Kill Team Tournament Rules

General Tournament Rules:

- Must bring your Army's Codex, not a copy
- Must bring any relevant Games Workshop released FAQs
- Army must be painted, minimum 3 colours
- Army must have bases painted and/or textured
- Must bring 2 copies of you Army list, in case you lose the first
- Failure to meet the above rules will cause a forfeit from the tournament with no refund
- Please bring 3 objective counters/models, suggest they be a size of either a 25mm or 40mm base

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 rules

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 & none of the other benefits
- Dark Angels:
  - none
- Dark Eldar:
  - No *Power From Pain* (ie No Pain Tokens)
    - far too complicated to keep track of on a model by model basis.
- 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 they 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.
  - *Storm Troopers: Special Operations* rule must be the same for each member of the squad and chosen before deployment. At deployment they are now each considered their own unit.

- 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:
  - Ferisian wolves bought as wargear, remain attached to the models and maintain unit coherency
- Tau Empire:
  - Remove 1+ restriction on Fire Warriors
  - 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

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.

> Disallowed USRs: Swarms (unless the model has it already)
> Note: It is strongly encouraged to have USRs well represented, for ease of play and
> understanding by oponents.

Table Setup & Deployment:

- 4'x4' 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.

Scoring Models:

- All models are considered scoring, unless their own Codex entry states they cannot be scoring.
- Models are not considered scoring if they have *Gone to Ground*

Scoring Breakdown (per round):

Victory Points 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

Sportsmanship brake down:

5 Great Game, this is what gaming is all about
3 Good game, I would play this person again
1 shake hands don't look back

Painting/Conversion brake down:

6 Every model is converted to show its Universal Special Rule and has high level of painting detail
5 Very good level of painting/basing
3 Good level of painting/basing
1 Has met minimum requirements for painting and basing

Awards:

Best Overall, Best Painted/Converted, Best Sport

Standard KillTeam Mission:

Game Length:
- Time and victory conditions

Objectives:
- Kill your opponent's Army

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

Victory Points Definitions:
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

King of The Hill:

<u>Game Length:</u>
- Random Game Length, between 7 and 9 game turns. At the end of game turn 7, a player must roll a die. On a 1-2 the game ends, on a 3-6 game turn 8 is played. If the game continues then, at the end of game turn 8, the other player must roll a die. On a 1-3 the game ends, on a 4-6 game turn 9 is played. After game turn 9 the game is over period.

<u>Objectives:</u>
- 1 objective counter
- Deploy the 1 object at the exact centre of the table
- Objectives are stationary

<u>Victory Conditions:</u>
- Side with the most number of models in base contact with the objective at the end of the game wins

<u>Victory Points Definitions:</u>

        Massacre: you have 1 or more models in base contact with the objective and your opponent has none

        Solid Victory: you have more models in base contact with the objective than your opponent does

        Draw: both sides have the same number of models in base contact with the objective or neither side has any models in base contact with the objective

Assassination:

Game Length:
- Random Game Length, between 7 and 9 game turns. At the end of game turn 7, a player must roll a die. On a 1-2 the game ends, on a 3-6 game turn 8 is played. If the game continues then, at the end of game turn 8, the other player must roll a die. On a 1-3 the game ends, on a 4-6 game turn 9 is played. After game turn 9 the game is over period.
- Secondary Objective met

Objectives:
- Each side must nominate 1 model as their Armies "Leader".

Victory Conditions:
- **Primary Objective:** To meet this objective you must Kill your opponent's "Leader" before the Secondary Objective is completed
- **Secondary Objective:** Standard KillTeam Mission (refer to its mission page entry)

Victory Points Definitions:

Massacre: you completed the Primary Objective while your opponent completed no Objectives

Solid Victory: you completed the Secondary Objective before the Primary Objective

Draw: neither Primary nor Secondary Objectives have been met by either side or both sides complete the Primary Objective and neither side complete the Secondary Objective

Note: *Although your army has a "Leader", there is always another member waiting to take his place.* This means that even if your army loses their "Leader" but manages to Assassinate the opposing army's Leader they can still claim a **Massacre** if they meet the **Secondary Objective**. If however the game runs out and both sides have lost their "Leaders" but **neither** side accomplished the **Secondary Objective** then it is considered a draw.

Seize Ground:

Game Length:
- Random Game Length, between 7 and 9 game turns. At the end of game turn 7, a player must roll a die. On a 1-2 the game ends, on a 3-6 game turn 8 is played. If the game continues then, at the end of game turn 8, the other player must roll a die. On a 1-3 the game ends, on a 4-6 game turn 9 is played. After game turn 9 the game is over period.
- Secondary Objective met

Primary Objective:
- D3+2 objective counters
- Before choosing deployment zone, players take turns deploying objectives until all are deployed
- Objectives must be 9" apart and away from table edges, and not in impassable terrain
- Objectives are stationary
- **Controlled Objectives:** 1 or more models of only 1 side must be in base contact with the objective
- **Contested Objectives:** 1 or more models from both sides are in base to base contact with the objective

Victory Conditions:
- **Primary Objective:** most controlled objective counters
- **Secondary Objective:** Standard KillTeam Mission (refer to its mission page entry)

Victory Points Definitions:
> **Massacre:** you met the Primary Objective
> **Solid Victory:** you completed the Secondary Objective while not controlling any objectives
> **Draw:** neither Primary nor Secondary Objectives have been met by either side

The Hornburg Culvert:

Game Length:
- Time and victory conditions
- Game ends when either side completes the Primary Objective

Deployment Zone:
- Instead of standard division of table into Quarters, Armies must be deployed outside of 9" of the table centre line, as per *Pitched Battle* in the Warhammer 40k rulebook

Primary Objective:
- 2 objective counters (1 per side, called the "Bomb")
- Deploy objectives after armies are deployed, 1 in each deployment zone
- **Control of Objectives:** any model may control their side's objective but they cannot control the opposing side's objective, to do so the model must be in base ontact with the objective
- **Bomb Movement:** In order for the "Bomb" to move, you must have a model in base contact with it at the start of the phase. The "Bomb" may move a maximum of 6" in the movement phase, subject to difficult terrain, may run, may not move in the assault phase
- If controlling model flees for any reason the "Bomb" is left behind

Victory Conditions:
- **Primary Objective:** You must take your "Bomb" (objective) from your deployment zone to the back edge of your opponent's deployment zone.
- **Secondary Objective:** Standard KillTeam Mission (refer to its mission page entry)
- **Tertiary Objective:** write on your score sheet the origin of the name of this mission for a bonus point to your Overall score

Victory Points Definitions:
> **Massacre:** you completed the Primary Objective
> **Solid Victory:** you completed the Secondary Objective before the Primary Objective
> **Draw:** neither Primary nor Secondary Objectives have been met by either side