

SATURDAY
APRIL 21

5:00PM
10:00PM



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. 5PM - 10PM)

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. 5PM - 10PM)

MISSION I: POSITION THE BEACONS

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

OVERVIEW

Scatter the rats that flee from the flame we set for the saviors, they will reward us for our devotion.

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)

Before deciding deployment zones, place five (5) objective markers on the table. Place one objective marker in the center of each table quarter. Place the final objective marker in the exact center of the table.

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)

PRIMARY OBJECTIVE

Primary (Capture and Control): Control more objectives than your opponent at the end of the game. 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

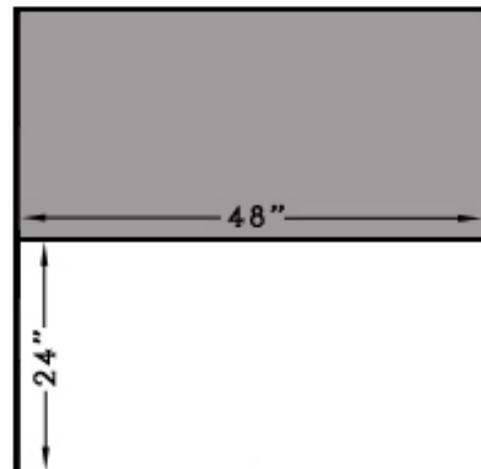
+2	Hold the Center: Control the center objective at the end of the game.
+2	Threaten Their Line: Controlling or contest at least one enemy objective marker at the end of the game.

SECONDARY OBJECTIVE

Secondary (Preserve Command): Keep your commander alive and not falling back by the end of the game. If both players accomplish this, then score this objective as a draw. (Scoring: Win = 10, Draw = 5, Loss = 0)

SECONDARY OBJECTIVE BONUSES

+2	Over the Line: If you have no Scoring Units outside of your deployment zone at the end of the game.
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ADEPTICON 2012

WARHAMMER 40K COMBAT PATROL (SAT. 5PM - 10PM)

MISSION 2: RELEASE THE WAR HOUNDS

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

OVERVIEW

The liberators have made their will known...live their edict and purge the lands of the unclean.

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 (Recon): At the end of the game, have more units (scoring or not) in your enemies deployment zone than yours. Scoring: Win = 14, Draw = 7, Loss = 0)

PRIMARY OBJECTIVE BONUSES

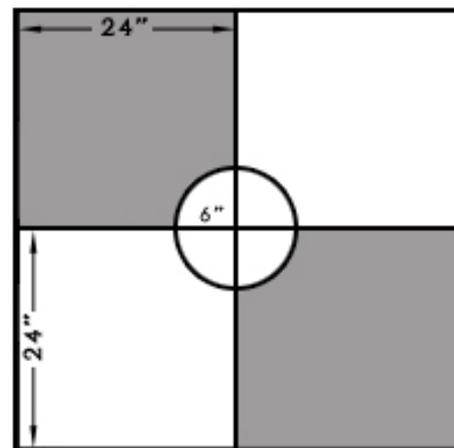
+4 Denied Entry: If you prevent your opponent's commander from entering your deployment zone throughout the entire game.

SECONDARY OBJECTIVE

Secondary (Inflict Major Casualties): 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 = 10, Draw = 5, Loss = 0)

SECONDARY OBJECTIVE BONUSES

+2 Insult to Injury: If you destroy the opposing player's least expensive unit.





ADEPTICON 2012

WARHAMMER 40K COMBAT PATROL (SAT. 5PM - 10PM)

MISSION 3: KNOW WHERE THEY SLEEP

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

OVERVIEW

The unbelievers are few, seeking shelter. Let them find no rest from our storm.

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 the game begins, calculate the total number of Kill Points your army has (see Primary 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 (Sum of Parts): Before the game begins, calculate the total number of Kill Points your army has. Units that are spawned/created throughout the course of the game (e.g. termagants, combat squads) **DO NOT** increase the Kill Points threshold for this objective. To achieve this victory, you must have a greater percentage of your opponent's total Kill Points than they of you. (Scoring: Win = 14, Draw = 7, Loss = 0)

PRIMARY OBJECTIVE BONUSES

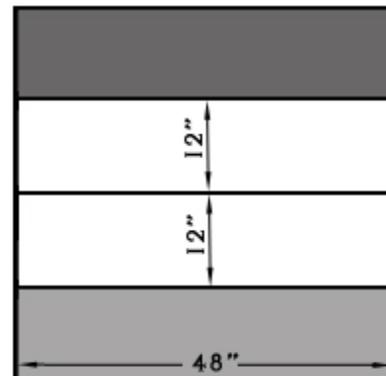
+2	Show of Strength: If you have your most expensive Scoring Unit finish at over 50% starting strength and it is controlling or contesting the center objective.
+2	Lead From the Front: If you have your Commander in your opponent's deployment zone at end of game.

