GAMING CLUB

Ever since the publication of White Dwarf 274 containing Tim Eagling's '40K in 40 Minutes' article, players from across the UK have been enjoying this revolutionary approach to games for Warhammer 40,000. Now that we are ready to embark upon The Eye of Terror campaign we felt it was time to update those rules.

40K IN 40 MINUTES REVISITED

Eye of Terror Edition

WHAT'S IT ALL ABOUT?

Che Webster

Patrol Clash is short-form Warhammer 40,000. The games are designed to take around forty minutes to play (or less) and are meant to be fast and fun. This is a set of rules 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.

RULES OF ENGAGEMENT: ARMY LIMITATIONS

Each player will need an army that conforms to the rules below:

• Armies are no more than 400 points.

• You must have one Troop choice.

• You may have one HQ choice, but no more than one.

• You may spend remaining points from anywhere in the Codex.

• No model can have more than 2 Wounds.

• No Special Characters.

• No 2+ saves.

• No vehicles with a total Armour value greater than 33. This is calculated by adding the Front, Side and Rear armour numbers. (Only count the Side once).

• All models must be WYSIWYG - 'What you see is what you get'.

• All models must be painted Citadel miniatures.

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.

SCENARIOS

There are a number of scenarios in this pack which you can use. See the scenario sheets enclosed for more details.

TEAM PLAY

There is another way to use these rules if you have around an hour to play a larger game. Players can team up with two armies allied together for the battle and play against two other opponents.

TEAM ALLIANCES

Players will fight a battle with two armies allied together. Each army may ally only with the armies shown on the Alliances chart shown opposite:

	Space Marines	Imperial Guard	Eldar	Tau	Tyranids	Chaos Space Marines	Dark Eldar	Ork	Sisters of Battle	Daemon-hunters	Necrons
Space Marines	B	T	D	D	X	X	X	X	T	T	X
Imperial Guard	T	B	D	D	X	D	X	D	T	T	X
Eldar	D	D	B	X	X	X	X	X	X	D	X
Tau	D	D	X	B	X	X	X	D	X	X	X
Tyranids	X	X	X	X	B	X	X	X	X	X	X
Chaos Space Marines	X	D	X	X	X	B	D	D	X	X	X
Dark Eldar	X	X	X	X	X	D	B	D	X	X	X
Ork	X	D	D	D	X	D	D	B	X	X	X
Sisters of Battle	T	T	D	X	X	X	X	X	B	D	X
Daemon-hunters	T	T	D	X	X	X	X	X	D	B	X
Necrons	X	X	X	X	X	X	X	X	X	X	B

Simply cross-reference the races with whom you wish to ally. The following notations represent:

B = Battle Brothers — same army, so no problems.

X = Disallowed — cannot ally under any circumstances.

T = Trusted allies — no special rules, alliance is permitted.

D = Distrustful allies — permitted, but allied units and characters within 6" of each other suffer a -1 Leadership penalty (after other modifiers).

You may only select to play with a team-mate who has an army you are permitted to ally with. Each player selects an army using the above Patrol Clash limitations. Taken together, the two armies should total no more than 800 points.

Before each battle the Command HQ must be decided using the following rule:

• Each player on the team rolls a D6, with the opponents witnessing the roll – re-roll any ties.
• The highest rolling player will lead the army in this battle. They are the Command HQ player.
• The Command HQ player will determine the sequence in which the combined armies' units move and fight.

TEAM SCENARIOS
Each game can use one of the following scenarios. To determine the scenario played, roll a D6 and consult the following table:

D6 Roll	Result
1-2	Recon
3-4	Cleanse
5-6	Patrol

SCENARIO 1: RECON
• Use the scenario on Warhammer 40,000 rulebook page 142.

SCENARIO 2: CLEANSE
• Use the scenario on Warhammer 40,000 rulebook page 139.

SCENARIO 3: PATROL
• Use the scenario on Warhammer 40,000 rulebook page 141.

Models will be deployed in an order decided by the respective Command HQ player in each team.

