

KILL TEAM TOURNAMENT RULES PACK

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1.0 Event Essentials

- **System:** Kill Team
- **Missions:** Selected from Approved Operations 2025 Mission Pack
- **Number of Games:** Three
- **Tools of War:** Attendees are expected to bring their Kill Team, equipment, markers, dice, measuring gauges or a tape measure, and all relevant rules publications (the core rulebook and the Kill Team app is acceptable). Players must also bring Approved Operations 2025 cards

Note: Due to the nature of the doubles format, chess clocks will not be allowed. Please show respect to your opponents and their time by not monopolizing the round time.

2.0 KILL TEAM CONSTRUCTION AND PAINTING

2.1 Kill Team Construction

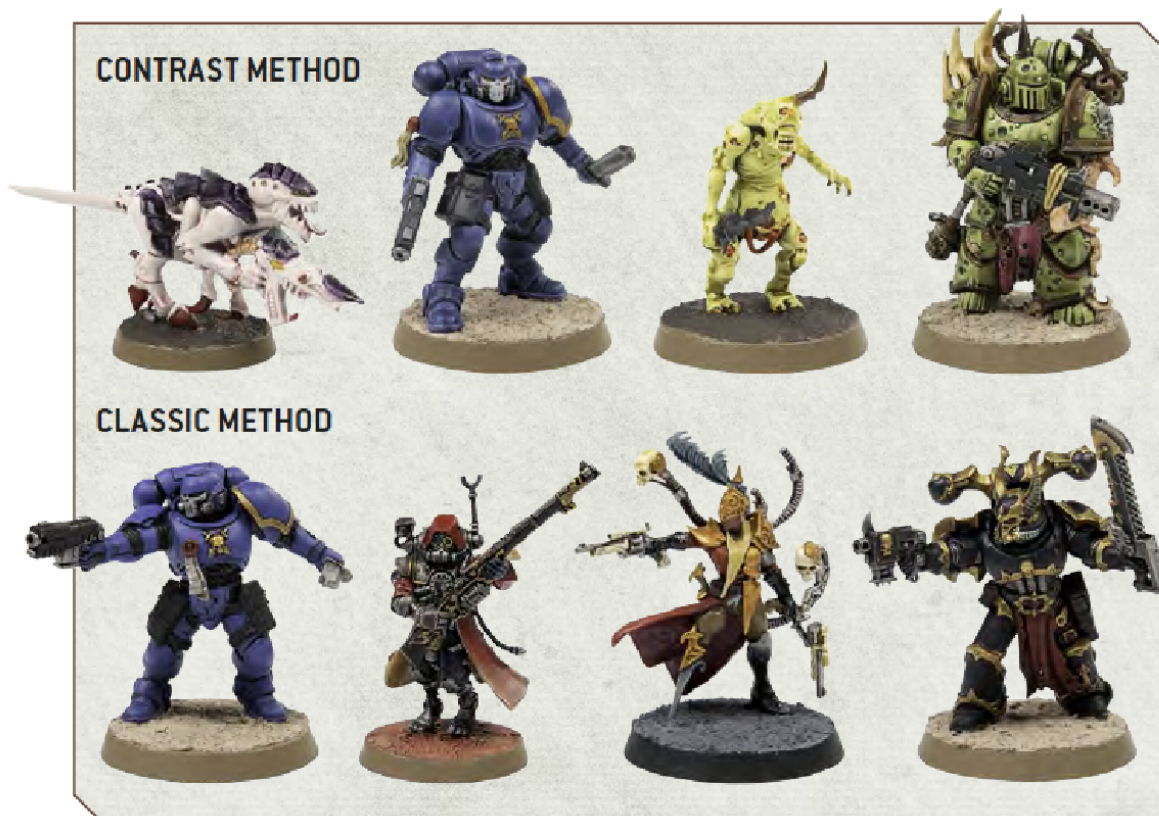
Players should bring one Kill Team, as defined by the Datacards for that Kill Team.

