

Thrall Harvest Packet Checklist

This packet should contain:

- This checklist with instructions (1 page)
- Player registration form (2 pages)**
- Individual Player Tracking Sheets (1 page)*
- Winner form (1 page)
- Instructions for Media Packet (1 page)
- Media Packet (2 pages)
- Foodmachine 2008 rules (1 page)
- Foodmachine 2008 rules individual player handout (aka “cheat sheet”) (1 page)*

*Print out as many of the Individual Player Tracking Sheets and Cheat Sheets as you need. You should give one to each player. There are 4 cheat sheets per page.

The organizer should record each individual score that a player receives from each opponent. **Do not total the scores!!!** The player with the **highest single score** is the winner of the Coolest Kill. If there is a tie between more than one player, use the **second highest individual score** of all those players. If there is still a tie, use the third highest individual score, etc. In the event of a complete tie, use VPs to break it. The scores should be kept secret, such that players will not be judgmental toward their opponents.

After a winner is determined, find out how the kill was obtained (using the highest score as the winning kill) and record a brief description. It will be recorded on the Harvest Thralls website.

Player Registration Form

Player's Name and Number	Faction	# cans donated
1 _____	_____	_____
2 _____	_____	_____
3 _____	_____	_____
4 _____	_____	_____
5 _____	_____	_____
6 _____	_____	_____
7 _____	_____	_____
8 _____	_____	_____
9 _____	_____	_____
10 _____	_____	_____
11 _____	_____	_____
12 _____	_____	_____
13 _____	_____	_____
14 _____	_____	_____
15 _____	_____	_____
16 _____	_____	_____
17 _____	_____	_____
18 _____	_____	_____
19 _____	_____	_____
20 _____	_____	_____

Player Registration Form

Player's Name and Number	Faction	# cans donated
21 _____	_____	_____
22 _____	_____	_____
23 _____	_____	_____
24 _____	_____	_____
25 _____	_____	_____
26 _____	_____	_____
27 _____	_____	_____
28 _____	_____	_____
29 _____	_____	_____
30 _____	_____	_____
31 _____	_____	_____
32 _____	_____	_____
33 _____	_____	_____
34 _____	_____	_____
35 _____	_____	_____
36 _____	_____	_____
37 _____	_____	_____
38 _____	_____	_____
39 _____	_____	_____
40 _____	_____	_____

Individual Player Tracking Sheets

Player Name:

Faction:

Player Number:

Game #	Opponent #	Win/Draw/Loss	Subtotal Points	Subtotal VPs
1				
2				
3				
4				

Player Name:

Faction:

Player Number:

Game #	Opponent #	Win/Draw/Loss	Subtotal Points	Subtotal VPs
1				
2				
3				
4				

Winner Form

Name	Faction	Contact (e-mail or phone)
Overall Winner _____	_____	_____
Most Cans donated _____	_____	_____
Number of cans: _____		
Best Khador _____	_____	_____
Best Cygnar _____	_____	_____
Best Protectorate _____	_____	_____
Best Cryx _____	_____	_____
Best Merc _____	_____	_____
Best Trolls _____	_____	_____
Best Circle _____	_____	_____
Best Legion _____	_____	_____
Best Skorne _____	_____	_____

Instructions for the Thrall Harvest media packet (1 page)

Dear Thrall Harvest charity tournament organizer,

Thank you for donating your time and effort to organize a local Thrall Harvest tournament. In order to maximize participation and awareness in your local event, it is strongly suggested that you fill out the following media packet and forward it to your local media as soon as possible.

Local media can include newspapers, radio or local television stations. Most media outlets have fax numbers setup for submitting news about community charity events. Additionally, the media packet can be mailed to the local outlet. Please check with your local media for details.

Please note that both pages of the media packet should be submitted. Fill out the date, venue name and charity food bank name on page one in the appropriate spots. Then fill out page two with the date, time, venue details and charity food bank details.

Good luck with your event and may your venue overflow with donations!

Sincerely,

The Harvest Thralls

Thrall Harvest Media Packet (2 pages)

For immediate release:

A **Thrall Harvest** charity event is going to be held on the following date _____ at the following location _____ in support of the following charity _____.

What is a Thrall Harvest?

A Thrall Harvest is a charity event in support of a local food bank/pantry. The event is a fantasy table-top miniatures tournament using the popular Warmachine and Hordes game systems.

As an entry fee, players bring donations of canned and staple goods to be donated to the local food bank/pantry. A unique tournament format is used to encourage donations during the event. Privateer Press, the creators of the Warmachine and Hordes game systems and miniature lines, provides unique award support for the event including special prizes for the tournament winner and the most generous donor. Additionally, a prize will be award to the location that hosts the most successfully event in terms of goods donated.

The Thrall Harvest is national in scope with charity tournaments happening all across the country annually from November to January.

What is a fantasy table-top miniatures game?

