

SATURDAY  
APRIL 21  
9AM - 2PM  
5PM - 10PM

SUNDAY  
APRIL 22  
10:00AM  
3:00PM



# WARHAMMER 40K COMBAT PATROL

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 2012

WARHAMMER 40K COMBAT PATROL (SAT. 9AM - 2PM)

## 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 1 Troop choice)
  - ⇒ 0-1 Elite
  - ⇒ 0-1 Fast Attack
  - ⇒ 0-1 Heavy Support
  - ⇒ 0-1 'Swing Slot' (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.
- No Special/Unique/Named Characters are allowed in the Warhammer 40K Combat Patrol event.
- With the exception of Troops and models with the Swarm Universal Special Rule, No model can have more than 2 Wounds.
- Psykers may only attempt **ONE** psychic power (or activate a force weapon) **per game turn**.
- 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 are permitted provided every unit within the unit individually would be permitted. Vehicle upgrades that increase an armor facing may only raise the armor value to a maximum of 12 (this includes Necron Quantum Shielding).
- 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.
- All games will be played on a 4' x 4' surface.

### 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 2012

WARHAMMER 40K COMBAT PATROL (SAT. 9AM - 2PM)

## MISSION I: INTO THE ENEMY

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

### OVERVIEW

Command has requested the strike team to penetrate enemy lines. Expect counter measures to undermine break through.

### GAME LENGTH

Random Game Length - Ending the Game (pg 90)

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)

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

**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 = 14, Draw = 7, Loss = 0)

### PRIMARY OBJECTIVE BONUSES

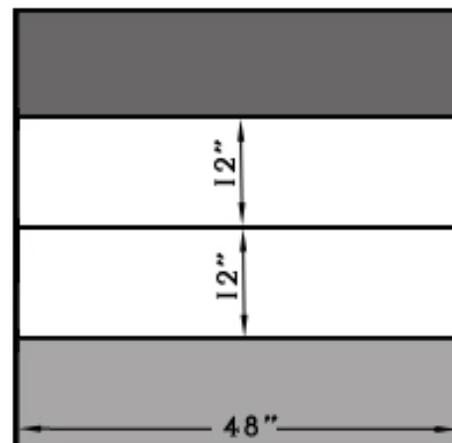
+2	<b>Clear the Field:</b> If your opponent has no units or vehicles (scoring or otherwise) in his deployment zone at the end of the game.
+2	<b>Only the Strong:</b> If your most expensive unit is in your opponent's deployment zone at the end of the game.

### 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. (Scoring: Win = 10, Draw = 5, Loss = 0)

### SECONDARY OBJECTIVE BONUSES

+2	<b>Inspire the Men:</b> If your Commander earns a kill point at any point during the game.
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# ADEPTICON 2012

WARHAMMER 40K COMBAT PATROL (SAT. 9AM - 2PM)

## MISSION 2: PACKAGE INBOUND, SECURE AND WAIT...

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

### OVERVIEW

Counter communication relay are being dropped in for the strike team. Mark your position with flash beacon and establish hidden operations base.

### GAME LENGTH

Random Game Length - Ending the Game (pg 90)

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, 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, Deep Strike (pg 94-95)

**Objectives:** Each Player will have one objective placed in reserve. Roll for Reserves for this objective as if it was a standard unit in your army. When the objective successfully makes a Reserves role, the player immediately Deep Strikes the objective marker as if were a friendly, Deep Striking unit. Follow normal procedures for mishaps if necessary.

