

# WARHAMMER ESCALATION LEAGUE RULES PACK

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Updates to the document are marked in Magenta

## Introduction: Escalation League

The main aim of this league is to have players building an army over a period of time and playing games at pre-determined intervals. The escalation league will be divided into 3 phases as follows

- Phase 1: 750 Points End January – End March
- Phase 2: 1500 Points End March – End May
- Phase 3: 2000 Points End May - End June

Time frames are comprehensive of:

1. Miniature Assembly
2. Miniature Painting
3. Game Play

### Top Four

Following the completion of all three phases the winner of each phase, plus the player who has obtained the most points throughout all phases, will compete in the top four for the title of Supreme General and a prize (TBC – depending on number of players). If a player wins more than one phase, or the player with the most points already has an invite, the invite will be passed on to the next ranked player.

Players participating in the top four must use the armies as at Phase 3. Rules for painting will still apply.

The Top four will take the form of single elimination matches as follows:

- Winner of Phase 1 vs Winner of Phase 3
- Winner of Phase 2 vs Player with the most points gathered through the phases
- Final

### Important Notes

1. **This is not a cut-throat competitive event!** It is a slow grow campaign whereby players get to purchase, assemble, paint and play with their armies at different point limits as shown in the Phases Above.
2. Through this league we aim to:
  - i. Target various aspects of the hobby, not just the gameplay aspect
  - ii. Involve as many players as we can through different and growing point limits
  - iii. Introduce players to Warhammer 40K
3. Players may join the event in any Phase they like, however by joining the event they are committing themselves to assembling and painting all the miniatures forming part of their army, including any units/models they may summon as part of the rules of their army.
4. It is highly recommended that the army building and painting process is documented online on the various Facebook pages related to tabletop wargaming; Forbidden Power and/or WH40K. In this regard players are encouraged to keep a journal of their progress, including also the creation of a narrative background for their army! This will keep the event alive and will encourage other players to join.

## Event Special Rules

### Participating in the event

Players may join the Escalation league at the start of any of the 3 main phases. By the end of each phase players need to have:

1. painted all their models;
2. Played all the games scheduled for that specific phase.

We leave it up to the players to not play any games unless their miniatures are painted.

### Playing the Games

Depending on the number of participants, players will be divided into groups and will need to play a game against each member of their group within the timeframe of the specific phase.

The player who obtains most points from these games will win the phase. Tournament points will be comprehensive of the Gaming and the Hobby aspect as explained further down.

Games can be played anywhere, and results are to be submitted to the organizer/s. A score sheet will be issued and made available for download. Players are to fill in this scoresheet for each of their games.

### Battle Size

Prior to any game, players may select one of the Missions listed in the Chapter Approved Grand Tournament 2020 Mission Pack. Players may also decide to select a Mission randomly (if at least one player wishes to generate the mission randomly – the mission **MUST** be randomly generated).

Missions are to be selected as follows:

- Phase 1 – Incursion Missions
- Phase 2 – Strike Force Missions
- Phase 3 – Strike Force Missions

## Determining the Winner

### Tournament Points - Gaming

The following scoring system will be used:

In order to determine the winner in every match of the Escalation league, the rules for scoring Primary and Secondary Objectives and the bonus points for a having a painted army, as listed in the Chapter Approved Grand Tournament 2020 (page 7 item 16) will be used.

Through this system players may score a total of 100 points divided as follows:

1. Primary Objectives: 45 points
2. Secondary Objectives: 45 points
3. Painted Army: 10 points

Players are to keep track of the points obtained during the match in order to determine the winner (i.e. Player A 85 points; Player B 70 points – therefore player A wins)

In order to determine the winner of the group/phase (and generate a ranking) players are to work out the difference in points obtained in the match (i.e. Player A 85 points - Player B 70 points = Player A won by 15 points) and add or subtract the point difference to/from 100 (I.e Player A Winner  $100 + 15 = 115$  tournament points on leader board; Player B Loser  $100 - 15 = 85$  tournament points on leader board).

Gameplay will not be the only factor determining the winner of a phase. Other aspects such as Painting and Sportsmanship etc. will be granting tournament points. At the end of each phase the points gathered by every player in that phase will be summed up to his/her gameplay points and a ranking will be established.

“Non-Gaming” tournament points will be scored as shown in the Sportsmanship and painting sections below.

