

WARHAMMER
40,000
KILL TEAM



August 10-11, 2024

KILL TEAM TOURNAMENT RULES PACK

Our tournaments have been carefully crafted to present a format that appeals to the broadest variety of players possible. Separate paths to victory exist within the same event for all player types – competitors, powerful list builders, generals who wish to achieve more with less, top tier painters, fun-loving chatterboxes looking to make new friends, and the bulk of attendees: those looking to have a great time rolling handfuls of dice on beautiful (yet most

1.0 Event Essentials

2.0 Kill Team Construction and Painting

3.0 Tournament Format

4.0 Terrain

5.0 Health and Safety

1.0 Event Essentials

- System: Kill Team - Matched Play
- Missions: Selected from the most recent Approved Operations Mission Pack
- Number of Games: Five
- Kill Team selection: Create a Matched Roster as described on page 90 of the Kill

Team Core Book.

- Tools of War: Attendees are expected to bring their Kill Team, three barricades, dice, measuring gauges or a tape measure, and all relevant rules publications. It is recommended that you also bring a set of Tac Ops cards.

2.0 KILL TEAM CONSTRUCTION AND PAINTING

2.1 Kill Team Construction

You will require a stand roster (usually up to 20, though some factions exceed this) to participate in this event, plus three barricades. Details for selecting your Matched Roster can be found on page 90 of the Kill Team Core Book.

Players can scratch build barricades to fit the theme of their army as long as they are the same size and shape as those found in the Kill Team Essentials box.

2.2 Modelling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratchbuilt components), and be fully assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard. (More information on Battle Ready can be found at Warhammer-Community.com)

Each model must accurately represent its entry on your Matched Roster. Please note that we do not expect you to model specific Equipment onto your models. However, if you have two of the same model, but with different equipment, your opponent should be able to clearly identify which model is which.

Many players “scratch build” or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties. For any converted or scratch built models, you must seek permission from Horton_brian@icloud.com including photos of the models in question where possible, two weeks prior to the event. If you do not obtain permission for conversions before this date, you run the risk of them being removed from play, or possibly incurring score penalties.

Event Time

SATURDAY

Pre-Event Brief and Pairings 10:00 am - 10:15 am

Round 1 - 10:30 am - 12:30 pm

Lunch - 12:30 pm - 1:30 pm

Round 2 - 1:30 pm - 3:30 pm

Round 3 - 3:45 pm - 5:45 pm

SUNDAY

Round 4 10:00 pm - 12:00 pm

Lunch 12:00 pm - 1:00

Round 5 - 1:00 - 3:00

Awards - 3:30

4.0 TERRAIN and Mission

Will be based off of the WTC 2024 Maps. And Missions. See Last Section HUGE SHOUT OUT TO THE WTC TEAM FOR ALL THEY DO!! (www.worldteamchampionship.com)

5. Event Awards

5.1 Best General

The player with the most Victories will be the Best General. In the case of a tie the players will be split using the following tiebreakers: Opponent Game Win Percentage, Battle Points, Wins Strength of Schedule, and Battle Points Strength of Schedule.

Additionally, the winner of the Best General award will receive an invitation to the World Championships of Warhammer.

