

Iron Agenda Presents: Pirates of the Meredius

v1.0



The dark waters of the Meredius are home to dangers even the most hardened sailors seek to avoid. And yet when tales of great treasure are told in dockside taverns there will be those who rush to find fortune amid certain death. Beast, wind, and water are foes too powerful to face and they swallow the unwary down into the depths. And so, once again, a tale of immeasurable wealth is spun by flickering firesides. An isle wreathed in death is said to hold a buried chest containing . . . what? An Orgoth relic? The hoard of a long-dead pirate? Don't go, my boy. Turn back and forsake gem and coin if you value your life!

-- Torman Righ, former captain of the Western Star

Pirates of the Meredius is a race to uncover a buried treasure, the location of which has only recently come to light. The primary goal of each army and horde participating in the event is the recovery and claiming of this prize. Victory or defeat in minor skirmishes will not determine who is victorious – the winner will be the force which can reach the treasure first, losses be damned!

Player Responsibilities

Players participating in Iron Agenda Presents: Pirates of the Meredius 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 are also responsible for making sure that they record their games (and all pertinent information) and get that information to the Tournament Organizer.

Sportsmanship

The objective of play is for everyone to have a good time. Players must 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.

Painting, Modeling, Proxies, and Conversions

Pirates of the Meredius uses the rules for Painting, Modeling, Proxies, and Conversions that Privateer Press has established in their Steamroller format. Those rules are as follows:

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 experience of play for all. Although 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 in stores.

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. However, mixing and matching warjack weapons is not allowed.

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 to remove a questionable model from play. The TO makes the final call on any particular model.

Event Rules

The Pirates of the Meredius event consists of four rounds, each with a predefined scenario. There are four rounds in the event regardless of the number of players who are participating. Pairing for round 1 is done randomly, however preference should be given to allow players who constructed and brought their own ships to be split up so that their ships may be featured across the tables.

Pairings for rounds 2 and 3 are determined by a swiss format using each player's Speed Point (see below) subtotal (not their win-loss record). Pairings for round 4 are determined randomly.

Each scenarios has its own victory condition and unless it is stated in the scenario description, warcaster or warlock death does not end a game and determine a winner.

Speed Points & Standings

Each army and horde begins the game with 20 Speed Points. These Speed Points reflect their efficiency at crossing the ocean and determining the precise location of the treasure. These points will be gained throughout the event as they gain or lose headway on their opponents.

The overall winner is determined by comparing the Speed Point totals of all of the players who won the final round. The player with the most Speed Points of all the players that won their matches in the final round is the overall winner. Wins and losses accumulated in earlier rounds do *not* factor into determining the overall winner.

Suggested Awards

The following awards are suggested to be given out based on the following criteria:

- **Booty Grabber** – The overall winner, as determined above
- **Top Swab** – The player voted best sportsman by the participating players
- **Shipwright** – The player who creates the ship voted as best by the participating players
- **Shipwrecker** – The player who collects the most VPs throughout the event

The Clock

The scenarios that make up the Pirates of the Meredius event are meant to be played using timed match lengths. TOs should select a match length (and a turn length if they choose) that they feel is appropriate for their player base. The time limits included in the Steamroller Version 4 rules are a possible starting place for determining time limits if the TO is so inclined.

Army and Horde Size and Composition

Each player is allowed to bring one army or horde to the event. Army and horde point totals cannot exceed the point size chosen for the event and cannot fall more than 50 points under the point size chosen for the event.