### PRIMARY OBJECTIVE

**Primary (Control Package):** Control more objectives than your opponent. 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 = 14, Draw = 7, Loss = 0)

### PRIMARY OBJECTIVE BONUSES

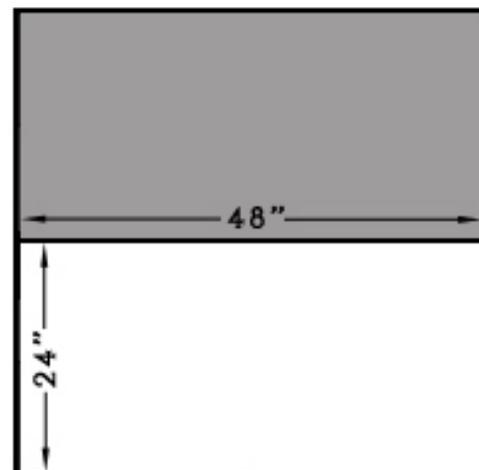
+2	<b>Ensure the Mission:</b> If your commander is within 6" of an objective marker at the end of the game.
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### SECONDARY OBJECTIVE

**Secondary (Leave No Witness):** For each deployment zone that has no enemy Scoring Units in it, score 1 objective point. The player with the most objective points at the end of the game wins this objective. (Scoring: Win = 10, Draw = 5, Loss = 0)

### SECONDARY OBJECTIVE BONUSES

+2	<b>Repel Their Command:</b> If the enemy commander has been killed or is falling back at end of game.
+2	<b>Crush Their Spirit:</b> If all enemy non-Scoring Units are killed or falling back at end of game.





# ADEPTICON 2012

WARHAMMER 40K COMBAT PATROL (SAT. 9AM - 2PM)

## MISSION 3: DISRUPT ENEMY COMMAND

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

### OVERVIEW

Enemy marked for strategic reduction, flush vermin from their hiding places. Public execution preferred.

### GAME LENGTH

Random Game Length - Ending the Game (pg 90)

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)

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

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

### PRIMARY OBJECTIVE

**Primary (Assassinate):** Kill the opposing player's commander. If both players accomplish this, then score this objective as a draw (Scoring: Win = 14, Draw = 7, Loss = 0)

### PRIMARY OBJECTIVE BONUSES

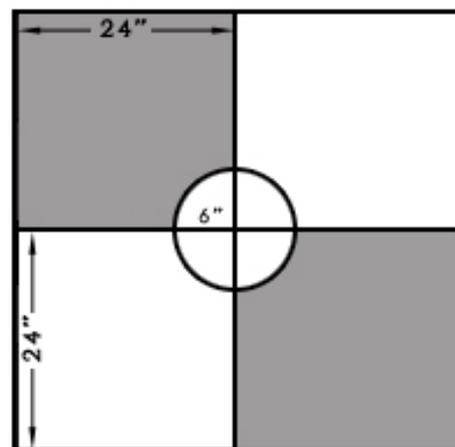
<b>+4</b>	<b>Veteran Status:</b> If you have a troop choice or Scoring Unit kill the enemy commander. Note: If either unit type contributed a casualty that caused the enemy commander's unit to be falling back at the end of the game, they count as having achieved this bonus objective.
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### SECONDARY OBJECTIVE

**Secondary (Control the Battlefield):** Control more terrain pieces than your opponent at the end of the game. 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 = 10, Draw = 5, Loss = 0)

### SECONDARY OBJECTIVE BONUSES

<b>+2</b>	<b>Keep Them in the Open:</b> If no enemy Scoring Units control a terrain piece at the end of the game.
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# ADEPTICON 2012

WARHAMMER 40K COMBAT PATROL (SAT. 9AM - 2PM)

## MISSION 4: OVER THEIR DEAD BODY

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

### OVERVIEW

The enemy army is in disarray, surge now and strike the fatal blow.

