



WARHAMMER 40K
COMBAT PATROL #2

FRIDAY - APRIL 1ST
12:00PM - 5:00PM

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 2016

WARHAMMER 40K COMBAT PATROL #2

RULES REMINDERS

GENERAL RULES

- Armies will consist of **400 points** or less, and must be constructed utilizing **ONE** of the following options:
 - ⇒ 0-1 Modified Combined Arms Detachment:
 - 0-1 HQ
 - 1-6 Troops
 - 0-1 Elite
 - 0-1 Fast Attack
 - 0-1 Heavy Support
 - All Troops in this Detachment gain the 'Objective Secure' special rule.
 - ⇒ 0-1 Unique Codex Detachment
- **Rules Modification (All Units):**
 - Vehicles with armor value facings over 12 are considered to be 12 for the duration of all games, but may be reduced further due to game effects.
 - Vehicles with more than 3 hulls points are reduced to 3 at the start of the game. Hull points may not be restored beyond their starting value.
 - Other than Troops and units with the 'Swarm' USR, units with more than starting 2 wounds are reduced to 2 wounds at the start of the game. Wounds may not be restored beyond their starting value.
- **Rules Modification (Psykers):** All Psykers may only attempt to manifest **ONE** Warp Charge psychic powers. 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.
- Unique units, Imperial Knights, Allied Detachments, Data Slates, Fortifications, Lords of War, Imperial Armor Units (Forge World) will **NOT** be in used in this 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.

As per the Warhammer 40,000 rulebook, units that are falling back are no longer considered Scoring Units and **CANNOT** control objectives and cannot claim the Linebreaker Secondary Objective.

WIPEOUTS AND CONCEDED

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.



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WARHAMMER 40K COMBAT PATROL BATTLE ORDERS

BATTLE ORDERS

- 1. The Relic/Emperor's Will (if necessary):** In missions that utilize one of these Primary Objectives, place markers according to the Deployment section of the mission prior to placing any terrain.
- 2. Terrain:** Terrain is not fixed; players roll-off and alternate placing terrain. No piece of terrain may be placed within 4" of another piece of terrain or the board edge.
- 3. Generate Pre-game Abilities:** Determine Combat Squads, determine pre-game abilities such as Warlord Traits, Psychic Powers, Gifts of Mutation, Demonic Rewards and the like. When generating Warlord Traits, re-roll any roll that results in Tactical Trait: Master of Fate (#5).
- 4. Place Primary Objective Markers (if necessary):** In missions that utilize Primary Objective Markers, generate the required amount per the mission, then roll-off to see who places the first marker and then alternate placing markers until all Objectives Markers are placed. No Objective Marker can be placed within 6" of the battlefield edge, within 6" of another Objective Marker, on impassable terrain or inside a building.
- 5. Night Fighting:** Either player can declare that they wish to fight the battle at night. If either player does so, roll a D6 before deployment: on a roll of 4+, the Night Fighting special rule is in effect during game turn 1 and all units have the Stealth special rule.
- 6. Determine Deployment Zones:** Players roll-off and the winner chooses his deployment zone/table half.
- 7. Determine Deployment Order:** Players roll-off and the winner decides who will deploy first and who will deploy second.
- 8. Deployment:** Note any special deployment instructions in the mission. The side deploying first then must set up all units in their army. Then the other side sets up all units in their army. Resolve Infiltrating units and Scout moves.
- 9. Determine First Player:** The player that deployed first can choose to take the first or second turn; their opponent can attempt to Seize the Initiative.
- 10. Generate Maelstrom of War Tactical Objectives (if necessary):** See the mission to determine how many cards to draw on the first and each subsequent turn.

Game Length: Variable Game Length will be utilized in all missions.

Mission Special Rules: Night Fighting, Mysterious Terrain (Forest) and Reserves are in effect for all missions. Mysterious Objectives are in effect for missions that utilize Primary Objective Markers.

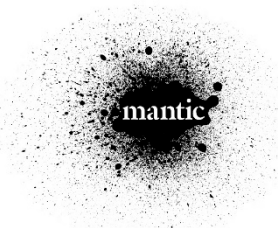
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WARHAMMER 40K COMBAT PATROL #2

MISSION I: ARMORED VOYAGE

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

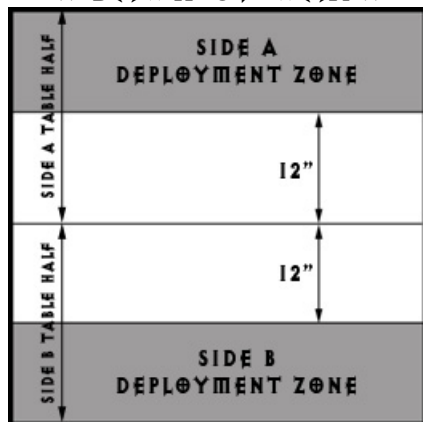
Forward positions have fallen; all that remains is to cost them as much as possible. When your weapons run dry, take up arms and hold fast. Now if when your character is tested for tomorrow there is no dawn. Only war...

