

FRESH NEW START

New to Warmachine / Hordes?

OR want to start a different faction?

OR need incentive to get your army painted?

Journeyman League 3 (JML3) is for you!

Privateer Press has distilled the essence of this game, packaged it together with a bow, and gave it to us to share with you:

**Game Play*

**Painting Models (Hobby)*

Sportsmanship (Community)

We will be tracking your Game Points, Hobby Points, and taking votes for Best Sportsman at each of our League Meetings!

Hope to see you HERE!

Regards,

Roy Kim

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JOURNEYMAN LEAGUE 3:

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**

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)

*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)

Game Schedule:

League Meeting	Date	Army Size (Points)	Battle Group Required?	Game Limit	Game Points (GPs)	Steamroller Scenario Group	Special Rules
One	Thursday, August 1	15	YES	THREE	Wins = 3 GPs Loss = 2 GPs	Guard	
Two	Thursday, August 8		NO			Assault	No 120 mm Models
Three	Thursday, August 15	25	YES			Invade	Caster Swap
Four	Thursday, August 22		NO			Border	No 120 mm Models
Five	Thursday, August 29	35	YES	TWO		Balance	Caster Swap
Six	Thursday, Sept 5		NO			Lock	

2. Game Play:

*OPEN Format: YOU choose your opponent and together choose a specific scenario from the Steamroller Scenario Group.

Can I switch factions?

Absolutely! 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!

*We've divided up our Season into three (3) Steamroller Army Sizes: 15, 25, and 35 Points. Each Army Size has two meetings: one meeting requiring the use of a Battle Group (faction starter) and one not.

Why do this?

It's really the best of both worlds: the Battle Groups are designed to show new players what their faction does best. In the following week, we remove the Battle Group restriction to allow players to experiment and try new things within the same point total.

2.1 Game Limit:

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

*League members may not play against the same opponent in two consecutive games

2.2 Game Points:

*Earn Game Points (GPs) with every WIN (3 GPs) and LOSS/DRAW (2 GPs)

2.3 Steamroller Scenario Groups:

*Each meeting we will be using a different group of Steamroller scenarios.

<http://privateerpress.com/organized-play/steamroller-tournaments>

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

3. Painting Models:

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

*In order 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!

*Models must be painted with a minimum of three colors and their bases must have either scenic elements or be painted

Painting Schedule:

League Meeting	Date	Painting Challenge	Hobby Points (HPs)
One	Thursday, August 1	Warcaster Warlock	9 HPs
Two	Thursday, August 8	Solo	
Three	Thursday, August 15	40 mm Warjack Warbeast	
Four	Thursday, August 22	50 mm Warjack Warbeast	
Five	Thursday, August 29	Min Unit (5 Man)	6 HPs
Six	Thursday, Sept 5	Max Unit (10 Man)	

3.1 Painting Challenge:

*Earn HPs by completing the weekly Painting Challenge!

*In Weeks One through Four, we're asking our players to paint a single model to score 9 HPs

*In Week Five, we're asking league players to paint a Minimum Unit (5 Man) to score 6 HPs

*In Week Six, we're asking everyone to paint a Maximum Unit (10 Man) to score 6 HPs

Why are the HPs so low for Weeks Five and Six?

We want to balance both the Hobby and Game Play side of our league- and NOT turn this into a painting league like JML1 and JML2, so the maximum number of GPs a player can earn each week will match the maximum number of HPs a player can earn each week.

I'm confused by the "Min" and "Max" Unit Painting Challenge. Can you clarify it for me?

For sure! In Week Five, we'd like you to paint a minimum unit that consists of at least five models. In Week Six, you can continue painting the same unit provided it has a maximum unit size of ten models or you can paint a different maximum unit of ten models.

4. Prizes:

*Our Game and Hobby prizes are directly from PP and they are amazing! We'll be awarding Patches that you can decorate your army bags with!



4.1 Championship Awards:

Destroyer (Skull) Award: Most Game Points (Tiebreaker: Player with more Hobby Points)

Creator (Flag) Award: Most Hobby Points (Tiebreaker: Player with more Game Points)

Journeyman (Crown) Award: Most Journeyman Points (Tiebreaker: Smallest Difference Between Game VS Hobby Points)

4.2 Rank Awards:

Rank 1: League Entry

Rank 2: 10 Journeyman Points

Rank 3: 20 Journeyman Points

Rank 4: 30 Journeyman 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 \$10 ThunderGround Gift Card! Players can only vote for someone they played that meeting!

5. Other Rules:

*For Battle Group Box Set Equivalents:

*Protectorate Of Menoth (Two Player):

High Exemplar Kreoss

Vanquisher

Crusader

Repenter

*Cygnar (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

*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 (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

*Circle Orboros (Two Player):

Kaya the Wildbourne

Feral Warpwolf

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 Play				Hobby		Total		
Meeting	Opponent*	Result: W/L	Points	Model	Points	GPs	HPs	Total
One					9			
Two					9			
Three					9			
Four					9			
Five					6			
Six					6			

***Circle The Name Of The Opponent Who You Think Is Best Sportsperson!**

Vote Only Once Per Meeting!