



LEICESTER ALL SCARS

WARHAMMER 40,000 COMBAT PATROL

Last Update: 30.01.15

The Leicester All Scar Committee reserves the right to modify, update, clarify, or change event rules in the interest of making club events the best possible. No fundamental rules changes will be made after 2/3/2015.

BASIC RULES

Armies will consist of **500 points** or less, and must be constructed utilizing **ONE** of the following options:

0-1 Modified Combined Arms Detachment:

- 0-1 HQ
- 1-6 Troops
- 0-1 Elite
- 0-1 Fast Attack
- 0-1 Heavy Support
- All Troops in this Detachment gain the 'Objective Secure' special rule.

Players **MUST** use the same army list throughout the event.

Codices, Codex Supplements and Warhammer 40K Campaign Supplements that are released prior to March 19th, 2015 will be allowed in this event. Apocalypse War Zone supplements, Apocalypse Formations, Forge World army lists and material from the Horus Heresy books **WILL NOT** be allowed in this event.

Unique units, Imperial Knights, Allied Detachments, Data Slates, Fortifications, Lords of War, Imperial Armor Units (Forge World) will NOT be in used in this event.

Rules Modification (All Units):

- Vehicles with armor value facings over 12 are considered to be 12 for the duration of all games, but may be reduced further due to game effects.
- Vehicles with more than 3 hulls points are reduced to 3 at the start of the game. Hull points may not be restored beyond their starting value.
- Other than Troops and units with the 'Swarm' USR, units with more than starting 2 wounds are reduced to 2 wounds at the start of the game. Wounds may not be restored beyond their starting value.

Rules Modification (Psykers): All Psykers may only attempt to manifest ONE Warp Charge psychic powers. Psykers may exchange powers as normal.

Rules Modification (Flyers/Reserves): At the start of your **Turn One**, and each turn thereafter, you must roll a D6 for each Flyer being held in reserve. If the roll is 3 or more, the Flyer and all embarked units arrive **at the start of the following turn**. Flyers and all embarked units will automatically arrive at the start of Turn Five. Example: On Turn Three, a Necron Night Scythe with troops makes a successful Reserve Roll - they will arrive on Turn Four. There is no need to make a Reserve Roll at the beginning of Turn Four, as all remaining Flyers and embarked units will automatically show up at the beginning of Turn Five.

Rules Modification (Warlords): Each team may agree to nominate a single character model to be the combined warlord for the side. If the teammates don't agree they must roll off and the player with the high roll may nominate a character of their choice.

Rules Modification (Allies): All models in your teammates force will be considered Allies of Convenience regardless of Allies Matrix (even if same race).