DEPLOYMENT

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

The Emperor's Will: Before placing terrain, each player must place one **Emperor's Will** objective marker within their deployment zone.

:: DAWN OF WAR ::



MISSION SPECIAL RULES

Mysterious Objectives
 Mysterious Terrain (Forest)
 Night Fighting
 Reserves



PRIMARY OBJECTIVES

1. Emperor's Will: The player that controls more The Emperor's Will Objective markers at the end of the game.

Win	Draw	Loss
12 points	6 points	0 points

2. 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

SECONDARY OBJECTIVES

- 1. Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been removed as a casualty, you achieve 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 units completely within 12" of the enemy's table edge, you achieve this objective.

Each Secondary Objective achieved is worth 2 points.
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WARHAMMER 40K COMBAT PATROL #2

MISSION 2: BLACKJACK

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

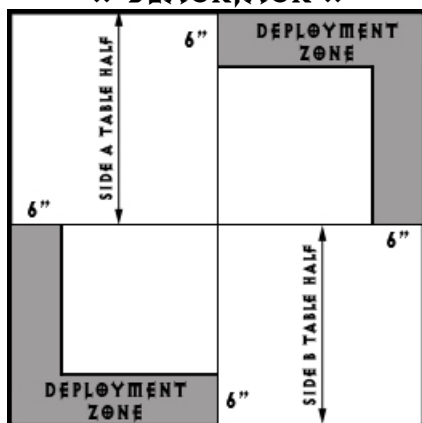
At night, the same voice echoes in my head. 'Hold....hold... hold.' Once soft and forgotten, now pulsing in my blood, I now know the meaning. No longer do I dream of tomorrow or of memories long ago. Today I meet my fate.

DEPLOYMENT

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

Place Primary Objective Markers: Starting with the player who chose table halves, the players take turns to place a total of 4 Primary Objective markers.

:: BLACKJACK ::



MISSION SPECIAL RULES

- Mysterious Objectives
- Mysterious Terrain (Forest)
- Night Fighting
- Reserves

VICTORY POINT TRACKER

	PLAYER 1	PLAYER 2
TURN 3		
TURN 4		
TURN 5		
TURN 6		
TURN 7		
TOTAL		

PRIMARY OBJECTIVES

- Held Objective Markers:** Starting with Game Turn 3, each player receives one Victory Point at the end of each Game Turn for each Primary Objective Marker they control. The player with the most Victory Points at the end of the game achieves this objective.

Use the Victory Point tracker to record the results throughout the game.

Win	Draw	Loss
12 points	6 points	0 points

- 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

SECONDARY OBJECTIVES

- Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been removed as a casualty, you 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 units completely within 12" of the enemy's table edge, you achieve this objective.

Each Secondary Objective achieved is worth 2 points.



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WARHAMMER 40K COMBAT PATROL #2

MISSION 3: WATCHFUL MAILFIST

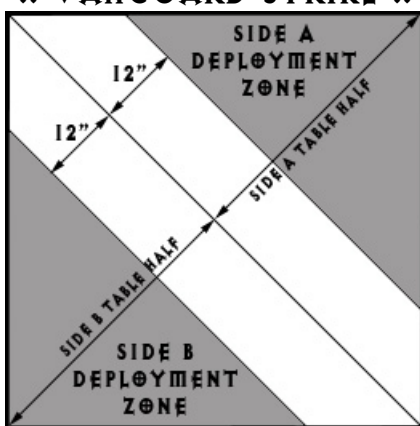
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

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

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

:: VANGUARD STRIKE ::



MISSION SPECIAL RULES

Mysterious Objectives
 Mysterious Terrain (Forest)
 Night Fighting
 Reserves

PRIMARY OBJECTIVES

1. **Maelstrom of War (Cumulative):** The player with the most Maelstrom Points at the end of the game achieves this objective.

Win	Draw	Loss
12 points	6 points	0 points

2. **Scorched Earth:** The player with the least number of units (scoring or otherwise) in either deployment zone 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 removed as a casualty, you 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 units completely within 12" of the enemy's table edge, you achieve this objective.

