



Gateway Open Kill Team GT

August 8-9, 2026



Introduction and Format

Welcome to the Gateway Open 2026 Kill Team Grand Tournament. Details for the tournament are as follows:

IMPORTANT NOTE: The newest Kill Team Balance Data Slate WILL be in use for this event. Make sure that you are aware of any updates to your team.

- All missions and tac ops will be from the 2025 Approved Ops.
- Your first-round opponent will be randomly determined. Following that, you will be paired with an opponent with a similar win-loss record as you (IE random within win bracket).
- We will use the Best Coast Pairings app to score and run the event. Please download the Best Coast Player app and create an account before the tournament.
- An award for Best Painted Kill Team will be awarded for the event.
- All players are encouraged to know the core rules of Kill Team 2024 and the rules of their team before the event. This will save you and your opponent time in-game. Judges will, however, be using an “Active Judging” policy, where we will filter through games and adjust any incorrect rules as they are observed. Players are encouraged to seek a judge’s ruling for any rules disputes proactively. Judges’ rulings will be treated as final once made.
- The player with the most Tournament Points will win First Place. In the case of a tie the places will be split using the following tiebreakers: Primary Points, Victory Points, and Strength of Schedule.
- Round time- rounds will be 2 hours long with a 15-minute break in between rounds to get to tables and set terrain for the next mission.
 - Judges will be actively monitoring for players not keeping up with the round-timer milestones. Judges will encourage players to increase their speed of play, but may intervene in games deemed to be excessively behind or implement other remediations for slow play. Players are encouraged to proactively inform judges if their opponent is slow playing.
 - If you are having trouble making decisions about what moves to make, make simple moves first so you have more time to think about your tougher ones. The judges will be making announcements at certain time increments so that players know how much round time is left, and there will be a hard dice-down when the judges call for it.
- Sportsmanship is the most important part of a successful tournament. Strive to be a good opponent and good sport. Should any disputes arise, check with the judges before things become tense. That’s what the judges are for!
 - Cheating won’t be tolerated. This includes dice manipulation, abusing game mechanics, deliberate rules misrepresentations, etc. Short version- be cool. Don’t cheat. Simple as that.
- Be sure to have the necessary rules for your Kill Team on hand, they are available for free on the official Kill Team app. The most recent balance dataslate/errata/FAQ will be in use for the event.

GAME SPEED MILESTONES

Outside of tournaments, most players do not complete their games against a set clock. As a result, when a loudspeaker shouts “sixty minutes remaining,” most players don’t naturally think “OK, we should almost be done with the entire first game round!” These benchmarks 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:

- Pre-Game Mission Sequence:: 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

The milestones for a round breakdown as:

2:00 remaining: Start round (Formally)

1:55 remaining: Complete pre-game activities and begin Deployment

1:45 remaining: Deployment Complete, Begin Turning Point 1

1:30 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 : Do not begin a new Turning Point without a Judges Permission

Schedule

DAY 1:

1000-1020: Registration/Check-in

1020-1030: Player Briefing

1030: Mission 1 (2 hours)

1230: Lunch (1 hour)

1330-1530: Round 2 (2 hours)

1530-1545: break before Round 3

1545-1745: Round 3 (2 hours)

DAY 2:

1000-1200: Round 4 (2 hours)

1200-1300: Lunch (1 hour)

1300-1500: Round 5 (2 hours)

Mission Summary

- All maps will be played using the map packs created by Games Workshop, the New England Beta Decima Map Pack, and Can You Roll a Crit's UTC terrain map pack. Minor balance adjustments will be made to the GW Octarius map pack.
- Players are responsible for resetting the terrain for each mission in between rounds by ensuring none of the terrain has been moved during the course of play.
- Terrain will be a mixture of Tomb World, Volkus, Octarius, Beta Decima, and Bandua's UTC Terrain.

The missions will be as follows:

Round 1: Secure

Round 2: Orb

Round 3: Energy Cells

Round 4: Transmission

Round 5: Data

UTC Terrain Key:

1. LIGHT, AND TRAVERSABLE



2. HEAVY WALLS, WITH WINDOWS AND DOORWAY



3. HEAVY WALLS, WITH HEAVY BUTTRESSES. WINDOWS, DOORS AND HATCHES ON L-SHAPED WALLS



**UTC KILLTEAM
TERRAIN**

