

‘Out of the Frying-Pan into the Firestorm’ MESBG Escalation League 2026

The focus of the league is to learn the game, to grow an army, and to get to know the community!

Army

- One Army List chosen from Armies of LOTR, Armies of the Hobbit, Armies of Middle-Earth or Legacies of Middle-Earth - Forces of Good/Evil.
- Armies begin at 400 points, and escalate by up to 200pts each round.
- Your army choices each round will be locked in for the duration of the league, however, underspend from previous rounds can be spent i.e. if in Round 2 your army is 575pts, in Round 3 you can increase your army by 225pts to 800pts (note this is the only way of adding anything costing over 200pts).
- The exception to this rule is that Heroes can add and upgrade equipment and mounts.
- Proxy miniatures are allowed as long as the base size requirements are met, and the miniature’s armour/equipment matches the profile they are a proxy for.
- Painted miniatures are not a requirement for participating but you will receive League Points for fielding a fully painted army.

Schedule

Round	Game No.	Points	Scenario	League Session (Start Date)	Casual Play Session	Round End Date
One	Game 1 Game 2	400pts	s10. Lords of Battle s18. Treasure Hoard	24th Sep	8th Oct	21st Oct
Two	Game 3 Game 4	600pts	s7. Capture & Control s5. Reconnoitre	22nd Oct	12th Nov	25th Nov
Three	Game 5 Game 6	800pts	s11. Assassination s15. Command the Battlefield	26th Nov	10th Dec	31st Dec

Each Round will start with a League session* at Firestorm Games. Players will have to play both Scenarios between the Start and End Dates of each round.

Additionally, the MESBG Casual Play sessions* are an ideal time to play Scenarios if you miss the League sessions, or were unable to complete both Scenarios for the round.

**Tickets will be available from www.thebattlefields.co.uk Tickets for League Sessions cost an additional £2 (for prizes).*

Players should submit game results by the End Date of each Round.

League Rules

If a player plays a scenario more than once (to help other players get their games in), they can only use the first score they submitted.

If a player misses a Scenario or Round they can remain in the league, and will have only lost the opportunity to gain league points.

Similarly, players can join the league at any stage, and will create an army list with the same restrictions as everyone else (i.e. the points limit for the Round). They will have only lost the opportunity to gain league points by missing the earlier Rounds.

We will primarily use Discord to communicate news, results and arrange games for the league, however, players will also be able to use the MESBG Casual Pay Whatsapp Group and MESBG/Firestorm Facebook Group to submit results and arrange games outside of the League and Casual Play Sessions.

Players are not required to formally submit lists each Round, but should have them available for their opponents to view.

Scoring

For each game you will score the following;

- 5 pts for Major Victory (10+ Victory Points more than your opponent)
- 4 pts for Minor Victory (1-9pts Victory Points more than your opponent)
- 3 pts for a Draw
- 2 pts for Minor Loss (Your opponent achieved a Minor Victory)
- 1 pts for Major Loss (Your opponent achieved a Major Victory)
- 1 pts for playing with a fully painted army
- 1 pts for playing an opponent you've not previously played during the league

Placing metrics will be 1. League Points, 2. Victory Points and 3. Victory Point Difference.

Prizes

Prizes will be available for 1st Place, 2nd Place, 3rd Place, Wooden Spoon (but having played 6 games), and Best Sport.

Prizes will primarily be Firestorm Vouchers, with the values being dependent on attendance at League Sessions. Players must attend at least two League Sessions to be eligible for a prize.

Prizes will be awarded at the Casual Play session on 14th January 2027.