

WARHAMMER  
40,000

# KILL TEAM

## GRAND TOURNAMENT



# ADEPTICON KILL TEAM GRAND 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 definitely war-torn) battlefields from the 41st Millennium.

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## 1.0 EVENT ESSENTIALS

|                             |                                                                                                                                                                                                                                                                                                                                  |
|-----------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>SYSTEM:</b>              | Warhammer 40,000: Kill Team - Matched Play                                                                                                                                                                                                                                                                                       |
| <b>LOCATION:</b>            | Adventure Hall                                                                                                                                                                                                                                                                                                                   |
| <b>MISSIONS:</b>            | Selected from the Critical Ops - Tac Ops & Mission and Critical Operations 2022 Close Quarters Packs                                                                                                                                                                                                                             |
| <b>NUMBER OF GAMES:</b>     | Seven                                                                                                                                                                                                                                                                                                                            |
| <b>KILL TEAM SELECTION:</b> | Create a Matched Roster as described on page 90 of the Kill Team Core Book.                                                                                                                                                                                                                                                      |
| <b>TOOLS OF WAR:</b>        | Attendees are expected to bring their Kill Team, three barricades, dice, measuring gauges or a tape measure, all relevant rules publications, and at least 6 physical copies of their Matched Roster (one for the Event staff and one for each of your opponents). 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 roster of up to 20 Operatives 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. Kill Team Barricades are available in either the Kill Team Octarius set or Kill Team Essentials set. 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.

Once you have built your Kill Teams, you must record each one on an army roster. You should bring at least 8 copies of your Roster to the event.

For the purposes of Roster construction, rules published after March 11th 2023 will not be eligible for use.

### 2.2 MODELING 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 [WarhammerCommunity.com](https://www.warhammer-community.com))

#### CONTRAST METHOD



#### CLASSIC METHOD



## 2.0 KILL TEAM CONSTRUCTION AND PAINTING (CONT.)

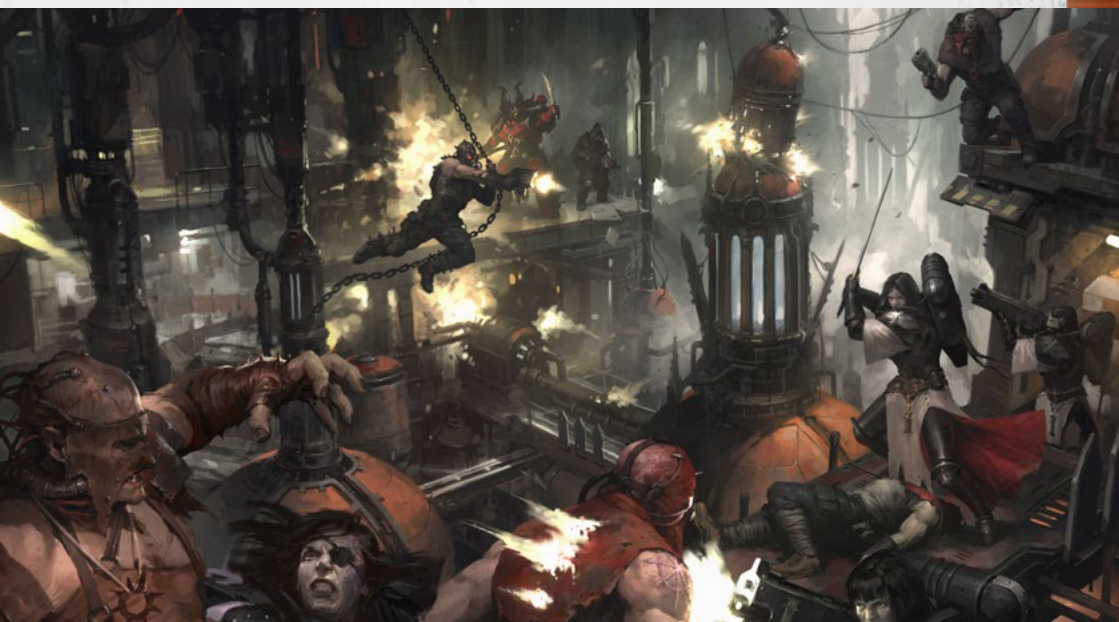
Each model must accurately represent its entry on your Matched Roster. Please note that we do not expect you to model specific Equipment onto your models. However, if you have two of the same model, but with different equipment, your opponent should be able to clearly identify which model is which.

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 example, if you make a model extra tall with a heroic pose, this does not permit it to gain extra line of sight, but does permit it to be more easily seen.

