

JOURNEYMAN LEAGUE™

Rules

Journeyman events are a great way for new players to begin collecting and playing their new WARMACHINE® or HORDES® army. These events are also a fantastic opportunity for veteran players to take their first steps toward playing a new Faction. Journeyman is primarily played as a six-week league event that guides players to build armies that begin with a battlegroup led by a warcaster® or warlock and eventually end in a full 75-point army.

In addition to the league aspect of Journeyman, two other Journeyman events are available to players: a battlegroup-only tournament and an end-of-event tournament in which players face off with their recently completed 75-point forces. These two tournaments can be run as separate events or as part of the overall Journeyman league.

All Journeyman events are designed to be easy for players of any skill level to participate in and track their results. You don't need complicated tables or charts to run or play in a Journeyman event. All you need is an enthusiastic desire to destroy your foes and, if you choose to paint your newly acquired models, a bit of creativity.

Get ready. Your journey into WARMACHINE and HORDES begins here!

Journeyman League

Over the course of six weeks, players assemble, paint, and play with their new models as they build toward having battle-ready 75-point armies. Each week, rules are set to restrict the size and general composition of players' armies so that everyone is playing on a level field. Tracking results each week is very simple. For most players, all they need to record is how many games they played and how many of those games they won, using the included player score sheet. Painting models is highly encouraged and is the only way a player can have an opportunity to win the Creator Award (best-painted) at the end of the league.

Prizes

Patch prizes are awarded to players for initial participation, continued participation, and championship awards. There are four rank award patches that all players can earn just by participating in the league. Additionally, there are three championship award patches players can earn at the end of the league, but only the best in each category will acquire these!

When players initially sign up for the league, they receive the centerpiece rank patch. Players are considered to have participated in any given week of the league if they played at least one game during that week. For every two weeks of participation, a player receives one of the chevron rank patches. If the Journeyman league is run longer than six weeks, the maximum number of chevrons a player can earn is three.

Championship Awards (one of each per league)

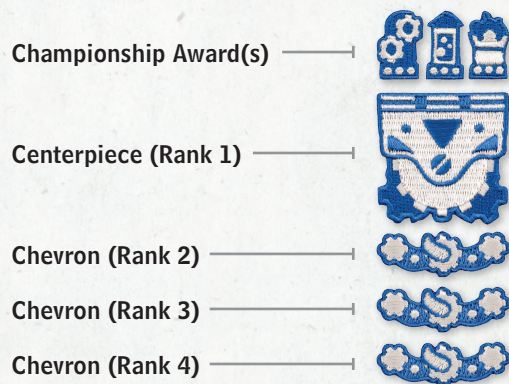
- **Destroyer Award (Crown):** Best Commander
- **Creator Award (Liquid Vial):** Best-Painted
- **Journeyman Award (Gears):** Best Sport

Rank Awards (obtainable by all players)

- **Rank 1:** Enter the Journeyman league.
- **Rank 2:** Play in two weeks of the Journeyman league.
- **Rank 3:** Play in four weeks of the Journeyman league.
- **Rank 4:** Play in all six weeks of the Journeyman league.

Rank Layout

The awarded rank patches are modular. All players begin with the Rank 1 centerpiece patch and can earn additional chevrons up to Rank 4. Each rank patch is placed below the previous patch in order. Any championship patches players win are placed above their earned ranks as shown.



Scoring and Earning Championship Prizes

Players have a shot at winning three championship awards during the Journeyman League: Destroyer (Best Commander), Creator (Best-Painted), and Journeyman (Best Sport).

Only one player can win each award. While it is technically possible for the same player to win all three awards in a single league, at the discretion of the Event Organizer (EO), it is acceptable to announce at the start of the league that a player can only win one championship award. When the EO chooses this option, a player eligible to win more than one championship award claims one of them, and the next best player in the other category wins that championship award.

Destroyer (Best Commander)

Each week, players track how many games they have played and how many of those games they have won. These results should be marked on the players' score sheets and reported to the EO. At the end of each full league week, the EO compares all player reports and determines which player won the most games. For each player who painted any new models that week, the EO adds 1 to that player's "games won" total. When determining if players receive this bonus for painted models, only models within that player's Faction or Mercenary and Minion models that work for that Faction are counted. Additionally, the model(s) must begin the week unpainted (priming the model beforehand is okay) and end the week fully painted and based.

