

KILL TEAM TOURNAMENT RULES PACK

This event is guided by the following principles:

- All players that behave respectfully of others are welcome. No discrimination or harassment will be tolerated.
- Judges will do their best to make clear and consistent rulings, so players' decisions and dice rolls are the sole factor determining the outcome of a game.
- Games should be fun and an opportunity to make new friends or meet old ones.

This format aims to appeal 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 definitely war-torn) battlefields from the 41st Millennium.

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1.0 Event Essentials

- System: Kill Team - Matched Play
- Missions: Selected from the most recent Approved Operations Mission Pack
- Number of Games: 4
- 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, and a set of Tac Op cards representing their choices.

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. When building your Kill team, use all the most up to date Kill Team Rules published prior to September 27, 2024.

Valid Kill Teams are those described in the following publications:

- Kill Team Compendium
- Kill Team: Octarius
- Kill Team: Chalnath
- Kill Team: Nachmund
- Kill Team: Moroch
- Strike Force Justian
- Kill Team Annual 2022
- Kill Team Annual 2023
- Kill Team: Salvation
- Kill Team: Nightmare
- Kill Team: Termination
- Digital Release (Intercession Squad)

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 deployed for battle should 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 **[INSERT CONTACT EMAIL]** 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.

A Note on Basing: Many models are no longer produced on the bases they originally came with. Wherever possible, base your models according to their current boxed kit. As with other exceptions, if you wish to have a model reviewed, please email **[INSERT CONTACT EMAIL]** for approval.

3.0 TOURNAMENT FORMAT

3.1 Schedule

Time	Event
9:00AM - 9:15AM	Registration
9:15AM - 9:30AM	Briefing and Pairings
9:30AM - 11:30AM	Round 1
11:30AM - 12:30PM	Lunch
12:30PM - 2:30PM	Round 2
2:30PM - 2:45PM	Break
2:45PM - 4:45PM	Round 3
4:45PM - 5:00PM	Break
5:00PM - 7:00PM	Round 4
7PM - 7:15PM	Announcements and Awards

3.2 Win-Path Pairings

Your opponent for your first game will be randomly determined. Subsequent rounds will use 'Win Path' to pair opponents in each round. This pits players both against someone with the same record and who won and lost their games in the same rounds. For example, a player who lost Round 1 and won Round 2 will play an opponent who did the same, rather than someone who lost their first two and lost their third round. This is done to ensure players with a similar strength

of schedule pair off and to ensure an increasing level of skill parity and sportsmanship with each subsequent round, as they face people who have had an increasingly similar play and outcome experience across the event.

3.3 Ties at the final games

If a tie should result at the end of the final games, players will immediately consult a judge without altering the board state in any way. With the judge's assent, play will then continue for additional battle rounds wherein the only scoring done is a count of the number of objectives held at the end of each player's respective turn. If, at the end of any subsequent Battle Round, one player held more objectives at the end of their turn than the other did at the end of theirs, that player wins and the game immediately ends. For scoring purposes, subtract one point from the losing player's score as it stood when the game was tied after the end of regulation

3.4 Game Speed Milestones

Outside of tournaments, most players do not complete their games against a set clock. As a result, when a loudspeaker shouts "sixty minutes remaining," most players don't naturally think "OK, we should almost be done with the entire first game round!" To help with this, rather than simply calling time left, event staff will call time based upon the place in the game you should on average be at, and these will also be shown on the projectors in the gaming hall. 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:

- Pre-Game Mission Sequence (stages 2, 4, 6, 7-13 from the Core Book p.92): 10 Minutes (both players)
- Playing your First Turning Point: 15 Minutes per player
- Playing your Second Turning Point: 15 Minutes per player
- Playing your Third Turning Point: 12.5 Minutes per player
- Playing your Fourth Turning Point: 12.5 Minutes per player

In other words, the milestones for a round breakdown as:

2:00 remaining:	Start round (Formally)
1:50 remaining:	Complete pre-game activities and begin Turning Point 1
1:20 remaining:	First Turning Point Complete, Begin Turning Point 2
0:50 remaining	Second Turning Point Complete, Begin Turning Point 3
0:25 remaining	Third Turning Point Complete, Begin Turning Point 4

0:10	Do not begin a new Turning Point without a Judges Permission
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If you're concerned about finishing your game on time, do not hesitate to call a judge. We take an approach to ensure all games finish, to include judge assistance in time-constrained Games.

A Note on Lateness:

Should you arrive late to Round 1 of the event, you may lose your spot to a person on the Waitlist. Assuming your spot is still available, you will be paired with any other late arrivals (again, where relevant) with a mandate to complete your game in the original Round time. A subsequently incomplete game may result in point penalties.

3.4 Scoring

At the end of each game, use the score sheet provided during each round to record your results and submit them at the judges table. There may also be an option for reporting your results digitally on the day.

3.4.1 Correcting Game Scores

Occasionally, players will mistakenly enter their scores "backward" or commit some other scoring error they only detect after the fact. First and foremost, scoring and submitting your game score correctly is entirely a player's responsibility, and part of playing the game correctly. If you submit a score incorrectly, you are immediately at risk of that score becoming permanently part of the event record. Whenever possible during the course of play, if an erroneous score is discovered, validated by both players, and correctable, we will correct it. Once a new round begins after most rounds, due to random pairing within the win path, it can be possible to remediate an incorrect score. However, as soon as a round is paired, there is no requirement or expectation any corrections can or will be made.

4.0 TERRAIN

4.1 Board Layouts

While each board may have a different aesthetic or theme; each will be pre-set by the Events Team to ensure it is conducive to fair and balanced gameplay for each round.

