

SATURDAY  
APRIL 20

9:00 AM  
2:00 PM

# Adeptus



## 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 2013

WARHAMMER 40K COMBAT PATROL

## RULES REMINDERS

### 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.
- As only one HQ is available, Allies are not allowed in the Warhammer 40K Combat Patrol event.
- With the exception of Troops and models with the Swarm USR, No model can have more than 2 Wounds.
- 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).
- **Rules Modification (Psykers):** All Psykers may use ONE Warp Charge per game turn. Psykers may exchange powers as normal.
- **Rules Modification (Flyers/Reserves):** At the start of your Turn One, and each turn thereafter, you must roll a D6 for each Flyer being held in reserve. If the roll is 3 or more, the Flyer and all embarked units arrive at the start of the following turn. Flyers and all embarked units will automatically arrive at the start of Turn Five. Example: On Turn Three, a Necron Night Scythe with troops makes a successful Reserve Roll - they will arrive on Turn Four. There is no need to make a Reserve Roll at the beginning of Turn Four, as all remaining Flyers and embarked units will automatically show up at the beginning of Turn Five.
- Forge World/Imperial Armor units are **NOT** allowed in the Warhammer 40K Combat Patrol event.
- All games will be played on a 4' x 4' surface.

### WARLORDS

Since it is possible to field a Combat Patrol army without purchasing an HQ choice, your army might be left without an obvious Warlord. In this case, your Warlord 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 Warlord. This model is considered to issue orders may confer its Leadership bonus to friendly units.

Warlord Traits **WILL NOT** be used in the Warhammer 40K Combat Patrol event. Some missions will offer Warlords certain abilities, but these will be mission-specific.

### 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.

### A NOTE ON UNITS FALLING BACK

Units that fall back move directly towards their own table edge by the shortest route possible as described in the Warhammer 40,000 rulebook (pg. 30).

As per the Warhammer 40,000 rulebook (pg 122-123), units that are falling back cannot control/deny objectives and cannot claim the Linebreaker Secondary Objective.

Warlords that are falling back at the end of the game are NOT considered slain and do not fulfill the requirements of the Slay the Warlord Secondary Objective.

### WIPEOUTS!

If one player concedes the battle, or their entire army is wiped out, the game ends immediately.

Unless specified otherwise in the mission rules, the player which achieves a 'Wipeout!' automatically receives maximum score for all Primary Objectives (24 points). Secondary Objectives are scored as normal for both players.



# ADEPTICON 2013

## WARHAMMER 40K COMBAT PATROL ORDERS SHEET

### PRE-DEPLOYMENT ORDERS

Complete the following pre-deployment orders prior to deploying forces and beginning each game:

- 1. Deployment Map:** Make note of the Deployment Map used in the mission.
- 2. Table Halves:** Both players roll-off. The winner of the roll-off selects one of the table halves to be his – his opponent takes the opposite table half. If the mission uses the Relic, place the Relic counter prior to placing any terrain.
- 3. Terrain:** Setup Terrain before each game using the method described below:
  - The player who chose table halves begins by choosing one terrain piece and deploying it anywhere in his table half. The terrain piece may straddle the center line of the table, but a **MAJORITY** of that terrain piece **MUST** be within the placing player's table half. No terrain piece can be placed within 5" of another terrain piece or the board edge.
  - Following the guidelines above, players then alternate placing terrain until all terrain pieces are on the table.
  - All terrain pieces **MUST** be placed. If it becomes impossible to place one or more terrain pieces following the guidelines above, you and your opponent should adjust the already placed terrain in a mutually agreeable manner so that all terrain pieces can be placed on the table.
- 4. Place Primary Objective Markers:** Starting with the player who chose table halves, players alternate placing objective markers as described in the mission (*see Pre-deployment Addendum for each mission*). No objective can be placed within 6" of any battlefield edge, within 12" of another objective marker or in/on impassible terrain or a building, unless otherwise indicated in the mission.
- 5. Generate Pre-game Abilities:** Determine pre-game abilities such as Warlord Traits (pg. 111), Psychic Powers (pg. 418), Gifts of Mutation, Demonic Rewards and the like.
- 6. Night Fighting:** Determine if the Night Fighting special rule is in effect during game turn 1 (pg. 124), unless otherwise indicated in the mission.
- 7. Deploy Forces:** Roll-off to see which player chooses whether to deploy first or second. The player that goes first then places his entire army on the table in his deployment zone. His opponent then deploys his entire army in the opposite deployment zone. Units cannot deploy in impassible terrain unless they are normally allowed to move over impassible terrain and can physically fit on it. Units can never deploy in lethal terrain.

**Reserves:** Excluding units that must begin the game in Reserves, players can choose not to deploy up to half of their units (rounding up) keeping them as Reserves to arrive later. The player must clearly explain the organization of his Reserves to the opponent.

