



# METAMORPHOSIS™

# SCHISM

## RELEASE EVENT GUIDE

### PLAYER RESPONSIBILITIES

Players participating in the HORDES: Schism event must bring their own models, stat cards, dice, measuring devices, tokens, wreck markers, and templates required for play. The Tournament Organizer (TO) must approve any printed media used to track damage.

Players must also bring at least two printed or legibly handwritten copies of their army lists, complete with point costs and an army point total. They must register one of these lists with the TO prior to the start of the tournament. The player's opponent may view the other copies upon request. Players should check with the TO before the event begins on any rules questions they think may arise based on their armies.

### ARMY COMPOSITION

HORDES: Schism is played with 750-point armies. Army point totals cannot exceed 750 points or fall under 700 points. Players must bring three different army lists for use at the event. All three army lists must be from the same WARMACHINE or HORDES faction. The same model/unit with FA: C cannot appear in more than one list by the same player. For example, a player cannot take Mulg the Ancient, the Lord of the Feast, or Gudrun the Wanderer in more than one of his three army lists. Each list must have a different warlock. A single list may have multiple characters. Each list should be labeled List A, List B, or List C.

A player uses the same list until he loses a game with that list. A player cannot return to a list with which he lost until he has used all three army lists.

### SPORTSMANSHIP AND RULES DISPUTES

The objective of tournament play is for everyone to have a good time. Players should remain courteous and patient with their opponents and the TO. Players must accept all rulings made by the TO whether or not they agree. The TO always has the final word on rules questions or debates.

We assume all players are good sports who understand fair play. If a dispute arises, call a TO for assistance. Players will remain mature, polite, and fair to their opponents. Failure to do so will result in immediate disqualification.

A TO may eject a player for any incident deemed unsporting. This includes but is not limited to offensive or abusive conduct, bullying, cheating, constant rule arguments, stalling game play, and other immature actions. If stalling is suspected, the TO should be called to monitor play.

### PAINTING, MODELING, PROXIES, AND CONVERSIONS

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

Proxies (substitute models) are not allowed under any circumstances, nor can a player enter a tournament with a model that has not been released to the general public.



All models must be WARMACHINE or HORDES models appropriate to the tournament venue. Conversions (modifications to Privateer Press models) are acceptable as long as they are clearly based on WARMACHINE or HORDES models. Conversions must represent the model from which they are most obviously drawn. For example, a heavily converted Haley model is not a substitute for Sorscha.

Weapon changes are acceptable provided they represent the same type of weapon replaced. For example, trading a sword for a sword is legal, but mixing and matching warjack weapons is not.

A TO may make exceptions and approve any reasonable conversion. To avoid confusion and conflict, players must have an unaltered version of the model available in case a TO asks them to remove a questionable model from play. The TO makes the final call on any particular model.

## FORMAT INFORMATION

### Scenarios

The HORDES: Schism scenarios are included at the end of this document. The first set of games for the event will use the Foothold scenario. All other games use the Color Guard scenario.

### Time Limits

There is no game time limit during HORDES: Schism games, and there are no tournament rounds. As soon as a game ends, a player who is not currently involved in a game may challenge the defender on that table for the next game.

HORDES: Schism uses timed turns to keep things moving in this fast-past assault on fortified positions. Players have 10 minutes to play each turn. When the time for a turn expires, the player whose turn it is finishes the activation of whatever model he is activating and then ends his turn. When a player moves a model or makes an attack during the other player's turn, the player whose turn it is has the option of stopping the clock while the move or attack resolves.

### Depletion

Both HORDES: Schism scenarios utilize the Depletion rule:

**Depletion**—For each unit that ends the game with 50% or fewer models, the unit starts the next game with one fewer model. For each unit that ends the game with no models remaining on the table, the unit starts the next game with two fewer models. These effects are cumulative (e.g., a unit that started with six models is reduced to five due to 50% casualties; the same thing happens next game and it begins game three with four models). Units do not regain models lost due to Depletion for the next game, even if they added enough models by the end of the game to have their original model count.

