

DG 2025 Spring Kill Team League

REGISTRATION

<https://www.bestcoastpairings.com/event/n7tAlz1mL0Ua>

Please create an account on the BestCoastPairings system and sign up for the event using the link above by the end of Sunday 26th October.

SYSTEM & RULES

Kill Team 2024 - Matched play roster system

Kill Team: Approved Operations Card Pack 2025, Crit Ops, Kill Ops and Tac Ops.

The tournament will use all additional rules, errata, and FAQs released before the beginning of each new Round.

FORMAT

The League is divided into 5 Rounds. For the first Round the pairings are done at random, then using the Swiss system.

Round 1 duration is 2 weeks, starting on Saturday 1st November and ending on Sunday 16th November. The dates for the following Rounds will be announced when the previous Round ends.

KILL TEAM SELECTION

Kill Teams featured in Classified I and II, and all new teams featured in newly released boxed sets before the registration deadline are eligible to be taken.

WYSIWYG & 3D PRINTED MODELS

All models you bring to play at the event must be WYSIWYG (this applies to the loadouts, not equipment).

Models that are not official, do not fit the WYSIWYG profile, are 3D-printed, or considerably deviate from the norm MUST be approved by a tournament official before they can be used at the tournament.

SCORING & TIEBREAKERS

The Victory Points results for each Round will be noted in the BCP scoring sheet, where players will be ranked by their Tournament Points > Victory Points > Tournament Point SoS > Oppt, Game Win % scored during each game. By the end of the League, the player with the most Tournament Points is considered the Winner of the League.

PLAYERS MATERIAL

Attendees are expected to bring their Combat Ready-painted Kill Team (to get 2 extra Victory Points), official accessories, measuring gauges or a tape measure, and all relevant rules publications, printed or digital, relevant for their faction. A set of Tac Ops cards or documents to monitor the completion of your mission, and finally, all tokens and game aids needed to offer a transparent game-state at all times to your opponent.

TERRAIN & MAPS

For Round 1 we will use Volkus terrain with Map 1. Terrain options and Maps for the following Rounds will be announced when the previous Round ends.

MISSIONS

For Round 1 we will use Mission 1 - Secure. Missions for the following Rounds will be announced when the previous Round ends.

HOUSE RULES & CLARIFICATIONS

- At the end of each game, players must submit their results to the BCP themselves.
- Tokens (markers, mines, etc.) do not disappear when an operative dies, unless otherwise specified.
- During Firefight, all unsaved dice hit simultaneously.
- If someone rolls more dice than they are supposed to, all results are ignored. Take the correct number of dice and roll again. If someone has rolled fewer dice than supposed to, roll the missing dice and add them to the original result. Do not rush. Allow your opponent to see the result and confirm that they will not use any of their rules to modify the roll before resolving the actions/results or rerolling.
- All rules that modify the results of the dice (e.g., severe) take effect after all rerolls.
- Firefight plays can be used not only in the Firefight phase if the conditions for their activation are met.
- You cannot run on walls, jump from barricades onto vantage points, jump over mines, etc.
- In all other cases, we follow the [TTS FAQs](#).
- Bringing a fully [Combat Ready-painted](#) Kill Team to play during any Round will automatically add 2 Victory Points to your results for that round.



