

# MACHINATIONS

## SEASON 4 - EQUILIBRIUM

The time has come to restore balance to western Immoren and put an end to the ceaseless anomalies plaguing the land. The machinations of the Convergence of Cyrius and those of their hated enemy the cephalyx must be stopped.

Gather your army and face your foes at the secret battlegrounds of these two enigmatic forces. The final fight is now. Purge the land of this madness!

### **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 players complete all six Schematics, 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: Vision**  
Win three games in a row using a warcaster or warlock chosen by your opponent each game. (This model should be in a faction you are playing for the league and must be selected from the models you own. Agree with your opponent before the game begins and before your army list is constructed on which model you will use.) Bonus: 3 league points
- **Schematic 2: Computation**  
Win a 35-point or higher game in which your opponent builds your army list except for your warcaster or warlock. (This list must be constructed from the faction you are playing for the league and from models you own.) Bonus: 3 league points
- **Schematic 3: Discipline**  
Build and paint your own flag or objective marker for use in scenario play. Bonus: 3 league points.
- **Schematic 4: Progression**  
Win a 25-point, 35-point, 50-point, and 75-point game during the course of the league. Bonus: 2 league points
- **Schematic 5: Continuity**  
Build and paint a new piece of terrain that complements a terrain table available at the league venue. Bonus: 5 league points
- **Schematic 6: Perfection**  
Win a 50-point game, with a fully painted army, by scenario victory, in 5 rounds or less. Bonus: 5 league points

## SEASON MODELS

The following season models are available for Machinations: Equilibrium.

- **Cygnar** – Morrowan Battle Chaplain & Standard Bearer
- **Protectorate** – Idrian Skirmisher Proselytizer & Pilgrim
- **Khador** – Orgoth Investigator
- **Cryx** – Cephalyx Battle Surgeons
- **Retribution** – Houseguard Fane Priest & Standard
- **Mercenaries** – Rhupert Carvolo, Battle Piper
- **Trollbloods** – Blood Brother Hero
- **Circle** – Spell Sculptor
- **Skorne** – Extoller of the Immortal Legion
- **Legion** – Blighted Ogrun Bloodspiller
- **Minions** – Tracking Paragon

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/equilibrium>

## 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 – The Fate of Dunlyf**  
An endless and powerful earthquake rocks the abandoned streets of Dunlyf as the cephalyx and Convergence forces battle for control of a potent seismic device beneath the city. Escape the city once and for all before the earth swallows you whole. All games played here must use Equilibrium Scenario 1: Seismophobia.

- **Region 2 – Receding Power**  
Not long ago a ley line leakage caused this area to overflow with arcane power. The damage has begun to repair itself and the energy is receding, but the effects are ongoing. As this tide of energy slowly drains from the area, some spellcasters find themselves drained of their own arcane power as well. Spells cannot be upkeep in this region.
- **Region 3 – Hydrogenesis**  
For weeks this region was ravaged by a freak storm when without warning the tempest finally stopped, leaving behind pockets of small lakes and streams. The only terrain that can be placed in this region is shallow water.
- **Region 4 – Shockwave**  
An unexplained explosion has left a sizable crater in this area. Strange shards of mechanika litter the crater, still imbued with the energy that caused the massive detonation. All blast damage is boosted in this region.
- **Region 5 – Death in the Dark**  
Deep beneath the earth, battle has broken out between a large Convergence army and an even larger cephalyx force. The damage is so great that the entire cavern system threatens to collapse. All games played here must use Equilibrium Scenario 2: Subterranean Apocalypse.
- **Region 6 – Mental Infection**  
Convergence forces have recently driven a large cephalyx army out of this area. The residual psychic damage enacted by the cephalyx upon the local populace causes great suffering to those who travel through this area. Whenever a model casts an offensive spell in this region roll a d6. On a 1, the spellcaster suffers d3 points of damage after the spell is resolved. If a model is boxed by this damage, center a 3" AOE on the boxed model and then remove it from play. Models in the AOE when it is put into play are hit and suffer a POW 12 magical damage roll ☹️.
- **Region 7 – Terraflux**  
This area has been temporarily warped by the recent battles and struggles to return itself to normal. The player who chose to fight in this region also chooses any region effect from any of the four seasons of Machinations to be in effect for this game.
- **Region 8 – Ley Thieves**  
After taking control of this region, the Convergence has begun to build one of their gigantic energy nodes here. Sneak into the incomplete facility and steal its power for your own. All games played here must use Equilibrium Scenario 3: Power Siphon.

