



SUMMER RAMPAGE

2020

By Will Hungerford

Summer Rampage is a single-day narrative event for WARMACHINE and HORDES that ties into the events of WARMACHINE: Oblivion and the Henge Hold Scrolls. In this event, players will participate in the Battle of Henge Hold and

report their games online afterward. The global results of these games will shape the future of the Iron Kingdoms themselves.

Not only are players battling for the fate of Caen, but participants can also earn prize patches just for playing a games!

Prizes

Players can earn Henge Hold patches during a Summer Rampage event. These patches are available only during the event. Players who participate in three or more games during a Summer Rampage event earn the patch. Event Organizers (EOs) are encouraged to distribute any remaining patches to participants in any manner they see fit.

There is no official prize for an overall winner of Summer 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

After participating in a Summer Rampage event, players will be able to submit their personal game results online. These results will help shape upcoming fiction that tells that story of how the battle of Henge Hold ended.

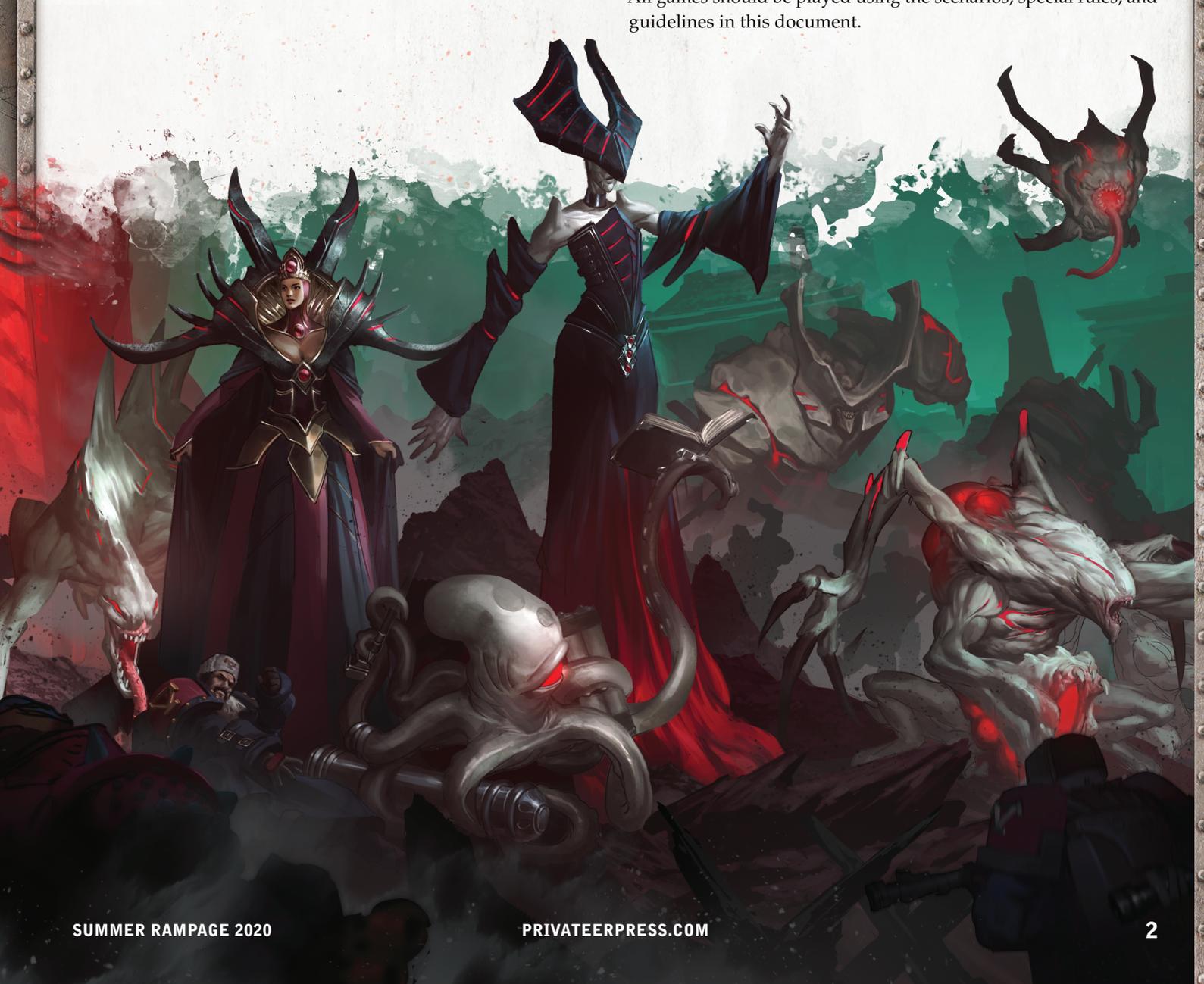
In this event, players will battle for the glory of both their Faction and their chosen Agenda. A player's Faction is just that: the WARMACHINE & HORDES Faction they are playing throughout the event. Regardless of which Agenda performs best throughout the battle, individual Factions may prosper or suffer depending on the global game results.

