



ADEPTICON 2013

WARHAMMER 40K COMBAT PATROL

Last Update: 02.28.2013

FAQ Link Added, Codex Chaos Daemons and Death from the Skies Accounted For

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made after 2/1/2013.

ARMY CONSTRUCTION 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 one Troop choice)
 - ⇒ 0-1 Elite
 - ⇒ 0-1 Fast Attack
 - ⇒ 0-1 Heavy Support
 - ⇒ 0-1 'Swing Slot' (this maybe be used to field one additional Troops, Elite, Fast Attack **OR** Heavy Support choice)
- The following codices (print or iBooks version) are allowed in the Warhammer 40K Combat Patrol event: Codex Black Templars, Codex Blood Angels, Codex Chaos Daemons, Codex Chaos Space Marines, Codex Dark Angels, Codex Dark Eldar, Codex Eldar (with [Night Spinner](#)), Codex Grey Knights, Codex Imperial Guard, Codex Necrons, Codex Orks, Codex Sisters of Battle (White Dwarf #380/381), Codex Space Marines, Codex Space Wolves, Codex Tau Empire, Codex Tyranids.
- New codices that are released prior to March 15th, 2013 will be allowed in the Warhammer 40K Combat Patrol event.
- 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, however players may still use their Forge World models to represent a unit from their codex.

GENERAL RULES

- Players **MUST** use the same army list throughout the tournament.
- The Warhammer 40,000 6th Edition Rules, Death from the Skies Compendium (unit rules, wargear and army list entries only) and all relevant [Games Workshop Errata and FAQs](#) will be used.
- The [AdeptiCon 2013 Warhammer 40K Rules Addendum and FAQ](#) will be used to resolve additional rules disputes.
- The following rules will be used in some or all of the Warhammer 40K Combat Patrol missions: Night Fighting, Reserves, Heavy Metal, Fast Recon, The Relic, Mysterious Objectives and Mysterious Terrain. Each mission will denote how/when these rules come into play.
- A separate printed army list is required for the judges and each of your opponents (minimum of 5 copies required).
- Each player must bring a Warhammer 40,000 rulebook and the codex (or codices) represented in their army and all materials needed to play a game/report the results - including dice, measuring devices, templates, and a writing implement.



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- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your army must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG and painted to a 3-color minimum standard).
- If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited. Please use the feedback form on the [AdeptiCon 2013 website](#) to ask any questions you may have regarding rules issues or legal units in advance!
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the tournament or AdeptiCon itself with no refunds allowed.

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.

SCENARIOS & SCORING

There are four scenarios that will be used during the tournament. There will be a total of 30 Battle Points in each scenario. These Battle Points will come from a combination of mission objectives (usually 2 or 3) and tactical bonuses.

Players will earn points towards their overall score as follows:

Category	Possible Points	%
Battle	120 points	56%
Appearance	48 points	22%
Sportsmanship	48 points	22%
Favorites Votes	Used as tiebreakers	n/a

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.

AWARDS

- Combat Patrol Champion: The player with the highest overall score at the end of all four games.
- Combat Patrol General: The player with the highest number of Battle Points at the end of all four games.
- Combat Patrol Artisan: The player with the highest Appearance score. Favorite Patrol votes as a tiebreaker.
- Combat Patrol Hero: The player with the highest Sportsmanship score. Favorite Opponent votes as a tiebreaker.



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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.