



ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL

Last Update: 01.06.2011
INAT 4.3 Links 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 2/1/2011.

ARMY CONSTRUCTION RULES

- Armies will consist of **400 points** or less, and must conform to the following Force Organization restrictions:
 - ⇒ 0-1 HQ
 - ⇒ 1-3 Troops (you **MUST** bring at least one Troop choice)
 - ⇒ 0-1 Elite
 - ⇒ 0-1 Fast Attack
 - ⇒ 0-1 Heavy Support
 - ⇒ 0-1 'Swing Slot' (this maybe be used to field one additional Troops, Elite, Fast Attack **OR** Heavy Support choice)
- Armies are not required to take mandatory unit choices. All other unit restrictions (i.e. 0-1) apply.
- You may spend remaining points on units from anywhere in the Codex.
- With the exception of Troops and models with the Swarm Universal Special Rule, No model can have more than 2 Wounds.
- Psykers may be used, but may **NOT** use any power requiring a psychic test.
- No model may have a 2+ or a 2+ invulnerable save.
- No monstrous creatures.
- No Special/Unique/Named Characters are allowed in the Warhammer 40K Combat Patrol event.
- Aside from Troops choices and dedicated Transports, only vehicles with a maximum of 11 in any armor facing may be taken. Dedicated transports and troops may have a maximum armor facing of 12. Vehicle Squadrons and Artillery units at permitted provided every unit within the unit individually would be permitted.
- The following codices are allowed in the Warhammer 40K Combat Patrol event: Codex Black Templars, Codex Blood Angels, Codex Chaos Daemons, Codex Chaos Space Marines, Codex Daemonhunters, Codex Dark Angels, Codex Dark Eldar, Codex Eldar, Codex Imperial Guard, Codex Necrons, Codex Orks, Codex Space Marines, Codex Space Wolves, Codex Tau Empire, Codex Tyranids, Codex Witch Hunters.
- New codices that are released prior to March 1st, 2011 will be allowed in the Warhammer 40K Combat Patrol event.
- Forge World/Imperial Armor units are **NOT** allowed in the Warhammer 40K Combat Patrol event, however players may still use their Forge World models to represent a unit from their codex.
- Individual units that may have multiple rules versions will follow the rules presented in that army's codex. Please take the time to review the relevant GW/AdeptiCon FAQ's for clarifications.

GENERAL RULES

- Players **MUST** use the same army list throughout the tournament.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your army must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG and painted to a 3-color minimum standard).
- The Warhammer 40,000 5th Edition Rules and all relevant [Games Workshop Errata and FAQs](#) will be used.
- The [INAT FAQ](#) will be used to resolve additional rules disputes (v4.3.1, updated 02.09.2011).
- A separate printed army list is required for the judges and each of your opponents (maximum of 10 copies required).
- You must provide access to your own rules (which include the actual Codex used for your army), dice, templates, pen/pencil, calculator, or anything else you'll need during the course of regular play.
- If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited. Please use the feedback form on the [AdeptiCon 2011 website](#) to ask any questions you or your club may have regarding rules issues or legal units in advance!
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the tournament or AdeptiCon itself with no refunds allowed.



ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL

COMMANDERS

Since it is possible to field a Combat Patrol army without purchasing an HQ choice, your army might be left without an obvious commander. In this case, your commander would be the most senior ranking model in your army. If two models qualify for this position due to equal rank, then the player may choose which one is considered the army's commander. This model is considered to issue orders may confer its Leadership bonus to friendly units.

SCENARIOS & SCORING

There are four scenarios that will be used during the tournament. There will be a total of 30 Battle Points in each scenario. These Battle Points will come from a combination of mission objectives (usually 2 or 3) and tactical bonuses.

Players will earn points towards their overall score as follows:

Category	Possible Points	%
Battle	120 points	56%
Appearance	48 points	22%
Sportsmanship	48 points	22%
Favorites Votes	Used as tiebreakers	n/a

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 with the highest overall score at the end of all four games.
- **Combat Patrol General:** The player with the highest number of Battle Points at the end of all four games.
- **Combat Patrol Artisan:** The player with the highest Appearance score. Favorite Patrol votes as a tiebreaker.
- **Combat Patrol Hero:** The player with the highest Sportsmanship score. Favorite Opponent votes as a tiebreaker.