

Longest Night: The Witchfire Ascendant

The Longest Night is a widely celebrated holiday in the Iron Kingdoms consisting of festivals and revelries with people celebrating by dressing up like the dead, drinking, and lighting off fireworks amid loud music and dancing. It is celebrated every three years at the end of the year as an extra day added to the calendar, therefore taking place after the old year and just before the new one. While the festivals are eagerly anticipated, Longest Night has an increasingly ominous reputation. Many believe this day and night to be a time of black magic and misfortune. Some say the barriers between Caen and Urcaen—the realms of the living and the dead—become thin on this day and that the spirits of the restless dead manifest to haunt and torment the living. There are some who prefer to hide in their homes and bolt their doors rather than join the masked revelers cavorting in the streets.

The close of 608 AR brings another Longest Night. Amid warfare and turmoil the sense of dread and uncertainty is palpable, stronger than ever. Cryx has been on the rise, and graveyards have become fertile recruiting grounds for necromancers. The last few Longest Nights have been marked by tragedy. Between 605 and 606 AR, after the bloody invasion and occupation of Llael by Khador, the Balebrand of Cryx was made manifest. All those infected by the blighted harvest suffered from horrible dreams and waking delusions, turning violently on their friends amid the festivities. Just three years earlier, between 602 and 603 AR, thralls pouring into the city from the Widower's Wood interrupted the festival in Corvis, killing anyone in their path as they battled their way to the Cathedral of Morrow. The terror of this invasion was amplified since so many of the city's citizens had dressed as the dead, making for much confusion and misdirected violence. Memories of these incidents have many people fearful of the upcoming Longest Night, but many more are still eager for its festivals. There is no telling what things may go bump in the night as the sun sets for the last time on 608 AR.

Player Responsibilities

Players participating in the Longest Night: The Witchfire Ascendant 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. Mixing and matching weapons, however, 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 each altered 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 Wild Revelry points for accomplishments in games, army construction, revelry, 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.

Wild Revelries

Wild Revelry boxes are checked off at the end of each game by the EO. One game may fulfill the requirements for multiple revelries.

Unlimited

A player may be awarded each unlimited Wild Revelry 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 Wild Revelry only once during the event.

- Play with a fully painted army: 2 points
- Bring a fully modeled festival tent: A player who builds a festival tent that meets the requirements for the scenario is awarded 2 points.
- Win with a 'caster kill: 1 point
- Win with a scenario victory: 1 point
- Play with Alexia Ciannor or Alexia, Mistress of the Witchfire: 1 point
- Attend the event in costume: 2 points
- Bring treats to share with other Longest Night attendees: 2 points

- Play with three different warcasters or warlocks: A player who plays three games, fielding a different warcaster or warlock each time, is awarded 1 point.
- Play with five different warcasters or warlocks: A player who plays five games, fielding a different warcaster or warlock each time, is awarded 2 points.
- 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
- 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

