

The Salt City Gt Kill Team 2023

Event: Kill Team Championship

Date: July 8th-9th 2023

Location: 935 Erie Boulevard East Syracuse, NY, 13210

Event Cost: \$50.00

Day 1

Saturday, 7/8/2023

Registration: 8:30-9:15

Start Time: 9:45AM

Round 1: 9:45AM-11:45AM

Lunch: 12:00PM-1:00PM

Round 2: 1:15PM-3:15PM

Round 3: 3:30PM-5:30PM

Round 4: 5:45PM-7:45PM

Day 2

Sunday, 7/9/2023

Check In: 8:50AM-9:30AM

Start Time: 9:45AM

Round 5: 9:45AM-11:45AM

Lunch: 12:00PM-1:00PM

Round 6: 1:15PM-3:15PM

Round 7: 4:00PM-6:00PM

Ceremonies / Awards: 6:15PM-6:30PM

Kill Teams and Command Rosters

- Kill Teams must follow their Command Rosters.
- Judges reserve the right to amend your Kill Team, or force losses upon individuals whose Kill Team is found to be invalid (independent of owner's input).
- Bring at least 2 physical paper copies of your Matched Roster (One for yourself, one for the staff).
- Roster pre-submissions are not required.
- Rosters must fully specify the force's faction, and may not be changed during the event.

Official Model and Game Rule Sources

- You MUST possess an official print or digital copy of the Kill Team Rulebook, as well as any relevant additional rules or tactics cards for your roster.
- Model rules and tactics may be taken from the following sources: All current Official Kill Team releases up until 2 weeks before the event.
- The following Kill Teams will not be allowed as per the Balance Datasheet: Forge World, Thousand Sons, Troupe.
- Where there are differences in wording or costs, the most recent supplement applies.

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- Where there are differences in wording or costs, the most recent supplement applies.
- Faction rules released less than 14 days before the event will not be used. FAQ and Errata rules released less than 14 days before the event will not be used.

Player Conduct Policies

- "It matters not if you win or lose, it's how you play the game."
- While we will be mostly following the ITC's Player Conduct Rules, there are a few ground rules all players should be courteous to: Greet your opponent and introduce yourself, start your game(s) promptly, demonstrate good sportsmanship. Remember, everyone loses from time to time. It isn't the end of the world and you shouldn't treat it as such. Come prepared to win a few, and lose a few. Communication between yourself and your opponent is key to having a fun and successful game!

Game Speed Milestones

- Each round is 2 hours. Players that go over time will receive a Blue card. Please see below.
- Event staff will call time based upon the place in the game you should on average be at. These time calls exist to help keep the flow of play moving, and are not binding, but you should be aware of them. For clarity, this provides each player with, on average, the following time breakdown for the typical game:
- All players are expected to finish their games, and to attend with an army list they feel comfortable playing a complete game within 2 hours. Players may not intentionally leverage the clock to disadvantage their opponent (Judge's Call).
- If players don't finish the game and aren't past turn 2, no victory points for end game non-action secondaries can be awarded. If the game is at the end of turning point 3 and you meet the conditions, you can score one point.
- Once the round is over, its over. No talking out what future points you could have gotten etc.

Judges/TO and Event Staff

- Judges and TOs arbitrate any disagreements. If you have an issue, request a Judge/TO and calmly explain the situation. If you feel that the ruling is incorrect you may request the Head Judge or a second Judge but ruling is final.

Rolling Dice

- All dice rolls must be made in the open. You cannot touch the dice until your opponent has verified the result.
- Moving dice without your opponent's verification can result in some or all dice being rerolled by the T.O. Repeat offenders can receive a Sportsmanship Penalty and/or a Yellow Card.

Cheating

- Any form of cheating can immediately disqualify you from future tournaments for up to one year. Cheating can include, but is not limited to, incorrectly using rules for an advantage, obscuring or manipulating die rolls, or incorrectly measuring for an advantage.

Sportsmanship

- Sportsmanship is the fair and generous treatment of others, and includes in- and out-of-game conduct.
- Encourage others to play their best game within the confines of the rules.
- Unsporting conduct, as determined by a TO, is subject to Sportsmanship Penalties

Sportsmanship Penalty

- These penalties are used for exceedingly poor sportsmanship, and result in the loss of up to 18 match points.
- Receiving a second Sportsmanship Penalty will immediately result in a Yellow card.
- Sportsmanship Penalties are given at a T.O.s or event staff's discretion.

Blue Card

- A Blue Card is awarded to both players if they go over time. If a player has received 2 Blue Cards at an event, they will be given a chess clock and must use it.
- Players who habitually go over time in events will be required to start events with a Chess Clock.

Yellow Cards

- Yellow Cards can be given for malicious play, receiving 2 Sportsmanship Penalties, deliberately misplaying rules, negatively disrupting nearby games, or for other reasons as deemed appropriate by the T.O.

Red Cards

- A Red Card results in immediate disqualification from the current tournament. They can be given for numerous poor sportsmanship penalties, repeated Yellow Cards, heinous behavior such as threats, physical contact, or any other behavior deemed worthy by the T.O or staff.

