



# HARDCORE™

In Hardcore 2014 tournaments, players face off in a series of WARMACHINE and HORDES matches to test their mettle in an unforgiving environment. Insanely fast time limits, detailed painting requirements, and only one army list make this a format for experienced players who want to push the limits of their endurance and skill. Multiple awards provide players with opportunities to claim victory even if they aren't undefeated when the smoke clears.

All the requirements below must be met in order to host an officially sanctioned WARMACHINE and HORDES Hardcore 2014 event. All Hardcore 2014 tournaments must be pre-approved by Privateer Press, and only approved tournaments will receive Hardcore 2014 medals for prize support.

## **HARDCORE 2014 TOURNAMENT REQUIREMENTS**

- Convention attendee minimum: 100
- Tournament participant minimum: 32
- Qualifiers: Not allowed. Tournament must be open to all players.
- Format: 35-, 50-, or 75-point Hardcore
- Prize support: Hardcore medals (\$50.00 USD). Prizes must be purchased from Privateer Press.

## **PLAYER RESPONSIBILITIES**

### **LOGISTICS**

Players participating in a Hardcore 2014 event must bring all their own models, stat cards, dice, measuring devices, markers, tokens, and templates required for play. Players must place appropriately sized templates on the affected area of the table to represent AOE effects and any terrain

that their army generates. (This does not include CMD or CTRL area effects and terrain.) Tokens representing in-game effects such as focus, fury, spells, and abilities are required and must be placed next to the affected model(s). If a token or template is not present, the effect is not present. Players can use the AOE and effect markers provided at <http://privateerpress.com/organized-play/armory>.

Players can also use the War Room application during Hardcore 2014 events. When using War Room during an event a player can: mark damage on War Room cards instead of physical stat cards; reference model and game rules from War Room instead of physical stat cards or rulebooks; and show Event Organizers (EOs) and opponents a Theme Force's rules on War Room. Players must still share their model stats, damage, and so on with their opponent whether or not that opponent has War Room. If a player's War Room device fails during a game and the information cannot be recovered in a timely manner, the player concedes that game.

### **ARMY LIST**

Players can bring only one army list to Hardcore 2014 events. Players must bring two legible copies of their army list complete with point costs. Army list point totals cannot exceed the point size chosen for the game and cannot be more than 2 points under the point size chosen for the event. A 50-point High Exemplar Kreoss army, for example, must include 53 to 55 points of models. Any player-determined model relationships (attached, marshaled, etc.) must be specified.

Hardcore 2014 allows all released Theme Forces to be used. Players using a Theme Force must have the Theme Force available for the EO's reference (in order to verify the army list) and for the opponent's reference (in order to view the Theme Force's special rules). Permission is hereby granted to photocopy the Theme Forces section from the WARMACHINE and HORDES expansion books, as well as

any Theme Forces appearing in *No Quarter* magazine, for personal, non-commercial use only and subject to the terms found within those original source materials.

**MODELING AND PAINTING**

All models used in Privateer Press organized play events must be Privateer Press miniatures from the WARMACHINE or HORDES lines. Non-Privateer Press models are not permitted. Models that have not yet been released to the general public at the time of the event are not permitted, unless those models are readily available at the event venue (such as convention-release models in tournaments at that convention). The Extreme versions of models are acceptable for use in organized play.

The promotional miniatures listed in the table below are legal substitutes for the corresponding standard miniatures.

Promotional Miniature	Standard Miniature
Druid Gone Wilder	Circle Orboros Druid Wilder solo
Bombardier Bombshell	Khador Man-O-War Bombardier trooper model
Steelsoul Keg Protector	Convergence of Cyriss Steelsoul Protector solo
Gorman di "Sea" Wulfe Volunteer Exclusive	Gorman di Wulfe solo

To use these promotional miniatures, the player must provide the standard miniature's stat card so that both players can see the corresponding stats and abilities. Additionally, the player's unit must clearly show which model is the Unit Commander. For example, a player could replace multiple models in his original Man-O-War Bombardier unit with Bombardier Bombshell models, including the leader, as long as he clearly indicates which model is the Unit Commander.

