BEHIND ENEMY LINES
The universe of Warhammer 40,000 is famous for the almighty battles involving thousands of armoured warriors, huge tanks, gigantic weapons and hideous beasts. Names such as Macragge, Armageddon and Valedor are synonymous with epic conflict. But behind every cataclysmic conflict are the smaller skirmishes, where highly trained operatives sneak into enemy territory to disrupt supply chains, assassinate key opposition personnel, take out specific targets and capture key positions. These are the unsung heroes of every army whose achievements often go unnoticed; teams of Space Marine Scouts, Ork Kommandos, Eldar Rangers and Imperial Sentinels who are responsible for achieving missions which help go on to win the war.

It is their tale we tell at this event. You are tasked with recruiting your own Combat Patrol and heading into war, where you will do battle with other skirmish forces deep behind enemy lines. Have you got what it takes to survive?

WHAT IS COMBAT PATROL?
Combat Patrol is a free one day gaming event here at Warhammer World. You will get to play 5 exciting games of Warhammer 40,000 against similarly minded opponents. It’s a great chance to meet new folks, play some fun games and spend the day indulging yourself in your hobby. This event is perfect for players of all levels of experience, so whether this is your first foray into battle, or you’re a veteran of a thousand wars, you’ll have a great time.

EVENT ESSENTIALS
Date: Monday 29th August (Bank Holiday Monday)
Times: 10:00am–5:30pm
Entry Price: Free
System: Warhammer 40,000.
Army Size: 400 points
Number of games: 5
Army Selection: Special – see “Your Combat Patrol” below
Scenarios in use: Combat Patrol (see end of pack).
Publications in use: All Warhammer 40,000 publications from Games Workshop, including Black Library, White Dwarf and Forge World (excluding Horus Heresy publications).

All miniatures in your collection must be produced by Games Workshop and be fully assembled, painted and based. Each model must fully represent what you have presented on your army lists.

A NOTE ON PAINTING AND BASING
At registration we will ask you if your army is fully painted and based. If it isn’t don’t panic! We will do our best to give you the time and space you need to get your models finished before your first game.

As we don’t allow anyone to play with unpainted or unbased models, but we understand that life gets in the way sometimes, we will do our best to help you get them up to standard. If you have a model which is unfinished, then we politely ask you to remove it from the table, as we are obliged to protect the experience of every attendant - we all want to play against fully painted armies, and this event is designed to give everyone the opportunity to do just that!

SCHEDULE
10:00am Warhammer World venue opens.
10:00am–10:45am Register with the Events Team
10:50am Welcome and morning briefing
11:00am–11:45am Game 1
11:45am–12:00pm Break
12:00pm–12:45pm Game 2
12:45pm–1:45pm Lunch Break
1:45pm–2:30pm Game 3
2:30pm–2:45pm Break
2:45pm–3:30pm Game 4
3:30pm–3:45pm Break
3:45pm–4:30pm Game 5
4:30pm–5:15pm Break as final results are worked out
5:15pm–5:30pm Award Ceremony
6:00pm Warhammer World venue closes

BUGMAN’S BAR FOR FOOD AND DRINK
Here at Warhammer World, you can enjoy the hospitality of famed Dwarf Brewmaster, Josef Bugman in his very own bar, right here on site.

It’s the perfect place to grab a meal during the lunch break. There are dishes to suit every appetite and budget, so eat well! Make sure you order early on to give you enough time to eat you meal before Game 3 begins!

YOUR COMBAT PATROL
To play in this event, you’ll need to assemble your Combat Patrol. Each Patrol may cost no more than 400 points in total and must be built using the following Detachment:

Combat Patrol Detachment

Compulsory
1 Troops
1 HQ
1 Elite
1 Heavy Support
1 Fast Attack

Optional

Restrictions
- All units chosen must have the same Faction (or have no Faction).
- No miniature may have an armour save better than a 3+ or an inulnerable save better than a 5+.
- No miniature may have more than 3 wounds.
- Vehicles must have a total armour save of less than 33 (Front Armour + Side Armour + Rear Armour).
- You may not take any flyers.

Command Benefits
Patrol Leader: If your Combat Patrol does not include an Independent Character, you may select any Character be your Patrol Leader. Your Patrol Leader receives:
- + 1 Wound (to a maximum of 1).
- A roll on the Personal Traits table at the start of the game (Warhammer 40,000: The Rules, pg 125).

Objective Secured: All Troops and Elite units from this Detachment have the Objective Secured special rule. A unit with this special rule controls objectives even if an enemy scoring unit is within range of the objective marker, unless the enemy unit also has this special rule.
GAMES
At the heart of the day are five games of Warhammer 40,000, which you will have 45 minutes each to play. Games will be played on a 4’x4’ board, (which will have a generous helping of terrain), and you will be matched against a random opponent to play against. Each game will be played using the Combat Patrol scenario (see at the end of this pack), where you will be trying to score Victory Points for various missions.

