

Journeyman League

Overview

Journeyman Slow Grow League

Over the course of six weeks, players compete for prizes by earning league points. There are three types of league points: Game Points, Hobby Points, and Journeyman Points. Game Points are earned for playing against other players in the league using that week's rules, Hobby Points are earned for painting models, Journeyman Points are the sum of Game Points and Hobby Points.

Each week, rules are set to restrict the size and general composition of players' armies. This will help encourage an environment that is enjoyable for players who may take longer to become accustomed to the rules of the game.

Prizes

Patch prizes are awarded for initial participation, continued participation, and championship awards. There are four rank award patches that all players may earn by participating in the league. There are three championship award patches a player may earn if he qualifies.

Championship Awards (one of each per league)

Destroyer Award (Skull): Most Game Points

Creator Award (Flag): Most Hobby Points

Journeyman Award (Crown): Most Journeyman Points

Rank Awards (obtainable by all players)

Rank 1: League Entry

Rank 2: 10 Journeyman Points

Rank 3: 20 Journeyman Points

Rank 4: 30 Journeyman Points

Rank Layout

The awarded rank patches are modular. All players begin with the Rank 1 centerpiece patch and may earn additional chevrons up to Rank 4. Each rank patch is placed below the previous patch in order. Any Championship patches a player wins are placed at the top of their earned ranks, as follows.

Championship Award(s)

Centerpiece (Rank 1)

Chevron (Rank 2)

Chevron (Rank 3)

Chevron (Rank 4)

Scoring

Players earn Game Points by playing league format games. Wins are worth 3 points each. Losses and draws are worth 2 points each.

Players earn Hobby Points for painting models *in the faction they are playing within the league*. These models do *not* have to be used at any time during a league game. For a painted model to score Hobby Points, it must meet the requirements listed in the Painting Requirements section. Hobby Points are awarded only for models painted during the course of this

league. Models painted prior to the start of the league do not count. Use the list below to determine how many Hobby Points a given model/unit is worth.

- Warcasters, warlocks, warbeasts, warjacks, and solos: 3 points for a large-based model, 2 points for medium-based model, and 1 point for small-based model
- Battle engines: 5 points
- Units of two models: 2 points
- Units of three to six models: 3 points
- Units of seven or more models: 4 points
- Units of *only* medium-based models: 1 additional point
- Units of *only* large-based models: 2 additional points

A unit can earn Hobby Points once it is completed at minimum size. If the player later adds to that unit and paints the remaining models, he earns Hobby Points equal to the difference between the Hobby Points for the total unit size and the minimum unit size.

Example: Billy paints six Exemplar Errants and earns 3 Hobby Points for his minimum unit. During the league Billy adds four more Exemplar Errants and the UA, which he also paints. He then receives an additional 1 Hobby Point.

Solos, warcasters, and warlocks that comprise multiple figures are worth Hobby Points corresponding to the base size of each individual model: 3 points for a large-based model, 2 points for medium-based model, and 1 point for small-based model.

Example: The Witch Coven is worth 5 Hobby Points when fully painted: 1 point each for the three small-based Witches and 2 points for the medium-based Egregore. The dragoon Fenris is worth 4 Hobby Points when fully painted: 3 for the large-based model and 1 for the small-based model.

Tiebreakers

If two players are tied for most Hobby Points, the player with the most Game Points wins the Creator Award.

If two players are tied for most Game Points, the player with the most Hobby Points wins the Destroyer Award.

If two players are tied for most Journeyman Points, the player with the smallest difference between his total Hobby Points and his total Game Points wins the Journeyman Award.

If these tiebreaker conditions still result in a tie, the winner of the last game played between the tied players wins the contended award. If these players did not play each other during the course of the league, they do so at this point to determine the winner of the award using the week 6 rules.

League Schedule

A player may paint as many models during a league as he likes. Only models painted in the faction a player originally signed up for in the league will count towards scoring. A player may play as many games during a league as he likes, but he may not score points in a game against an opponent he played in the game directly preceding the current game. For instance: John plays Mike and scores 3 points for winning. Until John plays another player at least once, he cannot gain any more points for playing Mike again. If John only played Mike and Dave during the course of the league, but alternated between the two, all of his matches would count for points.

Weeks 1 through 5 require that a player use the contents of his battlegroup box set when constructing an army list. At week 4, a player is allowed to swap out the warcaster or warlock in his battlegroup box set for another warcaster or warlock within the same faction. This player's games for weeks 4 and 5 must use the new warcaster/warlock or the original warcaster/warlock. For week 6 there are no restrictions, and a player may switch his caster from game to game all week long.

