

WARHAMMER
40,000

KILL TEAM



EVENT GUIDE



ARENA BATTLE 2019 TOURNAMENT RULES

This pack includes rules and missions designed for this tournament, so as to provide players with an even playing field. These missions are designed for the game boards and scenery pieces included in the Kill Team Arena box set.

THE KILL TEAMS

Before the event, each player must create a command roster consisting of between 3 and 20 models, all of which must share a Faction keyword and at least one of which must be a Leader. Players must share a copy of their command roster with the Tournament Organizer before the event. Please bring at least 4 copies of your command roster to the event for data keeping purposes.

MUSTERING

Once the mission has been determined, players will muster their kill teams and choose Arena Objectives (see page 4 of the Arena Book). Players have a maximum of five minutes to select data cards for models from their command roster, following all the normal restrictions for Battle-forged kill teams as found on page 62 of the *Kill Team Core Manual*.

THE BATTLEFIELD

When playing a competitive play mission, do not use any environment tables for the kill zone you are using - these tables are not meant for organized play.

USING ARENA OBJECTIVES

Arena objectives provide a variety of challenging mission parameters for you to complete. Players choose which arena objectives they have - and therefore - which feats they must accomplish - in each mission. Each arena objective explains how it is scored, and in each mission, a player can only score a maximum of 3 victory points for each of their arena objectives in a single game - even if a player could score more than 3 victory points by fulfilling the requirements of the arena objective, they cannot score more than this maximum.

Each mission in this pack lists the arena objectives that can be used in that mission. When a player musters their kill team they also choose three arena objectives from those listed in that mission. Some missions include a bespoke secondary objective - a player can always choose this as one of their three arena objectives when playing that mission. Once they have chosen their arena objectives, the players record their choices on their score sheets.

If the time limit for mustering is reached and not all players have chosen three arena objectives eligible for the mission being played, each of those players must randomly determine all of their arena objectives by numbering each of the arena objectives available in that mission, rolling a D6 three times and taking the corresponding arena objectives. (re-rolling in the event of a duplicate result or any result that does not have a corresponding objective marker).

A player's arena objectives are kept secret from their opponent (unless they are randomly determined as described above). When a player first scores an arena objective, they must reveal that they have that arena objective.

Players can choose to use the Arena Battle objectives cards available at the event to choose their objectives. Make sure to first remove all the objectives from the deck that are not available in the current mission. They may use those to randomly determine their objectives by shuffling the available objectives from the mission together and drawing three objectives randomly from that stack.



ATTRITION

At the end of the battle round, score 1 victory point if more enemy models than friendly models were taken out of action in this battle round.

BOUNTY HUNTERS

When an enemy model is taken out of action, place a Kill Team token in contact with its base before removing the model from the battlefield. Score 1 victory point if a model from your kill team ends its move in contact with any of these markers, and then remove one of those markers the model is in contact with.

CUT APART

At the end of the Fight phase, score 1 victory point if one or more models from your kill team made an attack that took an enemy model out of action in that phase.

CUT OFF THE HEAD

When the enemy Leader is taken out of action, score victory points equal to 5 minus the number of the current battle round.

DEATH FROM AFAR

When a model from your kill team makes a shooting attack at long range that takes an enemy model out of action, score 1 victory point.

DOMINATION

At the end of the battle round, score 1 victory point if more models from your kill team are within 3" of the centre of the battlefield than there are enemy models within 3" of the centre of the battlefield (not including shaken models).

ENGAGE ON ALL FRONTS

Divide the battlefield into four equal rectangles, a corner of each of which meets the others in the center of the battlefield. At the end of the battle round, score 1 victory point if there is at least one model from your kill team (other than shaken models) wholly within each of these rectangles.

HIGH-PROFILE TARGETS

When an enemy specialist (other than a Leader) is taken out of action, score 1 victory point.

PROXIMITY ALERT

At the end of the battle round, score 1 victory point if there is any enemy model within 2" of two or more models (other than shaken models) from your kill team.

RECON SWEEP

At the end of the battle round, score 1 victory point if one or more models from your kill team (other than shaken models) are wholly within the enemy deployment zone.

SCOUT THE FIELD

At the end of the battle round, score 1 victory point if there are models from your kill team (other than shaken models) within 1" of at least three different battle edges. Models wholly within your deployment zone do not count unless they are within 1" of a battlefield edge that does not extend beyond your deployment zone, in which case they only count for one battlefield edge.

THIN THEIR RANKS

At the end of the battle round, score 1 victory point if two or more enemy models were taken out of action in that battle round.

COMPETITIVE PLAY MISSION

INTERLOPERS

The security of a high-tech facility has been compromised. Despatched to drive the enemy from the building's engine rooms, a rapid-response force engages the intruders, and a fierce conflict ensues as the two groups of warriors vie for control of the area.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 3 and each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

This mission is played in a Killzone: Generatorium. Create the battlefield and set up terrain exactly as shown on pages 8-9 of *Kill Team: Arena*. Then set up four objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the player that loses the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill teams, starting with the player that lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of each battle round, each player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points per turn):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponents' team.

