

NEW BEGINNINGS!

New to Warmachine / Hordes?

OR want to start a different faction?

OR need incentive to get your army painted?

Journeyman 4 is for you!

What's new this season?

Opponent Limit! Game Challenges! Edge Challenges! Weekly Prizes! JML Rewards! Youngblood!

We've been busy streamlining the three big pillars of our game: Game Play, Hobby, and Sportsmanship! Hope you enjoy reading and above all hope you like what you read! All changes have been highlighted in Yellow!

Hope to see you [HERE!](#)

Regards,

Roy Kim

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JOURNEYMAN LEAGUE 4:

o. Entry Fees:

*Entry Fees cover the costs of the league, provide for snacks, and allow us to award prizes

~~*Pay \$5 per meeting or purchase a Season Pass for \$10~~

FREE!

o.1 Joining After The First Meeting:

*All are welcome to play- even after the league has started!

~~*Later joiners can either pay \$5 per meeting or purchase a Season Pass (whichever costs less)~~

FREE

*Unfortunately, players who join late will not be able to make up for missed games

1. League Meetings:

*All league games will take place in store (sorry, no Home Games)

*Six (6) League Meetings (Thursday nights from 6 PM to 9 PM)

*Please note: there will be no meeting on Thursday, October 31

Game Schedule:

| League Meeting | Date | Army Size (Points) | Battle Group Required? | Game Limit | Game Points (GPs) | Steamroller Scenario Group | Special Rules |
|----------------|------------------|--------------------|------------------------|------------|-----------------------------|----------------------------|------------------|
| One | Thursday, Oct 10 | 15 | YES | THREE | Win = 2 GPs Loss = 1 GPs | Guard | |
| Two | Thursday, Oct 17 | | NO | | | Assault | No 120 mm Models |
| Three | Thursday, Oct 24 | 25 | YES | | | Invade | Caster Swap |
| Four | Thursday, Nov 7 | | NO | | | Border | No 120 mm Models |
| Five | Thursday, Nov 14 | 35 | NO | TWO | Win = 3 GPs Loss = 2 GPs | Balance | |
| Six | Thursday, Nov 21 | 50 | NO | ONE | Win = 6 GPs Loss = 4 GPs | Lock | |

1.1 Army Size:

*We'll host 4 different Army Sizes this season: 15, 25, 35 and 50 points

Why Change JML3 so much? Is it really that important to have 50 point games?

In JML4, we replaced the 35 point army size meeting that required the use of your factions' Battle Group with a 50 point army size meeting. By adding this one, new point level to JML, we are offering a more complete game experience and a better introduction to Warmachine Hordes to any/all new players. We are still staying true to the original ideas and intentions of the JML document, we've just extended the scope to include standard Steamroller army sizes.

1.2 Battle Group Required?:

*Faction Battle Groups are perfect for any player wishing to try-out a new faction!

Why don't we use only the Battle Groups, like the original Privateer Press (PP) document says?

There are serious balance issues in terms of points and model selection when playing in only Battle Group vs other Battle Group games. Some Battle Groups have much higher points than others (Cryx is 14 points and Mercs are only 8), while a few Battle Groups use models that most players would not normally choose (the Trollblood Battle Group has two impalers). We still intend to host games requiring the use of a Battle Group, we've just increased the army size so that matches will be more fair.

1.3 Game Limit:

*Game Limits are the maximum number of games a player can play per meeting. They are designed to keep our league fair and balanced.

*Meetings One through Four have a Game Limit of Three. Players are encouraged to play more games, but only their first three will count, not best three.

*Meetings Five has a Game Limit of Two. Players are encouraged to play more games, but only their first two will count, not best two.

*Meetings Six has a Game Limit of One. Players are encouraged to play more games, but only their first game will count.

1.4 Game Points:

*Earn Game Points (GPs) with every WIN and LOSS/DRAW

Why are Wins and Losses worth different amounts of GPs?

We've changed the value of Wins and Losses so that each meeting has the same overall weight. If we didn't make this change- if all wins and losses were worth the same, then Meetings One through Four would be worth more than any other meeting. By changing the value of each Win and Loss, all of our meetings will be worth the same amount of GPs.

1.5 Steamroller Scenario Groups:

*Six meetings, six different Steamroller Scenario Groups!

http://privateerpress.com/files/Steamroller_2013_Rules_3.pdf

Why use Steamroller scenarios?

Steamroller scenarios are the perfect addition to any event! They are extensively tested and offer a challenging game experience with just enough variety to keep the game interesting!

