

ADEPTICON 2009

WARHAMMER 40K
COMBAT PATROL



NOTE: Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!

Tournament Rules

Army Limitations

- 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 03.19.09).
- All 40K Championships army lists must follow the 40K Championships section of the AdeptiCon 2009 40K Army List rules.
- Forge World/Imperial Armor units are not allowed in the 40K Championships, 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.
- 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.

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.





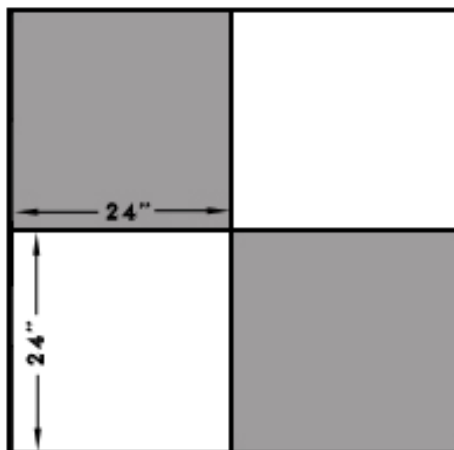
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Warhammer 40K Combat Patrol

Scenario 1: Planetary Drop

*** Read the entire scenario before setting up ***

Line of Retreat
Units that fall back must do so towards the owning player's table quadrant via the shortest possible route.
Game Length
The game lasts 6 turns or until time is called.
Deployment
<p>The table will be split into 4 quadrants (each quadrant is 24" x 24"). No unit may be deployed within 9" of the center of the table.</p> <p>Both players roll a die, the winner chooses which of the table quadrants to deploy in and whether to go first or second. His opponent gets the opposite table quadrant for his deployment area.</p> <p>The player who will be going first deploys his entire army in his chosen deployment quadrant. Units may be kept in Reserves per normal 5th Edition Rules (p. 95).</p>



Special Rules
Infiltrate, Deep Strike, Reserves (p.94-95).
Primary Objective
<p>Control the Drop Zone: Controlling table quadrants yields 1 point for each quadrant adjacent to your deployment quadrant and 3 points for your opponent's deployment quadrant. ONLY scoring units can control table quadrants (e.g Infantry/Troops only, per 5th Edition Rules). The player with the most controlling points wins this objective. (Scoring: Win=15, Loss=3, Draw=8).</p>
Secondary Objective
<p>Court Martial!: Secretly nominate a unit from the opposing army. A player who completely destroys the nominated units wins this objective. Both players can achieve this objective. (Used for tiebreakers).</p>



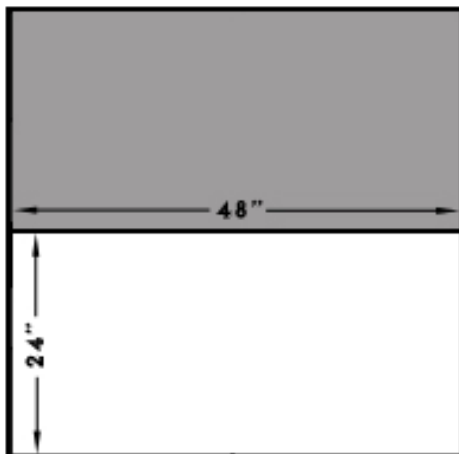


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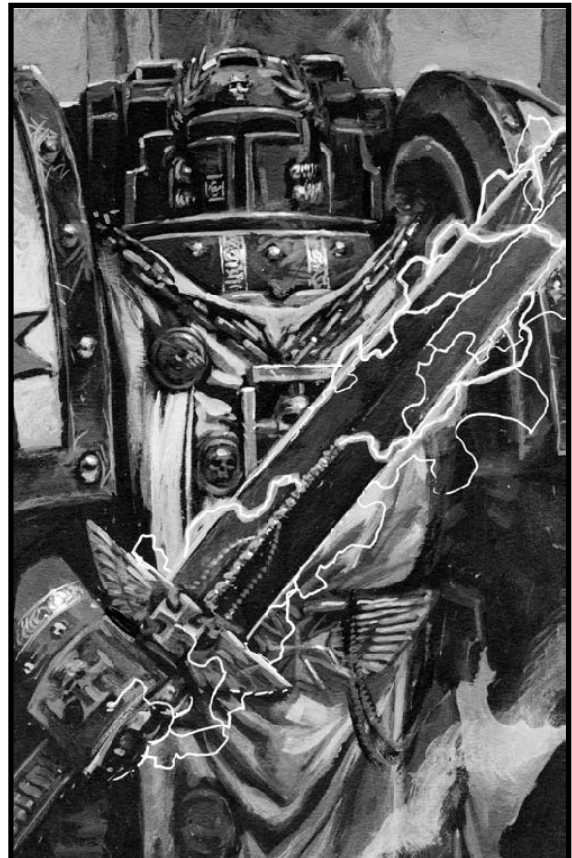
Scenario 2: Advanced Deployment

*** Read the entire scenario before setting up ***

Line of Retreat
Units that fall back must do so towards the owning player's long table edge via the shortest possible route.
Game Length
The game lasts 6 turns or until time is called.
Deployment
The table will be split into 2 equal zones (each 24" x 48"). No units may be deployed within 18" of an enemy unit.
Both players roll a die, the winner chooses which side to deploy on and whether to go first or second. His opponent gets the opposite deployment zone.
The player who will be going first deploys 1 HQ unit and 1 Troop Unit in the chosen deployment zone. The opponent then deploys 1 HQ unit and 1 Troop Unit in their deployment zone. The rest of the units enter the game per normal Reserve rules (p. 95).



