Warhammer 40,000: Kill Team - Matched Play Event Pack

Version 1.0 4/27/2023

1.0 THE BASICS

- Missions will be selected from the most recent Critical Operations Mission Pack
- 4-5 Rounds will be played depending on the final attendance numbers
- Create a Matched Roster as described on page 90 of the Kill Team Core Book.
- Attendees are expected to bring their Kill Team, three barricades, dice, measuring gauges or a tape measure, all relevant rules publications, and at least 6 physical copies of their Matched Roster (one for the Event staff and one for each of your opponents). It is recommended that you also bring a set of Tac Ops cards. You MUST bring at least 6 copies of your Roster to the event.

2.0 KILL TEAM CONSTRUCTION

- You are required to have a roster of up to 20 Operatives to participate in this event, plus three barricades.
- Details for selecting your Matched Roster can be found on page 90 of the Kill Team Core Book.
- Players can scratch build barricades to fit the theme of their army as long as they are the same size and shape as those found in the Kill Team Essentials box.
- Once you have built your Kill Teams, you must record each one on an army roster.
- You MUST bring at least 6 copies of your Roster to the event.
- For the purposes of Roster construction, rules published after Saturday July 1st will not be used.
- Each model must accurately represent its entry on your Matched Roster. Please note that we do not expect you to model specific Equipment onto your models. However, if you have two of the same model, but with different equipment, your opponent should be able to clearly identify which model is which.
- Many players "scratch build" or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties. For example, if you make a model extra tall with a heroic pose, this does not permit it to gain extra line of sight, but does permit it to be more easily seen.
- Any converted or scratch-built models must be approved by the ATC BEFORE the Event. Please email registration@whatc.org and include photos of the models in question.

- A Note on Basing: Many models are no longer produced on the bases they originally came with. Wherever possible, base your models according to their current boxed kit. As with other exceptions, if you wish to have a model reviewed, please e-mail registration@whatc.org

3.0 TOURNAMENT FORMAT

- WIN-PATH PAIRINGS

Your opponent for your first game will be randomly determined. Subsequent rounds will use 'Win Path' to pair opponents in each round. This pits players both against someone with the same record and who won and lost their games in the same rounds. For example, a player who lost Round 1 and won Round 2 will play an opponent who did the same, rather than someone who lost their first two and lost their third round. This is done to ensure players with a similar strength of schedule pair off and to ensure an increasing level of skill parity and sportsmanship with each subsequent round, as they face people who have had an increasingly similar play and outcome experience across the event.

- GAME SPEED MILESTONES

Outside of tournaments, most players do not complete their games against a set clock. As a result, when a loudspeaker shouts "sixty minutes remaining," most players don't naturally think "OK, we should almost be done with the entire first game round!" To help with this, rather than simply calling time left, event staff will call time based upon the place in the game you should on average be at, and these will also be shown on the projectors in the gaming hall. These time calls exist to help keep the flow of play moving, and are not binding, but you should be aware of them. For clarity, this provides each player with, on average, the following time breakdown for the typical game:

- • Pre-Game Mission Sequence (stages 2, 4, 6, 7-13 from the Core Book p.92): 10 Minutes (both players)

- • Playing your First Turning Point: 15 Minutes per player

- • Playing your Second Turning Point: 15 Minutes per player

- • Playing your Third Turning Point: 12.5 Minutes per player

- • Playing your Fourth Turning Point: 12.5 Minutes per player The milestones for a round breakdown as:

• 2:00 remaining: Start round (Formally)
• 1:50 remaining: Complete pre-game activities and begin Turning Point 1
• 1:20 remaining: First Turning Point Complete, Begin Turning Point 2
• 0:50 remaining: Second Turning Point Complete, Begin Turning Point 3
• 0:25 remaining: Third Turning Point Complete, Begin Turning Point 4
• 0:10: Do not begin a new Turning Point without a Judges Permission.

- Judges have access to a variety of mechanisms for speeding up or ensuring game completion should milestones be repeatedly missed. All players are expected to finish their games, and to attend with an army list they feel comfortable playing a complete game within two hours. You must not intentionally leverage the clock to disadvantage your opponent.

- SCORING

At the end of each game, use the score sheet provided during each round to record your results and submit them at the judges table. There may also be an option for reporting your results digitally at the event.

- EVENT AWARDS
    - We will award the following prizes:
        - 1st, 2nd, 3rd - For the players who rank highest overall
        - Best Painted Kill Team- (judge voted) for the best painted Kill Team
- BOARD LAYOUTS

While each board may have a different aesthetic or theme; each will be pre-set by the Events Team to ensure it is conducive to fair and balanced gameplay for each round. Maps with terrain layouts will be provided in the player pack distributed at Registration. If the boards look significantly different to the map please contact a member of the events team.

4.0 PLAYER CONDUCT POLICIES

- CONCEDING

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the players should follow the rules presented under 'End the Battle' on page 93 of the Kill Team Core Book. Of course, if you have some kind of emergency that means you can't proceed, just let the ATC event staff know right away.

- ATC POLICIES

A full, clear list of what is expected of all ATC attendees (players, staff and guests) can be found on the Kill Team Page at www.whatc.org