

LONGEST NIGHT

Longest Night 2019 is a Halloween-themed casual event that promotes candy, costumes, and some good ol'-fashioned tabletop carnage.

This event is intended to be run as a single-day casual event at either the 25-, 50-, or 75-point army levels. Players are welcome to change their army size, army list, and even which Faction they are playing between games. The Event Organizer (EO) is not required to dictate round pairings, and there are no round timers. Instead, players find a willing opponent, throw down using the special scenario and rules found in this document, and walk away with some fantastic prizes, no matter how many victories they achieve!

In other words, this event isn't about being the best; it's about battle for the sake of battle. Oh, and candy. Lots of candy. Costume contests, too!

Prizes

All participants in this event will receive (1) Longest Night 2019 Patch for playing any games of WARMACHINE & HORDES during the event. Additionally, a participant is eligible to receive a patch for showing up to the event in costume or for bringing candy for the other participants.

Event Rules Overview

Players are welcome to play games of either WARMACHINE & HORDES using the special scenario listed below or to participate in any costume contests the EO is holding as part of the Longest Night. There are no specific rules in this document for hosting a costume contest, but we highly recommend hosting one if possible. It's a great way to involve the friends and family of the players who are throwing down on the tabletop!

Anyone who plays at least one game of WARMACHINE & HORDES during the event OR who shows up in costume OR who brings candy is eligible to receive the participation prize. If the EO does not have enough patches to accommodate all participants, we recommend providing them to the winner of the costume contest first, then the participants who played games of WARMACHINE & HORDES during the event, next to everyone else who showed up in costume, and finally those friendly folks who provided candy.

The EO does not need to provide any round pairings or timers for the event. Wins and losses do not need to be tracked unless the EO wishes to provide additional prizes to those who perform well in battle.

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 models from the WARMACHINE or HORDES lines. Each model must be fully assembled and mounted on a round-lipped base of the size specified on its stat card. The use of non-Privateer Press models, unassembled models, 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 in organized play events unless those models are readily available at the event venue (e.g., a convention-release model in a tournament 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 Mini-Crate. 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; conversely, a weapon cannot be added unless it replaces a weapon that was removed.
- 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 tournament play 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 her entire army to match the colors of her 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 her 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. The player 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 her Stormwall's voltaic fists. Because a weapon cannot be added to a model unless it replaces a removed weapon, this is an **illegal** conversion.



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LONGEST NIGHT SCENARIO

HERE THERE BE MONSTERS

What a terrible night for a battle...

As two armies clash, creatures stalk the battlefield waiting to prey upon unsuspecting soldiers from both sides of the conflict. The shadows are ripe with all manner of unspeakable horrors. Only a handful of dimly lit lanterns scattered across the battlefield offer sanctuary from the unknown threats lurking in the dark.

Setup

Place six to eight pieces of terrain on the table. No terrain feature can be placed within 3" of another terrain feature, with the exception of trench templates.

After terrain is placed, both players take turns placing 30 mm Lantern markers on the table, starting with the first player. Each player places two Lantern markers, and they must place them completely within their half of the table.

This scenario uses standard deployment zones.

Special Rules

Darkest Night

This battle takes place on a pitch-black night. All models' LOS is reduced to 5".

Lantern's Glow

Lantern markers are not models, do not block LOS or movement, and cannot be targeted or damaged in any way. During a player's Maintenance Phase, if they control any models within 5" of a Lantern, they can place that marker completely within 5" of its current position.

Each Lantern provides an aura of light that protects against the horrors in the shadows but also allows a model to be seen by the enemy. Models ignore the Darkest Night special rule when they want to declare a model within 5" of a Lantern as their target.

Lurking Monsters

The shadows are not safe, and any model not within the aura of light provided by the Lanterns is at risk of being snatched away by some nightmarish creature.

Every turn, at the start of a player's Control Phase, both players roll a d6. The active player can choose to roll an extra d6 if they wish. If any of the die results match, consult the chart below to resolve a monster attack.

Monster Table

MATCHED #s	EFFECT
1s	Ghostly Fright – Starting with the active player, each player chooses an enemy model/unit. When a model/unit is chosen, it can immediately advance directly toward the nearest Lantern. At the end of each advance, chosen models that are not within 5" of a Lantern immediately become stationary.
2s	Gremlin Trickery – For one round, when a model misses an attack, that model suffers 1 damage point after the attack is resolved unless it is within 5" of a Lantern.
3s	Witching Hour – Starting with the active player, each player chooses an enemy non-character warrior model that is not within 5" of a Lantern to suffer the Toad continuous effect. (A model turned into a Toad has its base SPD, MAT, RAT, STR, DEF, and ARM reduced to 1 until the continuous effect expires.)
4s	Hungering Dead – For one round, models lose Tough ☒, cannot have damaged removed from them, and do not generate corpse tokens unless they are within 5" of a Lantern.
5s	Howling Warpwolf – Units cannot give or receive orders for one round. Units that begin their activation within 5" of a Lantern ignore this effect.
6s	Stalking Slasher – Starting with the active player, each player must choose a friendly model that is not within 5" of a Lantern, if possible. Remove the chosen models from play.

Victory Conditions

A player wins if, at the end of their turn, they have a model within 5" of each Lantern and their opponent has no models within 5" of any Lantern.

Additionally, a player wins if they have the only warcaster, warlock, or infernal master remaining in play.



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