Longest Night Scenario

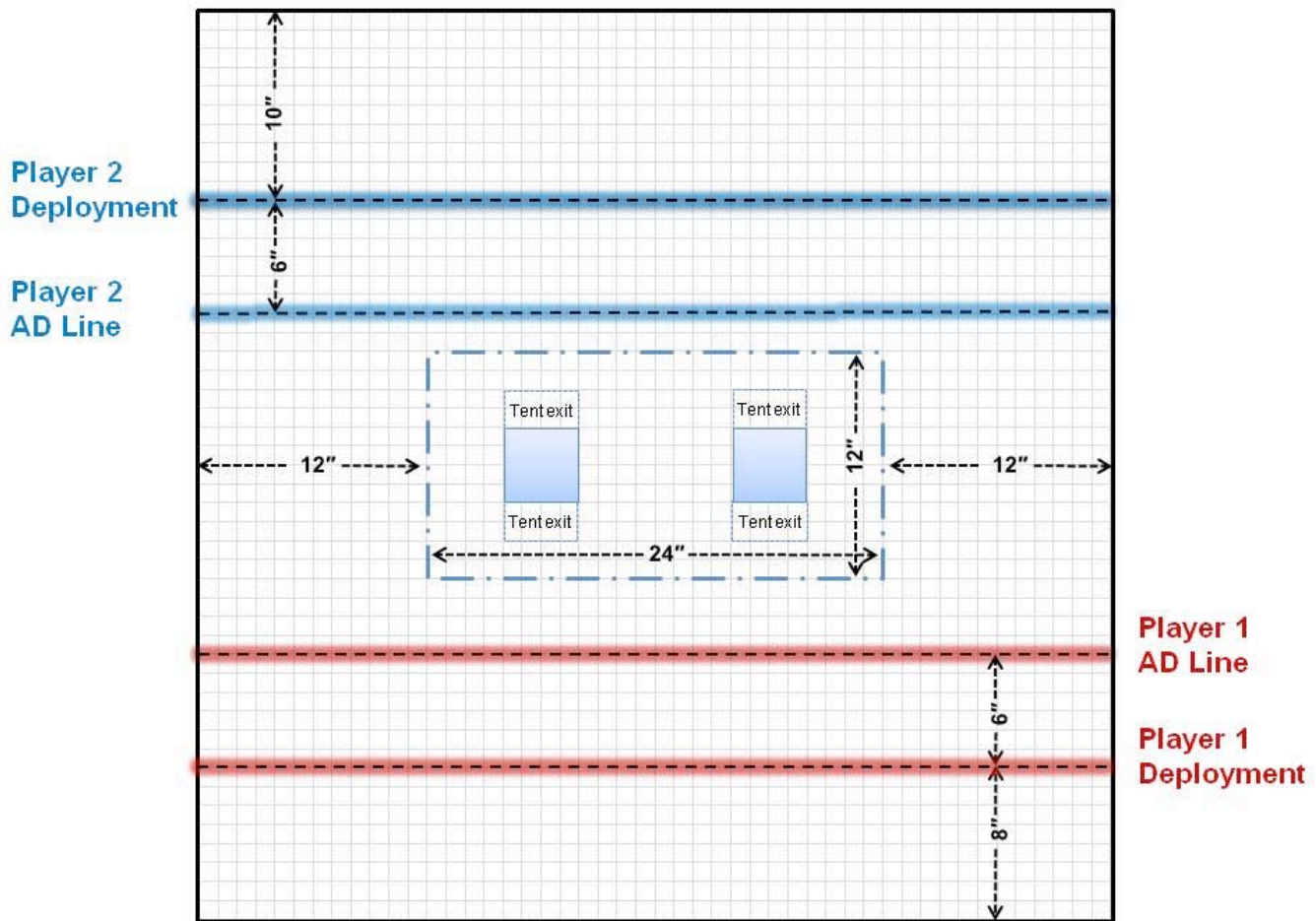
Description

Longest Night festivities are interrupted by shambling hordes of thralls. Take control of the festival grounds by fighting off the unrelenting tide of thralls and an enemy bent on your destruction. Will Alexia Ciannor and the Witchfire prove your greatest ally—or your greatest enemy?

Setup

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 4" x 4" festival tents inside the festival grounds. The festival grounds are a 24" x 12" control zone in the center of the table. Each tent can be represented by the included 4" x 4" paper template or by a 4" x 4" building. No additional terrain is placed for this scenario.



Special Rules

At the end of each player's turn during the first four rounds of the game, that player places one Longest Night Thrall *completely within* each of the four tent exit zones shown on the map. The two Longest Night Thralls in the north exit zones must be placed directly facing the center of the north table edge, and the two Longest Night Thralls in the south exit zones must be placed directly facing the center of the south table edge. If there is no legal position to place a Longest Night Thrall in a particular zone, no Longest Night Thrall is placed in that zone on that turn. NOTE: Blocking the tent exits is (intentionally) a viable aspect of this scenario.