The player with the highest "games won" total wins a Destroyer point for that week. In the case of a tie, the player with the highest "games won" total but the lowest "games played" total wins the Destroyer point. If there is still a tie, each tied player wins a Destroyer point. Games played and won do not carry over from week to week, so to win multiple Destroyer points, a player must continue to dominate the battlefield each week.

When the league ends, the player with the most Destroyer points wins the Destroyer award. In the case of a tie, each tied player should face off in a game (or series of games in the case of multiple tied players) using their 75-point armies to determine who is the ultimate Destroyer!

Creator (Best-Painted)

At the beginning of the league, the EO determines a category for which the Creator award will be chosen, such as Best Single Model, Best Battlegroup, Best Unit, or Best Army. It is up to the EO to choose a category that will work well for the players in the league.

In week six of the league, players should submit their eligible painted model entries to the EO. There are two ways the winner of the Creator award can be determined: the EO can choose the winner, or all participants in the event can hold a blind vote. When using a blind vote, the EO must display all submitted entries to the participants. Participants write their choice on a piece of paper, keeping it secret from others, and give that paper to the EO. A player can vote for his own submission. The EO counts the

votes and announces the winner. In the case of a tie, the EO must break the tie by either choosing the winner or holding a second blind vote among only the tied entries.

Journeyman (Best Sport)

Playing WARMACHINE and HORDES is ultimately about having fun with friends (and foes) as you destroy each other's carefully crafted armies. Good sportsmanship creates an environment of mutual respect and fellowship that ensures both players have a great time during their battle.

In week six of the league, the EO should announce the winner of the Journeyman award. The winner should be determined by using either of the two methods described above in the Creator award section.

League Schedule

The Journeyman League Schedule on page 3 shows the point level, army composition, and scenario for each week of the league. See "Army Lists" below for more on army composition. Scenario descriptions are provided on page 7. Journeyman is primarily designed for new players to learn the models in their army at a reasonable pace, without being overwhelmed by too many options at once. The army composition rules help facilitate this process and should be strictly followed, unless all participants are veteran players and the EO approves a different schedule.

Army Lists

At the start of each week, players must submit their army list to the EO for that week. Players cannot alter their army list during the week; they may only do so at the beginning of each new week. Players must begin the league using one of the battlegroups described in the "Starting Battlegroups" section on page 4, unless the EO approves otherwise. Again, this change should be allowed only if the participants are all veteran players.

At the start of each week after the first, when players submit their army list to the EO, **their new army list must contain all the models/units used in their previous week's army list.** The only exception to this rule is that during week four, players can change the warcaster or warlock they were using to a new warcaster or warlock but must use that new selection for the remainder of the league. Model entries with variable point costs, such as units, can be adjusted each week. (For example, Charles adds a unit of Bane Knights to his army on week five and plays them as a full-sized unit. In week six, Charles must include Bane Knights in his army, but he can play them as a full-sized unit or a minimum-sized unit.)

A player can play as many games each league week as he likes, but he cannot record a game against an opponent when the last game he played was against that same opponent. For instance, if Mike plays Simon and records his game on his player sheet, he cannot record any more games against Simon until he has played at least one different opponent.

JOURNEYMAN LEAGUE SCHEDULE

WEEK	ARMY POINTS	ARMY COMPOSITION	SCENARIO
1	0 Points	Starting Battlegroup Only, No Theme Forces	Mangled Metal
2	15 Points	Battlegroup Only, No Theme Forces	Mangled Metal
3	30 Points	Battlegroup, Units, Solos, Theme Forces Allowed	Trial by Fire
4	45 Points	Battlegroup, Units, Solos, Theme Forces Allowed (Warcaster/Warlock Swap Allowed)	Trial by Fire
5	60 Points	Battlegroup, Units, Solos, Battle Engines, Theme Forces Allowed	Journey's End
6	75 Points	Battlegroup, Units, Solos, Battle Engines, Theme Forces Allowed	Journey's End

ALTERNATE CASUAL JOURNEYMAN SCHEDULE

For groups looking for a more relaxed schedule or who need more time to learn the intricacies of WARMACHINE and HORDES, we recommend using the more casual alternative schedule below.

