WARHAMMER 40,000

KILL TEAM

COMMANDER PODS

OFFICIAL RULES PACKET

LAS VEGAS OPEN

ITC

KILL TEAM STREAM

FRONTLINE GAMING

LVO 2021 COMMANDERS PODS OFFICIAL RULES

THE KILL TEAMS

Before the event, each player must create a Command Roster consisting of **3 and 20 models,** at least one of which **must** be a Commander. The rules for Command Rosters and Battle-Forged Kill-Teams are found on page 62 of the *Kill Team Core Manual*. Each player must bring a copy of their Command Roster **for each round of the tournament.** [4-rounds = 4 copies (+1 more for safety)].

1 Commander **must** be included in every game on each player's team. Commanders and Specialists may be brought at any level, but that level **must** be indicated on your Command Roster and cannot be changed during the tournament. The Kill-Teams, and their respective Tactics, from Kill Team Rogue Trader, Kill Team: Elites, Kill Team: Commanders, Blackstone Fortress, White-Dwarf Magazine, and the Kill Team Annual 2019 will be allowed. All Tactics can be used, however if their cost/abilities have changed, you **must** use the most recent iteration of the Tactic/Cost. All Erratas and the Designer's Commentary will be used in this event. In addition to official FAQs, the FAQ found on **www.KillTeamStream.com/FAQ** will be in effect. The cut-off for official releases that will be allowed at the tournament is January 17th, 2021.

PRE-GAME SEQUENCE (5-minute time limit)

After the mission number has been determined each player will follow this sequence:

1. Share a copy of your Command Roster simultaneously with your opponent.

2. Choose 3 Secondary Objectives (from the list on Pages 2-3) and record them on the SCORE SHEET below the mission.

3. Highlight the models you will use for this game on one of the copies of your Command Roster. Up to 200-points, Battle-Forged format, and including at least one Commander. Hi-lighters will be provided by the Tournament Organizers, or players can use their own.

Once both players have highlighted their teams they simultaneously share it with their opponent. (If the time-limit is reached before either player has finished hi-lighting their team, please alert a tournament Judge).

4. The players reveal their chosen Secondary Objectives to their opponents.

5. The players will then proceed to Deployment.

DEPLOYMENT

The players roll off, and the winner of 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 team, starting with the player who 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**.**

PRIMARY OBJECTIVES

At the end of the Battle Round, a player scores 1 Victory Point for each of the following:

Control one or more objective markers.	1 VP
Control two or more objective markers.	1 VP
Control more objective markers than their opponent's team.	1 VP

A player cannot score more than 9 Victory Points for this victory condition in a mission.

Your Commander takes one or more enemy models Out of Action.	1 VP
Your Commander takes more enemy models Out of Action than the enemy Commander.	1 VP
The enemy's Commander goes Out of Action.	3 VP

A player cannot score more than 9 Victory Points for this victory condition in a mission.

OBJECTIVE MARKERS

Objective markers are not considered infinitely tall lines, and can only be scored if you are 2" from the center of the objective (including vertical distance). Objective markers are always placed on the ground level, and measurements to and from Objective Markers are never blocked by the Impassable Containers.

GAME LENGTH, TIES, and CONCESSIONS

Each round of the tournament lasts 1-hour 30-minutes. Each game lasts 4 Battle Rounds. At the end of the game, the player with the most victory points is the winner. If there is a tie, whichever player has scored more total points on primary objectives is the winner. If there is still a tie, the player who controls the most objective markers at the end of the battle is the winner. If there is still a tie, whichever player has scored the full 3 points on more secondary objectives is the winner. If there is still a tie, the player with the most specialists on the battlefield at the end of the battle is the winner. If there is still a tie, the players roll-off to determine a winner. If a player wins by one of the tie-breaker methods above, they are awarded 1 extra Victory Point. If one player chooses to concede before the game has come to a natural conclusion, they automatically score 0 Victory Points and their opponent is marked as the victor. At the time of concession, the victor keeps their current score and earns 5 additional Victory Points per remaining Battle Round (to a maximum of 18 total Victory Points).

SCOUTING PHASE

Do not resolve the Scouting Phase in any mission.

SECONDARY OBJECTIVES

SECONDARY and BONUS OBJECTIVES
A player can score a maximum of 3 Victory Points for each Secondary Objective (unless stated otherwise).

