



WARHAMMER
40,000
KILL TEAM

TOURNAMENT : SEASON 01

BAD MOON CAFE,
LONDON, UK, SE1 4GZ

08 . 01 . 2022



SEASON 01: BLOOD IN THE SNOW

INTRODUCTION

01

WELCOME

'Time and again, the dust of a nuclear winter settles over various sectors of the Chalnath Expanse. A series of untold millions; xenos, heretic, and mutant alike clash against a bulwark of imperial defenders - fighting across ruined cities, treacherous mountains or the bitter cold expanse of space itself. It is among these great many battles, where this epic story takes place.'

Welcome to Season 01, of the Kill Team London Tournament Series. This event marks the beginning of a series of Kill Team Tournaments taking place across London over the 2022 ITC season. This tournament has been carefully crafted to present a format that appeals to the broadest variety of players possible. This event pack provides information to prepare for the Kill Team matched play event at Bad Moon Cafe, on 8th January 2022.

The top performing players over the course of the series will qualify for the Grand finals, a 16 player invitational tournament taking place at the end of the season. Tournament winners will automatically qualify for this event.

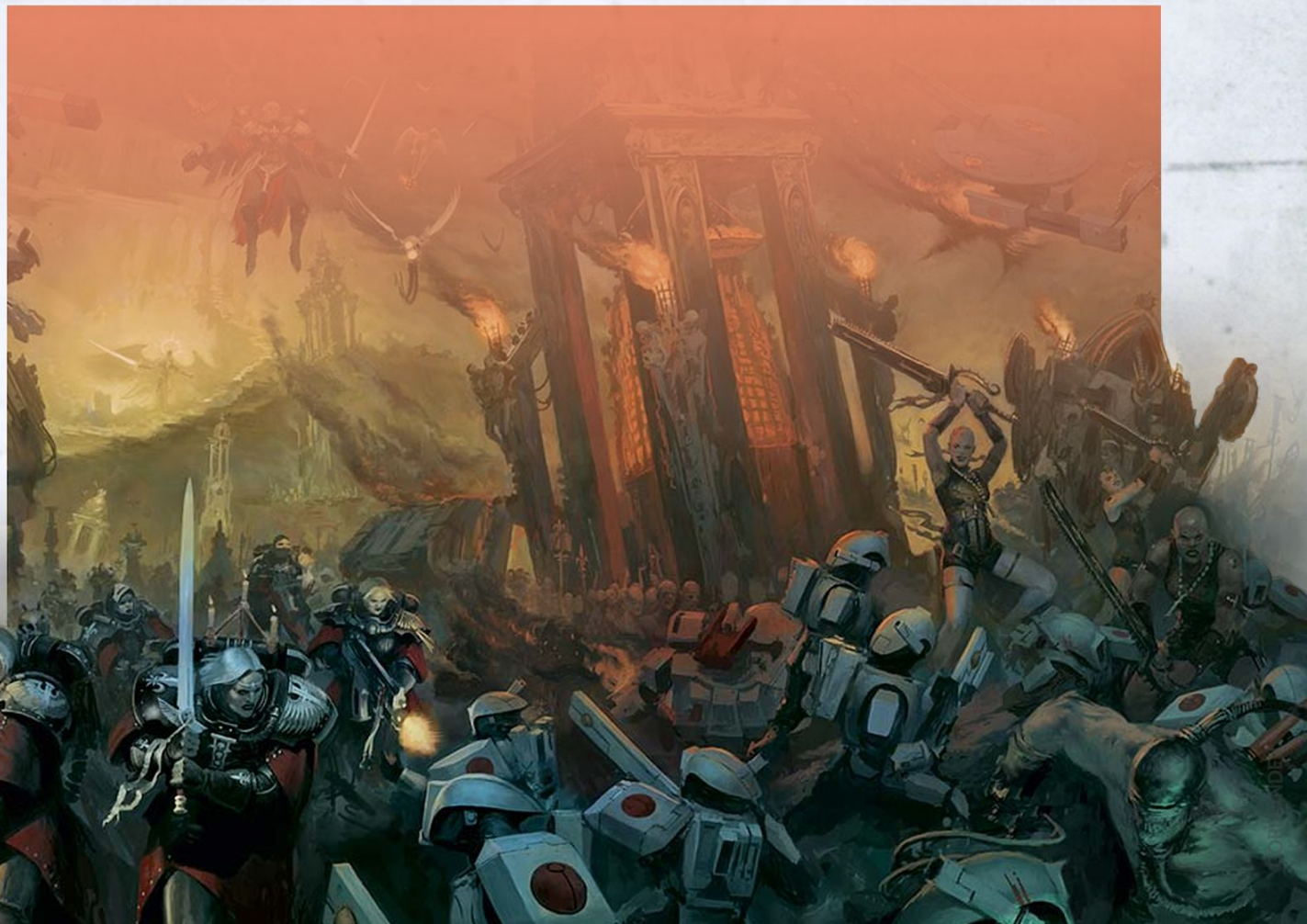
Players will test their aptitude and skills against one another in four competitive games; across various battlegrounds with a range of different objectives for each. These events are a chance for players to compete, but also to meet fellow goodwill hobbyists in celebration of a hobby that we all enjoy. So be sure to bring your dice and your positivity into the otherwise grim darkness of the 41st Millennium.