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

+2	Without a Home: If your opponent controls no terrain pieces in his deployment zone at the end of the game.
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ADEPTICON 2012

WARHAMMER 40K COMBAT PATROL (SAT. 5PM - 10PM)

MISSION 4: PUSHED TO THE LIMITS

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

OVERVIEW

With all rule comes servitude, those with faith have been shown their place. Those without will be erased from history.

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)

Before deciding deployment zones, place three (3) **Take and Hold** objective markers on the centerline of the table. Place one objective marker in the exact center of the table. Place the other two Take and Hold objective markers 12" from this center objective on the centerline of the table.

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).

Once both armies have deployed, but before any 'pre-game' moves are taken, both players place one **Capture and Control** objective marker in their deployment zone. There is no restriction on the placement of this objective in relation to the Take and Hold objective markers.

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

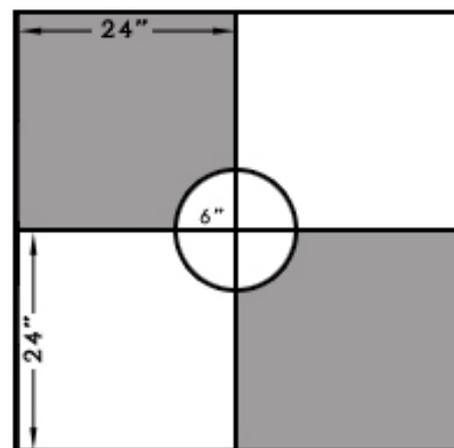
Reserves, Deep Strike (pg 94-95)

OBJECTIVES

Capture and Control: Control more Capture and Control 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 = 10, Draw = 5, Loss = 0)

Take and Hold: Control more Take and Hold objectives in the center of the table 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 = 10, Draw = 5, Loss = 0)

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)





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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. 5PM - 10PM)

RESULTS FOR MISSION 4: PUSHED TO THE LIMITS

YOUR NAME

TABLE NO

	WIN	DRAW	LOSS
Capture and Control Objective Results (circle one and calculate bonuses)	+10 Points	+5 Points	+0 Points

YOUR TOTAL BATTLE POINTS EARNED

	WIN	DRAW	LOSS
Take and Hold Objective Results (circle one and calculate bonuses)	+10 Points	+5 Points	+0 Points

(Add up totals from all three objectives to the left)

	WIN	DRAW	LOSS
Annihilation Objective Results (circle one and calculate bonuses)	+10 Points	+5 Points	+0 Points

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. 5PM - 10PM)

RESULTS FOR MISSION 3: KNOW WHERE THEY SLEEP

YOUR NAME

TABLE NO

	WIN	DRAW	LOSS		BONUS		TOTAL
Primary Objective Results Sum of Parts (circle one and calculate bonuses)	+14 Points	+7 Points	+0 Points	+	Max: 4	=	
						+	
Secondary Objective Results Control the Battlefield (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.



ADEPTICON 2012

WARHAMMER 40K COMBAT PATROL (SAT. 5PM - 10PM)

RESULTS FOR MISSION 2: RELEASE THE WAR HOUNDS!

YOUR NAME

TABLE NO

	WIN	DRAW	LOSS	
Primary Objective Results Recon (circle one and calculate bonuses)	+14 Points	+7 Points	+0 Points	+

BONUS	TOTAL
Max: 4	

	WIN	DRAW	LOSS	
Secondary Objective Results Inflict Major Casualties (circle one and calculate bonuses)	+10 Points	+5 Points	+0 Points	+

BONUS	TOTAL
Max: 2	

+

=

YOUR TOTAL BATTLE POINTS EARNED
(Add up totals from both objectives above)

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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.



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WARHAMMER 40K COMBAT PATROL (SAT. 5PM - 10PM)

RESULTS FOR MISSION I: POSITION THE BEACONS

YOUR NAME

TABLE NO

	WIN	DRAW	LOSS	
Primary Objective Results Capture and Control (circle one and calculate bonuses)	+14 Points	+7 Points	+0 Points	+

BONUS	TOTAL
Max: 4	

	WIN	DRAW	LOSS	
Secondary Objective Results Preserve Command (circle one and calculate bonuses)	+10 Points	+5 Points	+0 Points	+

BONUS	TOTAL
Max: 2	

+

=

YOUR TOTAL BATTLE POINTS EARNED
(Add up totals from both objectives above)

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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.