

# ADEPTICON 2011

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



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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 (SUNDAY)

## 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 the Primary, Secondary and Tertiary Objectives for that game. Mission Bonuses are awarded as normal to both players.



# ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL (SUNDAY)

## MISSION I: BUT THE UNIVERSE IS A BIG PLACE...

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

### 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 (DAWN OF WAR)

The table is divided lengthways into two halves.

The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge.

The player that goes first then can deploy up to one unit from his Troops selections and Commander (include any unit originally part of the unit, but not one joined) in his half of the table (this is his 'deployment zone'). His opponent then does the same in the opposite half, but must position his units more than 12" from enemy 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. Troops that can infiltrate can do so, as long as at the end of deployment the player still has a maximum of two Troops on the table.

All units that were not deployed, and were not declared to be in reserve during deployment, must enter the game in the Movement phase of their first player turn by moving in from their own table edge, just like units moving in from reserve.

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)**

### OBJECTIVES

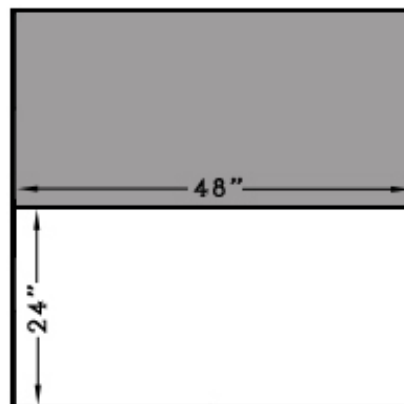
**Primary (Recon):** The player with the most scoring wholly units in their opponents deployment zone at the end of the game achieves this objective. (Scoring: Win = 16, Draw = 8, Loss = 0)

**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. (Scoring: Win = 8, Draw = 4, Loss = 0)

**Tertiary (Battlefield Control):** The player that controls the most table quarters at the end of the game achieves this objective. To control a table quarter there must be a Unit (any unit) in the table quarter at the end of the game and the quarter must not be contested. A table quarter is contested if there are enemy units present (any unit, whether scoring or not). A unit may only control or contest **ONE** table quarter at a time. If a unit is spread between multiple table quarters, the unit is considered to control or contest the table quarter containing a **MAJORITY** of that unit. If this is unclear, then randomly determine which table quarter that unit is controlling or contesting. (Scoring: Win = 4, Draw = 2, Loss = 0)

### OBJECTIVE BONUSES

+1	<b>Clear the LZ:</b> Have no enemy units within any part of your deployment zone at end game.
+1	<b>Lead By Example:</b> Have you commander on the battle field at the end of the game.





# ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL (SUNDAY)

## MISSION 2: THOU SHALT KNOW THY DUTIES

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

### 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 (PITCHED BATTLE)

Before deciding deployment zones, place one objective marker in the center of the battle field. The players roll-off and the winner place an objective marker on the table, and then his opponent does the same. These objectives may not be placed in impassable terrain, nor within 12" of a table edge or another objective.

The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges.

Players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long 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

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

### OBJECTIVES

**Primary (Seize Ground):** The player that controls the most objective markers at end of the game achieves this objective. To control an objective marker there must be a Scoring Unit within 3" of it and no enemy units (any unit, whether scoring or not) within 3" of it at the end of the game. (Scoring: Win = 16, Draw = 8, Loss = 0)

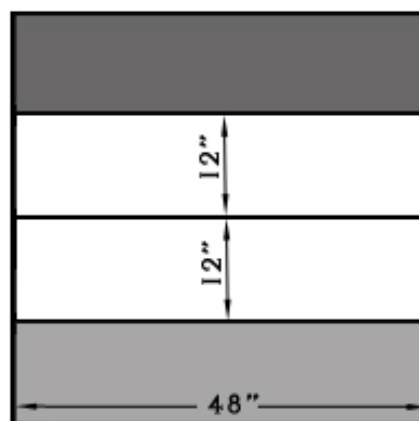
**Secondary (Preserve the Cargo, Mind the Rot):** At the end of the game, if your force contains 50% or more than its total starting Kill points, then you can claim this objective. If both players claim this objective, then the result is a draw. (Scoring: Win = 8, Draw = 4, Loss = 0)

**Tertiary (Assassinate):** A player achieves this objective by destroying the opposing player's designated Commander. Both players can achieve this objective. (Scoring: Win = 4, Loss = 0)

### OBJECTIVE BONUSES

+2

**Forward Base:** Have your most expensive Scoring Unit finish over 50% starting strength controlling or contesting the center objective.







# ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL (SUNDAY)

## MISSION 3: ETERNALLY ON EDGE

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

### 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 (SPEARHEAD)

Before deployment, place a single objective marker in the center of the table (see Special Rules). The table is divided into four quarters, formed by drawing two imaginary perpendicular lines through the center point.

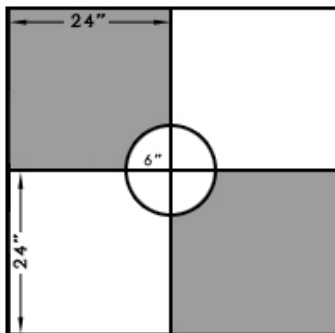
The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force in one of the two table quarters on his side of the table, more than 6" away from the center of the table (this is 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

**The Pulse:** Place one objective marker in the center of the table. This is considered **The Pulse**. The Pulse may be controlled or contested by any Scoring Unit within 6" (rather than the standard 3"). All Units partially or wholly within 12" of The Pulse suffer from the following:

- Cover saves reduced by one. ( a 4+ cover save would become a 5+ cover save)
- Units may not go to ground nor may they become pinned, they instead fall back (including troops that would normally not fall back such as fearless troops).
- In close combat, all units lose the **Fearless** USR, regardless of source.
- Models wishing to move farther from **The Pulse** in the movement phase than their starting position may, but treat all terrain as difficult.

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

### OBJECTIVES

**Primary (Pulse Control):** Control The Pulse Objective Marker at the end of the game. There is no draw result on this objective.. (Scoring: Win = 16, Loss = 0)

**Secondary (Battlefield Control):** The player that controls the most table quarters at the end of the game achieves this objective. To control a table quarter there must be a Unit (any unit) in the table quarter at the end of the game and the quarter must not be contested. A table quarter is contested if there are enemy units present (any unit, whether scoring or not). A unit may only control or contest **ONE** table quarter at a time. If a unit is spread between multiple table quarters, the unit is considered to control or contest the table quarter containing a MAJORITY of that unit. If this is unclear, then randomly determine which table quarter that unit is controlling or contesting. (Scoring: Win = 8, Draw = 4, Loss = 0)

**Tertiary (Breakthrough):** Have at least one Scoring Unit wholly within your opponent's deployment zone. Units that are broken or falling back do not count towards achieving this objective. (Scoring: Win = 4, Draw = 2, Loss = 0)

### OBJECTIVE BONUSES

+1	<b>Across Enemy Line:</b> Have your Commander in your opponent's deployment zone at end of game.
+1	<b>Priority Targets:</b> Destroy all your opponents non-troop units.



# ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL (SUNDAY)

## MISSION 4: NO FORGIVENESS

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

### 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 (PITCHED BATTLE)

Players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long 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

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

### OBJECTIVES

**Primary (Hunted):** Destroy the opposing player's most expensive unit. If two or more units costing equal points qualify for most expensive unit, then randomly determine which unit is the 'target' for this objective at the beginning of the game. Both players can achieve this objective. (Scoring: Win = 16, Draw = 8, Loss = 0)

