ADEPTICON 2015

WARHAMMER 40K
COMBAT PATROL #3

SATURDAY - MARCH 21ST
5:00PM - 10:00PM

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!

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):**
  - o 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.
  - o 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.
  - o 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 CONCEDING

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.

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.

Game Length: Variable Game Length will be utilized in all missions.
Mission Special Rules: Night Fighting and Reserves are in effect for all missions. Mysterious Objectives are in effect for missions that utilize Primary Objective Markers.
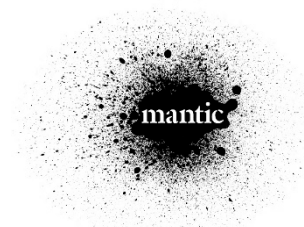
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MISSION 1: ISOLATE AND SEIZE
### *** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

I knew yesterday was the last day I was alive. The numbness in my limbs remains, but I can no longer move. The polluted rain falls hard on my body, caked mud finally gives way to form pools in cauterized wounds. The enemies' shots are wild, striking me instead. Even in death I serve.

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: Begin by placing a Primary Objective Marker in the center of the battlefield. Then, place a single Primary Objective marker in the center of each No Man's Land table quarter, for a total of three (3) Primary Objective Markers.

:: VANGUARD STRIKE ::

SIDE A DEPLOYMENT ZONE

12"

12"

SIDE A TABLE HALF

SIDE B TABLE HALF

SIDE B DEPLOYMENT ZONE
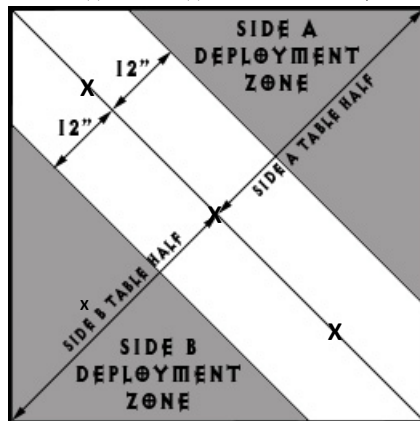
X = Primary Objective Marker

MISSION SPECIAL RULES

Mysterious Objectives (pg. 135)
Night Fighting (pg. 135)
Reserves (pg. 135)

PRIMARY OBJECTIVES

1. **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 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. **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

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.**

MISSION 2: FOLLOW AND SUPPORT
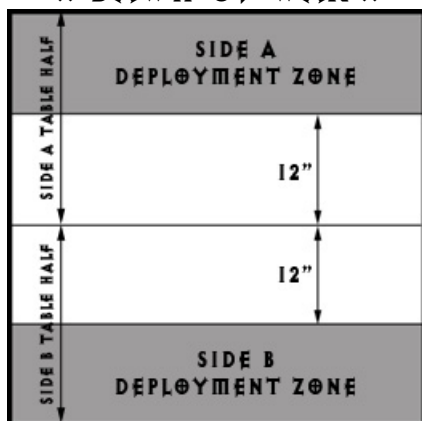### *** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

Fast now, Double Time! Enemy forces have been scouting this position. Take a defense stance and pray. Only faith will get you through the night. Wide rank enemy formation sighted. Fire for effect! Break their advance!

DEPLOYMENT

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.

:: DAWN OF WAR ::

```
            SIDE A
       DEPLOYMENT ZONE

  |
  |              12"
  |

  |
  |              12"
  |

            SIDE B
       DEPLOYMENT ZONE
```
(SIDE A TABLE HALF / SIDE B TABLE HALF)

MISSION SPECIAL RULES

Preliminary Bombardment: Before the game begins, but after the roll to Seize the Initiative is made, roll D6 for each unit deployed. On a 4+ the unit counts as being in difficult terrain and may only fire Snap Shots. Units arriving from Reserves take this test after they have finished their movement phase.

The Relic (pg. 147)
Night Fighting (pg. 135)
Reserves (pg. 135)
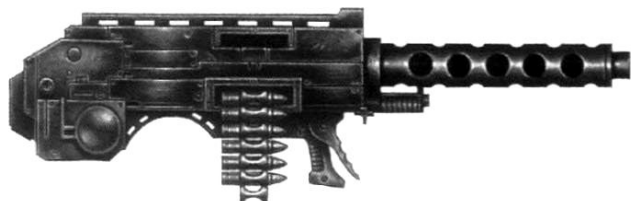
PRIMARY OBJECTIVES

1. Modified Victory Points: Each player receives 1 Victory Point for each enemy unit that has been completely destroyed (including Independent Characters and Dedicated Transports) and 2 Victory Points for each enemy Warlord destroyed. 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

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 (pg. 147) 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.**

MISSION 3: CANALIZE
### *** 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

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

Special Issue: Before the game begins, each player must assign one **Special Issue** token to a unit in their army (see below). Use any appropriate token or die to mark the unit.

