

ADAPTICON



WARHAMMER 40,000

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!



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WARHAMMER 40,000 COMBAT PATROL BATTLE ORDERS

BATTLE ORDERS

1. **Exchange Lists & Discuss Terrain Rules**
2. **Generate Pre-game Abilities & Traits:** Make pre-game determinations such as Warlord, Warlord Trait, and Psychic Powers.
3. **Note Deployment Style:** Deployment style is dictated by the mission.
4. **Place Objective Markers:** Place markers in accordance with the mission deployment diagram.
5. **Terrain:** Terrain is not fixed; Armies roll-off and alternate placing terrain until all pieces are placed. No piece of terrain may be placed within 4" of another piece of terrain or 4" from the board edge. If the last piece of terrain does not fit, players should shift the terrain in a mutually agreeable fashion.
6. **Determine Deployment Zones & Deployment Order:** Armies roll-off and the winner chooses their deployment zone. The other player begins deploying first.
 - o Note any special deployment instructions in the mission.
7. **Determine First Turn:** The player that finished deploying first gains a +1 to the roll to go first. The winner of the roll may elect to go first or second; their opponent can attempt to seize the Initiative.

Game Length: Random

- At the end of Battle Round 5, roll a D6. On a 3+, the game continues to Battle Round 6.
- At the end of Battle Round 6, roll a D6. On a 4+, the game continues to Battle Round 7.
- The game automatically ends after Battle Round 7.

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WARHAMMER 40,000 COMBAT PATROL

MISSION I: SEARCH & DESTROY

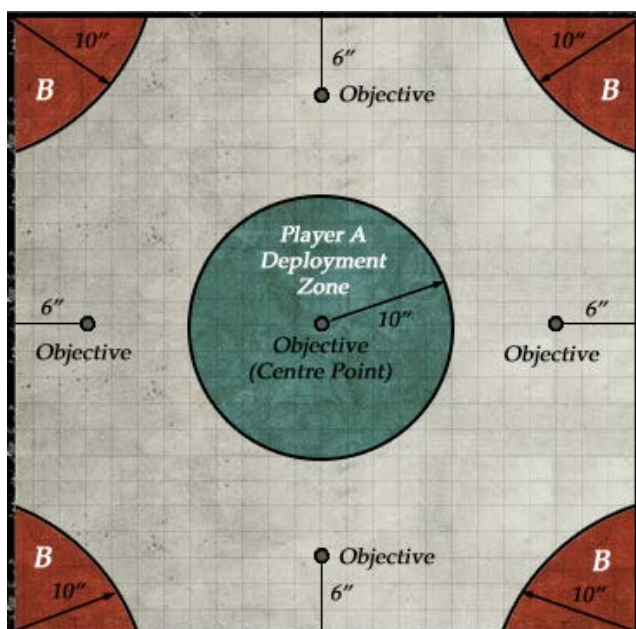
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

DEPLOYMENT

Please follow the Battle Orders and game length rules as presented in the Warhammer 40,000 Combat Patrol Battle Orders sheet.

Place Objective Markers: Place Objective Markers in accordance with the deployment map, below.

Special Deployment Rules: The player deploying into the four corner zones must make at least one deployment in each before making a second deployment in any.



PRIMARY OBJECTIVE

Kill Points: Earn 1 Battle Point for every 50 points (rounded up) worth of units destroyed; 9 Battle Points maximum.

- Example A: 3 units worth 135 points destroyed (round to 150)/50 = 3 Battle Points
- Example B: 1 unit worth 200 points destroyed (round to 200)/50 = 4 Battle Points
- Example C: 5 units worth 324 points destroyed (round to 300)/50 = 6 Battle Points
- Example D: 1 unit worth 24 points destroyed (round to 0)/50 = 0 Battle Points

SECONDARY OBJECTIVES

1. **Domination:** Beginning with Battle Round 2, if, at the start of your turn, you control 3 or more objectives, earn 2 Battle Points.
2. **Lead from the Front:** Beginning with Battle Round 2, if, at the start of your turn, your Warlord is within 3" of an objective that is outside your deployment zone, and your Warlord is also entirely outside your deployment zone(s), earn 2 Battle Points.
3. **Big Game Hunter:** If, by the end of the game, you have destroyed the most expensive unit in your opponent's army, earn 2 Battle Points. If there is more than one such unit, any of them qualifies.

Each Secondary Objective achieved is worth 2 points.





