

Northmen Gaming Club Warhammer Escalation League -Rules Pack

Purpose of the League

- To get a fully painted 2500 point Warhammer Fantasy army
- To expand Warhammer Fantasy player base through organized play
- To make new friends and meet people to play Warhammer Fantasy with

Over the course of 6 months we will take a 500 point warband to a grand 2500 point army over the course of 6 tiers. You will stick to the same army for the duration of this league.

Tier 1 - 500 points	Tier 4 1500 points
Tier 2 - 750 points	Tier 5 2000 points
Tier 3 - 1000 points	Tier 6 2500 points

Each tier will last one month and the first two games of the month will count for scoring.

At the end of tier 3 first round champion will be tallied (tier 1-3).

At the end of tier 6 second round champion will be tallied (tier 4-6) and overall champion.

Army Composition

Choose an army to play for the duration of the league from the current army books or the Chaos Dwarf list from Tamurkan. If a new army book is released it will be valid in the following tier after it is released. (If Warriors of Chaos get a new army book in february we will use the new book starting tier 2)

The Escalation League is supposed to represent the growth of your force, and each model you include on your list becomes a permanent part of your army. Your 750 point list includes all units that were present in your 500 point list, your 1000 point list includes all units, that were present in your 750 point list, etc. Each month you will play with a bigger force, instead of a completely different force. Your units can grow, change, etc; but once they are on your list they are there to stay. Kit for characters can change from month to month. Individual models can be promoted, switch units, and so forth. A few examples of this rule in effect:

- A unit of 10 Spearmen at the 500 point list can grow to 15 spearmen at the 750 point list, but they cannot be dropped to make room for something else.
- A unit of 10 Spearmen without command at 500 points can become a unit of 10

Spearmen with champion, musician, and standard bearer at 750 points. Existing models can be promoted to these roles instead of making a unit of 13 Spearmen(the original 10 + the new command).

- A unit of 30 Spearmen at 1000 points can be changed to two units of 20 Spearmen at 1500 points. The reinforcements allowed the existing unit to become more flexible and the original 30 models did not disappear but are included in the two new units.

League Battle Points Scoring

- Results of all battles to be sent to

northmengc_admin@googlegroups.com

Bonus 2 BP for every first game against a new opponent!

Round 1 (Tier 1 , 2 and 3) will be scored as follows

Win 15 BP Draw 10 BP Loss 5 BP

Painting. Max 4 BP (one point for each, half points available if incomplete)

Yes/No Is the army primed

Yes/No Is the army based

Yes/No Is the army painted to 3 colours minimum

Yes/No Is the army painted with shading and or highlights (

Sports Max 6 BP

Yes/No Was your Opponent on time and prepared to play with all needed items?

Yes/No Did your Opponent measure accurately and play at a timely pace

Yes/No Did your Opponent know his/her rules and handle rules disputes reasonably?

0	1	2	3
The worst opponent I have ever played	This opponent displayed average sportsmanship	This opponent was OK	This opponent Displayed Good Sportsmanship
Please explain a 0 to league organizer			

Round 2 (tier 4, 5 and 6) Will be scored on the percentage of victory points difference

10 - 10 >100 vps

11 - 9 100 vps to >10 % difference

12 - 8 10.1% - 20%

13 - 7 20.1% - 30%

14 - 6 30.1% - 40%

15 - 5 40.1% - 50%

16 - 4 50.1% - 60%

17 - 3 60.1% - 70%

18 - 2 70.1% - 80%

19 - 1 80.1% - 90%

20 - 0 90.1% - 100% or tabled

Painting will be scored the same except worth 8 points instead of 4.

Sportsmanship will be scored the same.

Scenarios.

In tier 1 (500 point games) there is a separate set of 5 warbands scenarios which we will use. these scenarios can be found at

<http://www.adepticon.org/wpfiles/2010/2010wfbwarbandprimer.pdf>

In tiers 2-6 we will use all rulebook scenarios with the following two changes:

Battle for Blood and Glory; Victory conditions are changed, victory is based upon victory points and when you break an army you get a bonus of 15% of the tier points towards your victory points (eg tier 3 1000 points you would get 150 bonus points, tier 5 2000 points you would get 300 victory points)

Battle 6 The Watchtower; victory is based upon victory points and whoever holds the watchtower at the the end of the game receives a bonus of 15% of the tier points towards your victory points (eg tier 3 1000 points you would get 150 bonus points, tier 5 2000 points you would get 300 victory points)

Entry fee \$20

Bonus for being in the league! 10% off of your **registered** league army purchases from Titans Gaming and Collectibles.

any questions please contact northmengc_admin@googlegroups.com

To arrange a game please sign up and use our forums <http://www.wcp-vancouver.com/phpBB3/>

Once you have signed up and logged in you will see under general North men Gaming Club.
Feel free to use the rest of this forum as well it is for a club in Vancouver