

# Warhammer 40,000 Combat Patrol Rules

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## Army Selection

Players may select a maximum 400 points (and not a point more!), using the following force organisation chart, and with the additional restrictions listed below:

## Force Organisation Chart

- 0-1 HQ
- 1-4 Troops
- 0-2 Elites
- 0-2 Fast Attack
- 0-2 Heavy Support

## Restrictions

- No Model with more than 2 Wounds
- No 2+ Saves of any kind
- Maximum combined Vehicle Armour of 33 (Front+Side+Rear)
- No Ordnance Weapons

## **Playing The Game**

Games should be played on a 4'x4' board. Initiative may be seized as normal. Games are played as per the Warhammer 40,000 Rulebook, with the following adjustments:

### **Deployment Types**

To determine the deployment used roll a d6, on a 1-3 use Spearhead, on a 4-6 use Dawn Assault:

#### **Spearhead**

1. The table is divided into four quarters (each 2'x2').
2. The player's roll off, and the winner chooses to go first or second. The player going first then deploys his forces in one of the quarters of his choice, at least 12" from the centre of the board. The other player then deploys his forces in the opposite quarter at least 12" from the centre of the board.
3. Deploy any infiltrators and make any scout moves.
4. Start the game! The player who chose to go first takes the first turn.

#### **Dawn Assault**

1. The table is divided lengthways into two equal halves.
2. The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the table halves to be his deployment zone, he may then deploy one unit from his Troops selections in his table half. His opponent then does the same in the opposite table half, but must position his unit more than 18" from the enemy unit.
3. If the Troops unit selected can infiltrate, they may instead be deployed now. Lastly any scout moves may be made.
4. Start the game! The player who chose to go first takes the first turn.
5. All units that were not deployed, and were not declared to be in reserve during deployment, must enter the game in the Movement phase of their first player turn by moving in from their own table edge, just like units moving in from reserve.
6. During game Turn 1 the Night Fighting mission special rule is in effect.

### **Missions**

To determine the mission used roll a d6, on a 1-3 use Capture And Control, on a 4-6 use Annihilation (see the main Warhammer 40,000 rulebook for details).