LONGEST NIGHT

Longest Night 2020 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, but not the 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, play a game 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 2020 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 and secondary objectives 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 fighting 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 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 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.

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LONGEST NIGHT 2020 SCENARIO

LIMINAL BLEED

The first frost of winter comes to Caen as it continues to be ravaged by Oblivion. So much death has caused Urcaen to bleed into Caen, dotting the abandoned Cyngaran countryside with liminal spaces.

The grymkin march on the farmlands-made-battlefields, continuing their endless war on the infernal menace. In this event, players will choose to ally themselves with either the Grymkin or Infernals. Grymkin will offer their support for completing special rituals (treats) throughout the game, whereas the inferals expect their servants to leave their enemies terrified and disorganized (tricks).

Strange Alliances

During this event, players will need to choose either Corruptors (Infernals) or Harvesters (Grymkin). Players with an Infernal army must be a Corruptor, and players with a Grymkin army must be a Harvester. Players can only play one Faction during the entire event.

Corruptors

Corruptor players not playing with an Infernal army may include up to two Infernal solo models in their army, regardless of theme force restrictions. These models are considered friendly Faction models in addition to their original Faction.

Corruptor players playing with an infernal army may include up to two non-archon solo models from any army EXCEPT Infernals or Grymkin in their army, regardless of theme force restrictions. These models are considered friendly Faction Infernal models.

Harvesters

Harvester players not playing with a Grymkin army may include up to two Grymkin solo models in their army, regardless of theme restrictions. These models are considered friendly Faction models in addition to their original Faction.

Harvester players playing with a Grymkin army may include up to two non-archon solo models from any army EXCEPT Infernals or Grymkin in their army, regardless of theme force restrictions. These models are considered friendly Faction Grymkin models.

Record Sheet

Players will record their accomplishments on the record sheet provided. A player may complete any of these achievements a number of times equal to the boxes available for that achievement. Players will receive the event points listed each time they complete the achievement and mark a box.

Secondary Objectives

Throughout the event, players will play with up to 6 different secondary objectives. Completing them grants fun benefits during the game as well as event points.

At the beginning of each game after rolling for the first turn, players choose one secondary objective. Players cannot choose the same secondary objective in the same game unless they have both completed all other secondary objectives. The player winning the first turn roll chooses their secondary objective first.

Each objective may be completed only once during the event. For objectives that use candy, only the player who placed a piece of candy can interact with it in any way. Players should use approximately bite-sized candy for candies that have in-game effects.

Whenever a Harvester player completes one of these objectives, their models gain the Treat. Whenever a Corruptor player completes one of these objectives, they inflict the Trick.

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Tricks and Treats

Go Seek

Special Rules

After players choose their table sides, place three pieces of candy anywhere completely within 20″ of your opponent's table edge and at least 10″ apart from one another. These candies are considered impassable terrain.

Friendly warrior models gain Harvest. *(Harvest (*Action) — RNG 1. Choose a piece of candy. If that piece of candy is in range, remove that piece of candy from the game.)*

Objective

When the third candy is removed from the game, you have completed this objective.

Treat

Friendly models gain +2 SPD and Rapid Strike. This Treat lasts for one turn. *(Rapid Strike —This model can make one additional melee attack each Combat Action.)*

Trick

Enemy models suffer –2 SPD and can make only one initial attack. This Trick lasts for one round.

Dire Harvest

Special Rules

Friendly models can gain candy. These candies are considered tokens. When an enemy model is boxed, you may choose a friendly model within 4″ of it to gain a piece of candy. A model can have up to one candy from this objective at any time. If a model with a candy token is destroyed, the candy is removed.

Objective

At the end of your turn, if friendly models have 10 or more candies on them, remove all candies from friendly models and you complete this objective.

Treat

When a friendly model rolls a 1 on a die in an attack or damage roll, it can reroll the die. Each die can be rerolled only once as a result of this Treat. This Treat lasts for one turn.

Trick

When an enemy model rolls a 6 on a die in an attack or damage roll, it rerolls the die. Each die can be rerolled only once as a result of this Trick. This Trick lasts for one round.

