

Kings of War Fall 2014 Escalation League

Purpose

The purpose of an escalation league is to allow players to build armies and play games. It is all for fun. We are trying to build a Kings of War community in the Dayton area. As such, bad sportsmanship will not be tolerated. The league is open to all ages and is in a public store, so please refrain from foul language as well. Even when getting beat mercilessly by a ten year old girl.

Remember that even though the goal of playing a game is to win, the purpose of gaming is to have fun. These are not mutually exclusive.

Location

The Hobby Shop, 153 N. Springboro Pike, Dayton OH

Organizer

The league organizer is your friendly, local Mantic Pathfinder, Mike Carter. His preferred contact method is email at puggimer@gmail.com, but can also be reached at 937-478-9412. Rules and current standings will be posted at <http://puggimer.net/kowleague>.

Cost

Nothing. Nada. Zip. The big goose egg. \$0.00.

Unless that is, people want to pay to be in the league – and if so, then all costs to participate will be returned back as prizes at the end of the league. However I am working at just building interest at this point, not getting super competitive, so that is why there is no cost (and not a lot of prizes). It is about building and army and playing. Now the tournament at the end – that's a bit different. That is where you get to use your newly created army and crush your enemies before you and revel in the lamentations of their women (or their men as the case may be).

Scoring

Each month there are up to 9 points available to score as follows:

1 pt – army assembled

1 pt – army painted (3 colors minimum)

1 pt – army based (glued to base, base painted)

In addition to painting, players will be award points for the first two games played each month:

Win – 3 pts

Tie – 2 pts

Loss – 1 pt

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In addition to these, there will be three bonus building points available. There are for building and painting things that help to play, but are not required. There are five possible things – but a max of only three points can be earned:

- Turn counter
- Objective counters
- Wound counters
- Display Board
- Wavering tokens

There are no firm rules for what these can be – only that they can't be completely purchased – so you can use glass tokens for wavering counters – but unless you made them yourself they don't count. 25mm round bases are often good for objective and wound counters – just add something to make them unique for your army and paint them up. Have fun with this. (Display boards are highly recommended, as they provide an easy way to move your army during a tournament or even league nights).

Deadlines

In order to score your build points for the month, you must build and paint the appropriate size part of your army by the end of the month. Proof of completion is required – either by physically showing the league organizer the completed models, or by emailing pictures of the completed models before Midnight, EST on the last day of the month.

If you do not complete your build for a month, you can earn one make up point if you show that the build is completed after the deadline.

Each month's build is independent of the other months. So the first month you are only judged on the first 400 point portion. The second month is the additions that turn your 400 point list into a 700 point list. The third month is the additions that turn your 700 point list into a 1000 pt list. Because of this, your painting score for a month may be based on parts of a unit (if you were to expand a troop to a regiment for instance). In addition, it is sometimes difficult to break your list down into exact 400 and 700 point values. Because of this, you are allowed a 10% leeway on the build each month – so if required you can paint between 360 and 440 points the first month and still receive full credit for it. (Example: you wanted to paint a standard on a regiment but did not have the points to actually field it that month.) However be aware that you **MUST** have a legal 400, 700 and 1000 point list to play each month as appropriate.

Because each month is independent, it is possible to not score build points for one month yet score max points in a later month.

Tie Breakers

In the event of a tie for the final scores, then the tie will be based first on games played between the players in the tie, with the win going to the person who has the most victories against the other tied players. If that score is still tied, then the highest build total will be the winner. If we still have a tie, then it comes down to a steel cage death match – tied players go in, winner comes out. Or a die roll.

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Point Values

There are three point levels for the league. Each month you will model and paint a portion of your army to be combined with the previous months work to play. The first month is building / painting only, the second month is to play the first months value while painting the second portion, the third month is to play the combined first and second months output, while building the final portion of the army, and the final month is playing the full armies.

September – Build 400 pts

October – Build 300 pts, play 400 pts

November – Build 300 pts, play 700 pts

December – play 1000 pts

Games

Games may be played at any time during the month, and at any location. Regular league meetings are there for a convenient time and place to get in a game, as well as build and paint your army. You are not required to attend any meetings – however to earn your points for the month you must report the games you played (who you played and who won) and you must show the organizer that you have the appropriate amount of units painted.

You may not play the same opponent back-to-back to score for the league. This encourages you to play other people (even if, say, another member of the league lives in the same household). This is a chance to meet and play with many different people that you may not know at the beginning of the league.

Be aware that as you build your army, the time it takes to play a game with it will grow as well. The first play month the battles will be very quick, and you can probably get both in during one meeting. However the last play month will be much more challenging to get both games in during one meeting – so be prepared.

Army Lists

First off, you have to use the same army throughout the league. No allies allowed. So decide what models you like.

Second, your army must be legal – so if you want that war machine early on to devastate your opponents, you have to first build that solid unit!

Third, while you have to use the same army, you can change you list up as you like. So if you decide that your initial 400 point list was complete crud and utterly worthless, feel free to scrap it. However that does mean that you would have to model and paint up twice as much for the next month in order to have a 700 point list ready.

One of the purposes of the league is to build up a 1000 pt painted list that will be ready to play in the tournament at the end of the league. A good way to do this is to create a 1000 pt list you want to play for the tournament, and then take out 300 points at a time to back into the appropriate levels.

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Army Composition

The only composition rule beyond what is already in the book is there is a limit of no more than three of any given unit/size. So you can have no more than three troops of Ogre Warriors, but you can also have three regiments of Ogre Warriors. This is regardless of what options (if any) these units have. So a troop of Ogre Warriors and a troop of Ogre Warriors that have exchanged their shields for two handed weapons both fall under troops of Ogre Warriors. This also includes war engines, monsters and heroes.

Unique heroes (those marked with [1] in their army listing ARE NOT allowed.

Appearance Judging / Scoring

The idea of an escalation league is to get a full army painted and ready to play. For some this is the first time they have ever painted a miniature, while for others it is a chance to experiment with a new army or add to an existing force. The base league scoring is intended to reward maximum painting points for basic, completed miniatures. The hobby aspect of miniature games is as important as the playing aspect, so like in a tournament basic painting is expected and is part of your overall score. This is a minimum standard, but very often people will go way above and beyond, doing fantastic conversions, spectacular painting including layered highlighting and detailed diorama bases. These people are the ones going after the best appearance award.

Appearance judging / scoring will be at any meeting during the last month (December). This must be done in person (sorry, no pictures for this), and must be your entire 1000 point force. This WILL NOT include any of the extras such as display boards, as if you will have already gotten points for these. The appearance judging criteria will be posted on the league website – it has three sections, and each section expects more than the previous. Also during the last month, each player is expected to vote for their favorite army. This can be any army but your own, and the vote can be for any reason. Each favorite army vote will also count as a point toward the best appearance scoring.

In addition to the appearance scoring, pictures of your miniatures will be taken and put on the league website (each player has their own league web page) along with your battle record for each league battle.

Awards

Currently the awards are planned to be for 1st and 2nd place in the league based on overall points, as well as an award for best appearance.

Tournament

At the end of the league, we are planning on having a tournament to determine who the best general out there is. This will be open not only to members of the league, but to anyone else who would like to come and participate. We are trying to build a community of players in this area, and organized play (i.e. leagues and tournaments) are one of the tools to do that. So even if you can't make the regular league – join us in January for a fun tournament. Planned awards for this are also 1st, 2nd and Best Appearance.

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Schedule

September 2014
September 8, 2014 – 400 pt Build 6 – 9 pm
September 15, 2014 – 400 pt Build 6 – 9 pm
September 20, 2014 – 400 pt Build 1 - 5 pm
September 22, 2014 – 400 pt Build 6 – 9 pm
September 29, 2014 – 400 pt Build 6 – 9 pm
October 2014
October 6, 2014 – 300 pt Build, 400 pt Play 6 – 9 pm
October 13, 2014 – 300 pt Build, 400 pt Play 6 – 9 pm
October 18, 2014 – 300 pt Build, 400 pt Play 1 – 5 pm
October 20, 2014 – 300 pt Build, 400 pt Play 6 – 9 pm
October 27, 2014 – 300 pt Build, 400 pt Play 6 – 9 pm
November 2014
November 3, 2014 – 300 pt Build, 700 pt Play 6 – 9 pm
November 10, 2014 – 300 pt Build, 700 pt Play 6 – 9 pm
November 15, 2014 – 300 pt Build, 700 pt Play 1 - 5 pm
November 17, 2014 – 300 pt Build, 700 pt Play 6 – 9 pm
November 24, 2014 – 300 pt Build, 700 pt Play 6 – 9 pm
December 2014
December 1, 2014 – 1000 pt Play 6 – 9 pm, appearance scoring / voting
December 8, 2014 – 1000 pt Play 6 – 9 pm, appearance scoring / voting
December 15, 2014 – 1000 pt Play 6 – 9 pm, appearance scoring / voting
December 20, 2014 – 1000 pt Play 1 – 5 pm, appearance scoring / voting
December 22, 2014 – 1000 pt Play 6 – 9 pm, appearance scoring / voting
December 29, 2014 – 1000 pt Play 6 – 9 pm, appearance scoring / voting
January 2015
January 5, 2015 – makeup game play 6 – 9 pm
January 12, 2015 – makeup game play 6 – 9 pm
January 17, 2015 – Tournament 10am – 6 pm