



CORE RULES

BY WILL HUNGERFORD

Scars of Caen is Privateer Press' 2014 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.

Scars of Caen provides a casual format in which players battle against each other while also fighting to claim victory for their chosen global team. This league will provide weeks of entertainment for novice and veteran players as well as hobbyists as they play games, paint models, and interact with the unique maps and displays of Scars of Caen.

Scars of Caen is a year-long adventure that explores the consequences of the events of the 2013 league, *Machinations*. Many of the vital ley lines within western Immoren have been damaged by the recent rise of the Convergence of Cyriass. Normally these rivers of natural power would heal themselves over time, but the increased activity of the immortal dragons has spread their terrible blight to new regions, stunting the restoration process.

Each season, players travel to a blighted ley line and choose which of two global teams they will support. A player can choose to become a Purist, seeking to eradicate the blight and restore balance to the land, or an Opportunist, seeking to exploit and profit from the blighted area. Each hard-fought victory not only moves a player closer to becoming his team's local venue champion but also assists in the global efforts of all other players on his team to unlock spoilers throughout the year.

This epic tale will unfold in new stories that accompany each season, in store displays and interactive online maps, and in the tabletop battles themselves.

Each **league venue** (the location hosting the event, such as a hobby store or gaming club) will have two league champions at the end of each season, one for the Purist team and one for the Opportunists. Each champion is rewarded with a medallion that is fashioned into a necklace. In addition, all players who participate receive a prize just for signing up and having some fun. Each season's participation prize is a uniquely designed patch that connects to the other season patches in a variety of ways, allowing players to display their prizes as they see fit.

All games are played at the league venue. A player scores league points throughout each season by playing games, painting models, and completing unique challenges known as **Rituals**. Each player tracks his league points on the venue's scoreboard, which determines the two league champions at the end of the season.

During each season, two online resources are available to players: the **Ley Chart** and the **Spoils of War**. The Ley Chart is the league map for Scars of Caen. It displays the areas the players are battling over in their quest to either purify or profit from the creeping blight. The unique game effects of each region are described in each season's rules document.

The Spoils of War are unique spoilers that each global team of players will attempt to reveal. Each season a new website will display two separate Spoils of War, each of 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 numerous point levels and in both one-on-one and multiplayer formats. Additionally, unique model rules for season models (see p. 4) will be available to give players a new twist on some of their favorite models.

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 also use the War Room application during league events. Players can use War Room during an event to: 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 team—Purist or Opportunist—in each league season. An online map tracks team victories of players worldwide.

SPORTSMANSHIP AND RULES DISPUTES

The objective of organized play is for everyone to have a good time. Players must remain courteous and patient with their opponents and the EO. Players must cooperate with opponents to resolve effects; refusing to do so is explicitly unsporting. Players must accept all rulings made by the EO whether or not they agree. The EO always has the final word on rules questions or debates.

We assume all players are good sports who understand fair play. If a dispute arises, call an EO for assistance. Players will remain mature, polite, and fair to their opponents. Failure to do so will result in immediate disqualification.

An EO can eject a player for any incident he deems unsporting. This includes but is not limited to offensive or abusive conduct, bullying, cheating, repeated rules arguments, and stalling game play. If you suspect a player is stalling, call the EO to monitor play.

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.

Models that have not yet been released to the general public at the time of the event are not permitted, unless those models are readily available at the event venue (such as convention-release models in tournaments at that convention). 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 all. Although painting is not required, players should take this chance to show off all aspects of the hobby.

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

THE MINIATURES

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.

UPGRADES

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 only be fielded as that model or unit. For example, a Warpwolf with the parts from the Ghetorix upgrade is not an acceptable conversion for use with a Warpwolf 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.

SCOREBOARD RANKINGS

The EO tracks the score of each player participating in the league on the scoreboard poster. A player's first five games each week earn league points, which determine his standing on the scoreboard. A player can play more than five games a week, but only the first five earn league points.

At the start of the league, players' names and team allegiances are added to the scoreboard poster. Players earn **league points** by playing games, painting models, and meeting specific requirements based on the League Points table on p. 5 and each season's specific rules.

For Hobby points, a player must show the EO any unpainted model(s) he plans to paint at the beginning of the league. Players can paint models either during league nights or on their own. A player must present the finished model(s) to the EO for confirmation in order to score Hobby points.

