

# WARLORDS RISING

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Warlords Rising is the official slow-grow league format for Dark Age. The purpose of the league is to encourage new players to join the exciting battles that tear through the savage landscape of Samaria. Players that participate in Warlords Rising must choose one faction to play and slowly collect over the course of the six week league. Players earn points based on game play and hobby effort.

Each week new scenarios are added for players to use during the course of the league. Every two weeks the warband 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 allowed to play a maximum of 4 games per week to 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. Scenarios and scoring can be found in the Core Rules in the March to Immortality section. They can also be found free to download at: <http://www.dark-age.com/Downloads/Rules/MTI2015.2.pdf>

You will score Battle Points (BP) based upon how you place each game. You gain 3 BP for a win, 1 BP for a loss, and each player gets 2 BP if they tie during their game.

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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 **BATTLE MASTER**.

Games played during the league will follow this schedule:

WEEK	POINTS	SCENARIOS
1	300	The Slaughtering Fields, No Secondary Objectives during Week 1
2	300	Hidden Agendas, Secondary Objectives used moving forward
3	500	King of the Wasteland
4	500	Seize Ground
5	750	Ancient Secrets
6	750	Explosive Results

## 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. All models must be official Dark Age models and must be mounted on their proper base size. Proxies are not allowed.

Points earned per model begin with the size of its base. 80mm base model earns 4 HP, 50mm base model earns 3 HP, 40mm base model earns 2 HP, and a 30mm base model earns 1 HP.

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

**70-100 points:** +1 point

**105-145 points:** +2 points

**150-200 points:** +3 points

**Characters (models marked with C in availability):** +2 points

Basing +1 point/model.

**Example:** *St. Luke, painted and based*

**40mm:** *2 points*

**130 point model cost:** *2 points*

**Character:** *2 points*

**Based:** *1 point*

**TOTAL:** *7 points*

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