



Escalation League

In the interest of developing new players and new armies, we will be running an Escalation League to help the player base ramp into playing the awesome game that is Warhammer: The Old World.

The event will have a \$10 entry fee. There will be a Best General and Best Hobbyist prize, with potential 2nd and 3rd place awards based on participation.

The format will be two-week rounds. You will be assigned an opponent for each round, based on your results in the prior round. All the dates below are subject to adjustment due to emergencies or other unforeseen circumstances.

Schedule:

Round 1 - April, 23rd - 1000 points

Round 2 - May, 7th - 1250 points

Round 3 - May, 21st - 1500 points

Round 4 - June 4th - 1750 points

Round 5 - June 18th - 2000 points

After each round both players will need to report to me your win or loss, and total victory points via discord.

In addition to your bi-weekly rounds you're encouraged to participate in pickup games. Your best pick-up game result will substitute for your worst schedule match score. For those, report to me your game results and total points played. I will do the fancy math to make it sub in.

For the best hobbyist reward, it will be based on both quantity and quality of army progress from now to the completion of the event. Honoring the start date and reported process will be honor based. Be the cool person we know you are.

As we close in on the end of the event, we will announce a date for a one-day 2000 points event to use our awesome escalation league armies.

My Contact Details:

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