

LAUNCH PARTY TEAM CONSTRUCTION RULES

All Coaches should bring a team of 6 models, including 1 [Captain] and 1 [Mascot] model. In addition, all coaches may bring 2 additional [non-Captain], [non-Mascot] models to form their bench. Before each game, coaches should decide which 6 models will form their team for that game (remembering that 1 [Captain] and 1 [Mascot] are mandatory choices). Coaches who bring Blacksmiths should instead bring a team of 3 [Masters] and 3 [Apprentices]. Blacksmith Coaches may also bring 2 additional models, which may be any combination of [Masters] and [Apprentices].

COOK'S GUILD EVENT RULES

The following rules apply to each game played as part of this Launch Party event.

Recipe for Success: On the Cooks' home ground, scoring goals and take outs are less impressive than making a delicious meal! Each game during this event shares a deck of menu cards. At the start of each game, the EO should provide each table a set of Menu cards. The coaches should lay out the 10 menu cards by the side of the pitch. Players play the game as normal, but whenever a Player completes the conditions of a menu card, they may claim that menu card. Each Player can only claim one menu card each turn, and can only claim one of each type of menu card (starter, main, dessert).

A Mighty Meal: Add the VPs shown on each meal card claimed to that Player's total score. Games in this format are played to a 14 VP win condition, rather than 12 VP.



STEAMFORGED.COM

MOZZARELLA STICKS WITH SPICY DIP

REQUIREMENT:

Claim this card if one of your models ends a turn more than 12" from where it started the turn.

EFFECT:

Once per game at the start of a friendly model's activation, the model gains +2"/+2" MOV until the End Phase of the current turn.

VPs:

I

STARTER



™ & © Steamforged Games LTD 2018

LIGHT AND FLUFFY SALMON MOUSSE

REQUIREMENT:

Claim this card if you finish your last activation of the turn and your team has inflicted no damage on the enemy team this turn.

EFFECT:

Once per game at the start of an enemy model's activation, the enemy model suffers -1 DEF until the End Phase of the current turn.

VPs:

I

STARTER



™ & © Steamforged Games LTD 2018

BARBEQUE CHICKEN WINGS

REQUIREMENT:

Claim this card if your team inflicts damage on at least 3 enemy models this turn.

EFFECT:

Once per game at the start of an enemy model's activation, the enemy model suffers -1 ARM until the End Phase of the current turn.

VPs:

I

STARTER



™ & © Steamforged Games LTD 2018

CHICKEN HOT POT

REQUIREMENT:

Claim this card if you end your final activation of the turn and no enemy models are engaging your models.

EFFECT:

Once per game at the start of a friendly model's activation, the friendly model may immediately make a jog.

VPs:

2

MAIN



™ & © Steamforged Games LTD 2018

BEEF WELLINGTON

REQUIREMENT:

Claim this card if you inflict the knocked down condition on 2 or more enemy models during a single activation.

EFFECT:

Once per game at the start of a friendly model's activation, the friendly model gains +1 DMG to playbook damage results until the End Phase of the current turn.

VPs:

2

MAIN



™ & © Steamforged Games LTD 2018

MAC AND CHEESE

REQUIREMENT:

Claim this card if you have 3 friendly models engaging the same enemy model during the End Phase.

EFFECT:

Once per game at the start at the start of a friendly model's activation, the friendly model gains Resilience and is allocated 1 influence

Resilience

The first time each turn this model is hit by an enemy attack or character play that targets this model, the attack or character play is ignored.

VPs:

2

MAIN



™ & © Steamforged Games LTD 2018

VEGETABLE CASSEROLE

REQUIREMENT:

Claim this card if two or more friendly models suffer the movement penalty from rough-ground this turn.

EFFECT:

Once per game at the start of a friendly model's activation, you may place 2x 30mm harvest-markers within 2" of this model. (These harvest-markers can be represented by any suitable 30mm base.)

Harvest markers have a 30mm base. A player may only have up to 5 friendly harvest markers on the pitch at once. When a model moves into base contact with a harvest marker during a sprint or charge, the harvest marker is removed from the pitch. During the Maintenance Phase, before influence is allocated, a player may remove any number of friendly harvest markers from the pitch and add +1 influence to the friendly team's influence-pool for that turn for each harvest marker removed.

VPS: 2

MAIN



™ & © Steamforged Games LTD 2018

STICKY TOFFEE PUDDING

REQUIREMENT:

Claim this card if a friendly model ends its activation engaging 2 or more enemy models.

EFFECT:

Once per game at the start of a friendly model's activation, the friendly model gains Gravity Well and +2 ARM until the End Phase of the current turn.

Gravity Well

When an enemy model ends an advance engaging this model, the enemy model immediately suffers a 2" push directly towards this model.

VPS: 2

DESSERT



™ & © Steamforged Games LTD 2018

SOUFFLÉ

REQUIREMENT:

Claim this card at the end of a friendly model's activation, in which the friendly model inflicted exactly 1 damage to two enemy models.

EFFECT:

Once per game at the start of a friendly model's activation, the friendly model gains Flying and cannot be targeted by Parting Blows until the End Phase of the current turn.

Flying

When this model moves, it ignores terrain and other model's bases. It can't end its movement overlapping another base, an obstruction, or a barrier.

VPS: 3

DESSERT



™ & © Steamforged Games LTD 2018

VICTORIA SPONGE CAKE

REQUIREMENT:

Claim this card in the End Phase if one friendly model suffered 12 or more damage this turn and is still on the Pitch.

EFFECT:

Once per game at the start of a friendly model's activation, the friendly model can heal to their maximum HP and remove all conditions.

VPS: 3

DESSERT



™ & © Steamforged Games LTD 2018

MENU CARD



MENU CARD