



WARMACHINE® HIGH COMMAND™



RELEASE EVENT

This event coincides with the release of *WARMACHINE High Command* and allows players to earn Command points over the course of the day in a casual, free-play environment.

PLAYER RESPONSIBILITIES

DECK CONSTRUCTION

Players can use any warcasters, detachments, and cards throughout the event. Each player's reinforcement deck must be exactly 36 cards (not including warcasters or warlocks). Each detachment must be exactly 12 cards and all three detachments must match one of the detachment colors on a different one of the player's three warcasters. During this event, players will play with the standard detachments as provided in the *WARMACHINE High Command* core set and cannot customize their detachments as detailed in the

High Command core rules. Similarly, players can only use the location and event cards contained within the core set as well.

Players can use plastic card sleeves to protect their cards, but if they do so, all sleeves must be identical to avoid marking individual cards. Players using sleeves must also bring extras to sleeve location cards that are added to their deck during game play. Players should be careful not to accidentally take another player's location card that was added to their deck during game play.

BEGINNING A MATCH AND SHUFFLING

Before each game, all players should roll a d6. The player with the highest roll goes first, with play continuing clockwise from them. In the case of a tie for highest roll, the tied players should reroll to determine who is first player.

The first player is responsible for shuffling the event and location decks properly. At the start of each round, the first player is responsible for revealing the top card of the event deck and informing the other players of its effects.

All players must shuffle their own decks prior to the beginning of the game. Each time a player shuffles, the player to their left should cut their deck before cards are drawn.

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 Event Organizer (EO) will not be able to observe every game. If your opponent is doing something that is making you uncomfortable—stalling, bending the rules, or outright cheating—tell your opponent about it. Explain what he 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, 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.

EVENT RULES

This event uses a free-play format that awards players Command points for accomplishments earned during game play. Score sheets are provided to track points gained by

fulfilling certain requirements. There is no limit to how many games a player can play during the course of the event.

COMMAND POINTS

Command point boxes are checked off at the end of each game by the EO. One game can fulfill the requirements for multiple accomplishments.

UNLIMITED

A player is awarded Command points for the unlimited options below each time they are completed.

- Play a one-on-one game: Each game finished awards 1 point.
- Play a multiplayer game: Each game finished awards 2 points.
- Win a one-on-one game: 1 point
- Win a multiplayer game: 2 points

LIMITED

A player can be awarded Command points for the limited options below only once during the event.

- Play with three different factions during the course of the event: 2 points
- Capture four locations in a single game: 3 points
- Score 20 or more VPs in a single game: 2 points
- Destroy three or more cards belonging to the same opponent in a single battle: 2 points.
- Deploy or Rush three warjacks to any number of locations in a single turn: 2 points
- Use every detachment available to a single faction during the course of the event: 1 point
- Spend over 12 WAR or over 12 CMD in a single turn: 2 points
- End a game with more than 25 cards total in your hand, deck, and discard pile (does not include your occupying forces pile): 3 points

AWARDS

The following cards are available as awards for this event: Captain Jeremiah Kraye, Thyra Flame of Sorrow, Kommander Strakhov, and Witch Coven of Garlghast.

Divide the total number of cards you have available as prizes by the number of participants in this event and round down. This number is the total number of cards a single player may win by participating in this release.

For every 5 points a player earns he may select a card from the award pool as their reward. Once a player has earned the maximum number of cards available for this event, he may still earn points but can no longer earn cards from the award pool.



WARMACHINE HIGH COMMAND LAUNCH EVENT COMMAND POINTS SCORE SHEET



Player Name:	PP Forum Name:
Faction/Pact:	

Command Point boxes are checked off at the end of each game. One game may fulfill the requirements for multiple Command Points.

UNLIMITED		
Unlimited command points may be awarded multiple times.		
Play a one-on-one game	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 point per
Play a multiplayer game	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2 points per
Win a one-on-one game	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 point per
Win a multiplayer game	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2 points per

LIMITED		
Limited command points are awarded only once during the event.		
Play with three different factions during the course of the event	<input type="checkbox"/>	2 points
Capture four locations in a single game	<input type="checkbox"/>	3 points
Score 20 or more VPs in a single game	<input type="checkbox"/>	2 points
Destroy three or more cards belonging to the same opponent in a single battle	<input type="checkbox"/>	2 points
Deploy or Rush three warjacks to any number of locations in a single turn	<input type="checkbox"/>	2 points
Use every detachment available to a single faction during the course of the event	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	1 point
Spend over 12 WAR or over 12 CMD in a single turn	<input type="checkbox"/>	2 points
End a game with more than 25 cards in your hand, deck, and discard pile (does not include your occupying forces pile)	<input type="checkbox"/>	3 points