2020 Escalation List Building Guide

All league armies must be Battle Forged and comply with extra rules listed below

Step1 - <u>500pts</u> (CORE)
- Patrol or Battalion Detachment allowed, Max 1
- 1-3 HQ, 2-6 Troops, 0-4 Elite, 0-1 Fast, 0-1 Heavy
- NO Flyers or Lords of War
- No models over 13 wounds
- Troop, Elite, Fast, Heavy must have keyword
Infantry/Biker/Jetpack/Jetbike/Psyker/Beast

Step2 - <u>750pts</u> (CORE + 250pts)
- Patrol or Battalion Detachment allowed, Max. 2
- 1-5 HQ, 2-6 Troops, 0-5 Elite, 0-2 Fast Attack, 0-2 Heavy Support
- NO Flyers or Lords of War

Step3 - <u>1,000pts</u> (CORE + 500pts)
- Patrol, Battalion, Vanguard, Outrider and Spearhead Detachments allowed, Max. 2
- 1-6 HQ, min. 2 Troops
- NO Flyers or Lords of War

Step4 - <u>1,250pts</u> (CORE + 750pts)
- Patrol, Battalion, Vanguard, Outrider and Spearhead Detachments allowed, Max 3
- 1-6 HQ, min 2 Troops
- NO Flyers or Lords of War

Step5 - <u>1,500pts</u> (CORE + 1,000pts)
- Patrol, Battalion, Brigade, Vanguard, Outrider, Spearhead and Auxiliary Detachments allowed, Max. 3
- 0-1 Flyer
- NO Lords of War

Step6 - <u>1,750pts</u> (CORE + 1,250pts)
- Patrol, Battalion, Brigade, Vanguard, Outrider, Spearhead, Auxiliary, Super-Heavy Auxiliary Detachments allowed, Max. 3
- 0-1 Flyer, 0-1 Lord of War

Step7 - <u>2,000pts</u> (CORE + 1,500pts)
- Patrol, Battalion, Brigade, Vanguard, Outrider, Spearhead, Auxiliary, Supreme Command, Super-Heavy Auxiliary Detachments allowed, Max. 3
- max. 2 Flyer per army
- max. 1 Lord of War per army