JUDGING & BEHAVIOUR

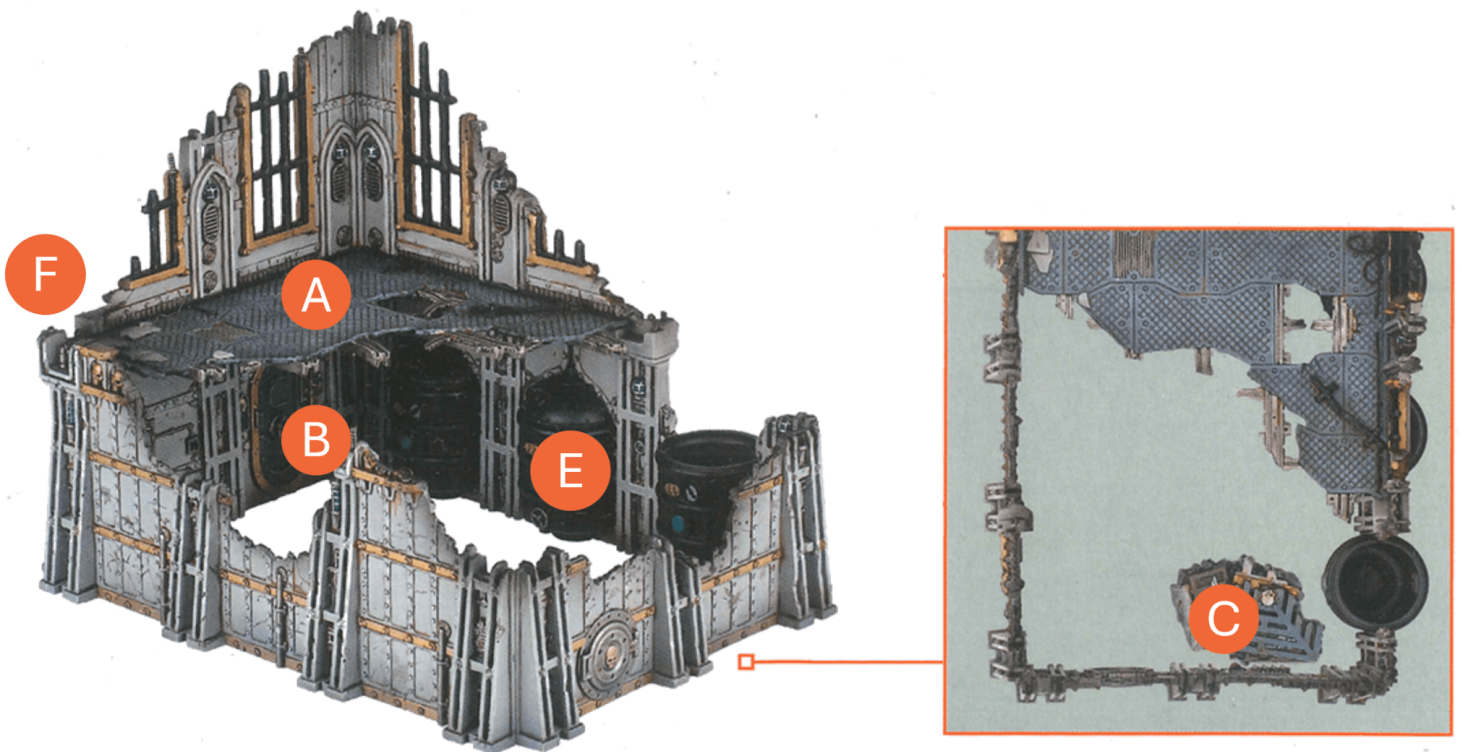
- The main principle of the tournament is 'don't be a jerk.'
- Don't hide your faction's rules and warn others about obvious mistakes.
- The head judge of the League is Vlad "Kohan". If you have any questions or disputes, you can try contacting him on [Telegram](#) and Discord (.koxan). If Vlad is unreachable, controversial situations are resolved by rolloff.
- If you don't feel confident, you can also request some more experienced players to attend your games and help you with the rules. Event organisers will do their best to facilitate this request, but we can't guarantee anything.
- One participant can only play with one faction.

Killzone: Volkus (Terrain)

2x strongholds, 2x large ruins, 2x small ruins, 2x heavy rubble, and 3x light rubble