WEEK	ARMY POINTS	ARMY COMPOSITION	SCENARIO
1	0 Points	Starting Battlegroup Only, No Theme Forces	Mangled Metal
2	0 Points	Starting Battlegroup Only, No Theme Forces	Mangled Metal
3	0 Points	Starting Battlegroup Only, No Theme Forces	Mangled Metal
4	15 Points	Battlegroup, Units, Solos, No Theme Forces	Trial by Fire
5	15 Points	Battlegroup, Units, Solos, No Theme Forces (Warcaster/Warlock Swap Allowed)	Trial by Fire
6	15 Points	Battlegroup, Units, Solos, No Theme Forces	Trial by Fire
7	30 Points	Battlegroup, Units, Solos, Theme Forces Allowed	Journey's End
8	30 Points	Battlegroup, Units, Solos, Theme Forces Allowed	Journey's End
9	30 Points	Battlegroup, Units, Solos, Theme Forces Allowed	Journey's End

Starting Battlegroups

A player's starting battlegroup is a 0-point army composed of a warcaster or warlock and the models purchased with that warcaster/warlock's warjack® points or warbeast™ points. Players must use the models in either their Faction's Battlegroup Box or in the Two-Player Battle Box as their starting battlegroup.

Not all Factions have a starting battlegroup that can be purchased as a single box set. For those Factions, use one of the starting battlegroups listed below.



Convergence of Cyriss® Starting Battlegroup

- Forge Master Syntherion
- Monitor
- Galvanizer
- Diffuser



Mercenaries Starting Battlegroup

- Magnus the Traitor
- Mangler
- Rover

Alternate Mercenaries Starting Battlegroup

- General Ossrum
- Ghordson Driller
- Grundback Gunner x2
- Grundback Blaster



Crucible Guard Starting Battlegroup

- Aurum Adeptus Syvestro
- Vindicator
- Suppressor



Minions Starting Battlegroup

- Helga the Conqueror
- War Hog
- Battle Boar
- Razor Boar x2

Alternate Minions Starting Battlegroup

- Bloody Barnabas
- Blackhide Wrastler
- Boneswarm
- Bull Snapper



Grymkin™ Starting Battlegroup

- The Child
- Cage Rager
- Nightmare
- Gorehound

JOURNEYMAN BATTLEGROUP TOURNAMENT

The Journeyman Battlegroup Tournament can be run either as part of a larger Journeyman league or as a standalone event. We recommend running this event as part of a league, as prizes are available for the larger league structure. This event is run as a very easy-to-understand tournament for newer players. Players will compete using only a single starting battlegroup and play the same scenario for each tournament round.

Number of Rounds

During the event, a player gains 1 event point for a win and 0 points for a loss or tie each round. The event runs until one player has more event points than any other player at the end of a round. Once this condition is met, the event ends without additional games.

The number of players in the tournament determines the maximum number of rounds usually required to determine a winner, as shown in the following table.

PLAYERS	ROUNDS
8 or fewer	3-round event
9 to 16	4-round event
17 to 32	5-round event
33 to 64	6-round event
65 to 128	7-round event

Round Pairings

At the beginning of the event, the EO should randomly pair all participants against each other. Each round, the players need to record their opponent's name and who won the game (the winner scoring 1 event point). During each subsequent round, the EO should randomly pair participants that have the same number of event points AND have not played each other in a previous round.

Occasionally, there will be an odd number of players with the most event points, and one player will have to be randomly "paired down" as an opponent for a player with the next highest number of event points.

In the case of an odd number of players, one player receives a bye each round. A player who receives a bye does not play in the current round. Instead, he receives 1 event point as if he had won his game.

In the first round, the EO randomly determines which player receives the bye. In subsequent rounds, the EO randomly selects a player from those with the lowest event point totals. A player should not receive a bye more than once per event.

Round Timing

Each round in this event lasts 45 minutes, and the EO must keep track of this round time. Players are not timed on the length of their individual turns, but the EO should keep an eye out for any unsporting players who are intentionally trying to stall their games.

After the round time has expired, the EO calls "dice down." If a player is moving a model when the round time expires, he finishes moving that model, then the turn and game end. If a player is in the process of making a roll of any kind, he completes that single roll, then the turn and game end. If the roll is an attack roll that hits its target, resolve the damage roll as well.