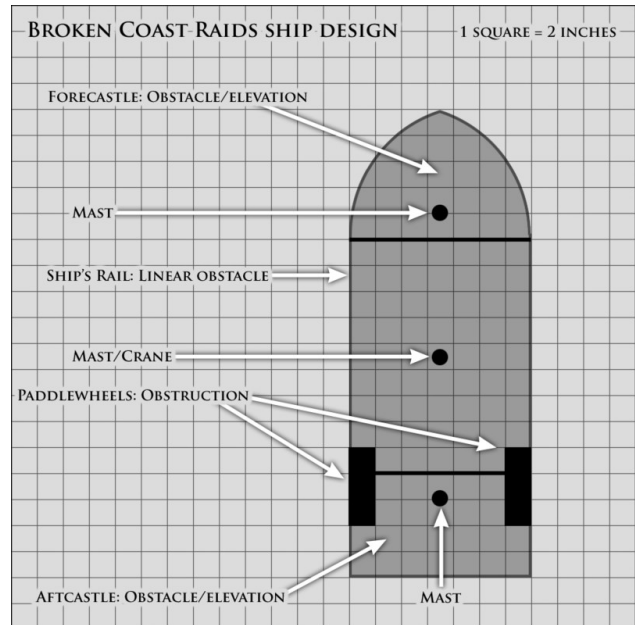
Tournament Organizers are free to determine the point size for Pirates of the Meredius. However 500 points is the recommended value based on the number of rounds to help the event run in a timely manner.

Ship of the Meredius

Each player will need a Ship of the Meredius for this event. Although players are encouraged to model their own ship using the diagram from the 2008 season of the Call to Arms league, a printed template will function just as well. A .pdf template which can be printed and used is available at www.ironagenda.com. It is recommended that TOs have extra templates on hand for players who are unable to bring their own.

Ships of the Meredius are ships which have the following properties:

- A ship is a 14" x 36" man-made construction.
- The forecastle and aftcastle are obstacles that provide at least 1" elevation.
- Paddlewheels and Masts are obstructions.
- The ship's rail is a linear obstacle surrounding the outside edge of the entire ship. For the purpose of movement of a thrown model, treat the ship's rail as an obstruction.



In some scenarios, portions of the ship may be defined as *Boat Targets*. Boat Targets may be targeted as models, although they are *not* models nor are they structures. Boat Targets may not move or be moved. Treat Boat Targets as obstructions with regards to other models' movement. Due to choppy seas, Boat Targets have a DEF of 9. Boat Targets have an ARM 14. Boat Targets may only be damaged by attacks that may damage structures. Boat Targets may not be charged or slammed.

Any attack or damaging effect that directly hits a Boat Target will not cause splash damage, collateral damage, nor will it cause any damage or effects to any other models. Non-Hull Boat Targets may be damaged by blast damage however.

Round 1 – Boat Race

Dawn has not yet breached the horizon and yet you are wakened after a night of grog-swilling by your first mate. Clutched in his grimy hand is a map, torn in half, which he shakes in your face. "We've found it!" he exclaims. "At least, part of it. This map will get us close to the island where the fabled treasure lies." You bolt from your bed with barely enough time to slap on your captain's hat as you shout orders to your men to make their way to the docks. "We take the first ship we see, lads! No time to waste!", you exclaim. As you arrive at the docks, a rival crew appears on the opposite side. Looks like taking this ship won't be as easy as you thought.

Description

As news spreads through the docks of the Broken Coast that the location of the treasure has been located, captains scramble to be the first to leave dock. Most race for their own ship, but for some any ship will do.

Special Rules

Place one ship with its bow touching the eastern table edge equidistant from the north and south table edges. The table areas directly north and south of the ship are piers – man made surfaces that are not structures. The 12” along the western table edges is normal earthen open terrain.

Victory Conditions

Starting at the top of the third turn, a player wins when he ends his turn in control of the ship.

A player controls the ship if he has one or more models completely aboard the ship and his opponent has no models completely aboard the ship. For a unit to control the ship, all models in the unit still in play must be completely aboard the ship. A warrior model must have a CMD greater than 1 to control the ship. Ignore wrecked or inert warjacks, wild warbeasts, and fleeing models when checking for control.

If time runs out before one player has won, the player with the most VPs completely aboard the ship wins. If this tie-breaker is also a tie, the game ends in a draw and has no winner.