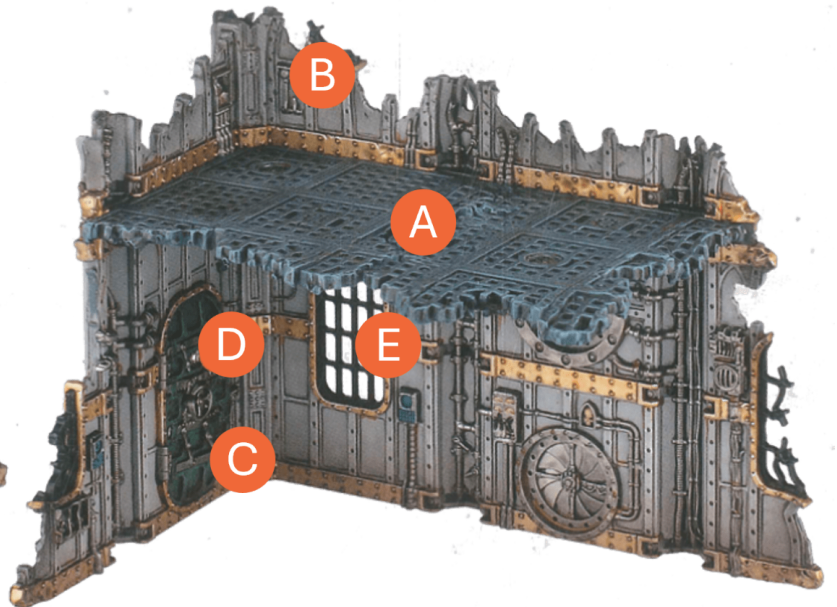
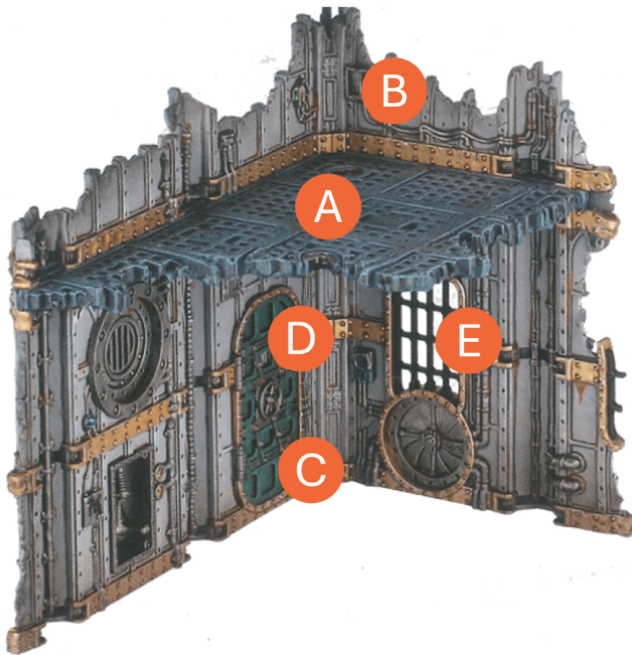
Stronghold

- A. The upper level(s) of a stronghold terrain feature are Ceiling and Vantage terrain.
 - B. The door is Accessible and Heavy terrain.
 - C. The fire steps are Vantage, Insignificant, and Exposed terrain.
 - D. The broken vent is Blocking terrain.
 - E. The three barrel containers on Stronghold A are Blocking and Heavy terrain.
 - F. The small broken ramparts on the edge of the Vantage terrain of Stronghold A are Insignificant and Exposed terrain and Ceiling.
 - G. The gap on the lower Vantage terrain of Stronghold B is Accessible terrain.
 - H. You cannot have more than one friendly operative on the highest upper level of Stronghold B at once, and that operative must be placed on one side or the other of that level, it cannot be placed in the middle (this means an enemy operative cannot be prevented from moving onto or being set up on the other side). If an operative's base is too big to be placed there, it must move (or be set up) on as far as possible (otherwise it cannot complete that move), then place it to one side instead and treat it as being there. Hold it as far on that level as possible when it matters for checking other rules (e.g. control range, visibility, distance to other operatives, etc.). This takes precedence over the rules for bases and being in a location it can be placed.
- All other parts of it are Heavy terrain.
 - For the purposes of control range, ignore the door and parts of this terrain feature less than 2" high when determining visibility.



