

Foodmachine 2011

Organizer's Packet

Overview and Instructions

To the Organizer:

It's time for the Privateer Press community to band together again and help fight hunger through the annual Foodmachine charity drive. This is the 6th year now that Privateer Press gamers around the world have held Foodmachine charity events combining their love of gaming with their desire to help the needy. If this is your first time, don't worry! It's easy to get involved and this information will help you.

Background

Foodmachine was conceived by the St. Louis River Dogs and has grown significantly. Now the torch has been passed to the NJ Somerville Ogrun Bokurs (NJ SOBs) to keep the movement growing. On behalf of all of us we want to first *thank you*, the Organizer. We know you're going to be putting in lots of time and energy to make this event a success for both your local players and the overall effort to fight hunger in your local community. Despite many amazing advances in agriculture, there are still people who go to bed hungry at night, even in fully developed countries. You and others like you all around the globe are helping to make a difference by collecting canned goods for your local pantry.

Overview

The idea behind Foodmachine is simple – support a good cause by playing games and having fun. This can be a large involved event or a smaller tournament, it's up to you. What matters is that your players have a good time, they donate canned food to a local organization, and everyone walks away knowing it was a day well spent. A Foodmachine event can be any kind of tournament format with this one twist: built in cheating! (Would you expect anything else from a bunch of SOBs?) By donating canned goods, players can “cheat” during their games. The more cans you donate, the more you can cheat. A list of suggested cheats can be found within this packet.

Getting Started

We hope to see you and others running Foodmachine events around the globe from **November 1st through January 1st**. This packet includes all the information and resources we think you will need to plan and run your event. We've included rules, player registration sheets, event reporting forms, and guidelines on working with the media to get the word out. Additional information, including some logos you can use for your promotional efforts, can be found at the Foodmachine website: <http://foodmachine.njsobs.com>. All you need to do is arrange a location and run the event just like a regular tournament and follow these extra guidelines. If you get stuck, the NJ SOBs and the Privateer Press community are always here to help. Email us at foodmachine@njsobs.com with your questions.

Prizes

To bodge Foodmachine up to Page 5 standards, Privateer Press has again stepped up as they have in years past with prizes to help recognize the donations. They will be designing custom vinyl banners with their artwork and the names of the winners of each prize category of Foodmachine. Those categories are:

- Most cans donated overall
- Most cans/player
- Single largest individual donating

Additionally, the group that donates the most cans overall will win the traveling Foodmachine trophy. Email your results to foodmachine@njsobs.com so we can keep track of how many events were held and how many cans we collected. For scoring purposes, one “can” is defined as something around 12-14 ounces. The event organizer can count a can as worth 2 “cans” if it is big or small cans as only half a “can”. [To encourage people to bring food other than canned vegetables, you might also count each meat-based can as 2 cans for the purposes of cheating, but don’t report it that way to us.]

It’s really great to see the numbers going up and every event, no matter how large or small, makes a difference! The winners will be announced in February at Templecon 2012.

Painting for Charity

We’re also kicking things up this year with a companion event for all the hobbyists out there. Orange is the official color of hunger awareness and so we wanted to combine that aspect of the charity into Foodmachine. Project: Orange Crush (Hunger) gives hobbyists the chance to devote their special talents to the cause.

We’ve drawn up a Tier 4 Shae army full of pirate models. We’re asking the community to sign up to paint a model from the army in an orange scheme of their choosing. The army will then be auctioned off for charity. Privateer Press’ studio painter, Matt DiPietro, will be painting up Captain Phinneus Shae and the Commodore cannon in an orange-based paint scheme. In addition, this year’s Formula P3 Grandmaster, Zach Lanier, will be painting up Dirty Meg for the army.

