



ADEPTICON 2010

WARHAMMER 40K COMBAT PATROL

Last Update: 02.08.2010

[INAT 3.3 Link Updated](#)

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made after 2/1/2010.

ARMY LIMITATIONS

Each player will need an army that conforms to the rules below:

- Armies are no more than 400 points.
- The Warhammer 40,000 5th Edition Rules will be used.
- The [AdeptiCon INAT FAQ](#) will be used (Updated 03.09.10).
- All 40K Combat Patrol army lists must follow the 40K Combat Patrol section of the [AdeptiCon 2010 40K Army List rules](#).
- Forge World/Imperial Armor units are not allowed in Combat Patrol, however players may still use their Forge World models to represent a unit from their codex.
- You must have one Troop choice.
- You may have one HQ choice, but no more than one
- Armies are not required to take mandatory unit choices. All other unit restrictions (i.e. 0-1) apply.
- You may spend remaining points from anywhere in the Codex.
- No model can have more than 2 Wounds (*except models with Swarm universal special rule*).
- *Psykers may be used, but may NOT use any power requiring a psychic test.*
- No model can have a 2+ save.
- No Special/Unique/Named Characters are allowed in the Combat Patrol event.
- No vehicles with a total Armour value greater than 33. This is calculated by adding the Front, Side and Rear armour numbers. (Only count the Side once).
- The 'What You See Is What You Get' (WYSIWYG) rule is in effect. That means all units must be easily identifiable as the particular codex choice they represent and that any and all weapons/options taken for a unit must be clearly represented on the model(s).
- All models must be painted Citadel miniatures (up to 50% conversion is allowed).

COMMANDERS

As you might not pick an HQ choice, the patrol should still have a commander who gives the orders and against which Leadership tests are made. This, of course, would be the most senior ranking figure. In the case of two figures being of an equal rank then the player may choose which is the patrol's leader, and only that figure may confer its Leadership bonus to friendly squads.

SCENARIOS

There are three scenarios that will be used during the tournament. Battle Points will be awarded as follows:

Win = 15 Point

Draw = 8 Points

Loss = 3 Points

BEWARE ODDITIES

When you play Combat Patrol, it's important to remember that these games approach Warhammer 40,000 in a way that was not originally conceived by the designers. This means odd stuff will crop up which you need to sort out 'on the fly'. The best way to resolve these issues is to ask yourself the following:

1. Is there any existing Warhammer 40,000 rule you can use as a precedent?
2. What is the most reasonable thing that would happen in this situation?
3. What are the two most likely outcomes and then roll a D6: 1-3 = Go with solution 1; 4-6 = Go with solution 2.
4. If all else fails, ask a judge, however, the judge's decision is final.

AWARDS

- Combat Patrol Champion: The player to finish in first place overall at the end of all three games.
- Combat Patrol General: The player who finished with the highest number of battle points based on the conditions of the individual games.
- Combat Patrol Artisan: The player who receives the most votes for best painted combat patrol.
- Combat Patrol Hero: The player to receive the most votes for best sportsman