

PATH OF DEVASTATION

CORE RULES

By Will Hungerford

Path of Devastation is Privateer Press' 2015 league, consisting of four seasons with each season spanning four weeks. The league format is ideal for groups of eight or more players who regularly meet at a hobby store or gaming club where they can play whenever they wish. Each league requires an **Event Organizer** (EO), who is responsible for tracking players' game results.

The Path of Devastation league is a casual format in which players battle against each other using unique league rules and scenarios. The league will provide weeks of entertainment for both novice and veteran players as well as hobbyists as they play games, paint models, and interact with the unique maps and features of Path of Devastation.

Path of Devastation is a year-long adventure that explores the war-torn lands of western Immoren. The Iron Kingdoms are wracked with escalating warfare, strife, and adversity. Dragons terrorize the skies in numbers unseen for centuries, mind slavers rise from beneath the earth to abduct innocent civilians, and machine cultists raise bizarre towers where once stood thriving villages. It is a dangerous time to be alive.

Each season, players travel to a devastated area and battle for control of what few resources remain. Each game played assists in the global efforts of all league players to unlock spoilers and claim victory for their chosen faction. This epic tale will unfold in new stories accompanying each season, interactive online maps, and the tabletop battles themselves.

All players who participate receive a special prize just for signing up and having some fun. Each season's participation prize is a uniquely designed pin that represents the characters featured in the league fiction.

All games are played at the league venue. Players earn experience points (XP) for their chosen Hero by playing games, painting models, and completing specific challenges known as

Milestones. Each player tracks his Hero's XP and progression on the score sheet provided with each season's rules.

Two online resources are available to league players: the Damage Survey and the Spoils of War. The Damage Survey is the league map for Path of Devastation, displaying the ruined areas players are battling over for their faction. The unique game effects of each region are described in each season's rules document.

The Spoils of War are unique spoilers that all players will attempt to reveal. Each season a new website will display the Spoils of War, which will begin the season fully locked. As EOs around the world report on their venue's battles, the players' victories will count toward global requirements for unlocking each Spoil.

League games can be played at different point levels and in both one-on-one and multiplayer formats. Additionally, rules for custom models known as Heroes will be available to give players a new twist on some of their old favorites.

PLAYER RESPONSIBILITIES

League participants must bring all their own models, stat cards, dice, measuring devices, markers, tokens, and templates required for play. The EO must approve any printed media used to track damage. Players should check with the EO before the event begins on any rules questions they think might arise based on their armies.

Players can use the War Room application during league events. When using War Room during an event, a player can: mark damage on War Room cards instead of physical stat cards; reference model and game rules from War Room instead of from physical stat cards or rulebooks; and show EOs and opponents a Theme Force's rules on War Room instead of in physical rulebooks. Players must still share their model stats, damage, and so on with their opponent, whether

or not that opponent has War Room. If a player's War Room device fails during a game and cannot be recovered in a timely manner, the player concedes that game.

Each player battles for a specific faction in each league season. An online map tracks faction victories of players worldwide.

SPORTSMANSHIP AND RULES DISPUTES

The objective of league play is for everyone to have a great time playing games in a casual setting. Players should remain courteous and patient with their opponents and the EO. We assume all players are good sports who understand fair play, but if a dispute arises, call on an EO for assistance and resolution.

PAINTING, MODELING, PROXIES, AND CONVERSIONS

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. Any non-Privateer Press models, unassembled miniatures, or inappropriately based models are not permitted.

Proxies (substitute models) and 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.

Celebrating and engaging in hobby activities is a core element of league participation. Players are highly encouraged to—and rewarded for—painting their miniatures. In addition to painting, hobbyists will also find ample opportunity and inspiration to handcraft new terrain features and customize their models throughout the league.

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 apply 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 EO can make exceptions to these rules to approve any reasonable conversion.**

COMPOSITION OF MODELS

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 clearly identifiable as the intended miniature and accurately represent 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 as long as the new weapon represents the same type of weapon as the one replaced (such as swapping one sword for another). Any feature relating to a weapon's specific rules must be maintained to avoid confusion on the tabletop. For example, a weapon with Chain Weapon must still be modeled as a chain-style weapon, and a weapon's length must be comparable when converting weapons with Reach.

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

UPGRADE KITS

Models and units with available upgrade kits are an exception to the standard model conversion rules in three ways. First, because upgrades define an entirely separate set of stats and abilities, these parts must be clearly visible on the model or unit matching the upgrade stat card. For example, a helljack with one claw and one harpoon is not Malice; the model must have the correct head, harpoon blade, and all three spirit parts from the Malice upgrade in order to be considered Malice.