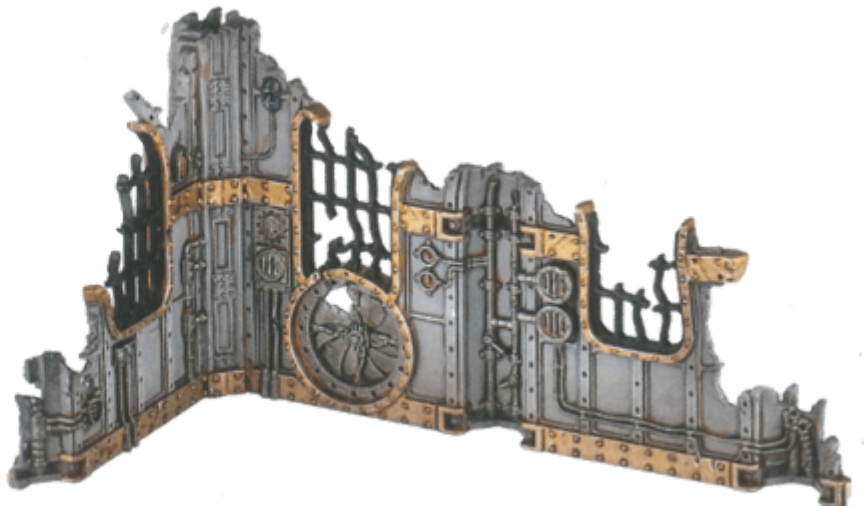
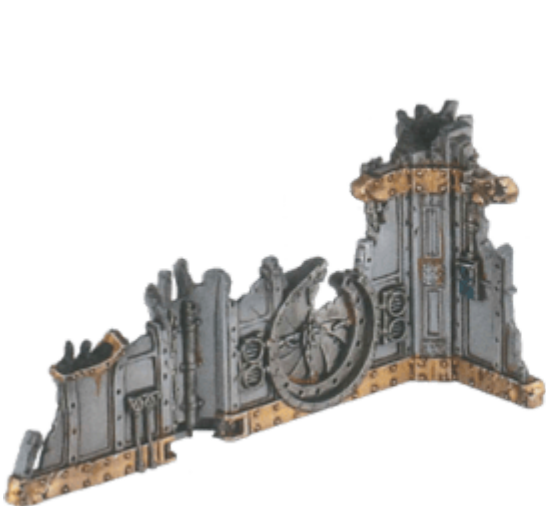
Large Ruin

- A. A The upper level of a large ruin terrain feature is **Ceiling and Vantage** terrain. For the purposes of intervening and targeting lines, treat this level as the same height as the first upper level of a stronghold terrain feature.
- B. B The upper rampart is **Light** terrain.
- C. C The door is **Accessible and Heavy** terrain.
- D. D The door's viewpoint is **Blocking** terrain.
- E. E Unbroken windows are **Barred and Heavy** terrain.
Barred terrain: Visibility cannot be drawn through this terrain unless the operative or what they're trying to see is horizontally within 1" of it.
- All other parts of it are **Heavy** terrain.



Small Ruin

This is Heavy terrain.



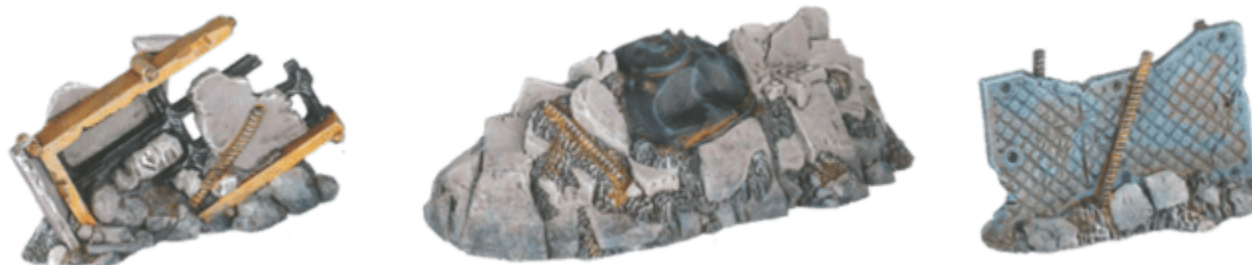
Heavy Rubble

This is Heavy terrain.



Light Rubble

This is Light terrain.



Cityfight

Killzone: Volkus has the following additional rules.

Condensed Stronghold

Whenever an operative is shooting with a weapon that has the Blast, Torrent and/or x" Devastating (i.e., Devastating with a distance requirement) weapon rule, it also has the Lethal 5+ weapon rule (pg. 111) if the target is wholly within a stronghold terrain feature and on the killzone floor [or a fire step](#).

The Condensed Stronghold rule always relates to the target's location, so if the primary target is wholly within a stronghold, but the secondary target isn't, then this rule doesn't apply to that secondary target.

Garrisoned Stronghold

When an operative wholly within a stronghold terrain feature is retaliating against an operative that isn't, the defender resolves first (this takes precedence over the normal fight resolution order).

