

ROARS & WAR HORNS

KINGS OF WAR ESCALATION CAMPAIGN BY:

TIM KORKLEWSKI

Roars and War Horns is a slow-grow league format for Kings of War. The purpose of the league is to encourage new players to join the exciting battles that tear through the vast and exciting landscape of Mantica.

Players that participate in Roars and War Horns must choose one faction to play, and slowly collect over the course of the six-week league. Players earn points based on both game play and hobby effort.

Each week new scenarios are added for players to use during the course of the league. Every week, the army point limit increases during the course of the league. This allows the players ample time to play and decide which models they wish to collect and paint next.



GAME PLAY

Players are encouraged to play as much Kings of War as possible during the league to get used to their new faction, however, only a maximum of 4 games per week will count towards their League Totals. All games will be played starting with the scenarios in week one. Each week, players will add the scenarios from the following weeks into their game choices.

You will score Battle Points (BP) based upon your result of each game:

- 3 points for each Win
- 2 points for each Tie
- 1 point for each Loss

*Game play rewards will be based upon total BP scored. Ties are then given ranking based upon accumulated Hobby points (HP). The player that scores the highest at the end of the league earns the title of **SUPREME CAPTAIN**.*



Games played during the league will follow this schedule:

Week	Total Points	Scenarios
One	500	Kill!
Two	750	Kill!, Dominate!
Three	1,000	Kill!, Dominate!, Pillage!
Four	1,375	Kill!, Dominate!, Pillage!, Invade!
Five	1,750	Kill!, Dominate!, Pillage!, Invade!, Loot!
Six	2,000	Kill!, Dominate!, Pillage!, Invade!, Loot!, Kill and Pillage!

HOBBY

Players will be awarded points based upon painting their models with a reasonable effort put into them. Any models that are to be counted for Hobby Points (HP) cannot already be painted. At most they can be assembled and primed. Proxy models must be appropriate alternatives to the models they are representing. Any upgrades or Magical Artefacts on a unit will not count toward Hobby Points. There is no limit to the amount of models a player can paint, however, in order for the models to count towards HP, they must have been used in at least one game.

Points earned per unit begin with the size of the unit:

- Legion earns 4 HP
- Horde earns 3 HP
- Regiment earns 2 HP
- Troop, earns 1 HP
- Characters, Heroes, Monsters, and War Engines are each worth 2 points

Unit Cost , type, and basing will also factor in as bonus points for each model:

150-200 point Unit: +1 HP

201-250 point Unit: +2 HP

251-300+ point Unit: +3 HP

Unit Basing: +1 HP.

Hobby awards will be based upon total points painted during the league. Ties will be ranked based upon accumulated BP. The player that scores the most Hobby Points will be granted the title of **STANDARD BEARER**.

WEEKLY TRACKING

Tracking the weekly results can be done any number of ways. Excel is a perfect program to use and update week to week, but a white board may offer a more visual way for players to see and track their progress.

Key to tracking your results is to make sure you get the following from your players after each game:

- *Players involved in the game*
- *Results of the game from both players*
- *Hobby Points earned for the week*