A fantasy table-top miniatures game is a game that pits two players in a simulated battle using metal miniatures to represent various fantastic creatures, heroic soldiers and powerful machines of war. The game is played on a table with three dimensional scale scenery that represents hills, trees and other battlefield features. Dice are used to determine the success or failure of actions upon the table-top battlefield.

Fantasy table-top miniature games also include a hobby aspect as players must assemble and paint their miniatures for use in the game.

Warmachine and Hordes are award-winning and compatible fantasy table-top miniatures games by Privateer Press.

Why the name Thrall Harvest?

The term thrall references an iconic fantasy soldier from the Warmachine game system. Thrall has also taken on an additional meaning as a term used to refer to a dedicated fan that volunteers to help Privateer Press.

Harvest represents the collection of canned staple goods during the charity tournament.

About Privateer Press

Privateer Press provides total immersion in the Iron Kingdoms world through role-playing releases, the award-winning WARMACHINE® and HORDES™ miniatures games, No Quarter Magazine™, and the Formula P3™ hobby and paint range. Privateer Press' total commitment to the Iron Kingdoms brand drives our dedication to create the highest quality gaming products possible.

To learn more about Privateer Press, visit <http://www.privateerpress.com> or contact the president of Privateer Press, Sherry Yeary, at (425) 643-5900 or sherry@privateerpress.com.

About Harvest Thralls

The Harvest Thralls are a group of dedicated Privateer Press fans that have volunteered to organize and administrate the nationwide Thrall Harvest charity events.

Harvest Thrall Charity Tournament Event

Date: _____

Time: _____

Venue Name: _____

Street Address: _____

City: _____

State: _____

Zip Code: _____

Contact Name: _____

Contact Phone: _____

Contact Email: _____

Charity Name: _____

Street Address: _____

City: _____

State: _____

Zip Code: _____

Contact Name: _____

Contact Phone: _____

Contact Email: _____

Foodmachine 2008 Rules

Charity Powered Miniatures Combat

“Breaking the Rules”

At any point during a game, a player may donate a canned good to create an in-game effect. These canned goods are in addition to any canned goods that were donated for the registration fee, so be certain to bring plenty of canned goods so you can break plenty of rules. The following are the in-game effects that are generated by extra donations:

You may donate a canned good to:

1. Re-roll 1 of your dice. Each subsequent time you break this rule, whether for it's for the same die or a different die, the cost to break this rule doubles. For example the 1st re-roll=1 can, 2nd re-roll=2 cans, 3rd re-roll=4 cans, 4th re-roll=8 cans. The cost resets back to 1 can at the start of your next turn. You cannot re-roll the “deploy first, go first” roll.
2. Force your opponent to re-roll 1 of his/her dice. Each subsequent time you break this rule, whether for it's for the same die or a different die, the cost to break this rule doubles. See Rule #1 for an example. The cost resets back to 1 can at the start of your opponent's next turn. You cannot force a re-roll your opponent's “deploy first, go first” roll.
3. Give your warcaster/warlock an extra focus/fury point. You may only break this rule once per round. This may be in excess of their focus/fury stat, but does not change the stat itself. Your warcaster/warlock receives this focus even if other effects do not normally allow him focus/fury points, such as Severius' feat or Eiryss' disruptor bolt.
4. Remove 1 fury from one of your warbeasts. This fury does not go to your warlock, it simply disappears. You may only break this rule once per round.
5. Measure the distance between any 2 models on the board at any time.

You may donate 3 cans to:

6. Generate 1 power attack that is not a charge without the usual penalties of “-2 for a smaller/equal sized target, -4 for a larger target”. It does not cost a focus/fury to perform the power attack. Each subsequent time you break this rule, the cost to break this rule doubles. See Rule #1 for an example. The cost resets back to 3 cans at the start of your next turn.
7. Have a warjack with 2 open fists perform a Rend power attack. See Hordes: Primal for the ruling on “Rend”.
8. Move a single terrain piece 5” in any direction before the game starts. Do this before seeing your opponents list. You may only break this rule once per game.

You may donate 10 cans to:

9. If you win the “who deploys first and goes first” roll, you may deploy second and go first. You may break this rule once per tournament.
10. Force your opponent to make one of his advance deployment units non-advance deploy. You may only break this rule once per game. Decide this after seeing your opponent's list but before you roll for the “who deploys first and goes first” roll.

Foodmachine Cheat Sheet

Spend 1 can to:

- Re-roll your or your opp. die
(double w/ each use)
- Extra focus/fury (1x/turn)
- Remove 1 fury
- Pre-measure

Spend 3 cans to:

- Power Attack w/o penalty
(double with each use)
- Warjack Rend
- Move Terrain 5"

Spend 10 cans to:

- Deploy 2nd, Go 1st
- AD → Non-AD (1x/game)

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- Extra focus/fury (1x/turn)
- Remove 1 fury
- Pre-measure

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