



# WAR ROOM HOBBIES

## SLOW GROW LEAGUE

APRIL 1 TO JULY 7

Join **War Room Hobbies** and local Memphis Area Players for a Warhammer 40,000 slow grow league that will incorporate hobby, sportsmanship and gameplay.

### HOW WILL IT WORK?

Starting on Mar 10 players will begin signing up for the league on our website selecting their faction and submitting their discord name to be added to a private channel on the War Room official discord. Players will also be asked for an email address so we can add you to a free application that will allow you to see matchups each week and submit scores through Best Coast Pairings.

Players will begin constructing their army using the army construction rules laid out below in more detail that will align certain restrictions to each point level. Models must be no more than 25% 3d printed or 3<sup>rd</sup> party parts for this League.

We will also encourage players to join a hobby night each week either on site at War Room Hobbies or virtually by showing off your models on discord and unveiling your forces that will hit the tables in the coming weeks.

Starting the week of Mar 30, each player will be assigned a match up and you will have 2 weeks to organize a game with your opponent using discord to arrange your game. Each assigned game and pickup game will earn players points throughout the league.

### SCHEDULE OF THE LEAGUE

NOW till Mar 31	Get Signed up!!!	Mar 27 @ 6pm	Hobby Night and League Q/A
Apr 1 to Apr 14	Round 1 at 500 points	Apr 1 @ 6pm	Hobby Night TUESDAY
Apr 15 to Apr 28	Round 2 at 750 points	Apr 17 @ 6pm	Hobby Night THURSDAY
Apr 29 to May 12	Round 3 at 1000 points	May 17 @ 9am	1000 Point Tournament
May 13 to May 26	Round 4 at 1250 points	May 20 @ 6pm	Hobby Night TUESDAY
May 27 to Jun 9	Round 5 at 1500 points	May 29 @ 6pm	Hobby Night THURSDAY
Jun 10 to Jun 23	Round 6 at 1750 points	Jun 10 @ 6pm	Hobby Night TUESDAY
Jun 24 to Jul 7	Round 7 at 2000 points	Jul 26 @ 9am	2000 Point Tournament

## ARMY COMPOSITION RESTRICTIONS

**Rules Cut off** – Any rules changes, FAQs, Updates or New Codex will be in effect if they come out the Sat before match ups. *Example: GW introduces a Drukari Codex on June 1, then that Codex will not be legal until the match ups of Round 6.*

**Can I change my list during the League** – Players may not change their Faction but can change their list throughout the league each round.

**Can I use the Combat Patrol Detachment and Datasheet** – For the league, players will need to use the detachments and datasheets from the current codex, index and grotmas rulesets.

**Armies from 500 – 999 points\*** may take up to 3 Battleline units, 2 Dedicated Transport and a max 1 of any other unit represented in their codex or index army rules.

**Armies from 1000 – 1499 points\*** may take up to 6 Battleline Units, 4 Dedicated Transports and 2 of any other unit represented in their codex or index army rules.

**Armies from 1500 – 2000 points\*** may take up to 6 Battleline Units, 6 Dedicated Transports and 3 of any other unit represented in their codex or index army rules.

\*Any players finding it difficult to create a legal list need to reach out to @horner as soon as possible so we can approve any variation needed. Here's looking at you knight players. **Also to be clear the unit restrictions are just limiting duplicating units with the same datasheet.**

## HOW DO I GET POINTS?

Players can earn points in the league in the following ways:

Assigned Match up points	3 Points for WIN / 2 for DRAW / 1 for LOSS	
*Pick-up game during match up period	1 Point	Restricted to 2 per round
**Buy a new unit during the League	1 Point	Restricted to 2 per round
***Painting a new unit	2 Points	Restricted to 2 per round
Attend a Hobby Night for an hour	1 point	
Tournament participation	1 point	

\*Players can only play the same person for a pick-up game 3 times during the league to encourage all of us to meet and play more people.

\*\*Players will need to take a picture of a the receipt for a 40k unit and send to @horner to get credit

\*\*\*Players will need to take a picture of the before and after to get credit and it must be part of the force used in matched play

## ROUND RULES

- Each round will be using **Pariah Nexus rules** unless an updated tournament companion drops during the league. At that point we will announce any changes.
- Players are expected to play in a timely manner and all **games must be played at War Room Hobbies** to count towards point totals. **Chess clocks** can be made available for players needing to ensure a game does not take an extreme amount of time. Suggested time limits will be announced each round.
- **Specific terrain** will be provided for league match-up games and both players will need to agree if alternate table set ups wish to be used. Players will be setting up their own tables so ensure you allocate time for table set up when coordinating your games.
- Players are expected to make every effort to be flexible in scheduling your game. If for some reason it **cannot be scheduled**, you should let @horner know ASAP. If for some reason you are continually having issues getting your game assigned through multiple rounds, we may ask that you withdraw from the league without a refund.
- This is a **friendly league**, and players will be asked to notify @horner of any issues that occur during games. We expect all players to be courteous and understand the game and dice do not always roll your way. If for any reason, there is an issue we ask that you grab an employee and ask to allow them to mediate any issues.

