

Why ?

Many 40k games will be decided or at least pushed strongly in one direction with the roll for who is going first. One way to lessen this are changes to deployment and/or restrictions to LOS like making all floor levels block LOS. This has its caveats and solves only part of the problem.

A different approach would be alternating activation of units.

Apocalypse does this, but because losses are removed at the end of the turn, the tactical importance of when to shoot whom is greatly diminished. It's only relevant regarding being charged.

Also Apocalypse uses its own Datasheets and has rules different from 40k for many a thing.

40kA keeps the standard 40k rules and makes changes only to make them work with alternate activation.

Bound

An action, an ability, a task or just anything can be bound to a unit, player or the game.

1. Unit
These are typically abilities or features of the unit, its models or equipment.
Voice of Command or
a sniper rifle will make a mortal wound in addition to other damage on a wound roll of 6+.
2. Player
Whatever the player does or uses that isn't bound to a unit.
Like generating tactical objectives
All (really?) Stratagems are bound to a player. The Stratagem might effect a unit, but the use of the Stratagem is not bound to that unit. It could be used on any other eligible unit.
The effect - an ability, re-roll, whatever - might be bound to the unit, but the use of the Stratagem is bound to the player.
3. Game
Everything that is neither bound to unit nor player.
Like the roll whether a sixth turn is played.

1. Initiativephase

The player determine who has the initiative for this round.

Determine initiative

The players roll-off. The higher score will have or own the initiative.

On a draw, the player who didn't have initiative last round will have it this round.

In the first round the player who finished deploying his army first, will have the initiative. Note a player finishes deploying only when all units have been deployed on the table or as reinforcements off table. As long as there is something to be deployed later (as in after enemy has deployed ...) deployment is not finished.

Doing it by initiative

When things have to be done alternately by the players, the player owning the initiative will always begin.

When a player runs out of eligible things to do, the other player must still do all things outstanding.

Some things are optional and a player can decide to do one of them when it is his turn (in the alternating sequence). But once the other player started "doing all things outstanding", the player can not do one of the optional things in this sequence.

That procedure is called "Doing it by initiative"

2. Start of round phase

Some things are specified to be done at the start of the round. This is when they are done.

1. Do all things that have to be done at the start of the round or any turn and are bound to the game.
2. Do all things by initiative that have to be done at the start of the round or any turn and are bound to a player.

Note that things bound to a unit even when to be done at the start of turn or round are not done now.

3. Activation phase

Players activate their units by initiative.

Activation status

The activation status of a unit is activated or has been activated, if the unit has been chosen for activation in this round.

The activation status of a unit is not activated, if the unit has not been chosen for activation in this round yet.

Activation

The player chooses a unit not activated yet in this round.

During its activation the unit passes through the start phase and the standard 40k phases

Movement phase, Psychic phase, Shooting phase, Charge phase and Fight phase

Start phase

All things bound to a unit and to be handled at the start of any turn or round will be handled.

Other phases

All rules outlined in the 40k rule book apply to the phases listed above - with the following changes:

Reinforcements

Reinforcements that are allowed to move on the table this round, are counted as units that can be activated.

When you activate such a unit it can stay a reinforcement or enter the table.

If it stays off table, its activation ends immediately.

If it shall move on to the table, it will do so following the normal rules and the activation, will proceed to the unit's end of movement phase. Naturally the unit counts as having moved. Then it will continue its activation as any other unit.

Transports

Transport and passenger units are separately activatable units.

If a unit is activated while in a transport it has all the options it would have in an ordinary 40k game and the same rules apply - like not being able to disembark if the transport has moved in the transports movement phase that round. In the movement phase this round, because in the original rules that would be the only movement restricting the ability to disembark.

Some transports like the Valkyrie can disembark units while moving. That is handled as usual. The activation status of the dropped units does not change.

4. Morale phase

The player take morale tests for their units by initiative.

5. End of round phase

Mirror to the start of round phase.

1. Do all things that have to be done at the end of round or any turn and are bound to the player or one of his units
2. Do all things by initiative that have to be done at the end of round or any turn and are bound to the game.

When to do what you have to do

Ordinary 40k sees things done at certain times.

At start of round

Anything bound to game or player is handled in the start of round phase.

Anything bound to a unit is handled in the start phase of the unit's activation.

At start of your own, your opponent's or any turn

Anything bound to game or player is handled in the start of round phase.

Anything bound to a unit is handled in the start phase of the unit's activation.

At start of your own, your opponent's or anyone's phase

Anything bound to a unit is handled at the start of the respective phase of the unit's activation. This will add importance to the sequence of activations. E.e. for a unit to benefit from a "Voice of Command" the unit issuing the order has to be activated first.

Anything bound to a player can be done at the start of the respective phase of any activation.

Anything bound to the game must be done at the start of the respective phase of the first activation in this round.

In your own, your opponent's or anyone's phase

Just like in an ordinary 40k game.

Triggered by an event

Just like in an ordinary 40k game..

At end of your own, your opponent's or anyone's phase

Anything bound to a unit is handled in the respective phase of the unit's activation.

Anything bound to a player can be done at the end of the respective phase of any activation.

Anything bound to the game must be done in the end of round phase.

At end of your own or your opponent's turn

Will all be handled in the End of round phase.

Handle the before you handle things that happen at the end of the round.

This change the scoring of objectives because now there is no "end of your or opponents turn" anymore.

At the end of round

Will all be handled in the End of round phase, after handling things that have to be done at the end of whatever turn.

This procedure will change th flexibility and worth of some things - so be it.

Things that you are allowed to do only once per phase.

E.e. Stratagems my only be used once per phase. That's still the case.

So you will have to track in which phases a Stratagem has been used. With many units to activate it may get difficult to remember whether any unit has already used the re-roll in the shooting phase.

One way is to use a check list, an other one is to have Stratagem cards for each phase. So if you moved the re-roll in Fight phase it to the used stack, it's no longer available that round.

Version history

0.91 Changes to the introductory text.