SYSTEM: Kill Team (2021)

EVENT DATE: 08.01.2022

LOCATION: Bad Moon Cafe, 159a Great Dover St, London (UK), SE1 4GZ

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REQUIREMENTS

01

KILL TEAM CONSTRUCTION

To participate, each player requires a roster of up to **20 OPERATIVES**, plus **3 BARRICADES**.

- Create a Matched Play Roster as described on Page 90 of the Kill Team Core Book.
- Players can scratch build barricades to fit the theme of their faction, as long as they are the same size and shape as those found in the Kill Team Essentials box.

All official Games Workshops FAQs and sourcebooks will be in effect.

02

ROSTER SUBMISSION

To participate, submit a text version of your kill team roster online, through the event listing on the Best Coast Pairings (BCP) application, using the same email you used when purchasing your ticket, in addition to bringing a hard copy to the event to show your opponents.

Check the BCP website for further information on how to get started:

www.bestcoastpairings.com

03

PAINTING REQUIREMENTS

There are no painting requirements for this tournament.

- Given this, please note victory points for having a painted roster will not be in effect for this tournament - accordingly players can score a maximum of 18 points in a mission.

Conversions and 3rd party miniatures are accepted as long as they can be matched to the appropriate entry on the roster. You may not gain a benefit from converted models, but may incur penalties. For example, if a model is fitted on a heroic rock base making it taller, this does not permit it to gain extra line of sight, but does permit it to be more easily seen. Wherever possible please ensure models are based in line with their current boxed kit.

04

CODE OF CONDUCT

Players and Judges are expected to follow the **ITC Code of Conduct**. This is in regards to behaviour and procedures for handling infractions. This is to maintain and ensure the integrity of events, while ensuring the protection of participants.

We expect players to treat each other positively and demonstrate good sportsmanship throughout each game.

We expect players to play their games through to the end and not concede; doing so can impact the final rankings. In the unlikely event that a player does concede before the game has reached its conclusion, follow the rules presented under 'End the Battle' on page 93 of the Kill Team Core Book.

If any player requires assistance for whatever reason that would impact their game, please let event staff or Judges know right away.

TOURNAMENT FORMAT

01

PAIRINGS

Participants will play four rounds, with 1 hour 45 minutes afforded to each, featuring the following Matched Play missions from the Kill Team Core Book:

- Round 1: Loot and Salvage.
- Round 2: Seize Ground.
- Round 3: Duel of Wits.
- Round 4: Awaken the Data Spirits.

Tac Ops are chosen as described in the matched play mission sequence in the Kill Team Core Book.