1.6 Special Rules:

***Caster Swap:** For Meetings Three, players are welcome to switch their Warcaster or Warlock with another Warcaster or Warlock in their faction

***No 120 mm Models:** For Meetings Two and Four, players may not use any model with a base of 120 mm. No Battle Engines and no Colossals/Gargantuans.

2. Game Play:

***OPEN Format:** leagues offer a less structured environment than a Steamroller (tournament). Players are free to choose who they want to play by issuing a Game Challenge.

2.1 Switching Factions:

*We don't want anyone to feel frustrated or worse if they've chosen a faction that doesn't match their play style or one that they don't enjoy playing anymore. We want you to enjoy your time here! Please feel free to switch factions each meeting if you like!

2.2 Opponent Limit:

*Opponent Limit is the number of times a player may have a game against the same opponent in the same season. Opponent Limit is based on League Enrollment: High Enrollment, means fewer games between the same players, and Low Enrollment, means more games between the same players.

| League Enrollment | Opponent Limit |
|-------------------|----------------|
| 8 | 4 |
| 9-16 | 3 |
| 17-31 | 2 |
| 32+ | 1 |

I don't agree with this! Why do we have to play against different people?

Really a question of perspective: I think playing against as many different people as possible in one season is a very positive thing. You get to see new ideas, new strategies that you may not have thought of before, and you get to meet new people and make new friends! Overall, there is no real downside to this change.

2.3 Game Challenges:

*Starting with Meeting Two, we will post an updated Standing on our FB Group and in our store, players may challenge any other player to a game- Game Challenges made by a lower ranked player to a higher ranked player may not be refused (time permitting)

This is strange! I should be able to play whoever I want! What if I don't want to play against a specific person?

This one small rule prevents so much harm. I want to believe most people like to play someone new to make new friends or to show them how to play the game, not "harvest" or "pharm" them just to get more Game Points. This allows higher ranked players to play other higher ranked players and, conversely, it allows lower ranked players to play other lower ranked players (if they so choose, some new players want to play experienced players so they can learn new things).

2.4 Painting Requirement:

*We don't have a painting requirement for any of our events. If you want to use an unpainted, bare model that is perfectly fine with us!

I do not agree with this! I HATE having to play against an opponent that is too lazy to paint his/her own models, it takes away from my game experience!

In a perfect world, we would all have complete armies of beautifully painted models. Unfortunately, in the real world, some people have families or demanding jobs- forcing people to have entire painted armies is something that I do not want to do. Besides, this is an entry-point event, we're trying to encourage people TO paint and have fun. If you give them a chance, I'm sure, over time, everyone will do their best and paint all of their models!

3. Painting Models:

*Score Hobby Points (HPs) by assembling, painting and basing models!

*To score Hobby Points, your model must not have been painted prior to the start of the league. It's okay to prime your models ahead of time though!

*Models must be painted with a minimum of three colors and their bases must have either scenic elements (like flock, aka fake grass) or be painted a color other than black

Painting Schedule:

| Mtg | Painting Challenge | HPs | Edge | Bonus |
|-------|---|--------|---|-------|
| One | | | | |
| Two | One <u>Prime</u> Warcaster Or Warlock* | 1 HP | One <u>Epic</u> Warcaster Or Warlock | +1 HP |
| Three | One Solo | 2 HPs | One 40 mm Flag | +1 HP |
| Four | One <u>Heavy</u> Warjack Or <u>Heavy</u> Warbeast | 4 HPs | One <u>Light</u> Warjack Or <u>Lesser</u> Warbeast* | +1 HP |
| Five | One Unit (Min 3 Models) | 8 HPs | One 50 mm Objective | +1 HP |
| Six | One Unit (Min 10 Models) | 16 HPs | One Weapon Attachment or Unit Attachment | +1 HP |

3.1 Painting Challenge:

*Earn HPs by completing the weekly Painting Challenge! Each week the Challenge will be something new and different! The HP value of each Challenge also doubles each week!

My faction doesn't have a Light Warjack! How can I complete an Edge Challenge? This is so unfair!

Hello! If your faction doesn't have a Light Warjack (or a Lesser Warbeast) like Khador, then please feel free to paint another Warjack (or Warbeast) that you do have. The only stipulation is that the one model you paint cannot be used for both the Painting Challenge and the Edge Challenge.

I'm a new player and I simply don't have epic Warlocks! The startup costs of entering this game is high enough for me, how am I supposed to buy all of these different model types at the same time???