Sin Eater

Special Rules

Friendly models gain Sin Eater. *(Sin Eater – When a model casts a spell while within 12″ of one or more models with Sin Eater, the spellcaster suffers d3 magic damage after the spell is resolved. Then a friendly warcaster, warlock, or infernal master model gains a sin token. Sin Eater can only trigger once a turn.)*

Objective

When a friendly warcaster, warlock, or infernal master model has 4 or more sin tokens, you complete this objective.

Treat

Friendly models lose Sin Eater. Once each activation, a friendly warcaster or warlock may spend 1 sin token to make the next spell they cast COST 1, regardless of any other effects.

Trick

Friendly models lose Sin Eater. Once each activation a friendly warcaster, warlock, or infernal master may spend 1 sin token to make the next spell they cast COST 1, regardless of any other effects.

Pinata

Objective

When a friendly Grunt removes an enemy warjack, warbeast, monstrosity, or horror from play with an attack, you complete this objective.

Treat

Remove up to 2 fury points from each friendly warbeast and allocate up to 1 focus point to each friendly warjack or monstrosity.

Trick

Place up to 1 fury point on each enemy warbeast, enemy warjacks cannot power up or induct, and enemy monstrosities do not gain focus points when they suffer damage. This Trick lasts one round.

Cut the Chaff

Objective

At the end of a friendly warjack, warbeast, monstrosity, or horror's activation, if it has destroyed or removed from play 4 or more enemy models with attacks during its activation, you complete this objective.

Treat

Friendly models become immune to the effects of Grievous Wounds and Entropic Aura. Remove all damage from up to 3 friendly models. This Treat lasts for one round.

Trick

Choose up to 3 different warjack, warbeast, monstrosity, and/or horror models. Those models suffer a 2d6 magic damage roll . The chosen models cannot have damage removed from them for one round.

A Grimm Hunt

Special Rules

After deployment but before the first player's turn, choose an enemy model/unit. That model/unit gains a piece of candy. When the model/unit with a piece of candy is destroyed or removed from play, you gain the piece of candy. Then, choose another enemy model/unit. That model/unit gains a piece of candy.

Objective

When you have 3 pieces of candy, you have completed this objective. Then, remove all your candy from the game.

Treat

Friendly models gain +2 to attack damage rolls. This Treat lasts for one round.

Trick

Enemy models suffer –2 to attack damage rolls. This Trick lasts for one round.

Scenario: Liminal Bleed

This scenario should be played with one Harvester and one Corruptor player. If that is not possible for any reason, any two players can still play each other.

Terrain

Before placing standard terrain features, each player places a 5″ AOE where the map indicates. The AOE closest to your table edge is a scenario terrain feature under your control called Liminal Space. Liminal Space represents a special area that bridges two different dimensions or spaces. The Liminal Space of the Harvesters is a bubble that is simultaneously connected to both Caen and Urcaen. The Liminal Space of the Corruptors represents a tear in reality that has caused that space to be connected to both Caen and Infernal-controlled space. Although creatures can't pass through this Liminal Space, they can interact with other creatures in or around it.

Liminal Space should start no closer than 3″ to any other standard terrain feature. Liminal Space gives all friendly models completely within it cover, and all enemy models treat it as rough terrain.

Players should also place 4–6 additional standard terrain features within 16″ of the center of the table with no two pieces being closer than 2″ from any other standard terrain features except for trenches connected to each other.

Scenario Elements

This scenario has two scenario elements: the 6″ x 12″ rectangular zones and the two Liminal Space 5″ AOEs.

Contest

A player contests a scenario element if they control one or models within that scenario element.

Warcasters, warlocks, infernal masters, inert warjacks, wild warbeasts, and models that are out of formation do not contest.

Non-warcaster/non-warlock/non-infernal master troopers in a warcaster/warlock/infernal master unit can contest scenario elements.

Control

A player controls any non-contested scenario element if they control 3 or more models within that scenario element. A player cannot control their own Liminal Space.

Inert warjacks, wild warbeasts, and models that are out of formation do not count when determining if a player controls a scenario element.

Scoring

At the end of every turn starting with the second player's second turn, both players score 1 victory point for each scenario element they control. They score 1 additional victory point if they control their opponent's Liminal Space.

