



# CONVERGENCE OF CYRISS

## RELEASE EVENT

This format is a WARMACHINE and HORDES event that features fast-paced duels between warcasters, warlocks, and their elite battle groups. This event coincides with the release of *Forces of WARMACHINE: Convergence of Cyriss* and encourages players to meet unique goals to earn Cipher points over the course of the day in a casual, free-play environment.

### **PLAYER RESPONSIBILITIES**

Players participating in the *Forces of WARMACHINE: Convergence of Cyriss* release 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 can 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, 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 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 Stryker model is not a substitute for Caine.

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 Cipher points for accomplishments in games, army construction, and modeling. 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 can play during the course of the event.

## **BUILDING YOUR ARMY**

Army lists can only consist of warcasters, warlocks, warjacks, and/or warbeasts.

The EO will decide on the army point level for all event games before the event begins. We recommend that this level not change during the event. Additionally we recommend 25 points as the army point level for this event.

## **UPGRADES**

Each game, you can choose one upgrade for your faction and apply it to any single warjack or warbeast in your army for the entirety of the game. You can choose a different upgrade each game. Upgrades do not persist from game to game.


### **CYGNAR**

- Upgrade 1: This model gains Snipe. (A model with Snipe gains +4 RNG to its ranged weapons.)
- Upgrade 2: This model is allocated 2 focus during each of its controller's control phases.
- Upgrade 3: This model ignores the effects of disabled cortex and movement systems. When all its damage boxes have been marked, the warjack is still wrecked as normal.

### **PROTECTORATE OF MENOTH**

- Upgrade 1: This model cannot be targeted by non-magical ranged attacks.
- Upgrade 2: This model gains Sacred Ward. (A model with Sacred Ward cannot be targeted by enemy spells.)
- Upgrade 3: This model gains Defender's Ward. (A model with Defender's Ward gains +2 DEF and ARM.)

### **KHADOR**

- Upgrade 1: This model gains Pathfinder  and Hunter. (A model with Hunter ignores forests, concealment, and cover when determining LOS or making a ranged attack.)
- Upgrade 2: This model gains Superiority. (A model with Superiority gains +2 SPD, MAT, and DEF and cannot be knocked down.)
- Upgrade 3: This model gains Tactical Supremacy. (A model with Tactical Supremacy can advance up to 3" after all models have ended their activations this turn.)


### **CRYX**

- Upgrade 1: Enemy models hit by this model's melee attacks suffer Curse of Shadows. (A model affected by Curse of Shadows suffers -2 ARM and cannot make free strikes. A model can advance through an affected model if it has enough movement to move completely past its base.)
- Upgrade 2: This model gains Dark Shroud. (While in the melee range of a model with Dark Shroud, enemy models suffer -2 ARM.)
- Upgrade 3: This model gains Poltergeist. (When an enemy model misses a model that has with an attack, immediately after the attack is resolved you can choose to push the enemy model d3" directly away from the attacked model.)

### **RETRIBUTION OF SCYRAH**

- Upgrade 1: Warjacks within 3" of this model cannot be allocated focus. Huge-based models cannot gain this upgrade.
- Upgrade 2: When this model directly hits a warjack or warbeast with a ranged attack, the model hit loses the focus or fury points on it.
- Upgrade 3: This model gains double SPD for the first round of the game.

### **CONVERGENCE**

- Upgrade 1: This model gains an additional die to its attack and damage rolls against huge-based models.
- Upgrade 2: Model's directly hit by this model's attacks suffer Stall. (A warjack hit by this attack suffers the Stall continuous effect. While a warjack is suffering Stall, its base DEF becomes 7 and it cannot run or charge.)
- Upgrade 3: This model gains Gunfighter  and Virtuoso. (A model with Virtuoso can make melee and ranged attacks during the same combat action. When the model makes its initial attacks, it can make both its initial ranged and melee attacks.)

## MERCENARIES

- Upgrade 1: This model's melee attacks gain Knockdown. (When a model is hit by an attack with a weapon that has Knockdown, it is knocked down.)
- Upgrade 2: This model gains Iron Aggression. (A model with Iron Aggression can run, charge, or make slam or trample power attacks without spending focus and gains boosted melee attack rolls.)
- Upgrade 3: This model gains Powerful Attack on one ranged weapon of its owner's choice. (When attacking with a weapon that has Powerful Attack, a model can spend 1 focus point to boost all attack and damage rolls for the attack.)

## TROLLBLOODS

- Upgrade 1: This model gains Rage. (A model with Rage gains +3 STR.)
- Upgrade 2: This model gains Stumbling Drunk. (A model with Stumbling Drunk cannot be knocked down. If it is hit by an enemy attack anytime except while it is advancing, after the attack is resolved this model is pushed d3" in a direction determined by the deviation template, then its controller can choose its facing.)
- Upgrade 3: When this model heals from Snacking or Regeneration, instead of rolling to determine how many damage points it heals, this model heals the maximum amount allowed by that ability.

