

Current Version 3.2

Gallow Dark Maps:  **A-symmetrical Gallow dark.p@** <https://www.squad-games.net/>**Vulkus Maps:**  **Squad Games Vulkus Map Pack**

3.21 Event Essentials



SYSTEM:	Warhammer 40,000: Kill Team Matched Play
EVENT DATE:	Depends upon which event you are attending
MISSIONS:	Approved Ops: Tac Ops and Missions Card Pack
NUMBER OF GAMES:	8 Player Tournament/Pods: 3 Rounds Single Day Tournament: 4 Rounds Team Tournament: 6 Rounds Grand Tournament: 7 Rounds Las Vegas Championship: 9 Rounds
KILL TEAM SELECTION:	<ul style="list-style-type: none"> •Model rules and tactics may be taken from the following sources: All current Official Kill Team releases up until 7-14 days before the event. (T.O. Discretion) •Data Slates, FAQs and Erratas may be used from official sources up until the day of the tournament dependent on T.O. discretion. •Classification see 6.0 for more information
OTHER ACTIVITIES:	Hobby Track, Painting Competition, Hobby Showcase, Squad-Games Store, Highlander Hobbies Store.
TOOLS OF WAR:	Attendees are expected to bring their Painted Kill Team, Universal equipment, 10 dice, measuring gauges or a tape measure, all relevant rules publications, a set of Current Approved Ops: Tac Ops and Missions Card Pack. Digital approved ops will not suffice. You must place your primary as a card face down on the table.
TERRAIN:	All terrain will be provided by Lusters Workshop. You do NOT need to bring a game board or terrain. Terrain layouts will be predetermined for each table. Please see the packet link for more details.
REQUIRED READING:	Kill Team Code of Conduct:  Kill Team Code of Conduct Squad-Games Chess Clock Rules:  Squad-Games Chess Clock Rules
CLASSIFICATION:	See Section 5.0
TO Email for the Event:	squad.games.entertainment@gmail.com

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1.0 Modeling and Painting Requirements

-No Painting Requirement

Models must be fully assembled. This is generally reserved for brand new player events only.

-Three-Color Minimum

All models must be painted with a minimum of three distinct colors, and fully assembled.

-Battle Ready Standard

Models must meet the following criteria to be considered Battle Ready:

- Painted with at least three colors and a shade, primer is not a color.
- Include some form of basing (texture paint, flock, tufts, etc.)

Cannot complete the Painting Requirement?

Please reach out to squad.games.entertainment@gmail.com for further assistance.

Base Size Policy

Models must be played on the base size provided in their most current release.

Conversions and Scratch Builds

Converted or scratch-built models must be approved in advance. Email photos and a description to squad.games.entertainment@gmail.com at least one week prior to the event.

Unapproved conversions may be disqualified, penalized in scoring, or receive a yellow card.

Proxy and Alternative Models

In the spirit of the hobby, players may use alternative or proxy models for artistic or thematic reasons. However:

- All proxies must be approved by the Tournament Organizer (TO) before the event begins.
- The TO may fully approve, conditionally approve (requiring the official model for measurements/LoS checks), or deny use.
- Failure to gain prior approval may result in a ban from using the proxy and potential disqualification if official models are not available.
- For scoring purposes, only the approved proxy/alternative models count toward Hobby Track and Battle Ready. Official models used as stand-ins do not count.

1.1 Failing to Meet Painting Requirements

Any models that fail to meet the Painting standard for that event may incur penalties at the TO's discretion. Penalties may include:

- Disqualification
- Negative points
- Model removal from play
- Ineligibility for prizes

1.2 Kill Teams and Rosters

Faction pre-submission is required for all players.

1.3 Model and Rules Sources

- Players must have access to official rules via print or the Kill Team app.
- Legal model and tactic sources include all official Kill Team releases up to 6-14 days before the event (subject to TO discretion).
- FAQs, Data Slates, and Errata are allowed from official sources up to the day of the event, per TO discretion.

1.4 What is Hobby Track?

The Hobby Track rewards hobby effort over dice rolling. It scores:

- Brushwork quality
- Creativity and conversions
- Visual composition and theme
- Overall painting presentation

The 2025 Hobby Track Season ends at Worlds 2025. Players can compete in multiple events; your top six scores will count toward your final total.