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WARHAMMER 40,000 COMBAT PATROL

MISSION 2: THE ARTEFACT

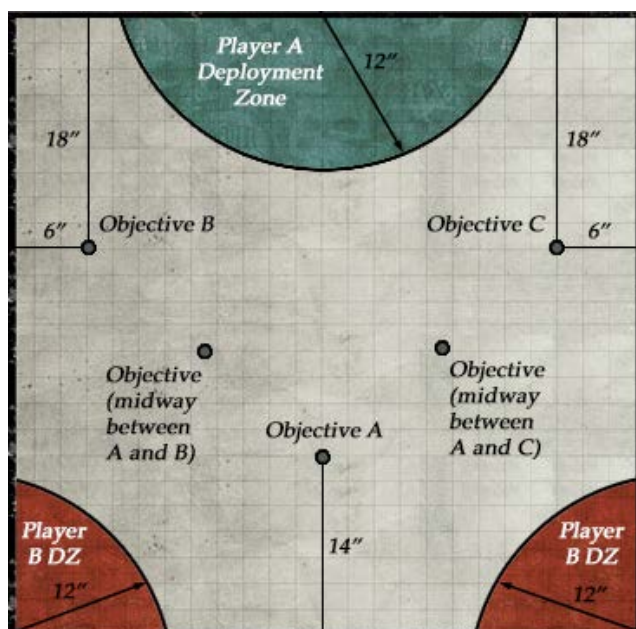
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

DEPLOYMENT

Please follow the Battle Orders and game length rules as presented in the Warhammer 40,000 Combat Patrol Battle Orders sheet.

Place Objective Markers: Place Objective Markers in accordance with the deployment map, below.

Special Deployment Rules: The player deploying into the two corner zones must make at least one deployment in each before making a second deployment in any.



PRIMARY OBJECTIVE

The Artefact: Beginning with Battle Round 3, at the start of your turn, roll a d6 for each objective you control (one at a time). These rolls cannot be re-rolled for any reason.

- On a roll of 1-5, remove the objective from the table.
- On a roll of 6, that objective is the Artefact.
- If 4 objectives have been removed from the table, the remaining objective is automatically the Artefact.
- Objective control is determined by the player with the greatest number of models within 3" of the center of the objective.
- The player that controls the Artefact at the end of the game earns 4 Battle Points.
- If contested, the Artefact scores no points for either player.

SECONDARY OBJECTIVES

1. **Slay the Warlord:** At the end of the game, if the opponent's Warlord is destroyed, earn 2 Battle Points.
2. **Linebreaker:** At the end of the game, if you have at least one unit entirely within 12" of your opponent's table edge (as defined by the deployment diagram), earn 2 Battle Points.
3. **Big Game Hunter:** If, by the end of the game, you have destroyed the most expensive unit in your opponent's army, earn 2 Battle Points. If there is more than one such unit, any of them qualifies.

Each Secondary Objective achieved is worth 2 points.



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WARHAMMER 40,000 COMBAT PATROL

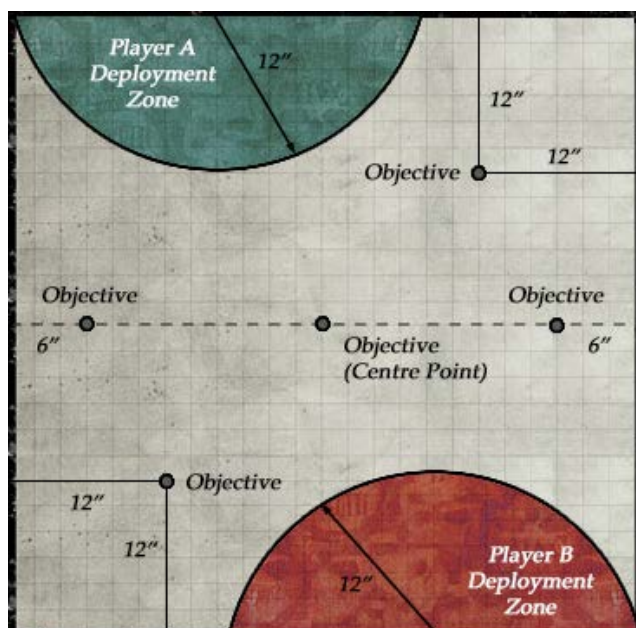
MISSION 3: SCORCHED EARTH

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

DEPLOYMENT

Please follow the Battle Orders and game length rules as presented in the Warhammer 40,000 Combat Patrol Battle Orders sheet.

Place Objective Markers: Place Objective Markers in accordance with the deployment map, below.



PRIMARY OBJECTIVE

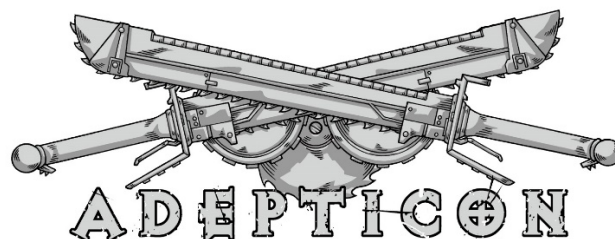
Scorched Earth: Beginning with Battle Round 3, at the start of your turn, you may select any of your units within 3" of an objective that you control and declare that unit is destroying the objective.