To participate, follow the link (<http://bit.ly/olaQZO>) and sign up to paint one of the models. Glue the model to a normal base but do not add any flocking. After you have finished painting it up, mail the model to Matt at Privateer Press:

Project Orange Crush
c/o Matt DiPietro
Privateer Press
13434 NE 16th St STE 120
Bellevue WA 98005

Privateer Press will be basing all the models and the photographing them in preparation for their eBay auction. Your model must be at Privateer Press by **December 2nd, 2011**.

Questions?

For additional information, email foodmachine@njsobs.com. And finally: Donate like you have a pair! Thank you again.

The NJ SOBs

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 _____	_____	_____
21 _____	_____	_____
22 _____	_____	_____
23 _____	_____	_____

Player Registration Form

Player's Name and Number	Faction	# cans donated
24 _____	_____	_____
25 _____	_____	_____
26 _____	_____	_____
27 _____	_____	_____
28 _____	_____	_____
29 _____	_____	_____
30 _____	_____	_____
31 _____	_____	_____
32 _____	_____	_____
33 _____	_____	_____
34 _____	_____	_____
35 _____	_____	_____
36 _____	_____	_____
37 _____	_____	_____
38 _____	_____	_____
39 _____	_____	_____
40 _____	_____	_____
41 _____	_____	_____
42 _____	_____	_____
43 _____	_____	_____
44 _____	_____	_____
45 _____	_____	_____
46 _____	_____	_____

Event Reporting Form

Instructions: Fill out the information below and email it in the body of the email to foodmachine@njsobs.com.

Event Organizer

Name:

Email:

Event Information

Event Date:

Game Store:

Street Address:

City: State: ZIP:

Country:

Overall Tournament Winner

Name:

Faction:

Player Who Donated Most Cans

Name:

Faction:

of Cans:

Event Results

Overall number of cans donated:

Total number of players:

Number of cans per player:

Total number of Cygnar players:

Total number of Cryx players:

Total number of Khador players:

Total number of Merc players:

Total number of Protectorate players:

Total number of Retribution players:

Total number of Circle players:

Total number of Legion players:

Total number of Minion players:

Total number of Skorne players:

Total number of Trolls players:

Total number of Minions players:

Instructions for the Foodmachine Media Packet (1 page)

Dear Foodmachine charity tournament organizer,

Thank you for donating your time and effort to organize a local Foodmachine event. In order to maximize awareness of 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. Don't forget to see about submitting an item for the community calendar – many local papers run such events calendars and listings are free. Please check with your local media for details.

You may also want to see if the organization you have chosen to sponsor would like to help you with contacting the media – they often have experts in such things. A follow-up call could result in a reporter or photographer coming to your event to cover a part of it for local interest.

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 cans!

Sincerely,
The NJ SOBs

Foodmachine Media Packet (2 pages)

For immediate release:

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

What is Foodmachine?

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

As an entry fee, players bring donations of canned goods to donate 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 most generous donor. Additionally, a traveling trophy is awarded to the location that hosts the most successfully event in terms of goods donated.

Foodmachine is international in scope with charity tournaments happening all across the globe annually from November through December.

What is a table-top miniatures game?

A table-top miniatures game is a game that pits two players in a simulated battle using metal miniatures to represent various 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.

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 table-top miniatures games by Privateer Press.

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 their 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 the Organizers

The NJ SOBs are a group of dedicated Privateer Press fans that have volunteered to organize the international Foodmachine charity drive. More information can be found at <http://foodmachine.njsobs.com>.

Foodmachine 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 2011 Cheats

“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. The following are the in-game effects that are generated by extra donations:

You may donate 1 canned good to:

1. Add +1 to your initiative die roll per can donated. Secretly decide a number of cans to donate and after your opponent decides how many cans to donate, reveal the total bonus amount and then roll for initiative.
2. 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 initiative roll.
3. 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. 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 initiative roll.
4. Shift damage one column/branch to the left or right once per damage roll.