1.5 Hobby Track Rules

- All models on your roster must be displayed for Hobby Track judging.
 - Deliberate omissions result in a forfeit of Hobby Track points for that event.
- You may include 1 non-roster model (e.g., vehicle or monster) for display. You can include more models but we will only judge one at our discretion.
- Display boards are limited to 15" x 11" maximum. OR 12"x12" Maximum.

1.6 Scoring Rubric and Leaderboard

The full Hobby Track scoring rubric and 2025 leaderboard can be found at: [BestCoastparinigs.com](https://www.bestcoastparinigs.com)

1.7 When is Hobby Track Judged?

Hobby Track judging occurs:

- Before the event or During Rounds 1 and 2 (depending on event size). See your event for more information

1.8 What is Hobby Showcase?

Hobby Showcase selections represent models/teams that stood out during judging and are being considered for awards.

- These teams are given closer attention by judges. During lunch or during Kill Team ShowCase.
- Finalist pins (while supplies last) will be awarded to all Showcase-level teams.

1.9 Golden Ticket Events

At Golden Ticket events, all models must meet the Battle Ready standard—no exceptions.

2.0 Sportsmanship

2.0 Sportsmanship

At Squad Games events, sportsmanship is not optional. All players are expected to treat one another with kindness, respect, and fairness.

Remember: we are all here because we love this game. If you encounter a problem with your opponent or a situation that compromises your enjoyment or safety, immediately report it to a Tournament Organizer.

The Warhammer hobby is primarily a means for individuals to enjoy themselves. Interpersonal actions intended to lessen this enjoyment are not within the spirit of the game. For FLG/Squad Games, the game of Kill Team is about sporting competition between two individuals. Any actions that are unsportsmanlike are not within the spirit of the game.

Poor sportsmanship—including disruptive behavior, hostility, or repeated rules abuse—may result in penalties, disqualification, or removal from the event.

2.1 Disqualification

Squad Games maintains a zero-tolerance policy for physical or verbal violence, harassment, or abusive conduct—whether in person or online.

You may be disqualified or removed from the event **without refund** for any of the following:

- Aggressive or demeaning behavior toward staff or other attendees
- Repeated rules violations or unsportsmanlike conduct
- Failure to follow instructions from the Squad Games event team

Squad Games reserves the right to remove any player from the event at our sole discretion.

2.2 Player Conduct

All participants are expected to uphold the Kill Team **Code of Conduct** at all times.


We expect all players to follow our Players Code of Conduct.

 [Kill Team Code of Conduct](#)

2.3 Ensuring a Fair amount of time for both players

Chess Clocks

Chess Clocks are optional, if one player requests a clock both players will play on a clock.

 [Squad-Games Chess Clock Rules](#)

3.0 Event Specifics

3.1 Rounds

This is dependant on the event you are attending

Friendly: 3 rounds

Single Day Event: 4 Rounds

Grand Tournament: 5-7 Rounds

Team Tournament: 6 Rounds

LVO Championship: 9 Rounds

3.2 Paint Requirements

Friendly: No Painting Requirement

Single Day Event: 3 Color Minimum

Grand Tournament: Battle Ready

Team Tournament: Battle Ready
 LVO Championship: Battle Ready

3.3 Schedule

Check event time for start time. Usually dice roll about 15-20 minutes after event start time.

3.4 Round Timer

Each round is 2 hours. Players that go over time will receive a Blue card. (T.O. discretion)

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). Doing so will result in a Yellow Card and points reduction. If a player receives two blue cards at an event, then that player will be forced to play on a clock for the remainder of the event.

Players may not "talk out a game" unless a T.O. is present.

3.5 Pairings

Pairings are done Via Best Coast Pairings with the following metrics.

Pairings

1. Tournament points
 2. Random
- Players must be Registered on Best Coast pairings to play in the event.

3.6 Lateness

- At 10 minutes late a chess clock will start on the late player deducting there time.
- A player who is 20 minutes late or later to the beginning of a round is considered to be severely tardy.
- If a player is 40 minutes late to a game, the game will be an automatic forfeit by the player that is late.

3.7 Placings

Placings are done via Best Coast pairings with the following metrics.

Placings

1. Tournament points
2. Total Points

3. Kill Op
4. Primary
5. Crit Op
6. Tac op
7. Opp Win%

3.8 Bye Scores

Bye scores equal 18 points.

3.9 Talking out a Game

Should only be done if a T.O. is present.