All models in Hardcore 2014 events must be completely painted. This means that every model must be painted with a reasonable diversity of color and that individual elements of the model must be distinguishable by color or shading. For instance, flesh must be a different color than hair or clothing, and metal must be a different color than leather. The base is part of the model, so don't neglect it! Bases must be finished with sand or flock or otherwise modeled and painted.

Models that do not meet these requirements are not eligible for play. Whether a model is completed is the decision of the EO. As a general rule, if a player feels the need to justify why a model is completed, it probably isn't. In order to be eligible for any prizes awarded based on quality and technique, the owning players must paint all presented models themselves.

**MODEL CONVERSIONS**

Players must be unambiguous about model representation. The following rules must be followed when using converted models in organized play. These rules are meant not to limit a player's modeling options but rather to allow creativity without

generating an environment that could become confusing during game play. **At his discretion, an EO can make exceptions to these rules to approve any reasonable conversion.**

A converted model must contain a majority of parts from the WARMACHINE or HORDES model for which the rules were written. For example, a Testament of Menoth conversion must be composed mostly of parts from the Testament of Menoth model. The end result of any conversion must be clearly identifiable as the intended miniature and must accurately represent its weapons and equipment as listed in its rules. Any conversions must be clearly pointed out to the opponent before the game to avoid confusion.

On warrior models, converting and swapping weapons is acceptable as long as the new weapon represents the same type of weapon as the one replaced (such as swapping one sword for another). Any feature relating to a weapon's specific rules must be maintained to avoid confusion on the tabletop. For example, a weapon with Chain Weapon must still be modeled as a chain-style weapon, and a weapon's length must be comparable when converting weapons with Reach.

Weapons cannot be swapped on warjack and warbeast models. Since many of the 'jacks utilize the same chassis and many of the beasts utilize the same torso, the weapons are the most identifiable part of the model when looking across the tabletop. Converting warjacks and warbeasts is still encouraged, but the aesthetics of the weapons must be maintained. Modifying weapons is permitted as long as the end result is easily identifiable as the intended warjack's or warbeast's proper weapon.

Models and units with available **upgrade** kits are an exception to the standard model conversion rules in three ways. First, because upgrades define an entirely separate set of stats and abilities, these parts must be clearly visible on the model or unit matching the upgrade stat card. For example, a helljack with one claw and one harpoon is not Malice; the model must have the correct head, harpoon blade, and all three spirit parts from the Malice upgrade in order to be considered Malice.

Second, once a model or unit has been converted, it can only be fielded as that model or unit. For example, a Warpwolf with the parts from the Ghetorix upgrade is not an acceptable conversion for use with a Warpwolf Stalker stat card.

Third, in the case of a unit attachment or weapon attachment upgrade, the model(s) that use the upgrade stat card must follow these rules, but the base unit follows the standard conversion policy for warrior model conversions described above. For example, a Black Dragon Officer & Standard must always use the Black Dragon upgrade stat card and an Iron Fang Pikemen Officer & Standard must always use the Iron Fang Pikemen Officer & Standard stat card, but an Iron Fang Pikemen unit without a unit attachment uses its standard stat card whether or not they have Black Dragon shields (or any other reasonable conversion).

Miniatures must be on appropriately sized WARMACHINE or HORDES bases, but scenic details can be added. The base’s perimeter must always be considered when modeling scenic details. While it is acceptable for scenic elements to overhang the base’s edge, the base itself is used for all measurements, not the scenic elements. The edge of a model’s base must not be obscured to the point that accurate measuring becomes difficult or impossible.

**SPORTSMANSHIP**

A fair and honest in-game environment is required in order for everyone to have fun. Players must accurately execute the rules of the game and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for holding their opponents to the same standards.

The EO will not be able to observe every game. If a player is made uncomfortable by something his opponent is doing—stalling, bending the rules, or outright cheating, for example—he should tell the opponent about it and explain what the opponent can do to remedy the situation in order to maintain a fair, honest, and fun in-game environment. If the behavior continues or a dispute arises, the players should call the EO and explain the situation. The EO *always* has the final word on rules questions or debates. Players must accept all rulings made by the EO whether or not they agree.