A player's Agenda represents their allegiance to either protecting Caen from the infernal invasion (the Guardian Agenda), or attempting to aid the infernals in, or profit in some manner from, their invasion (the Corruptor Agenda).

Summer Rampage does not require round pairings from the EO or round timing. However, players should try to pair off such that the majority of their games are Guardian vs. Corruptor, if possible.

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 scenarios, special rules, and guidelines in this document.



Army Building & Agenda Benefits

Before playing their first game, a player must choose which Faction they play throughout the entirety of the event and which Agenda they are representing: Guardians or Corruptors.

We recommend that players build either 50-point or 75-point armies for this event. Players can change their army lists and army sizes between games but cannot change their chosen Faction or Agenda.

A player's chosen Agenda also grants special benefits during army building. Each benefit lasts for a single game and can be changed between games. **These benefits do not allow a player to exceed a model/unit's Field Allowance.** Before each game, a player should select one of the following benefits from the list below:

Guardian Benefits

- 1) **Guardian Angels** – You can include any number of Archon models that work for your Faction in your army, regardless of theme force restrictions.
- 2) **Heroes of an Age** – You can include any number of Mercenary or Minion character units/solos that work for your Faction in your army, regardless of theme force restrictions.
- 3) **Desperate Alliance** – You can include one character solo from another Faction in your army, regardless of theme force restrictions. The chosen model is considered to be of the same Faction as the rest of your army.

Corruptor Benefits

- 1) **Hell Unleashed** – You can include any number of Infernal units in your army, regardless of theme force restrictions. These units are considered to be of the same Faction as the rest of your army.
- 2) **Cult Legion** – You can include any number of Mercenary or Minion non-character non-archon units/solos that work for your Faction in your army, regardless of theme force restrictions.
- 3) **Traitors in the Ranks** – You can include one non-character unit from another Faction in your army, regardless of theme force restrictions. The chosen unit is considered to be of the same Faction as the rest of your army.



After-Event Reporting

After a player has finished a day of Summer Rampage games, that player is welcome to email hungerford@privateerpress.com with the results of their battles. The following information is required for an event report to be counted toward the global results of Summer Rampage:

- The email must be titled "Summer Rampage 2020 Battle Report"
- The body of the email must indicate
 1. Which Faction they played
 2. Which Agenda they represented
 3. How many games they played for each Summer Rampage scenario
 4. How many games they won for each scenario

If a player played no games of a specific scenario, they do not have to report it as zero games played or won; its exclusion from the email will indicate such.

Players are encouraged, but not required, to also include any fun stories or photos from their event that they wish to share.

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 table 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 (e.g., 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 bombards, 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.