:: DAWN OF WAR ::
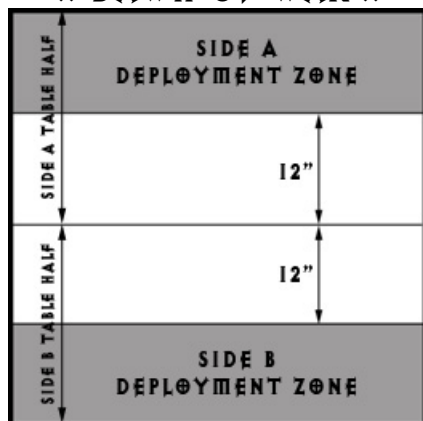
MISSION SPECIAL RULES

Special Issue: A unit bearing a **Special Issue** token may elect to discard the token during its shooting phase in place of its normal attack. The Special Issue attack has the following profile:

Range	Str	AP	Notes
12" Torrent	1	-	Poison 4+, Haywire, Rending

Night Fighting (pg. 135)
Reserves (pg. 135)

PRIMARY OBJECTIVES

1. 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

2. Invasion: The player with the most units (scoring or otherwise) in his opponent's deployment zone 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.

MISSION 4: FIX AND INTERDICT
*** 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.

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

Place Primary Objective Markers: Place a single Primary Objective marker in the center of each No Man's Land table quarter, for a total of two (2) Primary Objective Markers.
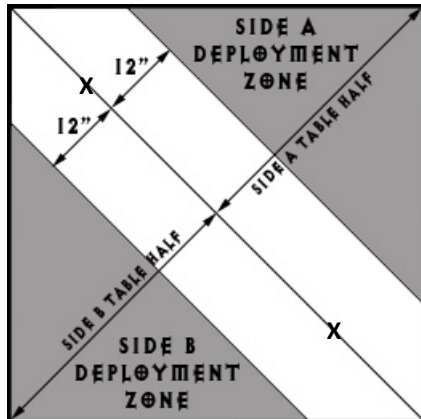
:: VANGUARD STRIKE ::

MISSION SPECIAL RULES

Mysterious Objectives (pg. 135)
Night Fighting (pg. 135)
Reserves (pg. 135)

PRIMARY OBJECTIVES

I. **Emperor's Will:** The player that controls more Emperor's Will objective markers at the end of the game achieves this objective.

Win	Draw	Loss
12 points	6 points	0 points

2. **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

SECONDARY OBJECTIVES

I. **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.**

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: _____

YOUR NAME		TABLE NO

Primary Objective #1: Victory Points Circle one	**12**	**6**	**0**
Primary Objective #2: Hold an Extraction Point 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)		Appearance (4 points each - check all that apply)	
☐	Was your opponent courteous during the game?	☐	Is the army completely painted on a basic level (a minimum of 3 colors)?
☐	Was it enjoyable to play against your opponent?	☐	In your opinion (based purely on appearance) does this army appear to have a theme (uniformity, everything based, display, etc.)?
☐	Did your opponent come prepared to play? (e.g.; bring codices, dice, 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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WARHAMMER 40K COMBAT PATROL #4

RESULTS FOR MISSION 3: NEUTRALIZE BY FIRE

YOUR NAME	TABLE NO

Primary Objective #1: Assassination Circle one	**12**	**6**	**0**
Primary Objective #2: Modified 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.	**Attrition** **2 points**	**First Blood** **2 points**	**Linebreaker** **2 points**

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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.

Sportsmanship (4 points each - check all that apply)		Appearance (4 points each - check all that apply)	
☐	Was your opponent courteous during the game?	☐	Is the army completely painted on a basic level (a minimum of 3 colors)?
☐	Was it enjoyable to play against your opponent?	☐	In your opinion (based purely on appearance) does this army appear to have a theme (uniformity, everything based, display, etc.)?
☐	Did your opponent come prepared to play? (e.g.; bring codices, dice, 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.

YOUR NAME		TABLE NO

Primary Objective #1: Emperor's Will 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**

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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.

Sportsmanship (4 points each - check all that apply)		Appearance (4 points each - check all that apply)	
☐	Was your opponent courteous during the game?	☐	Is the army completely painted on a basic level (a minimum of 3 colors)?
☐	Was it enjoyable to play against your opponent?	☐	In your opinion (based purely on appearance) does this army appear to have a theme (uniformity, everything based, display, etc.)?
☐	Did your opponent come prepared to play? (e.g.; bring codices, dice, 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.

YOUR NAME	TABLE NO

Primary Objective #1: Held Objective Markers Circle one	**12**	**6**	**0**
Primary Objective #2: Denied Ground 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**

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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.

Sportsmanship (4 points each - check all that apply)		Appearance (4 points each - check all that apply)	
☐	Was your opponent courteous during the game?	☐	Is the army completely painted on a basic level (a minimum of 3 colors)?
☐	Was it enjoyable to play against your opponent?	☐	In your opinion (based purely on appearance) does this army appear to have a theme (uniformity, everything based, display, etc.)?
☐	Did your opponent come prepared to play? (e.g.; bring codices, dice, 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.