A player cannot score more than 9 victory points for this victory condition in this mission.

ARENA OBJECTIVES

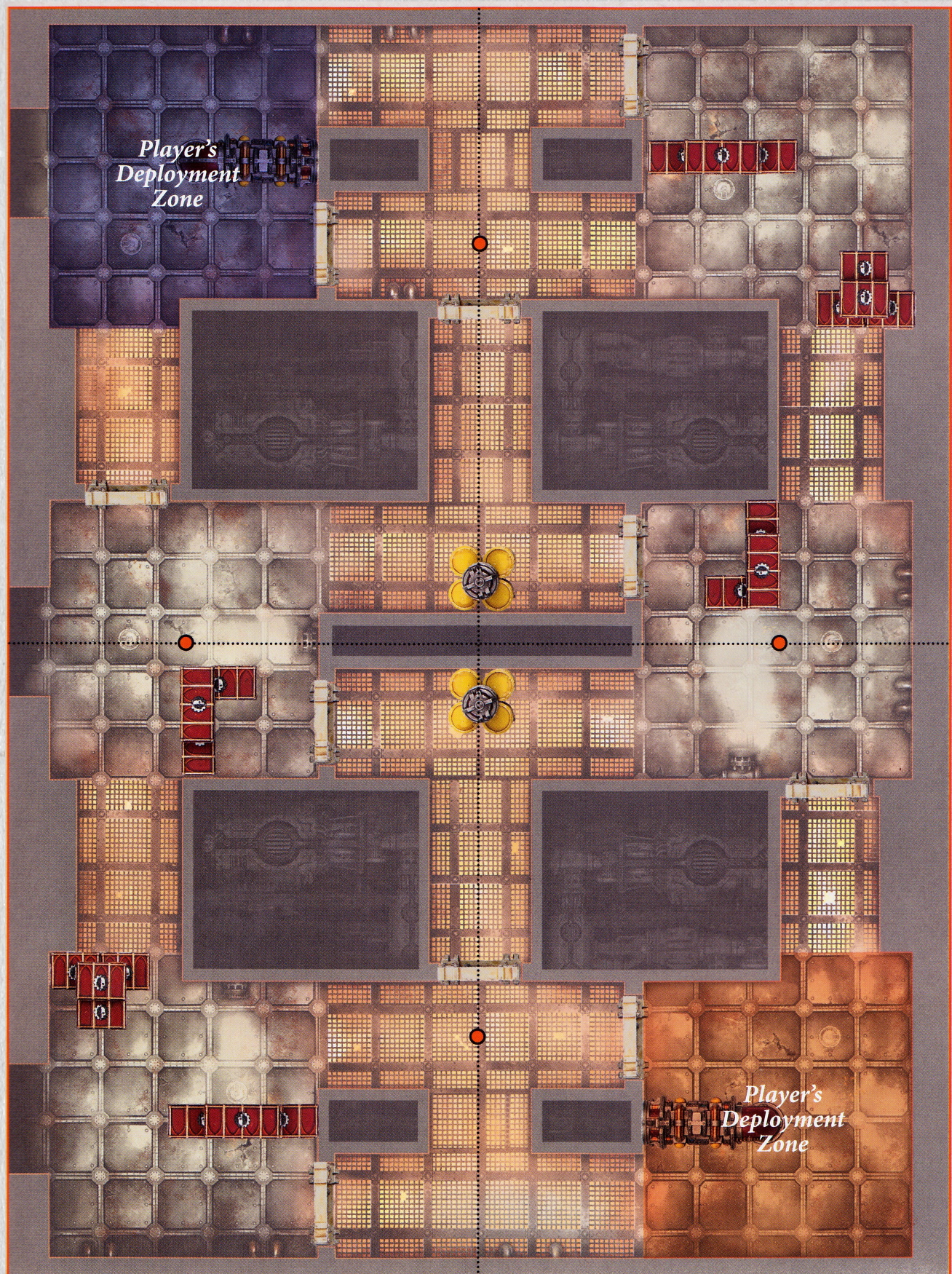
The Arena Objectives available in this mission are:

Cut Apart, Death from Afar, Domination, Engage On All Fronts, Scout the Field

Activate Engines: At the beginning of the Movement phase, if you control one or more objective markers, you can choose a model from your kill team (other than a shaken model) that is within 1" of an objective marker you control and not within 1" of an enemy model. If you do so, you score 1 victory point. This model cannot be chosen to move, React, manifest psychic powers or shoot in this battle round, and can only be chosen to fight in the Fight phase if it is charged in this battle round.

Players can only score a maximum of 3 victory points for each Arena Objective they choose, for a total maximum of 9 victory points for all Arena Objectives in a mission.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.



