# LONE STAR OPEN

## Warhammer
## Kill Team Championships



## 2022 EVENT
## PLAYER PACKET



PLAYER NAME

# EVENT SUMMARY

*Frontline Gaming's LSO is tabletop wargaming at its finest! Come battle it out with the best of the best and see if you are worth your salt!*

Frontline Gaming has a treat for the Kill Team players participating this year. These tactical skirmish missions will take place on kill team octarius tables.

## A huge thanks to Games Workshop 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 Allen, TX Watters Creek Convention Center just North of Dallas 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 INFO

***Head organizer: Kicker Kalozdi***

***Frontline Gaming Community Group Page***

| KT Tournament Organizer | Contact Information |
|---|---|
| Cesar Alzaga | cesaralzaga@hotmail.com; (cell) 210-241-7572 |

# EVENT SCHEDULE

## Event Room: Terrell Hall

## Late Registration Start Time: 23 July Saturday 0730-8:50

## Day 1: Saturday 23 July

| Rounds | Start Time | End Time |
|---|---|---|
| Round 1 | 9:00 am | 10:45 am |
| Round 2 | 10:55 am | 12:40 pm |
| Lunch | 12:40 pm | 1:40 pm |
| Round 3 | 1:40 pm | 3:25 pm |
| Round 4 | 3:35 pm | 5:20 pm |
| Round 5 | 5:30 pm | 7:15 pm |

## Day 2: Sunday 24 July

| Rounds | Start Time | End Time |
|---|---|---|
| Round 6 | 9:00 am | 10:45 am |
| Round 7 | 10:55 am | 12:40 pm |
| Lunch | 12:40 pm | 1:40 pm |
| Round 8 | 1:40 pm | 3:25 pm |
| Round 9 | 3:35 pm | 5:20 pm |
| Judging for best painted & Awards Presentation | 5:30 pm | 6:00 pm |

# FORMAT & FAQ

***This will of course be an ITC formatted event.***

## Event Specific Details:

"**Kill Team Championships LSO 2022**"

You must have an event ticket and Convention Badge to participate in this event.

The Lone Star Open Kill Team Championships is one the largest Kill Team tournaments within Texas. This event is one of the premiere competitive events, and features players from all around the U.S.

Welcome to the Kill Team Championships at the Lone Star Open 2022!

This event will take place Saturday, July 23rd and Sunday, July 24th, 2022 held at Marriott Dallas Allen Hotel & Watters Creek Convention Center.

A big thank you to Frontline Gaming, TX Kill Team Organizers Group members, Mr. Laser, and of course Games Workshop for sponsoring this event!

The Kill Team Championships Event is a massive two-day event that takes over the entirety of the Kill Team Tournament Area. All the Players from Day 1 will move and compete on to the second day event. The second day event will continue to have players battling it out for first, second, and third place.

There will also be swag provided for the first 10 registered players.

**LSO 2022 Event Essentials**

SYSTEM: Warhammer 40,000 - Kill Team Matched Play

EVENT DATE: July 23rd and 24th 2022

MISSIONS: Critical Operations Mission Pack from the Kill Team Core Book (Potentially missions from the July White Dwarf)

NUMBER OF GAMES: 9

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:Kill Team: Core Book, Kill Team Compendium, Kill Team: Chalnath, Kill Team: Octarius, Kill Team: Nachmund, Kill Team Moroch and White Dwarf.
- All Kill Teams will not be allowed as per the Balance Datasheets, Errata's, FAQ's, and White Dwarf releases

**TOOLS OF WAR:**

Attendees are expected to bring their Kill Team, three barricades, dice, measuring gauges or a tape measure, all relevant rules publications, and at least 2 physical copies of their Matched Roster (one for the Event staff and one for yourself). It is recommended that you also bring a set of Tac Ops cards.

**TERRAIN:**

All terrain will be provided. You do NOT need to bring a game board or terrain. Terrain layouts will be determined based on alternating terrain placement from each player; beginning with the loser of the dice roll off. The winner of the roll off will choose mission drop zone.

## 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 cesaralzaga@hotmail.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 cesaralzaga@hotmail.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 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.
- Model rules and tactics may be taken from the following sources:Kill Team: Core Book, Kill Team Compendium, Kill Team: Chalnath, Kill Team: Octarius, Kill Team: Nachmund, Kill Team: Moroch and White Dwarf.
- 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.

## 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 Judges

Kill Team will be administered by volunteer staff. The Judge holds the final say on all tournament issues. They can instruct players to begin a new round despite time, force a loss on someone caught cheating, etc. This is to ensure play with integrity, good sportsmanship, and honesty – players will not be permitted to “abuse” tournament rules to gain unfair advantages.

#### 3.2.1 Active Judging:

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 are enjoyable for everyone.

### 3.3 Game Speed Milestones

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:

- All players are expected to finish their games, and to attend with an army list they feel comfortable playing a complete game within 1 hour and forty five minutes. Players may not intentionally leverage the clock to disadvantage their opponent (Judge's Call).

## 4.0 Grand Tournament Format

### 4.1 Scoring

At the end of each game, the TO will enter scores recorded within the Best Coast Pairings (BCP) app.

In the event of tie breakers the following will be used

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

### 4.2 Pairings

- LSO Kill Team Championship will make use of BCP for score reporting, pair generation, and table assignments.

**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 VP penalty for your Kill Team.

**4.4 Best Painted Kill Team Competition**

After the last game we will hold the Best painted Kill Team competition to celebrate hobbyists who have gone the extra mile in their modeling and painting to create something truly remarkable. The competition is open entry, though to enter you must have done the building and painting yourself and the models must be from the Kill Team you are using at the event. Peer judging will take place with the winner earning the Best painted Kill Team award.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding the competitions, feel free to contact us before the event.

**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 Place will be awarded a trophy and special prize.  2nd and 3rd place will receive official event war decorations.
- Best painted Kill Team, Judged after the last game on the second day.

**5.0 Grand Tournament Format**

**5.1 Board Layouts**

All players will simultaneously play the randomly generated mission for that game. TO will announce the mission to be played from the pool of missions. The following missions will be the pool of missions selected from:

Mission 1.1: Loot and Salvage

Mission 1.3: Awaken the Data Spirits

Mission 2.1: Escalating Hostilities

Mission 2.2: Seize Ground

Mission 2.3: Domination

Mission 3.1: Secure Archeotech

**5.2 Terrain Used**

Terrain will be the Octarius terrain and may vary from mission to mission and set up based on being alternating player placed.

**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. SPECIALISTS may not be taken. Subfactions for kill teams must be indicated on the Command Roster and subfactions cannot be changed between games.
- The Kill Teams, and their respective ploys, and faction tac ops, from Kill Team: Octarius, Kill Team: Chalnath, White Dwarf and the Kill Team Compendium will be allowed.

- Tac Ops Will be chosen.