

LEGION

OF SNAKE EYES



26/27TH FEBRUARY 2011

WARMACHINE/HORDES CAMPAIGN WEEKEND

TRIPLE HELIX WARGAMES, WESTBURY

WHERE SLEEPING GODS LIE

LEGION OF SNAKE EYES

BEYOND IOS

There is a legend.

To the east of the Iron Kingdoms, east even of the Iosans, lies a great desert. Among the sands lies a forgotten city, all but consumed by time, all but erased by history.

At the centre of this forgotten place lies a ruined temple, and buried deep in its vaults stands a tomb.

Made of baked sandstone tougher than the finest steel, untouched by the march of time; this tomb is unmarked save for one small inscription. In one of the most ancient languages of Caen, it spells just one word.

That word is Nyrro.



Campaigns present hobbyists with an opportunity to play in a different style to usual. Campaigns are all about 'mixing it up' and trying out new ideas. By definition, campaigns are different.

The event is there to help describe the story as it unfolds through your games and to ensure everybody has a great time. You'll need to think differently and bring with a flexible mindset. Games will be driven by the narrative of the campaign not by decisions made by game designers.

All of this means that during the course of the event various games may appear (or actually be) a bit one sided when viewed from the usual gaming viewpoint; DON'T PANIC! In any war, commanders have to deal with unfair and unbalanced situations, using cunning and skill to prevail against overwhelming odds. The same may be true for you.

However, your game and your story will always count in the big scheme of things. There will always be critically important mission objectives that you will need to strive to achieve.

Most importantly remember that, as this is a team event, even if you lose your individual battle, your faction may still do well overall. Don't worry about 'winning' just think about having a good time and telling the story.

PRACTICALITIES

Where Sleeping Gods Lie will take place at Triple Helix Wargames in Westbury, Wiltshire.

Your ticket includes lunch on both days. However, you will need to organise somewhere to sleep and eat on Saturday night.

On the back of this pack are some contact details of local hotels plus directions to the venue itself.

Triple Helix Wargames also stock Privateer Press products, however if you want to purchase anything specific, please contact them before the event.

THE WEEKEND

Saturday

10:00 Registration and Briefing
10:30 Game One (15 points)
11:30 Campaign phase
12:00 Game Two (25 points)
13:30 Lunch
14:30 Campaign phase
15:00 Game Three (25 point 'quads')
17:30 Close

Sunday

10:00 Briefing
10:30 Game Four (25 point doubles)
12:30 Lunch
13:30 Campaign phase
14:00 Game Five (25 points)
15:30 Campaign phase
15:45 Game Six (15 points)
17:00 Epilogue
17:30 Close

THE STORY SO FAR...

Our story is set east of Ios and the Iron Kingdoms. Here, in the wastelands, the ancient city of Edethor has been re-discovered by an Iosan cult, the Seekers.

Now, wolves are gathering. From the west, and guided by a mysterious Eldritch, Khador matches to war, shadowed by strange, dark allies. From the south, Skorne, the Protectorate, and others have been drawn into the region by the impending conflict, eager to settle their own grudges and work to their own agendas.

Into the crucible, the elves of Ios have raced into the desert, aware of the true significance of this discovery, followed by the military might of Cygnar. This uneasy 'Alliance of Light' is determined to prevent the wolves of Khador from achieving their objectives.

And in the wilds, perhaps the true balance of power is held by the mercenaries willing to fight for coin?

Ultimately, you will must find where a sleeping god lies...

YOUR ARMY

Campaigns play differently to other events. In addition to your army, as defined by the rules of engagement below; you will also be part of a faction and you will have to work as part of a team to emerge victorious.

RULES OF ENGAGEMENT

Where Sleeping Gods Lie will use the Warcmachine Prime MkII and Hordes Primal MkII rulesets. You will require two army lists (**15** and **25** points) built according to the following rules:

- Both lists must be built from the same faction book or contract. They do not have to use the same Warcaster or Warlock.
- Your army lists will not be used at the same time, so may include the same models.
- All models must be WYSIWYG, painted with at least three colours, and based.