Players can scratch build equipment terrain features 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 or Hivestorm Box.

When building your Kill team, use all the most up to date Kill Team Rules published **prior** to October 18th, 2025.

2.2 Modelling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. With this in mind, all miniatures in your collection must be fully assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard.



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 operative type but with different wargear selections, 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 any converted or scratch built models, you must seek permission from the tournament organizer; provide photos of the models in question where possible. If you do not obtain permission for conversions, you run the risk of them being removed from play, or possibly incurring score penalties.

A Note on Basing: Many models are no longer produced on the bases they originally came with. You must base your models according to the base sizes listed on the unit’s datasheet. As with other exceptions, if you wish to have a model reviewed, please contact the tournament organizers for approval.

3.0 TOURNAMENT FORMAT

3.1 Schedule

All players must be checked in on BCP prior to the start of Round 1 on Friday morning.

Friday

Event	Time
Pre-Event Brief	9:30 - 10:00 AM
Round 1	10:00 AM - 12:30 PM
Lunch	12:30 - 1:45 PM
Round 2	1:45 - 4:15 PM
Break	4:15 - 4:30 PM
Round 3	4:30 - 7:00 PM
Awards	7:15 - 7:30 PM

3.2 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. The event will consist of three "Swiss" rounds after which the highest ranked team will be declared the victor.

3.3 Format

The mixed board doubles format is slightly different from a standard matched play game of kill team. Each player will have a teammate, and these two players combined form an Alliance. Each Alliance will be matched against another Alliance of two opposing players.

Each Alliance will designate one player to roll off before the start of the round. The winner of the roll of can choose to either select which player plays which opposing player or to choose which board each pair plays on. The Alliance that gets to choose the matchups selects first, then the other Alliance selects the boards.

After this point, the game will proceed as per the Matched Play rules in the Core Rulebook and in Approved Ops 2025 with the following exceptions:

- Command Points (CP) are shared among each Alliance. During the setup phase, each Alliance receives 4 CP and at the start of each Turning Point, each Alliance receives 2 CP. On Turning Points 2,3, and 4, after initiative is determined, the Alliance that does not have initiative gains 2 additional CP. Either member of the Alliance may spend this CP for Strategic or Firefight Ploys. If a player has an ability that allows them to gain additional CP, that CP is also shared among their Alliance.
- During the Strategy Phase, each member of the Alliance may choose a Strategy Ploy or Strategic Gambit, then both members of the opposing Alliance may do the same. For abilities that require an opponent to select a Strategy Ploy/Strategic Gambit or pass (such as Hand of the Archon), only that player's opponent is counted for such abilities.
- Initiative is shared across your Alliance. Whenever initiative would be rolled, designate one member of each Alliance to roll for their Alliance. As per Approved Ops 2025, the initiative modifier cards are awarded to the Alliance rather than individual players. If a player has an ability that can be used to modify their initiative roll, either member of an Alliance may use such an ability prior to playing any initiative modifier cards.
- Activations and Counteractions happen for both members of an alliance simultaneously. For example, both players on the Alliance that wins initiative in the first turning point will each choose an operative to activate and perform those activations concurrently, then both players on the opposing Alliance will do the same. In the case of abilities that allow a player to activate multiple operatives before their opponent's activation, activate all such operatives before either player on the opposing Alliance activates an operative. Abilities that allow a player to interrupt an opponent's activation can interrupt the entire opposing alliance's activation until their abilities are resolved. If this requires that player to skip their next activation, the other member of their Alliance can still activate or counteract normally. Counteractions are determined only based on the activations of the opponent that each player is paired against.
- The shared board edge between the two boards are considered connected. Operatives may move through this board edge onto the other board and visibility, cover, and obscuring can all be determined across this board edge as normal. This means that an operative on one board may select a Valid Target on the other board when performing a shooting attack.

