

Dice Age Warhammer 40,000 Escalation League

Overview

The goal of an escalation league is to gather new players, train existing players, and have fun while building up tournament-level armies and will be narrative. Rounds will occur weekly, with an ascending point level, giving players time to build, paint, and plan their core force.

Army:

-The current method to build an army for this league will be Battle-forged only. Battle-forged armies require models to be organized into detachments of models from the same faction. The army can have one or more detachments in the army.

A player's primary detachment is the detachment to which his warlord belongs. All detachments will be from the same codex.

- **No Lords of War** are allowed

- **No Special Characters** allowed

Schedule

Official league day is generally on Mondays. However, players are encouraged to organize additional matches with opponents for *any day of the week*, space permitting.

- Every week matches will be played at a given point level. Point levels will increase every **two weeks**, giving players plenty of opportunity to acquire and paint new models.

The method used to build your army will escalate as follows:

🕒 **Round One & Two: 500 Points**

o HQ: 1 required (Patrol Detachment)

o Troops: 1 required; up to 1 additional allowed

o Elite, Fast Attack, Heavy Support: Up to 1 of each allowed

-Play on a 4x4 table

🕒 **Round Three & Four: 750 Points**

o HQ: 1 required (Patrol Detachment)

o Troops: 1 required;

-Play on a 4x4 table

🕒 **Round Five & Six: 1000 Points**

o No Restrictions (Battalion Detachment w/up to 1 other)

-Play on a 6x4 table

🕒 **Round Seven & Eight: 1250 Points**

o No Restrictions (Battalion Detachment w/up to 1 other)

-Play on a 6x4 table

- Further information will come regarding second half of League at later date.

The Escalation League will be played under the 8th edition ruleset.

Players should be using unit statistics and builds from their armies' most recent codex (as not all armies have an 8th edition codex yet).

- You should also bring copies of any FAQ rules you may be using.

🕒 **Forge World supplements are not allowed in this league.**

🕒 During this escalation league Allied Detachments are not allowed.

-As per Chapter Approved, all Troop Choices will have the Objective Secured trait.

o Note that at lower point levels, players may have trouble meeting the required specifications of a Combined Arms Detachment (e.g. 1 HQ, 2 Troops).

Army Selection

🕒 All units in your force must be from the same faction (e.g. Orks, Tyranids, Eldar, Dark Eldar,

Space Marines, Grey Knights, Imperial Knights, Chaos Space Marines, Tau, Necrons, Astra

Militarum, etc.) and must follow all build restrictions based on your chosen army list.

🕒 *Players will play the same army ("faction") throughout the entire league, as well the same chapter trait/hive fleet/sept and ect...*

-A Bonus **5 League Points** will be awarded if 6 objective markers are converted and painted during the course of the league.

🕒 *Players are encouraged to try out different lists and builds within their army from round-to-round.*

This is an opportunity to try out new units and tactics.

🕒 There are currently no items, units, abilities, or powers that are banned. *However, players are Highly encouraged to build fun lists and not “min/max” type lists designed for competitive tournaments.*

o We reserve the right to ban items, units, abilities, or powers as the league progresses if they seriously hamper the fun nature of the league.

🕒 Players that are found to be disrupting the fun, *casual aspect* of the league may be asked to change their army list or cease future participation.

Models

🕒 Models should be WYSIWIG (What You See Is What You Get) as much as possible.

🕒 “Primary” weapons should not be “proxied”—e.g. if your list specifies a marine with a melta gun, the model should depict a melta gun and not use something else as a stand-in.

🕒 It is not necessary to model every minor item or secondary weapon on a figure—nearly all orks are armed with Stikkbombs, so it is not necessary (nor reasonable) for figures to have stikkbombs on them.

🕒 Any WYSIWIG deviations should be pointed out to your opponent prior to your battle.

🕒 As not everyone may be familiar with the weaponry of other factions, players should point out to their opponents what weapons are carried by their models.

Organizing the Battle

Battles will be organized and fought according to the rules in the core rulebook. Missions will be provided. In event there isn't one given, then players should randomly determine the mission being fought, the deployment method, and the order of deployment as specified in the rules.

🕒 Players should only utilize the Eternal War missions during this season of the league.

🕒 Maelstrom of War missions require tactical objective decks and **will not be used** during this league.

🕒 All other rules of the mission being fought will be utilized, including secondary objectives, etc.

Scoring League Games

During the duration of the escalation league, players can play up to 3 league games per week. The first game you play each week awards you a number of league points based on the degree of your victory as outlined below.

🕒 Crushing Victory (you have twice the victory points of your opponent): **5 League Points**

🕒 Win (you have more victory points than your opponent): **4 League Points**

🕒 Draw (player's scores are the same): **2 League Points**

🕒 Loss (your opponent has more victory points than you): **1 League Point**

The following two games each week award you *3 additional league points for a win, 1 additional league point for a draw and 0 additional points for a loss.*

-Additional games should be organized directly between players and can be played anytime during that week. Additional games cannot be played against the same opponent, nor against the opponent you played for the first game of the week (i.e. you must play 3 different opponents to get credit for all 3 games).

At the end of each game, players total their victory points. The player who scores the most points wins, while the other player loses. If both players score the same points, the game is a draw. If the winning player scores twice (or more) the victory points over the losing player, then the winning player scores a Crushing Victory. The degree of victory determines how many league points a player earns per game as detailed in the table above.

Sportsmanship Points

Players can earn an additional 3 League Points per game per week based on sportsmanship.

After each game score your opponent's sportsmanship by marking the appropriate 'yes' or 'no' check

boxes on the scoring sheet. A player earns 1 point per 'yes' they receive.

- ⌚ Was your opponent prepared and bring all the materials they needed to play, including a detailed army list for you to refer to during the game?
- ⌚ Was your opponent on time and managed their turns and time well while playing?
- ⌚ Was your opponent fun to play against and did they resolve disputes fairly?

Narrative Points

- Players will be able to score additional points on submitting & even painting/convertig up their armies.
- If player writes up background story for their army (including chapter names, background ect) they will receive a number of points based on *effort*, story, creativity.
- Categories will be: 1. Chapter name 2. History 3. Commander/character names 4. Squad names and markings (additional if actual models marked up) 4. Individual efforts for vets, ancients, ect. 5. Catch-all points

What to Bring Each Week

- ⌚ Miniatures
- ⌚ Warhammer 40,000 Rulebook
- ⌚ Army Codex Book (print or electronic) and any supplemental material being used
- ⌚ Measuring Tape or Range Ruler
- ⌚ Dice (including normal six-sided and scatter (if appropriate for your army))
- ⌚ A copy of your army list
- ⌚ Score sheet (provided by Relentless Dragon staff)
- ⌚ Players are encouraged to bring any other materials appropriate to their army that they may own such as Psychic Power cards

Fees and Prize Support

⌚ Initial Registration Fee: \$15

⌚ Beginning of Second half of League : \$15

Players are expected to pay the initial registration fee at the start of week 1

Prizes will be awarded in the form of Dice Age Store Credit. Total awards will be determined at league end as determined by each player's total league points. Special awards for best army and best sportsmanship may be awarded as well at the discretion of staff.