

Kings of War Winter 2015 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 an eleven 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.

Escalation leagues are great ways to build new armies, as well as add new forces to your existing ones. They help to bring in new players and allow more experienced players to try new things. This league will attempt to do all of those. In order to do this we are not starting from scratch like we have with other leagues. Instead everyone will start with a 1000 pt army. This MUST be painted, but can be either your own OR you may use one of the organizers demo armies (on a first come, first serve basis). In addition, you must pick an army to build. This army MUST either be the same force as your starter, or be able to ally with your starter force (so no evil armies with good armies). So if you already have a 1000 pt elf force you can use that and just build it to 2500 points. Or if you have a 1000 pt dwarf force you can build 1500 pts of Nature (or 625 pts of Nature and 875 of more dwarfs).

Each month you will build and paint 500 points of your new army. The following month you will add those forces to your games. These games will not be 'tournament' legal, but will allow both new and experienced players to play and build their forces. At the end of the league at minimum each player will have a 1500 point force – those that are more ambitious (and are planning on playing at the Adepticon Clash of Kings April 2nd and 3rd in Chicago) will have a 2500 point force ready for the championship.

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).

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Scoring

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

1 pt – army assembled

1 pt – army painted and based (3 colors minimum)

1 pt – painting completed on time

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

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.

You can make up two points for assembling/painting your models after the end of the month, but cannot make up the point for being done on time.

Each month's build is independent of the other months. So if you are unable to finish your build for a month, it is better to get the next months build completed on time than to be late with it because you were working on the build for the last month.

You are allowed a 10% leeway each month on your build to account for magical artifacts in your army list, as well as to account for the challenge of always coming up with the exact number of points required. Except for the allied rule, for all games you must have a legal force.

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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.

Point Values

There are two levels for the league – local and Adepticon Allies. Local players are those not intending to build an army that is legal for the Championship at Adepticon, so have a slightly lower point requirement to build.

Month	Local Build	Adepticon Allies Build	Play
December 2015	500 pts	625 pts	1000 pts
January 2016	500 pts	625 pts	1500 pts
February 2016	500 pts	625 pts	2000 pts
March 2016	make up	make up	2500 pts

The games in March are intended as practice for the championship. In order to be legal for Adepticon, you may only have 25% of your force in allies – which is 625 points. So each month those going to Adepticon and using allies need to build a little bit more so that at the end of the league they have the additional 375 points needed to make their force legal.

Some people may want to use their base 1000 pts as their main force, and build allies. Or not build allies at all. In these cases they only need to work on the local schedule. The key is for full points you must build at least 500 pts, and for games you must have a legal force (except for the points in allies).

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.

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Army Lists

First off, you have to use the same army throughout the league. 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.

Army Composition

All armies must be legal according to the 2nd edition Kings of War rulebook, with the exception that the restriction on point values for allies has been lifted.

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 completing a base force on time. 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 (March). This must be done in person (sorry, no pictures for this), and must be your entire 2500 point force. This will use the same criteria as is used for local tournaments. The appearance judging criteria will be posted on the league website – it has four 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 overall League Champion based on overall points, Best General (highest battle points) and Best Appearance.

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Schedule

December 2015	
December 7	6:00 – 10:00 pm
December 12	1:00 – 5:00 pm
December 14	6:00 – 10:00 pm
December 21	6:00 – 10:00 pm
December 28	6:00 – 10:00 pm
January 2016	
January 4	6:00 – 10:00 pm
January 9	1:00 – 5:00 pm
January 11	6:00 – 10:00 pm
January 18	6:00 – 10:00 pm
January 23	1:00 – 5:00 pm
January 25	6:00 – 10:00 pm
February 2016	
February 1	6:00 – 10:00 pm
February 8	6:00 – 10:00 pm
February 13	1:00 – 5:00 pm
February 15	6:00 – 10:00 pm
February 22	6:00 – 10:00 pm
February 27	1:00 – 5:00 pm
February 29	6:00 – 10:00 pm
March 2016	
March 7	6:00 – 10:00 pm
March 12	1:00 – 5:00 pm
March 14	6:00 – 10:00 pm
March 21	6:00 – 10:00 pm
March 26	1:00 – 5:00 pm
March 28	6:00 – 10:00 pm
April 2016	
April 2 – 3 – Adepticon Clash of Kings Championship	