The maximum score a player can score in a game is 27 Victory Points (Primary + Secondary).

The Secondary Objective "Old School" can put you over the normal limit of 9 VP from Secondary Objectives to 10 VP if you are able to score all 4 possible VP from it, as well as max out your other two Secondary Objectives, but it cannot put you over 27 Victory Points total for the game.

Secondaries marked with a ♦ can score more than 1 VP in a single Battle Round. (Not including Secondaries that can score multiple VP at the end of the game.)

Commander models count as two models for the purposes of holding and scoring Objectives with the exception of counting two models for scoring Whirlwind.

REVEALED SECONDARIES
Unlike other tournaments, Secondary Objectives for this packet have been balanced around being revealed at the beginning of the game. This should be done before players roll for Deployment. If players forget to reveal their Secondary Objectives to their opponent at the appropriate time, both players must remove any models already placed on the board and begin again as if Deployment has just been rolled and reveal their chosen Secondary Objectives before placing models onto the board.

If a Secondary (such as Survivor) indicates a specific time for part of the Secondary to be revealed, then you can choose to wait until that point of the game to reveal that part of the Secondary. All aspects of all secondaries should be revealed before your first Initiative Roll is rolled. If you fail to reveal the models you've chosen before the initiative roll, you cannot score those objectives in this game.

ABDUCTION

Score 1 VP if a model from your kill team takes an enemy model Out of Action while that model was within 2" of 2 or more non-Commander models (other than Shaken models) from your Kill Team.

OLD SCHOOL ♦

Score 1 VP if a model from your kill team takes one or more enemy models Out of Action in the first Battle Round. In addition; Score 1 VP (to a maximum of 1) if you have at least one model wholly within the enemy's Deployment Zone at the end of the game. In addition; score 2 VP if the enemy's Leader goes Out of Action.

COMMANDING AURA

At the end of the game score 3 VP if you've used a Commander aura tactic 3 or more times.

DEATH FROM AFAR

When a non-Commander model from your kill team makes a shooting attack at long range that takes an enemy model Out of Action, score 1 VP.

MIND GAMES

At the end of the Morale phase, score 1 VP if your opponent is forced to take a Break Test. Score 3 VP if their kill team successfully breaks.

BRACE YOURSELVES

At the end of the Movement phase, if more than half of your kill team (including Shaken models) that remain on the board have Readied, gain 1 VP.

DOMINATION

If you have more models within 3" of the center of the board than your opponent at the end of the Movement Phase, score 1 VP.

STEADFAST

Score 3 VP at the end of the game if there is one Objective that you have controlled for every Battle Round.

DOG PILE

At the end of the Movement phase, score 1 VP if two, or more, different non-Commander models from your kill team made a successful charge move against one enemy model in that phase.

OVERKILL

At the end of the Battle Round, score 1 VP if you rolled two or more dice in an Injury roll for an enemy model and that model was taken out of action by that Injury roll. Alternatively; score 1 VP if an enemy model suffers more successful Wounds than they have remaining Wounds as a result of an attack you've made and that model was taken Out of Action. Unresolved attacks already targeted towards this model may be resolved for the purposes of scoring this secondary.

SURVIVOR

Pick a model from your kill team (other than a Commander) and reveal which model you have chosen to your opponent before you roll your first Initiative roll. If at the end of the battle that unit is wholly outside of your deployment zone and still on the battlefield, score 3 victory points if this model has 0 flesh wounds, 2 victory points if they have 1 flesh wound, and 1 victory point if they have 2 or more flesh wounds. This model cannot be put in reserve.

FOUR QUARTERS

Divide the battlefield into four equal rectangles, a corner of each of which meets the other in the center of the battlefield. At the end of the Battle round, Score 1 VP if there is at least one model from your Kill Team (other than shaken models) wholly within each of these rectangles but not within 3" of the center of the battlefield.

COMPLETE CONTROL

Score 3 VP if you control every Objective at the end of a Battle Round.

WHIRLWIND ♦

Score 1 VP if one model from your kill team forced an Injury roll on 2 or more enemy models in one Battle Round.

BOUNTY HUNTERS ♦

When an enemy model is taken Out of Action, place a Token (1" or less) wholly underneath its base before removing the model from the battlefield. Score 1 VP if a model from your kill team ends any move in contact with any of your markers, and then remove one of the markers your model is in contact with.