**Players must present a mature and polite demeanor to their opponents and the EO.** Failure to do so will result in immediate disqualification. An EO can also disqualify a player for any incident that is deemed unsporting. This includes, but is not limited to, offensive or abusive conduct, bullying, cheating, constant rules arguments, improper play, stalling, and other inappropriate actions. Disqualified players are not eligible for any awards or prizes and are barred from further participation in the event and any other related events.

Occasionally circumstances will prompt a player to concede a game during a tournament. Concessions are not recommended since there is almost always a chance for victory. In the case of a concession, the winning player is awarded a win, half the control points (rounding up) for a scenario win, and army points destroyed based on an assassination using current table conditions. The player who conceded receives a loss and no points in any category. An EO can disqualify a player from a tournament if a concession is deemed unsporting.

**EVENT ORGANIZER RESPONSIBILITIES**

**NUMBER OF ROUNDS**

The event runs until one player has more tournament points than any other player at the end of a round. Once this condition is met, the event ends without additional games.

Players participate in a timed format, with all players participating in every round. The number of players participating in the tournament determines the maximum number of games usually required to determine a winner, as shown in the table below.

Players	Rounds
32	5-round event
33 to 64	6-round event
65 to 128	7-round event

**FIRST-ROUND PAIRINGS**

Shuffle all the tournament record sheets together. Take the top two sheets and set them aside as the first pairing. Without shuffling the pile again, remove the next two sheets as the second pairing, and repeat the process until all players have an opponent. If there is an odd number of players, see “Byes and Odd Number of Players” below. Once the pairings are completed, note the opposing player’s name on each player’s sheet to track that player’s opponents. Record the tournament points (1 for a win, 0 for a loss or tie), control points, and army points destroyed for each player when the round ends.

**SUBSEQUENT PAIRINGS**

After the first round, all pairings and ranks are based on tournament point subtotals and pairings from previous rounds. After all games in the previous round have been completed, sort the tournament record sheets into piles based on the number of tournament points. Shuffle each pile.

Take the top sheet of the pile with the greatest number of tournament points and choose the first opponent in the pile whom he has not already played. Set this pair aside and repeat the process. When the first pile is done, move to the next pile. If a pile has an odd number of players, pair the last player against someone from the pile with the next-highest tournament points. Do not do this with any individual player more than once per event. Again, once all the pairings are completed, write the opposing player’s name in the appropriate column on each player’s sheet. It might take several attempts to find pairings that avoid duplicating match-ups.

**BYES AND ODD NUMBER OF PLAYERS**

In the case of an odd number of players, one player receives a bye. A player who receives a bye does not play in the current round. Instead, he receives 1 tournament point, half the control points (rounded up) for a scenario win, and half the army point level (rounded up) for the event.

In the first round, the EO randomly determines which player receives the bye. In subsequent rounds, the EO randomly selects a player from those with the lowest tournament point totals. The EO should ensure that the same player does not receive a bye more than once per event.

## GAME TIMING

Base round length and turn length are determined by the point size of the event, as shown in the table below.

Event Point Size	Base Round Length (minutes)	Turn Length (minutes)
35	70	5
50	100	7
75	120	10

Each round in a Hardcore 2014 event has a variable **round length**. Before each round begins, the EO rolls a d3 and multiplies the result by five; this result is the variable in minutes. He then rolls a d6 to determine whether the variable is subtracted from (on a result of 1–3) or added to (on a result of 4–6) the base round length shown above to determine the overall round length. The EO does not announce the result of this roll or reveal the amount of time remaining in a game to players.

d6 Roll	Overall Round Length
1–3	Subtract variable from base round length
4–6	Add variable to base round length

After the round time has expired, the EO calls “**dice down.**” If a player has already begun to physically move a model, he finishes movement for that model, then the turn and game end. If the player is in the process of making a roll of any kind, he completes that single roll, then the turn and game end. If the roll is an attack roll that directly hits its target, resolve the damage roll as well.

