COMMON RULES

The following rules are to be applied to each mission in each round of the league.

STARTUP SEQUENCE

At the start of each Combat Patrol match:

1. Setup and clarify terrain on a 4'x4' board
2. Both players exchange their army list or lists
    (a) Players may bring up to 2 lists to a match
    (b) Lists may be designed after receiving each round's match opponent
3. Simultaneously choose which list you'll play

Each match consists of two games. If the mission is asymmetric, determine which player will take on which role in the first game, and then switch roles for the second game. Note that players use their chosen army list for both games.

The start of each game proceeds as follows unless the mission notes otherwise:

1. Determine warlord traits, then psychic powers, and then other pre-game effects and choices
2. D6 roll off to select deployment zones
3. Place primary objective markers
4. D6 roll off to choose first or second deployment
5. Deploy main armies in that order
6. Deploy any Infiltrators (pg. 167)
7. Secretly choose and record secondary objectives from the options listed for the mission
8. Make any Scout redeployments (pg. 171)
9. Reveal secondary objectives and any related selections or marker placements as directed
10. First to deploy chooses to play first or second
11. Seize the Initiative roll, if desired and permitted
12. *Battle!*

Standard objective placement constraints apply unless noted otherwise by a specific mission.

MISSION RULES

The following special rules are applied to each mission unless noted otherwise.

Reserves. As defined on page 135 of the main *Warhammer 40,000* rulebook.

Seize the Initiative. As defined on page 132 of the main *Warhammer 40,000* rulebook.

Variable Game Length. As defined on page 133 of the main *Warhammer 40,000* rulebook.

All In. Units/models in reserve at game end count as completely destroyed/removed as a casualty.

TERTIARY OBJECTIVES

The following tertiary objectives apply in each mission. At most 5 total victory points may be earned by a player across all of the tertiary objectives.

- *Slay the Warlord.* If your opponent's Warlord or a Lord of War character of theirs has been removed as a casualty or is falling back at the end of the game, score 2 victory points.

- *Linebreaker.* Score 2 victory points if a model from any friendly scoring unit is completely within 12" of your opponent's table edge.

- *First Blood.* As defined on page 133 of the main *Warhammer 40,000* rulebook.

- *Special Conditions.* Any unit, faction, formation, or other special rules granting victory points to either player are considered tertiary objectives and are included within the 5 point cap.

MISSION 1: AMBUSH

This is an asymmetric mission; players alternate games as the **Attacker** and the **Defender**.

TABLE SETUP

There is no roll-off for deployment zones or order. The Defender begins by choosing their player table edge and a diagonal line between two opposing corners of the board. Place a primary objective marker at table center, and two more each 12"x12" from those table corners. The Defender then deploys their models inside their deployment zone: Anywhere wholly within 6" of the chosen diagonal.

Next the Attacker deploys anywhere on the board, but each model must be at least 18" from every Defender model if not in line-of-sight of any Defender model, and at least 24" from every Defender model if in line-of-sight of any Defender model. The Attacker's player table edge is that opposite the Defender's.
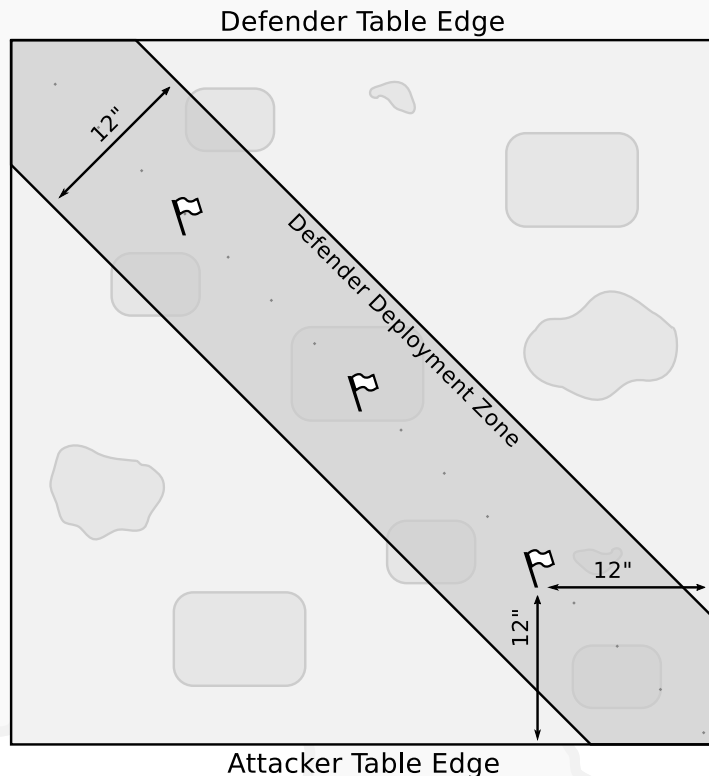
MISSION SPECIFIC RULES

Night Fighting. If either player opts for Night Fighting before any deployment begins, on a single D6 of 4+ all units have Stealth throughout Turn 1.

Defender Table Edge

12"

Defender Deployment Zone

12"

12"

Attacker Table Edge

Hasty Redoubts. During deployment the Defender may designate 3 distinct pieces of terrain at least partially in their deployment zone. Cover saves granted by that terrain are improved by 1, to no better than 3+.

Sneak Attack. During deployment the Attacker may grant the Outflank special rule to up to 3 of their units (embarked units do not count). After all deployment concludes, the Attacker chooses to play first or second.

SCORING

Primary Objectives. Before any Scout redeployments, both players secretly choose one of the following primary scoring mechanisms for themselves:

- *Continuous.* Beginning with Turn 2, score 1 victory point at the end of each of your player turns for each primary objective marker you control.

- *End Game.* At game end, score 3 victory points for each primary objective marker you control.

This selection is declared along with the choice of secondary objective, below. Remember that no more than 9 victory points may be earned toward primary objectives.

Secondary Objectives. After deployment, both players simultaneously choose and reveal a personal secondary objective from the options available for their campaign goal. Any necessary selections are also chosen and revealed then unless noted otherwise. No more than 6 victory points may be earned via these.

Tertiary Objectives. As given in the overall Common Rules section of this packet.