ART OF COMBAT

Score 1 VP if you Retreated, Fell Back, or Consolidated into an enemy model that you were not already within 1" of with two or more non-Commander models in a single Battle Round.

HOLD THE PERIMETER

Score 1 VP if 3 or more models (excluding shaken models) are within 3" of 3 different board corners at the end of the Battle Round.

DAVID AND GOLIATH

Score 3 VP if a non-Commander model takes an enemy Commander model Out of Action.

SPECIAL RULES

ADDITIONAL SUB-FACTIONS:
*Please see the "**Subfactions.pdf**" document inside the Google Drive folder with this rules pack for sub-faction options for: **Kroot, Elucidian Starstriders, Gellerpox Infected, Servants of the Abyss, Daemons, Sisters of Silence, and Adepta Sororitas.**

FACTION SPECIAL RULES:
Kroot - Increase the MAX number of Krootox Riders to 4. Increase the MAX number of Kroot Hounds to ' - ' (no max)
Elucidian Starstriders - Increase the MAX number of "Voidsman" to ' - ' (no max), this applies only to basic "Voidsman" not "Voidsman Gunners" etc.
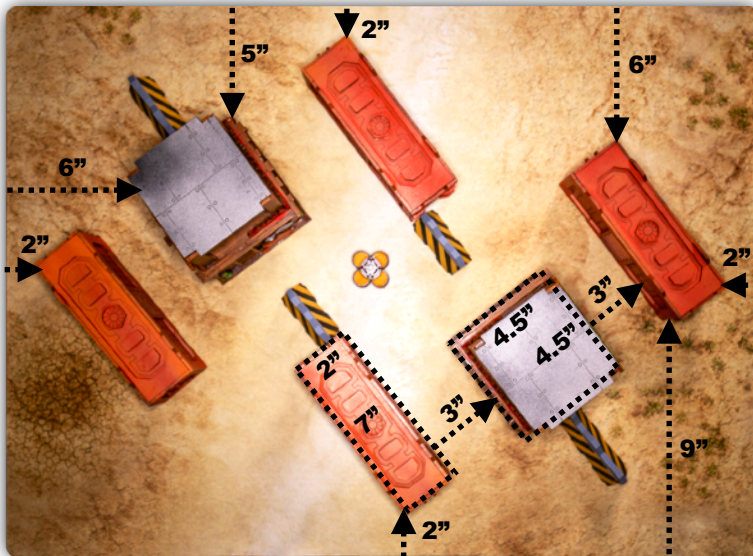
COMMANDERS SPECIAL RULES:
Daemons - Daemons may take any Commander that has the DAEMON keyword. In addition, they may take the Master of Possessions as their Commander.
Sisters of Silence - Sisters of Silence may take the Sister of Battle Cannoness as their Commander.

PAINTING/MODELING REQUIREMENTS:
Models must be modeled with the actual equipment they are listed with on your Command Roster (WYSIWYG). This tournament will follow the ITC rules for: Painting/Modeling and Sportsmanship found in the "ITC 40k 8th Edition Tournament Format and FAQ" As well as the "ITC Code of Conduct".

KILLZONE: LAS VEGAS

This terrain set is available for purchase at **Store.FrontlineGaming.org**

SPECIAL CONTAINER RULES:

THE INDUSTRIAL CONTAINER TERRAIN PIECES ARE IMPASSABLE TERRAIN AND MAY NOT BE CLIMBED, MOVED THROUGH, OR FLOWN OVER IN ANY WAY BY ANY MODELS WITH FLY, OR SIMILAR ABILITIES/TACTICS, BUT AURAS AND SIMILAR ABILITIES CAN BE MEASURED THROUGH THE CONTAINERS.
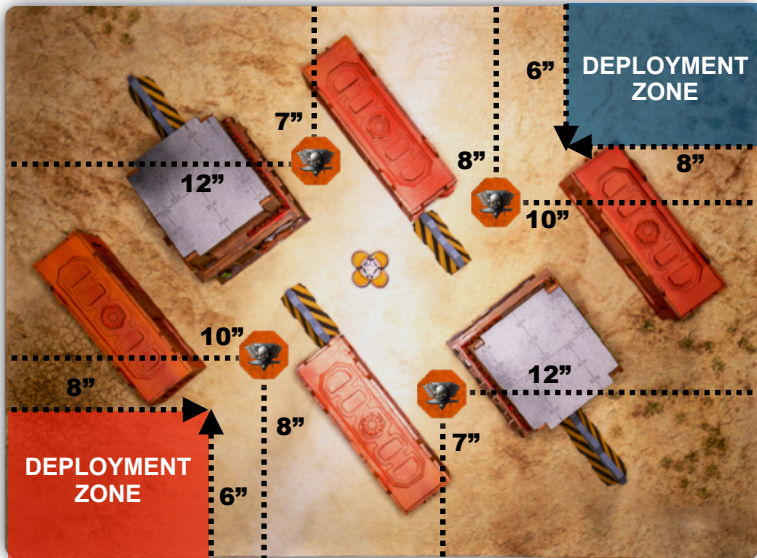
MODELS MAY NOT BE SET UP ON TOP OF THE INDUSTRIAL CONTAINERS AND LINE OF SIGHT CANNOT BE DRAWN OVER THE CONTAINERS.

Terrain should be checked before every game to verify that pieces have not moved from game to game and to ensure a balanced and fair playing field.

The barriers are all 1.7'' high,
The longer barriers are 4'' long
Short barriers are approximately 2.5'' long
Barriers should be treated as 0'' tall when measuring movement over them.

MISSION 1: DUALITY

SCORE SHEET

Your Name: _____	BATTLE ROUND			
Your Primary Objectives	1	2	3	4
HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD 2 OBJECTIVE MARKERS	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1
TOTAL PRIMARY SCORE (MAX 9)	____ / 9			
COMMANDER KILL POINTS ③	1	1	1	1
TOTAL (MAX 9): _____	1	1	1	1
Secondary Objectives (Max 3 VP per Secondary)			
1		1	1	1
2		1	1	1
3	①	1	1	1
Your TOTAL SCORE: _____ / 27				

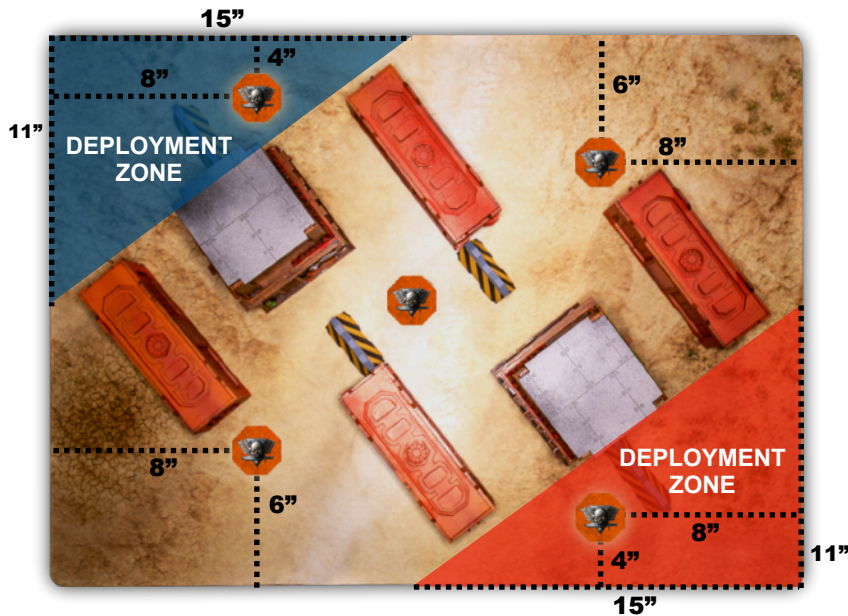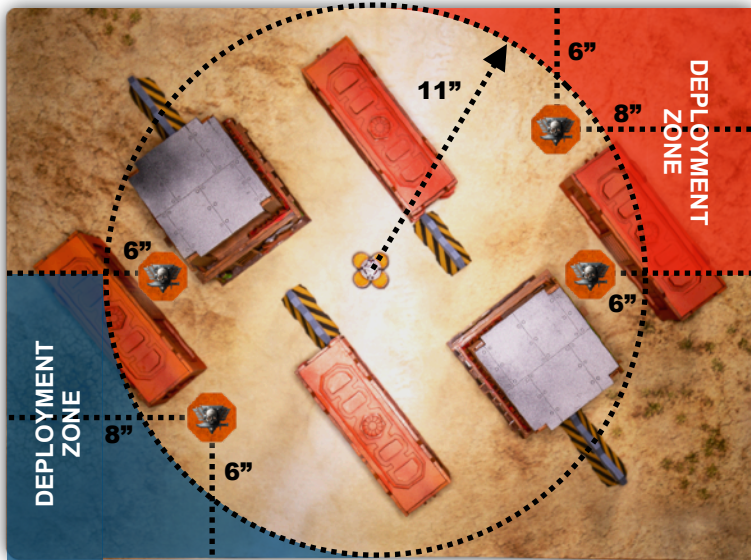| Opponent's Name: _____	BATTLE ROUND			
Opponent's Primary Objectives	1	2	3	4
HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD 2 OBJECTIVE MARKERS	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1
TOTAL PRIMARY SCORE (MAX 9)	____ / 9			
COMMANDER KILL POINTS ③	1	1	1	1
TOTAL (MAX 9): _____	1	1	1	1
Secondary Objectives (Max 3 VP per Secondary)			
1		1	1	1
2		1	1	1
3	①	1	1	1
Your TOTAL SCORE: _____ / 27				