At dice down, resolve all end-of-turn effects, including the removal of models if applicable. Models that have not yet entered play or were removed from the table do not enter play and do not count as destroyed. Dice down or assassination prompts a final iteration of scenario scoring even though the game is over. An assassination victory always takes priority over a scenario win. If a game does not have a clear winner after dice down, check the scenario for how to determine the winner.

## TURN TIMING

There are no extensions in Hardcore 2014. Instead, a timed **turn length** is used to ensure a fair play environment. This time limit is based on the point size of the event. A player’s turn time begins after the resolution of continuous effects.

If a player is moving a model when his turn time expires, he finishes moving that model, then his turn ends. If a player is in the process of making a roll of any kind after movement is complete, he completes that single roll, then his turn ends. If the roll is an attack roll that directly hits its target, resolve the damage roll as well.

When a player moves a model, rolls dice, or takes time to make decisions during the *other* player’s turn, the player whose turn it is can choose to stop the clock while these actions are resolved.

## TERRAIN

Terrain is a key element in WARMACHINE and HORDES games and should be relatively balanced on a table. Terrain pieces should present a choice for the player who wins the starting roll. For example, if one side of the table contains a forest, a hill, and a linear obstacle, the other side should contain terrain that provides concealment, elevation, and cover as well, but the terrain may be positioned in a more advantageous defensive position.

As a general rule, an average table should contain five to seven pieces of terrain placed closely enough to eliminate large open areas without unduly constricting movement. The size of terrain pieces is also important. No piece should be insignificantly small or extremely large; pieces from 4” to 7” in length and width are best.

The exact type, number, and placement of terrain pieces are up to the EO, but the following guidelines must be followed when setting up tables:

- Do not place terrain within deployment zones. This does not apply to Advance Deployment zones.
- All terrain pieces must be placed at least 3” away from other terrain pieces. This includes terrain pieces or wreck markers granted by Theme Force bonuses.
- Do not place obstructions or impassable terrain within zones, within 4” of flags, or within 4” of objectives. Note that all other terrain types can be placed within these areas.

EOs can choose to fully represent the zones presented in the scenario packet with templates or to mark only the corners of rectangular zones and the center points of circular zones. If center or corner markers are used, players can measure the zone whenever it is relevant to fulfilling scenario conditions. Any attempted abuse of this rule is grounds for disqualification. If an objective, flag, or zone is inadvertently moved, pause the clock and reset the zone marker’s position. If scenario scoring occurred while a marker was in an incorrect position, the control points stand, even if the error is noticed after the fact.

## STARTING THE GAME

Both players roll a d6 for the starting roll. The player with the higher result can choose to be the first or second player. The second player chooses his table edge. The first player deploys first and takes the first turn. The EO has the option to predetermine table edges for players in order to save time during deployment.

## FINAL STANDINGS

At the end of the event, determine player ranks by total number of tournament points. A player gains **1** tournament point for a win and **0** for a loss or draw. If two players

have the same number of tournament points, the player with the most assassination wins earns the higher rank. If assassination wins are also tied, the player who accrued the most enemy army points destroyed throughout the tournament earns the higher rank.

### **HARDCORE 2014 AWARDS**

**Vanquisher** – If one player has more tournament points at the end of a round than any other player, that player wins the Vanquisher award and is declared champion.

**Mage Hunter** – A player who wins a round via assassination victory records the total number of non-warcaster/warlock enemy models he destroyed or removed from play during the game. This is the player's Mage Hunter score for the round. Models destroyed or removed from play by the opponent are not counted. At the end of the event, the player with the lowest single Mage Hunter score from any round wins the Mage Hunter award.

In the case of a tie, the player with the next lowest Mage Hunter score (or sequence of scores, if necessary) among the tied players wins the award. In the case of a further tie, if the tied players have already played each other, the winner of that game wins the award. If the tied players have not played each other, they must now play each other, and the award goes to the winner.

**Executioner** – During each round, players tally the number of enemy army points destroyed or removed from play, using the guidelines below. The player with the highest total enemy army points destroyed or removed from play at the end of the event wins the Executioner award. In the case of a tie, the player with more assassination victories wins the award.