Each Secondary Objective achieved is worth 2 points.

SCORING TRACKER

	PLAYER 1	PLAYER 2
TURN 1		
TURN 2		
TURN 3		
TURN 4		
TURN 5		
TURN 6		
TURN 7		
END		
TOTAL		

Maelstrom of War: Each player generates 6 Tactical Objective at the start of their first turn. At the beginning of each subsequent player's turn the active player generates Tactical Objectives up to 6 less the current turn number. For example in Turn 3, players draw cards until they reach 3. Players complete and score objectives at the end of their Player Turns. Players may also choose to discard one Tactical Objective at the end of their player turn.



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WARHAMMER 40K COMBAT PATROL #2

MISSION 4: KEYSTONE CASTELLAN

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

The enemy has cut off our forces. We must maintain s defense perimeter while letting no foe step foot in the sanctuary. Do not allow our forces to be scattered, help has been promised. It must come...

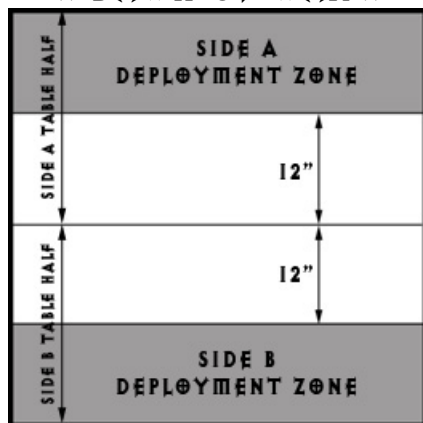
DEPLOYMENT MAP

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

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

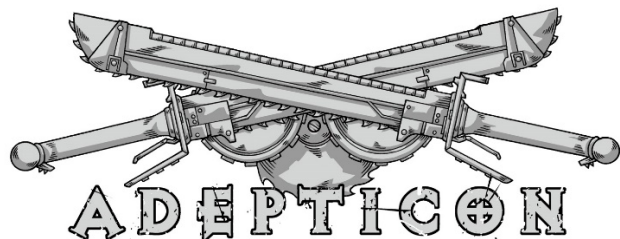
Place Primary Objective Markers: Place one objective in the center of each table quarter for a total of 4 objectives.

:: DAWN OF WAR ::



MISSION SPECIAL RULES

The Relic
 Mysterious Objectives
 Mysterious Terrain (Forest)
 Night Fighting
 Reserves



PRIMARY OBJECTIVES

1. Objective 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

2. The Relic: At the end of the game, the player who has seized the Relic achieves this objective. See the Warhammer 40,000 rulebook for rules on seizing, moving with and dropping the Relic. The Relic is **NOT** considered a Mysterious Objective.

Win	Draw	Loss
12 points	6 points	0 points

SECONDARY OBJECTIVES

- 1. Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been removed as a casualty, you achieve 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 units completely within 12" of the enemy's table edge, you achieve this objective.

Each Secondary Objective achieved
 is worth 2 points.



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FAVORITES VOTING

Please turn in this sheet into the judges with your Mission 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 #2

RESULTS FOR MISSION 4: KEYSTONE CASTELLAN

YOUR NAME

TABLE NO

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

RESULTS FOR MISSION 3: WATCHFUL MAILFIST

YOUR NAME

TABLE NO

Primary Objective #1: Maelstrom of War Circle one	12	6	0
Primary Objective #2: Scorched Earth Circle one	12	6	0
Secondary Objectives Achieved Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 points each.	Slay the Warlord 2 points	First Blood 2 points	Linebreaker 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)	
<input type="checkbox"/>	Was your opponent courteous during the game?
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<input type="checkbox"/>	Did your opponent come prepared to play? (e.g.; bring codices, dice, etc.)

Appearance (4 points each - check all that apply)	
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<input type="checkbox"/>	In your opinion does the army contain interesting conversions and/or painting details?

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WARHAMMER 40K COMBAT PATROL #2

RESULTS FOR MISSION 2: BLACKJACK

YOUR NAME

TABLE NO

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

RESULTS FOR MISSION I: ARMORED VOYAGE

YOUR NAME

TABLE NO

Primary Objective #1: Emperor's Will Circle one	12	6	0
Primary Objective #2: Victory Points Circle one	12	6	0
Secondary Objectives Achieved Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 points each.	Slay the Warlord 2 points	First Blood 2 points	Linebreaker 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)	
<input type="checkbox"/>	Was your opponent courteous during the game?
<input type="checkbox"/>	Was it enjoyable to play against your opponent?
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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)?
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Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.