MISSION 2: EXTRACTION

MISSION SEQUENCE SUMMARY

1. Share a copy of your Command Roster with opponent simultaneously.
2. Choose 3 Secondary Objectives from the list on Pages 2 & 3 and record them below.
3. Indicate (highlight) your 200-point Battle-Forged team on your Command Roster.
4. Reveal Secondaries to Opponent
5. Deployment.
6. Battle Rounds 1-4
7. Game end & Scoring.

SCORE SHEET

Your Name: _____	BATTLE ROUND			
Your Primary Objectives	1	2	3	4
HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD 2 OBJECTIVE MARKERS	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1
TOTAL PRIMARY SCORE (MAX 9)	_____ / 9			
COMMANDER KILL POINTS	1	1	1	1
TOTAL (MAX 9): _____ ③	1	1	1	1
Secondary Objectives (Max 3 VP per Secondary)				
1		1	1	1
2		1	1	1
3 ①		1	1	1
Your TOTAL SCORE: _____ / 27				

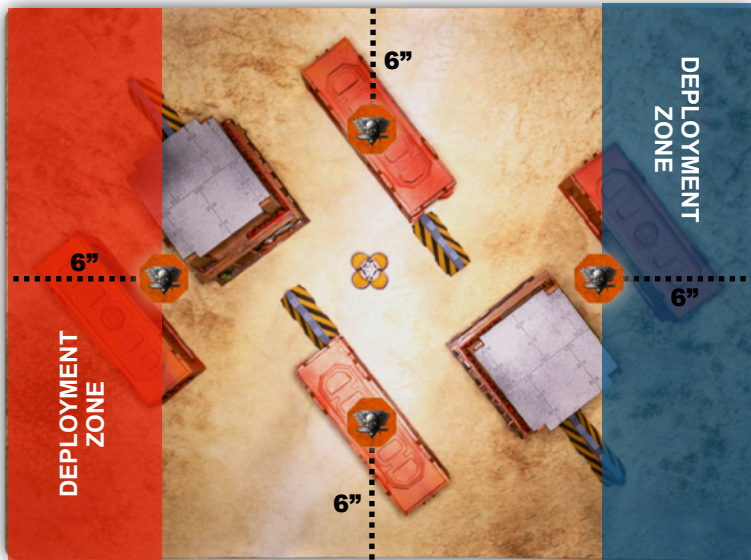| Opponent's Name: _____	BATTLE ROUND			
Opponent's Primary Objectives	1	2	3	4
HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD 2 OBJECTIVE MARKERS	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1
TOTAL PRIMARY SCORE (MAX 9)	_____ / 9			
COMMANDER KILL POINTS	1	1	1	1
TOTAL (MAX 9): _____ ③	1	1	1	1
Secondary Objectives (Max 3 VP per Secondary)				
1		1	1	1
2		1	1	1
3 ①		1	1	1
Your TOTAL SCORE: _____ / 27				

MISSION 3 : KEEP AWAY

MISSION SEQUENCE SUMMARY

1. Share a copy of your Command Roster with opponent simultaneously.
2. Choose 3 Secondary Objectives from the list on Pages 2 & 3 and record them below.
3. Indicate (highlight) your 200-point Battle-Forged team on your Command Roster.
4. Reveal Secondaries to Opponent
5. Deployment.
6. Battle Rounds 1-4
7. Game end & Scoring.