DOOR FIGHT

1APL

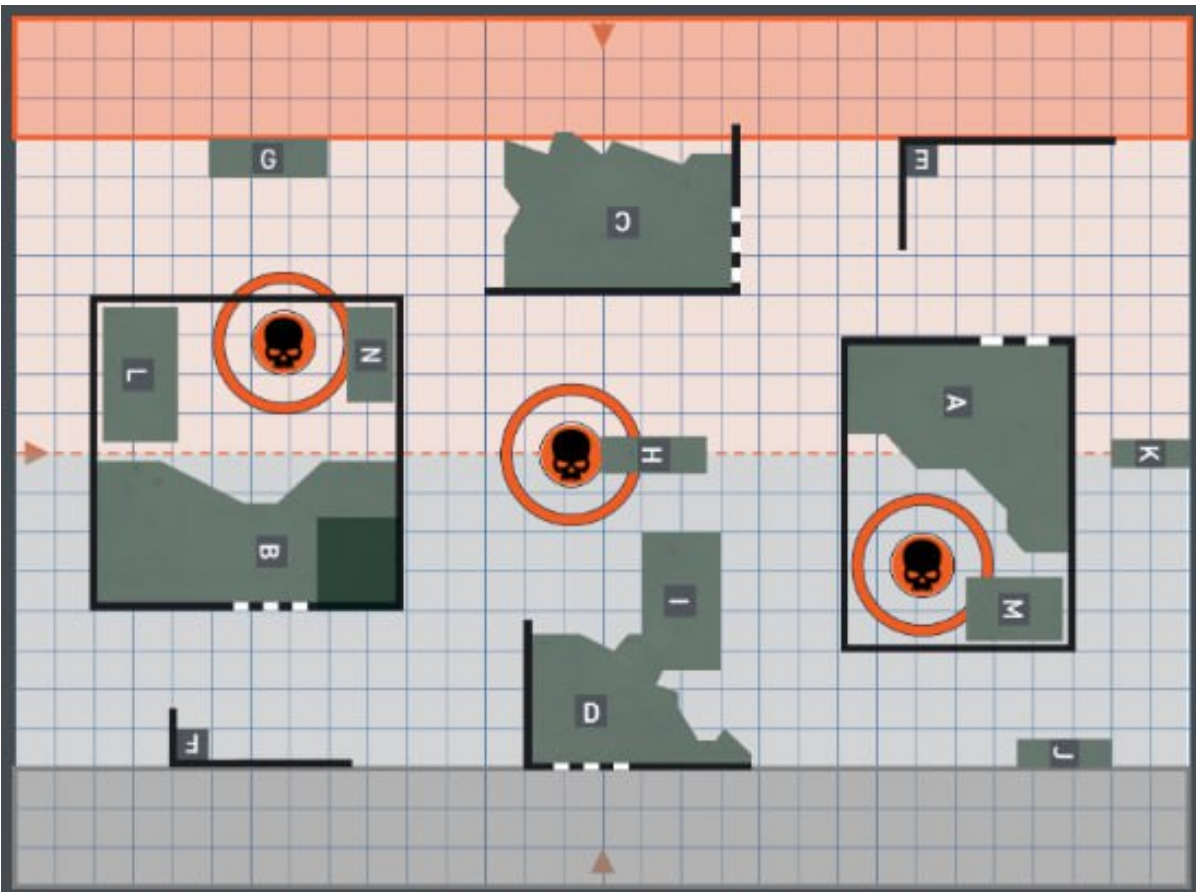
- ▶ Fight with the active operative (see fight sequence on page 44).
- ▶ In the Select Enemy Operative step, select an enemy operative within 2" of, and on the other side of, a door the active operative is touching. For the duration of that action, those operatives are treated as being within each other's control range.
- ◆ This action is treated as a Fight action. An operative cannot perform this action while within control range of an enemy operative, or if its base isn't touching a door.