THE BATTLE OF HENGE HOLD

The Battle of Henge Hold is one of the greatest battles to ever take place in western Immoren, rivaling even the bloody wars that saw the Orgoth cast out. Nearly every nation, empire, and kingdom in the land is involved in this massive struggle for the fate of humanity.

Henge Hold itself is a set of ancient stones, a place of rumor and legend for ages. At this site, the Convergence of Cyriss have constructed an enormous gateway to another realm, a gateway that will allow humanity to escape Caen and the invading infernals. Skyships laden with refugees pour into the gate as heroes defend it against the seemingly endless infernal legion.

As a Guardian, it is your duty to protect the gate and the refugees for as long as you can, allowing as many innocent souls to escape this nightmare as possible.

As a Corruptor, you are either sworn to aid the infernals in putting an end to this futile resistance or attempting to profit in some way from the chaos around the gate.

Each of the scenarios below represents one of many crucial fights occurring during the larger battle. When you play a Summer Rampage game, you and your opponent can decide which scenario you wish to play, or you can randomly determine one. These scenarios can be played in any order, and you are welcome to play the same one multiple times during the event.

The global results reported for each scenario will dictate the outcome of certain events in the upcoming fiction.

SCENARIO:

THE BEST DEFENSE

Overview

In the midst of battle, the Convergence of Cyriss have erected a massive weapons platform powered by the gateway itself. The fact that they were able to deliver the materials and construct this super-weapon during all the chaos is a testament to the Convergence's logistical efficiency. Two massive turbines induct energy from the gateway into the super-weapon, obliterating any infernal forces that draw near.

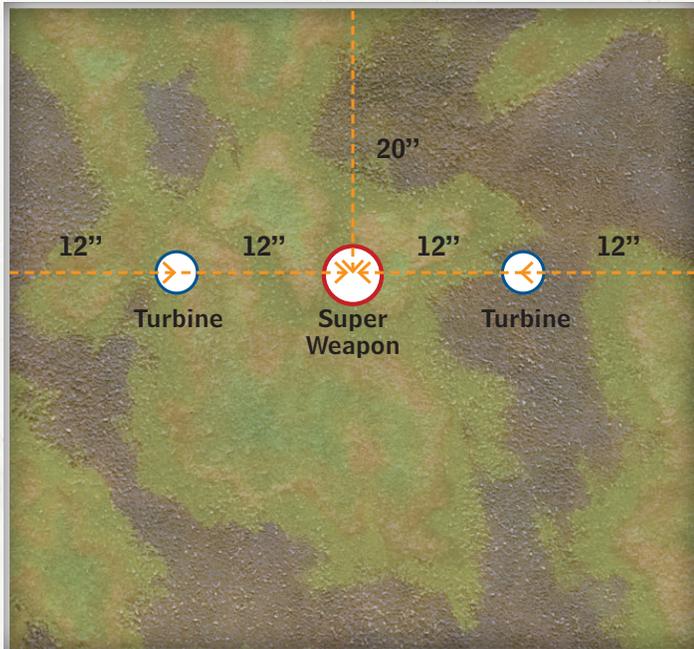
The longer this weapon remains functional, the more skyships have a clear path to fly directly into the mouth of the open portal.

Setup

If both players are the same Agenda, randomly determine one player to represent the Guardians and the other the Corruptors for this scenario. This does not change either player's Agenda benefits or their reporting for this event.

The Guardian will need three obstructions no larger than 5" in both length and width. The largest of these represents the Super-Weapon while the other two represent Induction Turbines. The Guardian places the Super-Weapon and Turbines according to the map below.

Guardian Table Edge



Next, divide the table into four equal-sized quadrants. The Corruptor places 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 including the Super-Weapon and Turbines, with the exception of trench templates.

The Guardian is the first player in this scenario. This scenario uses standard deployment zones (7" for the Guardian, 10" for the Corruptor).