### Tournament Points - Sportsmanship

Throughout the event players will have the opportunity to comment /vote on the level of sportsmanship shown by their opponents. This will be done via a result slip which will be provided to all players.

After each game, players will rate each other’s sportsmanship by giving a rating of up to 5 points divided as follows:

- **Great Opponent** – *your opponent was awesome and the game was awesome!* He went out of his way to help you and to provide you with an amazing gaming experience and was a true sportsman especially when disputes arose! This is the type of player which the community needs more of!! **5 points**
- **Good/Average Opponent** – *a decent opponent with and decent game of warhammer:* your opponent was knowledgeable, came prepared and provided you with a decent gaming experience. There were no issues throughout the game and disputes were resolved amicably. **3 points**
- **Bad Opponent** – *this is the reason why you never play!* The game was awful and you are left with a bad taste which almost makes you want to leave the hobby! Reserved for the worst of the worst, you should only ‘award’ this mark in the direst of circumstances. This mark should be an evaluative negative on your opponent’s sportsmanship only and should NEVER be a reflection on the results of the game. **0 points.**

These will then be submitted to the Tournament Organiser who will collate results and issue the respective scores. Negative scores will be investigated by the tournament organiser/s. Multiple negative marks can possibly result in disqualification.

### Tournament Points - Painting

Painting will also be used as a factor to determine the winner of each phase and the event overall. Since painting is a requirement of this event it is only fair that it is taken into consideration.

A total of 1 – 5 points will be allocated to painting.

These points will be allocated by the tournament organizer and/or their representatives one time per phase. The main factors which will be judged here are:

1. Presence of the minimum painting requirements as explained in the painting rules
2. Neatness and Care shown by the player when painting the army
3. Theme and Cohesion – how the army looks as a whole, any background story or fluff etc.

## Painting Rules

As part of this event, players will be assembling and painting an army. All models used as part of an army in the Escalation League need to be painted. **Players may not play their games unless all components of their army are painted.**

### What do we understand by painted miniatures?

Given the time constraints and the audience for this event we are not expecting professional levels of painting. However, each model should at least have as a minimum:

- All base colours as applicable to the specific miniature (Armor, weapons, skin, cloths etc)
- At least 1 wash (to provide some shading)
- All models must be based (as a minimum colored sand)

### What needs to be painted?

Basically anything which forms part of your army including:

- Characters
- Troops
- Terrain Pieces
- Summonable Units

## Painting Competition

Whilst the painting requirements to join the event are minimal, we know that there are masters who would want to go that extra mile for their armies. For these individuals we decided to host a painting competition which will take place at the end of each phase.

This painting competition is separate from the League victory points and will carry its own prize pool.

In order to hold the painting competition a minimum of 2 players need to join it.

The fee for the painting competition will be incorporated in the league fee and therefore there will be no additional expenses to join!

The painting competition will be judged by a professional and impartial judge or team of judges.

## Army Building Rules

Army Building rules will follow the rules as listed in the 9<sup>th</sup> edition Core book and Chapter Approved 2020 with the addition of the following rules:

### 1. Army Size: Depends on Phase

- Phase 1: 750 Points End January – End March (Incursion Rules – Chapter Approved GT 2020)
- Phase 2: 1500 Points End March – End May (Strike Force Rules – Chapter Approved GT 2020)
- Phase 3: 2000 Points End May - End June (Strike Force Rules – Chapter Approved GT 2020)

**2. Veterans, Old hands and battle brothers** - Once a unit is selected to join the army, it may not merge with other similar units, nor may it split into smaller units, nor can it be removed/replaced. Example - if you purchase a unit of 20 Chaos Space Marines for your army in phase 2, it may never split into smaller units, and it needs to be kept in the army for all the remaining phases. Similarly if you have 2 units of 10 chaos space marines you may not merge them into one unit

At the start of every phase you may:

- appoint a new HQ to lead your army
- Gather fresh recruits and add them to your existing units (meaning a unit of 10 chaos space marines can be increased to 20 etc.) or to form new units (if your army had 2 units of 10 chaos space marines you may now add a third unit).
- Update/Change your detachments and/or Assemble Units already forming part of your army, and any freshly added units, into Detachments.
- Update/Change the gear and/or relic of your Characters

**3. Psychic Powers and Prayers** may be selected and switched normally for each game you play in any phase.

**4. Sub factions** may not be changed from one phase to the other.

### 4. MINIATURE SELECTION/PROXYING/ BASING

**4.1 New vs Old Miniatures (Monsters – size matters!)** – In cases where there are multiple (official – i.e. GW releases) models to represent a specific character, monster or unit, and the model size and base size do not match, the latest sizes will be considered official for all intents and purposes.