Maps

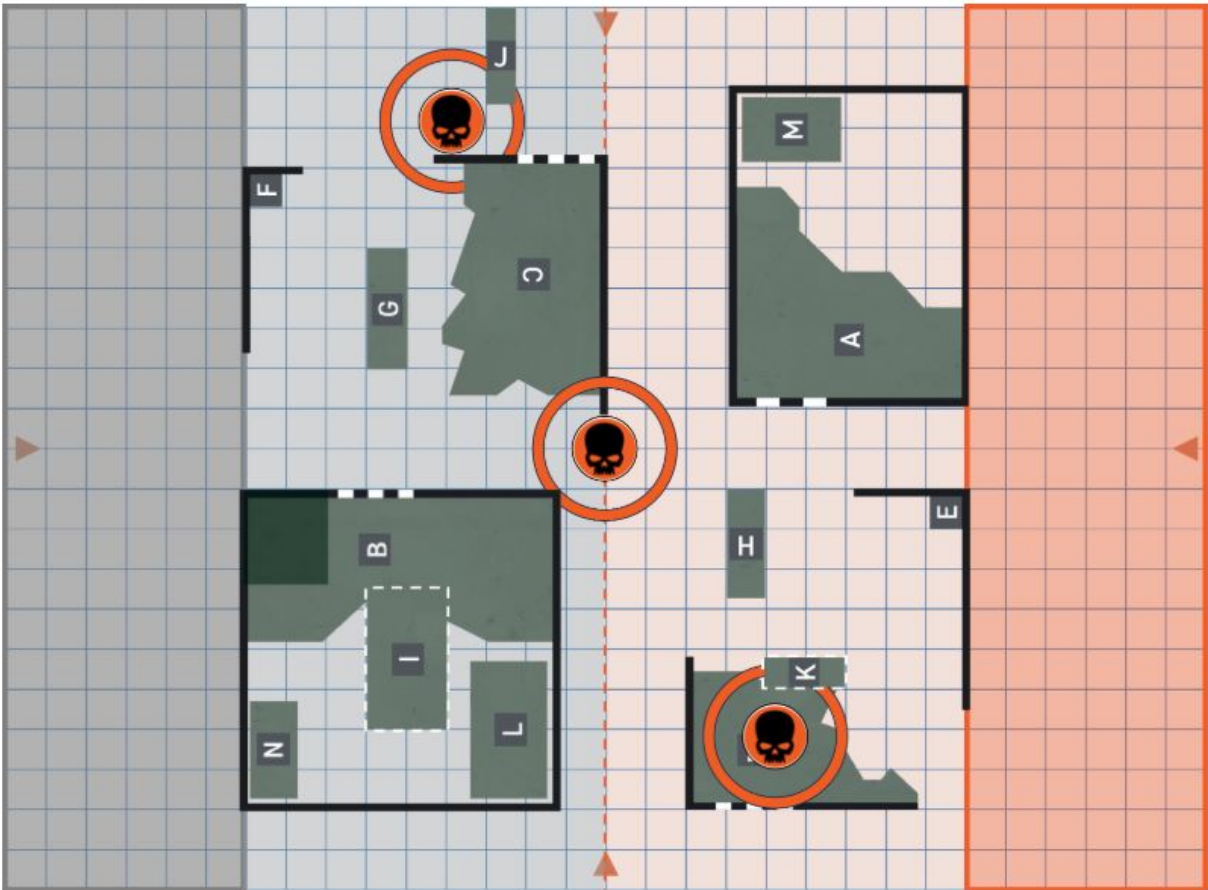
Map 1



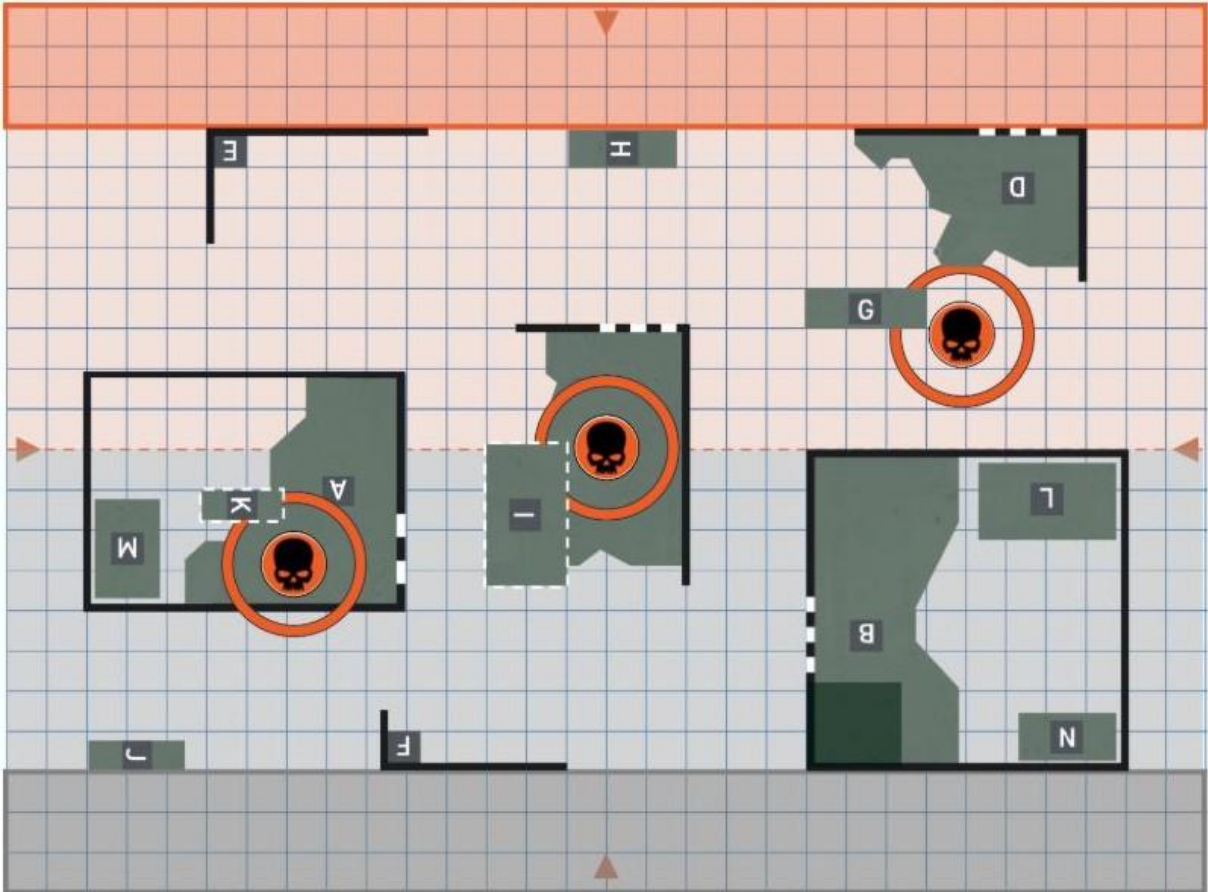
Map 2

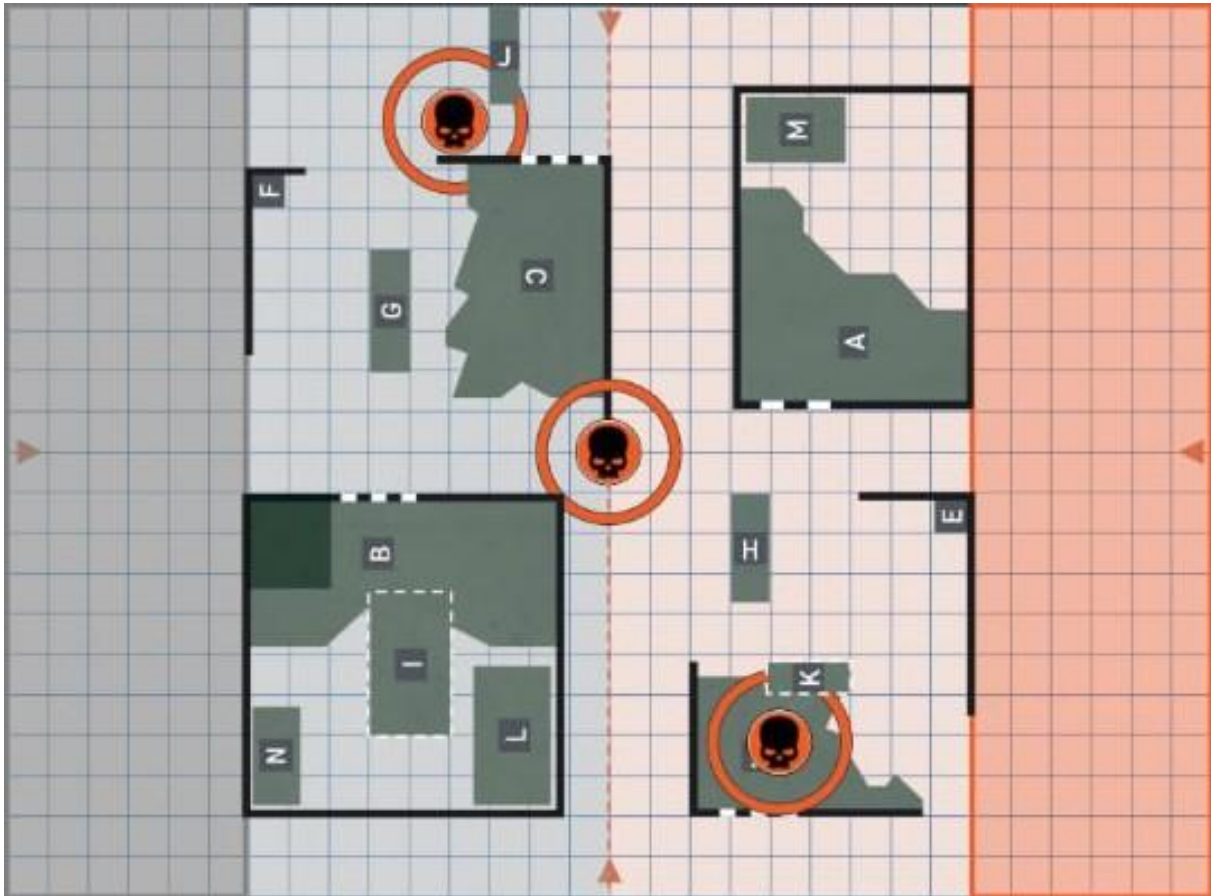


Map 3



Map 4





Missions

1. SECURE

MISSION ACTION

SECURE

1APL

- ▶ One objective marker the active operative controls is secured by your kill team until the enemy kill team secures that objective marker.
- ◆ An operative cannot perform this action during the first turning point, or while within control range of an enemy operative.

VICTORY POINTS

At the end of each turning point after the first:

- If any objective markers are secured by your kill team, you score 1VP.
- If more objective markers are secured by your kill team than your opponent's kill team, you score 1VP.

2. LOOT

MISSION ACTION

LOOT

1APL

- ▶ One objective marker the active operative controls is looted.
- ◆ An operative cannot perform this action during the first turning point, while within control range of an enemy operative, or if that objective marker has already been looted during this turning point.

VICTORY POINTS

Whenever a friendly operative performs the **Loot** action, you score 1VP (to a maximum of 2VP per turning point).

3. TRANSMISSION

MISSION ACTION

INITIATE TRANSMISSION

1APL