Event Scoring

The player who wins Boat Race gains +5 Speed Points.

Round 2 – Terror on the Meredius

You've sailed the Meredius for days now with your course set for untold riches. But avast! Another ship rides out of the fog with other treasure-seekers aboard. The winds and waves carry your ships toward each other as pistols fire and cutlasses slash the air. At least your ship is in good enough condition to carry you through . . . for now.

Description

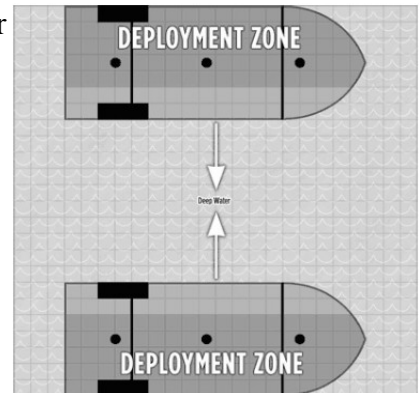
When two ships engage amidst choppy waters, chaos ensues.

Special Rules

This scenario takes place on the open seas. See the attached images for table configuration.

Before the start of the game the TO should announce that 20 minutes into the round play will pause. The TO may choose to explain the Kraken before play begins or surprise the players at the 20-minute mark at his discretion.

At the beginning of each player's turn, his ship sails 2d6" towards the enemy ship. A player may choose to roll 3d6 and take the higher two dice if he chooses instead of rolling just 2d6. When the ships come into contact, they stop sailing.



When a ship sails, it travels on the table top directly towards the opposing ship. During this time all models and effects touching the ship (or which come in contact with the ship during sailing) travel with the ship. At this time these models are not considered to be moving. A ship sailing does not cause any model traveling with it to trigger any effects which take place upon entry into an area, nor can any effect prevent the model from traveling with the ship.

If at any time a ship touches a model that is located in deep water and not aboard a ship, immediately place the model with its base completely within the sailing ship's template, moving it the shortest distance possible to do so. If other models block this model, move them following a similar procedure to when a thrown model lands atop another model.

In this scenario each ship's masts, wheel houses, and hull may be destroyed. These locations are identified as *Boat Targets* as previously defined. Masts can take 15 points of damage before being destroyed. Wheel Houses can take 30 points of damage before being destroyed. The Hull can take 100 points of damage before being destroyed.

Models on a ship can only gain an aiming bonus against targets on the same ship and may not make combined ranged or combined melee attacks against targets on a different ship than they are.

The Kraken!

The sound of battle ceases as your head turns toward the ship's prow. A low rumbling is heard and then an unearthly screech. From out of the depths rises a beast of immeasurable size. A leviathan of the deep, a behemoth of the sea . . . a great Kraken!

Twenty minutes into the game, play stops as the Krakens surface. A Kraken surfaces on every table. The Kraken is not a model and may not be targeted, damaged, or affected in any way. During each turn which the Kraken is in play when the turn begins, the current player may activate the Kraken. The Kraken may make d3 attacks during this activation against Boat Targets, non-warcaster non-warlock warrior models, or any combination thereof. The Kraken has a MAT of 8. If the Kraken attacks a Boat Target, it deals P+S 14 damage on a successful hit. If the Kraken successfully hits a non-warcaster non-warlock warrior model, the model hit is knocked down. If the Kraken critically hits a non-warcaster non-warlock warrior model, that model is devoured and removed from play

Victory Conditions

Each player accumulates 1 Control Point for each Boat Target on his opponent's ship that is destroyed. A player gains 2 Control Points when his opponent has no warcaster or warlock remaining in play. The first player to accumulate 5 Control Points wins. If the game ends before a player gains 5 control points, the game is a draw.

Event Scoring

Both players gain a number of Speed Points equal to the number of Control Points they accumulated during the game. In addition add the number of Boat Targets a player destroys on his opponent's ship to his Victory Point total.