Second, once a model or unit has been converted, it can be fielded only as that model or unit. For example, a Warpmorph with the parts from the Ghetorix upgrade is not an acceptable conversion for use with a Warpmorph Stalker stat card.

Third, in the case of a unit attachment or weapon attachment upgrade, the model(s) that use the upgrade stat card must follow these rules, but the base unit follows the standard conversion policy for warrior model conversions described above. For example, a Black Dragon Officer & Standard must always use the Black Dragon upgrade stat card and an Iron Fang Pikemen Officer & Standard must always use the Iron Fang Pikemen Officer & Standard stat card, but an Iron Fang Pikemen unit without a unit attachment uses its standard stat card whether or not they have Black Dragon shields (or any other reasonable conversion).

BASING

Miniatures must be on appropriately sized WARMACHINE or HORDES bases, but scenic details can be added. The base's perimeter must always be considered when modeling scenic details. While it is acceptable for scenic elements to overhang

the base's edge, the base itself is used for all measurements, not the scenic elements. The edge of a model's base must not be obscured to the point that accurate measuring becomes difficult or impossible.

HEROES

Each season players have the opportunity to customize a faction model as their personal Hero. The season rules document lists the available Hero model for each faction.

CHOOSING A HERO

A player chooses his Hero at the beginning of the league and can have only one Hero at a time. A player can select a Hero only from the faction he is playing. At any point during the league, a player can retire his Hero and choose a new one in a different faction. If a player retires a Hero, he loses any XP gained by that Hero.

When a player chooses a model as his Hero, that model becomes FA C. The player cannot include any other version of that model in his army. A player must use his Hero model in every WARMACHINE or HORDES game, except when the Hero is healing injuries (see below).

A player can decide not to choose a Hero at the start of the league if he would rather use the standard version of his faction's Hero model. If the player decides to choose a Hero later in the league, he loses any XP he gained before choosing a Hero.

Hero models are legal for all league games throughout their season but **are not legal for use in the other three seasons or outside the Path of Devastation league**. Hero models are eligible for bonuses granted by Elite Cadre abilities, Leadership abilities, Theme Force benefits, and so on just like the non-Hero versions of those models.

HERO UPGRADES

Players earn XP for games played, Milestones completed, and other achievements. Each time a player completes a game of WARMACHINE or HORDES in which he used his Hero model, he can spend XP to purchase **one** Upgrade for his Hero. A Hero Upgrade permanently improves the stats and/or abilities of a Hero for the remainder of the season.

Each season's rules include a list of available Hero Upgrades for that season. These Upgrades are broken into three tiers for each Hero, and each tier has a different XP cost. A player can purchase any Tier 1 Upgrade for his Hero as long as he has enough XP. A player can purchase a Tier 2 Upgrade only after purchasing at least one Tier 1 Upgrade, and can purchase a Tier 3 Upgrade only after purchasing at least one Tier 2 Upgrade. Upgrades remain in effect for all games until the season ends or the player retires the Hero.

INJURIES

Even the most skilled and powerful Heroes can suffer injuries during a battle. At the end of any game in which a player's Hero model is destroyed or removed from play, the player's opponent rolls on the Hero Injury Table (p. 6). Injury effects are cumulative, and a Hero can suffer the same injury multiple times. All effects generated through the Hero Injury Table persist throughout the season until removed by visiting the Apothecary or purchasing certain Upgrades.

A player can heal his Hero by sending him to the Apothecary after any game of WARMACHINE or HORDES. Visiting the Apothecary immediately removes all injuries from the Hero model, and the model cannot be used in the player's next game. A player should note on his score sheet when his Hero must miss the next game because of an Apothecary visit.

HERO SCORE SHEET

At the start of the league, each player is given a score sheet. After recording his name, faction, and Hero, a player uses the score sheet to track current XP total, Upgrades purchased, Milestones achieved, and injuries.

The Hero Experience Points table on p. 5 shows the number of XP a player earns for various achievements. These achievements and point values remain the same for all four seasons, whereas Milestones and their XP values are different for each season.

As indicated on the Hero Experience Points table, the number of times a player can earn XP for each achievement within a certain amount of time is limited (e.g., the first five WARMACHINE or HORDES games per week). A player can continue playing league games beyond the indicated time frame but will not earn XP for those additional games.

