

Warhammer 40,000 Combat Patrol Guidelines

In this document, you will find all the details you need to prepare your army and yourself for an exciting day of gaming! Please read the information very carefully, even if you have been to a Gamers Sanctuary tournament. Many things are different this year, and we want you to be aware of all the changes. After reading the packet, if you still have questions, please contact:

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About this Rules Packet

This rules packet contains all the information needed to participate in a Gamers Sanctuary Warhammer 40,000 Combat Patrol Tournament. If, at any time, this packet is updated, a notice will be posted on <http://www.flintgaming.com>, indicating the change in status. Any other updates will also be noted on the website (e.g., changes to the schedule).

What You Need to Bring with You

- Your miniatures
- At least two copies of your army list (which must be typed)
- Rulebooks and any additional books you need
- Pen and paper
- Dice and templates
- Tape measure
- Super glue (accidents do happen!)

How the Tournament Works

- Competitors will participate in three (3) games over the course of the day. In each game, you will play a scenario and record the outcome of the battle on your results sheet. Each round you will play a different opponent.
- In the first round, players will be matched up randomly. After the first round, players will be matched up according to current rankings in the tournament (e.g., the player in first place will play the player in second place and so on).
- The only exception is that you can never play the same opponent twice in the tournament. If, for some reason, you are paired against someone you have already played, alert a judge who will see about moving you up or down a spot on the tables so that no delays in game play occur.
- The pairings for each round will be posted as soon as they are determined. **Please be sure to arrive at your table ready to play and on time.** We ask that each player be conscious of the time and that you play at a regular and steady pace to complete the game. Anyone found slow playing or deliberately stalling for any reason will be penalized.
- Each game will be played on a 4' x 6' board
- Players will receive Results Sheets at the beginning of each round. Each results sheet must be filled in properly to ensure that matchups and points totals are correct. Once Results Sheets are completed they are to be turned in at the head table so the scores can be entered into the computer.

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Important!

All participants, be advised: please understand that all judges' rulings and decisions are final. This applies to rulings during games as well as all matters of health and safety.

Arguing with judges about their decisions will not be tolerated. Judges have the right to penalize players' tournament points if the player is being unruly and argumentative. A player who continues to argue and not abide by a judge's rulings may be ejected from the event. **This is just a warning to all participants – play fair and have fun!**

Rules of Engagement: Registering and Army Rosters

When you arrive at the tournament, you will first check in to the event. Here, the judge will assign your table number for round 1. At this time, players must also turn in a copy of their army lists to the organizers. These rosters will be checked throughout the day. If the judges find any errors in the composition or points of the roster, that player will be approached by the judges and his score will be penalized for the errors in the list. Please be sure to check and double check your lists so you do not receive any penalties! **All lists should be typed or written very neatly! Please make sure we can read them!** Please remember that the point limit for the game in question is set in stone. You cannot go over this limit in any way. You may be under the points limit, but you cannot go over. **All copies of your army list should have your name on them.**

Army Selection

- No more than 500 points may be spent on the creation of your army.
- Armies must follow all the restrictions on army selection from these guidelines.
- When a new Codex is released the newest version of the book will be the only one used.

Army Composition

Each player will need an army that conforms to the rules below:

- Armies are no more than 500 points.
- The Warhammer 40,000 5th Edition Rules will be used.
- Forge World/Imperial Armor units are not allowed. Players may use these models as a unit from their codex.
- You must have one Troop choice.
- You may have one HQ choice, but no more than one.
- Armies are not required to take mandatory unit choices. All other unit restrictions (i.e. 0-1) apply.
- You may spend remaining points from anywhere in the Codex.
- No model can have more than 3 Wounds (except models with *Swarm* universal special rule).
- Psykers may be used, but may **NOT** use any power requiring a psychic test.
- No model can have a 2+ save.
- No Special/Unique/Named Characters are allowed in the Combat Patrol event.
- No vehicles with a total Armour value greater than 33. This is calculated by adding the Front, Side & Rear armor numbers. (Only count the Side once).
- The 'What You See Is What You Get' (WYSIWYG) rule is in effect. That means all units must be easily identifiable as the particular codex choice they represent and that any and all weapons/options taken for a unit must be clearly represented on the model(s).

Army Commanders

As you might not pick an HQ choice, the patrol should still have a commander who gives the orders and against which leadership tests are made. This, of course, would be the most senior ranking figure. In the case of two figures being of an equal rank then the player may choose which is the patrol's leader, and only that figure may confer its leadership bonus to friendly squads.

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Approved Army Lists

Codex: Space Marines
Codex: Space Wolves
Codex: Black Templars
Codex: Dark Angels
Codex: Blood Angels - White Dwarf 329-330 (or from the Games Workshop Website)
Codex: Imperial Guard
Codex: Daemonhunters
Codex: Witch Hunters
Codex: Eldar
Codex: Dark Eldar
Codex: Orks
Codex: Necrons
Codex: Tau Empire
Codex: Tyranids
Codex: Chaos Space Marines
Codex: Chaos Daemons

Battles

A Gamers Sanctuary tournament consists of three (3) games of Warhammer 40,000 for each player. The current Warhammer 40,000 rulebook will be in use for all games and will be the definitive guide for all rules. The time limit for each game is 2 hours. At the end of this time limit, the round will be called; all players will need to finish their game immediately, and no additional time will be provided. For each game, players will play a scenario. Each scenario has a set list of Special Rules and other information. Players will be informed at the beginning of each round as to which scenario will be used.

Victory Points

There are three scenarios that will be used during the tournament. Battle points will be awarded as follows:

Win = 15 Points Draw = 8 Points Loss = 3 Points

At the end of each game player's will also record their overall Victory Points as outlined on page 108 of the rulebook. This will be used to determine tie-breakers.

Beware Oddities

When you play Combat Patrol, it's important to remember that these games approach Warhammer 40,000 in a manner that was not originally conceived by the designers. This means oddities may crop up throughout the course of a game which players will need to be able 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 that can be used as a precedent?
2. What is the most reasonable thing that would happen in this situation?
3. Players each choose a possible and reasonable outcome and then one player rolls a d6. One player chooses odds and the other chooses evens. The player that wins the roll gets to use his/her solution.
4. If all else fails and an agreement cannot be reached then the event judge should be called. Keep in mind however that they judge's decision is final and cannot be reversed.

Penalties

Players may be docked points by the judges if they are deemed to be argumentative or disruptive to the other players. This measure will only be undertaken in the most serious of cases, but we wanted to make sure it was known to all the players that this is a possibility. The following actions **may** result in a penalty.

- Players who turn in any non-typed army list, or do not have a spare copy: -5 pts.
- Players who do not finish at least 1 of their 3 games by the end of 2 hours: -5 pts.
- Players who are late: -5 pts.
- Players who display particularly unsportsmanlike conduct: -10 pts.
- Players who slow play or deliberately stall: -25 pts.