Time Clock Rules

- The time clock should start with one hour for each player.
- Time begins with the first pre-game action of each player.
- Do not start a new round when both players have fewer than 5 minutes remaining without TO approval.
- Each player is responsible for their own time.
- Only a judge may pause the clock.
- If a player's time expires, they may finish the current action but not any subsequent ones.
- A player whose time has expired may only score passively, roll saves, and make defensive fight actions. They may take additional actions required to facilitate their opponent's turn with TO approval.
- When using a time clock:
 1. Communicate your intentions
 2. Check your time after completing an action
 3. Be consistent and respectful of your opponent's time

Weaponizing the Clock

- Clicking the clock to the opponent, unannounced or during a distraction so they do not notice.
- Taking actions in parallel to an opponent on their time so as to perform your actions during their time.
- Noticing an inappropriately running clock and failing to announce it or take corrective action.
- Any of the above or other actions deemed worthy by the TO will result in a Yellow Card and/or Sportsmanship Penalty.

Calling a T.O.

Requesting a T.O. or Judge's opinion is not a taboo. We play a game in which both players want to win, and sometimes edge cases arise where it can be difficult to determine what the proper course of action is. In those moments, a neutral third party can resolve the situation without bias and allow a game to move on. You can call a Judge or TO for multiple reasons:

1. Call a Judge on a contentious move when you and your opponent can not agree on whether an operative can make a move legally.
2. To watch dice rolls.
3. In-game unsportsmanlike behavior.
4. Rules violations
5. *Please call a judge during a violation.* Judges and TOs cannot do much after a game has concluded.

Scoring

At the end of each game, use the Best Coast Pairings (BCP) app to record your scores. In the event of tie-breakers the following will be used

- Primary Mission Points
- APL on Objectives
- Completed Secondaries

Pairings

- All Kill Team events will make use of BCP for score reporting, pair generation, and table assignments.
- Players must have the BCP app installed and functional prior to event check-in.

Lateness

In the event you arrive late to your Round 1 your spot will be given to the first available person on the Waitlist. Assuming your spot is still available, you must still complete your Round 1 game in the available time remaining. If the game results in an incomplete game, a Judge may rule in favor of a Sportsmanship penalty for your Kill Team, and a blue card.

Best Painted Kill Team Competition

During the lunch break we will hold the Best painted Kill Team competition to celebrate hobbyists who have gone the extra mile in their modeling and painting to create something truly remarkable. The competition is open entry, though to enter you must have done the building and painting yourself and the models must be from the Kill Team you are using at the event. Peer judging will take place with the winner earning the Best painted Kill Team award.

Event Awards

The Warhammer hobby is multi-faceted; including social, gaming, and artistic components. With that in mind we will award the following prizes:

- 1st, 2nd, and 3rd Place will be awarded to the top three players who ranked highest overall.
- Best Sportsmanship will be awarded to the player with the most Sportsmanship votes, and highest overall ranking in the event of a tiebreaker.
- Best painted Kill Team, Judged at Lunch.

Best Sportsmanship

When submitting your final results, you will need to vote for the two opponents you enjoyed playing against the most (note that you can't vote for the same player twice!). Maybe they displayed excellent sportsmanship, perhaps they were positive and friendly, or it was generally a fun and engaging game.

Terrain Used

- Open Board
- ITD

Tournament FAQ: TBA

Base Size Guide: [tinyurl.com/BaseSizeGuide](https://www.warhammer-community.com/faqs/#kill-team)

Warhammer Community FAQ: <https://www.warhammer-community.com/faqs/#kill-team>

FAQ's and Errata's up to 2 weeks before the event. Any updates on 6/23/2023 or after will not be accepted. Please bring rule books / digital copies and faction rules. Have any measuring devices, dice and LAZER pointers (**please keep them pointing at the ground, don't flash any at someone's eyes**) to assist you in games. As for new Kill Teams, usually tournaments allow 2 weeks of playtime before allowing them into competitive play, therefore, new teams won't be available to play on 6/23/2023 or later.

Kill Team Rosters in the **Competitive Format** must consist of between 4 and 20 models. Rules for Command Rosters and Battle-Forged Kill Teams are found in the *Kill Team Core Manual*. **SPECIALISTS** may not be taken. Sub-factions for kill teams must be indicated on the Command Roster and sub-factions cannot be changed between games.

The Kill Teams, and their respective ploys, and faction tac ops, from Kill Team: Octarius, Kill Team: Chalnath, Kill Team: Into the Dark, White Dwarf and the Kill Team Compendium will be allowed.

Please have the appropriate base sizes for the model. Conversions and proxy's are always welcome. Rule of cool is in, but please ask your opponent and TO if you have any questions!

Roster: Please have your Roster submitted to BCP by //2023 @ 11:59 PM. Reminder emails will be sent on Thursday evening and Friday during the day.

Questions

Have any rule questions or event questions don't be afraid to reach out to Eric the TO for the event @ Plasmaspam1987@gmail.com, I'll get back to you as soon as possible!