- When players choose a Tac Op, that Tac Op applies to their board, not their Kill Team. For instance, any operative from your Alliance may score Tac Op points on each board if that operative fulfills the requirement. However, in the case of Tac Ops that require an operative to be carrying or controlling a Marker, that operative can only score points if it is wholly on the board to which that Tac Op applies. E.g. an operative from the other player on your Alliance may control a marker for the Plant Banner Tac Op, but can only score Victory Points if it does so while wholly on your board.
- When placing equipment, each player may only place equipment on their own board, following all other restrictions as well.
- If the rules for a Crit Op require a player to select an Objective Marker, that player can only select Objective Markers on the board on which that operative is performing that action. E.g. for the Orb Crit Op, the Orb may not be moved to Objective Markers on the other board.
- Crit Op, Kill Op, and Tac Op points are determined separately for each pair of opponents and each player determines their Primary Op individually. Each member of the Alliance adds their total VP together at the end of the round and compares their total against the opposing Alliance's total to determine the winner. For ease of reporting scores in BCP, please halve the total (rounding up) for each category (Crit Op, Kill Op, Tac, Op, and Primary Op). In the event that this creates a tied score where one Alliance won by one VP, add 1VP to the winning Alliance.

Note: This format is likely to create unforeseen confusion in rules interactions. All participants are encouraged to contact a judge to provide clarification when such a situation arises. Remember that this format is meant to be casual, chaotic, and fun more than anything else!

4.0 TERRAIN

4.1 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. Terrain layouts from different sets will be used throughout the event. This will include Volkus, Gallowdark, Tomb World, and other terrain including some surprises! Remember that the shared board edge may be crossed and operatives can move, fight, and shoot against enemy operatives on the other board. If you have any questions about terrain traits or positions, please ask a judge for clarification.

5.0 THE PLAYERS CODE & POLICIES

5.1 Player Conduct Policies

There is a famous adage that says, 'It matters not if you win or lose, it's how you play the game.' We believe that Kill Team is a game best played in this spirit and we place great emphasis on playing excellent games with like-minded people in our Events. Therefore we expect players to play each game with a certain code of conduct to support this. When you arrive at your table for a game, greet your opponent, introduce yourself, and start the game promptly. We then expect players to treat each other positively and demonstrate good sportsmanship throughout each game.

Everybody Loses from Time to Time.

Be ready to lose a few games of Kill Team! It seems an odd thing to say, but it is in the nature of any event that only a few players (at most!) will finish the weekend without a loss. Barring ties, half of you will lose your very first game of the weekend, in fact!

Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more laudable. These events present you the opportunity to build friendships with fellow hobbyists who share your interests - friendships you can renew and celebrate every time you travel to events. A single great friendship built out of your experiences at these will outweigh any number of individual victories across your battles this weekend. In fact, if you do your best, have a great time, and build some lasting friendships... you haven't really lost at all!

5.2 Judges

Event staff will be prominently visible in the tournament hall throughout the event and hold the final say on all game rules and tournament issues. Individual rulings, however, are never binding precedent - it's a game, not a court of law. Rulings will always be based on correct rules interpretations rather than adhering to previous precedent. When calling for assistance, please be prepared to provide any relevant rules to the particular question. Many ambiguous rules interactions have been identified and rulings have been made. A document will be provided to all players by email detailing how these interactions are to be played. Judges will also have physical copies of this documents for reference; at any point, any player is welcome to ask for clarification. The non-standard nature of the doubles format will certainly create more unforeseen confusing rules interactions, so please ask for clarification from a judge when needed!

A Note on Active Judging.

At events, judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge. While we will not have judges at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games played are enjoyable for everyone.

5.3 Rules Interaction Questions

If in the course of preparing for the event, you discover a rules interaction that is unclear, please submit your question to the Kill Scre4m Rulings thread in the killscre4m-very-nice channel on the KTC discord and it will be considered in the rulings document.

6. Event Awards

6.1 Best Alliance

The Alliance with the highest placing at the end of three rounds will be declared the winner.

Tournament Points will be the primary determining factor, followed by total Victory Points, then Opponent's Win Percentage, and Opponent's Total Victory Points.