*Hello! I completely agree that entering a new game can be very expensive! We've thought about this issue quite a bit over the course of the 3 other JML seasons we've hosted. To help make this game more affordable, we're offering a **20% OFF discount on all Warmachine and Hordes models to JML4 players!** Also, if you don't have an epic Warcaster (or Warlock) in your collection because you're a new player, then please feel free to paint another Warcaster or Warlock that you do have. Sorry but as in the above, painting one model cannot qualify for both the Painting Challenge and the Edge Challenge.*

3.2 Edge Challenge:

*Bonus Hobby Points! Complete this extra or additional Painting Challenge to get an "Edge"!

*Players may not submit one painted model to score HPs for both our Painting Challenge and Edge Bonus HPs.

I think bonus points are a bad idea. Why are they only worth +1 HP anyways, shouldn't they be more?

We're trying a few new ideas out with JML4 and I hope you'll give us a chance and see for yourself how well (or poorly) they work! The biggest change this season is to our Hobby side: we hope that our Edge Challenge will go a long way to resolve the issues we encountered in our previous season (JML3)- namely, we had an 8 way tie for our Creator Award. On the one hand, this is really an incredible thing: 8 people worked very hard all season long and completed all of the Painting Challenges! On the other hand, we were not able to reach a single, undisputed Hobby Champion.

In terms of point value, this is another question of perspective: since we're looking for a single, undisputed Hobby Champion, one point difference between player scores is all we really need. Why complicate things anymore than that? If we were to increase the value of the Edge Challenge, I think we would end up devaluing our Painting Challenge-defeating what we were hoping to achieve in the first place.

I am very optimistic of what Edge will do for us and our league and I hope you'll join this season!

3.3 Flag Markers and Objective Markers:

*Flag Markers use a 40 mm base and Objective Markers use a 50 mm base

*To help all of our league players reach their Edge Challenge, we will be giving away one plastic 40 mm base and one plastic 50 mm base!

4. Prizes:

4.1 Championship Awards:

Most Game Points: Destroyer (Skull) Award + Season Pass To Escalation

*First Tiebreaker: Votes For Best Sportsman, Second Tiebreaker: Hobby Points

Most Hobby Points: Creator (Flag) Award + Season Pass To Escalation

*First Tiebreaker: Votes For Best Sportsman, Second Tiebreaker: Game Points

Most Journeyman Points: Journeyman (Crown) Award + Season Pass To Escalation

*First Tiebreaker: Votes For Best Sportsman, Second Tiebreaker: Smallest Difference Between HP and GP

4.2 Rank Awards:



Rank 1: League Entry

Rank 2: 10 Journeyman Points

Rank 3: 20 Journeyman Points

Rank 4: 30 Journeyman Points

What are Journeyman Points?

Journeyman Points = Game Points + Hobby Points

4.3 Best Sportsman:

*Votes will be collected every meeting. The player at the end of the league with the most votes gets a **\$20** ThunderGround Gift Card! Players can only vote for someone they played that meeting!

4.4 Weekly Prizes:

*Each week, we will award special prizes to the player with the Most GPs and each player that completed that week's Painting Challenge

*Sorry, we won't have a special prize for players who complete their Edge Challenge

| Most Weekly Game Points | Weekly Painting Challenge |
|-------------------------|---------------------------|
| Infinity (Marvel) #1 | One Free P3 Paint |

These weekly prizes SUCK! Why won't you give us FREE models???

Sorry you feel that way =(These weekly prizes are not meant to be a source of income for league players or a way to subsidize their army purchases, they're a reward for working hard, incentive to keep painting/playing, and acknowledgement for completing a task.

Why don't you have a weekly prize for Votes For Best Sportsman? Most Hobby Points? Most Journeyman Points?

The main problem is Hobby Points: in our previous season as mentioned before, we ended up with an 8 way tie for Most Hobby Points. While I do expect our Edge to change that, I am not 100% sure it will not happen again. I think it's better to reward all of those people who complete their Painting Challenges and have one person win a weekly hobby prize.

As far as Journeyman Points go, if JML3 is any indicator: if people are able to keep up with their Painting Challenges, then there is almost no difference between JPs and GPs; meaning the person with the most GPs will most likely be the person with the most JPs.

I would love to have a weekly Best Sportsman prize, but it may take weeks before we have an single, undisputed Best Sportsman player.

4.5 JML Rewards:

*Starting with JML4 and continuing on with ALL of our future events, event players will receive a 20% discount on all Warmachine Hordes models purchases for the duration of the season/event

5. Youngblood (Steamroller):

*Bryan Lang competed in Warmachine Weekend last year and their "Youngblood" event!

