

ADEPTICON 2011

APRIL 1ST - 3RD :: WESTIN LOMBARD YORKTOWN CENTER



WWW.ADEPTICON.ORG

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!



ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL (SATURDAY)

RULES ADDENDUM

GENERAL 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.
- 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.

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.

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

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).

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.



ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL (SATURDAY)

MISSION I: THE LAY OF THE LAND

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

OVERVIEW

War has raged across this world it has now come to this sector. You patrol is the vanguard for your glorious army. You have been tasked with reconnoitering the area ahead of the rest of your army. In preparing to establish a forward base you should also try to control as much of the advantageous terrain features as possible.

GAME LENGTH

Random Game Length - Ending the Game (pg 90)

A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

DEPLOYMENT

The table is divided lengthways into two halves, as shown below.

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 his half of the table, with all models more than 12" away from the table's middle line (this is his 'deployment zone'). His opponent then deploys in the opposite half, following the same restrictions.

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

Because this is the first time in this area and both patrols are unfamiliar with it no units may outflank or infiltrate.

Reserves, Deep Strike (pg 94-95)

PRIMARY OBJECTIVE

Primary (Lay of the Land): You must get one Scoring Unit wholly in your opponent's deployment zone, while preventing his Scoring Units from entering your deployment zone. If both players have Scoring Units in each other's deployment zone, score this objective as a draw. If neither player has Scoring Units in each other's deployment zone, also score this objective as a draw. (Scoring: Win = 12, Draw = 6, Loss = 0)

PRIMARY OBJECTIVE BONUSES

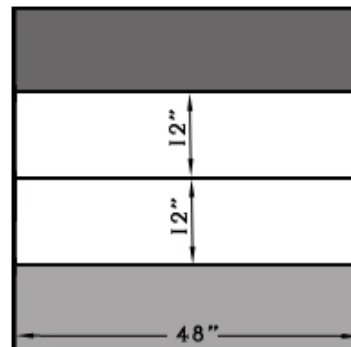
+2	Draw Them Out: If your opponent has no units or vehicles (scoring or otherwise) in his deployment zone at the end of the game.
+2	Hold the Line: If your opponent has no Scoring Units wholly within your deployment zone at the end of the game.
+1	Only the Strong: If your most expensive unit is in your opponent's deployment zone at the end of the game.

SECONDARY OBJECTIVE

Secondary (Control the Battlefield): To control a terrain piece any unit (scoring or otherwise) must be completely within or upon the terrain piece. Any unit touching the terrain piece counts as contesting it. (Scoring: Win = 8, Draw = 4, Loss = 0)

SECONDARY OBJECTIVE BONUSES

+2	Battlefield Dominance: If you control twice the amount of terrain pieces as your opponent at the end of the game.
+2	Without A Home: If your opponent controls no terrain pieces in his deployment zone at the end of the game.
+1	Denial of Entry: If your opponent controls no terrain pieces in your deployment zone at the end of the game.





ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL (SATURDAY)

MISSION 2: ESTABLISHING A FORWARD BASE

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

OVERVIEW

Now that you have determined the lay of the land you must establish a strong point to continue patrolling from. Also you must stop any enemy patrols from doing the same - by eliminating them of course!

GAME LENGTH

Random Game Length - Ending the Game (pg 90)

A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

DEPLOYMENT

Setup Objective Markers during deployment (see Special Rules).

The table is divided into four quarters, as shown below.

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

Objectives: After rolling for deployment the players must deploy their objective with their army. The objective must be deployed in their deployment zone and may not be kept in reserve. Objectives must be deployed at least 6" from any table edge.

Infiltrate, Reserves (No Deep Strike) (pg 94-95)

PRIMARY OBJECTIVE

Primary (All Your Base Are Belong to Us!): Control more objectives than your opponent. If neither of you has any objectives or each has one it is a draw. To control an objective you must have a Scoring Unit within three inches of it and no enemy units within three inches of it. Any unit may contest an objective. (Scoring: Win = 12, Draw = 6, Loss = 0)

PRIMARY OBJECTIVE BONUSES

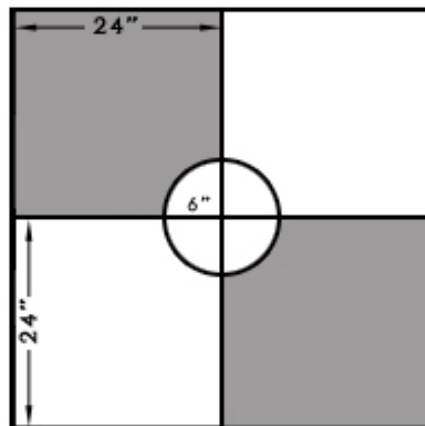
+2	Protecting What Is Ours: If you control the objective in your deployment zone at the end of the game,
+2	Hold the Line: Have no enemy units within any part of your deployment zone at end game.
+1	Taking What Is Theirs: If your opponent's objective is controlled or contested by you.