In addition to this, players will need a **5** point force of units and/or solos from your faction. This must adhere to the force allocation limits when combined with either your 15 or 25 point lists.

OBJECTIVES

Objectives will be used in some missions during the campaign. In addition to your army, you will need two objective markers mounted on either a standard 40mm or 50mm circular base.

FACTIONS

Where Sleeping Gods Lie will use the Lost Stars campaign system, and will have four factions. Your faction will be assigned on the day, however when registering you must inform the event organisers which Warmachine or Hordes faction you are going to use over the weekend.

- **The Alliance of Light.** Gathered by the mysterious Seeker cult the alliance is trying to recover Nyrro and return him to Ios, or Cygnar...
- **The Wolves of the West.** Guided by an undead Priest of Nyrro, Khador and Cyrx agents are after the Iosan god for their own nefarious reasons.
- **Mercenaries.** Wars are good for business. Plain and simple. The objective of each mercenary is to earn as much gold as possible during the weekend.
- **The Destroyers.** Where there is war, there will always vultures willing to use it to forward their own agendas. The Protectorate of Menoth seek to destroy any other god given the opportunity. The Skorne care not about gods, but are on the move in the eastern desert. Legion, Circle and many others all have their own objectives, including simply killing everyone else.

Each faction has its own objectives which will be presented on Saturday morning during the first briefing.

CHECKLIST

Remember, you will need:

- *Your 15 and 25 point army*
- *Your additional 5 points of models*
- *Two objective markers*
- *Your army lists, cards, rulebooks, templates, tape measures and any tokens*
- *Superglue, for emergency repairs*
- *Somewhere to sleep on Saturday night*
- *Money to buy toys (and dinner)*



THE CAMPAIGN TURN

Each campaign turn follows the following format:

1. Hire Mercenaries
2. Issue Orders
3. Resolve Orders
4. Fight!!!
5. Report Results
6. Update map

The stages in grey are organised by the event organisers.

PRIZES?

As this is a campaign weekend, there will not be any prizes in any conventional form.

However all of the winning faction will receive a certificate, and a few other specific things will be recognised.

These include the Most Blood Thirsty General, Prettiest Army, Richest Mercenary, and Most Kicked Warcaster awards.

There will be others.



THE CAMPAIGN

Lost Stars is our campaign event system. It is designed to work with any gaming system and exists to provide us with a structure to run the weekend.

AND SO IT BEGINS...

When you arrive at the event, you will be placed into one of the competing factions. This will be your team for the weekend.

These teams will not necessarily be equal. This is fine.

IMPORTANT: To help us organise the campaign, it is extremely important to inform event organisers which Warmachine or Hordes faction or contract you intend to bring.

THE CAMPAIGN TURN

Prior to each game there will be a campaign phase. During this phase the two main factions, The Alliance of Light and the Wolves of the West, decide on the objectives they want to achieve, and which player will be tasked with them.

They also have the option of hiring players from the mercenary faction using the chocolate coins provided.

IMPORTANT: Do not eat your chocolate coins! Using mercenaries will be key to your success, and you have to pay them!

Once orders are issued, the event organisers take over to resolve all the orders. This determines who fights who. Bribes will not be accepted. Probably.

In this system the unemployed Mercenaries and Destroyer players are used to balance all the games. However beware! These players also have their own objectives to achieve.

Once the battles are fought, victory and glory earned; the results are reported, and then the event organisers will update the campaign map ready for the following campaign turn.

During each round, the event organisers will also be collecting stories of woe and glory.

The weekend is all about storytelling so this is a key opportunity to really get involved!

HIRING MERCENARIES

Hiring mercenaries is extremely straightforward. At the beginning of each turn the two main factions can write up contracts employing mercenaries.

