damage points on a friendly Faction warrior model within 8˝ of this model. Mend Wounds can be used only once per turn.

- **Prison**: This model gains one prisoner token when a living enemy model is destroyed within 12˝ of it. This model can have up to five prisoner tokens at a time.

- **Uplifting Aura**: Friendly Faction models cannot be knocked down or made stationary while within 4˝ of this model +1˝ per fury point on this model.
**Iron Outpost**

**Immobile** - This model has no movement or action and cannot be knocked down or moved. Its front arc extends to 360°. It has no melee range, cannot engage, and is automatically hit by melee attacks.

**Objective** - This model cannot be placed, cannot channel spells, and cannot be chosen as a Prey target. This model cannot be targeted or damaged until the second player's second turn. An objective cannot be engaged.

**Tower of Bones**

**Immobile** - This model has no movement or action and cannot be knocked down or moved. Its front arc extends to 360°. It has no melee range, cannot engage, and is automatically hit by melee attacks.

**Objective** - This model cannot be placed, cannot channel spells, and cannot be chosen as a Prey target. This model cannot be targeted or damaged until the second player's second turn. An objective cannot be engaged.

**Trapped Spirits** - When an enemy model hits this model with a melee attack, immediately after the attack is resolved you can choose to push the enemy model d3˝ directly away from this model.

**Unsettling Shift** - When this model is damaged by an enemy attack, after the attack is resolved this model gains +2 ARM for one round.
**Hordes: Devastation Launch Event**

**Devastation Points Sheet**

<table>
<thead>
<tr>
<th>Player Name:</th>
<th>PP Forum Name:</th>
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<tr>
<th>Faction/Pact:</th>
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The EO checks off Devastation point boxes on players’ score sheets at the end of each game. One game can fulfill the requirements for multiple achievements.

### UNLIMITED
A player can earn Devastation points for the following achievements multiple times during the event.

<table>
<thead>
<tr>
<th>Activity</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Play a game</td>
<td>1 point per</td>
</tr>
<tr>
<td>Win a game by assassination victory</td>
<td>1 point per</td>
</tr>
<tr>
<td>Win a game by scenario victory</td>
<td>2 points per</td>
</tr>
</tbody>
</table>

### LIMITED
A player can earn Devastation points for each of the following achievements only once during the event.

<table>
<thead>
<tr>
<th>Activity</th>
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<tbody>
<tr>
<td>Play with a fully painted army.</td>
<td>2 points</td>
</tr>
<tr>
<td>Custom-build a Devastation objective (120 mm base).</td>
<td>4 points</td>
</tr>
<tr>
<td>Custom-build three terrain features and donate them to the venue hosting</td>
<td>4 points</td>
</tr>
<tr>
<td>the event.</td>
<td></td>
</tr>
<tr>
<td>Dress as an Iron Kingdoms character during the event.</td>
<td>3 points</td>
</tr>
<tr>
<td>Play against three or more different opponents.</td>
<td>2 points</td>
</tr>
<tr>
<td>Play at least three games, fielding a different warcaster/warlock each</td>
<td>2 points</td>
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<td>time.</td>
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<td>Defeat an opponent who defeated you earlier in the event.</td>
<td>1 point</td>
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<tr>
<td>Have the EO roll your dice on an important attack or damage roll aimed at</td>
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<td>destroying your opponent's warcaster/warlock or objective.</td>
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