Special Rules

Applied Science

During each of the Guardian's Maintenance Phases, they can fire the Super-Weapon. When they do, they choose one of the following modes of fire:

- **Beam Scour:** The Guardian chooses a point completely within 20" of the Super-Weapon. All models with bases that can be intersected by a line drawn between the center of the Super-Weapon and the chosen point suffer a POW 10 magical damage roll ☉. This damage roll is boosted against living models.
- **Disintegration Barrage:** The Guardian places two 5" AOE's completely within 20" of the Super-Weapon. A model entering or ending its activation in either AOE suffers a POW 10 magical damage roll ☉. This damage roll is boosted against undead and construct models. The AOE's remain in play for one round.
- **Focused Blast:** The Guardian chooses a single model within 20" of the Super-Weapon. That model suffers a boosted POW 10 magical damage roll ☉ and is pushed 6" directly away from the Super-Weapon.

Deconstruction

Corrupter models can target the Super-Weapon and Turbines as if they were huge-based enemy models. Turbines have DEF 5, ARM 15, and 20 damage boxes each. The Super-Weapon has DEF 5, ARM 30, and 30 damage boxes. When one of these obstructions is destroyed, remove it from the table.

When the first Turbine is destroyed, the Corruptor chooses one of the Super-Weapon's modes of fire. This is the only mode of fire the Super-Weapon can choose for the remainder of the game. Additionally, the Super-Weapon suffers -5 ARM for the remainder of the game.

When the second Turbine is destroyed, the Super-Weapon can no longer fire and suffers an additional -5 ARM for the remainder of the game.

Victory Conditions

The Guardian wins if they have the only warcaster(s), warlock(s), or Infernal master(s) remaining in play.

The Corruptor wins if the Super-Weapon is destroyed.

SCENARIO:

RUNAWAYS

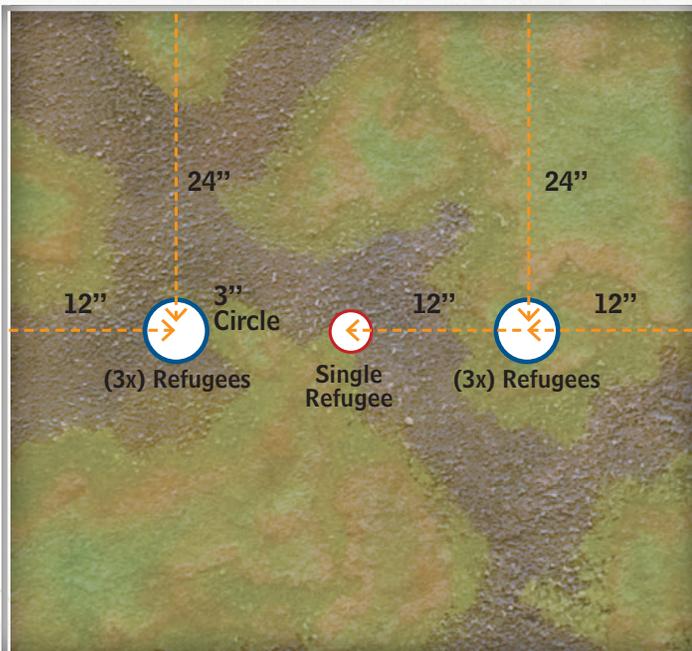
Overview

A skyship laden with refugees has crashed just short of the gate. Hundreds died in the crash, but several pockets of citizens have survived and are attempting to flee from the burning wreckage. Heroes of all creed have joined forces to escort these terrified individuals to safety while the infernal legions give chase, hungry for fresh souls.

Setup

If both players are the same Agenda, randomly determine one player to represent the Guardians and the other the Corruptors for this scenario. This does not change either player's Agenda benefits or their reporting for this event.

Place seven 30mm Refugees (use any models available that are not part of either player's army) on the table according to the map below. Refugees are placed so that they fit completely within the area indicated on the map.