- 8. Deploy Infiltrators and Redeploy Scouts:** When both players have deployed their main force, then they deploy their Infiltrators (pg. 38). Finally, they can redeploy units with the Scouts special rule (pg. 41).

### FIRST TURN

The player who deployed his army first starts the first turn unless his opponent can Seize the Initiative (pg. 122).

**Seize the Initiative (pg. 122):** If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn. On a roll of a 6, he successfully seizes the initiative and goes first instead.

### GAME LENGTH

**Variable Game Length (pg. 122):** At the end of Game Turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of Game Turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of Game Turn 7.



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

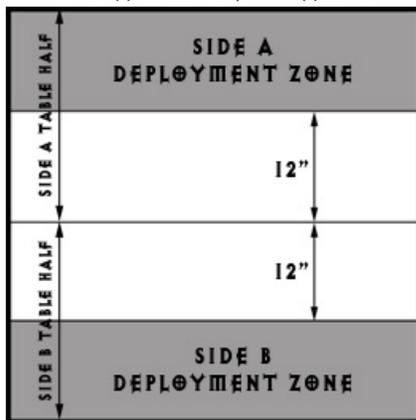
## MISSION I: THE NATURE OF WAR

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

*The day began much like the others before it, fighting for handfuls of dirt. A soulless monster beyond a life time of travel away pushes us forward again. This pace is grinding away at any hope of survival. Locked away in every bolts I fire I will enclose what remains of my soul.*

### DEPLOYMENT MAP

:: DAWN OF WAR ::



### PRE-DEPLOYMENT ADDENDUM

Please follow the pre-deployment, deployment, first turn and game length rules as presented on the Warhammer 40K Combat Patrol Orders Sheet with the following modifications:

- Place Primary Objective Markers:** Begin by placing a Primary Objective marker in the center of the battlefield. Then, starting with the player who chose table halves, the players take it in turns to place a total of D3+1 Primary Objective markers. Normal restrictions for placing markers apply (pg. 121).

### MISSION SPECIAL RULES

**Mysterious Objectives** (pg. 125)

**Mysterious Terrain (Forest)** (pg. 124)

**Night Fighting** (pg. 124)

**Reserves** (pg. 124)



### PRIMARY OBJECTIVES

- Victory Points:** Each player receives 1 Victory Point for each enemy unit that has been completely destroyed (including Independent Characters and Dedicated Transports). Units that are falling back or not on the board at the end of the game, count as destroyed for the purposes of this objective. The player with the most Victory Points at the end of the game achieves this objective.

Win	Draw	Loss
12 points	6 points	0 points

- Objectives Markers:** The player that controls more Primary Objective markers at the end of the game achieves this objective.

Win	Draw	Loss
12 points	6 points	0 points

### SECONDARY OBJECTIVES

- Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been slain, you achieve this objective. Both players can achieve this objective.
- First Blood:** The first unit, of any kind, to be removed as a casualty during the game achieves this objective for the opposing player at the end of the game.
- Linebreaker:** If, at the end of the game, you have at least one model from one or more scoring or denial units in the enemy's deployment zone, you achieve this objective. Both players can achieve this objective.

Each Secondary Objective achieved is worth 2 points.
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WARHAMMER 40K COMBAT PATROL (SAT. 9AM - 2PM)

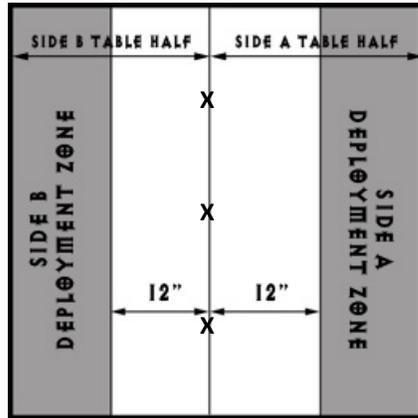
## MISSION 2: A GRIM FATE

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

Ahead lays the secrets behind the Hyrda Minoris plague outbreak of 757. MI41. The contents below hold the first records on the incident. It is imperative the enemy does not relay the location to their headquarters, less this quadrant fall to the same fate.

### DEPLOYMENT MAP

:: HAMMER AND ANVIL ::



X = Primary Objective Marker

### PRE-DEPLOYMENT ADDENDUM

Please follow the pre-deployment, deployment, first turn and game length rules as presented on the Warhammer 40K Combat Patrol Orders Sheet with the following modifications:

- Place Primary Objective Markers:** Begin by placing a Primary Objective marker in the center of the battlefield. Then, place one Primary Objective marker 12" away on either side of the central marker and down the center of the battlefield, for a total of three (3) Primary Objective markers.