After placing the Longest Night Thralls, the player who placed them immediately takes a turn for them. That player resolves any effects that occur in his Maintenance Phase or Control Phase (such as resolving continuous effects or Major Haley's feat) and then activates all Longest Night Thralls currently on the table, in the order of his choice. As noted on their card, Longest Night Thralls always frenzy. This gives them boosted rolls as well as indicating how they activate and which models they attack.

Thralls are enemy models with regard to both players.

Alexia Ciannor & The Risen gain the following rules.

Mercenary: These models will work for Cryx, Cygnar, Khador, Protectorate, and Retribution.

Minion: These models will work for Circle, Legion, Skorne, and Trollbloods.

Alexia, Mistress of the Witchfire gains the following rules.

Mercenary: This model will work for Cryx, Cygnar, Khador, Protectorate, and Retribution.

Minion: This model will work for Circle, Legion, Skorne, and Trollbloods.

At the end of each player's turn, starting on the second player's second turn, a player earns 1 control point if he owns one or more models within the festival grounds and his opponent does not have any models within the festival grounds. Ignore inert warjacks, wild warbeasts, fleeing models, and models you own that are under the control of your opponent when checking for control.

Victory Conditions

The first player to earn 2 control points immediately wins the game.

A player also wins the game when he has the only remaining warcaster or warlock in play.

Awards

Champion Medal

The Champion medal goes to the player with the most Wild Revelry points.

Participation Patches

All players participating in Longest Night: The Witchfire Ascendant are eligible to receive a special event patch.

Appendix: Frenzy Rules

For those who do not have a copy of *HORDES: Primal Mk II* available, the applicable paragraphs of the frenzy rules are included here, adjusted to cover the Longest Night Thralls.

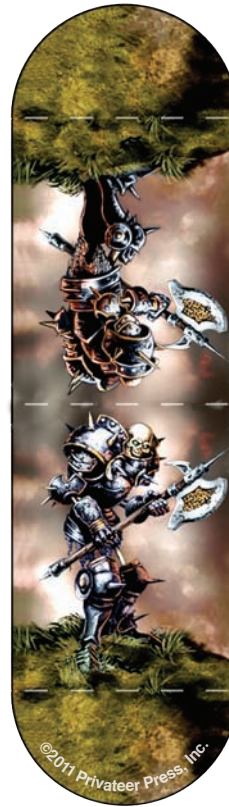
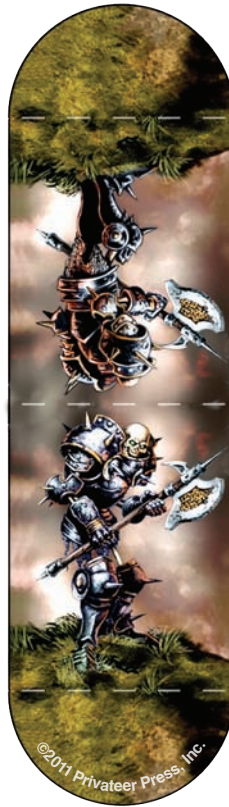
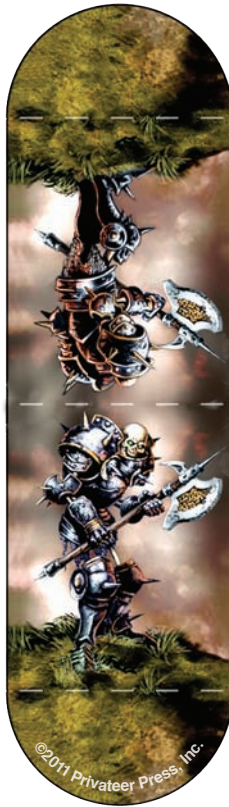
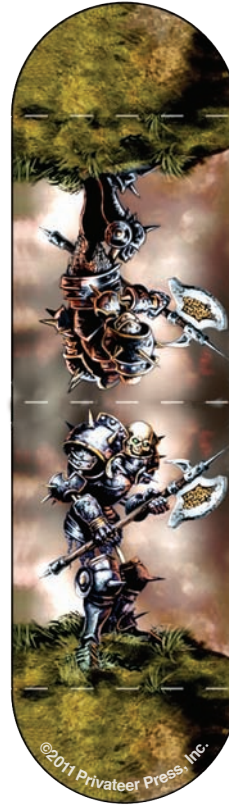
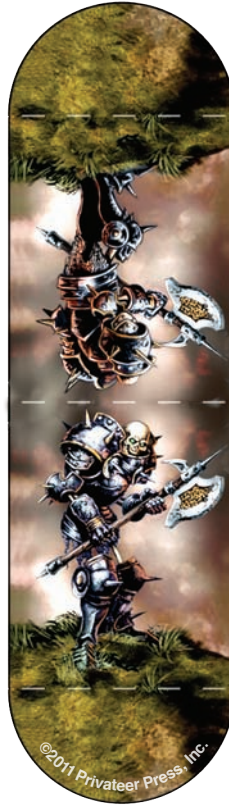
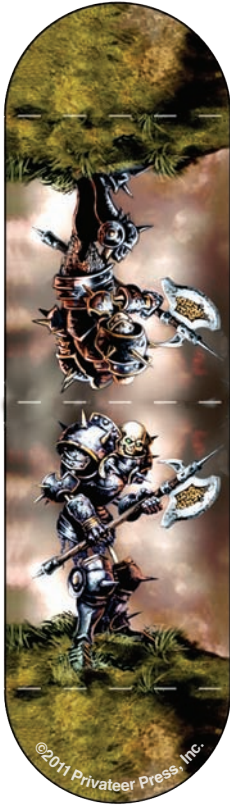
A frenzied model immediately activates and attempts to attack another model. First determine the frenzy target—the model the frenzied model will try to attack—then the frenzied model can move and attack depending on the circumstances and location of the frenzied model and its frenzy target.

