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 2: HARDPOINT

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

TABLE SETUP

There is no roll-off for deployment zones. The Defender begins by choosing their player table edge and a corner of the board. Their deployment zone is the 18"x18" box in that corner. The Attacker's player table edge is that opposite the Defender's. Their deployment zone is 6" along both table edges not incident to the Defender's corner.

Place a primary objective marker 9" by 9" from each table corner, and a fifth at table center. Label the marker in the Defender's deployment zone #1, at table center #2, and the others #s 3–5 in any order.

Roll off for deployment order and determine turn order as usual (first to deploy chooses turn order).
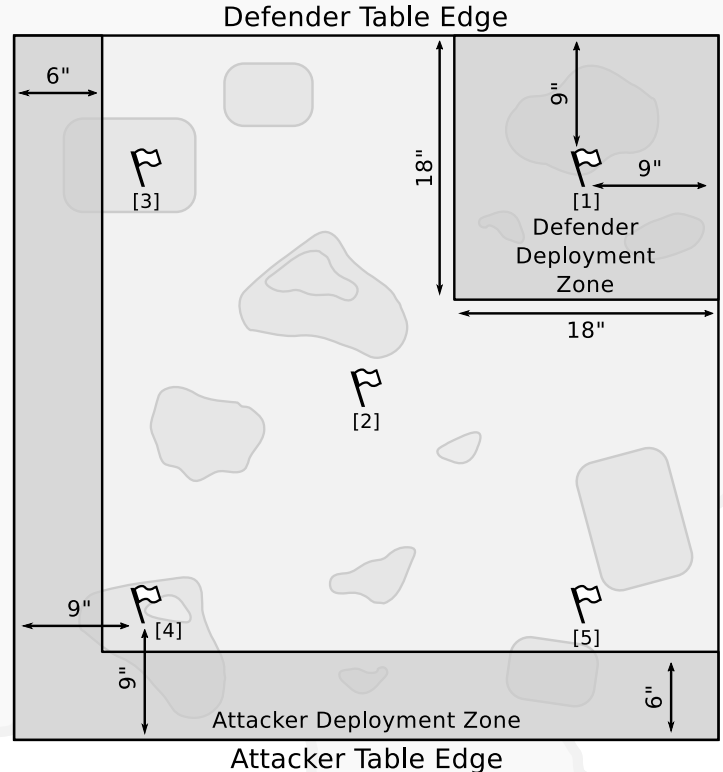
MISSION SPECIFIC RULES

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.

Security Patrol. During deployment the Defender may grant the Infiltrate special rule to up to 3 of their units (embarked units do not count). These units do not gain Outflank and may not be deployed in reserve.

Surrounded. Attacker units arriving from reserve may move onto the board from either full table edge along their deployment zone (i.e., not the 6" extents). The table edge does not have to be declared in advance.

SCORING

Primary Objectives. Simultaneously with declaring secondary objectives, both players choose and declare three of the following primary scoring mechanisms for themselves, earning at most 9 victory points:

  A. Control primary objective marker #1 at game end for 3 victory points.
  B. Control primary objective marker #2 at game end for 3 victory points.
  C. Earn 1 victory point at game end for each primary objective marker controlled of #s 3, 4, and 5.
  D. Earn 3 victory points if at least 25% of the opposing army by units is broken.
  E. Earn 3 victory points if at least 50% of the opposing army by units is broken.
  F. Earn 1 victory point per quartile if at least 25%, 50%, and 75% of your army is *not* broken.

Units are considered broken if at game end they have been eliminated, are falling back, are in reserve, or have at most 25% of their starting models remaining.

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.