- **Region 9 – Egoflux**

At this site of another great battle between the Convergence and the cephalyx, the armies of Immoren are bringing every tool at their disposal to put an end to the fighting. Players can use any league models for their faction released during any of the four seasons of Machinations for this game. Players should clearly indicate before the game whether a model they are using is the standard version or the league version.

- **Region 10 – Temporal Breakdown**

A Convergence node has been utterly corrupted, and subsequently destroyed, by the cephalyx. As the device imploded, a localized burst of energy caused some very strange temporary effects. Non-warcaster / warlock models in this region with FA C become FA 2 instead.

- **Region 11 – Shadows of War**

It is clear from the carnage littered across this area that a terrible battle recently took place here. Whichever force survived, they have already moved on, leaving nothing but buzzards and death behind. There is no game effect for playing in this region.

- **Region 12 – Peace**

No anomalies plague this region; the battle between the local Convergence and cephalyx forces here has already come to an end. There is no game effect for playing in this region.

## **EQUILIBRIUM SCENARIO I:** **SEISMOPHOBIA**

### **SUMMARY:**

**Dunlyf is falling apart! A bizarre device hidden beneath the village is causing massive earthquakes to repeatedly reform the earth beneath your feet. Use the shifting terrain to your advantage, defeat your foes, and leave this place once and for all.**

When placing terrain for this scenario, players should try to use what would appear in a small village, such as small lakes and rivers, buildings representing homes and shops, dirt roads, walls, fences, etc. This style of terrain isn't required to play this scenario but is highly recommended if available.

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

### **SPECIAL RULES**

At the beginning of each round one randomly chosen piece of terrain on the table shifts. After determining which piece of terrain is moving, the active player should put the deviation template over the center of a terrain piece in any configuration they wish. Move that piece of terrain d6" in a direction determined by the deviation template.

Obstructions and obstacles will push models as they move. If a model cannot be pushed, remove the obstruction or obstacle from the table and that model suffers a boosted POW 20 damage roll and is knocked down.

At the end of each round both players roll a d6. The player who rolls highest may immediately place a hill, linear obstacle (rock wall), or patch of rough terrain anywhere on the table. If the players tie on this die roll, instead of a new piece of terrain being placed, all terrain on the table will shift. Starting with the second player, players take turns putting the deviation template over the center of a terrain piece in any configuration they wish. Move that piece of terrain d6" in a direction determined by the deviation template. Do this until all terrain pieces have been moved exactly once.

When a player ends his warcaster/warlock's activation completely within his opponent's deployment zone and no enemy models are within 5" of the warcaster/warlock, that player earns a control point. A player cannot earn more than 1 control point during his turn.

### **VICTORY CONDITIONS**

A player wins when he earns 3 control points or when he has the only warcasters/warlocks remaining in play.

## EQUILIBRIUM SCENARIO 2:

# SUBTERRANEAN APOCALYPSE

### SUMMARY:

A massive battle has broken out in these underground tunnels and caverns. The damage caused by both sides is so severe that the entire subterranean complex will collapse at any moment. Escape is not an option; instead you must find a structurally sound safe zone to shelter yourself from the coming destruction.

Each player, starting with the first, places a 6" x 12" zone anywhere on the table that is not within either player's deployment zone. The zone placed by a player is their opponent's safe zone.

When placing terrain for this scenario, players should try to use what would appear in an underground cavern, such as boulders, rock walls, pools of stagnant water, etc. This style of terrain isn't required to play this scenario but is highly recommended if available.

Players cannot place additional terrain within 3" of any other terrain feature or within either safe zone.

### SPECIAL RULES

During the fourth round, whenever a model ends its activation outside of its safe zone it suffers a POW 6 damage roll.

During the fifth round, whenever a model ends its activation outside of its safe zone it suffers a POW 10 damage roll.

During the sixth round, whenever a model ends its activation outside of its safe zone it suffers a POW 14 damage roll and is knocked down.

During the seventh and remaining rounds, whenever a model ends its activation outside of its safe zone it is removed from play.

Starting on the second player's second turn, when a player ends his warcaster/warlock's activation within his safe zone and no enemy models are within that safe zone, that player earns 1 control point. A player cannot earn more than 1 control point during his turn.