### MISSION SPECIAL RULES

Mysterious Objectives (pg. 125)  
 Mysterious Terrain (Forest) (pg. 124)  
 Night Fighting (pg. 124)  
 Reserves (pg. 124)

### PRIMARY OBJECTIVES

- Assassination:** The player that slays the enemy's Warlord first achieves this objective. If both players slay each other's Warlord at this same time (e.g.; in the same close combat initiative step), the player who's turn it is counts as achieving this objective.

Win	Draw	Loss
12 points	6 points	0 points

- Objectives Markers:** The player that controls more Primary Objective markers at the end of the game achieves this objective.

Win	Draw	Loss
12 points	6 points	0 points

### SECONDARY OBJECTIVES

- Last Man Standing:** The player with the greatest number of surviving units at the end of the game achieves this objective.
- First Blood:** The first unit, of any kind, to be removed as a casualty during the game achieves this objective for the opposing player at the end of the game.
- Linebreaker:** If, at the end of the game, you have at least one model from one or more scoring or denial units in the enemy's deployment zone, you achieve this objective. Both players can achieve this objective.

Each Secondary Objective achieved  
is worth 2 points.





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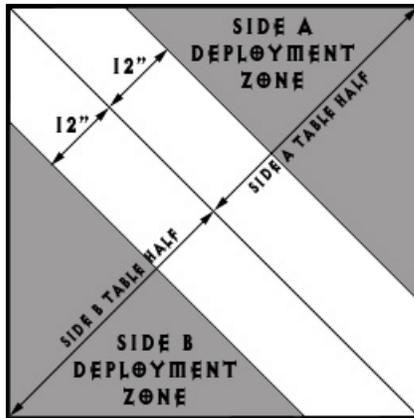
## MISSION 3: DARK DREAMS

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

*At night, the same voice echoes in my head. 'Hold....hold... hold.' Once soft and forgotten, now pulsing in my blood, I now know the meaning. No longer do I dream of tomorrow or of memories long ago. Today I meet my fate.*

### DEPLOYMENT MAP

:: VANGUARD STRIKE ::



### PRE-DEPLOYMENT ADDENDUM

Please follow the pre-deployment, deployment, first turn and game length rules as presented on the Warhammer 40K Combat Patrol Orders Sheet.

### MISSION SPECIAL RULES

- Mysterious Objectives (pg. 125)
- Mysterious Terrain (Forest) (pg. 124)
- Night Fighting (pg. 124)
- Reserves (pg. 124)



### PRIMARY OBJECTIVES

1. **Victory Points (Special):** Each player receives 1 Victory Point for each non-Heavy Support or Fast Attack enemy unit and 2 Victory Points for each Heavy Support or Fast Attack enemy unit that has been completely destroyed (including Independent Characters and Dedicated Transports). Units that are falling back or not on the board at the end of the game, count as destroyed for the purposes of this mission. The player with the most Victory Points at the end of the game achieves this objective.

Win	Draw	Loss
12 points	6 points	0 points

2. **Hold an Extraction Point:** The player that controls more deployment zones at the end of the game achieves this objective. To control a deployment zone, a player must have more Scoring Units than their opponent fully within a deployment zone.

Win	Draw	Loss
12 points	6 points	0 points

### SECONDARY OBJECTIVES

1. **Attrition:** The player who has destroyed the highest number of enemy units at the end of the game achieves this objective.
2. **First Blood:** The first unit, of any kind, to be removed as a casualty during the game achieves this objective for the opposing player at the end of the game.
3. **Linebreaker:** If, at the end of the game, you have at least one model from one or more scoring or denial units in the enemy's deployment zone, you achieve this objective. Both players can achieve this objective.

Each Secondary Objective achieved is worth 2 points.
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WARHAMMER 40K COMBAT PATROL (SAT. 9AM - 2PM)

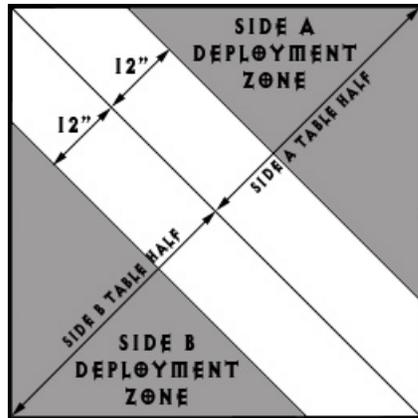
## MISSION 4: HUMANITY FIRST AND ONLY

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

*Through trials of faith I learn my true meaning for being on this forsaken planet. Clear of menace of mind, I see what lies before me. Humanities dark secrets must be kept from their enemies and themselves.*

### DEPLOYMENT MAP

:: VANGUARD STRIKE ::



### PRE-DEPLOYMENT ADDENDUM

Please follow the pre-deployment, deployment, first turn and game length rules as presented on the Warhammer 40K Combat Patrol Orders Sheet with the following modifications:

- Place the Relic:** Before placing terrain, place the Relic counter in the center of the battlefield.