Special rules

At the beginning of each player's Maintenance Phase, that player rolls a d6 and applies the roll to the table on the following page, depending on if they are a Harvester or Corrupter. After you roll, place a token on the most recent activated effect for each player in order to keep track of which effect is active.

Victory Conditions

A player wins if, at the end of a turn, they have 4 more victory points than their opponent.

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

Harvester Scenario Terrain Feature Table	
	Effect
1	**The Child's Rage** — Friendly warbeasts beginning their activation within 3″ of your Liminal Space gain +1 FURY. Friendly warjacks and monstrosities beginning their activation within 3″ of your Liminal Space are allocated 1 focus point. The Child's Rage lasts for one turn.
2	**The Dreamer's Nightmare** — Choose one of the following effects. Enemy models within 3″ of your Liminal Space immediately suffer that effect. • Corrosion continuous effect • Fire continuous effect • Become knocked down • Disruption
3	**The Wanderer's Adventure** — Place each friendly model within 3″ of your Liminal Space anywhere completely within 3″ of its current location.
4	**The Philosopher King** — Friendly models within 3″ your Liminal Space gain +2 ARM. The Philosopher King lasts for one round.
5	**The Heretic's Hubris** — Friendly models within 3″ of your Liminal Space gain Divinity and Sacred Ward. The Heretic's Hubris lasts for one round. (*Divinity —This model cannot become knocked down and never suffers Blind. Models do not gain back strike bonuses against this model.*) (*Sacred Ward —This model cannot be targeted by enemy spells.*)
6	**The Prophetic Witch** — Friendly models beginning their activation within 3″ of your Liminal Space gain Future Sight. Friendly models within 3″ of your Liminal Space gain Future Sight. The Prophetic Witch lasts for one round. (*Future Sight — A model with Future Sight can boost attack and damage rolls after rolling.*)

Corruptor Scenario Terrain Feature Table	
	Effect
1	**Infinite Reverberation** — Friendly warbeasts beginning their activation within 3 of your Liminal Space gain +1 FURY. Friendly warjacks and monstrosities beginning their activation within 3 of your Liminal Space are allocated 1 focus point. Friendly horrors beginning their activation within 3" of your Liminal Space are allocated 1 essence point. Infinite Reverberation lasts for one turn.
2	**Lambs to the Slaughter** — Enemy models within 3″ of your Liminal Space suffer –3 ARM. Lambs to the Slaughter lasts for one round.
3	**The Gate Opens** — Friendly models within 3″ of your Liminal Space gain +2 to attack damage rolls. The Gate Opens lasts one turn.
4	**Soul Reserve** — Friendly models within 3″ of your Liminal Space that can gain a corpse or soul token gain 1 corpse or soul token. Friendly warcaster, warlock, and infernal master models within 3″ of your Liminal Space gain +1 FOCUS, FURY, or ESSENCE for one round.
5	**Shadow Tapestry** — Friendly models within 3″ of your Liminal Space gain +2 DEF. Shadow Tapestry lasts for one round.
6	**Forbidden Knowledge** — Friendly models within 3″ of your Liminal Space gain an additional die on their attack rolls. For each of those attack rolls, choose and discard one die rolled. Forbidden Knowledge lasts for one round.

Longest Night Record Sheet

Name: _____

Achievements may be completed as many times as there are boxes available.		
Play a game	❑ ❑ ❑ ❑ ❑ ❑	1 point per
Win a game	❑ ❑ ❑ ❑ ❑ ❑	1 point per
Come to the event in costume	❑	4 points
Bring candy with you (bite-sized candy is best)	❑	2 points
Play with a fully painted army	❑	2 points
Eat a piece of candy (or more healthy alternative) whenever you remove a piece of candy from the game during a game. You can only complete this achievement once per game.	❑ ❑ ❑	1 point
Complete the secondary objective: Go Seek	❑	1 point
Complete the secondary objective: Dire Harvest	❑	1 point
Complete the secondary objective: Sin Eater	❑	1 point
Complete the secondary objective: Pinata	❑	1 point
Complete the secondary objective: Cut the Chaff	❑	1 point
Complete the secondary objective: A Grimm Hunt	❑	1 point