3.10 Game Milestones

To help with pacing, Squad Games events use milestone time calls. These aren't just reminders of how much time is left—they're indicators of where most games *should* be in terms of Turning Points. This helps players keep things moving and ensures a smoother experience for everyone.

These milestones are not binding, but they *do* matter. Repeatedly falling behind pace—especially if it delays or impacts your opponent's experience—can result in your game being placed on a chess clock.

- Pre-Game Sequence (stages 1,2 Core Book p.110/ steps 1,2 in approved ops): 10 Minutes (both players)
- Playing your First Turning Point: 15 Minutes per player
- Playing your Second Turning Point: 15 Minutes per player
- Playing your Third Turning Point: 12.5 Minutes per player
- Playing your Fourth Turning Point: 12.5 Minutes per player

2:00 remaining:	Start round (Formally)
1:50 remaining:	Complete pre-game activities and begin Turning Point 1
1:20 remaining:	First Turning Point Complete, Begin Turning Point 2
0:50 remaining:	Second Turning Point Complete, Begin Turning Point 3
0:25 remaining:	Third Turning Point Complete, Begin Turning Point 4
0:10 remaining:	Do not begin a new Turning Point without a Judges Permission

If you're concerned about finishing your game on time, do not hesitate to call a judge.

3.11 Chess Clocks

Chess Clocks are optional, if one player requests a clock both players will play on a clock.

For more Rules on Chess Clocks please look at our Chess Clock document.

[Squad-Games Chess Clock Rules](#)

3.12 Conceding a Game

If a player concedes, notify the T.O. immediately and have the T.O. help walk through the end of the game.

3.13 Correcting Game Scores

Occasionally, players will mistakenly enter their scores "backward" or commit some other scoring error they only detect after the fact. First and foremost, scoring and submitting your game score correctly is entirely a player's responsibility, and part of playing the game correctly. If you submit a score incorrectly, you are immediately at risk of that score becoming permanently part of the event record.

Whenever possible during the course of play, if an erroneous score is discovered, validated by both players, and correctable, we will correct it. Once a new round begins after most rounds, due to random pairing within the win path, it can be possible to remediate an incorrect score. However, as soon as a round is paired, there is no requirement or expectation any corrections can or will be made.

3.14 Event Awards

Players are eligible to win **one award per major category**:

- **Hobby**
- **Social (Sportsmanship)**
- **Competitive**
- **Best in Faction** (dependent on event size)

While players may technically qualify for multiple **Hobby Category** awards, they will typically receive only one. Awards offered may vary depending on the event size, format, and sponsor support.

3.15 Awards: Hobby

Judges will assess hobby entries before the event begins and between rounds. Select teams will be

invited to participate in the **Kill Team Showcase**, held during the lunch break.

Best Painted Kill Team celebrates hobbyists who have gone above and beyond in modeling, painting, and presentation.

- **Entry Requirements:** You must have built and painted the Kill Team yourself, and it must be the team you're playing at the event.
- **Special Entries:** Oversized or unusual entries may be subject to additional restrictions or approval. Please contact the event team in advance with any questions or concerns.

3.16 Awards: Best Sportsmanship

Best Sportsmanship is awarded based on judge observations and player feedback.

If you have a particularly excellent game with an opponent, **let a judge know**—these positive experiences help guide the Sportsmanship award decision.

Repeated poor behavior may disqualify a player from this and other award categories.

3.17 Awards: Competitive

Competitive awards go to the highest-placing players based on overall performance and event scoring.

- Most events award **1st-3rd place**, but larger tournaments (such as Las Vegas Open) may expand this to **Top 8** or include **Best in Pod** awards.
 - **Sportsmanship violations** may disqualify a player from Competitive awards, passing recognition to the next eligible player.
- Best Aeldari

3.18 Awards: Best in Faction

Best in Faction awards are given to the **top-performing player** of each faction or super-faction, depending on event size.

In some events, **hobby scores** may also contribute to determining Best in Faction winners for major or super-faction categories..

3.19 Example of awards for events

Hobby Awards

- Best In Show
- Best Painted Kill Team 1st-3rd
- Best Painted Single model 1st-3rd
- Best Converted Team 1st-3rd
- Judges Favorite Painted Team
- Best Display 1st-3rd

Social Awards

- Warp Traveler (furthest traveled player)
- Best Sportsman
- Triple Threat (best hobby score, placing and sportsman score)
- Best Cosplay
- Best Storyteller
- Witness Me (last place)

Competitive Awards

- Best Generals 1st-8th

Best in Faction

Best in Factions will be the competitive award for winning with your faction.