For XP generated by painting models, players must show the EO any unpainted model(s) they plan to paint at the beginning of the league. Players can paint models either during league nights or on their own time, and they must present the finished model(s) to the EO for confirmation in order to score XP.

Note that solos, warcasters, and warlocks that comprise multiple figures are worth hobby points corresponding to the base size of each independent 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 Eggregore. The dragoon Fenris is worth 4 hobby points when fully painted: 3 for the large-based model and 1 for the small-based model.

MILESTONES

Milestones are season-specific challenges for players to attempt during the course of the league. Completed Milestones are tracked on each player's score sheet. When a player completes a Milestone, he earns XP as described in the season rules. A player can earn XP for each Milestone only once per season.

DAMAGE SURVEY

The Damage Survey is the league map for Path of Devastation and is an important element of the league system. This online map is updated to show the progress of each faction over the course of the league. Links to the league map and additional details can be found at www.privateerpress.com.

Before each game of WARMACHINE, HORDES, or High Command, the players should determine which map region they are fighting over. The player with the lowest current XP total chooses the region. In the case of a tie, roll a d6 to determine who chooses. Specific game effects for each region are detailed in the season rules document.

In addition to scoring XP after each game, players should inform the EO when they win a game and which region they were fighting over. EOs then report this information using the online league map.

HIGH COMMAND

In addition to WARMACHINE and HORDES, players can earn XP by playing games of High Command. The season rules document includes special rules for High Command games played in each region of the Damage Survey.

IRON KINGDOMS RPG

Players can also earn XP in the Path of Devastation league by playing the RPG encounter included in each season's rules document. These encounters are designed to be played using either the *Iron Kingdoms Full Metal Fantasy Roleplaying Game* or the *Iron Kingdoms Unleashed Roleplaying Game*.

The RPG encounters offer a unique way for players to interact with the events occurring in the league's overall storyline. Players can create new characters to play through the

season encounter, or they can include the encounter as part of their own ongoing campaigns. Each encounter includes a recommended number of players as well as tips for increasing the difficulty for players using more powerful characters.

AWARDS

All players who participate in a Path of Devastation league season receive a participation pin.

SCENARIOS

Two types of scenarios are available each season: core scenarios and season-specific scenarios. Core scenarios can be found in the Steamroller 2015 rules document. They can be used for any Path of Devastation league game unless the map region being used requires a season scenario. Season-specific scenarios are tailored to the terrain and events of one season and are released with that season's rules document.

Players can randomly select a scenario before each game by rolling 2d6 on the following scenario table, or they can simply agree on a scenario to play. Note that the Damage Survey sometimes dictates which scenario to use for a specific region.

| 2d6 Result | Scenario |
|------------|------------------------|
| 2 | Fire Support |
| 3 | Incoming |
| 4 | Destruction |
| 5 | Close Quarters |
| 6 | Season Scenario 1 |
| 7 | Season Scenario 2 |
| 8 | Season Scenario 3 |
| 9 | Outflank |
| 10 | Incursion |
| 11 | Process of Elimination |
| 12 | Recon |

When playing a Steamroller core scenario that utilizes objectives, each player should choose a Steamroller objective before the game begins. A player can choose a different objective each time they play a core scenario.

HERO EXPERIENCE POINTS

All events can be scored multiple times or as noted.

