



**ALLEN,
TEXAS**



Warhammer Kill Team

EVENT PLAYER PACKET



EVENT SUMMARY

The Lone Star Open is back for the 3rd year - this is competitive wargaming at its finest! Come battle it out with the best of the best and see if you are worth your salt!

The tournament will cover 2 days over the course of Saturday July 22nd to Sunday July 23rd in the Allen TX Watters Creek Convention Center. This is a competitive event that is open to all players. The tournament will follow swiss style pairings, with tiebreakers determining the top players.

A huge thanks to Frontline Gaming for their support of this event!

The Lone Star Open, is dedicated to our community members who are (or have been) part of The US Armed Forces. The event is held in the Marriott Dallas-Alan Hotel & the attached Watters Creek Convention Center (777 Watters Creek Blvd, Allen, TX 75013). This venue is just North of Dallas, Texas and across the street from over 50 restaurants, bars, and shops right outside the front door at **Watters Creek**, a resort-style mixed-use development. The Marriott hotel attached to the convention center, has a highly discounted room block which Frontline Gaming has secured for event players and can only be accessed by this link [HERE](#).

[Purchase your event ticket, here.](#)

ORGANIZER CONTACT

Event Manager: Kicker Kalozdi

[Frontline Gaming Community Group Page](#)

Tournament Organizer Names

Chase Starnes

Contact Information

engagepartyrepeat@gmail.com

EVENT SCHEDULE

Event Room: Terrell Hall - Watters Creek Convention Center

Registration Start Time: 9:00am

Rounds	Start Time	End Time
Registration	9:00am	10:00am
Round 1	10:00am	12:00pm
Lunch	12:00pm	1:00pm
Round 2	1:00pm	3:00pm
Round 3	3:30pm	5:30pm

Day 2:

Rounds	Start Time	End Time
Round 4	10:00am	12:00pm
Paint Judging	12:30pm	1:00pm
Awards	1:00pm	2:00pm

A special thanks to our sponsors, who've provided terrain and prizes!



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WARGAMING ARCHITECTURE

FORMAT + FAQ

1.0 Event Essentials

SYSTEM:	Warhammer 40,000: Kill Team Matched Play
EVENT DATE:	July 22nd and 23rd 2023
MISSIONS:	Critical Ops: Tac Ops and Missions Card Pack
NUMBER OF GAMES:	4-5 Rounds (depending on turnout)
KILL TEAM SELECTION:	Create a Matched Roster as described on page 90 of the Kill Team Core Book. •Model rules and tactics may be taken from the following sources: All current Official Kill Team releases up until 2 weeks before the event. •The following Kill Teams will not be allowed as per the Balance Datasheet: Forge World, Thousand Sons, Troupe.
OTHER ACTIVITIES:	Painting competition
TOOLS OF WAR:	Attendees are expected to bring their Kill Team, three barricades, dice, measuring gauges or a tape measure, a set of Critical Ops: Tac Ops and Missions Card Pack, all relevant rules publications, and at least 2 physical copies of their Matched Roster (one for the Event staff and one for yourself).
TERRAIN:	All terrain will be provided. You do NOT need to bring a game board or terrain. Terrain layouts will be predetermined for each table.

2.0 Kill Team Construction and Modeling

2.1 Modeling and Painting Models

Players with Fully Painted Rosters will receive 2 VPs every round as detailed on page 93 of the Core Book. To be considered fully painted you must show at least a good faith effort to achieve the traditional 3 color Battle ready and based minimum.

Models must be played on the bases provided with them. If two different sizes were provided, either may be used. If you are fielding older models now provided on different bases, email Chase.a.starnes@gmail.com to determine whether re-basing is required. Be aware, in most cases we WILL require you to re-base models that were previously on 25mm and are now on 32mm.

For any converted or scratch built models, you must seek permission from Chase.a.starnes@gmail.com including photos of the models in question where possible, at least one week before the event. If you do not obtain permission for conversions before this date, you run the risk of them being removed from play, or possibly incurring score penalties.

