

# HORDES: Domination Release Event

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

*[Note – Event Organizers may permit WARMACHINE armies in the HORDES: Domination launch event at their discretion, but players should note that the awards for this event are HORDES-oriented. Be sure to check with your Event Organizer if you are considering playing WARMACHINE in this HORDES event.]*

## Player Responsibilities

Players participating in the *HORDES: Domination* launch event must bring their own models, stat cards, dice, measuring devices, tokens, and templates they require for play. The Event Organizer (EO) must approve any printed media used to track damage.

Players should check with the EO before the event begins on any rules questions they think may arise based on their armies.

## Sportsmanship and Rules Disputes

The objective of organized play is for everyone to have a good time. Players should remain courteous and patient with their opponents and the EO. Players must accept all rulings made by the EO whether or not they agree. The EO always has the final word on rules questions or debates.

We assume all players are good sports who understand fair play. If a dispute arises, call an EO for assistance. Players will remain mature, polite, and fair to their opponents. Failure to do so will result in immediate disqualification.

An EO may eject a player for any incident deemed unsporting. This includes but is not limited to offensive or abusive conduct, bullying, cheating, constant rule arguments, stalling game play, and other immature actions. If stalling is suspected, the EO should be called to monitor play.

## Painting, Modeling, Proxies, & Conversions

Privateer Press encourages players to have a fully painted force on the table. Games with fully painted armies are more interesting to watch and generally enhance the play experience for all. Although not required, players should take this chance to show off all aspects of the hobby.

Proxies (substitute models) are not allowed under any circumstances, nor can a player enter an event with a model that has not been released to the general public.

All models must be WARMACHINE or HORDES models appropriate to the event venue. Conversions (modifications to Privateer Press models) are acceptable as long as they are clearly based on WARMACHINE or HORDES models. Conversions must clearly represent the model from which they are most obviously drawn. For example, a heavily converted Kaya model is not a substitute for Lylyth.

Weapon changes are acceptable provided they represent the same type of weapon replaced. For example, trading a sword for a sword is legal. However, mixing and matching weapons is not allowed.

**An EO can make exceptions and approve any reasonable conversion.** To avoid confusion and conflict, players must have an unaltered version of the model available in case an EO asks to remove a questionable model from play. The EO makes the final call on any particular model.

# Event Rules

This event uses a free-play format that awards players Glorious Deed points for accomplishments in games, army construction, and modeling. All games must be played with 50-point armies. Score sheets are provided to track points gained by fulfilling certain requirements. All games should be played using the event scenario. There is no limit to how many games a player may play during the course of the event.

## Glorious Deeds

Glorious Deed boxes are checked off at the end of each game by the EO. One game may fulfill the requirements for multiple deeds.

### Unlimited

A player may be awarded each unlimited Glorious Deed multiple times during the event.

- Play a game: Each game finished awards 1 point.
- Play a game against a new opponent: The first game finished against each other event participant awards 1 point.
- Play a game against a new faction: The first game finished against each faction, including the player's own faction, awards 1 point.
- Win a game: 1 point

### Limited

A player may be awarded each limited Glorious Deed only once during the event.

- Play with a fully painted army: 2 points
- Bring 3 fully modeled boulders: A player who builds 3 pieces of terrain to match the boulder requirements for the scenario is awarded 2 points.
- Win with a 'caster kill: 1 point
- Win with a scenario victory: 1 point
- Win with an army whose only character model is its warlock: 1 point
- Play with three different warlocks: A player who plays three games, fielding a different warlock each time, is awarded 1 point.
- Play with five different warlocks: A player who plays five games, fielding a different warlock each time, is awarded 1 point.
- Play with only a battlegroup: A player who fields an army in which all the models comprise one battlegroup is awarded 2 points.
- Play with a tier 4 Theme Force: 1 point
- Play with a *Domination* warlock: 1 point
- End a game with no friendly models on your half of the table: 1 point
- End a game with no enemy models on your half of the table: 1 point