Best Super Faction

- Best Xenos
- Best Imperium
- Best Chaos

4.0 Tournament Terrain Format

4.1 Board Layouts

Throughout this season we will be updating and making new layouts for this tournament season. *LVO will have preset Layouts at each individual table.

1. ALL OPEN terrain format: each board may have a different aesthetic or theme. Terrain layouts will be different at every table. The T.O. will call which mission will be used for the entire round.

2. All Gallow Dark: Terrain layouts will be different at every table. At these events we will not use ranked tables. This will ensure a better likelihood that all players will play on different maps each round.

3. Vulkus: Vulkus layouts will use official GW Plastic Vulkus, our 3d printed Sector Popov, our MDF Vulkus style terrain, And a terrain set called Vulkus Light.

4. Some Narrative and Friendly events will use Kill Team arena boards, and other various Narrative style terrain.

4.2 Terrain Used

Into the Dark and Lusters Workshop Open terrain will be at most tournaments for the 2025 season. Check the Terrain packet regularly for terrain layout updates.

We will be using a mix of Open, Vulkus and Gallow Dark. All maps can or will be found on Squad-Games.net

Vulkus light terrain consists of

- 6 Bastions L 4.5" x W 2.5" x H 3"
- x2 Sets of 2 Light Barriers
- x2 Sets of Heavy Walls
- x6 Set of Light Ruins

These are laid out to create strongholds ect, just like Vulkus.

*models must be wholly within the outer perimeter of Strongholds to score relevant tac ops.

*Not all layouts will use all of the terrain

5.0 Classification

Classification will not be used for the Squad Games Circuit currently.

Squad Games supports the long-term goals of the Classified format for Kill Team.

However, we believe that Classification should be **applied thoughtfully** and with consideration for player experience—particularly when it comes to teams that are still available for purchase.

Currently, several Season One teams remain **available through official sales channels**. In these cases, our concern is not with balance or meta performance, but with **player accessibility**.

If a player purchases a team that's still actively sold in 2025, they should have the opportunity to build, paint, and play that team at events before it becomes ineligible.

In support of a healthy, growing community, **Squad Games will continue to allow these still-supported teams** until a reasonable transition period has passed following their removal from sale.

Classification of White Dwarf and Annual Teams

We will be retiring White Dwarf and Annual teams from competitive play when GW officially Announces Classification.

These teams:

- Have not been sold in boxed format for years
- Were often never released in full product form
- Received clear notice of deprecation in December 2024 from Games Workshop
- Void-Dancer Troupe
- Warpcoven
- Wyrmlblade
- Hunter Clade
- Gellerpox Infected
- Euclidean Starstriders

For that reason, the following teams will be removed from Squad Games Circuit Competitive events beginning when classification starts:

* There will be not Classification for Friendly or Narrative events.

6.0 Recording and Streaming

Not all events will be streamed, or recorded. We will stream and record larger events.

1. Tables will 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.
2. If you do not wish to be on stream please let a TO/Judge know and they will try their best to accommodate you. If there is no accommodation, or the T.O. believes your table should still be streamed then you will have the option to play the match or face a forfeit.
3. The final top table match will be streamed/recorded. If you refuse to play on stream for the final top match of the tournament you will automatically forfeit the game.
4. There may be inter-round interviews conducted by the streaming crew.
5. Streamed tables may have both players mic'd up.
6. Streamed games will be timed games.
7. Streamed tables will require both players to use the tools provided unless otherwise approved. Tools provided: measurement gauges, objective markers, and dice.
8. While streaming, remember you are representing the face of competitive Kill Team. Make sure to treat your opponent with kindness and respect.

7.0 Disclaimer

Squad Games reserves the right to make changes to the event rules or Schedule, for any reason, at any time, without prior notice.

8.0 Event Specific FAQ's/Errata

FAQ:

All GW official FAQs will replace any contradictions below.

- Q: When climbing ladders, how do you treat the additional distance if the terrain is taller than the ladder?
A. Additional distance must be climbed, but it is not treated like a new climb (i.e., no

additional 2" minimum).

- Q: Can a model choose to Climb down, rather than Drop?
A. No.

9.0 Change Log

Current version Version 3.2

- Changed a large amount in every category.