Next, beginning with the Corruptor, players take turns placing terrain until there are eight pieces on the table. No terrain feature can be placed within 3" of another terrain feature, with the exception of trench templates.

The Corruptor is the first player in this scenario. This scenario uses standard deployment zones (7" for the Corruptor, 10" for the Guardian).

Special Rules

The Shepherd's Burden

Refugee models are not considered friendly or enemy to either player. They block movement and LOS normally but otherwise cannot be targeted, damaged, moved, placed, or affected in any way aside from the rule below.

During a player's Maintenance Phase, if that player controls a friendly model within 3" of a Refugee and there are no enemy models within 3" of that Refugee, the player can move that model up to 5" in any direction.

Each time an attack AOE or Spray template overlaps a Refugee, the Refugee panics. After the attack is resolved, the active player rolls a d3. On a 1, the Refugee moves 5" directly toward the Guardian's table edge. On a 2, the Refugee moves 5" directly toward the Corruptor's table edge. On a 3, the Refugee moves 5" directly toward one of the side table edges of the active player's choice. If multiple Refugees would panic from a single attack, the active player chooses the order to resolve these rolls.

Refugees are affected by terrain normally. Players should place terrain during setup to attempt to make it difficult for Refugees to move in a straight line directly toward their opponent's table edge.

Victory Conditions

At the end of the fifth game round, the player with the most Refugees completely within their half of the table wins the game. If this is a draw, play another round and check victory conditions again.

SCENARIO:

GATE CRASHERS

Overview

While the fighting has spread for miles around Henge Hold, the greatest concentration of violence is at the base of the enormous Convergence gate. The gate is a truly massive structure, capable of transporting skyships to whatever lies on the other side of the portal.

For those souls battling at the feet of this technological monument, they must contend with not only their enemy but also with the strange energies fluxing out from the open portal.

Setup

The Gate is far too large to be represented on a 4' x 4' table. Instead, before the game begins, players should choose one of the two side table edges to represent the direction the Gate is in. The special rules of this scenario will originate from that table edge.

Most of the scenery around the Gate has been obliterated. Divide the table into four equal-sized quadrants. Roll a d6 for each quadrant and consult the table below to determine how many pieces of terrain within it. No terrain feature can be placed within 3" of another terrain feature, with the exception of trench templates.

Roll	# of Terrain Features
1	0
2-4	1
5-6	2

This scenario uses standard deployment zones (7" for the first player, 10" for the second player).

Special Rules

Unexplained Phenomenon

At the end of each player's turn, the active player rolls a d6. On a roll of 1, strange energies cascade out of the Gate and wash over those at its base. The active player immediately rolls another d6 and resolves the effect on the table below.

Remember: All references to the Gate in the rules below are referring to the table edge chosen at the beginning of the game.

Roll Effect

- Backdraft:** Starting with the active player, each player pushes all small-based models they control 3" directly away from the Gate, starting with models farthest from the Gate.
- Shimmering Cyclone:** The active player chooses a point on the Gate and on the opposite table edge and then draws a line between the two. Their opponent then chooses a point on their own table edge and the active player's table edge and draws a separate line between those two. All models with bases intersected by either line immediately remove 3 damage points. All models with bases intersected by both lines immediately remove all damage points.
- Debris Expulsion:** Starting with the active player, each player places a rubble terrain feature completely within 24" of the Gate.
- Temporal Flicker:** Starting with the active player, each player can return one friendly destroyed solo to play. Place returned models completely within 12" of the Gate.
- Interdimensional Winds:** Starting with the active player, each player gives three different friendly models a Charge token. Models gain +1 to attack rolls for each Charge token on them.
- Vortex:** Starting with the active player, each player pushes all small-based models they control 3" directly toward the Gate, starting with models closest to the Gate.

Victory Conditions

A player wins if they have the only warcaster(s), warlock(s), or Infernal master(s) remaining in play.