- ▶ One objective marker the active operative controls is transmitting until the start of the next turning point.
- ◆ An operative cannot perform this action during the first turning point, or while within control range of an enemy operative.

VICTORY POINTS

At the end of each turning point after the first:

- If friendly operatives control any transmitting objective markers, you score 1VP.
- If friendly operatives control more transmitting objective markers than enemy operatives do, you score 1VP.

4. Reboot

Mission Action

Reboot - 2APL

- + One inert objective marker the active operative controls is no longer inert.
- An operative cannot perform this action during the first turning point, or while within control range of an enemy operative.

Additional Rules

- When setting up the battle, after setting up objective markers, number each objective marker 1–3.
- At the start of the Gambit step of each Strategy phase, each player secretly selects one objective marker by putting a number of dice in their hand that matches that marker's number, then reveal simultaneously:
 - If both players selected the same one, that objective marker is inert during this turning point.
 - If not, the objective marker that neither player selected is inert during this turning point.

Victory Points

- At the end of each turning point after the first, for each objective marker friendly operatives control, you score 1VP. Ignore inert objective markers when determining this.

5. DATA

MISSION ACTION

COMPILE DATA

1APL

- ▶ One objective marker the active operative controls gains 1 Data point. Use a dice as a token to keep track of Data points at that objective marker.
- ◆ An operative cannot perform this action during the first turning point, while within control range of an enemy operative, or if that objective marker has already gained a Data point during this turning point.

SEND DATA

1APL

- ▶ Remove all Data points from an objective marker the active operative controls.
- ◆ An operative cannot perform this action during the first, second or third turning point, while within control range of an enemy operative, or if that objective marker doesn't have any Data points to remove.

VICTORY POINTS

- At the end of the second and third turning point, if friendly operatives have performed more **Compile Data** actions during that turning point than enemy operatives have, you score 1VP.
- Whenever a friendly operative performs the **Send Data** action, you score a number of VP equal to the number of Data points removed.