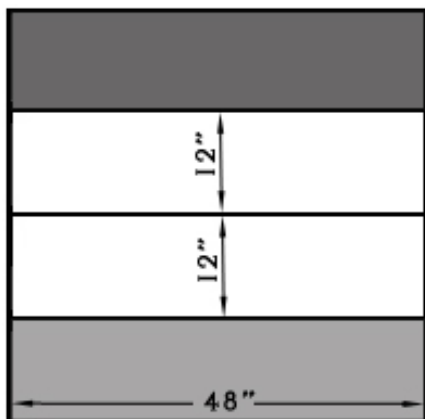
**Secondary (Hallowed Ground):** Claim more objectives at the end of the game than your opponent. Consider your commander a mobile objective. If the commander is destroyed, leave the model on the table. This becomes your stationary objective marker. To control an objective marker there must be a Scoring Unit within 3" of it and no enemy units (any unit, whether scoring or not) within 3" of it at the end of the game. (Scoring: Win = 8, Draw = 4, Loss = 0)

**Tertiary (Hold the Line):** Control your deployment zone at the end of the game. To control your deployment zone, there must be a Unit (any unit) fully within your deployment zone at the end of the game and the deployment zone must not be contested. A deployment zone is contested if there are enemy units present (any unit, whether scoring or not). Enemy units do not need to be fully within the deployment zone to contest. (Scoring: Win = 4, Draw = 2, Loss = 0)

### OBJECTIVE BONUSES

+2

**Dominance:** Control both objectives at the end of the game.





# ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL (SUNDAY)

## FAVORITES VOTING

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

### YOUR NAME

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### 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 (SUNDAY)





# ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL (SUNDAY)

## RESULTS FOR MISSION 4: NO FORGIVENESS

YOUR NAME	TABLE NO

	WIN	LOSS	DRAW
Your Primary Objective Battle Result: (circle one)	+16 Points	+0 Points	+8 Points
Your Secondary Objective Battle Result: (circle one)	+8 Points	+0 Points	+4 Points
Your Tertiary Objective Battle Result: (circle one)	+4 Points	+0 Points	+2 Points
Tactical Bonus Points Earned (+0, +1 or +2)			
Total Battle Points Earned (Add up totals from previous 4 lines):			

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.



# ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL (SUNDAY)

## RESULTS FOR MISSION 3: ETERNALLY ON EDGE

YOUR NAME	TABLE NO

	WIN	LOSS	DRAW
Your Primary Objective Battle Result: (circle one)	+16 Points	+0 Points	
Your Secondary Objective Battle Result: (circle one)	+8 Points	+0 Points	+4 Points
Your Tertiary Objective Battle Result: (circle one)	+4 Points	+0 Points	+2 Points
Tactical Bonus Points Earned (+0, +1 or +2)			
Total Battle Points Earned (Add up totals from previous 4 lines):			

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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<input type="checkbox"/>	In your opinion does the army contain interesting conversions and/or painting details?

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# ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL (SUNDAY)

## RESULTS FOR MISSION 2: THOU SHALT KNOW THY DUTIES

YOUR NAME	TABLE NO

	WIN	LOSS	DRAW
Your Primary Objective Battle Result: (circle one)	+16 Points	+0 Points	+8 Points
Your Secondary Objective Battle Result: (circle one)	+8 Points	+0 Points	+4 Points
Your Tertiary Objective Battle Result: (circle one)	+4 Points	+0 Points	
Tactical Bonus Points Earned (+0, +1 or +2)			
Total Battle Points Earned (Add up totals from previous 4 lines):			

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



# ADEPTICON 2011

WARHAMMER 40K COMBAT PATROL (SUNDAY)

## RESULTS FOR MISSION 1: BUT THE UNIVERSE IS A BIG PLACE...

YOUR NAME	TABLE N°

	WIN	LOSS	DRAW
Your Primary Objective Battle Result: (circle one)	+16 Points	+0 Points	+8 Points
Your Secondary Objective Battle Result: (circle one)	+8 Points	+0 Points	+4 Points
Your Tertiary Objective Battle Result: (circle one)	+4 Points	+0 Points	+2 Points
Tactical Bonus Points Earned (+0, +1 or +2)			
Total Battle Points Earned (Add up totals from previous 4 lines):			

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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Sportsmanship (check all that apply)	
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Appearance (check all that apply)	
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