COMPETITIVE PLAY MISSION

HOLD THE TERMINALS

Seeking to destroy an enemy facility's reactor, a kill team moves to secure a number of key terminals. Realizing the nature of their plan, the foe sends combatants to put an end to the nefarious plot - if they fail, the overload could level the entire structure.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 3 and each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

This mission is played in a Killzone: Generatorium. Create the battlefield and set up terrain exactly as shown on pages 8-9 of *Kill Team: Arena*.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the player that loses the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill teams, starting with the player that lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Terminal Corridors: At the end of each battle round, a player scores 1 victory point if they control any Terminal Corridors (see the map opposite), or 3 victory points if they control more Terminal Corridors than their opponent. A player controls a Terminal Corridor if the total Wounds characteristic of models from their kill team that are wholly within that Terminal Corridor is higher than the total Wounds characteristic of enemy models wholly within that Terminal Corridor. A player cannot score more than 9 victory points for this victory condition in this mission.

ARENA OBJECTIVES

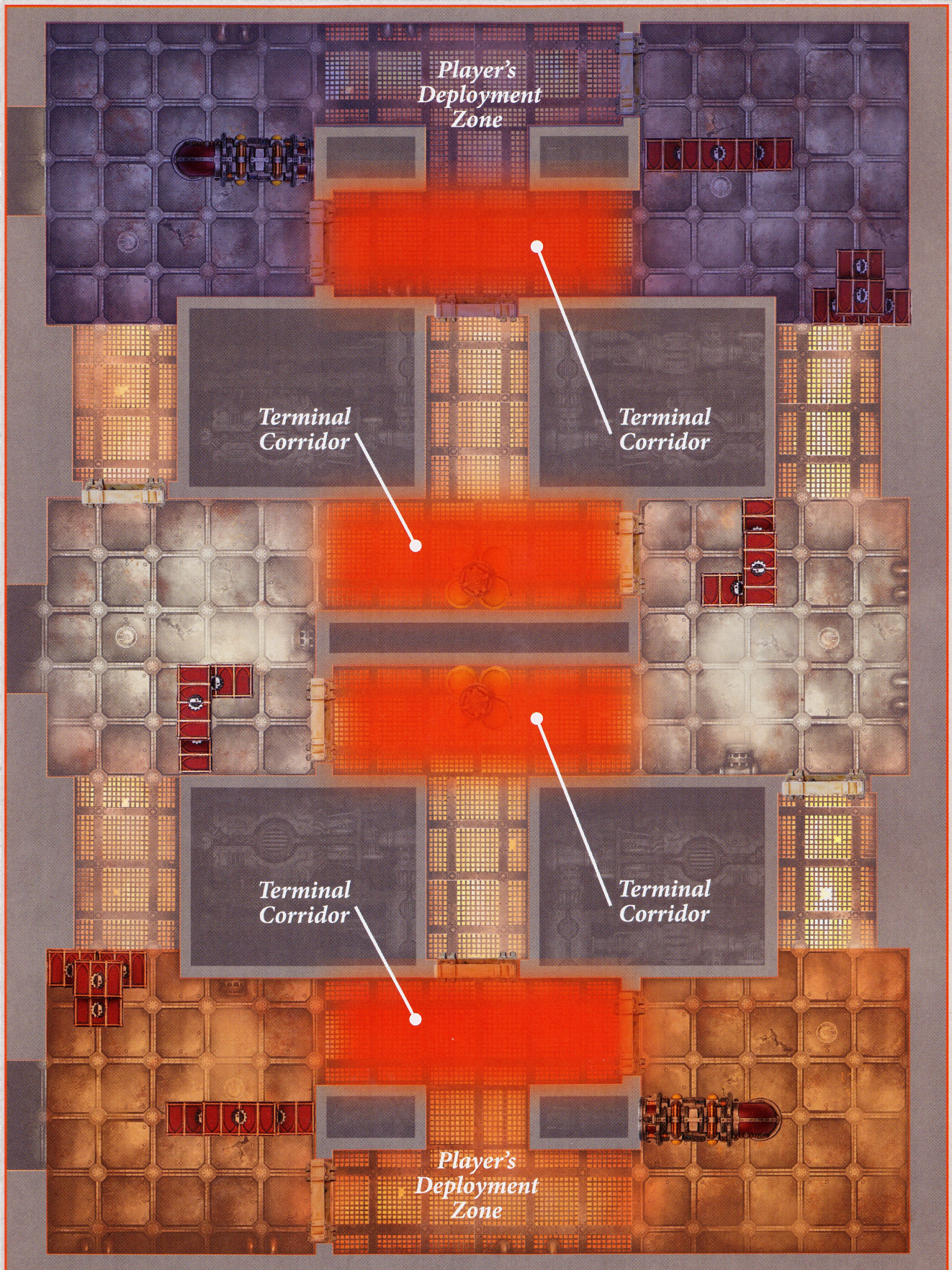
The Arena Objectives available in this mission are:

Attrition, Cut Off the Head, High-Profile Targets, Proximity Alert, Scout the Field

Vent Reactor: At the end of the battle round, score 1 victory point if there are any specialists from your kill team (other than shaken models) wholly within any Terminal Corridors that you control.