BEWARE ODDITIES
When you play Patrol Clash it's important to remember that these games approach Warhammer 40,000 in a way that was not originally conceived by the designers. This means odd stuff will crop up, especially in Team Play battles, which you need to sort out 'on the fly'. The best way to resolve these issues is to ask yourself the following:

1. Is there any existing Warhammer 40,000 rule you can use as a precedent?

2. What is the most reasonable thing that would happen in this situation?

3. What are the two most likely outcomes and then roll a D6: 1-3 = Go with solution 1; 4-6 = Go with solution 2.

PARTING WORDS
All that remains to be said is that we hope you enjoy the Patrol Clash stuff and we challenge you to try it out. Even if you are a hard-bitten veteran player we think there is something for you to experience that will stretch your mind more than you might expect. Enjoy!
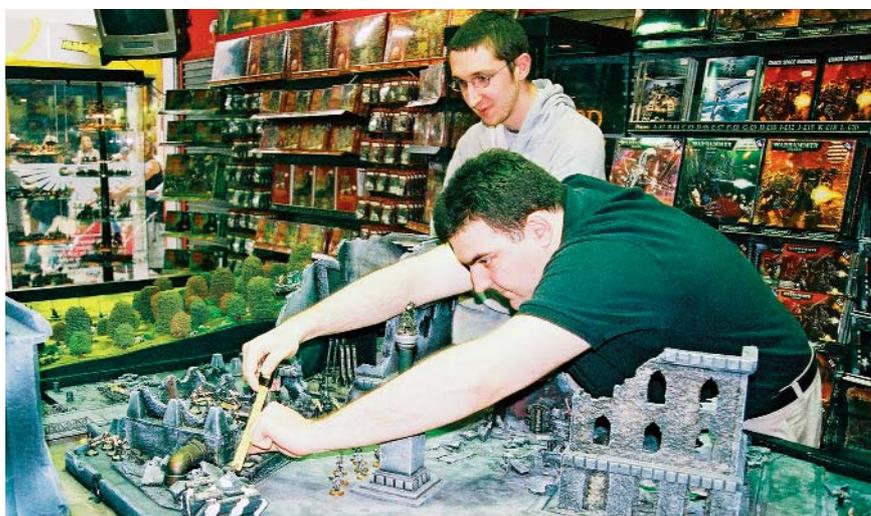
Simon and Warren battle it out in Games Workshop Bluewater.

FORWARD PATROL
by Tim Eagling

OVERVIEW

Both sides have unexpectedly collided with an enemy force whilst patrolling a disputed area.

SCENARIO SPECIAL RULES

Patrol missions use the Random Game Length and Infiltrators scenario special rules.

SET-UP

1 Both players roll a D6; the winner gets to choose his deployment zone. Units must be deployed within 12" of the table edge. The player that scored the lower result now deploys one unit in his deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table.

2 No unit can be deployed within 24" of the enemy at the start of the game (unless the board is less then 4' deep, then no unit may deploy within 18").

3 If either side has any infiltrators, they may make one move after deployment but before the game starts.

4 Roll for who gets the first turn. Highest score may choose whether to go first or second.
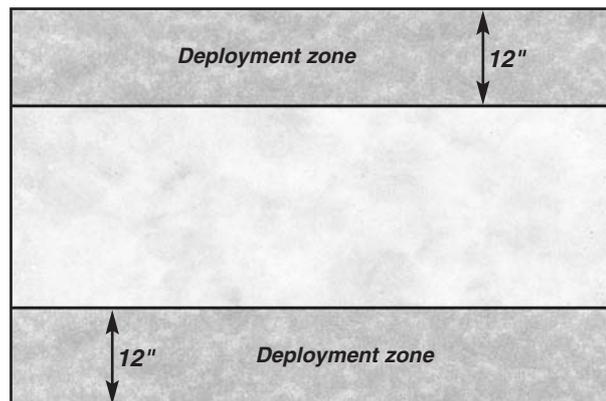
5 Table size for this mission is usually between 4'x4' and 4'x3'. If using a rectangular table then deploy along the long edges of the table.

Deployment zone ↕ *12"*

12" ↕ *Deployment zone*

MISSION OBJECTIVE

Both players must attempt to eliminate the enemy without losing too much of their own strength.

When a patrol takes 50% casualties (based on numerical strength) it must start to take Leadership tests based on the commander's ability at the start of its turn, or break and lose the battle. If neither force breaks at the end of the game then the patrol inflicting the most damage in points wins.

RESERVES

None.

GAME LENGTH

The game lasts for a variable number of turns or until one side is broken.

LINE OF RETREAT

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.

