



WINTER RAMPAGE 2020

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Overview

Winter Rampage is a casual single-day event for WARMACHINE and HORDES. This narrative event focuses on a small (and fuzzy) slice of the mayhem caused by the arrival of the infernals. During a skirmish with infernal forces, a caravan of exotic beasts en route to a private collector was smashed open. Now, on another nearby battlefield, the adorable little monsters are running amok! It is up to you to take control of these wild animals and utilize their tiny ferocity to turn the tide of battle in your favor.

Prizes

Players can earn a Sabretooth Mawg miniature and special game cards by participating in Winter Rampage 2020. Any player who participates in one or more games during the event earns the model, one WARMACHINE & HORDES stat card, and one Riot Quest stat card. The WARMACHINE & HORDES stat card is legal only for use in narrative Organized Play events (and of course, always playable in casual play) while the Riot Quest stat card is legal for all Riot Quest events. The miniature, while playable in Winter Rampage and other narrative events, also makes an excellent and adorable base decoration for any miniature.

These prize kits are available through distribution, or online at store.privateerpress.com. A venue must be a registered retailer or game club to view and purchase prize kits on the Privateer Press webstore.

There is no official prize for an overall winner of Winter Rampage. However, at the EO's discretion, the venue can offer prizes for a winner, and the EO can track wins, losses, or any other metric for determining a champion.

Event Rules Overview

Winter Rampage does not require round pairings from the EO or round timing. Players are encouraged to play games at their own pace throughout the event, with any opponents they wish to face. The EO can choose to set up player pairings if this works best for the participants and the venue.

All games should be played using the Tiny Terrors scenario and the rules and guidelines below.

Army Building

We recommend that players use 50-point armies in this event. The EO can change the point value for the event, but it should remain consistent throughout. Players can change their army lists and even their Faction between games.

Terrain

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

The size of terrain pieces is also important. No piece should be insignificantly small or extremely large; pieces from 3" to 6" in length and width are best. Two line-of-sight blocking pieces of terrain per tables are recommended.

Modeling & Painting

Privateer Press encourages players to have a fully painted force on the table. Games with painted armies 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 Privateer Press Organized Play events must be Privateer Press miniatures from the WARMACHINE or HORDES lines. The miniatures must be fully assembled on the appropriately sized base for which the model was designed. The use of non-Privateer Press models, unassembled miniatures, or inappropriately based models is 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 held at that convention). The use of Extreme versions of models is permitted in Organized Play.

Privateer Press makes many different exclusive models that are fun thematic variations of standard WARMACHINE and HORDES models, available at conventions, in various promotions, or through MiniCrate. To use these Privateer Press exclusive models, the player must provide the standard model's stat card so that both players can see the corresponding stats and abilities. Additionally, if one or more exclusive models are part of a unit, the player must clearly show which model is the Unit Commander. For example, a player could replace multiple models in a Man-O-War Bombardier unit with Bombardier Bombshell models, including the Leader, as long as it is obvious which model is the Unit Commander.

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 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.
- A weapon on a model can be converted as long as the conversion represents the same type of weapon (e.g., the model's axe is still an axe and not a hammer).
- A weapon can be completely swapped for another weapon as long as the new weapon is of the same type (e.g., an axe for an axe, a rifle for a rifle).
- A weapon cannot be removed unless it is replaced by another weapon; a weapon cannot be added unless it is replacing a removed weapon.
- If a conversion uses a Privateer Press upgrade kit for the model it is intended to represent, all parts of the upgrade kit must be clearly visible on the model.
- Models must be mounted on appropriately sized round-lipped bases. Added scenic details can overhang the base's edge but must not obscure the edge in a way that makes accurate measuring 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 Privateer Press events is simply this: If the EO cannot independently, easily, and accurately determine which model your conversion represents, the model is not legal for Organized Play.