SECONDARY OBJECTIVE

Secondary (Destroy the Enemy Patrol): The side that has amassed the most victory points wins. Due to the low points nature of this event even winning by one point will give the person with more victory points a win. (Scoring: Win = 8, Draw = 4, Loss = 0)

SECONDARY OBJECTIVE BONUSES

+2	Overwhelming Victory: If you double your opponent's victory point total.
+2	Crush Their Spirit: If your opponents highest point unit is dead or fleeing at the end of the game.
+1	Self-Preservation: If you limited your opponent to under 100 victory points.





ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL (SATURDAY)

MISSION 3: DESTROY THAT WHICH IS IMPORTANT

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

OVERVIEW

Across no man's land the enemy has a supply cache, communications array or something very important. Your patrol has been tasked with destroying it during a dawn raid. You must take it out by blowing it up, shooting simply will not do it. However as you go over the top you notice an enemy patrol sneaking into your lines bent on destruction you must thwart them and complete your mission.

GAME LENGTH

Random Game Length - Ending the Game (pg 90)

A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

DEPLOYMENT

Setup Objective Markers during deployment (see Special Rules).

The table is divided lengthways into two halves, as shown below.

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 his half of the table, with all models more than 12" away from the table's middle line (this is his 'deployment zone'). His opponent then deploys in the opposite half, following the same restrictions.

Both players may also choose 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

Objectives: After rolling for deployment the players must deploy their objectives with their army. The objective must be deployed and may not be kept in reserve.

To destroy an objective it must be assaulted in hand to hand. It is treated as a stationary vehicle with an armor value of 8. Any glancing or penetrating hit will destroy it. The objectives have an energy field which prevents them from being destroyed by any shooting or collateral damage.

Reserves (No Deep Strike) (pg 94-95)

PRIMARY OBJECTIVE

Primary (Destroy the Enemy Objective): Blow up his objective while stopping him from destroying yours. If both objectives have been destroyed, or both are intact at the end of the game, then score this objective as a draw. (Scoring: Win = 12, Draw = 6, Loss = 0)

PRIMARY OBJECTIVE BONUSES

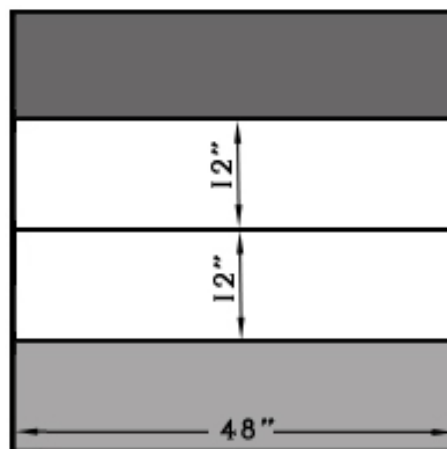
+2	Protecting What Is Ours: If your objective is intact at the end of the game.
+2	Commander's Wrath: If your commander destroyed the objective.
+1	Taking What Is Theirs: If your opponent's objective is destroyed.

SECONDARY OBJECTIVE

Secondary (Annihilation): The player with the most Kill Points as defined in the Warhammer 40K rulebook (pg 91) at the end of the game achieves this objective. The only exception is that the each commander is worth an extra Kill Point. (Scoring: Win = 8, Draw = 4, Loss = 0)

SECONDARY OBJECTIVE BONUSES

+2	Sever the Head: If your opponent's commander is dead or fleeing at the end of the games.
+2	Crush Their Spirit: If your opponents highest point unit is dead or fleeing at the end of the game.
+1	Against All Odds: If your highest point unit is still alive at the end of the game.





ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL (SATURDAY)

MISSION 4: HEAD OF THE SNAKE

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

OVERVIEW

One of the enemy's leaders has been a thorn in your side. Conducting ambushes, raiding your lines, destroying supply caches. You are on patrol trying to ambush him/her/it when the patrol it is leading to do the same to you stumbles into you.

GAME LENGTH

Random Game Length - Ending the Game (pg 90)

A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

DEPLOYMENT

The table is divided lengthways into two halves, as shown below.

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 his half of the table (this is his 'deployment zone'). His opponent then deploys in the opposite half, staying more than 12" from any opposing units.

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

Reserves (No Deep Strike or Infiltrate) (pg 94-95)

PRIMARY OBJECTIVE

Primary (Cut Off the Head of the Snake): Kill the opposing player's commander. If both players accomplish this, then score this objective as a draw (Scoring: Win = 12, Draw = 6, Loss = 0)

PRIMARY OBJECTIVE BONUSES

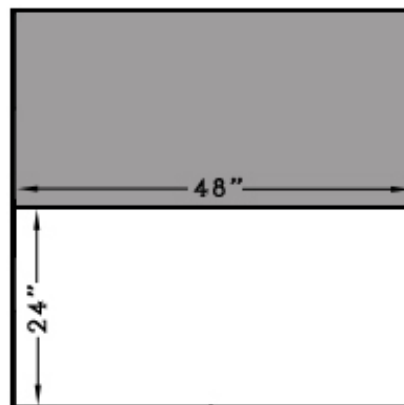
+3	Death Dealer: If your commander was the one to issue the coup de grace to your opponent's commander (your commander must have taken his last wound either by combat or shooting, running them down does not count).
+1	He Bleeds, Yet He Lives: If your opponent's commander is wounded.
+1	There Is No Honor in Hiding: If your opponent's commander did not participate in any combats (wuss!)