**Warlord Trait:** Each player's Warlord is considered to have the Personal Trait: *Immovable Object* (pg. 111).

### MISSION SPECIAL RULES

**The Relic** (pg. 131)

**Mysterious Terrain (Forest)** (pg. 124)

**Night Fighting** (pg. 124)

**Reserves** (pg. 124)



### PRIMARY OBJECTIVES

- Victory Points:** Each player receives 1 Victory Point for each enemy unit that has been completely destroyed (including Independent Characters and Dedicated Transports). Units that are falling back or not on the board at the end of the game, count as destroyed for the purposes of this objective. The player with the most Victory Points at the end of the game achieves this objective.

Win	Draw	Loss
12 points	6 points	0 points

- The Relic:** At the end of the game, the player who has seized the Relic achieves this objective. See page 131 for rules on seizing, moving with and dropping the Relic.

Win	Draw	Loss
12 points	6 points	0 points

### SECONDARY OBJECTIVES

- Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been slain, you achieve this objective. Both players can achieve this objective.
- First Blood:** The first unit, of any kind, to be removed as a casualty during the game achieves this objective for the opposing player at the end of the game.
- Linebreaker:** If, at the end of the game, you have at least one model from one or more scoring or denial units in the enemy's deployment zone, you achieve this objective. Both players can achieve this objective.

Each Secondary Objective achieved is worth 2 points.

**Clarifications on the Relic:** See page 131 and the AdeptiCon FAQ for rules on seizing, moving with and dropping the Relic. The Relic can never be contested. If the Relic is dropped because it moved more than 6" in a single phase, it is placed back at the spot where it began that phase. The Relic is **NOT** considered a Mysterious Objective.



# ADEPTICON 2013

WARHAMMER 40K COMBAT PATROL

## 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 2013

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

## RESULTS FOR MISSION 4: HUMANITY FIRST AND ONLY

**YOUR NAME**

**TABLE NO**

<b>Primary Objective #1: Victory Points</b> Circle one	<b>12</b>	<b>6</b>	<b>0</b>
<b>Primary Objective #2: The Relic</b> Circle one	<b>12</b>	<b>6</b>	<b>0</b>
<b>Secondary Objectives Achieved</b> Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 points each.	<b>Slay the Warlord 2 points</b>	<b>First Blood 2 points</b>	<b>Linebreaker 2 points</b>

=

**YOUR TOTAL BATTLE POINTS EARNED**  
(Add up totals from the 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.

<b>Sportsmanship</b> (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.)

<b>Appearance</b> (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 2013

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

## RESULTS FOR MISSION 3: DARK DREAMS

**YOUR NAME**

**TABLE NO**

<b>Primary Objective #1: Victory Points (Special)</b> Circle one	<b>12</b>	<b>6</b>	<b>0</b>
<b>Primary Objective #2: Hold an Extraction Point</b> Circle one	<b>12</b>	<b>6</b>	<b>0</b>
<b>Secondary Objectives Achieved</b> Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 points each.	<b>Attrition 2 points</b>	<b>First Blood 2 points</b>	<b>Linebreaker 2 points</b>

=

**YOUR TOTAL BATTLE POINTS EARNED**  
(Add up totals from the 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.

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# ADEPTICON 2013

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

## RESULTS FOR MISSION 2: A GRIM FATE

**YOUR NAME**

**TABLE NO**

<b>Primary Objective #1: Assassination</b> Circle one	<b>12</b>	<b>6</b>	<b>0</b>
<b>Primary Objective #2: Objective Markers</b> Circle one	<b>12</b>	<b>6</b>	<b>0</b>
<b>Secondary Objectives Achieved</b> Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 points each.	<b>Last Man Standing 2 points</b>	<b>First Blood 2 points</b>	<b>Linebreaker 2 points</b>

=

**YOUR TOTAL BATTLE POINTS EARNED**  
(Add up totals from the 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.

<b>Sportsmanship</b> (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.)

<b>Appearance</b> (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 2013

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

## RESULTS FOR MISSION I: THE NATURE OF WAR

**YOUR NAME**

**TABLE NO**

<b>Primary Objective #1: Victory Points</b> Circle one	<b>12</b>	<b>6</b>	<b>0</b>
<b>Primary Objective #2: Objective Markers</b> Circle one	<b>12</b>	<b>6</b>	<b>0</b>
<b>Secondary Objectives Achieved</b> Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 points each.	<b>Slay the Warlord 2 points</b>	<b>First Blood 2 points</b>	<b>Linebreaker 2 points</b>

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**YOUR TOTAL BATTLE POINTS EARNED**  
(Add up totals from the 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.

<b>Sportsmanship</b> (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.)

<b>Appearance</b> (4 points each - check all that apply)	
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