HOB's Hobbies   
Warhammer 40,000 League Rules 2020

**Overview**

Our Escalation League is a 16 week event designed for players of all skill levels to come together and play some casual games of Warhammer 40,000 . Games throughout the league will be played at ascending points values (size of armies) so players can familiarize themselves with their forces while developing an army large enough for local events. The goal of the league is to serve as an introduction to new players, train existing players and most importantly, Have Fun!

**League Games**

**Main Pairings:**  
Every 2 weeks, players will be assigned an opponent. Players will then contact their opponents and schedule a time to meet up and play their game within the 2 week period. Each match must be played at Hob's Hobbies during store hours. In order to receive League Points for the match, a Match Slip must be filled out by both players and submitted before the deadline.  
If there are any scheduling conflicts with your assigned opponent, please contact the League Organizer as soon as you can so we can try and find a resolution.

**Bonus Games:**  
Players are eligible to play up to 2 Bonus Games during this League to score additional points. For these Bonus Games, you can select your own opponent for the match. These games need to be approved by the League Organizer and all other match rules will still apply.

**League Scoring:**  
Each Main Pairing game and Bonus game will award the participating players 1 point. Each win will award 1 additional point. If players do not play their game or fail to fill out a match slip by the deadline, 0 points will be awarded.  
During the last points bracket, a short survey can be filled out allowing players to vote for the other members in the league for Sportsmanship, Most Improved Player and Best Painted Army. Each player that fills out the survey will be awarded 1 point. The top player in each category will be awarded 2 points with the runner up receiving 1 point. Surveys must be filled out and turned in at Hob's Hobbies.

**What to Bring:**

- Physical copy of your army list  
-All Miniatures for your list   
-Warhammer 40,000 9th Edition Rulebook (print or digital)  
-Army Codex book (print or digital)   
-Measuring Tape or Range Ruler  
-Dice  
-Wound Markers to keep track of model wounds  
-Any supplemental materials being used (Psychic Awakening books - in print or digital, Stratagem/Psychic power cards, etc)

**Army Construction:**

-Unit's Datasheets, Unit Point's Costs, Command Points and Army Compositions will all be followed by the most recent available sources.

- The Faction that each player registered with is their "Primary Force". The Player’s Warlord must always be from that faction (although it need not be the same character in each round).

- Players can still ally with other factions as per normal rules and are encouraged to experiment with their list throughout the League.

- Each Datasheet can only be used a max of 2 times other than troops and dedicated transports to prevent spamming one incredibly powerful and hard to deal with unit in these smaller games.

- "Counts-As" and "WYSIWYG" Equipment- We understand that you may want to change what guns and attachments that your models have to further experiment with your list. If your models are counting as having different equipment than what is represented on the models, it is your responsibility to clearly communicate the change with your opponent. If you have multiple of the same model but only some of those models are different, you need to clearly identify difference between them. An example of this would be painting the rim on the base a different color or adding a colored bead to the unit's base displaying a difference.

-Proxy/Converted Models- All models used in the League are expected to be Games Workshop or Forge World models. Any proxies need to be models that use the same base size and similar silhouette.  
All Proxy and Converted models need to be approved by Store Owner or Tournament Organizer prior to game.

**Playing**

-Terrain - Before a mission is selected or Army List's are revealed, players will build their game board together until both players are happy and agree with the battlefield. After the field is accepted, no changes may be made to the game board.

-Army Lists - Players must then provide their Army List to their opponent and explain any relics, warlord traits, datasheets or any other questions about abilities/powers/equipment that their opponent may have.

- Disputes - If the players at the table are unable to come to an agreed conclusion to whatever scenario they encounter (Army List dispute, Line-of-Sight dispute, etc.), after referring to the rules text (game rules, codex rules, etc.)they will be directed to speak to the Store Owner or League Organizer at the store for a ruling.

**Points Brackets and Command Points**

- Weeks 1-4: 600 Points Start with 3 Command Points  
 Game 1: Aug 8 - Aug 21 Game 2: Aug 22 - Sept 4

- Weeks 5-8: 800 Points Start with 3 Command Points  
 Game 3: Sept 5 - Sept 18 Game 4: Sept 19 - Oct 2

- Weeks 9-12: 1000 Points Start with 6 Command Points  
 Game 5: Oct 3 - Oct 16 Game 6: Oct 17 - Oct 30

- Weeks 13-16: 1200 Points Start with 6 Command Points  
 Game 7: Oct 31 - Nov 13 Game 8: Nov 14 - Nov 27

**Prize Support**

Prizes will be awarded in the form of store credit for any Games Workshop products carried in store. A minimum of $100 of prizing is available supplied by HOB's Hobbies with a minimum of 4 players in the League and will scale higher with increased numbers of participants.

**Contact Info.**

For any questions or additional information about the League, you will be able to reach out to the League Organizer via email at Austin.venturelli@gmail.com.

If you have any questions for the Store Owner, please go to the Contact tab on this webpage or email him at sales@hobshobbies.com