Mercenaries are paid in chocolate coins, either before or after the mission (as agreed on the contract).

Not paying your mercenaries and breaking your contract is an option, but is likely to invite swift retribution.

If a mercenary warcaster is killed, the chocolate coins for that game are taken by the victorious player.

Obviously, the mercenaries are in it for the money so don't spend all of your chocolate coins at once.

ISSUING ORDERS

Each turn, after hiring mercenaries, the two main factions issue orders to each of their players and mercenaries. Each order is to defend or attack a specific objective on the campaign map, and must be listed in order of priority.

Once the orders are resolved by the event organisers, the players will be told where they are fighting and the mission they are playing.

FIGHT!

Says it all really. Enjoy yourselves and get stuck in!

When your game is finished, report the results back to the event organisers. With this information, the campaign map will be updated and the initiative determined for the following campaign turn.

Your actions on the battlefield will determine the shape and direction of the entire campaign.

This is your story to tell!

THE GAMES

Playing in campaign events is different to playing in tournaments (yes, this is a continuing theme throughout this pack).

Hopefully this section will answer the most common questions about how the games are organised.

SPIRIT OF THE GAME

Legion Of Snake Eyes' events are meant to be fun. This most important rule for the entire weekend. This is not a competitive event.

At times you will be out-numbered and some games will give one player a clear advantage over another. This all part of playing in a campaign, and like real-world generals, sometimes you will face conditions and challenges that may appear to be unfair.

DON'T PANIC! Across the whole campaign, these things will balance out.

We would also suggest re-reading page five of the main rulebook(s) if you have not done so recently.

TIMEKEEPING

Although the games are intended to be relaxed and friendly, and there will not be time limits for individual turns; we

do expect you to complete your games on time.

If this is not possible, please ensure each player has had the same number of player turns before ending the game.

PLAYING DOUBLES (TRIPLES OR QUADS)

At times over the weekend you will be asked to team up with one, or more, players for a specific game.

This is likely to throw up some crazy and sick combinations. This is fine.

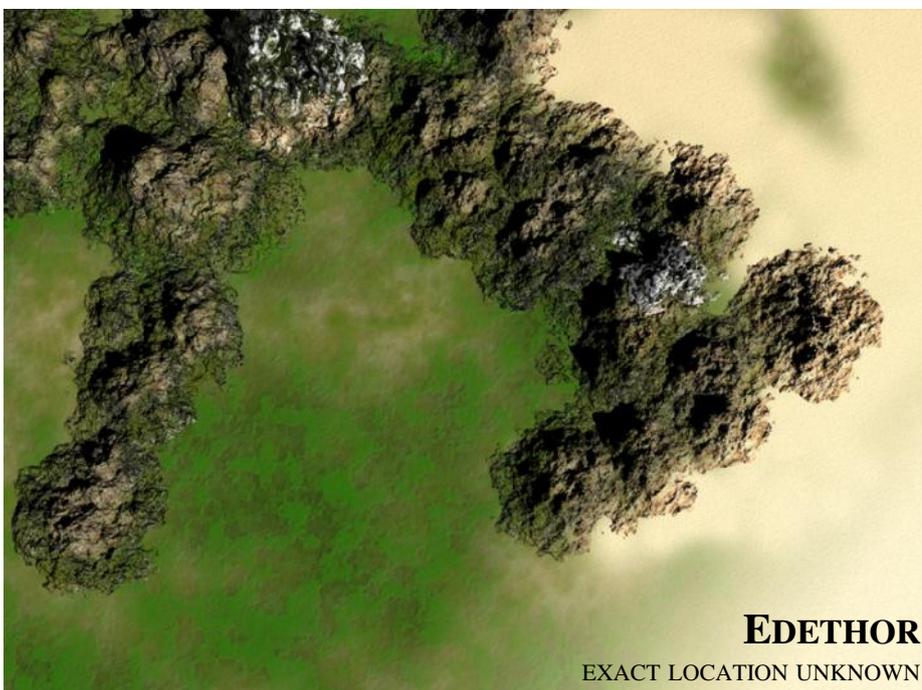
There are no special restrictions on players during multi-player games so just play the game as written.