Round 3 – Resupply

The journey has taken a toll on your vessel and you find it necessary to replenish your resources. You drop anchor near the shore of an island where you know food and supplies are plentiful. Peering through your spyglass, you see another ship anchored nearby. You'd better get to plundering fast or there will be nothing left to take!

Description

After facing the dangers of the sea, captains turn to small island settlements to resupply their ships. With so many ships chasing the treasure, it's inevitable for them to fight over these resources.

Special Rules

Before rolling to determine deployment and first turn, counters are placed at the following locations:

- Two supply counters along the center line running east to west equidistant from the two starting table edges, 10" from the east and west table edges.
- Two supply counters along the center line running north to south from starting table edge to starting table edge, 22" from the north and south table edges.
- One Hermit counter in the center of the table
- Two map counters along the center line running north to south from starting table edge to starting table edge, 10" from each table edge. Each player owns the map counter closest to their deployment zone.

Starting at the top of turn two, the armies may start collecting counters. When a counter is captured it is immediately removed from the table.

A model that ends its movement in base to base with a supply counter or the hermit counter with no enemy models within 1" of that counter may sacrifice its action to capture that counter. Ignore inert warjacks, wild warbeasts, and fleeing models when checking to see if there is an opposing model within 1" of the counter.

A model that ends its movement in base to base with a map counter in the opposing player's deployment zone with no enemy models within 2" of the counter may sacrifice its action to capture that counter. Ignore inert warjacks, wild warbeasts, and fleeing models when checking to see if there is an opposing model within 2" of the counter.

Incorporeal models and models with a command of 1 or less cannot capture counters. A warcaster, warlock, warbeast, warjack, solo, or independent model may only capture a single counter throughout the entire game. Members of a single unit can only capture a single counter the entire game.

Victory Conditions

The game ends when one player captures an opponent's map counter. The player that captures the opponent's map counter is the winner. If the game ends before a player captures the opponent's map counter, the game is a draw.

Event Scoring

A player who captured his opponent's map counter gains +2 Speed Points. Any player who captures the Hermit gains +2 Speed Points. For each supply counter a player captures, that player gains +d2 Speed Points.

Round 4 – Booty Grabbing

Behold! The resting place of the mysterious treasure! Just a hundred paces away lies your objective, but it appears that another crew has ideas of securing it for themselves. Draw your pistols! Unsheathe your blades! Ready your spells and stoke the warjack furnaces! Victory is at hand!

Description

After finally reaching their destination, two crews fight for control of the treasure's resting place.

Special Rules

As part of terrain placement each player places their ship with its port or starboard edge along the back edge of their deployment zone. All models must begin the game in play and may only deploy on the controlling player's ship.

Mark a 6" radius circle around the middle of the table. This is the dig zone. Once per turn a player may have one of his models within the dig zone sacrifice their action to dig for the treasure. This accumulates 1 Dig Point for the game. Dig Points are shared between players.

Immediately after the 3rd Dig Point is accumulated, the 6" radius circle around the center of the table that marked the dig zone becomes a Mosh Pit. This area is *not* treated as a Mosh Pit until the 3rd Dig Point is accumulated.

Victory Conditions

A player wins when he ends his turn in control of the Mosh Pit.

A player controls the Mosh Pit if he has one or more models completely within the Mosh Pit and his opponent has no models completely within the Mosh Pit. For a unit to control the Mosh Pit, all models still in play in the unit must be completely within the Mosh Pit. A warrior must have a CMD greater than 1 to control the Mosh Pit. Ignore wrecked or inert warjacks, wild warbeasts, and fleeing models when checking for control.

Event Scoring

If the game ends on scenario condition by one player controlling the Mosh Pit, both players lose a number of Speed Points equal to the number of full rounds that had passed.

If the game goes to time, both players lose a number of Speed Points equal to the number of full rounds that had passed, or six Speed Points, whichever penalty is greater.