- When calculating model value, use the values printed on the model/unit's card even if that model/unit was created during the game (e.g., Prime Axiom Servitors) or received a discount during army building (e.g., the Call of the Wild Tier 4 Theme Force benefit).
- Warcasters and warlocks are worth 5 army points each.
- Warjacks and warbeasts are worth their card's listed point cost. Ignore models that are inert or wild.
- Models and units are worth their card's listed point cost. Units below 50% of their starting number (rounding up) are worth 50% of their army points (rounding up) including all attachments.
- If a list contains two or more multiple-model solos, all casualties are counted toward one of the solos until it is completely destroyed.

**Master Craftsman** – The player with the finest painted army, as determined by appointed painting judges, wins the Master Craftsman award.

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## 2014 SCENARIO: DEATH MATCH

### SPECIAL RULES

Mark a zone (12"-diameter circle) in accordance with the diagram below. A player can measure 14" from any board edge during his warcaster/warlock's activation.

- At the end of each player's turn, starting on the first player's second turn, if a player ends his own turn with a friendly warcaster or warlock that is completely within 14" of a board edge, his opponent gains one Pressure Point.
- At the end of each player's turn, starting on the second player's second turn, if the player controls or dominates the zone he gains one Pressure Point.
- A player controls the zone if he owns one or more models that are not immobile, fleeing, wild, or inert within it and no opponent contests it. A player owns the models in his fielded army list and any models created by abilities of those models. There are no additional requirements for solos, warjacks, or warbeasts. For a non-warcaster/warlock unit to control a zone, the unit must contain 50% or more of its starting number (rounding up) and all those remaining models must be within the zone.
- A player dominates the zone if he owns one or more warcaster/warlock models within it and no opponent contests it. When two or more warcasters/warlocks dominate the zone, only the active player's warcaster/warlock dominates. A player cannot control and dominate the zone in the same turn.
- A player must control at least one model within the zone to contest that zone. Warcasters, warlocks, inert warjacks, wild



**Tactical Tip:** Only the active player dominates when multiple players dominate a zone.

warbeasts, models that are fleeing, and models that are out of formation cannot contest.

- When a player gains a Pressure Point his opponent's warcaster(s)/warlock(s) suffer 5 points of magical damage ☹️ that cannot be transferred. Additionally, the warcaster(s)/warlock(s) lose Tough, cannot be healed, and cannot have damage removed for one round. If the Pressure Point is gained by dominating the zone, increase the damage suffered by 2 points.

### VICTORY CONDITIONS

The player with the last remaining warcaster or warlock wins the game.

If time runs out before a player has won the game via assassination victory, the player with the most Pressure Points wins the game.

If Pressure Points are tied, tally the point cost of the remaining models and units owned by each player, using the guidelines below. The player with more army points worth of models remaining wins the game.

- When calculating model value, use the values printed on the model/unit's card even if that model/unit was created during the game (e.g., Prime Axiom Servitors) or received a discount during army building (e.g., Call of the Wild Tier 4 Theme Force benefit).
- Double the value of non-warcaster/warlock models and units (rounded up) within the zone.
- Ignore models without a PC, inert warjacks, wild warbeasts, and fleeing models.
- Warcasters and warlocks are worth 5 points regardless of warjack/warbeast points. Warcasters and warlocks consisting of multiple models with the warcaster/warlock type are worth only 5 points regardless of the number remaining.
- Warjacks and warbeasts are worth their card's listed point cost.
- Non-warcaster/warlock units and unit attachments are worth points equal to the unit's point cost. Ignore units that have fewer than 50% (rounding up) of their starting number remaining in play. To qualify for doubling, all the remaining models must be within the zone. Models with the Attachment ability add to the unit's value and also add to the number of models needed to meet the 50% requirement. For example, ten Long Gunners need five or more models in play to be worth 10 points, and twelve Long Gunners (including their unit attachment) need six or more models to be worth 12 points.
- Solos are worth their card's listed point cost. Ignore multiple-model solos that have fewer than 50% (rounding up) of their starting number remaining in play. To qualify for doubling, all the remaining models must be within the zone. For example, at least three out of five Whelps must remain and all must be within the zone in order to double the value.

