



**CRUSH HOUR™**  
**LEAGUE**



## OVERVIEW

In Crush Hour Leagues, players build their Monsterpocalypse forces over the course of four weeks as they compete against other participants for the title of league champion. A Crush Hour League is ideal for groups of four or more players.

## PLAYER RESPONSIBILITIES

Players participating in a Crush Hour League must bring all their own models, stat cards, dice, tokens, and maps required for play.

Proxy bases and proxy models are not allowed in Crush Hour events.

## LEAGUE PLAY

Over the course of four weeks, players assemble, paint, and play with their new models as they build toward having a full-size two-monster force. Each week, rules are set to restrict the size of players' forces so that everyone is playing on a level field. Tracking results each week is simple: players only need to record how many games they played and how many of those games they won, using the included player sheet.

Painting is also highly encouraged, as players who paint the entirety of their force by the end of the league can earn prizes.

## MODELING & PAINTING

Privateer Press encourages players to have a fully painted force on the table. Games with painted models are more interesting to watch and generally enhance the experience for all. Although painting is not required, players are encouraged to show off all aspects of the hobby.

All models used in Crush Hour Organized Play events must be Privateer Press models from the Monsterpocalypse hobby line of models. Older pre-painted Monsterpocalypse models are not eligible for play. Each model must be fully assembled and mounted on a square base of the appropriate size. The use of non-Privateer Press models, unassembled models, or inappropriately based models is not permitted.

Elite units that are painted or based must be clearly distinguishable from grunt units of the same type in a player's force.

Models that have not yet been released to the general public at the time of the event are not permitted in Organized Play events unless those models are readily available at the event venue itself (e.g., a convention-release model in a tournament held at that convention).

## MODEL CONVERSIONS

The following rules apply to the use of converted models in Privateer Press Organized Play events. These rules are intended solely to ensure that models on the table are represented legally and unambiguously, not to unduly limit a player's modeling options. An event organizer (EO) can make exceptions to these rules to approve any reasonable conversions.

- Models cannot be converted in such a way that any part of the model represents the intellectual property of any party except Privateer Press, including copyrighted logos, symbols, iconic elements, or other iconography.
- The majority of a converted model's volume must be composed of parts from Privateer Press models. To avoid confusion, the conversion should include iconic elements of the model it is intended to represent.
- Conversions can include parts from models in the WARMACHINE & HORDES line of models.
- Models must be mounted on appropriately sized square base. Added scenic details can overhang the base's edge but must not obscure the edge in a way that makes accurate model placement during a game difficult or impossible.
- A player cannot use a model as a proxy (stand-in) for another model.
- Any conversions must be clearly pointed out to the opponent before the game, and the end result of any conversion must be clearly identifiable as the intended model.

The golden rule of converting models for tournament play is simply this: *If the EO cannot independently, easily, and accurately determine which model your conversion represents, the model is not tournament legal.*





## EVENT ORGANIZER RESPONSIBILITIES

The EO can, and is in fact encouraged to, modify any guidelines or rules found in this document to accommodate the specific needs of the players in an event.

## LEAGUE SCHEDULE & FORCE COMPOSITION

The Crush Hour League Schedule below shows the composition of players' forces each week of the league.

WEEK	FORCE COMPOSITION
1	Starter Box or Starter Box equivalent
2	Add 1 unit blister and 2 buildings
3	Add 1 unit blister and 2 buildings
4	Add 1 unit blister and 1 Monster

At the start of each week, players must submit their force list to the EO for that week. Players cannot alter their force list during the week; they may only do so at the beginning of each new week.

Players must begin the league using one of the forces described in the "Starting Forces" section below, unless the EO approves otherwise. At the start of each week after the first, when players submit their force list to the EO, their new list must contain all the models used in their previous week's force list.

A player can play as many games each league week as they like, but they cannot record a game against an opponent when the last game they played was against that same opponent. For instance, if Jeff plays Josh and records his game on his player sheet, he cannot record any more games against Josh until he has played at least one different opponent.