SCORE SHEET

Your Name: _____	BATTLE ROUND			
Your Primary Objectives	**1**	**2**	**3**	**4**
HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD 2 OBJECTIVE MARKERS	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1
TOTAL PRIMARY SCORE (MAX 9)	_____ / 9			
COMMANDER KILL POINTS ③	1	1	1	1
TOTAL (MAX 9): _____	1	1	1	1
Secondary Objectives (Max 3 VP per Secondary)				
1		1	1	1
2		1	1	1
3 ①		1	1	1
Your TOTAL SCORE: _____ / 27				

Opponent's Name: _____	BATTLE ROUND			
Opponent's Primary Objectives	**1**	**2**	**3**	**4**
HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD 2 OBJECTIVE MARKERS	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1
TOTAL PRIMARY SCORE (MAX 9)	_____ / 9			
COMMANDER KILL POINTS ③	1	1	1	1
TOTAL (MAX 9): _____	1	1	1	1
Secondary Objectives (Max 3 VP per Secondary)				
1		1	1	1
2		1	1	1
3 ①		1	1	1
Your TOTAL SCORE: _____ / 27				

MISSION 4: MAXIMUM STRENGTH

MISSION SEQUENCE SUMMARY

1. Share a copy of your Command Roster with opponent simultaneously.
2. Choose 3 Secondary Objectives from the list on Pages 2 & 3 and record them below.
3. Indicate (highlight) your 200-point Battle-Forged team on your Command Roster.
4. Reveal Secondaries to Opponent
5. Deployment.
6. Battle Rounds 1-4
7. Game end & Scoring.

SCORE SHEET

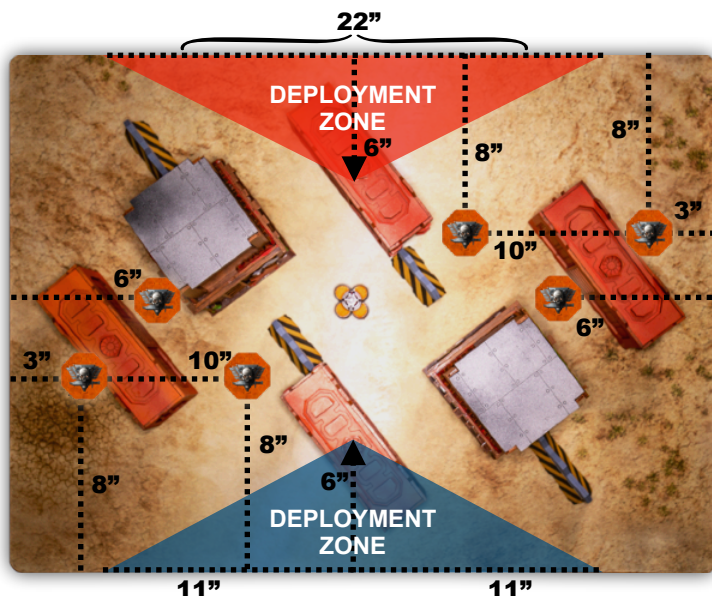| Your Name: _____	BATTLE ROUND				Opponent's Name: _____	BATTLE ROUND			
Your Primary Objectives	1	2	3	4	**Opponent's Primary Objectives**	1	2	3	4
HELD 1 OBJECTIVE MARKER	1	1	1	1	HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD 2 OBJECTIVE MARKERS	1	1	1	1	HELD 2 OBJECTIVE MARKERS	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1	HELD MORE THAN OPPONENT	1	1	1	1
TOTAL PRIMARY SCORE (MAX 9)	____ / 9				**TOTAL PRIMARY SCORE (MAX 9)**	____ / 9			
COMMANDER KILL POINTS	1	1	1	1	**COMMANDER KILL POINTS**	1	1	1	1
TOTAL (MAX 9): _____ (3)	1	1	1	1	**TOTAL (MAX 9):** _____ (3)	1	1	1	1
Secondary Objectives (Max 3 VP per Secondary)					**Secondary Objectives (Max 3 VP per Secondary)**				
1		1	1	1	1		1	1	1
2		1	1	1	2		1	1	1
3	(1)	1	1	1	3	(1)	1	1	1
Your TOTAL SCORE: _____ / 27					**Your TOTAL SCORE:** _____ / 27				

MISSION 5: ASSASSINATE

MISSION SEQUENCE SUMMARY

1. Share a copy of your Command Roster with opponent simultaneously.
2. Choose 3 Secondary Objectives from the list on Pages 2 & 3 and record them below.
3. Indicate (highlight) your 200-point Battle-Forged team on your Command Roster.
4. Reveal Secondaries to Opponent
5. Deployment.
6. Battle Rounds 1-4
7. Game end & Scoring.

SCORE SHEET

Your Name:	BATTLE ROUND			
Your Primary Objectives	**1**	**2**	**3**	**4**
HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD 2 OBJECTIVE MARKERS	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1
TOTAL PRIMARY SCORE (MAX 9)	____ / 9			
COMMANDER KILL POINTS ③	1	1	1	1
TOTAL (MAX 9): _____	1	1	1	1
Secondary Objectives (Max 3 VP per Secondary)			
1	1	1	1
2	1	1	1
3	①	1	1	1
Your TOTAL SCORE: _____/ 27			

Opponent's Name:	BATTLE ROUND			
Opponent's Primary Objectives	**1**	**2**	**3**	**4**
HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD 2 OBJECTIVE MARKERS	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1
TOTAL PRIMARY SCORE (MAX 9)	____ / 9			
COMMANDER KILL POINTS ③	1	1	1	1
TOTAL (MAX 9): _____	1	1	1	1
Secondary Objectives (Max 3 VP per Secondary)			
1	1	1	1
2	1	1	1
3	①	1	1	1
Your TOTAL SCORE: _____/ 27			

MISSION 6: SABOTAGE

MISSION SEQUENCE SUMMARY

1. Share a copy of your Command Roster with opponent simultaneously.
2. Choose 3 Secondary Objectives from the list on Pages 2 & 3 and record them below.
3. Indicate (highlight) your 200-point Battle-Forged team on your Command Roster.
4. Reveal Secondaries to Opponent
5. Deployment.
6. Battle Rounds 1-4
7. Game end & Scoring.

SCORE SHEET

Your Name: _____	BATTLE ROUND			
Your Primary Objectives	**1**	**2**	**3**	**4**
HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD 2 OBJECTIVE MARKERS	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1
TOTAL PRIMARY SCORE (MAX 9)	_____ / 9			
COMMANDER KILL POINTS ③	1	1	1	1
TOTAL (MAX 9): _____	1	1	1	1
Secondary Objectives (Max 3 VP per Secondary)				
1		1	1	1
2		1	1	1
3	①	1	1	1
Your TOTAL SCORE: _____ / 27				

Opponent's Name: _____	BATTLE ROUND			
Opponent's Primary Objectives	**1**	**2**	**3**	**4**
HELD 1 OBJECTIVE MARKER	1	1	1	1
HELD 2 OBJECTIVE MARKERS	1	1	1	1
HELD MORE THAN OPPONENT	1	1	1	1
TOTAL PRIMARY SCORE (MAX 9)	_____ / 9			
COMMANDER KILL POINTS ③	1	1	1	1
TOTAL (MAX 9): _____	1	1	1	1
Secondary Objectives (Max 3 VP per Secondary)				
1		1	1	1
2		1	1	1
3	①	1	1	1
Your TOTAL SCORE: _____ / 27				

SPECIAL EVENT TACTICS

SEIZE THE INITIATIVE

Re-roll a single initiative roll. If you use this tactic and get an equal result to your opponent, you must re-roll the result again.   If both players use this tactic and achieve an equal result, both players must re-roll.

2 COMMAND POINTS

This packet is intended to be used for the following events at LVO

WARHAMMER 40,000 KILL TEAM FRIDAY PM PODS

ORGANIZED BY

KILL TEAM STREAM

PRODUCED BY SHELDON STEERE