## CIRCLE ORBOROS

- Upgrade 1: This model's attacks gain Purgation. (A model gains an additional die on attack and damage rolls with a weapon that has Purgation against models with an enemy upkeep spell on them.)
- Upgrade 2: During the Maintenance Phase you can place this model completely within 4" of its current position. This model cannot be placed again this turn but can move and attack normally.
- Upgrade 3: This model gains Prey. (After deployment but before the first player's turn, choose an enemy model/unit to be this model's prey. This model gains +2 to attack and damage rolls against its prey. When this model begins its activation within 10" of its prey, it gains +2" movement that activation. When the prey is destroyed or removed from play, choose another model/unit to be the prey.)

## SKORNE

- Upgrade 1: This model gains Side Step. (When a model with Side Step hits an enemy model with an initial melee attack or a melee special attack that is not a power attack, it can advance up to 2" after the attack is resolved. It cannot be targeted by free strikes during this movement.)
- Upgrade 2: This model gains Soul Taker. (A model with Soul Taker gains one soul token when a living enemy model is destroyed within 2" of it and can have up to three soul tokens at a time. During its activation, a model with Soul Taker can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.)
- Upgrade 3: Enemy warbeasts within this model's CMD range suffer -2 THR and STR.

## LEGION OF EVERBLIGHT

- Upgrade 1: This model gains Flight. (A model with Flight can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. A model with Flight ignores intervening models when declaring its charge target.)
- Upgrade 2: This model's melee attacks gain Open Fist (👊), Reach (👊), and Continuous Fire (🔥).
- Upgrade 3: This model gains Sprint. (At the end of the activation of a model with Sprint, if it destroyed one or more enemy models with melee attacks that activation it can make a full advance.)

## MINIONS

- Upgrade 1: This model cannot frenzy. During its controller's Control Phase you can remove any number of fury from this model.
- Upgrade 2: This model gains Awakened Spirit. (A model with Awakened Spirit can use its animus once during its activation without being forced. A warbeast that uses its animus as a result of Awakened Spirit cannot also be forced to use its animus that activation.)
- Upgrade 3: This model gains Arc Node (⚡).



## CIPHER POINTS

Cipher point boxes are checked off at the end of each game by the EO. One game may fulfill the requirements for multiple Ciphers.

### UNLIMITED

A player can be awarded each unlimited Cipher multiple times during the event.

- Play a complete one-on-one game: 1 point
- Win a one-on-one game: 1 point

### LIMITED

A player can be awarded each limited Cipher only once during the event.

- Play with a fully painted army: 2 points
- Play against five or more different opponents: 2 points
- Play with three different warcasters or warlocks throughout the event: 2 points
- Destroy the Power Node: 1 point
- Channel five spells through the Power Node in a single game: 2 points
- Play with a Convergence of Cyriss army or against a Convergence of Cyriss player: 1 point
- Create your own 120 mm Power Node: 3 points
- Create your own forest, hill, shallow water, or linear obstacle terrain: 1 point each
- Destroy three or more enemy heavy warjacks or heavy warbeasts in a single turn: 2 points
- Use all your faction's upgrades throughout the course of the event: 2 points.
- Cause collateral damage to three or more models with a single power attack: 2 points

## AWARDS



### **IRON PRODIGY**

The Iron Prodigy medal goes to the Convergence player with the most Cipher points.



### **FORGE MASTER**

The Forge Master medal goes to the player with the most Cipher points. A player cannot win both the Forge Master and the Iron Prodigy award.



### **ARCHITECT**

The Architect medal goes to the player with the finest painted army, as determined by their peers. At the end of the event, all participants should cast a secret ballot with the EO on who they think has the best painted army. In the case of a tie, the player with the highest amount of Cipher points wins.



# SCENARIO: POWER SURGE

## DESCRIPTION

You and an opposing force have stumbled upon an enigmatic structure created by the Convergence of Cyriss. Use its unique powers to achieve victory, or destroy it to deny your opponent its benefits.

## SETUP

Divide the table into nine 16" x 16" zones.

The first player places a piece of terrain in each of the three zones on his side of the table as indicated by the map below. The second player then places a piece of terrain in each of the three zones on his own side. The first player then places terrain in any one of the middle zones, followed by the second player placing terrain in one of the remaining two empty zones.

Place a 120 mm-based objective in the center of the zone that now has no terrain. This objective is the Power Node.

Additional terrain cannot be placed within 3" of the Power Node or any other piece of terrain.

## SPECIAL RULES

This scenario uses the Power Node objective. The Power Node is a friendly model to all players.

## VICTORY CONDITIONS

A player wins the game if he has the only warcaster or warlock in play.