Terrain layouts from different sets will be used throughout the event. This will include Into the

Dark terrain, Bhatta-Decima, and Open-Style (Octarius, Chalnath, etc) terrain layouts. Updates to terrain layouts in use for the event will be provided directly to players via email, should the need arise.

5.0 THE PLAYERS CODE & POLICIES

5.1 Player Conduct Policies

There is a famous adage that says, 'It matters not if you win or lose, it's how you play the game.' We believe that Kill Team is a game best played in this spirit and we place great emphasis on playing excellent games with like-minded people. Therefore we expect players to play each game with a certain code of conduct to support this. When you arrive at your table for a game, greet your opponent, introduce yourself, and start the game promptly. We then expect players to treat each other positively and demonstrate good sportsmanship throughout each game.

Everybody Loses from Time to Time.

Be ready to lose a few games of Kill Team! It seems an odd thing to say, but it is in the nature of any event that only a few players (at most!) will finish the weekend without a loss. Barring ties, half of you will lose your very first game of the weekend, in fact! Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more laudable. These events present you the opportunity to build friendships with fellow hobbyists who share your interests - friendships you can renew and celebrate every time you travel to Warhammer events or local events. A single great friendship built out of your experiences at these will outweigh any number of individual victories across your battles this weekend. In fact, if you do your best, have a great time, and build some lasting friendships... you haven't really lost at all!

5.2 Judges

Event staff will be prominently visible in the tournament hall throughout the event and hold the final say on all game rules and tournament issues. Individual rulings, however, are never binding precedent - it's a game, not a court of law. Rulings will always be based on correct rules interpretations rather than adhering to previous precedent. When calling for assistance, please be prepared to provide any relevant rules to the particular question.

A Note on Active Judging. judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge. While we will not have judges at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games played in the U.S. Open is enjoyable for everyone.

5.3 Rules Interaction Questions

If in the course of preparing for the event, you discover a rules interaction that is unclear, please send your questions to **[INSERT CONTACT EMAIL]** and we will provide you with a ruling.

6. Event Awards

6.1 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.

6.2 Best Painted

Best Painted will also be awarded. Paint score is determined in two phases. First, two judges will visit every table during registration and the first round. 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). After this initial pass, the head paint judge will determine the mark for any army upon whose initial score the first two judges disagreed. Once initial scores have been tallied, each player that scored a confirmed 70 will be invited to The Showcase at lunch break. The Showcase takes place on the evening of the first day and entails a second round of judging from all three judges. They conduct an in-depth, exacting review of each Showcase army and give it a score of -5 to +5 each. The three scores are then tallied together and added to the base 70, giving the player a paint score between 55-85. These marks are awarded against the combined considerations of technical skill, visual impact, artistic decision, and consistency across the army.

A visually arresting display may help to improve your score at the judges' discretion, but the inclusion of a display does not automatically garner points. However, particularly stunning displays may be eligible for independent awards. Kill Teams painted by people that are not playing them (i.e., commission paint jobs, borrowed teams, etc) are not eligible for the Best Painted award. We trust our players to alert us of this prior to paint judging.

6.4 Sportsmanship Awards

Awards and recognition may be given at random for superior sportsmanship. Players may be disqualified or removed from the event for consistently poor sportsmanship.

7. Disqualification

The organization does not tolerate any form of physical or verbal violence or harassment, both at the event or online. Players who demonstrate aggressive or demeaning behavior to staff or other attendees, who repeatedly break the rules or who repeatedly fail to follow organizer's instructions at the event, may be disqualified and removed from the event without refund. The Organizers reserve the right to remove players from the event at our discretion.

8. Photography and filming

Photography and filming may take place throughout the weekend by attendees, press and partners. If you do not wish to be photographed or filmed, please notify staff at the tournament registration desk and we will issue you with a sticker to indicate to our media teams not to include you in any footage at the event. Any photos or video footage taken may be used by the Event and their partners for promotional purposes. No financial compensation will be given for use of the photos or footage.

9. Data Protection and Privacy

9.1 Data Protection

All data submitted as part of tournament registration is protected, in accordance with the Data Protection Act 2018. This includes, but is not limited to, your name, address, email address, phone number and which tournament(s) you have taken part in. This data may not be shared with third parties without your permission.

9.2 Winner's Details

By entering the tournament, you agree that in the case of winning a prize, your name may be shared publicly by the Event and their partners.

9.3 Data Retrieval

At any time, you may request your personal data by emailing **[INSERT CONTACT EMAIL]**

10. Disclaimer

DRAGONFALL reserves the right to make changes to the event rules or schedule, for any reason, at any time, without prior notice.

Appendix

Example 2-day GT schedule

[DAY 1]

Event Time

Pre-Event Brief and Pairings 9:00 - 9:15

Round 1 9:30 - 11:30

Lunch 11:30 - 12:30

Round 2 12:30 - 2:30

Break 2:30 - 3:00

Round 3 3:00 - 5:00

Break 5:00 - 5:30

Round 4 5:30 - 7:30

[Day 2]

Event Time

Round 5 9:00 - 11:00

Lunch 11:00 - 12:00

Round 6 12:00 - 2:00

Break 2:00 - 2:30

Round 7 2:30 - 4:30

Awards 5:30 - 6:30

3.3 Brackets

After Round 4, players with the same record will be split into Brackets. Depending on the overall number of players, some players with a 3-1 record may make it into the top bracket. This is not guaranteed nor is it a right. If you are motivated to make the top bracket, we would suggest winning your first four games.