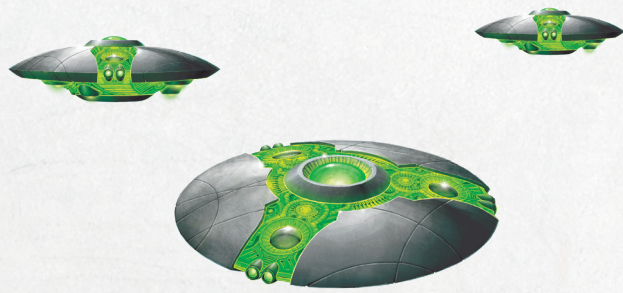
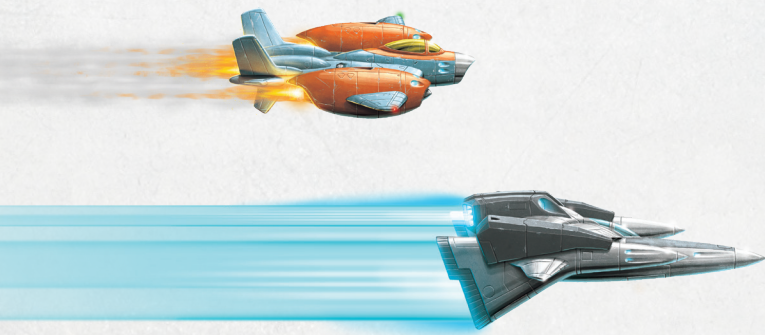
## ALTERNATE CASUAL LEAGUE SCHEDULE

For groups looking for a more relaxed league schedule in order to have more time to assemble and paint models as well as to learn the strategy of Monsterpocalypse, we recommend using the more casual alternate schedule below.

WEEK	FORCE COMPOSITION
1	Starter Box or Starter Box equivalent
2	Add 1 unit blister
3	Add 2 buildings
4	Add 1 unit blister
5	Add 2 buildings
6	Add 1 unit blister and 1 Monster







## STARTING FORCES

A player's starting force is composed of a single monster, five units, and six apartment buildings. Players must use the models found either in the Protector Starter Box, the Destroyer Starter Box, or one of the Starter Box equivalents below.



### MARTIAN MENACE STARTER BOX EQUIVALENT

- Deimos-9
- (3) Vanguard, (1) Elite Vanguard, (1) Hunter
- (6) Apartment Buildings



### LORDS OF CTHUL STARTER BOX EQUIVALENT

- Yasheth
- (3) Spitters, (1) Elite Spitter, (1) Taskmaster
- (6) Apartment Buildings



### SHADOW SUN SYNDICATE STARTER BOX EQUIVALENT

- Zor-Maxim
- (3) S-Type Shinobis, (1) Elite S-Type Shinobi, (1) Interceptor
- (6) Apartment Buildings



### TERRASAURS STARTER BOX EQUIVALENT

- Terra Khan
- (3) Carnidons, (1) Elite Carnidon, (1) Spikodon
- (6) Apartment Buildings

## MAP SELECTION

Players can use any official Monsterpocalypse map in their league games. Before the game begins, players roll off like normal to determine who will take the first turn. The player who goes second chooses the map the players will use for their game.

## RECORDING GAME RESULTS & LEAGUE CHAMPION

At the end of a game, each player should track the following information on their league record sheet using hash marks: 1 mark in the "Games Played" field, and 1 mark in the "Games Won" field if they won their game. Once this information is recorded, report the results of the game to the EO.

At the end of each week, the EO adds 1 mark to the "Games Won" field of each player who painted any new models for their league force that week. The EO then counts up the marks in each player's "Games Won" field for that week.

The player with the most "Games Won" earns a Crush Point for that week. In the case of a tie, the player with the most "Games Won" but least "Games Played" wins the Crush Point. If there is still a tie, each tied player wins a Crush Point for that week.

"Games Won" and "Games Played" marks do not carry over from week to week, so to win multiple Crush Points a player must achieve victory each week of the league.

At the end of the league, the player with the most Crush Points is the league champion. In the case of a tie, each tied player should face off in a game (or series of games, in the case of multiple tied players), using their last week's force list to determine who the true league champion is.

## PRIZES

Official prize kits for Crush Hour events are available and include the following awards: League Champion, Fully Painted, and Random Participation.

The League Champion receives the alternate sculpt Building found in the event kit, as well as a foil stat card. Next, two randomly chosen participants who have fully painted their league force by the end of the league each receive a foil stat card. Finally, a randomly chosen participant who did not fully paint their league force also receives a foil stat card.





# CRUSH HOUR™ LEAGUE

## RECORD SHEET



Player Name:	Destroyers <input type="checkbox"/> Protectors <input type="checkbox"/>
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Week	Games Played	Games Won	Crush Point
1			Y <input type="checkbox"/> N <input type="checkbox"/>
2			Y <input type="checkbox"/> N <input type="checkbox"/>
3			Y <input type="checkbox"/> N <input type="checkbox"/>
4			Y <input type="checkbox"/> N <input type="checkbox"/>
5*			Y <input type="checkbox"/> N <input type="checkbox"/>
6*			Y <input type="checkbox"/> N <input type="checkbox"/>
*Casual Schedule Only		Total Crush Points:	

FORCE LIST	
Monsters:	
Units:	Buildings: