

HORDES: Genesis

Primal Mk II Release Event

HORDES: Genesis is a HORDES-only event that features the Trollblood, Circle Orboros, Skorne, and Legion armies. This event coincides with the release of HORDES: Primal Mk II. As Primal Mk II showcases the beginnings of HORDES and the growth of the wild nations and heroes over the years, Genesis allows players' armies, warlocks, and warbeasts to grow over the course of the event.

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

Player Responsibilities

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

Players must also bring printed or legibly handwritten copies of their army lists complete with point costs and an army point total. They must register these lists with the TO prior to the start of the tournament. The player's opponent may view their army list upon request.

A player should check with the TO before the event begins on any rules questions they think may arise based on their army.

Sportsmanship and Rules Disputes

The objective of tournament play is for everyone to have a good time. Players should remain courteous and patient with their opponents and the TO. Players must accept all rulings made by the TO whether or not they agree. The TO 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 a TO for assistance. Players will remain mature, polite, and fair to their opponents. Failure to do so will result in immediate disqualification.

A TO 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 TO should be called to monitor play.

Painting, Modeling, Proxies, and 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 a tournament with a model that has not been released to the general public.

All models must be WARMACHINE or HORDES models appropriate to the tournament 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.

A TO 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 a TO asks to remove a questionable model from play. The TO makes the final call on any particular model.

Event Rules

Players participate in a timed format with all players participating in every round. The format aims to pair up players of equivalent skill levels each round in order to maintain a good level of competitive play. The number of players participating in the tournament determines the maximum number of matches played. The chart below breaks down the number of rounds relative to number of players per event. The event will run until there is a clear winner, which usually means when there is only 1 undefeated player at the beginning of a round. Once a clear winner emerges, the event ends without additional matches.

<i>Players</i>	<i>Rounds</i>
8 or fewer	3
9-16	4
17-32	5

Tournament Points & Standing

Players score Tournament Points based on their performance during each match. Tournament Points determine a player's current standing in a tournament. The player with the most wins will have the most tournament points. This scoring system encourages the pairing of players based on tournament standing and relative skill level. The player with the most Tournament Points after the final match wins the tournament.

A player gains **1** Tournament Point for a win and **0** for a loss or draw.

The top two players will be paired during the final round of the tournament to determine the overall winner.

Strength of Schedule System

In the case of two players with the same score, determine which one ranks higher by adding the tournament score of all of the opponents that they faced. For example, after four rounds, the tournament is over and Jason and Doug have tied for best Circle. To determine who gets the Circle coin, the TO adds all of Jason's opponents' tournament points for event's four rounds together and compares the total to the combined score of all of Doug's opponents. The player with the stronger schedule faced higher-scoring opponents and retains the higher rank.

Byes & Odd Number of Players

Matches require two players. In the case of an odd number of players, one player will receive a bye. A player receiving a bye sits out of the current matches and receives 1 Tournament Point for the round.

If a tournament begins with an odd number of players, the TO randomly determines which player receives the bye. After the first round, the TO randomly determines which player receives the bye from the players with the lowest Tournament Point totals. If possible the TO must ensure that the same player does not receive a bye more than once per event.

The Clock

In a Genesis event, matches and the turns that make up each match have predetermined time limits depending on the point scale of the event.

Each match has a variable **Match Length**. Before each match begins, the TO rolls a d6 and multiplies the result by 2 to determine the Variable. He then adds the Variable to the Base Match Length (see table below) to determine the Match Length. The TO will not announce the result of this roll or reveal to players the amount of time remaining in a match. The point size of the event determines the Base Match Length for each match. (See table below.)

HORDES: Genesis uses a timed **Turn Length** to ensure a fair play environment. Players have a fixed amount of time to play each turn based on the point size of the round (see table below). When the time for a turn expires, the player whose turn it is finishes the activation of whatever model he is activating, and then ends his turn.

When a player moves a model or makes an attack during the other player's turn, the player whose turn it is has the option of **Stopping the Clock** while the move or attack resolves.