THE CAMP
by Paul Bridges, Warren Crowhurst and Simon Odd

OVERVIEW

One force has bunked down for the night in no man's land, little realising that their foes have their position and are lying in wait for their opportunity to spring an attack.
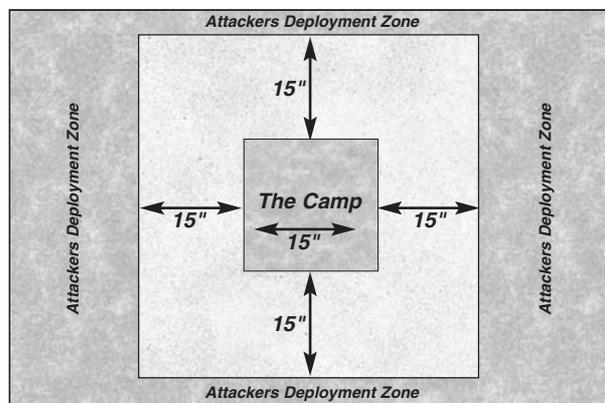
SCENARIO SPECIAL RULES

The Camp uses the Strongpoint Attack scenario, with these modifications: The Camp uses the Night Fighting rules, and does not use the Deep Strike rules. Instead of only the Defender's Troops, HQ and Heavy Support deploying in the Camp, all his army is deployed in the Camp. No side uses more than 6 sentries. Every sentry has the stats of an Imperial Guardsman; just assume the 'sentries' are Guardsmen, slaves, servitors, drones, psychic projections of the army's psyker, etc.

SET-UP

1 The Camp is a 15" zone in the centre of the table. The defender sets up his camp as a 15" square zone in the middle of the table. Any amount of scenery can be placed to represent the camp.

2 The Defender positions his sentries. These are placed within 15" of the outside of the camp.

3 The Camp itself is a collection of loose fortifications and picket lines, coupled with a central billet building in the centre of the camp itself. The Defender can place as many obstacles and defendable obstacles in that 15" zone as he likes. This building counts as a bunker, but has an Armour value of 9, and no parapet or firing holes.

Attackers Deployment Zone

15"

Attackers Deployment Zone

15" **The Camp** 15"

15"

The Camp

15"

15"

Attackers Deployment Zone

Attackers Deployment Zone

MISSION OBJECTIVE

There are no Victory points for destroying/keeping the Camp; instead, victory conditions are amended as follows: The Attacker has one aim, and that is to eliminate or drive off all enemy forces on the table. The Defender has to hold out fighting until the Attacker takes 50% casualties and is driven off. To aid him, the Defender does not have to roll Leadership tests if his army is reduced to 50% casualties.

RESERVES

None.

GAME LENGTH

The game lasts for five turns once the alarm is raised; if neither side has been driven off or wiped out in five turns, the scenario is decided by Victory points.

LINE OF RETREAT

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.

SEARCH AND RETRIEVE

by Paul Bridges, Warren Crowhurst and Simon Odd

OVERVIEW

A lost item – an artefact, a holy relic, a high-ranking official – has been lost in no man's land, and both sides are here to find it/him and retrieve it/him at all costs!

SCENARIO SPECIAL RULES

Search and Retrieve is a version of Rescue, but has the following two modifications: There are only three objective markers on the table, and each one is exactly 15" from the other, as close to the centre of the table as possible.

SET-UP

1 Before choosing table edges or deploying any forces the players place 3 counters, numbered 1 to 3, face down anywhere on the table, (without looking at the numbers on the counters!).

2 Determine which one of these counters is the objective by rolling a D6. The counter with that number on it is the real objective and must be discovered by the armies during the battle.

3 Both players roll a D6, the player that rolls highest chooses where he will deploy. He can choose to either deploy from a corner or a long board edge; he may not choose a short board edge. He may deploy up to 12" onto the board. His opponent gets the opposite deployment zone, so either both forces start in the corners or along either long board edge.

4 Both players roll a D6, the lowest roll deploys first. He may set up any or all of the units from his Troops allowance in his deployment zone. He does not have to deploy all his Troops, but he must deploy at least one unit. Any Troops not deployed are in reserve, as is the rest of his force. The winner then deploys his force.

5 Both players roll a D6; the highest score may choose whether to take the first or second turn.
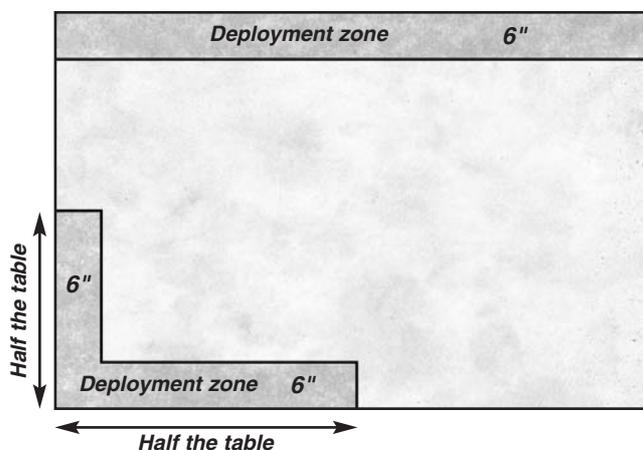
Deployment zone **6"**

Half the table

6"

Deployment zone **6"**

Half the table

RESERVES

None.

