



A Guide on How to Run a Successful Slow-Grow League!

You've probably heard players say, "Let's play an Escalation League" or "Let's run a Slow-Grow League," and you've just sat there, nodding your head... but not anymore!

*An Escalation League, or a Slow-Grow League, is a **series of games** that progress over a **specified period**. **Army point totals increase after each battle**, while advancing the narrative along the way. Hence, the term **ESCALATION!** ;)*

For example, you can run a Conquest: The Last Argument of Kings Slow-Grow League by starting at **1000-points** and adding **200-points** each time you play until you reach a full **2000-point force**. This allows new players to join the fun, play, and continue expanding their collection without missing out on the action at each milestone. Typically, **a league round** lasts up to **2 weeks**, giving players enough time to schedule their games with opponents and allowing the organizer to record all results and handle the next set of matches.

A League of this type can last for **several months**, and you can also use our compatible [Lore Campaign Packs](#) for added depth! If you're looking for engaging narratives, balanced scenario packs, and an excuse to buy more cool minis, be sure to check them out.

Here are some tips and guidelines for running a **Slow-Grow League** in your FLGS or Club.

Aside from the amazing group of people eager to have fun with Conquest and roll dice, you'll need:

- A **good scenario** to make the event more thematic, considering the armies the participants will field. This helps maintain high engagement and can even assist in creating matches and games that go beyond just 1v1 battles.
- If this is your First League, or you are looking for already existing content you can also use our **Lore Campaign Packs!** These provide a full experience, from Lore, to Scenarios and all the special Regiments in between that can flavor this experience further.
- Ensure participants are there to **have fun first** and experience the event in its entirety. It is very important for everyone to voice their experience in the end as Community driven events evolve a lot through feedback.

Conquest: First Blood

For a **Conquest: First Blood Slow-Grow League**, a good starting point would be **500 to 600 points**. This represents a small force that, as it engages in skirmish battles, grows and attracts more recruits and spoils! Each round, the point total can increase by 150-points, **culminating in a final round at 1000-points**, **with** a total of 5 rounds. You can learn more about our First Blood scenarios. [FB Scenario Pack](#)

If you're a new player getting into **First Blood**, we recommend the following scenarios: **Meeting Engagement (No. 1)** and **Scout Ahead (No. 16)**.

For more experienced players seeking a more complex challenge, try the following scenarios: **Outflank (No. 2)**, **Raid (No. 4)**, **Fog of War (No. 14)**, and **Quadrant Control (No. 15)**.



Conquest: The Last Argument of Kings

If you enjoy rank-and-flank battles and want to experience epic clashes that topple kingdoms and realms, this is the game for you! ***For a Conquest: The Last Argument of Kings Slow-Grow League*** we suggest starting the first battle round at 1000-points, with each subsequent round escalating by 250-points. This will lead to a series of 5 games, reaching up to 2000-points, and can even extend beyond that if the players wish.

TLAOK Scenario Pack

We suggest trying The Last Argument of Kings with the following scenarios: **Melee (No. 7)** and **Grind Them Down (No. 12)**.

If you're the type of player who likes to plan ahead and prefer a more complex game, check out these scenarios: **Breakout (No. 3)** and **Off Balance (No. 6)**.

Best of Both Worlds

Some Communities like to combine both games for a more complete experience. It has proven to be very successful for Communities to start with a Slow-Grow League, running 4-5 games using the ***First Blood*** scenarios as milestones, with battles up to 1000-points. After that, players transition to ***The Last Argument of Kings***, battling to 2000-points, while continuing to use the same faction as the League progresses.

As the responsibility of keeping track of everything falls to the organizer, here are some helpful tips:

- Keep track of which faction each player is using.
- Maintain an easily accessible communication channel-whether it's email, social media platforms, or whatever works best for your players and community.
- Keep score of each game so you can pair players fairly in each round.
- Regularly update players on the next round, special scenario rules, meeting times, days, and round deadlines!