*This inspired me to put this event together: **Saturday, November 30, 2013 @ 10 AM** w will be hosting *Youngblood 1*

*Youngblood is only open to those who have not played in one of our previous *Steamroller* events. Our first Youngblood event will be 25 point armies and BASELINE requirements. Any player playing in JML4 will have a free invite (play for free) in *Youngblood 1*

*All other players that have played in our previous *Steamroller* events are welcome to come and meet all of the new players.

*For anyone interested, Warmachine Weekend is November 15-17, 2013 and in St. Louis. Here's their website: <http://warmachineweekend.com>

6. Season 3: Campaign

*Our Campaign is almost ready for a Preliminary document! A write up will be posted by October 31!

7. "Edmonton Warmachine Hordes" FaceBook Group

*If you're new and have any questions please contact me at (780) 459-9548 or email at info@thundergroundcomics.com or please post on our FaceBook Group

8. Special Thanks:

*Thank you to all of our community members for your patience and understanding, this document was posted on the same day of our first JML4 meeting.

*Any excuse would be an insult, I apologize for this delay and will work to avoid any other lateness. Thank you, again!

9. Other Rules:

*For Battle Group Box Set Equivalents:

*Protectorate Of Menoth (Two Player):

High Exemplar Kreoss

Vanquisher

Crusader

Repenter

*Cygnaar (Alternative):

Lieutenant Caine

Defender

Hammersmith

*Cryx (Alternative):

Iron Lich Asphyxious

Deathripper

Nightwretch

Leviathan

*Mercenaries (Four Star Syndicate2):

Gorten Grundback

Ghordson Driller

Grundback Gunner x3

*Retribution Of Scyrah (Alternative):

Lord Arcanist Ossyan

Banshee

Sphinx

*Circle Orboros (Alternative):

Baldur the Stonecleaver

Woldwarden

Wold Guardian

*Skorne (Alternative):

Tyrant Xerxis

Basilisk Drake

Basilisk Krea

Cannoneer

*Minions (Thornfall Alliance):

Lord Carver

War Hog

Gun Boar x2

*Protectorate Of Menoth (Alternative):

Feora, Priestess Of The Flame

Dervish

Repenter

Guardian

*Khador (Alternative):

Orsus Zoktavir, The Butcher Of Khardov

Decimator

Kodiak

*Mercenaries (Four Star Syndicate 1):

Magnus the Traitor

Mangler

Renegade

Talon

*Mercenaries (Four Star Syndicate 3):

Captain Bartalo Montador

Mariner

Freebooter

Buccaneer

*Trollblood (Alternative):

Hoarluk Doomshaper, Shaman Of Gnarl's

Pyre Troll

Storm Troll

Dire Troll Mauler

*Circle Orboros (Two Player):

Kaya the Wildbourne

Feral Warwolf

Argus

Winter Argus

*Legion Of Everblight (Alternative):

Thagrosh, Prophet Of Everblight

Ravagore

Nephilim Soldier

Harrier

*Minions (Blindwater Congregation):

Bloody Barnabus

Blackhide Wrastler

Ironback Spitter

Journeyman Score Sheet

Please Return This Sheet To Roy At The End Of Each Meeting!

*****DO NOT TAKE THIS SHEET HOME*****

| Name: | | | | Final Score: | | | | | |
|---|----------|-----------------------|--------------------|--------------|--------------|--------|-------------------|-----|-------|
| Game Points | | | | | Hobby Points | | Journeyman Points | | |
| Meeting | Opponent | Result: Win / Loss | Points: W=3,L=2 | Total | Model | Points | GPs | HPs | Total |
| One | | | | | NA | 0 | | 0 | |
| | | | | | | | | | |
| | | | | | | | | | |
| Please Circle The Name Of The One Opponent Who You Think Is Best Sportsman Of Meeting One | | | | | | | | | |
| Two | | | | | | 9 | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| Please Circle The Name Of The One Opponent Who You Think Is Best Sportsman Of Meeting Two | | | | | | | | | |
| Three | | | | | | 9 | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| Please Circle The Name Of The One Opponent Who You Think Is Best Sportsman Of Meeting Three | | | | | | | | | |
| Four | | | | | | 10 | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| Please Circle The Name Of The One Opponent Who You Think Is Best Sportsman Of Meeting Four | | | | | | | | | |
| Five | | | | | | 10 | | | |
| | | | | | | | | | |
| Please Circle The Name Of The One Opponent Who You Think Is Best Sportsman Of Meeting Five | | | | | | | | | |
| Six | | | | | | 10 | | | |
| | | | | | | | | | |
| Please Circle The Name Of The One Opponent Who You Think Is Best Sportsman Of Meeting Six | | | | | | | | | |