GAME LENGTH

The game lasts for five turns once the alarm is raised; if neither side has been driven off or wiped out in five turns, the scenario is decided by Victory points.

MISSION OBJECTIVE

Exit the nearest board edge of your deployment zone with the item.

If one side pulls out due to a failed Leadership test for having less than 50% of his army left, then that side does not win; it abandons the item on the field, believing it will slow their retreat.

LINE OF RETREAT

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.

We thought you might like to see some sample army lists for the four new armies in Codex: Eye of Terror that are suitable for Patrol Clash. Here then are the lists, with thanks to Paul Bridges, Warren Crowhurst and Simon Odd.

Paul Bridges
Store Manager
of the Year 2003

Paul: Ground Recon Force Delta was very much inspired by a mention in the 2nd Edition Codex: Imperial Guard of Cadian Shock Troopers battling Chaos in the northern woodlands of Cadia.

A platoon of men carrying some serious weapons that can be fired on the move; the Sharpshooter upgrade certainly makes them more reliable. The Commissar promises to be a powerful close-up fighter; in 400-point games, anyone toting a power sword becomes a man to be feared! And, if anyone does get close, my demo charges and Hellhound are waiting…

CADIAN SHOCK TROOPERS: Ground Recon Force Delta

UNIT	DESCRIPTION	POINTS
Commissar	Bolt pistol and power sword.	53
Infantry Platoon	Command section with plasma gun and grenade launcher. Sharpshooters. (Lieutenant has no wargear.)	61
Squad 1	Plasma gun. Sharpshooters.	78
Squad 2	Meltagun. Sharpshooters.	78
Special Weapons Squad	2 x Demolition charge and a meltagun.	70
Hellhound	Standard fit.	60
	Total	400

Warren Crowhurst

Warren: Writing a list for the forces of Ulthwé Craftworld proved something of a challenge. The Eldar transport tanks aren't generally used by Strike Forces. Unfortunately, opening a Wraithgate on the battlefield was a serious drain on my points so my Black Guardians would be forced to walk. Even the lowest Farseer has a mighty 3 Wounds, so I'd have to delegate command of the Silent Blade of the Watcher to the humble Warlock. I decided to go for all-out weapon superiority. The extra range of the sniper rifles and heavy weapons should give me an edge. If they get close, I can unleash the Storm Squad. Fragile, but lethal if played wisely. With Eldar, there isn't any other way to play!

ULTHWÉ STRIKE FORCE: Silent Blade of the Watcher

UNIT	DESCRIPTION	POINTS
1 Warlock	Enhance, Witchblade, shuriken pistol	42
5 Rangers		95
6 Guardian Defenders	Starcannon	98
8 Guardian Storm	2 x Flamer	70
1 War Walker	2 x Scatter laser	95
	Total	400

For the Lost and the Damned I wanted numerous, and I wanted gribbly. I mean *really* gribbly. Serious gribble factor!

For the Hateful, Mutants were the obvious choice! Thirty of the blighters should scare anyone. Backed up by some Big Mutants for muscle, the Gibbering Hordes for some Nurgling-like padding and the Champion to keep my tentacled hordes together, these guys charge across the table and they don't stop. It might look like there's no tank-killing power, but those Big Mutants can tear through light tanks easily, once they get their claws on 'em!

THE LOST AND THE DAMNED: The Hateful

UNIT	DESCRIPTION	POINTS
1 Chaos Space Marine Champion	Bolt pistol, power sword, Mark of Chaos Undivided	68
30 Mutants	Firearms, 2 flamers	186
3 Big Mutants	Sharp implements, 1 flamer	96
5 Gibbering Hordes	Claws and teeth	50
	Total	400

Simon Odd

Simon: I've been more than enthusiastic about Space Wolves on bikes after reading the Lone Wolves comic strip in Warhammer Monthly. The chance to include a bunch of rock-hard Storm Claw bikers in the Saga of Beowulf was too good to pass up! Armed with a pair of plasma guns, they can scythe through most heavily-armoured opposition, with the Grey Slayers covering their back and the Wolves chasing off anyone who might slow them down. The Wolf Guard are both easily a match for other enemy commanders. The fact that there's two of them is fine with me.

SPACE WOLVES 13th COMPANY: The Saga of Beowulf

UNIT	DESCRIPTION	POINTS
6 Grey Slayers	Wolf Guard Pack Leader, meltagun	146
4 Storm Claws	Wolf Guard Pack Leader (in general command), 2 plasma guns	182
6 Fenrisian Wolves		72
	Total	400