If there is no clear winner after dice down is called, the game is a tie and both players receive 0 event points.

Declaring a Winner

At the end of any round, if one player has more event points than all the other participants in the event, the event ends and that player is declared the winner of the tournament. If this event is being run as part of a Journeyman league, that player scores a Destroyer point for the league. This point is separate from the ones earned each week but still counts toward determining the winner of the Destroyer award at the end of the league.

Terrain

Terrain is a key element in WARMACHINE and HORDES games and should be relatively balanced on a table. Terrain pieces should present a meaningful choice for the player who wins the starting roll. For example, if one side of the table contains a forest, a hill, and an obstacle, the other side should contain terrain that provides some combination of concealment, elevation, and cover as well, but the terrain may be positioned in a more advantageous defensive position.

As a general rule, an average table should have six to eight pieces of terrain placed closely enough to eliminate large open areas without unduly constricting movement. The size of terrain pieces is also important. No piece should be insignificantly small or extremely large; pieces from 3" to 6" in length and width are best.

Scenario

Each round, players will compete using the Mangled Metal scenario described on page 7.

JOURNEYMAN END-OF-EVENT TOURNAMENT

The Journeyman End-of-Event Tournament can be run either as part of a larger Journeyman league or as a standalone event. We recommend running this event as part of a league, as prizes are available for the larger league structure. This event is run as a very easy-to-understand tournament for newer players. Players will compete using the same armies they built for week six of the Journeyman league and play the same scenario for each tournament round. When this tournament is run as standalone event outside of a league, all players must bring a single 75-point army that contains the warjacks or warbeasts found in any of their Faction's starting battlegroups, and adheres to the army composition rules for week six of a Journeyman league.

Number of Rounds

During the event, a player gains 1 event point for a win and 0 points for a loss or tie each round. The event runs until one player has more event points than any other player at the end of a round. Once this condition is met, the event ends without additional games.

The number of players in the tournament determines the maximum number of rounds usually required to determine a winner, as shown in the following table.

PLAYERS	ROUNDS
8 or fewer	3-round event
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Round Pairings

At the beginning of the event, the EO should randomly pair all participants against each other. Each round, the players need to record their opponent's name and who won the game (the winner scoring 1 event point). During each subsequent round, the EO should randomly pair participants that have the same number of event points *and* have not played each other in a previous round.

Occasionally, there will be an odd number of players with the most event points, and one player will have to be randomly "paired down" as an opponent for a player with the next highest number of event points.

In the case of an odd number of players, one player receives a bye each round. A player who receives a bye does not play in the current round. Instead, he receives 1 event point as if he had won his game.

In the first round, the EO randomly determines which player receives the bye. In subsequent rounds, the EO randomly selects a player from those with the lowest event point totals. A player should not receive a bye more than once per event.

Round Timing

Each round in this event lasts for 120 minutes, and the EO must keep track of this round time. Players are not timed on the length of their individual turns, but the EO should keep an eye out for any unsporting players who are intentionally trying to stall their games.

After the round time has expired, the EO calls "dice down." If a player is moving a model when the round time expires, he finishes moving that model, then the turn and game end. If a player is in the process of making a roll of any kind, he completes that single roll, then the turn and game end. If the roll is an attack roll that hits its target, resolve the damage roll as well.

If there is no clear winner after dice down is called, the game is a tie and both players receive 0 event points.

Declaring a Winner

At the end of any round, if one player has more event points than all of the other participants in the event, the event ends and that player is declared the winner of the tournament. If this event is being run as part of a Journeyman league, that player scores a Destroyer point for the league. This point is separate from the ones earned each week but still counts toward determining the winner of the Destroyer award at the end of the league.

Terrain

Terrain is a key element in WARMACHINE and HORDES games and should be relatively balanced on a table. Terrain pieces should present a meaningful choice for the player who wins the starting roll. For example, if one side of the table contains a forest, a hill, and an obstacle, the other side should contain terrain that provides some combination of concealment, elevation, and cover as well, but the terrain may be positioned in a more advantageous defensive position.