### VICTORY CONDITIONS

A player wins when he earns 3 control points or when he has the only warcasters/warlocks remaining in play.

## EQUILIBRIUM SCENARIO 3: POWER SIPHON

### SUMMARY:

“All right, men! If it doesn’t kill you and it’s glowing, throw it in the bag!”

Place four objectives in accordance with the map below. The objectives are the Power Sources. These models are not friendly to either player.

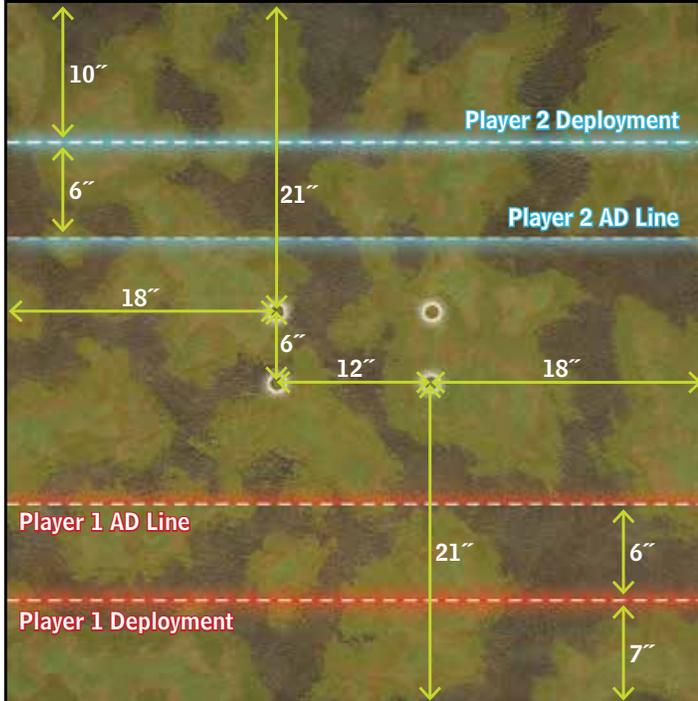
Players cannot place additional terrain within 3” of any other terrain feature.

### SPECIAL RULES

Starting on the second player’s second turn, when a player ends his warcaster/warlock’s activation base-to-base with a Power Source and no enemy models are within 5” of that Power Source, that player earns 1 control point. A player cannot earn more than 1 control point during his turn.

### VICTORY CONDITIONS

A player wins when he earns 4 control points or when he has the only warcasters/warlocks remaining in play.



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## SCHEMATICS SCORE SHEET

| <b>SCHEMATIC 1: VISION</b>   |                  |                  |                  |                           |                           |
|--|------------------|------------------|------------------|---------------------------|---------------------------|
| Win three games in a row using a warcaster or warlock chosen by your opponent each game.<br><br>(This model should be in a faction you are playing for the league and must be selected from the models you own. Agree with your opponent before the game begins and before your army list is constructed on which model you will use.) | 1                | 2                | 3                | Bonus:<br>3 League Points |                           |
| <b>SCHEMATIC 2: COMPUTATION</b>  |                  |                  |                  |                           |                           |
| Win a 35-point or higher game in which your opponent builds your army list except for your warcaster or warlock.<br><br>(This list must be constructed from the faction you are playing for the league and from models you own.)   |                  |                  |                  |                           | Bonus:<br>3 League Points |
| <b>SCHEMATIC 3: DISCIPLINE</b>   |                  |                  |                  |                           |                           |
| Build and paint your own flag or objective marker for use in scenario play.  |                  |                  |                  |                           | Bonus:<br>3 League Points |
| <b>SCHEMATIC 4: PROGRESSION</b>  |                  |                  |                  |                           |                           |
| Win a 25-point, 35-point, 50-point, and 75-point game during the course of the league.   | 25-point<br>game | 35-point<br>game | 50-point<br>game | 75-point<br>game          | Bonus:<br>2 League Points |
| <b>SCHEMATIC 5: CONTINUITY</b>   |                  |                  |                  |                           |                           |
| Build and paint a new piece of terrain that complements a terrain table available at the league venue.   |                  |                  |                  |                           | Bonus:<br>5 League Points |
| <b>SCHEMATIC 6: PERFECTION</b>   |                  |                  |                  |                           |                           |
| Win a 50-point game, with a fully painted army, by scenario victory, in 5 rounds or less.  |                  |                  |                  |                           | Bonus:<br>5 League Points |

