

Prelude 40k & Combat Patrol

Points: 500

u20230831

Board Size 44x30

1. Determine Mission

Roll 1d3 and match the dice outcome with the mission table below and write down the mission on your crusade scoring sheet

D6	Mission	Terrain	Book
1	Clash of Patrols	Option 1	Combat Patrol - Core
2	Archeotech Recovery	Option 2	Combat Patrol - Core
3	Forward Outpost	Option 1	Combat Patrol - Core

2. Read Mission Briefing

Each mission has a mission briefing that will detail the mission objectives that award victory points to the players. Some mission briefings also list one or more mission rules that will apply for the duration of the battle. The players should read and familiarise themselves with these before proceeding.

3. Objectives

Place Objective Markers

The players now set objective markers up on the battlefield. Each mission's deployment map will show the players how many to set up, and where each should be placed. On your crusade scoring sheet write down the primary objective(s).

Select Secondary Objective

Attacker and Defender select a secondary objective from the following list and write it down on the crusade scoring sheet.

Extend Battle Lines

At the end of your turn, if you control one or more objective markers in your own deployment zone and you also control one or more objective markers in No Man's Land, this Secondary Mission is achieved and you score 5VP. If you only have one unit remaining in your army then this Secondary Objective is achieved at the end of your turn if that unit controls one objective marker in No Man's Land, but in this instance you score 2VP.

Overwhelming Force

While this Secondary Mission is active, each time an enemy unit that started the turn within range of an objective marker is destroyed, you score 3VP to a maximum of 5VP. Note this VP is scored even if the unit is resurrected. If you score any VP from this objective it counts as achieved at the end of that turn.

Investigate Signals

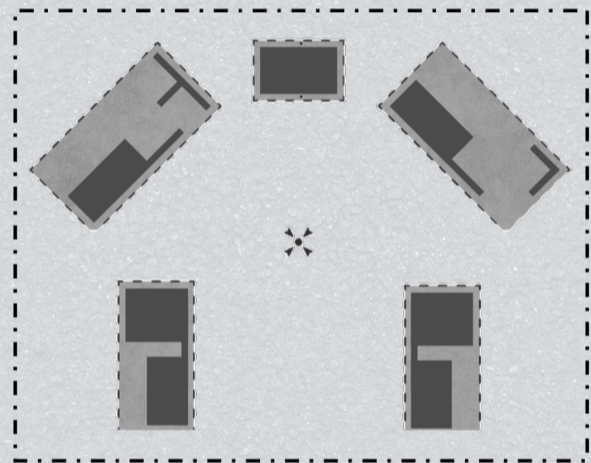
In your Shooting phase, you can select one or more units from your army that are not Battle-shocked and are eligible to shoot. Until the end of your turn the unit you selected are not eligible to shoot or declare a charge. At the end of your turn, each corner of the battle field that has one or more of these selected units within 9" of it is scanned by your army. If one or more corners are scanned by your army, this Secondary Mission is achieved and you score 2vp for each corner scanned by your army this turn.

4. Create the Battlefield

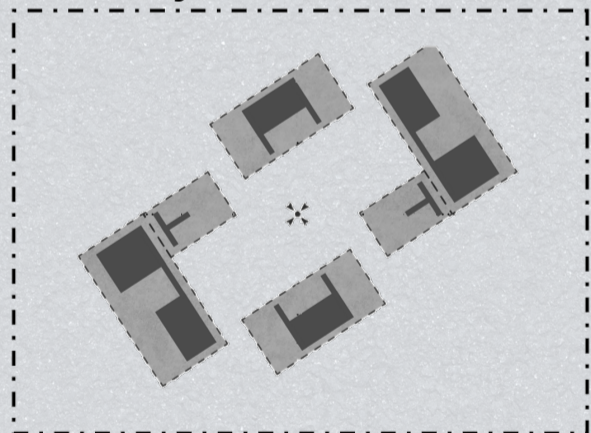
Terrain location and placement rules are optional, but recommended to provide fair matches. Two players may chose any terrain setup. If agreed upon by both players, one player can set up terrain before the battle Identify the terrain setup for the mission in the table in DETERMINE MISSION

Unless otherwise stated, when setting up terrain features, use the guidelines detailed in the Core Rules. Players must use the rules for terrain features in core rules. Terrain features should not be setup with any impassable sections such as the walls of a ruin within 1" of any objective marker

Terrain Layout 1



Terrain Layout 2

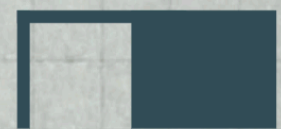


TERRAIN KEY

Area Terrain



Suggested Ruin walls



For model mobility purposes, wall sections shown as thin lines should be largely under 2" in height, and never more than 4" in height, while wall sections shown as solid rectangles should always be more than 4" in height.

5. Determine Attacker and Defender

The players roll off and the winner decides who will be the Attacker and who will be the Defender.

6. Choose Deployment Zone

The deployment maps for some missions will tell you which deployment zone is the Attacker's and which is the Defender's. If the deployment map does not show this, but instead labels deployment zones as Player A's or Player B's, then the Defender now selects one of the deployment zones for their army. Their opponent uses the other deployment zone.

7. Declare Battle Formations

In the order below, both players secretly note:

1. Which of their Leaders will start the battle attached. (they must specify which Leader unit is attached to which Bodyguard unit).
2. Which of their units will start the battle embarked within TRANSPORT models
3. Which of their units will start the battle in Reserves. No more than half the number of units in a player's army can start the battle in Reserves, and the combined point total of those units can not be more than half of the total of their army. Units embarked within a TRANSPORT that is setup in reserves also count as being setup in Reserves for those limits

When both players have done so, declare selections to each other.

Reserve units can not arrive during the first battle round, and any Strategic Reserves or Reserves units that have not arrived on the battlefield by the end of the third battle round count as having been destroyed, as do any units embarked within them. This does not apply to units that are placed into Strategic Reserves after the first battle round has started.

8. Deploy Armies

The players alternate setting up their remaining units one at a time, starting with the Defender.

9. Determine First Turn

Unless the mission briefing says otherwise, the players roll off. The winner takes the first turn.

10. Resolve Pre-battle Abilities

Players alternate resolving any pre-battle abilities units in their army may have, starting with the player who will play the first turn.

11. Begin the Battle

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

12. End the Battle

The battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn the other player can continue to play out their turns until the battle ends.

13. Determine Victor

At the end of the battle, the player with the most victory points is the winner. If players are tied, the battle is a draw.

Each player can score a maximum of 50VP from Primary Missions and a Maximum of 40VP. If 75% or more in points of a player's army was painted to a Battle Ready standard, that player is awarded a bonus 10 victory points.

14. Record in Administratum

Provide an image of the completed crusade score sheet to the Crusade Leader