



Combat Patrol Rules

- Armies will consist of 400 points or less, and must conform to the following Force Organization restrictions:
 - 0-1 HQ
 - 1-3 Troops (you **MUST** bring at least one Troop choice)
 - 0-1 Elite
 - 0-1 Fast Attack
 - 0-1 Heavy Support
 - 0-1 'Swing Slot' (this maybe be used to field one additional Troops, Elite, Fast Attack OR Heavy Support choice)
- Armies are not required to take mandatory unit choices. All other unit restrictions apply.
- No Special/Unique/Named Characters are allowed.
- Allies and Fortifications are not allowed.
- Warlords and Warlord traits will not be used.
- With the exception of Troops and models with the Swarm USR, no model can have more than 2 Wounds.
- Only vehicles with a maximum of 11 in any armor facing may be taken, except for troops/dedicated transports. Dedicated transports and troops may have a maximum armor facing of 12. Vehicle Squadrons and Artillery units are permitted provided every unit within the unit individually would be permitted. Vehicle upgrades that increase an armor facing may only raise the armor value to a maximum of 12 (this includes Necron Quantum Shielding).
- Forge World/Imperial Armor units are **NOT** allowed; however, players may still use their Forge World models to represent a unit from their codex.