Each multi-wound solo no longer on the table at the end of the game begins the next game with 1 damage. This damage cannot be healed. All such penalties are cumulative should the player successfully defend the table once again.

Each warbeast no longer on the table at the end of the game begins the next game with 1 damage to each branch. This damage cannot be healed. All such penalties are cumulative should the player successfully defend the table once again.

Each warjack no longer in play at the end of the game begins the next game with 1 damage in each column. This damage cannot be repaired. All such penalties are cumulative should the player successfully defend the table once again.

## TRACKING SHEETS

Players receive tracking sheets to record the results of their games. After each game, players must report to the TO all information required for the HORDES: Schism tracking sheets. The following information is recorded for each game:

### List Used

Note which list was used by each player.

### Defender Win?

Check the box if you are the defender and won! (This box will never be checked for round 1 of the event.)

### # of Flags

Attackers record the number of flags captured. Defenders record the number of flags successfully defended (still in play when the game ended).

### VPs Earned

Record the total number of VPs you earned in the game.

### Survivor VPs

Players score Survivor VPs for warjacks and warbeasts still in play at the end of a game. Inert warjacks and wild warbeasts do contribute to a player's Survivor VPs. VPs for any warjacks and warbeasts under the control of another model are awarded to the model's owner rather than its current controller.

## AWARDS

Four medals will be awarded in this tournament: three for play and one for painting. A player can win only one of the medals for play (Champion, Conqueror, and Survivor). If a player is eligible to win more than one medal, he receives the medal appearing first in the list below. A player can win the Master Shaman medal even if he has won another medal.



### Champion

The Champion medal goes to the player with the most consecutive wins as defender. In the case of a tie, the player with more total VPs earned is the Champion.



### Conqueror

The Conqueror medal goes to the player with the highest flag count at the end of the day (counting the flags captured as well as the flags defended). If there is tie for most flags, the player with more total VPs earned is the Conqueror.



### Survivor

The Survivor medal goes to the player with the most Survivor VPs. In the case of a tie, the player with more total VPs earned is the Survivor.



### Master Shaman

The Master Shaman medal goes to the player who wins the painting contest for best-painted non-warcaster character model.

# HORDES: SCHISM SCENARIOS

## FOOTHOLD

### Description

Friendly forces seek to eliminate the enemy commander in order to rout remaining opposition and establish a base of operations.

### Special Rules and Set Up

The TO should place three to five hills, forests, obstructions, and/or shallow water terrain features on each table. (The event maps and flag stands should not be used at this time.)

The winner of Foothold becomes the defender on this table for the subsequent game and suffers **Depletion**.

### Victory Conditions

A player wins when he has the only remaining warcaster/warlock in play.

## COLOR GUARD

### Description

From a fortified position, defenders must repel attempts from invading forces hell-bent on destroying them and capturing their national colors.

### Special Rules and Set Up

See maps. The TO should shift the existing terrain around in order to add the defender's fortification terrain as shown on one of the three maps and to add the flag stands. Each player will need three flags that can be placed on the flag stands for this scenario.

The defender starts the game with his faction's flags on each of the three flag stands. A flag stand is represented by a narrow flagpole mounted on a medium base. No model can end its activation on a flag stand, but models can move across them without penalty, including charging or slamming, as long as the model has enough movement to completely move past the flag stand's base. Models cannot be placed within 2" of or on top of a flag stand. A slammed/thrown model does not stop

if it is slammed/thrown across a flag stand. However if there is not enough space on the other side of the flag stand to place its base, the model is placed in base contact with the flag stand as if it were an obstruction.

Flag stands do not block line of sight.

The attacker captures a flag by having a model in base-to-base contact with the flag stand while the defender has no models in base-to-base contact with the flag stand. When the attacker captures a flag, remove it from the flag stand.

The winner of Color Guard is the defender on this table for the subsequent game and suffers **Depletion**.

### Victory Conditions

A player wins when he has the only remaining warcaster/warlock in play.