Special Rules
Reserves (modified).
Primary Objective
Establish A Forward Base: Control the center of the table by having the ONLY scoring unit with a model within 6" of it at the end of the game. ONLY scoring units can control the center (e.g. Infantry/Troops only, per 5 th Edition Rules). (Scoring: Win = 15, Loss = 3, Draw = 8).
Secondary Objective
Annihilation: Destroy your opponent's units. Calculate the total Kill Points earned and enter them in the Secondary Objective box on your Results Sheet. (Used for tiebreakers).



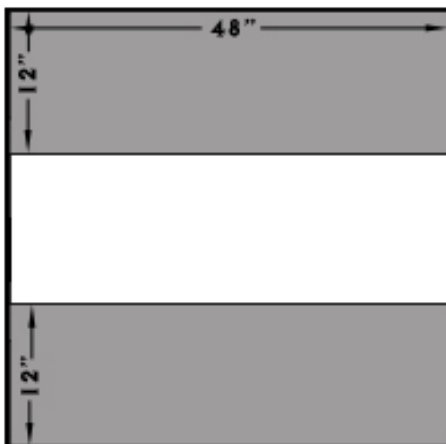


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Scenario 3: Final Push

*** Read the entire scenario before setting up (Night Fight Rules!!!) ***

Line of Retreat
Units that fall back must do so towards the owning player's long table edge via the shortest possible route.
Game Length
The game lasts 6 turns or until time is called.
Deployment
<p>The table will be split into zones as shown below.</p> <p>Both players roll a die, the winner chooses which side to deploy on and whether to go first or second. His opponent gets the opposite deployment zone.</p> <p>The player who will be going first deploys his entire force in the chosen deployment zone. His opponent then deploys his entire force in the opposite deployment zone. Units may be kept in Reserves per normal 5th Edition Rules (p. 95).</p>



Special Rules
Reserves, Night Fight (p. 94-95).
Primary Objective
Eradicate the Enemy: Destroy your opponent's units. Calculate the total number of Kill Points. The player with the most Kill Points at the end of the game wins this objective. (Scoring: Win = 15, Loss = 3, Draw = 8).
Secondary Objective
Head of the Snake: Destroy your opponent's HQ. Both players can achieve this objective. (Used for tiebreakers).





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Results for Scenario 3: Final Push

Your Name

Opponent's Name

	Mark the Winner Below		
	You	Opponent	Draw
Primary Objective Battle Result: (check one)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Secondary Objective Battle Result: (check one)	<input type="checkbox"/>	<input type="checkbox"/>	

Tournament Points are scored as follows: Win = 15 points, Loss = 3 points, Draw = 8 points

Have your opponent double check your results above.
Have them sign below and acknowledge that the results above are accurate and correct.

Opponent's Signature: _____

***** STOP *****

Now, in private, rate your Opponent's Sportsmanship and Appearance by checking all appropriate boxes below.
Do **NOT** share these results with your opponent.

Sportsmanship (check all that apply)	
<input type="checkbox"/>	Was your opponent courteous during the game?
<input type="checkbox"/>	Was it enjoyable to play against your opponent?
<input type="checkbox"/>	Did your opponent come prepared to play? (e.g. bring codices, dice, etc.)

Appearance (check all that apply)	
<input type="checkbox"/>	Is the army completely painted on a basic level (a minimum of 3 colors)?
<input type="checkbox"/>	In your opinion (based purely on appearance) does this army appear to have a theme (uniformity, everything based, display, etc.)?
<input type="checkbox"/>	In your opinion does the army contain interesting conversions and/or painting details?

After the end of Game 3 – cast your Player's Choice vote for Best Sportsman (from the field of three opponents you faced in battle) and Best Appearance (this vote can go to any player in the Combat Patrol Event).

Player's Choice Voting	
Best Sportsman	Best Appearance

Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.



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Warhammer 40K Combat Patrol

Results for Scenario 2: Advanced Deployment

Your Name

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Opponent's Name

--

	Mark the Winner Below		
	You	Opponent	Draw
Primary Objective Battle Result: (check one)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Secondary Objective Battle Result: (Write the number of Kill Points scored by you and your opponent in the boxes to the right)			

Tournament Points are scored as follows: Win = 15 points, Loss = 3 points, Draw = 8 points

Have your opponent double check your results above.

Have them sign below and acknowledge that the results above are accurate and correct.

Opponent's Signature: _____

***** STOP *****

Now, in private, rate your Opponent's Sportsmanship and Appearance by checking all appropriate boxes below.
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Appearance (check all that apply)	
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<input type="checkbox"/>	In your opinion does the army contain interesting conversions and/or painting details?

Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.



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Warhammer 40K Combat Patrol

Results for Scenario 1: Planetary Drop

Your Name

Opponent's Name

	Mark the Winner Below		
	You	Opponent	Draw
Primary Objective Battle Result: (check one)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Secondary Objective Battle Result: (check one)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Tournament Points are scored as follows: Win = 15 points, Loss = 3 points, Draw = 8 points

Have your opponent double check your results above.
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Opponent's Signature: _____

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