Players can only score a maximum of 3 victory points for each Arena Objective they choose, for a total maximum of 9 victory points for all Arena Objectives in a mission.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whoever controls more Terminal Corridors at the end of the battle is the winner. If there is still a tie, the game is a draw.



COMPETITIVE PLAY MISSION

CLAIM THE CATACOMBS

A territorial battle between reconnaissance forces has begun in the dank catacombs beneath an Ecclesiarchy building. Both look to secure the key intersections of the underground structure, driving their enemy back tunnel by tunnel until they are expelled entirely.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 3 and each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

This mission is played in a Killzone: Catacombs. Create the battlefield and set up terrain exactly as shown on pages 10-11 of *Kill Team: Arena*. Then set up five objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the player that loses the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill teams, starting with the player that lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of each battle round, each player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points per turn):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponents' team.

A player cannot score more than 9 victory points for this victory condition in this mission.

ARENA OBJECTIVES

The Arena Objectives available in this mission are:

Attrition, Bounty Hunters, Domination, Recon Sweep, Thin Their Ranks

Contained: At the end of the battle round, score 1 victory point if you control the two objective markers closest to the battlefield edges.

Players can only score a maximum of 3 victory points for each Arena Objective they choose, for a total maximum of 9 victory points for all Arena Objectives in a mission.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.



COMPETITIVE PLAY MISSION

HIDDEN VAULT

A pair of kill teams have infiltrated the enemy's barracks, hoping to slaughter their foes while they sleep. Some of the building's occupants, however, have just returned from night-fighting training and are fully armed, equipped and more than prepared for combat!

THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 3 and each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

This mission is played in a Killzone: Catacombs. Create the battlefield and set up terrain exactly as shown on pages 10-11 of *Kill Team: Arena*. Then set up four objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the player that loses the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill teams, starting with the player that lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Vault Entrance: At the end of each battle round, a player scores 1 victory point if they control any objective markers, and 2 additional victory points if they control both of the objective markers closest to the Entrance Room (see opposite). A player cannot score more than 9 victory points for this victory condition in this mission.

ARENA OBJECTIVES

The Arena Objectives available in this mission are:

Cut Off the Head, Domination, Engage On All Fronts, High-Profile Targets, Proximity Alert

Jam Signal: At the end of the battle round, score 1 victory point if you control the objective marker closest to your opponent's deployment zone, and a specialist from your kill team (other than a shaken model) is within 2" of that objective marker.

Players can only score a maximum of 3 victory points for each Arena Objective they choose, for a total maximum of 9 victory points for all Arena Objectives in a mission.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, and one player controls the two objective markers closest to the Entrance Room at the end of the battle, that player is the winner. If there is still a tie, the game is a draw.



COMPETITIVE PLAY MISSION

SECURE THE DELIVERY SITES

An armorium that is due to receive a large delivery of munitions by servo-drones has been assaulted by an enemy force intent on stealing the supplies. A nearby kill team has been redirected to intercept them and ensure the ammunition is received by its rightful owners.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 3 and each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

This mission is played in a Killzone: Armorium. Create the battlefield and set up terrain exactly as shown on pages 12-13 of *Kill Team: Arena*. Then set up six objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the player that loses the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill teams, starting with the player that lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of each battle round, each player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points per turn):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponents' team.

A player cannot score more than 9 victory points for this victory condition in this mission.