Check the following conditions in order. The first valid condition determines the frenzy target and how the frenzied model will act during its activation. If multiple models match a condition, choose among them randomly.

1. Enemy model in the frenzied model's melee range. Frenzied model forfeits movement and makes combat action as described below.
2. Friendly model in the frenzied model's melee range. Frenzied model forfeits movement and makes combat action as described below.
3. Closest enemy model engaging the frenzied model. Frenzied model advances toward the model to get it into melee range and LOS, directly faces it, then makes its combat action as described below.
4. Closest model in LOS of the frenzied model. Frenzied model charges the model. If unable to charge, the frenzied model advances toward the model to get it into melee range and LOS and then directly faces it. The frenzied model makes its combat action as described below.
5. Closest model. Frenzied model advances toward the model to get it into melee range and LOS, directly faces it, then makes combat action as described below.

If a frenzied model is required to forfeit its movement or action and its frenzy target is met by condition 1 or 2, it will forfeit its movement. Otherwise it will forfeit its action. If a frenzied model is knocked down and its frenzy target would be met by condition 1 or 2 after standing up, it will forfeit its movement. Otherwise it will forfeit its action.

A frenzied model makes its combat action in a particular way. It never makes special attacks. It chooses the initial melee attacks option and makes one attack with its highest POW melee weapon and then forfeits the rest of its initial attacks. All attacks it makes that activation have boosted attack and damage rolls. The frenzied model cannot make any additional attacks.



You may photocopy these tokens for the Longest Night event.

Tent Exit



Tent Exit

FOLD


LONGEST NIGHT THRALL
SOLO

LONGEST NIGHT THRALL

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	3	3	10	12	6

AXE

POW	P+S
5	11


LONGEST NIGHT THRALL**LONGEST NIGHT THRALL**

BONDS OF DEATH - This model never attacks Alexia or Longest Night Thralls and cannot choose those models as its frenzy target.

CREATED - This model does not begin the game in play.

FRENZIED - This model automatically frenzies during its activation.

SPELL WARD - This model cannot be targeted by spells.



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