After the time limit for the match has expired, the TO calls "**Dice Down**". When dice down is called the active player finishes any action already in motion (for example a dice roll or moving a model/unit), and then the game ends. If a game goes to dice down, check the scenario for how to determine the winner.

Once per game, each player may extend his turn length using a **Clock Extension**. A player can extend his turn length by declaring he is doing so within 30 seconds after the time allotted for his turn runs out. At this time, the active player's opponent resets the clock for five minutes, and the active player continues his turn. Remember that this extension is only for a player's turn length and cannot extend a turn past the match length.

<i>Event Point Size</i>	<i>Base Match Length (minutes)</i>	<i>Turn Length (minutes)</i>
35	80	10
50	100	12
75	120	15

When estimating the overall length of a tournament, a TO should add 20 to 30 minutes to each round for time to do pairings, get people to their new tables, and get the next round started.

Army Lists

Army point totals cannot exceed the point size for the round and cannot fall more than 2 points under the point size.

The first round of HORDES: Genesis uses 35-point games. A player cannot use Epic models or non-warlock character models in his 35-point list except for character models from HORDES: Primal MkII (because this is a Primal release event).

The second round of HORDES: Genesis uses 50-point games. A player's 50-point army list must use the same models as their 35-point list plus additional models. These additional models may include epic models and character warbeasts but no non-warlock character warrior models. Players can use the epic version of their warlock (if applicable) instead of their first round warlock if desired. Players can also upgrade the following warbeasts by spending the difference in points between the two models:

- Dire Troll ⇒ Mulg the Ancient
- Construct heavy warbeast ⇒ Megalith
- Cyclops ⇒ Molik Karn
- Legion heavy warbeast ⇒ Typhon

The third round (and all subsequent rounds) of HORDES: Genesis use 75-point games. A player's 75-point army list must use the same models as his 50-point list plus additional models. These additional models may include any legal model for their army. Players must use the warlock in their second round list or the epic version thereof. As in the second round, players may upgrade warbeasts to character warbeasts by spending the difference in points between the two models as noted in the table above.

In cities with a lot of newer players, a Tournament Organizer can replace the recommended army list size progression of 35, 50, 75 with an army list size progression of 25, 35, 50. If you employ this option, use a base match length of 65 minutes and a turn length of 8 minutes for the 25-point games.

HORDES: Genesis Scenario

Gaining Ground

Description

Whatever the cause for conflict, a battle's outcome is determined by one force's ability to overtake the position of their enemies. Whether through massive casualties, an implacable advance, or causing a foe to rout, victory is certain when the enemy's own positions are secured.

Special Rules

Mark 3 Control Zones in accordance with the diagram below.

A player controls a zone if he has one or more models within the zone while none of his opponent's models are within the same zone. For a unit to control a zone, all models in the unit still in play must be within the zone. For a solo to control a control zone, it must have an army point cost of 2 or more.

Ignore wild warbeasts and fleeing models when checking for control – these models cannot control a zone and also do not prevent an opponent from claiming control.

Victory Conditions

At the end of each turn, starting on the second player's second turn, *each* player scores Control Points for each zone that he controls as follows:

- 1 Control Point for the zone closest to his own board edge
- 2 Control Points for the zone in the center of the table
- 3 Control Points for the zone closest to his opponent's board edge

The first player to earn 7 or more Control Points, *and* have more Control Points than his opponent, immediately wins the match. A player also wins when the last opposing warlock is destroyed or removed from play.

If time runs out before a player has won, then the player with the most Control Points wins the match. If both players have the same number of Control Points, then the player that scored Control Points in the highest number of different zones wins the match.

The following information must be reported to the Tournament Organizer after each game:

- Victorious player
- Control Point total for each player

Awards

Champion

The Champion medal goes to the HORDES: Genesis tournament champion.

Faction Medals

The faction medals go to the highest ranked player in each faction (Trollblood, Circle Orboros, Skorne, and Legion). If players are tied for the number of game wins, then compare the Strength of Schedule. If players are also tied for Strength of Schedule, then compare the players' total Control Points to determine who gets the faction coin.

GAINING GROUND

