

SUNDAY
APRIL 22

11:30 AM
4:30 PM



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 (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 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.



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WARHAMMER 40K COMBAT PATROL (SUNDAY)

MISSION I: CLEAR THE LANDING ZONE

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

OVERVIEW

All available units converge in sector tango. Relay all enemy movement. Locate and clear concealed enemy assets.

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 (Table Quarters): The player that controls the most table quarters at the end of the game wins 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 = 14, Draw = 7, Loss = 0)

PRIMARY OBJECTIVE BONUSES

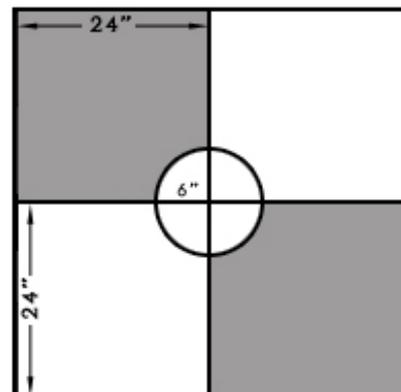
+2 Raze the Base: If you control your opponent's deployment 'quarter' at the end of the game.

SECONDARY OBJECTIVE

Secondary (Modified Kill Points): Only units killed by Troop choices contribute Kill Points towards this objective. Units that are falling back at the end of the game count towards this objective only if at least one casualty in the unit was inflicted by a Troops unit. At the end of the game, the player with the most Kill Points wins this objective. (Scoring: Win = 10, Draw = 5, Loss = 0)

SECONDARY OBJECTIVE BONUSES

+4 Demoralizing Defeat: If your opponent's commander has been destroyed or is falling back at the end of the game.





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WARHAMMER 40K COMBAT PATROL (SUNDAY)

MISSION 2: BROAD STROKES

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

OVERVIEW

False enemy positioning have been detected, counter enemy movement and secure verified target.

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 deployment zones are determined, place four (4) objective markers in the center of each table quarter.

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 (Battlefield 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

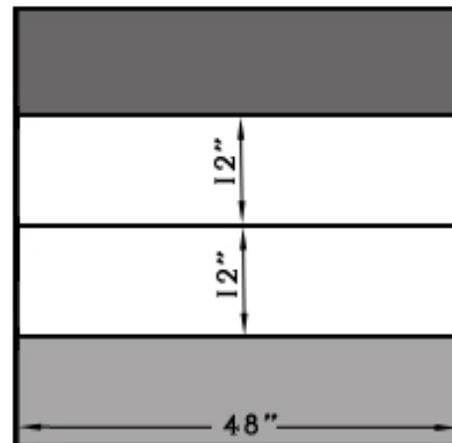
+2	Total Dominance: If, at the end of the game, your opponent does not contest a single objective.
+2	The Smallest Link: If, at the end of the game, your lowest point Scoring Unit is controlling an objective.

SECONDARY OBJECTIVE

Secondary (Recon): 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 = 10, Draw =5, Loss = 0)

SECONDARY OBJECTIVE BONUSES

+2	Led By Example: If your Commander in your opponent's deployment zone at end of game
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WARHAMMER 40K COMBAT PATROL (SUNDAY)

MISSION 3: AS CLEAN AS WAR

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

OVERVIEW

Strategic plasma generator has been abandoned from war fleeing crew. Active shutdown sequence and recover plasma core for titan reactivation.

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 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)

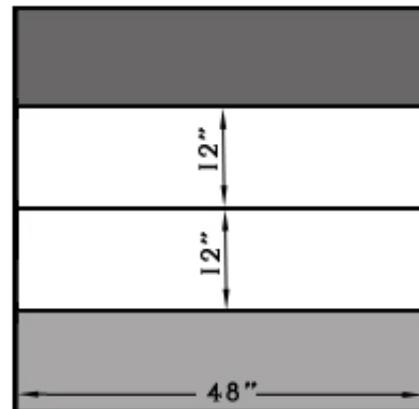
Seismic Plasma Generator: All terrain elements with any part of their base within 12" of the Seismic Plasma Generator table are considered Difficult terrain (within 6" is considered Difficult and Dangerous).