5.2 Best Painted

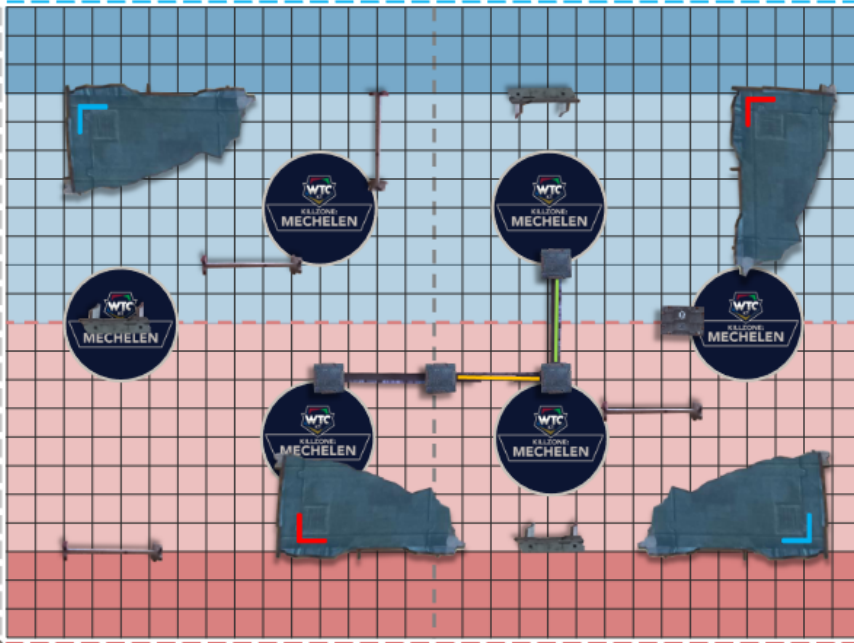
Best Painted will also be awarded. Paint score is determined in two phases. First, two judges will visit every table during the first day of play. Each player will receive an initial paint score of 30 (Battle Ready), 50 (an excellent looking tabletop army), or 70 (a Showcase army or work of art).

5.3 Best Overall

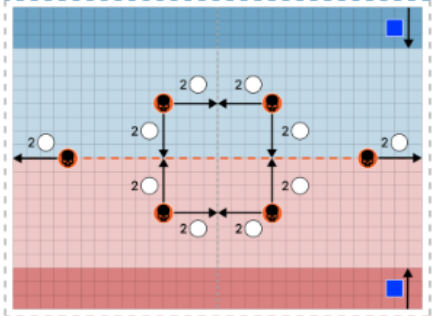
This is a combination of Best Painted Score and Win loss record.