02

SCORING

Players will be RANKED for the final placements as follows:

- **Wins > Strength of Schedule > Victory Points Scored.**

Players will be PAIRED throughout the day as follows:

- **Wins > Victory Points Scored > Tac Op Points Scored.**

03

TERRAIN

Thanks to the generosity of a number of attendees who are bringing their own copy of the Octarius killzone we will have a number of boards using this terrain set.

Please note when playing on these boards all the terrain will be using the same keywords as found in the Octarius book in relation to what is heavy/light/scramble terrain etc.

Please also note the following clarifications - the supporting pillars on the Octarius Building count as light cover, and the tap on the fuel pump as insignificant.

Please note we will not be using the special terrain rules in the Chalnath expansion (doors/hatches/punishing vantage points).

EVENT SCHEDULE

Please note the 15 mins between pairings

- | | |
|----------------|---------------|
| ● Registration | 09:30 - 10:00 |
| ● Round 1 | 10:00 - 11:45 |
| ● Round 2 | 12:00 - 13:45 |
| ● Lunch | 13:45 - 14:45 |
| ● Round 3 | 14:45 - 16:30 |
| ● Round 4 | 16:45 - 18:30 |
| ● Awards | 18:30 - 18:45 |

04

PRIZES

Prizes will be awarded to players of the following placements:

- First place: £25 store credit
- Second place: £15 store credit
- Third place: £10 store credit

In collaboration with Versatile Terrain – manufacturers of some awesome character name plates – we will be awarding the following to the Best Painted Kill Team:

- £25 store credit at VersatileTerrain.co.uk

SEASON 01: BLOOD IN THE SNOW

LOOT AND SALVAGE

MAP A, MISSION 01

MISSION RULES

Operatives can perform the following mission action:

LOOT AND SALVAGE

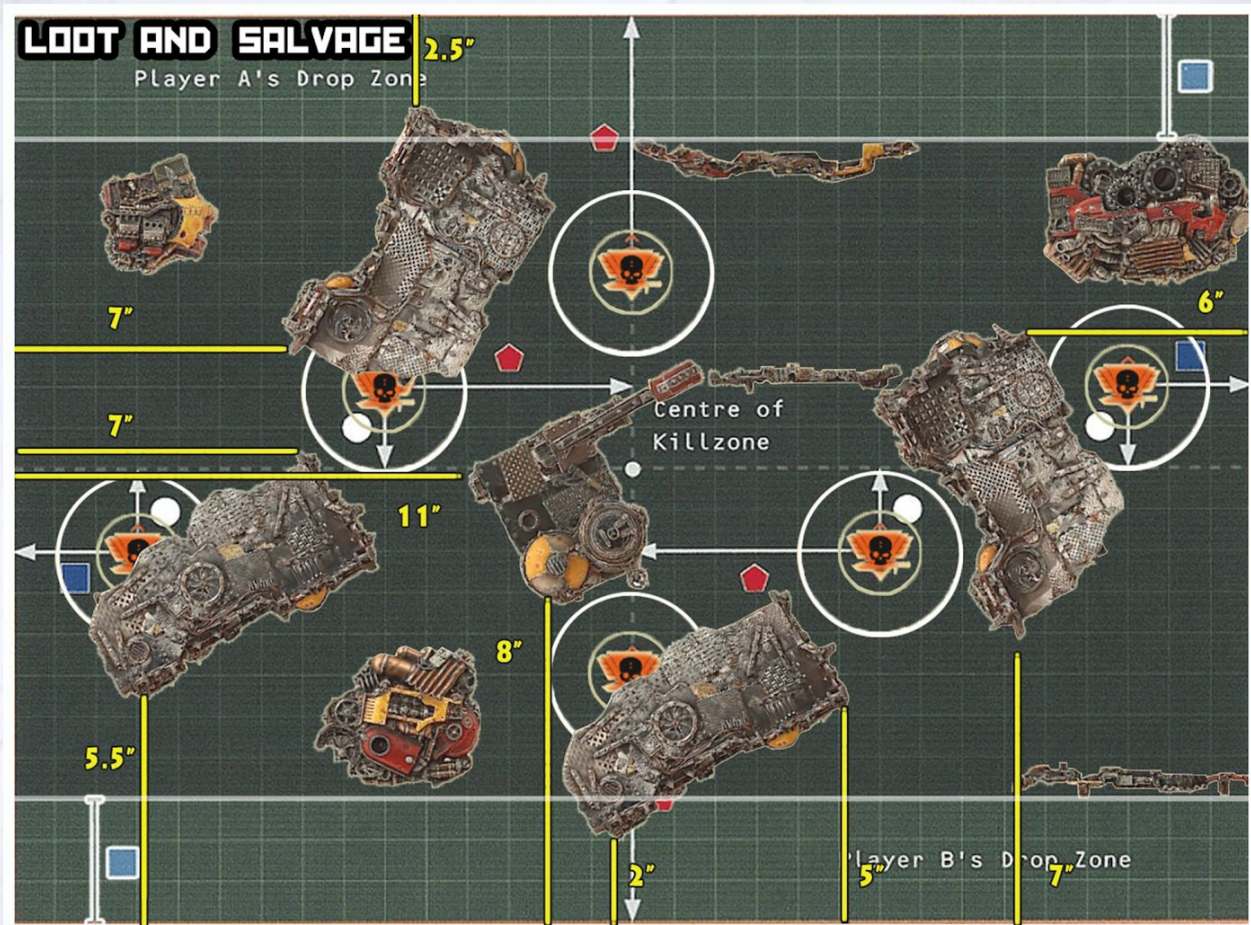
1 AP

An operative can perform this action while within \triangle of an objective marker it controls that has not been looted during this Turning Point. Until the start of the next Turning Point, that objective marker is looted. Each objective marker can be looted a maximum of three times during the battle (we recommend placing a dice on each objective marker to remind you how many times it can be looted).

MISSION OBJECTIVE

Each time a friendly operative performs the **Loot and Salvage** action, you score 1 VP (to a maximum of 4VPs per player per Turning Point).

MISSIONS



SEASON 01: BLOOD IN THE SNOW

SEIZE GROUND

MAP A, MISSION 02

MISSION RULES

Secure Ground: At the end of each Turning Point, each objective marker friendly operatives control is secured by your kill team.

While an objective marker is secured by your kill team, it stays under their control, even if no friendly operatives are within ② of it.

