The Journeyman league for WARMACHINE and HORDES is Privateer Press’ official slow-grow league. This league is designed to encourage new players to begin learning the game with their chosen faction’s battle box and then expand their collection over the course of six weeks. The Journeyman league rewards both the player’s in-game victories and their skill with a brush. In fact, eager hobbyists can enter the league and score points just for assembling and painting their models!

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 can earn by participating in the league. There are three championship award patches a player can 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
AWARD PATCH 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 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 large-based models, 2 points for medium-based models, and 1 point for small-based models
- Battle engines: 5 points
- Colossals and gargantuan: 7 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 a medium-based model, and 1 point for a 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 can paint as many models during a league as he likes, but only models painted in the faction a player originally signed up for in the league can earn hobby points. A player can play as many games during a league as he likes, but he cannot score points for a game against an opponent he played in the game directly preceding the current game.

Example: 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 can 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 can switch his warcaster from game to game all week long.

At the EO’s discretion, the schedule and/or the scenarios used each week may be altered to best fit the needs of the community.
Journeyman league games follow the schedule below:

<table>
<thead>
<tr>
<th>Week</th>
<th>Army Composition</th>
<th>Scenario</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Battlegroup box set only</td>
<td>Mangled Metal / Claw &amp; Fang</td>
</tr>
<tr>
<td>2</td>
<td>15 points: Battlegroup box set contents required</td>
<td>Killing Field or No Man’s Land</td>
</tr>
<tr>
<td>3</td>
<td>25 points: Battlegroup box set contents required</td>
<td>Killing Field or No Man’s Land</td>
</tr>
<tr>
<td>4</td>
<td>25 points: Battlegroup box set contents required, ‘caster swap allowed</td>
<td>Killing Field or No Man’s Land</td>
</tr>
<tr>
<td>5</td>
<td>35 points: Battlegroup box set contents required, ‘caster swap allowed</td>
<td>Killing Field or No Man’s Land</td>
</tr>
<tr>
<td>6</td>
<td>35 points: No restrictions</td>
<td>Killing Field or No Man’s Land</td>
</tr>
</tbody>
</table>

**BATTLEGROUP BOX SET EQUIVALENTS**

At this time, not all factions have a battlegroup that can be purchased as a single box set. Also, the WARMACHINE Two-Player Battle Box and HORDES Two-Player Battle Box offer an alternative battlegroup for the Protectorate of Menoth and the Circle Orboros. For more starting options beyond a faction’s battlegroup box, each faction has at least one alternative battlegroup to begin the league with. A player can use any battlegroup box set equivalent listed here for his chosen faction, mercenary contract, or minion pact.

New players who want to begin learning WARMACHINE and HORDES with Mercenaries or Minions should be made fully aware that these factions do not have the same breadth of options as other factions. A player who chooses to play Mercenaries or Minions during the league must play the same contract or pact throughout the entire league.

**WARMACHINE**

**CYGNAR**

Alternative 1
- Lieutenant Allister Caine
- Defender
- Hammersmith

Alternative 2
- Commander Adept Nemo
- Centurion
- Defender

**PROTECTORATE OF MENOTH**

Alternative 1
- Feora, Priestess of the Flame
- Dervish
- Repenter
- Guardian

Alternative 2
- Grand Scrutator Severius
- Reckoner
- Templar

**Two-Player Battle Box Alternative**
- High Exemplar Kreoss
- Vanquisher
- Crusader
- Repenter

**KHADOR**

Alternative 1
- Orsus Zoktavir, the Butcher of Khardov
- Decimator
- Kodiak

Alternative 2
- Kommander Strakhov
- Marauder
- Spriggan

**CRYX**

Alternative 1
- Iron Lich Asphyxious
- Deathripper
- Nightwretch
- Leviathan

Alternative 2
- Pirate Queen Skarre
- Corruptor
- Leviathan
RETRIBUTION OF SCYRAH
Alternative 1
- Lord Arcanist Ossyan
- Banshee
- Sphinx
Alternative 2
- Ravyn, Eternal Light
- Daemon
- Manticore

HORDES
TROLLBLOODS
Alternative 1
- Hoarluk Doomshaper, Shaman of the Gnarls
- Pyre Troll
- Storm Troll
- Dire Troll Mauler
Alternative 2
- Grim Angus
- Dire Troll Blitzer
- Dire Troll Bomber

CIRCLE ORBOROS
Alternative 1
- Baldur the Stonecleaver
- Woldwarden
- Wold Guardian
Alternative 2
- Krueger the Stormwrath
- Pureblood Warpwolf
- Shadowhorn Satyr

CIRCOLE ORBOROS
Alternative 1
- Baldur the Stonecleaver
- Woldwarden
- Wold Guardian
Alternative 2
- Krueger the Stormwrath
- Pureblood Warpwolf
- Shadowhorn Satyr

Two-Player Battle Box Alternative
- Kaya the Wildborne
- Feral Warpwolf
- Argus
- Winter Argus

SKORNE
Alternative 1
- Tyrant Xerxis
- Basilisk Drake
- Basilisk Krea
- Cannoneer
Alternative 2
- Master Ascetic Naresh
- Titan Gladiator
- Titan Sentry

CONVERGENCE OF CYRISS
Alternative
- Aurora, Numen of Aerogenesis
- Assimilator
- Monitor

Puppet Masters
- Exulon Thexus
- Subduer
- Wrecker

LEGION OF EVERBLIGHT
Alternative 1
- Thagrosh, Prophet of Everblight
- Ravagore
- Nephilim Soldier
- Harrier
Alternative 2
- Vayl, Disciple of Everblight
- Neraph
- Scythean

MERcenaries
Four Star Syndicate Option 1
- Magnus the Traitor
- Mangler
- Renegade
- Talon
Four Star Syndicate Option 2, Searforge Commission,
Highborn Covenant Option 1
- Gorten Grundback
- Ghordson Driller
- Grundback Gunner x3
Four Star Syndicate Option 3, Highborn Covenant Option 2,
Talion Charter
- Captain Bartolo Montador
- Mariner
- Freebooter
- Buccaneer
Four Star Syndicate Option 4, Highborn Covenant Option 3
- Captain Damiano
- Mule
- Rover

Four Star Syndicate Option 1
- Magnus the Traitor
- Mangler
- Renegade
- Talon
MINIONS
Thornfall Alliance
• Lord Carver
• War Hog
• Gun Boar x2
Thornfall Alliance Alternative
• Dr. Arkadius
• War Hog x2
Blindwater Congregation
• Bloody Barnabas
• Blackhide Wrastler
• Ironback Spitter
Blindwater Congregation Alternative
• Maelok the Dreadbound
• Swamp Horror
• Boneswarm x2

PAINTING REQUIREMENTS

PAINTING
For a model to earn 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 AND 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. 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 followed 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. The end result of any conversion must be clearly identifiable as the intended miniature and accurately represent its weapons and equipment as listed in its rules.

Example: A Testament of Menoth conversion must be composed mostly of parts from the Testament of Menoth model.

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 can 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 can overhang the base’s edge, enough of the edge must remain visible that accurate measuring does not become difficult or impossible.