MAP 2.0



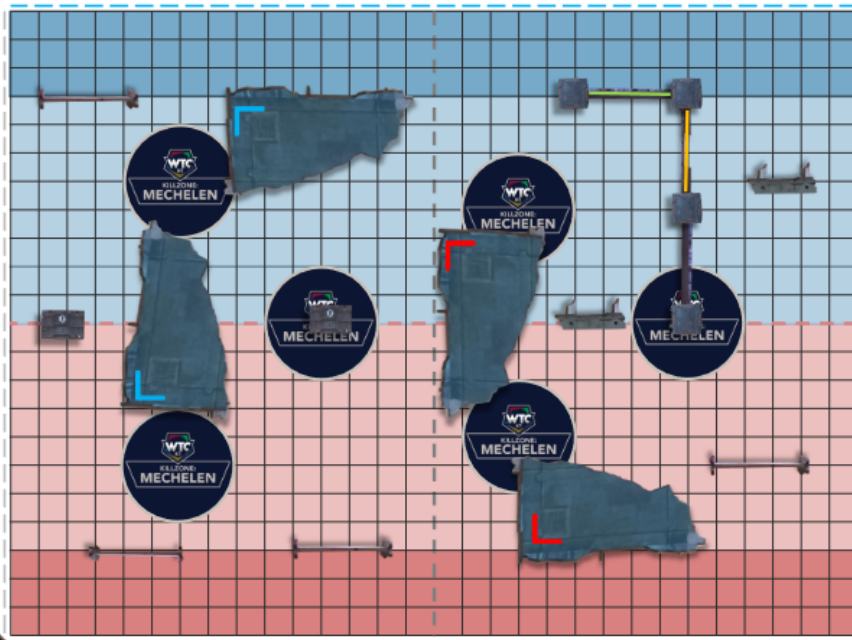
2. CENTER



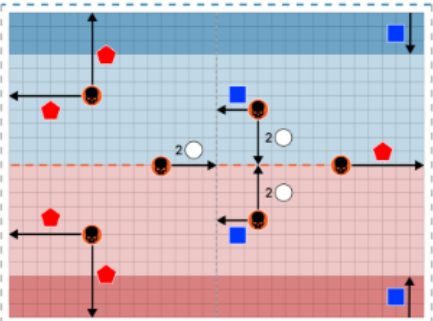
MISSION	MISSION	MISSION
A LOOT	B SECURE	C CAPTURE
<p>MISSION GOAL Secure the area for the Intelligence team.</p> <p>MISSION VALUE 100</p> <p>MISSION OBJECTIVE In addition to securing the area with a suitable number of troops, the Intelligence team must also ensure that the area is clear of any threats. The Intelligence team must also ensure that the area is clear of any threats.</p>	<p>MISSION GOAL Secure the area for the Intelligence team.</p> <p>MISSION VALUE 100</p> <p>MISSION OBJECTIVE In addition to securing the area with a suitable number of troops, the Intelligence team must also ensure that the area is clear of any threats. The Intelligence team must also ensure that the area is clear of any threats.</p>	<p>MISSION GOAL Secure the area for the Intelligence team.</p> <p>MISSION VALUE 100</p> <p>MISSION OBJECTIVE In addition to securing the area with a suitable number of troops, the Intelligence team must also ensure that the area is clear of any threats. The Intelligence team must also ensure that the area is clear of any threats.</p>



MAP 3.0



3. FLANK

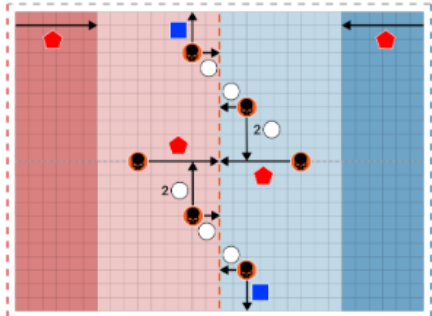


MISSION	MISSION	MISSION
A LOOT	B SECURE	C CAPTURE
<p>MISSION GOAL Secure the area for the Intelligence team.</p> <p>MISSION VALUE 100</p> <p>MISSION OBJECTIVE In addition to securing the area with a suitable number of troops, the Intelligence team must also ensure that the area is clear of any threats. The Intelligence team must also ensure that the area is clear of any threats.</p>	<p>MISSION GOAL Secure the area for the Intelligence team.</p> <p>MISSION VALUE 100</p> <p>MISSION OBJECTIVE In addition to securing the area with a suitable number of troops, the Intelligence team must also ensure that the area is clear of any threats. The Intelligence team must also ensure that the area is clear of any threats.</p>	<p>MISSION GOAL Secure the area for the Intelligence team.</p> <p>MISSION VALUE 100</p> <p>MISSION OBJECTIVE In addition to securing the area with a suitable number of troops, the Intelligence team must also ensure that the area is clear of any threats. The Intelligence team must also ensure that the area is clear of any threats.</p>

