Kings of War 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 nine 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 counters

There are no firm rules for what these can be – only that they can't be completely purchase – 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.

Point Values

Point values each month are the total value of units to paint and play that month. Each month is intended to build on the previous, so it is expected that your 500 point list will include the units (which may be expanded) from your 250 list and so on. For painting purposes, army values must be within 10% of the monthly goal (i.e. 225 pts for November) but not over, to make it easier to get in the unit you need. If your army is short of the monthly goal for games then it is recommended you add magic items to your list to make up for the difference.

November – 250 pts

December – 500 pts

January – 750 pts

February – 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.

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!

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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 250 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 500 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 250 points at a time to back into the appropriate levels.

Awards

At the end of the league, we will have a tournament. This will be open to others as well as league players. We will also have a party /awards.   Currently the awards are planned to be for League Champion (most overall points) and Best Army (player votes + judging).

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 March for a fun 1000 pt tournament. Details to come.

Schedule

October 2013 - Signup
October 21, 2013 (signup) 6 – 8 pm
October 28, 2013 (signup) 6 – 8 pm
November 2013 – 250 pts
November 4, 2013 (build / paint / play) 6 – 9 pm
November 11, 2013 (build / paint / play) 6 – 9 pm
November 18, 2013 (build / paint / play) 6 – 9 pm
November 25, 2013 (build / paint / play) 6 – 9 pm
December 2013 – 500 pts
December 2, 2013 (build / paint / play) 6 – 9 pm
December 9, 2013 (build / paint / play) 6 – 9 pm
December 16, 2013 (build / paint / play) 6 – 9 pm
December 23, 2013 (build / paint / play) 6 – 9 pm
December 30, 2013 (build / paint / play) 6 – 9 pm
January 2013 – 750 pts
January 6, 2014 (build / paint / play) 6 – 9 pm
January 13, 2014 (build / paint / play) 6 – 9 pm
January 20, 2014 (build / paint / play) 6 – 9 pm
January 27, 2014 (build / paint / play) 6 – 9 pm
February 2013 – 1000 pts
February 3, 2014 (build / paint / play) 6 – 9 pm
February 10, 2014 (build / paint / play) 6 – 9 pm
February 17, 2014 (build / paint / play) 6 – 9 pm

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February 24, 2014 (build / paint / play) 6 – 9 pm
March 2013 – Wrap up
March 2014 – TBD (tournament / awards / party)