ARENA OBJECTIVES

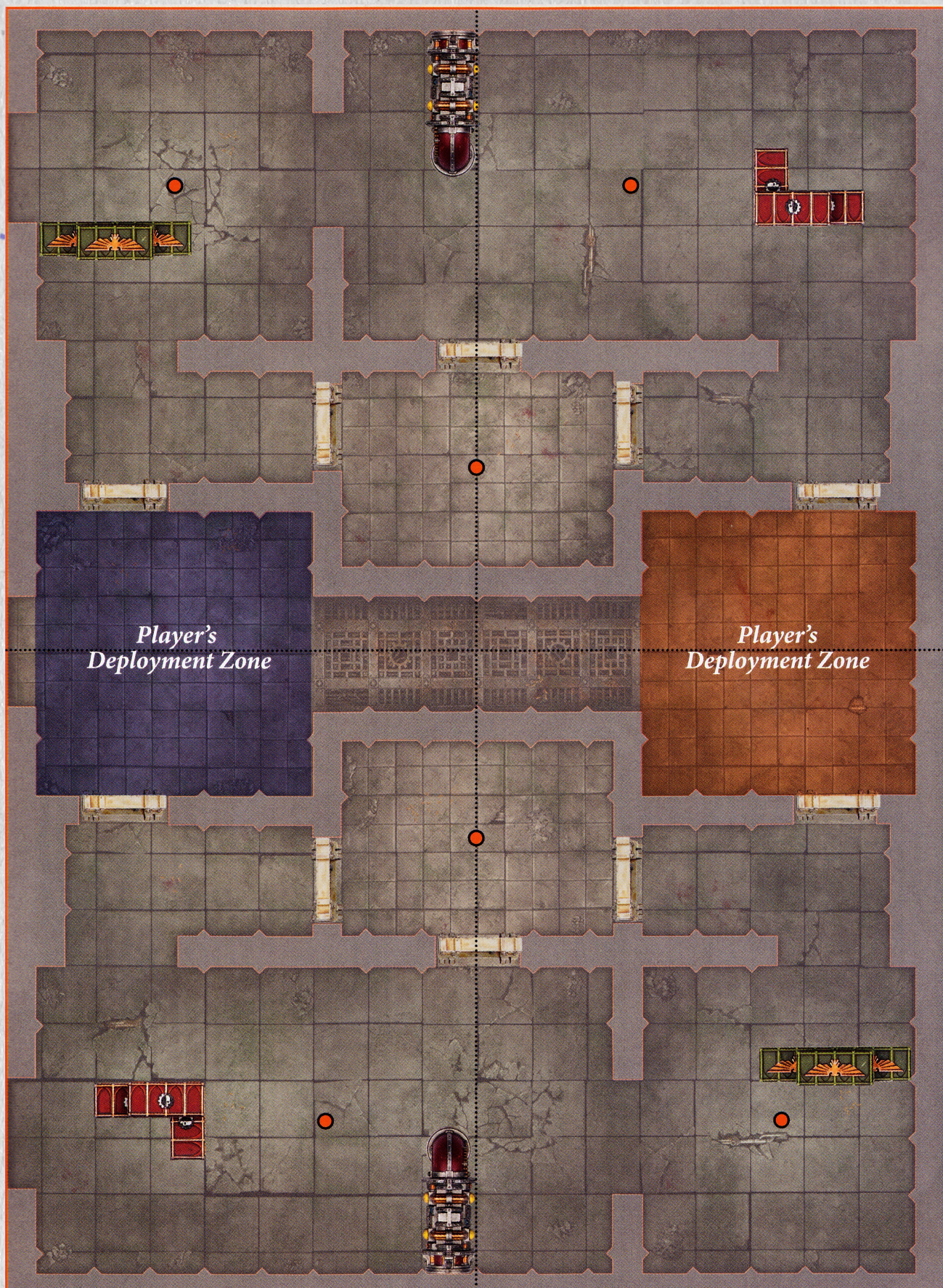
The Arena Objectives available in this mission are:

Death From Afar, Engage On All Fronts, Recon Sweep, Scout the Field, Thin Their Ranks

Divert Drones: At the end of the battle round, score 1 victory point if you control the two objective markers closest to the center of the battlefield.

Players can only score a maximum of 3 victory points for each Arena Objective they choose, for a total maximum of 9 victory points for all Arena Objectives in a mission.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.



COMPETITIVE PLAY MISSION

DESPERATE DESTRUCTION

As one kill team deploys to sabotage an enemy's armory by planting explosives in the ammunition stockpile at the facility's heart, another moves to stop them from reaching their goal. Before long the building echoes with the sounds of frenzied battle.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 3 and each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

This mission is played in a Killzone: Armorium. Create the battlefield and set up terrain exactly as shown on pages 12-13 of *Kill Team: Arena*. Then set up four objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the player that loses the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill teams, starting with the player that lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Access to the Hatch: At the end of each battle round, a player scores 1 victory point if they control any objective markers, or 2 victory points if they control the two objective markers closest to their opponent's deployment zone. In addition, they score 1 victory point if they control the Stockpile Hatch (see the map opposite). A player controls the Stockpile Hatch if the total Wounds characteristic of models from their kill team that are wholly within the Stockpile Hatch is higher than the total Wounds characteristic of enemy models wholly within the Stockpile Hatch. A player cannot score more than 9 victory points for this victory condition in this mission.

ARENA OBJECTIVES

The Arena Objectives available in this mission are:

Cut Apart, Cut Off the Head, Engage On All Fronts, Proximity Alert, Thin Their Ranks

Headlong Charge: At the end of the Movement phase, score 1 victory point if two or more models from your kill team charged in that phase.

Players can only score a maximum of 3 victory points for each Arena Objective they choose, for a total maximum of 9 victory points for all Arena Objectives in a mission.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, and one player controls the Stockpile Hatch at the end of the battle, that player is the winner. If there is still a tie, the game is a draw.



COMPETITIVE PLAY MISSION

FORGOTTEN DATA

During their rapid withdrawal from a war zone, an army left behind valuable intel relating to the wider conflict. Knowing that their foe's forces are doubtless en route to the abandoned barracks in which this data is stored, they send a kill team to destroy the intel before it can be used against them.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 3 and each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

This mission is played in a Killzone: Garrison Vault. Create the battlefield and set up terrain exactly as shown on pages 14-15 of *Kill Team: Arena*. Then set up four objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the player that loses the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill teams, starting with the player that lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of each battle round, each player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points per turn):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponents' team.

