



ATC Kill Team Tournament Rules V1.0 (6/8/2025)

July 12th - 13th, 2025

Commanders,

Whether this is your first tournament or your 100th, I want to welcome you to this event personally and thank you for being a part of this! I make no claims to be the best rules lawyer or the fastest thinker, but it is my privilege to organize this event and ensure you have fun this weekend! Before getting into the rules, I wanted to share a few special thank-yous for you to remember as we get this going:

- + To ATC for organizing this event!
- + To Away Games for their dedication to the community!
- + [Games Workshop](#) for their Golden Ticket!
- + Last but not least, all of **YOU** for making this possible!

If you have any further issues or need clarification about the tournament, please do not hesitate to [email me](#) or send a [Discord](#) message. I look forward to meeting you all and throwing some dice with you!

Cheers,

Samuel R. Plymale, Tournament Organizer

Tournament Schedule and Timeline:

BCP Submission: Have your kill team faction submitted on BCP by **Saturday, July 5th at 12:00PM EST**. The link can be found [here](#).

General Timeline:

Saturday, July 12th:

- + Registration: 9:00AM - 10:00AM
- + Round 1: 10:00AM - 12:30PM
- + Lunch: 12:30PM - 2:00PM
- + Round 2: 2:00PM - 4:30PM
- + Round Break: 4:30PM - 5:00PM
- + Round 3: 5:00PM - 7:30PM

Sunday, July 13th:

- + Round 4: 10:00AM - 12:30PM
- + Lunch: 12:30PM - 2:00PM
- + Round 5: 2:00PM - 4:30PM
- + Prizes immediately following+

Pairings will be handled by Best Coast Pairings and random first, Swiss as the players progress

Gameplay Overview and Essentials:

Required Equipment:

Players in Kill Team are expected to have their models fully painted and based to enhance immersion during games and showcase their creativity!

During the games, players must have their models, equipment, gauges, measuring tools, dice, and Approved Ops cards. Players can bring and use their chess clocks during the event, but none will be provided.

Lastly, players must have the [Kill Team App](#) on their phone and update it to the most recent version. Other apps, like KTDash or Battlekit, are available for use, but the Kill Team App is the primary and authoritative resource for rules.

FAQs, Updates, and New Releases:

FAQs and Updates are accepted up to **the morning of the event**. New releases, such as new teams, must have been released to the public **one month** before the event day.

Player Expectations:

Remember that we are all here to have fun and to play games. While you may not like every person you encounter, you are expected to be respectful to everyone in our tournament and the convention. If there are disagreements or disputes, you are welcome to contact the TO or TO Assistant to discuss and find a solution. If a player is continually disrespectful, they may be asked to leave the tournament, the event center, or both.

The TO and TO Assistant's judgment is the final verdict on player disagreements. We are here to help make games fun and engaging, so do not hesitate to ask us for assistance!

For more information on what is expected as a player, check out ATC's Code of Conduct information [here](#).

Tournament Pairing and Scoring:

We will be following the [Kill Team Tournament Companion](#), but here are the highlights from that document:

- + Terrain layouts will use the Approved Ops 2024 packets for Volkus. For Gallowdark, we will use Squad Games' asymmetrical deployments found [here](#). As we use Open boards, we will follow adaptations from CYRAC's packet found [here](#). There will be **NO** Beta Decima. The deployments will be randomized, and a deployment picture will be next to the table number you are playing.
- + Missions will be drawn randomly based on this pool:
 - + Round 1: 1. Secure, 2. Loot, or 3. Transmission
 - + Round 2: 4. Upload, 5. Intel, or 9. Coordinates
 - + Round 3: ~~6. Extraction~~, 7. Sabotage, or 8. Power Surge
 - + Round 4, 5, and 6 will use missions not used in previous missions!
- + This is a **Classified** tournament, but since Gallowdark Season does not begin until the end of 2025, all teams are currently valid for play. Please check pages 3-4 of the Companion to check your team's viability in 2026.

Scoring:

The tournament will be paired using the Best Coast Pairings app, beginning randomly and then transitioning into a Swiss system that accounts for scores such as Wins, Victory Points, and Strength of Schedule to determine your best opponent.

The following metrics will determine winners, in order of priority:

- + Total Wins
- + Total Victory Points
- + Strength of Schedule (SOS)

The Loot! Prizes and Support:

The Golden Ticket:

In accordance with Games Workshop's rules for a Qualifier Event, this disclaimer must be included:

“This event is organised independently by Samuel R. Plymale and ATC 2025 and is not affiliated with or administered by Games Workshop in any way. Any rights you may have are solely as against Samuel and Games Workshop has no liability for any actions or omissions of the event organisers in connection with the event. In the event of any issues, please contact ATC 2025.”

That's right! We get a Qualifier ticket this time! The first prize winner will receive an application from Games Workshop and be invited to the Invitational Tournament in **Atlanta, GA, from November 6th to 9th.**

Some Other Prizes We Have:

Trophies! We will have trophies for the following:

- + First Place Winner (Golden Ticket+Trophy)**
- + Second Place Winner (Golden Ticket+Trophy)**
- + Third Place Winner (Trophy)**
- + Best Painted (Individual) (Golden Ticket)**
- + Smoking Boots (Last Place)**