You may donate 3 cans to:

1. Trigger 'Shake Effects' on a warcaster/warlock or warjack/warbeast instead using of using Focus/Fury. Can only be used once per turn per warcaster/warlock or warbeast/warjack.
2. Give your warcaster/warlock an extra focus/fury point during the control phase. 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. Can only be used once per turn.
3. Generate 1 free non-charge power attack. Each subsequent time you break this rule per turn, the cost to break this rule doubles. The cost resets back to 3 cans at the start of your next turn.
4. Measure the distance between any 2 models on the board at any time.

You may donate 10 cans to:

1. Force an opponent's advance deploy model/unit to lose the advance deploy ability. Decide this after seeing your opponent's list but before you roll for the initiative roll. Can only be used once per game.
2. Give 1 non-character jack/beast HUNGRY. HUNGRY adds +1 MAT, RAT, DEF, and ARM to the stat line for the duration of the game. Can only be used once per game.
3. Prior to the starting roll, designate one of your warrior model/units to have terror. Can only be used once per game.

4. Designate one Mercenary or Minion models/unit as a friendly Faction model for one game round. Can only be used once per game.

You may donate 100 cans to:

1. Take one out-of-faction Warjack or Warbeast for your Warcaster or Warlock (respectively). This warbeast counts as a friendly Faction model. May only be used for a single warjack or warbeast per game.

Foodmachine Cheats

Donate 1 can to:

1. Add +1 to initiative die roll per can.
2. Reroll 1 of your dice.
3. Reroll 1 of opponent's dice.
4. Shift damage 1 column/branch left or right.

Donate 3 cans to:

1. Free shake effect.
2. Get an extra focus/fury point.
3. Generate 1 free non-charge power attack.
4. Measure the distance between 2 models.

Donate 10 cans to:

1. Force an opponent model/unit to lose Advance Deploy.
2. Give 1 non-character jack/beast Hungry (+1 MAT, RAT, DEF, and ARM).
3. Give 1 model/unit terror.
4. Merc/Minion becomes Faction for 1 rnd.

Foodmachine Cheats

Donate 1 can to:

1. Add +1 to initiative die roll per can.
2. Reroll 1 of your dice.
3. Reroll 1 of opponent's dice.
4. Shift damage 1 column/branch left or right.

Donate 3 cans to:

1. Free shake effect.
2. Get an extra focus/fury point.
3. Generate 1 free non-charge power attack.
4. Measure the distance between 2 models.

Donate 10 cans to:

1. Force an opponent model/unit to lose Advance Deploy.
2. Give 1 non-character jack/beast Hungry (+1 MAT, RAT, DEF, and ARM).
3. Give 1 model/unit terror.
4. Merc/Minion becomes Faction for 1 rnd.

Foodmachine Cheats

Donate 1 can to:

1. Add +1 to initiative die roll per can.
2. Reroll 1 of your dice.
3. Reroll 1 of opponent's dice.
4. Shift damage 1 column/branch left or right.

Donate 3 cans to:

1. Free shake effect.
2. Get an extra focus/fury point.
3. Generate 1 free non-charge power attack.
4. Measure the distance between 2 models.

Donate 10 cans to:

1. Force an opponent model/unit to lose Advance Deploy.
2. Give 1 non-character jack/beast Hungry (+1 MAT, RAT, DEF, and ARM).
3. Give 1 model/unit terror.
4. Merc/Minion becomes Faction for 1 rnd.

Foodmachine Cheats

Donate 1 can to:

1. Add +1 to initiative die roll per can.
2. Reroll 1 of your dice.
3. Reroll 1 of opponent's dice.
4. Shift damage 1 column/branch left or right.

Donate 3 cans to:

1. Free shake effect.
2. Get an extra focus/fury point.
3. Generate 1 free non-charge power attack.
4. Measure the distance between 2 models.

Donate 10 cans to:

1. Force an opponent model/unit to lose Advance Deploy.
2. Give 1 non-character jack/beast Hungry (+1 MAT, RAT, DEF, and ARM).
3. Give 1 model/unit terror.
4. Merc/Minion becomes Faction for 1 rnd.