A player cannot score more than 9 victory points for this victory condition in this mission.

ARENA OBJECTIVES

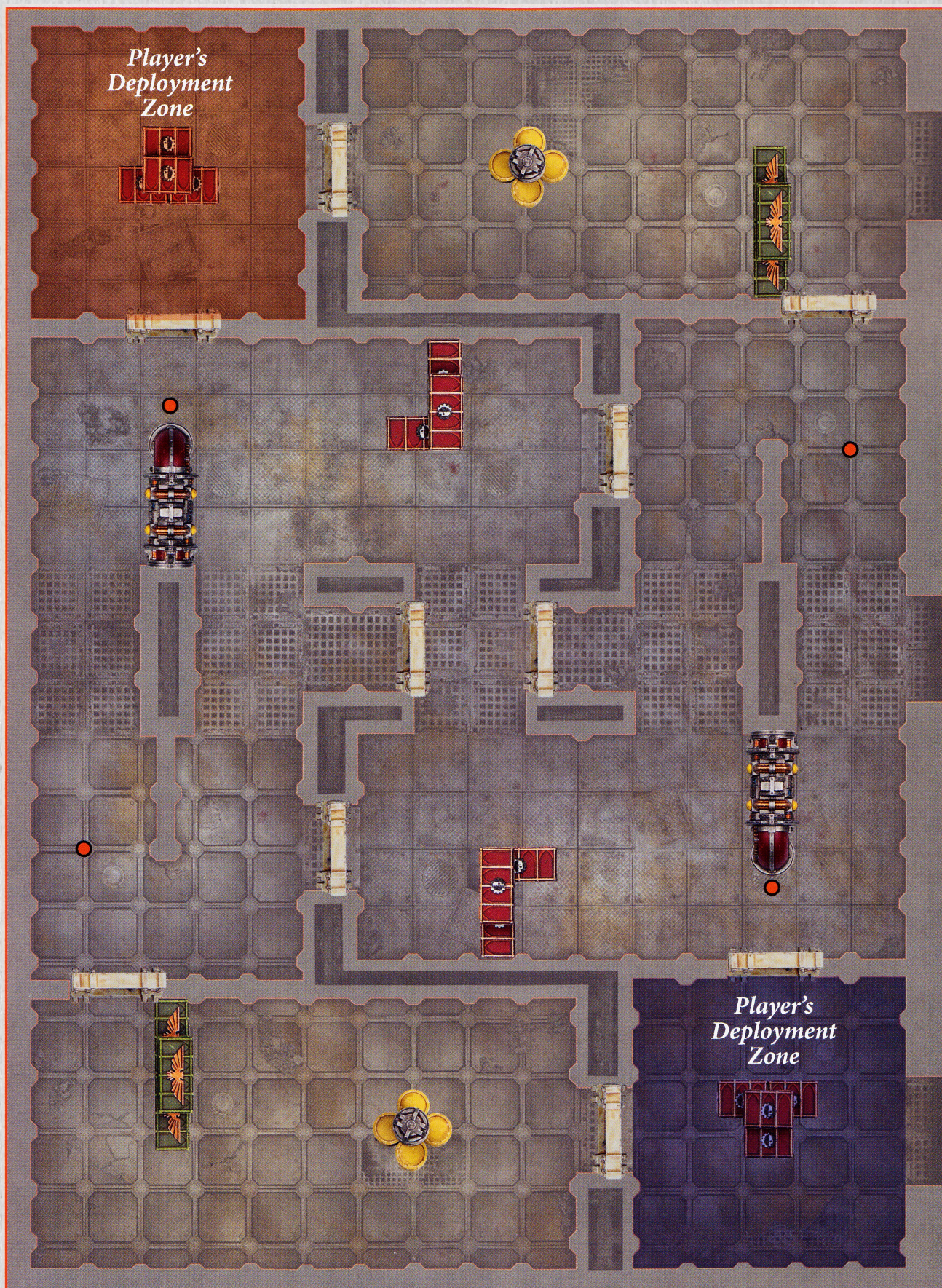
The Arena Objectives available in this mission are:

Attrition, Bounty Hunters, Death From Afar, Domination, Scout the Field

Data Recovery: At the end of the mission, score 3 victory points if there is at least one objective marker that you have controlled at the end of every battle round.

Players can only score a maximum of 3 victory points for each Arena Objective they choose, for a total maximum of 9 victory points for all Arena Objectives in a mission.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.



COMPETITIVE PLAY MISSION

CODEBREAKERS

Operating on freshly acquired intelligence, a kill team infiltrates a barracks with the intention of claiming the codebreaking devices in the possession of its occupants. The defenders will not give them up easily, however - the decrypting tools will have to be wrested from their cold, dead hands.