### GAME LENGTH

Random Game Length - Ending the Game (pg 90)

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 battlefield. 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, or 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

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

### PRIMARY OBJECTIVE

**Primary (Modified Take and Hold):** Have more total objectives than your opponent at the end of the game. Controlling the objective in your deployment zone is worth one objective point, the center objective is worth 2 objective points and controlling your opponent's objectives is worth 3 objective points. The player with the most objective points at the end of the game wins 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 = 14, Draw = 7, Loss = 0)

### PRIMARY OBJECTIVE BONUSES

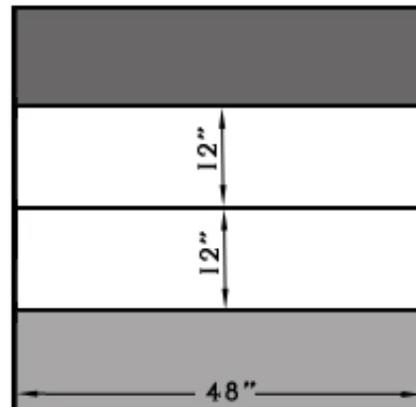
<b>+4</b>	<b>Take the Fight to Them:</b> If there are no Scoring Units (your own or enemy Scoring Units) in your deployment zone at the end of the game.
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### SECONDARY OBJECTIVE

**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. (Scoring: Win = 10, Draw = 5, Loss = 0)

### SECONDARY OBJECTIVE BONUSES

<b>+2</b>	<b>Stand Proud:</b> If you have your most expensive unit on the table and not falling back at the end of the game.
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# ADEPTICON 2012

WARHAMMER 40K COMBAT PATROL (SAT. 9AM - 2PM)

## 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 2012

WARHAMMER 40K COMBAT PATROL (SAT. 9AM - 2PM)

## RESULTS FOR MISSION 4: OVER THEIR DEAD BODY

YOUR NAME

TABLE NO

Primary Objective Results

Modified Take and Hold

(circle one and calculate bonuses)

WIN

DRAW

LOSS

+14 Points

+7 Points

+0 Points

BONUS

Max: 4

TOTAL

+

=

Secondary Objective Results

Annihilation

(circle one and calculate bonuses)

WIN

DRAW

LOSS

+10 Points

+5 Points

+0 Points

BONUS

Max: 2

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

(4 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

(4 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 2012

WARHAMMER 40K COMBAT PATROL (SAT. 9AM - 2PM)

## RESULTS FOR MISSION 3: DISRUPT ENEMY COMMAND

YOUR NAME

TABLE NO

Primary Objective Results

Assassinate

(circle one and calculate bonuses)

WIN

DRAW

LOSS

+14 Points

+7 Points

+0 Points

BONUS

Max: 4

TOTAL

+

=

Secondary Objective Results

Control the Battlefield

(circle one and calculate bonuses)

WIN

DRAW

LOSS

+10 Points

+5 Points

+0 Points

BONUS

Max: 2

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

(4 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

(4 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 2012

WARHAMMER 40K COMBAT PATROL (SAT. 9AM - 2PM)

## RESULTS FOR MISSION 2: PACKAGE INBOUND, SECURE AND WAIT...

YOUR NAME

TABLE NO

	WIN	DRAW	LOSS		BONUS	TOTAL
Primary Objective Results Control Package (circle one and calculate bonuses)	+14 Points	+7 Points	+0 Points	+	Max: 2	=

	WIN	DRAW	LOSS		BONUS	TOTAL
Secondary Objective Results Leave No Witness (circle one and calculate bonuses)	+10 Points	+5 Points	+0 Points	+	Max: 4	=

+
=
+
=
=
=

**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 (4 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 (4 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 2012

WARHAMMER 40K COMBAT PATROL (SAT. 9AM - 2PM)

## RESULTS FOR MISSION I: INTO THE ENEMY

YOUR NAME

TABLE NO

	WIN	DRAW	LOSS		BONUS		TOTAL
Primary Objective Results Lay of the Land (circle one and calculate bonuses)	+14 Points	+7 Points	+0 Points	+	Max: 4	=	

	WIN	DRAW	LOSS		BONUS		TOTAL
Secondary Objective Results Annihilation (circle one and calculate bonuses)	+10 Points	+5 Points	+0 Points	+	Max: 2	=	

+		=	
+		=	
=			

**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 (4 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 (4 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.