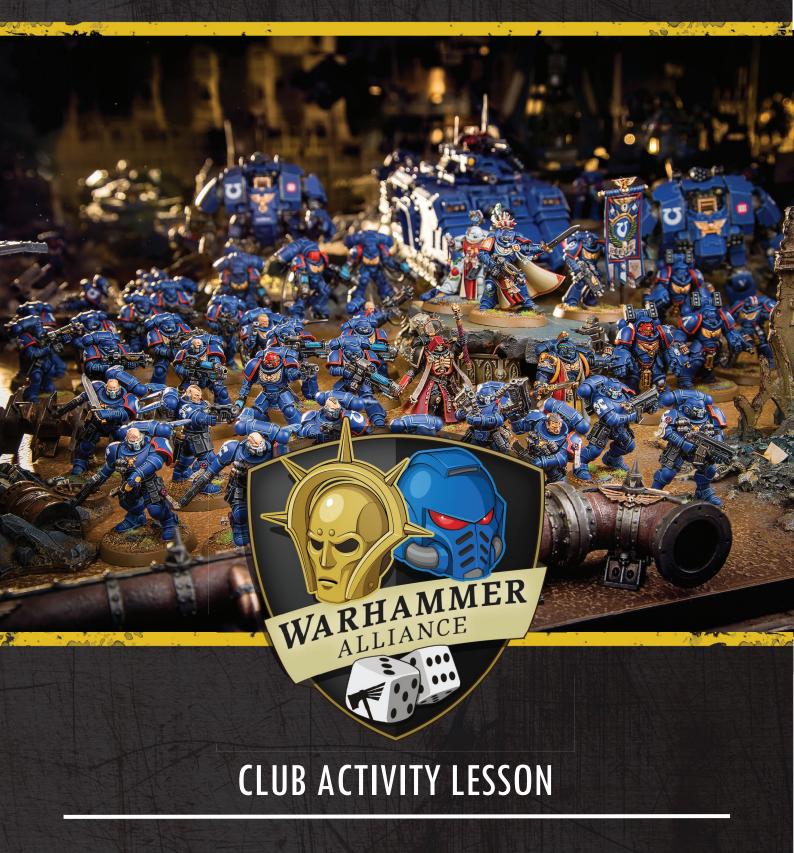
## LEADER'S GUIDE



# ESCALATION LEAGUES

## ESCALATION LEAGUE

WHAT IS IT?

An Escalation League is an activity that encourages club members to collect, build, paint, and play with an army over a certain time period (usually 6 to 8 weeks). A club member starts by building, painting, and playing with a set amount of points/power level.

The starting points/power level ,and how much it increases every two weeks, is decided by the league organizer before the league begins.

## WHY DO WE DO IT?

Escalation Leagues are a great way to encourage club members to:

- Start a new army
- Finish or add to an existing army
- Have a structured hobby goal
- Have fun!



## HOW DO YOU RUN IT?

#### Decide the following:

- When the league will start and end. (6 to 8 weeks is recommended)
- How will you promote the league?
- What will be the starting points/power level?
  - It is recommended that you start smaller for newer club members (10 power level/one unit for Warhammer 40,000, or 200 points for Warhammer Age of Sigmar). More experienced club members may want to do higher points/power level. If this is the case, the organizer will need to decide what that higher points/power level will be. Just make sure whatever level you decide on is consistent for all participants. Start Collecting! Boxed sets are an excellent way to start!

#### Tell your participants:

- What points/power level is expected each two week segment
- They must build and paint the amount of points/power level within that two week period.
- They will need to bring in what they have finished during the last week of the league to show off their work.
- They can play as many games as they want during the 6-8 weeks.

## WHAT YOU WILL NEED TO RUN THIS ACTIVITY

- Rulebooks, codex/battletome for their army
- Models (adding additional models every two weeks)
- Dice/gaming aids
- Paints, tools, basing materials, etc.

## OPTIONAL RULE ADDITIONS

You do not need to use a league scoring system. However, some league organizers like to incorporate a scoring system in their Escalation Leagues. Participants can earn League Points based on building, painting, and playing. The league scoring sheet should be available to participants and explains the points and what they can do to earn them.

## LEAGUE SCORING SHEET

If you are going to use League Points, you need to decide what the reward for accumulating points will be. Make sure to advertise this to the participants at the beginning of the league.

<u>IMPORTANT</u>: A participant will track their points through the duration of the league and turn their score sheet in to the league organizer. This can be done every two weeks or at the end of the league organizer's discretion.

| Activity                                 | Points |
|--|--------|
| Play a game                              | 5      |
| Build a new unit                         | 3      |
| Paint a new unit                         | 3      |
| Complete your set points every two weeks | 15     |
| Build/paint a Warlord or HQ unit         | 6      |

## Example League Timeline

- First two weeks: build and paint 20 power level
- Second two weeks: build and paint an additional 10 power level
- Third two weeks: build and paint an additional 10 power level
- Fourth two weeks: build and paint a final 10 power level



## QUESTIONS?

If you need any more information regarding this activity or have any questions, please get in touch either by email or phone:



