



FOODMACHINE 2013

Foodmachine 2013

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 8th 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 grew significantly. The torch was next passed to the NJ Somerville Ogrun Bokurs (NJ SOBs) and the momentum grew and grew. The torch has now gone global with people around the world proudly carrying it. 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! By donating food items (traditionally canned goods, but it doesn't have to be), players can "cheat" during their games. The more food or cans you donate, the more you can cheat. A list of suggested cheats can be found later within this packet.

Getting Started

We hope to see you and others running Foodmachine events around the globe from **November 1st through December 31st**. 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://handcannononline.com/foodmachine> or on our Facebook page <http://facebook.com/foodmachinePP>. 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 Privateer Press community is always here to help. Email us at foodmachinePP@gmail.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 foodmachinePP@gmail.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 (350-400 g). The event organizer can count a large can as worth 2 "cans" if it is big or small cans can count 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.] If your group would prefer to donate money at the event rather than cans, that's fine too. Just make a reasonable estimate of what a can costs in your area and translate the amount donated into cans.

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 2014. Note that this year we are counting results from any Foodmachine event held during the course of 2013. So if you held your event or series of events some time before November 1st, do email us with your results so we can count you in the running.

Project Orange Crush (Hunger): 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 colour 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.

This year, we're including all the models released for the Convergence of Cyriss faction through the end of October. We're asking the community to sign up to purchase and paint a model from the army in an orange scheme of their choosing. The army will then be raffled off for charity.

Privateer Press' studio painter Matt DiPietro and Meg Maples, will be painting models, while this year's GenCon Formula P3 Grandmaster, XXX, will be painting up a model as well. That's a great looking start to this impressive project!

To participate, follow the link <http://handcannononline.com/foodmachine/foodmachine-project-orange-crush/foodmachine-project-orange-crush/> 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 then photographing them in preparation for a Razoo.com raffle. Your model must be with Matt by **November 30th, 2013**.

We are also looking for volunteers to buy up a unit and ship the individual models out to interested painters as your contribution. If you'd like to help out in this way, please email foodmachinePP@gmail.com and let us know.

Questions?

For any additional information, email foodmachinePP@gmail.com. And finally: Donate like you have a pair!

Thank you again.

Players registration form

Players 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		

Players name and Number	Faction	#cans donated
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		
33		
34		
35		
36		
37		
38		
39		
40		
41		
42		
43		
44		

Event Reporting Form

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

Event Organizer

Name:

Email:

Event Information

Event Date:

Game Store/Venue/Club:

Street Address:

City: State: ZIP/Postal Code:

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:

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 Foodmachine Organizers

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 Foodmachine Organizers 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 2013 Cheats

“Breaking the Rules”

At any point during a game, a player may donate a canned good (or can equivalent if using cash donations) 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:

During your game, 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 or shift grids on a Colossal/Gargantuan once per damage roll.

During your game, you may donate 3 cans to:

1. SATED: Trigger 'Shake Effects' on a warcaster/warlock or warjack/warbeast instead using of using Focus/Fury. Can only be used once per turn on one warcaster/warlock or warbeast/warjack.
2. FREE LUNCH: 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. DINNERTIME!: 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. EMACIATED: Colossals/Gargantuans may be moved or placed out of activation.

You may donate 10 cans to:

1. STARVATION: At the start of your game, 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. At the start of your game, give 1 non-character jack/beast (non Colossal/Gargantuan) 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. DESPERATE: A model/unit may run and then perform their action for one turn. At the end of their activation treat them as fleeing (even fearless models). The following turn they may not activate.
4. FRIENDS IN NEED: Designate one Mercenary or Minion models/unit as a friendly Faction model/unit for one game round.

The following cheats can only be used once per tournament. Once paid for they are in force for the duration of the tournament.

You may donate 50 cans to:

1. Take one out-of-faction non character (non Colossal or Gargantuan) Warjack or Warbeast for your Warcaster or Warlock (respectively). This Warjack or Warbeast counts as a friendly Faction model. May only be used for a single Warjack or Warbeast per tournament.

You may donate 75 cans to:

1. Take one out-of-faction Character Warjack or Warbeast for your Warcaster or Warlock (respectively). This Warjack or Warbeast counts as a friendly Faction model. May only be used for a single Warjack or Warbeast per tournament.
2. Take one out-of-faction battle engine for your army. This model counts as a friendly Faction model. May only be used for a single battle engine once per tournament.

You may donate 100 cans to:

1. Take one out-of-faction Colossal or Gargantuan for your Warcaster or Warlock (respectively). This Colossal or Gargantuan counts as a friendly Faction model. May only be used for a single Colossal or Gargantuan per tournament.