



KILL TEAM TOURNAMENT PACKET

SETUP

The 4Tk Kill Team tournament will be played as three rounds, with opponents matched based on swiss pairings, with a painting competition taking place over the lunch break. Boards will be set up and numbered, so that players will be allocated a board as they progress through the competition. Scenery should not be moved or altered unless it directly impedes the placement of objectives. Players are advised to be polite and courteous with their opponents and if no clear consensus can be made regarding the rules, contact a judge so that they may make a ruling. Players may bring a roster with up to 20 models from a single faction listed.

All participants will need to bring the following:

- The Core Manuel
- Tape Measure
- 6+ Dice
- Printed copy of Kill Team Roster
- A painted Kill Team
- Kill Team tokens
- 3+ objective markers
- 3+ Kill Team barricades

PAINTING

As per tournament standard, all models in a Kill Team must be painted to a tournament standard, that being three different colours present on the model and based.

LIST BUILDING

Please see below a list of factions available in the current edition of Kill Team, any of these may be chosen for the event. In the case of teams not listed in a compendium, please bring a copy of the publication your team is listed in, or a copy of the list from said publication (white dwarf magazine, or expansion book).

- Blooded Kill Team
[Moroch]
- Brood Covens
[Compendium]
- Cadre Mercenary
[Compendium]
- Chaos Daemons
[Compendium]
- Commorrites
[Compendium]
- Corsair Voidscarred
[Nachmund]
- Craftworlds
[Compendium]
- Death Guard
[Compendium]
- Ecclesiarchy
[Compendium]
- Greenskins
[Compendium]
- Grey Knights
[Compendium]
- Hive Fleets
[Compendium]
- Hunter Cadres
[Compendium]
- Hunter Clade *[WD 468]*
- Imperial Guard
[Compendium]
- Kommandos
[Octarius]
- Legionary Kill Team
[Nachmund]
- Novitiate Kill Team
[Chalnath]
- Pathfinder Kill Team
[Chalnath]
- Phobos Strike Team
[Moroch]
- Space Marines
[Compendium]
- Talons of the Emperor
[Compendium]
- Tomb Worlds
[Compendium]

- Traitor Space Marines
[Compendium]
- Veteran Guardsmen
[Octarius]
- Void-dancer Troupe
[WD 474]
- Warpcoven *[WD 469]*
- Wyrmlblade Kill Team *[WD 472]*

Please note that following a recent balance dataslate, the Forge world, Thousand Sons and Troupe Kill teams have been replaced by Hunter Clade, Warpcoven and Void-dancer troupe respectively. The lists for these teams were made available in White Dwarf publications, if you do not own these publications but wish to use these teams, please inform the tournament organisers as quickly as possible.

RESOURCES

Balance Dataslate: <https://www.warhammer-community.com/wp-content/uploads/2022/03/Cf9p9WNYoP3fa5b6.pdf>

FAQs and Erratas: <https://www.warhammer-community.com/faqs/#kill-team>

TIMETABLE

10:00-10:30: Registration
 10:30-12:00: Game 1
 13:30-13:45: Results recording
 13:45-15:15: Game 2
 15:15-16:00: Break
 16:00-17:30: Game 3
 17:30-18:00: Results and awards

SCORING

Tournament scoring will be based on the following, in order of importance: Total wins, total VP, completed secondaries, opponent strength. If there is no clear winner after comparing these factors, the winner will be decided by a punch up in the car park (we'll work something out).

MISSIONS

All listed missions are from the Kill Team core book.

- Mission 1: Loot and Salvage [Page 121]
- Mission 2: Escalating Hostiles [Page 127]
- Mission 3: Master the Terminals [Page 137]