## HOW TO SIGN UP AND PERKS

**The cost of the League is \$20** and players who sign up will be given 2 Vouchers that will allow them to receive a 10% discount on any purchases over \$100 while the league is taking place. This offer is stackable with our Membership Program.

**Awards** will be given throughout and at the end of the league determined by participation

Players must be signed up at [www.warroomhobbies.com](http://www.warroomhobbies.com)

Register on Best Coast Pairings <https://www.bestcoastpairings.com/event/2izgYsmgcns5>

If registered but payment for the league is not received prior to the start of the league players will be removed.

Sign up to the War Room Hobbies Discord <https://discord.gg/qppEG4a5pb>

Players will be given access to a private group to discuss the league

Any additional questions can be sent to @horner on the discord or [horner@warroomhobbies.com](mailto:horner@warroomhobbies.com) using slow grow in the subject line.

# ROUND 1 MISSION AND TABLE SET UP

Reminder you should be using Pariah Nexus Secondaries along with this Special Mission

[https://assets.warhammer-community.com/eng\\_warhammer40000\\_pariah\\_nexus\\_tournament\\_companion-eixdmbxjrp-dddcylhhbo.pdf](https://assets.warhammer-community.com/eng_warhammer40000_pariah_nexus_tournament_companion-eixdmbxjrp-dddcylhhbo.pdf)

**COMBAT PATROL**

## CLASH OF PATROLS

Your forces have been dispatched to a crash site in search of vital intelligence stored in surviving data-cores in the wreckage. High command insists you do not return empty-handed, but warns of enemies converging on the crash site. Secure the area, and the data, at all costs.

**MISSION RULE**  
**Retrieve Intelligence:** In each player's Command phase from the second battle round onwards, the player whose turn it is can select one objective marker they control and recover data from that objective marker. Each time a player recovers data from an objective marker, if their **WARLORD** is on the battlefield (or is embarked within a **TRANSPORT** that is on the battlefield), they gain 1CP. Each objective marker can only be selected for this rule once (by either player).

**PRIMARY OBJECTIVE**

**TAKE AND HOLD**

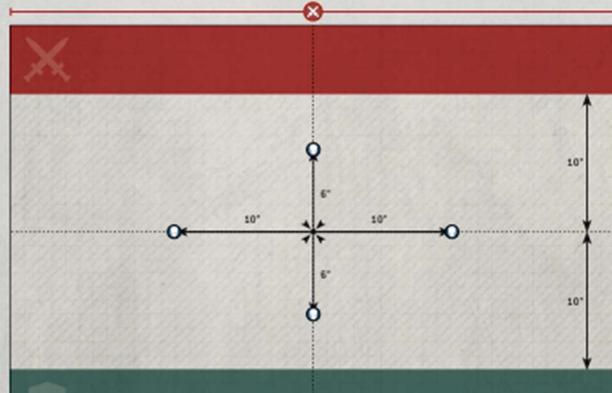
*Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.*

**In the second, third and fourth battle rounds:**

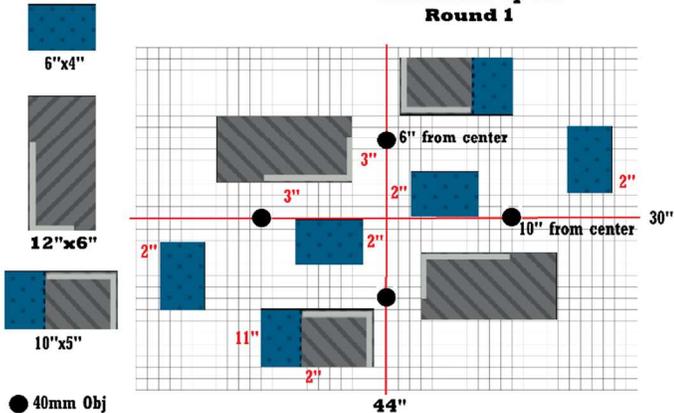
At the end of each player's Command phase, the player whose turn it is scores 5VP for each objective marker they control (to a maximum of 15VP per turn).

**In the fifth battle round:**

- The player who has the first turn scores VP as described above.
- The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.



### Terrain Set up for Round 1



**TERRAIN KEY – SUGGESTED TERRAIN HEIGHT**

MORE THAN 4"	2" OR LESS

For model mobility purposes, we have shaded the area terrain outlines in the above colours to show our recommendations for how tall the terrain should be in each section.

Below are examples of Ruins terrain placements within area terrain sections, as well as icons that denote if connected area terrain outlines are a single area terrain section or separate area terrain sections when determining line of sight.

These height and Ruin placement guidelines help provide a balanced tournament experience; as organisers you are free to adjust this to suit your terrain collection.

**RECOMMENDED RUINS TERRAIN PLACEMENT**