For any converted or scratch built models, you must seek permission from [useventslistssubmission@gwplc.com](mailto:useventslistssubmission@gwplc.com) including photos of the models in question where possible, at least two weeks before the event, the specific dates for which is **March 11th 2023**

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 e-mail [useventslistssubmission@gwplc.com](mailto:useventslistssubmission@gwplc.com)



## 3.0 TOURNAMENT FORMAT

### 3.1 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.

### 3.2 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.

### 3.3 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





## 3.0 TOURNAMENT FORMAT (CONT.)

### 3.4 GAME SPEED MILESTONES (CONT)

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 |

Judges have access to a variety of mechanisms for speeding up or ensuring game completion should milestones be repeatedly missed. All players are expected to finish their games, and to attend with an army list they feel comfortable playing a complete game within two hours. You must not intentionally leverage the clock to disadvantage your opponent.

### 3.5 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.

### 3.6 EVENT SCHEDULE

#### SATURDAY

|                    |              |
|--------------------|--------------|
| 7:30 AM-9:00 AM    | Registration |
| 9:30 AM-11:30 AM   | Round 1      |
| 11:30 AM- 12:30 PM | Lunch        |
| 12:30 PM - 2:30 PM | Round 2      |
| 2:30 PM - 2:45 PM  | Break        |
| 2:45 PM - 4:45 PM  | Round 3      |
| 4:45 PM - 5:00 PM  | Break        |
| 5:00 PM - 7:00 PM  | Round 4      |
| 7:00 PM - 8:00 PM  | Showcase     |

#### SUNDAY

|                    |         |
|--------------------|---------|
| 9:30 AM-11:30 AM   | Round 5 |
| 11:30 AM- 12:30 PM | Lunch   |
| 12:30 PM - 2:30 PM | Round 6 |
| 2:30 PM - 2:45 PM  | Break   |
| 2:45 PM - 4:45 PM  | Round 7 |
| 5:00 PM            | Awards  |

**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.



## **3.0 TOURNAMENT FORMAT (CONT.)**

### **3.7 EVENT AWARDS**

#### **3.7.1 FIRST PLACE**

The player with the most Tournament Points will win First Place. In the case of a tie the teams will be split using the following tiebreakers: Victory Points, Completed Secondaries, Tournament Point SoS.

What's more - our First Place winner will earn a trip and entry to the 2023 World Championships of Warhammer in Atlanta, GA from 16-19 November!

Additionally, we will also award Second and Third Place.

#### **3.7.2 BEST PAINTED KILL TEAM**

Best Painted will also be awarded. Paint score is determined in two phases. First, two judges will independently visit every player 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 Kill Team or work of art). If the judges assign different scores, a third judge will act as tiebreaker. As a general rule, the first pass score leans optimistic when in doubt. Each 70 will be invited to the Showcase

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 (for a final score of 55-85). Where the first pass leans optimistic, this round leans pessimistic. This round considers 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. A poorly constructed or painted display may harm your score, but this category is primarily concerned with how well your miniatures are painted.

#### **3.7.3 BRACKET WINNERS**

Each player who wins all of their games in their bracket (with the exception of First Place overall) will earn an award for doing so.



## 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.



## 5.0 THE PLAYERS CODE & POLICIES

### 5.1 PLAYER CONDUCT POLICIES

The great Olympian Jesse Owens once said, "Friendships born on the field of athletic strife are the real gold of competition. Awards become corroded, friends gather no dust." While Warhammer is no athletic competition, the saying holds true. Kill Team is a game best played in this spirit and we place great emphasis on playing excellent games with like-minded people at our events. 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.

## 5.0 THE PLAYERS CODE & POLICIES (CONT.)

### 5.1 PLAYER CONDUCT POLICIES (CONT)

#### 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 teams (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 a Warhammer Event 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 TIMEKEEPING

Players are expected to arrive in good time and allow enough time to register themselves in the tournament, attend briefings, and be ready to start each round on time.

### 5.3 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:** At our events, 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 at Adepticon are enjoyable for everyone.

### 5.4 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 [useventslistsubmission@gwplc.com](mailto:useventslistsubmission@gwplc.com) and we will provide you with a ruling.

### 5.5 CONCEDED

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the players should follow the rules presented under 'End the Battle' on page 93 of the Kill Team Core Book.

Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know right away.

## CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us via email at:

[usopenslistsubmissions@gwplc.com](mailto:usopenslistsubmissions@gwplc.com)

For more information on our event privacy note please follow the link provided here:

[Privacy Policy](#)