2.2 Kill Teams and Command Rosters

- Kill Teams must follow their Command Rosters.
- Judges reserve the right to amend your Kill Team, or force losses upon individuals whose Kill Team is found to be invalid (independent of owner's input).
- Bring at least 2 physical paper copies of your Matched Roster (One for yourself, one for the staff).
- Roster pre-submissions are not required.
- Rosters must fully specify the force's faction, and may not be changed during the event.

2.3 Official Model and Game Rule Sources

- You MUST possess an official print or digital copy of the Kill Team Rulebook, as well as any relevant additional rules or tactics cards for your roster. If you don't have a copy of the Critical Operations cards due to availability, you can print them off at <https://kt-tacops.info/>.
- Model rules and tactics may be taken from the following sources: All current Official Kill Team releases up until 2 weeks before the event.
- The following Kill Teams will not be allowed as per the Balance Datasheet: Forge World, Thousand Sons, Troupe.
- Where there are differences in wording or costs, the most recent supplement applies.
- Faction rules released less than 14 days before the event will not be used. FAQ and Errata rules released less than 14 days before the event will not be used, unless ruled otherwise.

3.0 Kill Team Championship Policies

3.1 Player Conduct Policies

"It matters not if you win or lose, it's how you play the game."

While we will be mostly following the ITC's Player Conduct Rules, there are a few ground rules all players should be courteous to: Greet your opponent and introduce yourself, start your game(s) promptly, demonstrate good sportsmanship. Remember, everyone loses from time to time. It isn't the end of the world and you shouldn't treat it as such. Come prepared to win a few, and lose a few. Communication between yourself and your opponent is key to having a fun and successful game!

3.2 Game Speed Milestones

Each round is 2 hours. Players that go over time will receive a Blue card. Please see below.

Event staff will call time based upon the place in the game you should on average be at. 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:

All players are expected to finish their games, and to attend with an army list they feel comfortable playing a complete game within 2 hours. Players may not intentionally leverage the clock to disadvantage their opponent (Judge's Call).

3.3 Recording and Streaming

1. Tables may be recorded and/or streamed for the event. By entering this event, you are agreeing to be recorded and/or streamed should your game be scheduled on the streaming table. If you do not wish to be on stream please let a TO/Judge know and they will try their best to accommodate you.
2. There may be inter-round interviews conducted by the streaming crew.

3.4 Judges/TO and Event Staff

1. Judges and TOs arbitrate any disagreements. If you have an issue, request a Judge/TO and calmly explain the situation. If you feel that the ruling is incorrect you may request the Head Judge or a second Judge but the ruling is final.

3.5 Rolling Dice

1. All dice rolls must be made in the open. You cannot touch the dice until your opponent has verified the result.
2. Moving dice without your opponent's verification can result in some or all dice being rerolled by the T.O. Repeat offenders can receive a Sportsmanship Penalty and/or a Yellow Card.

3.6 Cheating

1. Any form of cheating can immediately disqualify you from future tournaments for up to one year. Cheating can include, but is not limited to, incorrectly using rules for an advantage, obscuring or manipulating die rolls, or incorrectly measuring for an advantage.

3.7 Sportsmanship

1. Sportsmanship is the fair and generous treatment of others, and includes in- and out-of-game conduct.
2. Encourage others to play their best game within the confines of the rules.
3. Unsporting conduct, as determined by a TO, is subject to Sportsmanship Penalties.

3.8 Sportsmanship Penalty

1. These penalties are used for exceedingly poor sportsmanship, and result in the loss of up to 18 match points.
2. Receiving a second Sportsmanship Penalty will immediately result in a Yellow card.
3. Sportsmanship Penalties are given at a T.O.s or event staff's discretion.

3.9 Blue Card

1. A Blue Card is awarded to both players if they go over time. If a player has received 2 Blue Cards at an event they will be given a chess clock and must use it.
2. Players who habitually go over time in events will be required to start events with a Chess Clock.

3.10 Yellow Cards

1. Yellow Cards can be given for malicious play, receiving 2 Sportsmanship Penalties, deliberately misplaying rules, negatively disrupting nearby games, or for other reasons as deemed appropriate by the T.O.