Examples of legal and illegal conversions:

- A player creates an Extreme Behemoth by combining parts from the Extreme Juggernaut and Extreme Destroyer model kits, along with iconic parts from the Behemoth model such as its bombard, its head, and the various missiles on its fists. This model is a legal conversion.
- A player creates an Extreme Behemoth by scratch-building the entire model out of sculpting putty except for the Behemoth bombard parts. Because the majority of this model's volume is not composed of parts from Privateer Press models, this model is an illegal conversion.
- A player paints his entire army to match the colors of his favorite sports team but does not include any team logos. This army is legal. (Paint schemes are not conversions.)
- A player converts his entire army to resemble his favorite superheroes, including their trademarked logos. This army is illegal.
- A player mounts his Kommander Orsus Zoktavir model on a base featuring a pile of destroyed warjacks that slightly overhangs the model's base but does not obscure it. He also replaces Zoktavir's axe, Lola, with the axe from a Trollkin Scout model. While the mighty Butcher will look a bit odd holding the smaller axe in his enormous hands, this model is a legal conversion.
- A player re-poses his Kommander Orsus Zoktavir model, intending to play it as Orsus Zoktavir, the Butcher of Khardov. This is an illegal conversion because it breaks the golden rule of conversions—it will be difficult for EOs and players to know which character the model is intended to represent without help from the player who converted it.
- A player puts an enormous hammer in one of his Stormwall's voltaic fists. Because a weapon cannot be added to a model unless it replaces a removed weapon, this is an illegal conversion.



WINTER RAMPAGE SCENARIO

TINY TERRORS

Overview

Chaos and pandemonium spread across western Immoren as the infernal invasion gains momentum. Still, there are those in seats of luxury and power who ignore the clamor of blades and roaring of cannons, desperately holding onto what small comforts they can.

For example, an eccentric collector of exotic animals recently commissioned a group of trappers to bring a fine assortment of burrow mawgs from northern Khador. A foolish errand, but the coin was good. The hunters were successful in capturing a large group of sabretooth mawgs and had begun the trek south to deliver their quarry. Unfortunately, the infernal war is inescapable in the Iron Kingdoms, and during a dreadful skirmish, the hunters' caravan was obliterated.

It would seem that sabretooth mawgs are bred tough, as almost all of them survived the caravan's destruction, and they've managed to escape into the wilds far south of their homes. Across various battlefields they wander, causing mayhem and confusion. Perhaps you can use this distraction to your advantage—you'll need all the help you can get in these strange times.

Setup & Deployment

Divide the table into four equal-sized quadrants. Place eight pieces of terrain on the table with two pieces completely within each quadrant. No terrain feature can be placed within 3" of another terrain feature with the exception of trench templates.

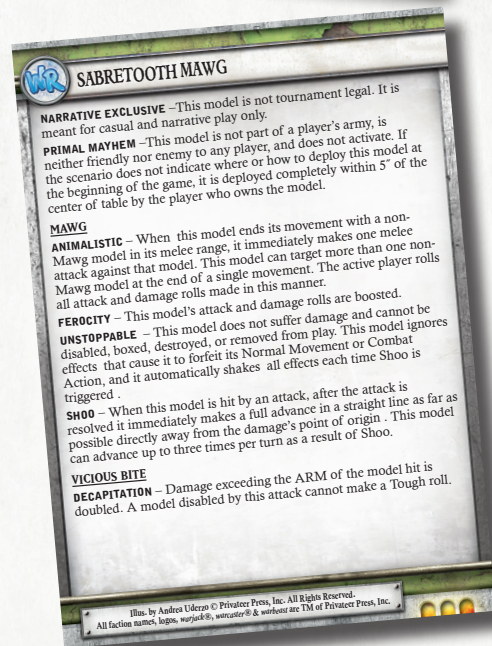
Starting with the first player, each player places a 30mm Sabretooth Mawg (see rules below) model completely within 5" of the center of the table. After a player places a Mawg, their opponent chooses its facing.

If the players have access to more than 2 Sabretooth Mawgs, they can agree to put any number of them into play as described above, taking turns placing each one. We recommend not exceeding eight Mawgs in one game.

Players use standard deployment in this scenario.

Special Rules

Mawg Mayhem – Sabretooth Mawg models are not friendly or enemy to either player. Players interact with these models using the stat card provided below.



Victory Conditions

This is a caster-kill scenario (there's enough insanity with all these mawgs running around). A player wins when all enemy warcasters, warlocks, and/or infernal masters are destroyed or removed from play.