Alternate 40k Rules Scenario:
The Meat Grinder

The Meat Grinder is a special scenario geared towards larger games with a smaller play area. Accelerated gameplay is encouraged, and the higher the body count on both sides the better! The rules listed here are designed to streamline the normal game slightly.

Points: A large amount. In the example this mode was written for, each side starts with 4000 points. As units die, fresh ones can be spawned in Reserve up to the decided point limit on the table. Track your losses to keep the game flowing quickly and consider having premade unit formations ready to jump into the fray!

- Units can deploy from Reserves on Turn 1, but MAY NOT deploy via Deepstrike or Outflank like normal. They must move onto the table from your center table edge. Army Rules that say units must be kept in Reserve on Turn 1 must still abide by these rules. After Turn 1 is past, normal Reserve rules like Deepstrike and Outflank can be used.
- Unique models cannot be duplicated or respawned during the course of the battle (outside of special characters like Yarrick or Angron, who abide by their normal restrictions).

Transports: Now act as spawn points for Reserve units that can legally deploy inside. The goal is to have as many models on the table as possible for maximum carnage. If equipped with Firing Ports, any non-Unique model that was or is in your Reserve this Turn may be duplicated to use the Fire Port.

- As Transports spawn models, their Transport # is used up for the remainder of the game. For example, a Chimera with Transport 12 may spawn up to 12 Infantry, 4 Very Bulky, or a combination of until it uses 12. After that it is merely another vehicle.
- Transports may replace squad member losses for units that have additional model purchase options. For example, a Rhino can spend Transport 2 to replace two fallen Tactical Marines at the end of its Movement Phase (when Reserves are deployed). This still counts against the total points you can have on the table at one time.

Objectives: Normal Objectives are active, but there are a few changes.

- Warlords, when slain do not stay unobtainable for the rest of the game for King Slayer. In your next Command Phase, you MUST spawn a HQ model if none are on the field and then nominate one HQ to be your new Warlord.
- Turn limits do not exist. Just an end time to cleanup the game established beforehand. Do your best to make sure each player gets an equal number of Turns

before ending. As normal, Player 1 cannot score Objectives on their First Turn. It is even more brutal to get a Turn 0 shooting phase in giant games.

Templates: Some armies (looking at your Imperial Guard) can shell out huge quantities of templates! For example, an Imperial Guard player can field a unit of 6 Quad Launchers, which each fire 4 3" Blast Templates each! 24 templates later, a lot of time has been consumed.

- All players need to agree ahead of time on these accelerants.
- One Scatter die is rolled for all weapons of the same type (assuming they are all going for the same target unit). The result is where they all land. For example, if a unit of three Castigators engage the same unit, one roll dictates where all three of their templates land.
- If each model is capable of firing multiple templates each, instead roll one scatter set PER MODEL and all of that model's templates land on that exact spot. In the example of 6 Quad Launchers, you would roll 6 separate scatters, with each result having 4 3" Blast Templates striking the same place.

Additional Players: This game is designed to last as long as possible. If some players are capable of joining at later times, they get half the points and join up with the losing side. They will respawn as well if their time allows. If tied, they just cause chaos as noted below:

- Players joining later are reinforcements for the losing player.
- If multiple players will be joining later, players are locked in on teams (per best judgement of all players present). If no others will be joining, the reinforcement player will switch teams at the end of each Battle Round if the other team has less Victory Points. Most importantly above all else is the players are required to have fun. If it doesn't seem fun, shake things up to keep it going!