THE KILL TEAMS

This is a mission for two players. Each player chooses three Arena Objectives as described on page 3 and each player musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

This mission is played in a Killzone: Garrison Vault. Create the battlefield and set up terrain exactly as shown on pages 14-15 of *Kill Team: Arena*. Then set up four objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the player that loses the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill teams, starting with the player that lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Codebreakers: In this mission, each objective marker is 'tagged' by one player or the other. At the start of the mission, each player has tagged the two objective markers closest to their deployment zone. At the end of the battle round, each player tags the objective markers they control. Objective markers that are not controlled remain tagged for the same player. At the end of the battle round, after any objective markers have been tagged, a player scores 1 victory point if they have two objective markers, or 3 victory points if they have three or more tagged objective markers. A player cannot score more than 9 victory points for this victory condition in this mission.

ARENA OBJECTIVES

The Arena Objectives available in this mission are:

Bounty Hunters, Cut Apart, High-Profile Targets, Proximity Alert, Recon Sweep

Retrieved Tools: When the enemy Leader is taken out of action, score 1 victory point, or 3 victory points if they were taken out of action in the Fight phase.

Players can only score a maximum of 3 victory points for each Arena Objective they choose, for a total maximum of 9 victory points for all Arena Objectives in a mission.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player has taken the most enemy specialists out of action at the end of the battle is the winner. If there is still a tie, the game is a draw.



TOURNAMENT RULES

In this section you will find the rules governing the tournament. Players may find it useful to familiarize themselves with the behaviors and practices expected of them when they participate in this competition.

TOURNAMENT STRUCTURE

REGISTRATION AND COMMAND ROSTER CHECK

Upon arrival at the event, all players must register with an official appointed by the tournament organizer. When they do so they give their name, the Faction keyword shared by all models on their command roster and a copy of their roster, which must be clearly legible. The roster will be checked by the tournament officials, but that doesn't remove the responsibility of players to ensure that it follows all the rules on page 62 of the *Kill Team Core Manual*. Once a command roster has been submitted, it may not be altered in any way, except to correct any errors. The organizer may penalize players who submit invalid command rosters.

Resources and Experience are not used for tournament play and should be ignored. Players can fill out the Mission, Background, and Squad Quirk sections if they wish, but they will not have any effect in the games that follow.

Once all players are registered, players will be paired randomly for the first round.

ROUNDS AND PAIRING

The tournament is played over five rounds, with 90 minutes afforded for each (this includes the five-minute kill team mustering period before the start of each mission).

For round 1, pairings are randomly generated. If there are an odd number of players, one player (determined randomly) will play against a spare player. A spare player is one of the tournament officials or a spectator who is available to play a game should there be an odd number of players. If there is no spare player available, the randomly determined player will receive a bye. They are treated as winning the game and as having scored 13 victory points in that game.

For subsequent rounds, pairings are allocated based upon the determinations of the Best Coast Pairings app. If there are an odd number of players, the lowest-ranked player overall will play the spare player or receive a bye, as described previously. No player can play against the spare player more than once in a tournament, and if they would, the next lowest-ranked player will play against the spare player instead. Players will also not be paired with an opponent they have already faced.

Missions

Which of the missions found in this pack is played in each round is decided by the tournament organizer, and will be announced before the beginning of each round.



Scoring

When a game ends, the players record the result - including if a game ends in a draw - on their results sheets. If time runs out before the game ends, players should finish that battle round and then record the result as it stands at that point, using the same victory conditions stated in the mission and their arena objectives. Both players must also record their victory points scored after each game, as well as the number of arena objectives for which they scored the full 3 victory points and the number of enemy specialists (including Leaders) taken out of action - these are used as tiebreakers after each round when determining which player plays the spare player or receives a bye (if necessary), and (if necessary) for determining the final results.

After filling in their results sheets together, players should hand them in to an appointed official, who will record the results.

Ranking

Three points are scored for a match win, 1 for a match draw and 0 for a match loss. The higher a player's score, the higher they are in the rankings. If there is a tie, highest total victory points is used as a tiebreaker; if there is still a tie, the number of secondary objectives for which a team scored the full 3 victory points should be used, and if there is still a tie, the number of enemy specialists taken out of action should be used. For the purposes of final rankings, the top two to four players will compete in a final match and the winner will be considered the winner of the tournament.

BREAKS AND RESULTS

Players will have a short break between rounds while scores and the next round of matches are calculated. The pairings for the next round are then announced, and another round begins. Between the second match and third match there will be an hour designated for lunch, in which time the tournament organizer will change the gameboards and reset the terrain.

After the final round of the tournament has been played, the final scores will be calculated and the results announced.

TOURNAMENT RULES

MINIATURES

Each model must be painted to meet the ITC 3-color painting and basing requirements and must completely and accurately represent its entry on your army roster (including all wargear). In cases where it is disputed, a tournament official will judge whether or not a model can be considered painted. Conversions are acceptable, as well as third party models as long as they accurately represent what the model is armed with. If a conversion is deemed to be misleading by the organizer, or if a miniature is damaged or assembled in such a way that it cannot easily be identified, the player will not be allowed to use that miniature. If the player is unable to field a legal Battle-forged kill team as a result (e.g. the damaged model is that player's only Leader), then that player must forfeit any games until they can provide a suitable alternative. Players cannot handle their opponent's miniatures. A player can waive this rule for their own miniatures if they wish, and should indicate to their opponent where this is the case.