PRIMARY OBJECTIVE

Primary (Seismic Plasma Generator): Capture the Seismic Plasma Generator objective in the center of the table. To control the Seismic Plasma Generator 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 = 20, Draw = 10, Loss = 0)

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)





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WARHAMMER 40K COMBAT PATROL (SUNDAY)

MISSION 4: A POINT, FOCUSED AND UNRELENTING...

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

OVERVIEW

Maintain battle readiness, enemy ambush anticipated.

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). Note: All units will automatically pass their Reserves roll on at the start of Turn 3.

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)

With All Haste: All units will automatically pass their Reserves roll on at the start of Turn 3.

PRIMARY OBJECTIVE

Primary (Preserve the Cargo, Rot the Mind): 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 = 14, Draw = 7, Loss = 0)

PRIMARY OBJECTIVE BONUSES

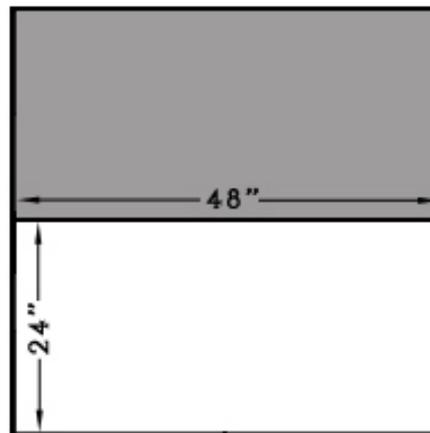
+2	Blitz: If your most expensive unit is in your opponent's deployment zone at the end of the game.
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SECONDARY OBJECTIVE

Secondary (Head of the Snake): Kill the opposing player's commander. If both players accomplish this, then score this objective as a draw (Scoring: Win = 10, Draw = 5, Loss = 0)

SECONDARY OBJECTIVE BONUSES

+2	Resource Preservation: If your most expensive unit is still alive at the end of the game.
+2	Total Annihilation: If you destroy all of your opponents Scoring Units by the end of the game.





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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: _____





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WARHAMMER 40K COMBAT PATROL (SUNDAY)

RESULTS FOR MISSION 4: A POINT, FOCUSED AND UNRELENTING...

YOUR NAME

TABLE NO

	WIN	DRAW	LOSS		BONUS	TOTAL
Primary Objective Results Preserve the Cargo, Rot the Mind (circle one and calculate bonuses)	+14 Points	+7 Points	+0 Points	+	Max: 2 <input type="text"/>	= <input type="text"/>
						+
Secondary Objective Results Head of the Snake (circle one and calculate bonuses)	+10 Points	+5 Points	+0 Points	+	Max: 4 <input type="text"/>	= <input type="text"/>

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.



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WARHAMMER 40K COMBAT PATROL (SUNDAY)

RESULTS FOR MISSION 3: AS CLEAN AS WAR

YOUR NAME

TABLE NO

	WIN	DRAW	LOSS
Primary Objective Results Seismic Plasma Generator (circle one and calculate bonuses)	+20 Points	+10 Points	+0 Points

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

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WARHAMMER 40K COMBAT PATROL (SUNDAY)

RESULTS FOR MISSION 2: BROAD STOKES

YOUR NAME

TABLE NO

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

	WIN	DRAW	LOSS		BONUS	TOTAL
Secondary Objective Results Recon (circle one and calculate bonuses)	+10 Points	+5 Points	+0 Points	+	Max: 4	=

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)	
<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 (SUNDAY)

RESULTS FOR MISSION I: CLEAR THE LANDING ZONE

YOUR NAME

TABLE NO

	WIN	DRAW	LOSS		BONUS	TOTAL
Primary Objective Results Table Quarters (circle one and calculate bonuses)	+14 Points	+7 Points	+0 Points	+	Max: 2	=
						+
Secondary Objective Results Modified Kill Points (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.