3.11 Red Cards

1. A Red Card results in immediate disqualification from the current tournament. They can be given for numerous poor sportsmanship penalties, repeated Yellow Cards, heinous behavior such as threats, physical contact, or any other behavior deemed worthy by the T.O or staff.

3.12 Time Clock Rules

1. The time clock should start with one hour for each player.
2. Time begins with the first pre-game action of each player.
3. Do not start a new round when both players have fewer than 5 minutes remaining without TO approval.
4. Each player is responsible for their own time.
5. Only a judge may pause the clock.
6. If a player's time expires they may finish the current action but not any subsequent ones.
7. A player whose time has expired may only score passively, roll saves, and make defensive fight actions. They may take additional actions required to facilitate their opponent's turn with TO approval.
8. When using a time clock:
 - o Communicate your intentions
 - o Check your time after completing an action
 - o Be consistent and respectful of your opponent's time

3.13 Weaponizing the Clock

1. Clicking the clock to the opponent, unannounced or during a distraction so they do not notice.
2. Taking actions in parallel to an opponent on their time so as to perform your actions during their time..
3. Noticing an inappropriately running clock and failing to announce it or take corrective action.
4. Any of the above or other actions deemed worthy by the TO will result in a Yellow Card and/or Sportsmanship Penalty.

3.14 Calling a T.O.

Requesting a T.O. or Judge's opinion is not a taboo. We play a game in which both players want to win, and sometimes edge cases arise where it can be difficult to determine what the proper course of action is. In those moments, a neutral third party can resolve the situation without bias and allow a game to move on. You can call a Judge or TO for multiple reasons:

1. Call a Judge on a contentious move when you and your opponent can not agree on whether an operative can make a move legally.
2. To watch dice rolls.
3. In-game unsportsmanlike behavior.
4. Rules violations
5. *Please call a judge during a violation.* Judges and TOs can not do much after a game has concluded.

4.0 Grand Tournament Format

4.1 Scoring

At the end of each game, use the Best Coast Pairings (BCP) app to record your scores. In the event of tie breakers the following will be used

- Total number of game wins
- Overall victory points scored in games.
- Total number of tac ops scored by your team.

4.2 Pairings

- All Kill Team events will make use of BCP for score reporting, pair generation, and table assignments.
- Players must have the BCP Players app installed and functional prior to event check-in.

4.3 Lateness

In the event you arrive late to your Round 1 your spot will be given to the first available person on the Waitlist. Assuming your spot is still available, you must still complete your Round 1 game in the available time remaining. If the game results in an incomplete game, a Judge may rule in favor of a Sportsmanship penalty for your Kill Team, and a blue card.

4.4 Best Painted Kill Team Competition

After the tournament has ended, there will be a short paint judging competition. The team submitted for judging must be the same team that you used during the tournament. Entries will be placed on a table, then judging will commence. Once judging has been completed, the best painted will be declared.

4.5 Event Awards

The Warhammer hobby is multi-faceted; including social, gaming, and artistic components. With that in mind we will award the following prizes:

- 1st, 2nd, and 3rd Place will be awarded to the top three players who ranked highest overall.
- Best painted Kill Team, Judged at Lunch.

5.0 Tournament Format

5.1 Board Layouts

While each board may have a different aesthetic or theme, all boards will use the same layout in any given round of the event. Additionally, this standard layout will change every game. These layouts change during the tournament for two primary reasons:

1. To provide players with a varied experience throughout the event, as opposed to 4+ rounds spent playing on exactly the same terrain format.
2. To ensure the placement, orientation, and function of each terrain piece is balanced for a wide variety of army types during each particular mission.

6.0 Event Specific FAQ's/Errata

Tournament FAQ: TBA

Base Size Guide: tinyurl.com/BaseSizeGuide

Warhammer Community FAQ: <https://www.warhammer-community.com/faqs/#kill-team>

- Kill Team Rosters in the **Competitive Format** must consist of between 4 and 20 models. Rules for Command Rosters and Battle-Forged Kill Teams are found in the *Kill Team Core Manual*.

Rules Errata

1. All barricades should fall within good intent of the Kill team **essentials barricades 1.975 x 0.980 x 0.375"** - 2 x 1 x $\frac{3}{8}$

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