



SLOW GROW LEAGUE 2026

We've designed these mission sheets to help you get to grips with the game if you're a newer player, or if you want a quick set up.

They are optional, so if you and your opponent both agree you can use whichever mission and terrain layout you'd prefer for your game, just submit the Victory Points score as the maximum used in this mission if you exceed it (sometimes the primary might exceed the usual limits in these missions).

Round Two

- Points size:** 1000pts
- Board size:** 60"x44"
- Secondary Missions:** None
- Maximum VP's available:** 60pts +10pts for having a battle ready painted force
- Follow the standard Core Rules for setting up and determining which player goes first

PRIMARY MISSION LINCHPIN

True victory is built upon a firm foundation. If you cannot hold the centre, then all else will crumble swiftly.

SECOND BATTLE ROUND ONWARDS

WHEN: End of the Command phase [or the end of your turn if it is the fifth battle round and you are going second].

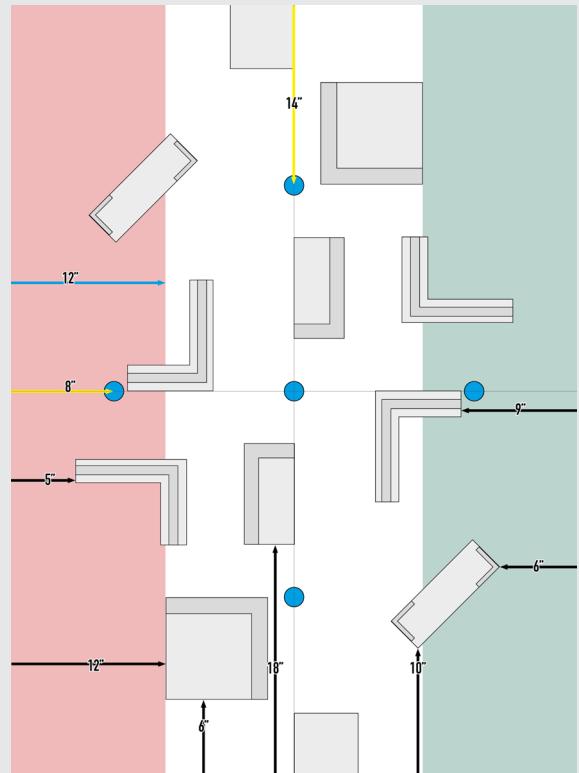
If the player whose turn it is does not control the objective marker in their deployment zone, they score **3VP** for each objective marker they control.

OR

If the player whose turn it is controls the objective marker in their deployment zone, they score **3VP** for controlling that objective marker, and **5VP** for each other objective marker they control (up to **15VP** per turn).

Suggested terrain layout using the UKTC ruins

(larger image on next page)



Submit your results by scanning the QR code:



