

ADEPTICON 2010

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!



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RULES ADDENDUM

GENERAL RULES

- Armies are no more than 400 points.
- The Warhammer 40,000 5th Edition Rules will be used.
- The AdeptiCon INAT FAQ will be used.
- 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.

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.

LEAST/MOST EXPENSIVE UNITS

If two or more units costing equal points qualify for least or most expensive unit for any of the Objectives or Objective Bonuses, then randomly determine which unit is the 'target' for that Objective or Objective Bonus at the beginning of the game.

Note: It is entirely possible for one unit to qualify as both the most and least expensive unit if the army is comprised of a single unit.

OBJECTIVE BONUS NOTES

All Primary and Secondary Objective Bonuses are scored at the end of the game, regardless if you won the objective or not.

A NOTE ON UNITS FALLING BACK

As per the Warhammer 40,000 rulebook (pg 90), as soon as the game ends and before working out victory conditions, all units that are falling back are removed from the game and count as destroyed.

WIPEOUTS!

A 'Wipeout!' in Combat Patrol immediately occurs when one player has had all of his models destroyed and there is no chance that any of his models will return to play later. When this happens, the game ends immediately.

Unless specified otherwise in the mission rules, the player who achieves a 'Wipeout!' automatically wins both the Primary and Secondary Objectives for that game. Mission Bonuses are awarded as normal to both players.



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MISSION 2: DEPOT RAID

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

LINE OF RETREAT

Units that fall back do so toward their own table edge via the shortest route possible as described in the Warhammer 40,000 rulebook (pg 45).

GAME LENGTH

At the end of game turn 6, the game ends automatically.

Alternatively the game ends immediately when the tournament judge declares that time has elapsed. Players should not begin a new turn if there is insufficient time remaining to complete the turn.

DEPLOYMENT

The table will be split into zones as shown below.

Before deployment zones are determined, both players must declare their least and most expensive units (see Rules Addendum). Then both players roll a die. The player rolling the highest places a single objective marker on the table. Players alternate placing objective markers until four (4) objective markers have been placed. No objective marker may be within 6" of a table edge or 12" of another marker.

The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the table edges to be his own table edge. He then deploys his force in one of the two table quarters on his side of the table, more than 6" away from the center of the table (this is his 'deployment zone'). His opponent then deploys in the diagonally opposite quarter, following the same restrictions. The remaining table quarters are considered "neutral" at the start of the game.

Both players may also chose to place units in reserve using the Reserves special rule (pg 94). When a unit is placed in reserve, the owning player must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

Finally, alternate deploying any infiltrators and making any scout moves.

The player that chose his deployment zone first starts game Turn 1 with his first player turn. His opponent may attempt to seize the initiative as described in the Warhammer 40,000 rulebook (pg 92).

SPECIAL RULES

Infiltrate, Reserves, Deep Strike (pg 94-95)

PRIMARY OBJECTIVE

Primary Objective (Control the Depots): Claim more objective markers at the end of the game than your opponent. To capture or contest an objective you must have an unbroken, scoring unit with at least 1 model within 3" of an objective marker. A single unit may control or contest multiple objectives.

If both players fail to claim any objective markers, then score this objective as a loss for both players (not a draw). (Scoring: Win=12, Loss=0, Draw=6)

PRIMARY OBJECTIVE BONUSES

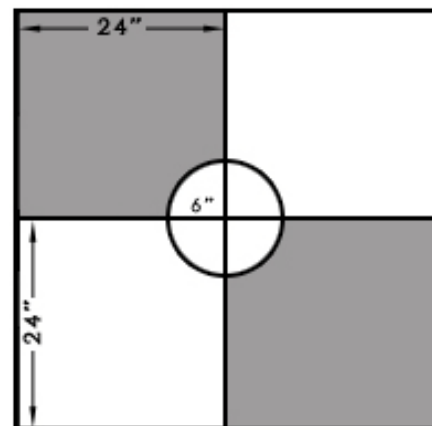
+2	Cheap and Dirty: If your least expensive Scoring Unit controls or contests an objective marker at the end of the game.
+2	Work for It: Claim or contest more than one objective marker at end of the game.
+1	Lead by Example: Have your Commander within 3" of a controlled or contested objective marker at the end of the game.

SECONDARY OBJECTIVE

Secondary Objective (Costly Units): Destroy the opposing player's most expensive unit. If both opposing units are destroyed, are both fleeing or are both still alive at the end of the game, this objective is considered a draw. (Scoring: Win=8, Loss=0, Draw=4)

SECONDARY OBJECTIVE BONUSES

+2	Sever the Head: If you destroyed your opponent's Commander.
+2	No Enemy Too Small: Destroy the opposing player's least expensive unit.
+1	There is No Glory in Hiding: You decline to take any cover saves (including obscured) throughout the entire game.





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FAVORITE ARMIES

Fill this section out during Favorite Army Voting.

YOUR NAME

After looking at the displayed armies, choose the top 3 armies that **YOU** think are the best painted and modeled.

You may not choose your own army!

FAVORITE ARMIES

First Place: _____

Second Place: _____

Third Place: _____





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RESULTS FOR MISSION 3: THE OPEN INVITATION

YOUR NAME

TABLE NO

	WIN	LOSS	DRAW		BONUS	TOTAL
Primary Objective Results (circle one and calculate bonuses)	+12 Points	+0 Points	+6 Points	+		=

	WIN	LOSS	DRAW		BONUS	TOTAL
Secondary Objective Results (circle one and calculate bonuses)	+6 Points	+0 Points		+		=

+
=
=

YOUR TOTAL BATTLE POINTS EARNED

(Add up totals from both objectives above)

--

Have your opponent double check your results above.
Have them sign below and acknowledge that the results circled 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?

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



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RESULTS FOR MISSION 1: ESTABLISH A FORWARD BASE

YOUR NAME

TABLE NO

	WIN	LOSS	DRAW		BONUS	TOTAL
Primary Objective Results (circle one and calculate bonuses)	+12 Points	+0 Points	+6 Points	+		=

	WIN	LOSS	DRAW		BONUS	TOTAL
Secondary Objective Results (circle one and calculate bonuses)	+8 Points	+0 Points	+4 Points	+		=

+		=
=		

YOUR TOTAL BATTLE POINTS EARNED

(Add up totals from both objectives above)

--

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

Opponent's Signature: _____

*** STOP ***

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