

Kill Team Tournament Rules

Army Selection & Force Organization Charts:

Point total:

- 200points

Force organization Chart:

- 0-1 Elite
- 0-2 Troops
- 0-1 Fast Attack

All units must meet unit size minimums and not exceed maximum upgrades
You may only take units that fit into the above organization slots.

Restrictions:

- No models with an armour value (AV)
Ex. Rhino, devilfish, dreadnaught (any version), chimera, landspeeder, etc
- No unique/named models/characters
Ex. Marbo, Doom of Malan'tai, Telion, Snikrot etc
- No models with monstrous creature status
Ex. Refer to tyranid book, and sorry to the tyranid players out there
- No invulnerable save better than 4+
- No allies
- No Forgeworld

Codex Specific Adjustments:

- Black Templars:
 - none
- Blood Angels:
 - No death company
- Chaos Daemons:
 - Still deploy by *Deamonic Assault*, however, once each unit arrives on the table the models then act in accordance with the Kill Team rules
- Chaos Space Marines:
 - Chaos Spawn takes up a fast attack slot in the force organization chart
 - No Summoned Greater and/or Lesser Deamons, you want them take Chaos Daemons
 - Icons only effect the model carrying the icon, however models with marks like noise marines, thousand sons, berserkers, plague marines each have their own mark so each is effected by the mark
- Daemon Hunters:
 - Death-Cult Assassins do not require an inquisitor
 - Officio Assassinorum Operative do not require an inquisitor, however, still restricted to 1 assassin per kill team
 - Inquisitorial Retinues only provide stat modifiers to the Inquisitor & non of the other benefits
- Dark Angels:
 - none

- Dark Eldar:
 - Succubus unit upgrade models cannot take Combat Drugs as additional equipment from the Dark Eldar Armoury
 - Unit combat drugs are still valid
- Eldar:
 - Warlock/Exarch powers/abilities only effect themselves due to Kill Team *Every Man For Himself* rule
 - ShadowSeer *Veil of Tears* only effect themselves due to Kill Team *Every Man For Himself* rule
- Imperial Guard:
 - Orders:
 - Only can be given by the junior officer model of a platoon command squad
 - vox casters only work for the model carrying it, so as the officer doesn't carry it, there is no point to it
 - When rolling for *Desperados* for any Penal Legion squad, roll for the unit as a whole as normal, ie before the become individual units on the table
 - No Psyker Battle Squad(s)
 - Heavy Weapon teams act as 1 model whether they are represented on the table by 1 or 2 separate bases as they are treated as a 2 wound model in the codex
 - *Combined Squad* rule does not apply.
- Necrons:
 - Replace *We'll Be Back* with *Feel No Pain* universal special rule.
 - Warrior Unit minimum squad size is reduced to 5
 - *Phase Out* removed
- Orks:
 - none
- Codex Space Marines:
 - none
- Space Wolves:
 - none
- Tau Empire:
 - Drones bought as wargear, remain attached to the models and must maintain unit coherency; in the case of units with drone upgrades the drones are attached to the team leader; the drone controller must be nominated before deployment; drones do not cause panic checks to their controllers
 - Pathfinders do not require a devilfish to be taken
 - All Kroot in Kroot units have *Infiltrate* even if a Krootox Rider(s) are present, however the Krootox Rider(s) do not have *Infiltrate*
- Tyranids:
 - No instinctive behaviour
- Witch Hunters:
 - All sisters of battle are considered independent characters for *Acts of Faith* tests
 - If you desire to use Arco-Flagellants you **must** still take a priest as part of the unit even though a Priest is normally considered an HQ selection. Also this priest must be taken from the Witch Hunters Codex.
 - Inquisitorial Retinues only provide stat modifiers to the Inquisitor & non of the other benefits

Table Setup & Deployment:

- 3'x3' table
- Divide table in quarters
- No models may be deployed within 9" of the centre of the table
- No models may be left in reserve
- Models may still use the *Infiltrate* universal special rule (if they have the rule) but they may not outflank as this involves being placed in reserve
- Roll to choose quarter, winner chooses
- Winner deploys all their kill team
- Other player then deploys in the opposing quarter, same restrictions

First Turn:

- Second player may seize the initiative, as per the Warhammer 40,000 rulebook.

Victory Conditions:

Game Length is variable based on victory conditions.

The battle continues until one side has been reduced to half its starting models or less. The player must then take a leadership test at the start of each of their turns; if they fail the test then they lose. Else the battle continues, but the player must take tests on all subsequent turns, with a -1 modifier per test passed. (ie 2nd turn -1, 3rd -2, 4th -3, etc) The leadership test is always done using the highest leadership value of any of the player's surviving models.

Note:

1. that both players may have to take leadership tests at the start of their turns, and the first one to fail loses.
2. Fearless, stubborn and/or any other rule that modifies leadership tests are ignored for purposes of these tests

Special Rules:

Every Man For Himself: All models operate as individual units, even if chosen as part of a squad. When models shoot or fight in combat they may split up their shots/attacks amongst any eligible targets.

Specialist Troopers: Each player is allowed to pick up to 3 different models to benefit from one universal special rule in the Warhammer 40,000 rulebook. This is done as part of your army list and should be marked on the list. No 2 or more models per kill team may take the same universal special rule. No model may be given more than 1 universal special rule; pre-existing universal special rules are not counted in these allotments.

Note: USRs, like swarms, must be well represented or cannot be used. An example for swarms would be an ork with a big shoota taking the swarm USR would be modelled as say 3 or more Orks all with big shootas climbing over each other trying to get the best shot on a base of at least 40mm in size.

Scoring Breakdown:

Victory Points and Definitions brake down:

- 15** points for a massacre
- 11** points for a solid victory
- 8** points for a draw
- 4** points for solid loss
- 1** point for being massacred

Massacre: your opponent has fled the table or has no models left, while you still have more than half your models remaining on the table

Solid Victory: your opponent has fled the table or has no models left, and you have half or less of your models remaining on the table

Draw: both forces have half or less of their models remaining on the table
ie time runs out

Sportsmanship brake down:

- 5** Great Game, would play again anytime
- 3** Good game
- 1** shake hands don't look back

Painting/Conversion brake down:

Guest Judges will score based on:

Creativity, Basing, Conversion, Quality of Painting, and Theme.

Awards:

Best Overall, Best Painted/Converted, Best Sport