- Objective control is determined by the player with the greatest number of models within 3" of the center of the objective.
- Remove the objective from the table.
- The unit destroying the objective may not move during the Movement phase.
- Each objective destroyed is worth 2 Battle Points.

SECONDARY OBJECTIVES

1. **Big Game Hunter:** If, by the *end* of the game, you have destroyed the most expensive unit in your opponent's army, earn 2 Battle Points. If there is more than one such unit, any of them qualifies.
2. **Solo Blood:** If, during the game, in the same Battle Round, you destroy an enemy unit without your opponent destroying any of yours, earn 2 Battle Points.
3. **Slay the Warlord:** At the end of the game, if the opponent's Warlord is destroyed, earn 2 Battle Points.

Each Secondary Objective achieved is worth 2 points.





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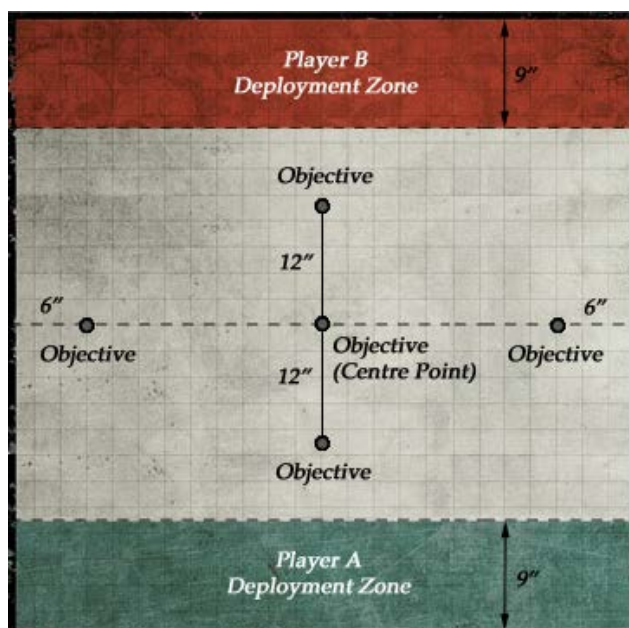
MISSION 4: DIG IN

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

DEPLOYMENT

Please follow the Battle Orders and game length rules as presented in the Warhammer 40,000 Combat Patrol Battle Orders sheet.

Place Objective Markers: Place Objective Markers in accordance with the deployment map, below:



PRIMARY OBJECTIVE

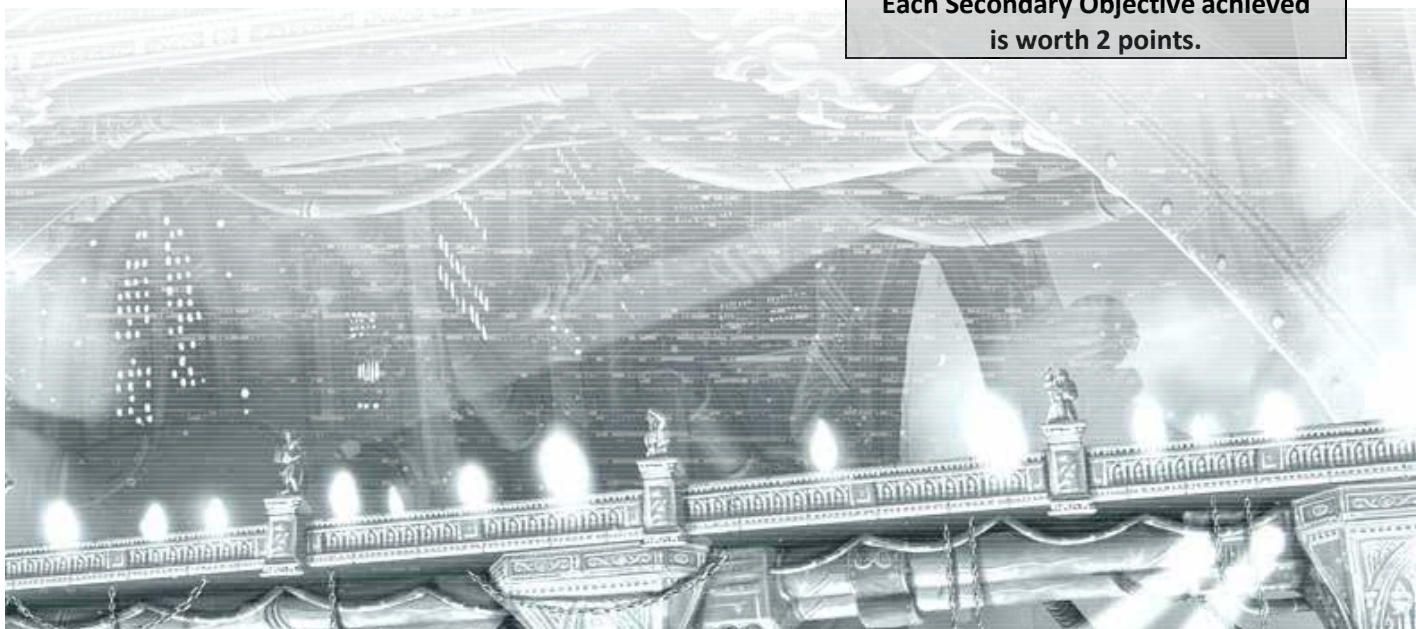
Dig In: At the end of the game, players score 2 Battle Points for each objective they control.