SCORING
At the end of each game, record how many Victory Points you earned in that game. In Combat Patrol, whether you actually won or lost the game is no important; it’s all about getting those Victory Points! So if you think you’re losing, it’s still worth fighting on to grab those extra Victory Points if you can... it could make a big difference!

FAVOURITE GAME VOTES
Favourite Game Votes are simple - just pick the game you enjoyed the most at the event. It’s a great way to acknowledge a really fun game, an opponent with whom you had a great rapport, or maybe it was just that their army looked fantastic. Votes are taken at the end of the day with the results of your final game, so please show your appreciation of your favourite opponent.

HOW TO WIN COMBAT PATROL
At the end of the day, we will work out your Combat Score. Your Combat Score is worked out by multiplying the total number of Victory Points you scored over the day by the number of Favourite Game votes you received. So if you want to do well, you’ll need earn Favourite Game Votes AND play well!

THE BEST PATROL COMPETITION
During Games 1 & 2, our staff will look around the event and nominate a number of Combat Patrols that we feel are the best presented. We will be looking for quality of painting, cool conversions, great basing and overall theme of the force. If you’re lucky enough to be nominated for Best Patrol, you’ll get to place your models in the cabinet over lunch time while everyone at the event votes for their favourite. The player who receives the most votes will earn the Sly Marbo’s Honour of the Regiment prize at the Award Ceremony.

THE AWARD CEREMONY
At the end of the day, it’s time to reward the achievements of some of the players. We will be awarding:

Snikrot’s Sneaky Git for the player who earns the highest Combat Score.
Illic Nightspear’s Veteran Ranger for the player who earns the second highest Combat Score.
Darkstrider’s Sabotage Agent for the player who earns the third highest Combat Score.
Sgt. Telion’s Mark of Valour for the player who scored the highest number of Favourite Game Votes.
Sly Marbo’s Honour of the Regiment for the player who wins the Best Patrol competition.

SIGN UP NOW!
This event is free, but we only have limited spaces. You can sign up via any of the following methods:

• Visit the Combat Patrol event page on the Warhammer World website and fill out the form.
• Call the Events Team on 0115 900 4994 Mon–Fri, 9am–5pm.
• Call the Warhammer World Store on 0115 900 4151 10am–6pm every day.
• Emails us at whworldevents@gwplc.com

Whatever you do, sign up as soon as possible and don’t miss out!

CONTACT US
If you want to ask us questions, discuss the models you wish to bring, expansions you want to use, or want to find out more about our events, please feel free to get in touch with us:
Phone: 0115 900 4994
Email: whworldevents@gwplc.com
Post: Warhammer World Events Team Games Workshop, Willow Road, Lenton Nottingham, England, NG7 2WS

Find out all the latest Warhammer World news by signing up to our newsletter at: warhammerworld.games-workshop.com/newsletter

Find out about and get your tickets for other upcoming Warhammer World events at: warhammerworld.ticketbud.com
You are deep behind, enemy lines; your mission to cause as much havoc and sabotage as you can to disrupt the enemy’s plans. But you have spotted an enemy patrol beyond the buildings in front of you. Prepare to defend yourself; can you defeat the enemy patrol and complete your mission in time?

The Armies
Choose an army using the Combat Patrol Detachment.

The Battlefield
The gaming board is 4’x4’. The terrain will be pre-set up by the Events Team. Use the deployment map included with this mission. Each player rolls a D6, re-rolling ties. Whoever scores higher can decide which half of the table they wish to deploy in. The opposing player will deploy in the opposite half.

Objective Markers
Place 3 Objective markers as indicated on the map. One is central (Alpha Objective) and two are placed 6” from the board edges as indicated (Beta Objectives).

Deployment
Players must deploy using the Standard Deployment Method (Warhammer 40,000, The Rules pg 132). Players may not deploy models within 12” of the centre of the table.

First Turn
The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative (Warhammer 40,000 The Rules pg 132).

Game Length
This missions uses Variable Game Length (Warhammer 40,000 The Rules pg 133). The time limit is 45 minutes.

Victory Conditions
At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

Alpha Objective
The Alpha objective is worth 3 Victory Points to the player that controls it at the end of the game.

Beta Objectives
Each Beta objective is worth 1 Victory Point to the player that controls it at the end of the game.

Assassinate
Destroying the opponent’s Patrol Leader is worth 1 Victory Point at the end of the game. Destroying an opposing HQ unit is worth 2 Victory Points.

Reconnaissance
Having one or more scoring units in the enemy deployment zone at the end of the game is worth 1 Victory Point.

First Blood
The first unit, of any kind, to be completely destroyed during the game is worth 1 Victory Point to the opposing player at the end of the game.

Destroy the Armour
Destroying one or more vehicles of any kind is worth 1 Victory Point to the player who did so.

Total Destruction
If at the end of any game turn, one player has no models on the board, the game is over immediately. Their opponent earns 1 Victory Point.