



Welcome to the Causeway Giants Gaming Group Kings of War Builder League

This league will be a type of escalation league with an emphasis on building and constructing an army to allow new players to be introduced to the system and build up their army to a tournament standard, and for existing players to get to grips with the changes from the latest Clash of Kings supplement.

The League will begin on 1st December 2021 and end 31st May 2022.

General Rules

League Game Periods

- Round 1 – December 2021 through January 2022
- Round 2 – February 2022 through March 2022
- Round 3 – April 2022 through May 2022

Two games can be submitted for each Round in the League. To count towards the League, you must submit games against two different opponents for that Round. Should you submit details against the same opponent twice for that Round, the first game reported will only count towards the League.

Scenarios for each game will be rolled at random from the table on page 57 of the rulebook (page 53 of the Gamers Edition rulebook).

Round Points Preference

- Round 1 – 750pts
- Round 2 – 1250pts
- Round 3 – 1750pts

As this is a builder league, there is a points preference for games in each Round, this is to encourage players to start out small and then build towards a larger force. Games played at the Points Preference will gain a bonus when submitting details. You do not have to play at the points preference listed for that Round, although should you submit details which do not match the points preference you will not pick up the bonus.

Attendance

All players are expected to make their own arrangements to play their games at a time that is convenient for the other players.

Players in the League can play as many games as they like, and can play against whomever they like. However, only one game against the same opponent can be counted for that Round in the League.

Army List Construction

This is an open list League and as such you are expected to have a legible, understandable and detailed copy of your army to give to your opponent to look at during the game, <https://mantic.easyarmy.com/> is recommended for army creation for this League.

Normal army build restrictions as listed in the Basic Rule Book. Armies can be chosen from those listed in the Kings of War III Rule Book, Uncharted Empires Supplement, and Clash of Kings 2022 Supplement.

As this is a Builder League, you are expected to have a core which you build upon, therefore army units used for initial rounds MUST form the basis for your army for the next round.

Clash of Kings 2022 changes will be used.

If you do not have a copy of the Clash of Kings 2022 supplement and want a copy of your army list changes as listed in Clash of Kings 2022, please contact the organiser.

How the League is scored

A scorecard will be provided for ease of scoring.

- League points (LP) - 3 points for a win, 2 points for a draw, 1 point for a loss
- Build points (BP) - 1 point for having the army assembled (i.e. meets Preferred Model Count), 1 point for having the army painted, 1 point for having the miniatures based. These are awarded for each game
- Routed points (Rout) - At the end of each game add up the cost of all the enemy units routed. This total will not be used for the League but will be used in the event of a tiebreaker at the end of the League
- Round Preference Points (Pref) – 1 point for fielding an army which meets the points preference for that round.
- Both players must agree all points awarded

Prizes

What can you win - Eternal glory, the respect of your peers and a mild feeling of self-satisfaction

Questions and League Submissions

Contact cggg.kow.league@gmx.co.uk with questions and League Submissions

Credits

Text – Compiled by Julian Whitehead

Images – Causeway Giants Gaming Group, Manic Games