- Objective control is determined by the player with the greatest number of models within 3" of the center of the objective.
- Contested objectives score no points for either player.

SECONDARY OBJECTIVES

1. **Slay the Warlord:** At the end of the game, if the opponent's Warlord is destroyed, earn 2 Battle Points.
2. **Solo Blood:** If, during the game, in the same Battle Round, you destroy an enemy unit without your opponent destroying any of yours, earn 2 Battle Points.
3. **Linebreaker:** At the end of the game, if you have at least one unit entirely within 12" of your opponent's table edge (as defined by the deployment diagram), earn 2 Battle Points.

Each Secondary Objective achieved is worth 2 points.





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WARHAMMER 40,000 COMBAT PATROL

RESULTS FOR MISSION 4: DIG IN

YOUR NAME

TABLE NO

Primary Objective: Dig In

At the end of the game, each player scores 2 Battle Points for each objective controlled. 10 Battle Points max.

MAX: 10

Secondary Objective #1: Slay the Warlord

Circle if Secondary Objective achieved, regardless of the outcome of the game. 2 Battle Points.

2 Points

Secondary Objective #2: Linebreaker

Circle if Secondary Objective achieved, regardless of the outcome of the game. 2 Battle Points.

2 Points

Secondary Objective #3: Solo Blood

Circle if Secondary Objective achieved, regardless of the outcome of the game. 2 Battle Points.

2 Points

=

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.

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.



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RESULTS FOR MISSION 3: SCORCHED EARTH

YOUR NAME

TABLE NO

Primary Objective: Scorched Earth

Each objective destroyed is worth 2 Battle Points. 10 Battle Points max.

MAX: 10

Secondary Objective #1: Slay the Warlord

Circle if Secondary Objective achieved, regardless of the outcome of the game. 2 Battle Points.

2 Points

Secondary Objective #2: Solo Blood

Circle if Secondary Objective achieved, regardless of the outcome of the game. 2 Battle Points.

2 Points

Secondary Objective #3: Big Game Hunter

Circle if Secondary Objective achieved, regardless of the outcome of the game. 2 Battle Points.

2 Points

=

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: _____

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RESULTS FOR MISSION 2: THE ARTEFACT

YOUR NAME

TABLE NO

Primary Objective: The Artefact

Circle if achieved. The player that controls the Artefact at the end of the game earns 4 Battle Points.

4 Points

Secondary Objective #1: Slay the Warlord

Circle if Secondary Objective achieved, regardless of the outcome of the game. 2 Battle Points.

2 Points

Secondary Objective #2: Linebreaker

Circle if Secondary Objective achieved, regardless of the outcome of the game. 2 Battle Points.

2 Points

Secondary Objective #3: Big Game Hunter

Circle if Secondary Objective achieved, regardless of the outcome of the game. 2 Battle Points.

2 Points

=

YOUR TOTAL BATTLE POINTS EARNED

(Add up totals from the objectives above)

Have your opponent double check your results above.

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Opponent's Signature: _____

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WARHAMMER 40,000 COMBAT PATROL

RESULTS FOR MISSION I: SEARCH & DESTROY

YOUR NAME

TABLE NO

Primary Objective: Kill Points

Earn 1 Battle Point for every 50 points (rounded up) worth of units destroyed; 9 Battle Points max.

MAX: 9

Secondary Objective #1: Domination

Circle if Secondary Objective achieved, regardless of the outcome of the game. 2 Battle Points.

2 Points

Secondary Objective #2: Lead from the Front

Circle if Secondary Objective achieved, regardless of the outcome of the game. 2 Battle Points.

2 Points

Secondary Objective #3: Big Game Hunter

Circle if Secondary Objective achieved, regardless of the outcome of the game. 2 Battle Points.

2 Points

=

YOUR TOTAL BATTLE POINTS EARNED

(Add up totals from the objectives above)

Have your opponent double check your results above.

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