MAP 4.0

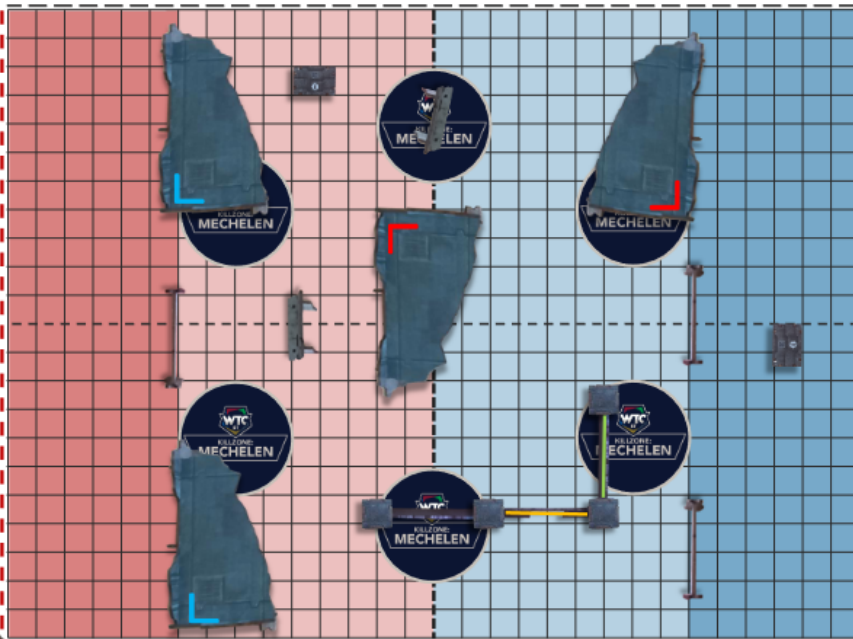


4. STRAIT

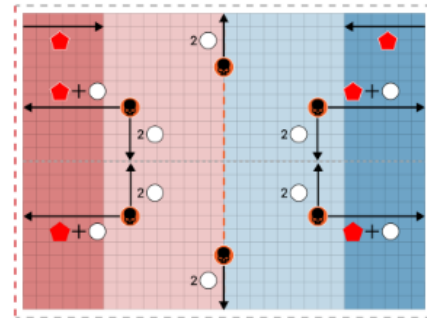


MISSION	MISSION	MISSION
A LOOT	B SECURE	C CAPTURE
<p>MISSION GOAL Loot the golden treasure chest in the red zone.</p> <p>MISSION OBJECTIVE 1. Go to the golden treasure chest in the red zone and loot it. 2. Return to the blue zone with the loot. 3. Drop the loot in the blue zone.</p> <p>MISSION REWARD 100 XP</p>	<p>MISSION GOAL Secure the golden treasure chest in the red zone.</p> <p>MISSION OBJECTIVE 1. Go to the golden treasure chest in the red zone and secure it. 2. Return to the blue zone with the loot. 3. Drop the loot in the blue zone.</p> <p>MISSION REWARD 100 XP</p>	<p>MISSION GOAL Capture the golden treasure chest in the red zone.</p> <p>MISSION OBJECTIVE 1. Go to the golden treasure chest in the red zone and capture it. 2. Return to the blue zone with the loot. 3. Drop the loot in the blue zone.</p> <p>MISSION REWARD 100 XP</p>

MAP 6.0



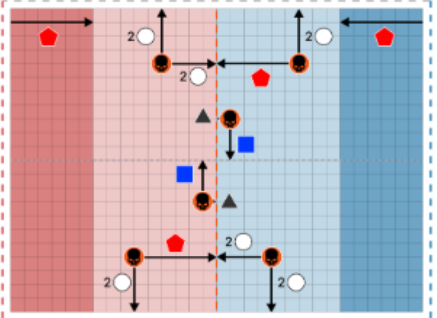
6. BOUNDARY



MISSION	MISSION	MISSION
A LOOT	B SECURE	C CAPTURE
<p>MISSION GOAL Loot the golden treasure chest in the red zone.</p> <p>MISSION OBJECTIVE 1. Go to the golden treasure chest in the red zone and loot it. 2. Return to the blue zone with the loot. 3. Drop the loot in the blue zone.</p> <p>MISSION REWARD 100 XP</p>	<p>MISSION GOAL Secure the golden treasure chest in the red zone.</p> <p>MISSION OBJECTIVE 1. Go to the golden treasure chest in the red zone and secure it. 2. Return to the blue zone with the loot. 3. Drop the loot in the blue zone.</p> <p>MISSION REWARD 100 XP</p>	<p>MISSION GOAL Capture the golden treasure chest in the red zone.</p> <p>MISSION OBJECTIVE 1. Go to the golden treasure chest in the red zone and capture it. 2. Return to the blue zone with the loot. 3. Drop the loot in the blue zone.</p> <p>MISSION REWARD 100 XP</p>



5. BATTLEGROUND



MISSION		MISSION		MISSION	
A	LOOT	B	SECURE	C	CAPTURE
MISSION GOAL	Find the loot.	MISSION GOAL	Secure the area.	MISSION GOAL	Capture the area.
MISSION OBJECTIVE	Find the loot.	MISSION OBJECTIVE	Secure the area.	MISSION OBJECTIVE	Capture the area.
MISSION SUCCESS	Find the loot.	MISSION SUCCESS	Secure the area.	MISSION SUCCESS	Capture the area.