

Alternate 40k Rules

Slow Grow League

The following packet is designed to teach players simple mechanics and how to break out of less-than-ideal situations they may run into on the tabletop in a competitive situation. This is not intended to be even balanced at times intentionally to help players learn how to overcome army weaknesses and fight opposing forces in their many forms.

Purpose: Bring new and old players together to learn strategies and narratives.

Flow: The following scenarios are designed to be rotated throughout a single game day, with players getting the chance to play multiple to get used to core mechanics of A4R.

Points: Each force starts the first event at 500 points each. 1 HQ and 2 Troop are required at minimum! Some forces such as Imperial Knights will be unable to do so. It is recommended they run 2 smaller knights and add the mandatory HQ once it is affordable. Work with your organizer to ensure its reasonable for everyone.

Each subsequent event after this will add 250 points to your force. Units may be swapped out as players fill missing roles and learn how to build a balanced or focused list.

Objectives: Each group of players (likely in a 1v1) will play one of these scenarios in the packet instead of the A4R Objectives starting out. The average force is designed to be 2500 points, not 500. It cannot be expected to be as flexible as a full force.

Once 1500 points is reached, players will start playing these scenarios with 1 randomized objective added to it to make it more involved. Each time an Objective is completed, a new one is rolled in their next respective Command Phase like normal.

Once 2500 points is reached, players will start playing with three randomized objectives. Scenarios in the pack can be dropped per the event organizer. Like normal, the players will roll for new objectives to replace completed ones in their respective command phase.

Turn Limit: All games end after Turn 5 unlike normal rules. Normal randomized game lengths will take place after 2500 points is reached.

Scoring: The following is how players earn League Points. Note that winning games is only used for tie breaking at the end of the league (suggested 3000 points per player). The reason for this is so that players can try new tactics and have fun exploring non traditional methods of using their army to learn and grow together.

Each of the following grant 1 point each unless otherwise specified.

- Longest Drive. If players are spread out, try rotating event locations so some players are not stuck with extended drives each time.
- Army Painted. Rewarded once per event if the whole army is painted beyond primer. One additional point if they have scenic basing as well.
- Good Sportsmanship. Rewarded by organizer or their assistants for players being good sports about letting opposing players change how they did their turn slightly, reroll a game changing event (and the opposing player has been losing or less likely to win), or other forms of encouraging or helping their opponent learn and enjoy their experience.
- Bad Sportsmanship. Grants -1 points per instance. This includes throwing dice, temper tantrums, or other forms of bad experience. The event organizer has the right to kick players who are having a negative impact on the experience of the others.
- Making the event. As simple as this is, even if a player can't stick around and play all day, if they show up to watch, learn, and socialize they are still getting experience from the event.
- Supporting the Brick-and-Mortar Store. It doesn't have to be much. A bag of chips or a Warlord Titan. Just something to contribute to the hosting store for their services.

1. The Trenches

Purpose: To teach the basics of Cover Saves, shooting, and which units do well crossing open ground and which units need assistance to do so. Extended version will be creative ways to use other units to assist.

Victory Condition: Have an Infantry or Objective Scoring model further forwards from your Trench than the enemy does from theirs. In an exception to the rules, you may willing move models off of the table on your opponent's central deployment table edge. If an Infantry model on foot does so, that player automatically wins! Keep the game going regardless to get practice and experience.

Setup: It's a no man's land. A grind of attrition. Each player sets up a Trench (or marker such as a row of pencils) crossing their entire Deployment Zone exactly 24" from the enemy's Trench. Average rifles can reach each other, but others may not be able to. Leave all other terrain features barren. This is simply a proving ground for players to practice advancing across open ground and finding ways to do so. In addition, it is also a test of patience and timing to make sure you can get an infantry model going the furthest by Turn 5.

2. The Convoy

Purpose: Practice the balance for speed and security to move fast vulnerable units through enemy territory and what order to place high value targets for pushing through enemy lines.

Victory Condition: Player 1 is the Convoy. The player must get their HQ, Vehicle, or Monster unit through a choke point along a designated path that cannot be deviated from. Player 2 is the Ambusher. If the Ambusher destroys all HQ, Vehicle, and Monster units they win!

Setup: It's a tight close quarters engagement. This may be a street, jungle, or other form of path that blocks in large models and funnels them along a straight or winding path (Ambusher's choice of setup) to a choke point in the Ambusher's Deployment Zone. The choke point can be an intersection or other form of terrain that opens up at the end of the designated path.

The Convoy may use any non HQ, Vehicle, or Monster units outside of the path, using them to help remove dangerous threats.

3. The VIP

Purpose: To teach overlapping fields of fire and other means of offensive superiority to eliminate a critical threat by either brute force or precision strikes. Secondary purpose is to teach how to protect critical assets.

Victory Condition: Each player designates one of their HQ choices to be a Warlord like normal. If a player loses their Warlord, they lose the game!

Setup: Normal setup. Having some form of safe room or wall to shield the VIP from long range attacks is recommended but not required so long as it is the same for both players.

4. The Hill

Purpose: To teach proper perimeter security or how to break said security. While holding the Objective Marker is key, keeping buffer units in between your core unit and the enemy will massively benefit the longevity of your reign.

Victory Conditions: If the attacking player scores 2+ Victory Points from the Objective Marker they win the game! If they do not score enough points, the defending player wins the game!

Setup: Normal setup, but The Hill (or other suitable imposing terrain) is placed in the Defender's Deployment Zone, as close to the enemy as possible. Making The Hill defensible is encouraged.

5. The Pilot

Purpose: To teach aggressive early game objective grabbing without overextending your lines or leaving units vulnerable.

Victory Condition: Having the most Victory Points by the end of the game. The Pilot acts like an Objective Marker that each time can always score to a maximum of once per Round.

Setup: Normal setup. Add The Pilot Objective Marker in the dead center of the map. One team wants to save them, the other to steal their intel.

6. The Doom

Purpose: To teach organized army wide relocation while contending with the enemy.

Victory Condition: Have the last models on the field.

Setup: Normal Setup. After all units are Deployed (including Infiltrators and Scout movement), randomize the left or right side of the field. This edge of the field is now a kill zone. Any model that enters or emerges from it dies.

At the end of each Round (not player Turn), the kill zone advances 12" across the table. Anything behind it is also considered to be instant death as well.