

# Durban War Games Club

## Warhammer 40K “Combat Patrol” Rules Packet

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Combat patrol is a short-form of Warhammer 40K in which players command a small patrol of perhaps two squads and a light vehicle. The games are designed to take around forty minutes to play (or less) and are meant to be fast and fun. This set of rules is designed to help players get a regular game when time is the most limiting factor. This is not a ‘light’ set of rules but rather a fresh way to use the armies you already have.

### Army Limitations

Each player will need a patrol that conforms to the rules below:

- Armies are no more than 400 points.
- You must have at least one Troops choice.
- You may include a single HQ choice, but no more than one.
- You may spend remaining points on anything else in the codex.
- No models can have more than 2 wounds.
- No special or unique characters.
- No model can have a save better than 3+ or 4+ invulnerable.
- Vehicles cannot have a total Armour value greater than 33. Calculate this by adding the Front, Side and Rear armour values (only count the side once).
- No Ordnance weapons.

*These rules do not necessarily cover every army—some exceptions will need to be made while still remaining true to the spirit of the game. For example, in Codex: Imperial Guard an Armoured Fist squad is a Troops choice, but you must take an infantry platoon before you can take it. It is perfectly reasonable that a mobile unit like this would carry out patrols, so in Combat Patrol, the Armoured Fist squad can be taken on its own.*

### Beware Oddities

When playing Combat Patrol, it’s important to remember that these games approach Warhammer 40,000 in a way that was not intended. This means odd things may crop up that you’ll need to sort out ‘on the fly’. The best way to resolve these issues is to consider the following:

- Is there any Warhammer 40K rule you can use as a precedent?
- What is the most likely and reasonable outcome of the situation?
- Agree on 2 likely outcomes and have a roll-off. The winner may choose which outcome will be taken.

When it comes to army lists, you may, on occasion, find that units with compulsory characters that break one of the above rules. If such a unit is the only Troops selection available, then simply leave out the offending character and don’t pay the points for him.

*For example: A 3 Wound Shaper is compulsory in a Kroot Carnivore Kindred and Carnivores are the only Troops choice available to stand-alone Kroot Mercenary armies. In this case, don’t count the Shaper as a compulsory and take the unit without him.*

## **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.

When a patrol has taken 50% casualties, each unit must take a Morale check at the beginning of each of the controlling player's turns.

## **Scenario**

Combat Patrol is played using the "Purge the Alien" mission from the Warhammer 40K rulebook. Deployment will be rolled for as per the Warhammer 40K rulebook.

## **Terrain**

Warhammer 40K battles are most commonly fought on 6'x4' tables, but since Combat Patrol is meant to be a straightforward fire fight amongst small forces, using such a large table or complicated terrain will prolong game play. As such, Combat Patrol is best played on a 4'x4' area.