| WARMACHINE & HORDES – GAMES First five games each week | | XP |
|--|--|-----------|
| ONE-ON-ONE | | |
| Play a 15-point game (1 warcaster/warlock) | | 1 |
| Play a 25-point game (1 warcaster/warlock) | | 1 |
| Play a 35-point game (1 warcaster/warlock) | | 2 |
| Play a 50-point game (1 warcaster/warlock) | | 2 |
| Play a 75-point game (1 warcaster/warlock) | | 3 |
| Play a 100-point game (2 warcasters/warlocks) | | 3 |
| UNBOUND | | |
| Play a 150-point Unbound game (3 warcasters/warlocks) | | 5 |
| Play a 200-point Unbound game (4 warcasters/warlocks) | | 6 |
| MULTIPLAYER | | |
| Play a 15-point team or free-for-all game (1 warcaster/warlock per player) | | 1 |
| Play a 25-point team or free-for-all game (1 warcaster/warlock per player) | | 1 |
| Play a 35-point team or free-for-all game (1 warcaster/warlock per player) | | 2 |
| Play a 50-point team or free-for-all game (1 warcaster/warlock per player) | | 2 |
| Play a 75-point team or free-for-all game (1 warcaster/warlock per player) | | 3 |
| Play a 100-point team or free-for-all game (2 warcasters/warlocks per player) | | 3 |
| GAMEPLAY MODIFIERS | | |
| Win a game | | 1 |
| Play against a new opponent for this season | | 1 |
| Play against a new faction for this season | | 1 |
| Play at a new point level for this season | | 1 |
| Play with a new warcaster or warlock for this season | | 1 |
| WARMACHINE & HORDES – HOBBY Maximum 40 XP per season | | |
| Paint a small-based independent model* | | 1 |
| Paint a medium-based independent model* | | 2 |
| Paint a large-based independent model * | | 3 |
| Paint a huge-based independent model* | | 4 |
| Paint a unit of 2–4 models (small-based/medium-based/large-based) | | 2/3/4 |
| Paint a unit of 5–9 models (small-based/medium-based/large-based) | | 3/4/5 |
| Paint a unit of 10+ models (small-based/medium-based/large-based) | | 4/5/6 |
| HIGH COMMAND First five games each week | | |
| Play a one-on-one game | | 1 |
| Play a multiplayer free-for-all game | | 2 |
| GAMEPLAY MODIFIERS | | |
| Win a game | | +1 |
| Play against a new opponent for this season | | +1 |
| IRON KINGDOMS RPG (FULL METAL FANTASY & UNLEASHED) One session per season | | |
| Play the season RPG encounter | | 3 |
| GM the season RPG encounter | | 3 |
| MILESTONES | | |
| Check your season rules document | | – |

* Independent models are warcasters, warlocks, warjacks, warbeasts, battle engines, and solos.

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HERO INJURY TABLE

All injury effects are cumulative until healed.

| 2d6 RESULT | EFFECT |
|---------------|---|
| 2 | Shattered – The Hero's body is broken. This model rolls one less die on attack and damage rolls. A model that suffers this injury twice without being healed is dead and must be immediately retired. |
| 3 | Kneecapped – The Hero has suffered horrific physical injury. This model's base SPD is permanently reduced by 2 (to a minimum of 0). |
| 4 | Shrapnel – The Hero has suffered major physical injury. This model's base ARM is permanently reduced by 2 (to a minimum of 0). |
| 5 | Arm Fracture – The Hero has suffered significant physical injury. This model's base STR is permanently reduced by 2 (to a minimum of 0). |
| 6 | Infected – The Hero has suffered minor physical injury. This model permanently suffers –1 to all damage rolls. |
| 7 | Flesh Wound – The Hero has suffered an insignificant injury. There is no effect. |
| 8 | Shell-Shocked – The Hero has suffered minor mental trauma. This model permanently suffers –1 to all attack rolls. |
| 9 | Hallucinations – The Hero has suffered significant mental trauma. This model's base RAT is permanently reduced by 2 (to a minimum of 0). |
| 10 | Panic Attacks – The Hero has suffered major mental trauma. This model's base MAT is permanently reduced by 2 (to a minimum of 0). |
| 11 | Amnesia – The Hero has suffered horrific mental trauma. This model's base DEF is permanently reduced by 2 (to a minimum of 0). |
| 12 | Brain-Damaged – The Hero's mind is broken. This model cannot make any special attacks or special actions. Additionally, this model cannot run, charge, or slam. A model that suffers this injury twice without being healed is dead and must be immediately retired. |

HERO RECORD SHEET

| | |
|--------------|-------|
| PLAYER NAME: | |
| FACTION: | HERO: |

| | | |
|------------|-----------|-------------------|
| XP EARNED: | XP SPENT: | XP CURRENT TOTAL: |
|------------|-----------|-------------------|

| UPGRADES | | |
|----------------|----------------|----------------|
| UPGRADE: _____ | UPGRADE: _____ | UPGRADE: _____ |
| UPGRADE: _____ | UPGRADE: _____ | UPGRADE: _____ |
| UPGRADE: _____ | UPGRADE: _____ | UPGRADE: _____ |

| MILESTONES | | |
|---|---|---|
| <input type="checkbox"/> MILESTONE: _____ | <input type="checkbox"/> MILESTONE: _____ | <input type="checkbox"/> MILESTONE: _____ |
| <input type="checkbox"/> MILESTONE: _____ | <input type="checkbox"/> MILESTONE: _____ | <input type="checkbox"/> MILESTONE: _____ |

| INJURIES | | | | |
|---------------|---------------|---------------|---------------|---------------|
| INJURY: _____ | INJURY: _____ | INJURY: _____ | INJURY: _____ | INJURY: _____ |