An older model size is legal only if a newer version hasn't been released by Games workshop.

**4.2 Units and weapon entries which do not have an official model (neither old nor new)** – In the case of units which do not have an official model, a model from other manufacturers and or a kit bashed/converted model may be used, given that the model make sense (i.e. a greater demon sized model needs to be proxied by a similar size model and on the same base size)

In the case of weapon options which do not have model representation, players may choose to represent the weapon with a similar weapon option which is already in production by games workshop.

**4.2 Base Size** - A model must always have the correct base size.

**4.3 Converted & Count As Models** – Players wishing to include converted and/or count-as models are to post them online on the Facebook Group seeking the general approval of the Community. Models are to be posted online with enough time for the general public to vote on them and determine whether they are acceptable as replacement to the original models.

**4.4 Base Shape** – All models should be represented by a Round Base.

**4.5 Proxying Units vs Count As Units** – Proxying (i.e using an empty base or a set of thooth picks and putty to represent models ) is Strictly forbidden. Count as Units (i.e A non-gamesworkshop daemon prince to represent a daemon prince) will most probably be accepted if they have the same base size, and same overall dimensions. Players should contact the organizer/s to verify whether their count as models are permitted.

**4.6 Proxying Weapons** – ~~Proxying is not allowed. WYSIWYG rule (What You See Is What You Get) is in full force for this event.~~ Proxying weapon. Special weapons (e.g. powerfists etc) must be WYSIWYG. Weapon options on vehicles need to be WYSIWYG. Units containing mixed weapons must be WYSIWYG. Troop weapons which look similar (e.g. bolter and plasma pistol etc.) may be declared.

## The phases – Three Events in 1

### Phase 1: The Vanguard Assembles

- Commencement date: Thursday 28<sup>th</sup> Jan 2020
- Completion date: Wednesday 31<sup>st</sup> March 2020
- Participation Fee: EUR 10
- Starting Points: 750 points, [Incursion Rules](#)
- **Battle Size – Incursion (use Incursion Missions, Command Points and rules as per Chapter approved Grand Tournament 2020)**
- Painted Armies: Players may not play their games unless all components of their army are painted.
- **Table Size: 44"x 30"**
- Participation Prize: TBC
- Prize: Winner will win a spot in the top 4 May join the next phase for free + Store Credit voucher (Amount TBC)

### Phase 2: The Battlehost Gathers

- Commencement date:
- Completion date:
- Participation Fee: EUR 10
- Starting Points: 1500 points, [Strike Force Rules](#)
- **Battle Size – Strike Force (use Strike Force Missions, Command Points and rules as per Chapter approved Grand Tournament 2020)**
- Painted Armies: Players may not play their games unless all components of their army are painted.
- **Table Size: 44"x 60"**
- Participation Prize: TBC
- Prize: Winner will win a spot in the top 4 and May join the next phase for free + Store Credit voucher (Amount TBC)

### Phase 3: The Warhost Marches

- Commencement date:
- Completion date:
- Participation Fee: Fee: EUR 10
- Starting Points: 2000 points, [Strike Force Rules](#)
- **Battle Size – Strike Force (use Strike Force Missions, Command Points and rules as per Chapter approved Grand Tournament 2020)**
- Painted Armies: Players may not play their games unless all components of their army are painted.
- **Table Size: 44"x 60"**
- Participation Prize: TBC
- Prize: Winner will win a spot in the top 4 + Store Credit voucher (Amount TBC)



## **TOP FOUR – WARHOSTS CLASH**

Following the completion of all three phases the winner of each phase , and the player who has obtained the most points from participation in all three phases, will compete in the top four for the title of Supreme General and a prize (TBC – depending on number of players). If a player wins more than one phase, the invite will be passed on to the next ranked player in that phase.

Players participating in the top four must use the armies as at Phase 3. Rules for painting will still apply.

The Top four will take the form of single elimination matches as follows:

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