As a general rule, an average table should have six to eight pieces of terrain placed closely enough to eliminate large open areas without unduly constricting movement. The size of terrain pieces is also important. No piece should be insignificantly small or extremely large; pieces from 3" to 6" in length and width are best.

Scenario

Each round, players will compete using the Journey's End scenario described on page 7.

Journeyman Scenarios

These three scenarios are used in Journeyman leagues and events and are designed to help introduce new players to scenario play using easy-to-understand rules.

JOURNEYMAN SCENARIO 1 MANGLED METAL

Special Rules

A player's army can only be composed of a warcaster or warlock and the models in his battlegroup.

Victory Conditions

A player wins when the enemy warcaster or warlock is destroyed or removed from play. Additionally, a player wins when all enemy warjacks or warbeasts are destroyed or removed from play.

JOURNEYMAN SCENARIO 2 TRIAL BY FIRE

Special Rules

Mark a zone (12"-diameter circle) in the center of the table.

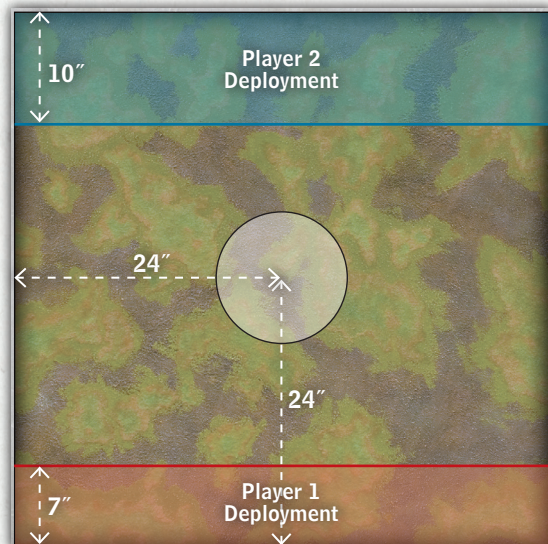
Starting on the second player's second turn, at the end of each player's turn a player earns a control point (CP) if he has one or more warjacks, warbeasts, warcasters, or warlocks within the zone and his opponent has no warjacks, warbeasts, warcasters, or warlocks within the zone.

There is no limit to the number of CPs a player can score.

Note: It is important to check scoring at the end of each player's turn because a player can score a CP on his opponent's turn if the above conditions are met.

Victory Conditions

A player wins when the enemy warcaster or warlock is destroyed or removed from play. Additionally, a player wins when he scores 6 more control points than his opponent.



JOURNEYMAN SCENARIO 3 JOURNEY'S END

Special Rules

Place a 50 mm objective on each player's side of the table. The objective should be centered along the line that runs between the center of each player's table edge, 10" up from each player's table edge.

This objective is a friendly Faction model to the player whose table edge it is closest to and an enemy model to his opponent. Objectives do not activate, cannot move or be placed, cannot engage or be engaged, and cannot be knocked down or made stationary. Each objective has DEF 5, ARM 18, and 30 damage boxes.

Victory Conditions

A player wins when the enemy warcaster or warlock is destroyed or removed from play. Additionally, a player wins when the enemy objective is destroyed or removed from play.



Modeling & Painting

Privateer Press encourages players to have a fully painted force on the table. Games with painted armies are more interesting to watch and generally enhance the experience for all. Although painting is not required, players are encouraged to show off all aspects of the hobby.

All models used in Privateer Press Organized Play events must be Privateer Press miniatures from the WARMACHINE or HORDES lines. The miniatures must be fully assembled on the appropriately sized base for which the model was designed. The use of non-Privateer Press models, unassembled miniatures, or inappropriately based models is not permitted.

Models that have not yet been released to the general public at the time of the event are not permitted unless those models are readily available at the event venue (such as convention-release models in tournaments held at that convention). The use of Extreme versions of models is permitted in organized play.

Privateer Press makes many different exclusive models that are fun thematic variations of standard WARMACHINE and HORDES models, available at conventions, in various promotions, or through Mini-Crate. To use these Privateer Press exclusive models, the player must provide the standard model's stat card so that both players can see the corresponding stats and abilities. Additionally, if one or more exclusive models are part of a unit, the player must clearly show which model is the Unit Commander. For example, a player could replace multiple models in a Man-O-War Bombardier unit with Bombardier Bombshell models, including the Leader, as long as it is obvious which model is the Unit Commander.