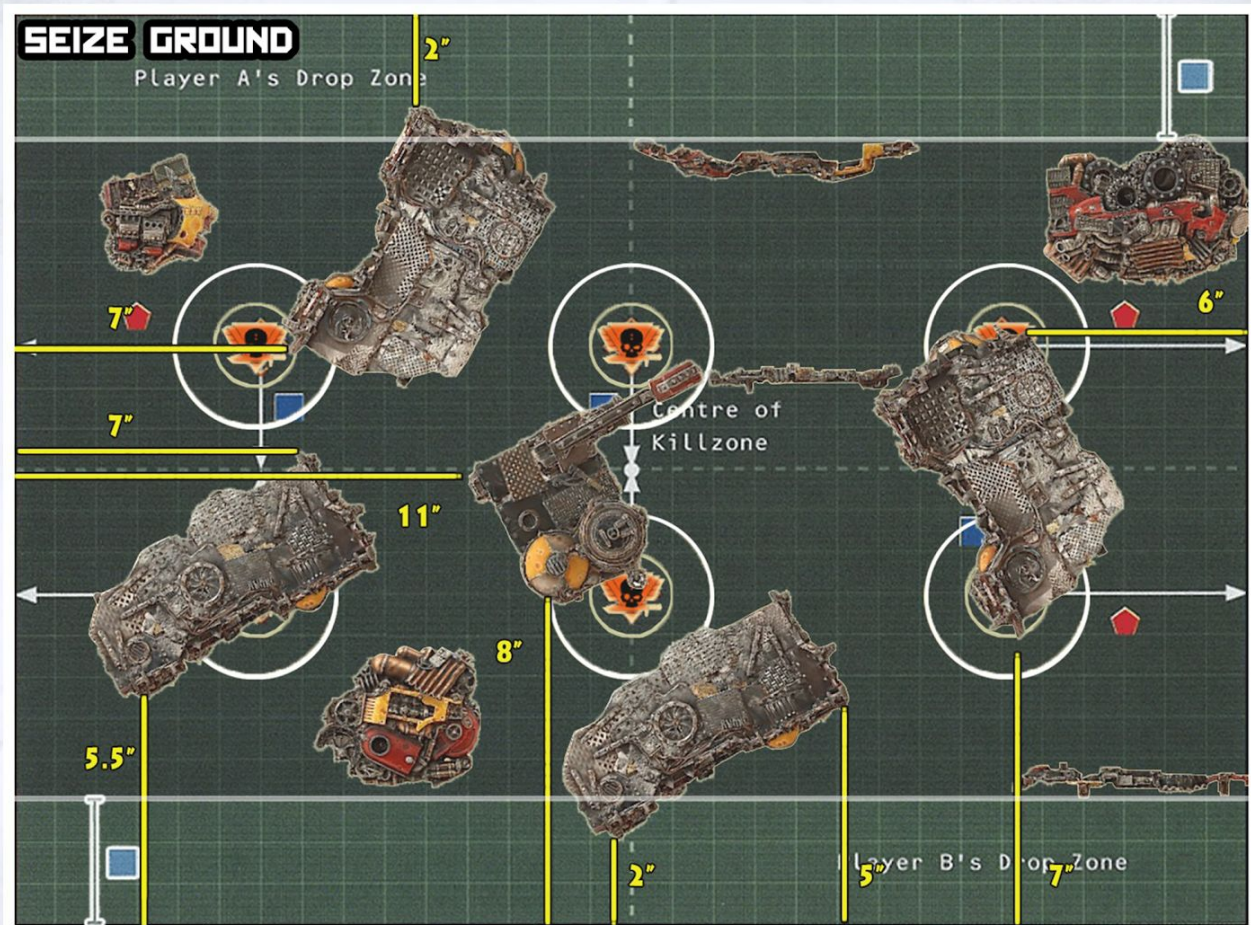
If any enemy operatives control that objective marker following the normal rules for controlling objective markers, it is no longer secured by your kill team.

MISSION OBJECTIVE

At the end of each Turning Point, you score VPs as follows:

- If friendly operatives control two or more objective markers, you score 1 VP.
- If friendly operatives control more objective markers than enemy operatives do, you score 1 VP.
- If friendly operatives control any objective markers in your opponent's killzone half, you score 1 VP.
- If friendly operatives control two or more objective markers in your opponent's killzone half, you score 1VP.

MISSIONS



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DUEL OF WITS

MAP B, MISSION 01

MISSION RULES

Priority Objective: In the Target Reveal step of each Turning Point, starting with the player who has initiative, each player selects one objective marker that is more than 3" from their drop zone to be a Priority objective marker until the start of the next Turning Point.

Operatives can perform the following mission action:

GAMBIT

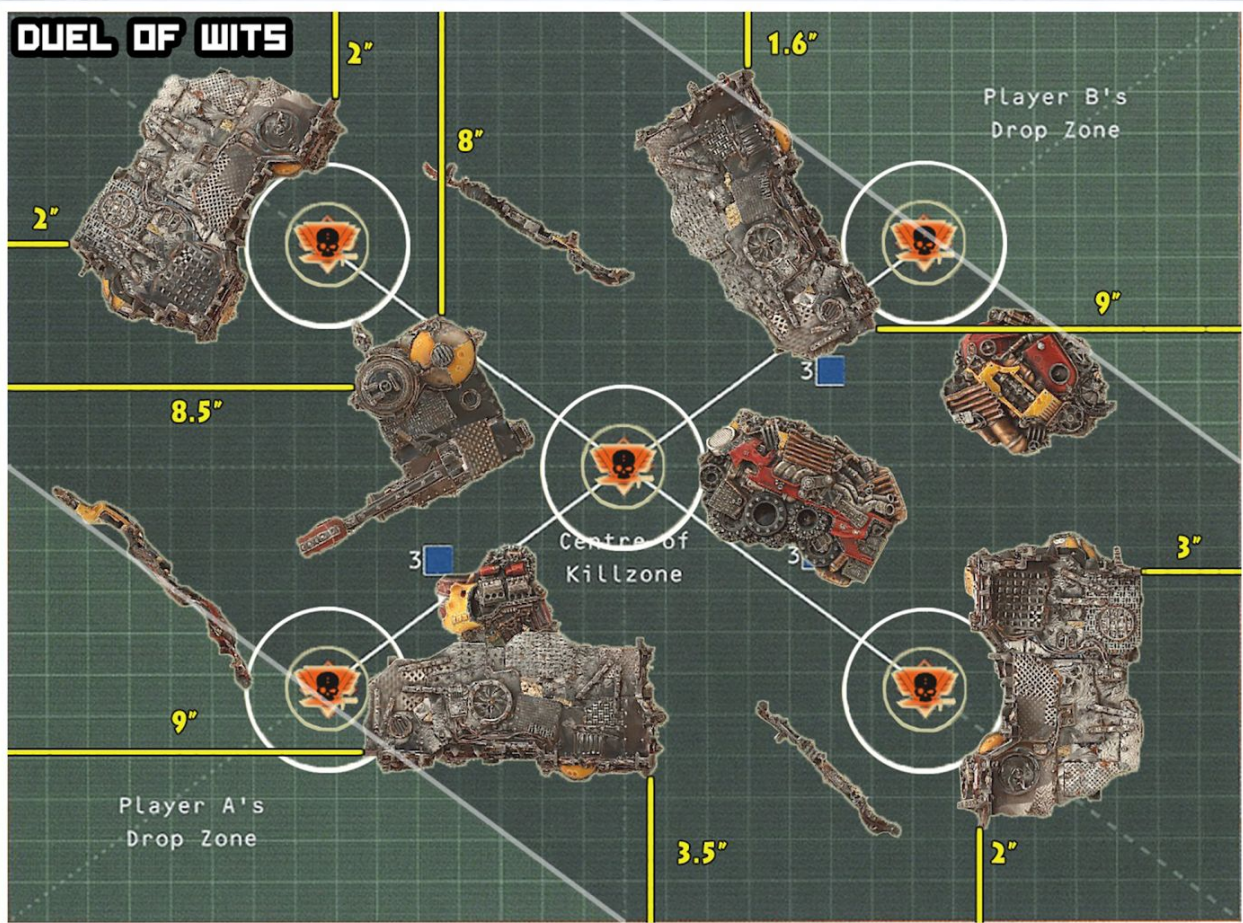
1 AP

An operative can perform this action while within 2" of a non-Exhausted Priority objective marker it controls. Gain 1CP. Until the start of the next Turning Point, that objective marker is Exhausted.

MISSION OBJECTIVE

Each time a friendly operative performs the **Gambit** action, you score 1VP.

At the end of each Turning Point, if friendly operatives control more objective markers than enemy operatives do, you score 2VPs.



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AWAKEN THE DATA-SPIRITS

MAP B, MISSION 02

MISSION RULES

Operatives can perform the following mission action:

DISCONNECT FIREWALL

1 AP

An operative can perform this action while within 1" of a Firewall objective marker it controls. Remove that objective marker from the killzone.

MISSION OBJECTIVE

Each time a friendly operative performs the **Disconnect Firewall** action, you score 1VP.

At the end of each Turning Point, for each Uplink objective marker friendly operatives control, you score VPs as follows:

- If both of the Uplink's Firewall objective markers have been removed from the killzone, you score 2VPs.
- If one of the Uplink's Firewall objective markers has been removed from the killzone, you score 1VP.
- If none of the Uplink's Firewall objective markers have been removed from the killzone, you score 0VPs.

MISSIONS