At the end of the league, there will be two champions at each venue: the Purist champion and the Opportunist champion. The player who has the most league points for his team is declared champion. In the event of a tie on the scoreboard, the player who reached his point total first is the champion. For example, if Lawrence scores 21 points and then Billy scores 21 points, Lawrence is the higher-ranked player because he was the first to reach 21 points.

Alternatively, if two players are tied for the championship, at the EO's discretion they can instead play one final game to determine the champion.

There is no award provided for an overall champion of each season, but at the EO's discretion the Purist champion and the Opportunist champion can play one final season game to determine an overall champion at that venue.

The League Points table on p. 5 shows the number of points a player earns for various achievements. The points listed here remain the same for all four seasons. On the other hand, the Rituals and their associated points will change for each individual season. The season-specific rules documents include a Purist score sheet and an Opportunist score sheet to help players track their progress toward earning Rituals points.

LEY CHART

The Ley Chart is the league map for Scars of Caen and is an important element of the league system. This online map is updated to show the progress of each team over the course of the league. Links to the league map and additional league details can be found at www.privateerpress.com.

Before each game, players determine which map region they are fighting over. The player with the lowest league score chooses the region. In the case of a tie, roll a d6 to determine who chooses.

When games are completed, in addition to scoring league points, 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.

Specific region effects are detailed in each season's rules.

PLAYER TEAMS

At the start of each season, players inform the EO whether they will be a Purist or an Opportunist. This decision will affect how their season models function, what Rituals they can complete, and what victory conditions they must meet when playing league scenarios.

Players on the same team can play against each other as well as against players on the opposing team. Players can change which team they belong to each season, but once they decide they are locked into that team for the entire season. A player's faction has no bearing on which team he belongs to, and players can play different factions throughout each season.

RITUALS

Rituals are unique challenges for players to attempt during the course of the league. Many Rituals cannot be completed in a single game, so each season's rules document includes Rituals score sheets to help players track their progress. The EO should keep these score sheets when they are not in use. When a player completes a Ritual, he earns league points as described in the season rules. A player can earn points for each Ritual only once per season.

SEASON MODELS

Each league season features new stories from Privateer Press. A link to these stories can be found at www.privateerpress.com. During league play, players have the opportunity to field some of the unique heroes and villains found within these stories. The rules for these **season models** are given on the stat cards for each season. Season models are legal for all league games throughout their season but **are not legal for use in the other three seasons or outside the Scars of Caen league**. In addition, the original model on which a season model is based cannot be used during that league season.

For bonuses such as those granted by the Elite Cadre ability, the Leadership ability, and Theme Force benefits, season models count as if they are the models on which they are based. For example, if a league season includes the 4th Assault Legion Uhlans (a unit based on the Iron Fang Uhlans), Khador players gain access to 4th Assault Legion Uhlans, Kovnik Markov will affect 4th Assault Legion Uhlans, and Theme Forces that include Iron Fang Uhlans can field 4th Assault Legion Uhlans. During that season, however, Khador players cannot use standard Iron Fang Uhlans in league games. In later league seasons, Khador players can field Iron Fang Uhlans again but cannot field 4th Assault Legion Uhlans.

AWARDS

PURIST CHAMPION MEDAL

The Purist Champion medal goes to the Purist player with the most points on the league scoreboard.

OPPORTUNIST CHAMPION MEDAL

The Opportunist Champion medal goes to the Opportunist player with the most points on the league scoreboard.

PARTICIPATION PATCHES

All players participating in a Scars of Caen league season receive a participation patch.

SCENARIOS

Two types of scenarios are available during each Scars of Caen season: core scenarios and season-specific scenarios. Core scenarios can be found in the Steamroller 2014 rules document and can be used for all Scars of Caen league games. 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 and using the corresponding scenario from the following table. Alternatively, players can simply agree on a scenario to play. Note that the Ley Chart sometimes dictates which scenario to use for a specific region.

2d6 Result	Scenario
2	Destruction
3	Incoming
4	Balance of Power
5	Incursion
6	Season Scenario 1
7	Season Scenario 2
8	Season Scenario 3
9	Outflank
10	Into the Breach
11	Close Quarters
12	Process of Elimination

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LEAGUE POINTS

All events can be scored multiple times or as noted.

EVENT	POINTS
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
HOBBY	
Each can be scored three times per league.	
Paint a solo or lesser warbeast	1
Paint a unit (up to 4 models)	2
Paint a unit (5 or more models)	3
Paint a light warjack or warbeast	2
Paint a heavy warjack or warbeast	3
Paint a hugh-based model	4
Paint a warcaster or warlock	2
RITUALS	
Check your season rules document	-

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