DATA CARDS

Players should have a completed datacard for each model on their command roster that clearly shows equipment, abilities, and any specialism that model has. Players are permitted to write only the name of an ability on the datacard, rather than the whole text, but must ensure they are familiar with the ability and how it works, as well as having a copy of the Kill Team product containing that ability to hand should an opponent ask to read the ability.

TACTICS

Players can use any of the Tactics available to their kill team. To do so they must bring either the relevant Tactic card or Kill Team publication to the tournament, or a facsimile thereof that represents the tactic in question accurately from the source text. They must be able to allow their opponent to read the Tactic if they ask to. A player cannot use a Tactic that they have not brought or cannot show to an opponent.

TOKENS

Players should strive to bring sufficient Kill Team tokens, including objective markers, to their games. If a player does not have sufficient tokens to clearly display effects (Readying a model, Charging, Advancing, etc.), that player should make it clear to their opponent what effect is in place. In such an event, their opponent is permitted to place a token of their own next to the player's model.

DICE

When a player makes a dice roll, they must roll the dice in such a manner as to generate a completely random result. They may use a dice tower to do so if they wish. Dice that are rolled off the table, out of sight of the player's opponent or that do not land flat ('cocked' dice) must be re-rolled.



CONDUCT

This tournament should be held in the spirit of friendly competition. All participants, whatever their role, are expected to show good conduct throughout the tournament. They are expected to treat each other with respect and behave in a mature and considerate manner, including during disputes, and should behave in accordance with the following guidelines:

Advice

Players are not permitted to seek advice from any other person during a round. They can, however, seek rules clarifications from an official.

Timelines

Players are expected to register promptly, and to find their opponent in a timely fashion when each pairing is announced. Players who fail to do so may have to forfeit the game in question at the discretion of a judge, or be expelled from the tournament at the discretion of the organizer.

Players must not stall or deliberately play slowly so as to lengthen a game. If a player suspects that their opponent is deliberately slowing a game down, they can ask an available judge to observe their game.

Playing Area

Each player is responsible for ensuring that the playing area is clear of any clutter, and that the state of the game is clear to their opponent and to a judge. Players suspected of deliberately obscuring datacards, Tactics cards, or tokens that should be visible to both players, or otherwise obfuscating the state of the game, may be penalized.

Spectating

Players can be spectators when they are not playing a match. Spectators are not permitted to interfere in any match that is being played, including by giving any information to either of the players. They may, however, inform a judge if they suspect a player of cheating.

Cheating

Players are expected to know the rules of the game, and cannot, through either action or inaction, create a situation that is against the rules. If a player suspects that their opponent is cheating, they must inform a judge. A player found to be cheating may have to forfeit the game at the discretion of the judge, or be expelled from the tournament at the discretion of the organizer.



PRODUCED BY SHELDON STEERE IN OAKLAND

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GAME 1 SCORES

BATTLE ROUND	ARENA OBJECTIVE 1	ARENA OBJECTIVE 2	ARENA OBJECTIVE 3	PRIMARY OBJECTIVES	OBJECTIVES HELD	SPECIALISTS OUT OF ACTION
1						
2						
3						
4						

GAME 2 SCORES

TOTAL SCORE*

BATTLE ROUND	ARENA OBJECTIVE 1	ARENA OBJECTIVE 2	ARENA OBJECTIVE 3	PRIMARY OBJECTIVES	OBJECTIVES HELD	SPECIALISTS OUT OF ACTION
1						
2						
3						
4						

GAME 3 SCORES

TOTAL SCORE*

BATTLE ROUND	ARENA OBJECTIVE 1	ARENA OBJECTIVE 2	ARENA OBJECTIVE 3	PRIMARY OBJECTIVES	OBJECTIVES HELD	SPECIALISTS OUT OF ACTION
1						
2						
3						
4						

GAME 4 SCORES

TOTAL SCORE*

BATTLE ROUND	ARENA OBJECTIVE 1	ARENA OBJECTIVE 2	ARENA OBJECTIVE 3	PRIMARY OBJECTIVES	OBJECTIVES HELD	SPECIALISTS OUT OF ACTION
1						
2						
3						
4						

*TOTAL SCORE is calculated by adding all 3 Arena Objective scores and Primary Objectives score from each round. Scores are calculated per game and do not carry over to subsequent games.

TOTAL SCORE*

COMMAND ROSTER

Player Name		Results	Current Kill Team's Force	Points
Faction		Round 1	Current Kill Team's Name	
Mission		Round 2		
Background		Round 3		
Squad Quirk		Round 4		

[illegible]