RULES QUESTIONS

Please do not ask us rules questions.

If you do, expect us to use a six-sided dice to resolve the question unless we (a) happen to know the answer or (b) really want to know the answer ourselves, and have a rulebook within easy reach.

We will also have a copy of the latest FAQ and Errata from Privateer Press just in case they are required.



WHAT IS LEGION?

Legion of Snake Eyes is a group of gaming activists, a group that will hopefully enable us to run and do stuff we cannot do alone. A club for the dispossessed and overly enthusiastic of us; who want to do stuff beyond our own local communities.

The signature idea behind all Legion events and participation games is that they are fun, and as good as we can make them.

That's the theory anyway.



TRIPLE HELIX

W A R G A M E S

LEGION OF SNAKE EYES

For tickets and any other questions about Where Sleeping Gods Lie, please contact the Legion of Snake Eyes directly via lose@gmail.com

To learn more about Legion and what we are up to, go to our website <http://legionofsnakeeyes.wordpress.com>

Images originating from the Privateer Press are © 2001—2010 Privateer Press, Inc. All Rights Reserved. WARMACHINE, HORDES, and their logos are trademarks of Privateer Press, Inc. Images and trademarks used without permission. This publication is unofficial and is not endorsed by Privateer Press.

Anything else herein belongs to the Legion of Snake Eyes, so there.

6 WHERE TO GO

Where Sleeping Gods Lie will be held at Triple Helix Wargames in Westbury.

For the Saturday night you will also need to organise accommodation so we have included some suggestions.

TRIPLE HELIX WARGAMES

Unit 3 Commerce Business Centre
Commerce Close
West Wilts Trading Estate
Westbury
Wiltshire
BA13 4LS

www.triplehelixwargames.co.uk

How to get there by car

Triple Helix is just a five minute drive from the A350 between Trowbridge and Westbury and only a 35 minute drive from Junction 17 of the M4.

To reach them by car coming from the North come off the M4 at junction 17 and head south on the A350 towards Chippenham. Follow the A350, signposted to Poole all the way until you pass a set of traffic lights in the village of West Ashton.

Follow the A350 down the hill towards Hawkeridge and Westbury. At the mini roundabout with the petrol station on go straight over. Go under the railway bridge and at the roundabout take the first exit. Follow this road for approximately one mile. Turn right into the West Wilts Trading Estate. Take the first left into Commerce Close and immediately right into the car parking area. Triple Helix is the third building on the right hand side.

How to get there by train/bus

Westbury is a mainline station on the London Paddington to Exeter route, stopping at Reading, Newbury and Taunton. It is also on the mainline between Cardiff and Portsmouth stopping at Southampton, Salisbury and Bath.



Triple Helix is a one hour, 20 minute train journey from London and only 20 minutes from Bath. If you are coming at the weekend and may need to wait a while for a bus, or just call and we will collect you from the station!

By bus you can reach us direct on the 264/265 which will drop you a one minute walk from our front door. This runs between Bath and Warminster hourly during the week and every two hours on the weekend. The bus also runs direct from Westbury train station.

LOCAL HOTELS

There are a number of hotels in the central of Westbury:

The Garden Hotel
<http://www.thegardenhotel.co.uk>

Cedar Hotel
<http://www.cedarhotel-wiltshire.co.uk>

Lopes Arms Hotel
<http://www.lopesarmshotel.co.uk>

And a number of B&Bs recommended by Triple Helix:

The Old Pottery
<http://www.theoldpottery.com>

Redwood Lodge
<http://www.redwoodlodgeuk.com/contact.htm>

Crossways Guest House
<http://www.crosswayswestbury.co.uk>

Angel Cottage
<http://www.angel-cottage.co.uk>