SECONDARY OBJECTIVE

Secondary (Avoid the Ambush): You have stumbled on the patrol that is actively hunting you as well. Get your commander off the board. Your commander must exit the board off the enemy's table edge. Both players may accomplish this objective. (Scoring: Win = 8, Draw = 4, Loss = 0)

SECONDARY OBJECTIVE BONUSES

+2	Worthy Retinue: If your highest point unit made it off the board with your commander.
+2	Left Behind: If your opponent's commander did not make it off the table.
+1	His Armor Remains Pristine: If your commander is unscathed (not wounded or dead).





ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL (SATURDAY)

FAVORITES VOTING

Please turn in this sheet into the judges with your Scenario 4 results.

YOUR NAME

--

FAVORITE OPPONENT

After your last game, please submit this sheet with the name of the opponent you most enjoyed playing against. You must vote for someone you actually played in the tournament.

My Favorite Opponent Was: _____

FAVORITE PATROL

Please submit this sheet with the name of the player that you think had the best looking patrol in the entire tournament. This vote can be for any player in the whole tournament, not just those you played. You may **NOT** vote for your own patrol.

My Favorite Patrol Is: _____





ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL (SATURDAY)

RESULTS FOR MISSION 4: HEAD OF THE SNAKE

YOUR NAME

TABLE NO

Primary Objective Results
(circle one and calculate bonuses)

WIN

DRAW

LOSS

+12 Points

+6 Points

+0 Points

+

BONUS

=

TOTAL

+

Secondary Objective Results
(circle one and calculate bonuses)

WIN

DRAW

LOSS

+8 Points

+4 Points

+0 Points

+

BONUS

=

TOTAL

=

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

(3 points each - check all that apply)

☐

Was your opponent courteous during the game?

☐

Was it enjoyable to play against your opponent?

☐

Did your opponent come prepared to play? (e.g. bring codices, dice, etc.)

Appearance

(3 points each - check all that apply)

☐

Is the army completely painted on a basic level (a minimum of 3 colors)?

☐

In your opinion (based purely on appearance) does this army appear to have a theme (uniformity, everything based, display, etc.)?

☐

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.



ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL (SATURDAY)

RESULTS FOR MISSION 3: DESTROY THAT WHICH IS IMPORTANT

YOUR NAME

TABLE NO

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

	WIN	DRAW	LOSS		BONUS		TOTAL
Secondary Objective Results (circle one and calculate bonuses)	+8 Points	+4 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 (3 points each - 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 (3 points each - 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.



ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL (SATURDAY)

RESULTS FOR MISSION 2: ESTABLISHING A FORWARD BASE

YOUR NAME

TABLE NO

Primary Objective Results
(circle one and calculate bonuses)

WIN

DRAW

LOSS

+12 Points

+6 Points

+0 Points

+

BONUS

=

TOTAL

+

Secondary Objective Results
(circle one and calculate bonuses)

WIN

DRAW

LOSS

+8 Points

+4 Points

+0 Points

+

BONUS

=

TOTAL

=

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

(3 points each - check all that apply)

☐

Was your opponent courteous during the game?

☐

Was it enjoyable to play against your opponent?

☐

Did your opponent come prepared to play? (e.g. bring codices, dice, etc.)

Appearance

(3 points each - check all that apply)

☐

Is the army completely painted on a basic level (a minimum of 3 colors)?

☐

In your opinion (based purely on appearance) does this army appear to have a theme (uniformity, everything based, display, etc.)?

☐

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.



ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL (SATURDAY)

RESULTS FOR MISSION 1: THE LAY OF THE LAND

YOUR NAME

TABLE NO

Primary Objective Results
(circle one and calculate bonuses)

WIN

DRAW

LOSS

+12 Points

+6 Points

+0 Points

+

BONUS

=

TOTAL

+

Secondary Objective Results
(circle one and calculate bonuses)

WIN

DRAW

LOSS

+8 Points

+4 Points

+0 Points

+

BONUS

=

TOTAL

=

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

(3 points each - check all that apply)

☐

Was your opponent courteous during the game?

☐

Was it enjoyable to play against your opponent?

☐

Did your opponent come prepared to play? (e.g. bring codices, dice, etc.)

Appearance

(3 points each - check all that apply)

☐

Is the army completely painted on a basic level (a minimum of 3 colors)?

☐

In your opinion (based purely on appearance) does this army appear to have a theme (uniformity, everything based, display, etc.)?

☐

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.