Model Conversions

The following rules apply to the use of converted models in Privateer Press Organized Play events. These rules are intended solely to ensure that models on the table are represented legally and unambiguously, not to unduly limit a player's modeling options. An EO can make exceptions to these rules to approve any reasonable conversions.

- Models cannot be converted in such a way that any part of the model represents the intellectual property of any party except Privateer Press, including copyrighted logos, symbols, iconic elements, or other iconography.
- The majority of a converted model's volume must be composed of parts from Privateer Press models. To avoid confusion, the conversion should include iconic elements of the model it is intended to represent.
- A weapon on a model can be converted as long as the conversion represents the same type of weapon (e.g., the model's axe is still an axe and not a hammer).
- A weapon can be completely swapped for another weapon as long as the new weapon is of the same type (e.g., an axe for an axe, a rifle for a rifle).
- A weapon cannot be removed unless it is replaced by another weapon; a weapon cannot be added unless it is replacing a removed weapon.
- If a conversion uses a Privateer Press upgrade kit for the model it is intended to represent, all parts of the upgrade kit must be clearly visible on the model.
- Models must be mounted on appropriately sized round-lipped bases. Added scenic details can overhang the base's edge but must not obscure the edge in a way that makes accurate measuring during a game difficult or impossible.
- A player cannot use a model as a proxy (stand-in) for another model.
- Any conversions must be clearly pointed out to the opponent before the game, and the end result of any conversion must be clearly identifiable as the intended model.

The golden rule of converting models for Privateer Press events is simply this: *If the EO cannot independently, easily, and accurately determine which model your conversion represents, the model is not legal for organized play.*

Examples of legal and illegal conversions:

- A player creates an Extreme Behemoth by combining parts from the Extreme Juggernaut and Extreme Destroyer model kits, along with iconic parts from the Behemoth model such as its bombards, its head, and the various missiles on its fists. This model is a **legal** conversion.
- A player creates an Extreme Behemoth by scratch-building the entire model out of sculpting putty except for the Behemoth bombard parts. Because the majority of this model's volume is not composed of parts from Privateer Press models, this model is an **illegal** conversion.
- A player paints his entire army to match the colors of his favorite sports team but does not include any team logos. This army is **legal**. (Paint schemes are not conversions.)
- A player converts his entire army to resemble his favorite superheroes, including their trademarked logos. This army is **illegal**.
- A player mounts his Kommander Orsus Zoktavir model on a base featuring a pile of destroyed warjacks that slightly overhangs the model's base but does not obscure it. He also replaces Zoktavir's axe, Lola, with the axe from a Trollkin Scout model. While the mighty Butcher will look a bit odd holding the smaller axe in his enormous hands, this model is a **legal** conversion.
- A player re-poses his Kommander Orsus Zoktavir model, intending to play it as Orsus Zoktavir, the Butcher of Khardov. This is an **illegal** conversion because it breaks the golden rule of conversions—it will be difficult for EOs and players to know which character the model is intended to represent without help from the player who converted it.
- A player puts an enormous hammer in one of his Stormwall's voltaic fists. Because a weapon cannot be added to a model unless it replaces a removed weapon, this is an **illegal** conversion.





JOURNEYMAN LEAGUE PLAYER SCORE SHEET

Player Name:	Faction:
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Week	Games Played	Game Won	Painted Model	Destroyer Point(s)
1			<input type="checkbox"/>	Y <input type="checkbox"/> N <input type="checkbox"/>
2			<input type="checkbox"/>	Y <input type="checkbox"/> N <input type="checkbox"/>
3			<input type="checkbox"/>	Y <input type="checkbox"/> N <input type="checkbox"/>
4			<input type="checkbox"/>	Y <input type="checkbox"/> N <input type="checkbox"/>
5			<input type="checkbox"/>	Y <input type="checkbox"/> N <input type="checkbox"/>
6			<input type="checkbox"/>	Y <input type="checkbox"/> N <input type="checkbox"/>

Battlegroup Tournament

Y <input type="checkbox"/>	N <input type="checkbox"/>
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End-of-Event Tournament

Y <input type="checkbox"/>	N <input type="checkbox"/>
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TOTAL DESTROYER POINTS

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