Games played during the league will follow this schedule:

Week	Army Composition	Scenario
1	Battlegroup box set only	Mangled Metal / Tooth and Claw
2	15 points: Battlegroup box set contents required	Kill Box
3	25 points: Battlegroup box set contents required	Kill Box
4	25 points: Battlegroup box set contents required ('caster swap allowed)	Kill Box
5	35 points: Battlegroup box set contents required (original or swapped 'caster allowed)	Kill Box or Killing Fields
6	35 points: No restrictions	Kill Box or Killing Fields

Battlegroup Box Set Equivalents

At this time, not all factions have a battlegroup that can be purchased as a single box set. Also, with the release of the WARMACHINE Two-Player Battle Box, there exists an alternate battlegroup for the Protectorate of Menoth. A player who wishes to play one of the factions, contracts, or minion pacts listed below may use the associated battlegroup box set equivalent.

It is strongly recommended that new players who wish to begin learning WARMACHINE and HORDES with Mercenaries or Minions are made fully aware that these factions do not have the same breadth of options as other factions.

A player who wishes to play Mercenaries or Minions during the league must play the same contract or pact throughout the entire league.

Protectorate of Menoth (Two-Player Battle Box Alternative)

High Exemplar Kreoss, Vanquisher, Crusader, Repenter

Retribution of Scyrah

Kaelyssa the Night's Whisper, Manticore, Griffon, Chimera

Mercenaries (Four Star Syndicate Option 1)

Magnus the Traitor, Mangler, Renegade, Talon

Mercenaries (Four Star Syndicate Option 2, Searforge Commission, Highborn Covenant Option 1)

Gorten Grundback, Ghordson Driller, Grundback Gunners x3

Mercenaries (Four Star Syndicate Option 3, Highborn Covenant Option 2, Talion Charter)

Captain Bartolo Montador, Mariner, Freebooter, Buccaneer

Minions (Thornfall Alliance)

Lord Carver, War Hog, Gun Boar x2

Minions (Blindwater Congregation)

Bloody Barnabas, Blackhide Wrastler, Ironback Spitter

Painting Requirements

Painting

For a model to count for hobby points it must be primed, basecoated, and painted with a reasonable diversity of color. Individual elements of the miniature must be distinguishable by color or shading. For instance, flesh must be a different color than hair or clothing; metal should be a different color than leather.

Privateer Press Modeling & Painting Policy

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 bases for which they were designed. Non-Privateer Press models, unassembled miniatures, and inappropriately based models are not permitted.

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Models that have not yet been released to the general public at the time of the event are not permitted. The Extreme versions of models are acceptable for use in organized play.

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 everyone.

Model Conversion Rules

Playing with a uniquely individualized and painted force is one of the most rewarding aspects of the hobby. Just as with information disclosure and sportsmanship, players are expected to be unambiguous about model representation. The following rules must be adhered to when using converted models in organized play. These rules are meant not to limit a player's modeling options but rather to allow creativity without generating an environment that could become confusing during game play. At his discretion, an event organizer can make exceptions to these rules to approve any reasonable conversion.

The Miniature

A converted model must contain a majority of parts from the WARMACHINE or HORDES model for which the rules were written. For example, a Testament of Menoth conversion must be composed mostly of parts from the Testament of Menoth model. The end result of any conversion must be something that is clearly identifiable as the intended miniature and that accurately represents its weapons and equipment as listed in its rules.

Any conversions must be clearly pointed out to your opponent before the game to avoid confusion.

Swapping Weapons

On warrior models, converting and swapping weapons is acceptable provided the new weapon is the same type as the weapon replaced (for example, swapping one sword for another). Anything relating to a weapon's specific rules must be maintained to avoid confusion.

***Example:** A weapon with Chain Weapon must still be modeled as a chain-style weapon, and a weapon's length must be considered when converting weapons with Reach.*

Weapons on warjack and warbeast models cannot be swapped. Because many 'jacks and beasts utilize the same chassis or torso, the weapons are the most identifiable part of the model from across the table. Converting warjacks and warbeasts is still encouraged, but the aesthetics of the weapons must be maintained. Modifying weapons is also permitted, as long as the end result is easily identifiable as the intended warjack's or warbeast's proper weapon.

Basing

Miniatures must be on their appropriately sized WARMACHINE or HORDES bases, but players may add scenic details. The base's edge must always be considered when doing this, as the base itself is used for all measurements. Although scenic elements may overhang the base's edge, enough of the edge must remain visible that accurate measuring does not become difficult or impossible.