## Scenario

### Description

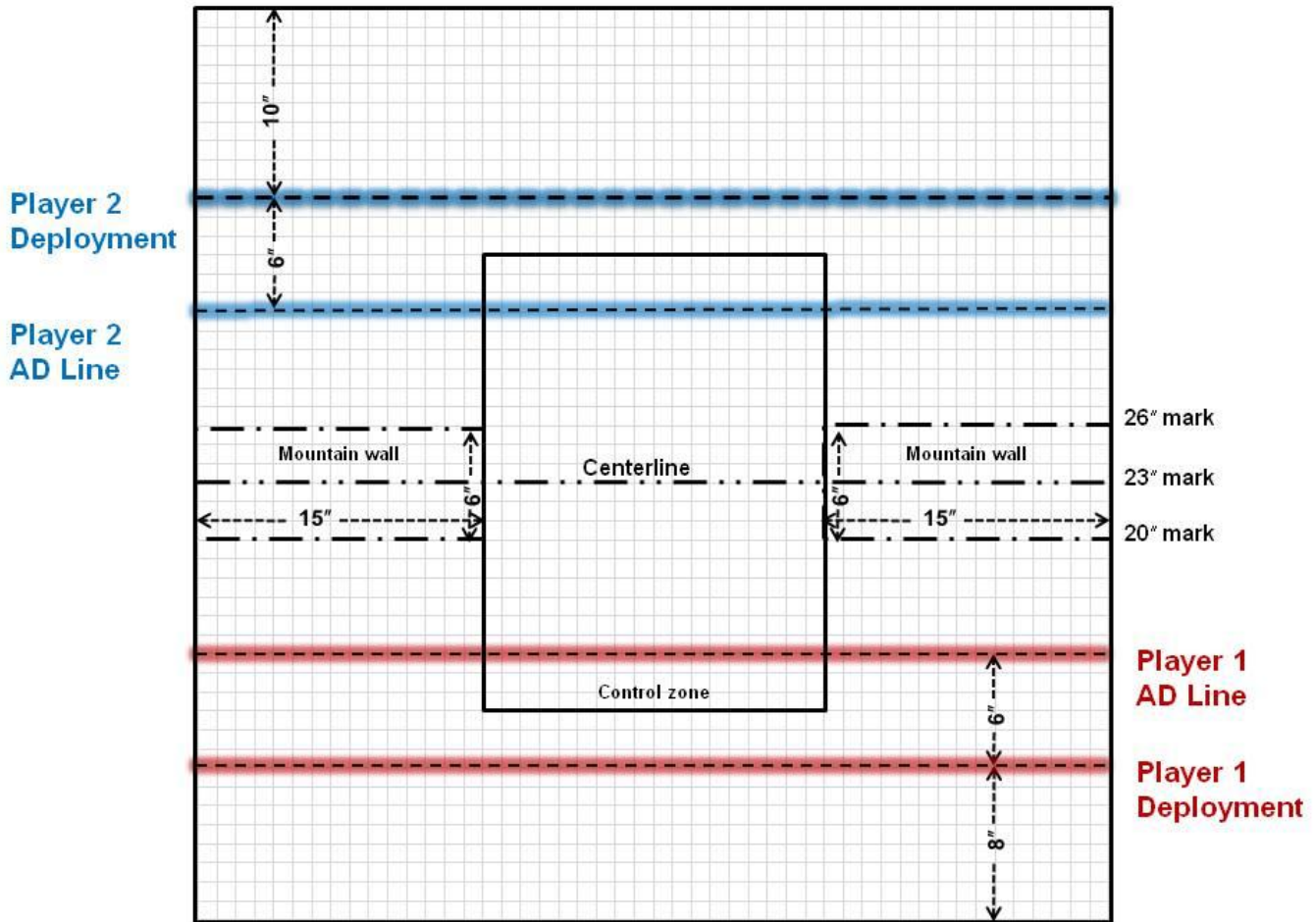
Opposing armies clash in a boulder-strewn mountain pass. Victory is granted to the army that repels the invading forces—or to the attacking army that grinds the defenders into oblivion.

### Setup

Determine the turn order with a standard starting roll. In this scenario, the first player has an 8" deployment zone (14" AD), and the second player has a 10" deployment zone (16" AD).

Place two 15" x 6" mountain wall templates centered on the 23" line to form the control zone. The control zone is an 18" x 24" area where control points can be scored. The mountain walls are obstructions. Beginning with the first player, players then take turns placing three large-based boulder obstructions.

Boulders must be placed in the central 18" area of the board; cannot be placed in deployment zones; and must be at least 3" away from deployment zones, mountain walls, and other boulders.



### Special Rules

The large-based boulders follow all rules for obstructions as defined on p. 87 of *WARMACHINE: Prime Mk II* or p. 89 of *HORDES: Primal Mk II* except as follows:

- Boulders can be targeted by attacks as if they were stationary models (but cannot be damaged, destroyed, or removed from play).
- Boulders can be slammed or thrown as if they were large-based models with STR 8.

### Victory Conditions

Beginning on the second round, a player gains 1 control point at the end of his opponent's turn if he has one or more warlocks/warcasters or light or heavy warbeasts/warjacks in play that have completely crossed the centerline of the control zone. The first player to earn 2 control points wins the game. A player also wins the game when he has the only remaining warlock in play.

## Awards

### Champion

The Champion medal goes to the player with the most Glorious Deed points. The winner of the Champion medal is not eligible for any faction medal prizes.

### Faction Medals

The faction medals go to the player in each faction (Trollbloods, Circle, Legion, Skorne, or Minions) with the most Glorious Deeds points.



# HORDES: DOMINATION LAUNCH EVENT GLORIOUS DEEDS SCORE SHEET



Player Name:	PP Forum Name:
Faction/Pact:	

**Glorious Deed boxes are checked off at the end of each game. One game may fulfill the requirements for multiple deeds.**

<b>UNLIMITED</b> Unlimited deeds may be awarded multiple times.		
Play a game	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 point per
Play a game against a new opponent	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 point per
Play a game against a new faction	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 point per
Win a game	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 point per

<b>LIMITED</b> Limited deeds are only awarded once during the event.		
Play with a fully painted army	<input type="checkbox"/>	2 points
Bring three fully modeled boulders	<input type="checkbox"/>	2 points
Win with a 'caster kill	<input type="checkbox"/>	1 point
Win with a scenario victory	<input type="checkbox"/>	1 point
Win with an army whose only character model is its warlock	<input type="checkbox"/>	1 point
Play with three different warlocks:	<input type="checkbox"/>	1 point
Play with five different warlocks:	<input type="checkbox"/>	2 points
1.	4.	
2.	5.	
3.		
Play with only a battlegroup	<input type="checkbox"/>	2 points
Play with a tier 4 Theme Force	<input type="checkbox"/>	1 point
Play with a <i>HORDES: Domination</i> warlock	<input type="checkbox"/>	1 point
End a game with no friendly models on your half of the table	<input type="checkbox"/>	1 point
End a game with no enemy models on your half of the table	<input type="checkbox"/>	1 point