

Tab 1

v. 1.0

WARHAMMER 40,000 KILL TEAM



KT HELSINKI:
TALVISOTA 2026



TALVISOTA 2026 KILL TEAM FINNISH GRAND TOURNAMENT

The tournament will be held at **Kaapelitehdas** (Tallberginkatu 1, Helsinki) on **21–22 February 2026 (Sat–Sun)**. The tournament is hosted by the KT Helsinki crew and is a part of the Talvisota 2026 event, organized by Nopat ja Taktiikka ry.

Kitbashed and proxy models are fine, but the operatives they represent should be immediately recognizable: please get TO approval for any edge cases before the tournament.

Please bring with you

- your painted kill team (battle ready),
- measurement gauges and dice,
- relevant tokens and markers,
- equipment terrain,
- the Approved Ops 2025 cards or another way to track them,

and optionally

- a chess clock,
- snacks.

The tournament does **not** use the Classified format, meaning you are allowed to play any kill team with published rules for the current edition of the game. The tournament organizers reserve the right to change this if the event becomes a WCW Qualifier (golden ticket event).

TICKETS AND REGISTRATION

Tickets to the event can be purchased on the tournament's [Kide.app page](#). After buying your ticket, please register for the tournament via the [Best Coast Pairings event page](#).

The deadline for registrations is TBD. The maximum number of players is 32.

The **deadline for faction lock-in is Tue 17 February 2026, 20:00**. Please set your faction on BCP. If you have trouble with using BCP, please contact the tournament organizers. Factions will be revealed after the lock-in deadline.

CONTACT

Updates will be shared via the [KT Finland Discord](#) and we recommend you to join the server.

Head Judge & Tournament Organizer

Oskari / vabo

(@vxbo, 040 8283 664)

Tournament Organizer

Henrik / Henk

(@henkkahenkka)

Tournament Organizer

Janne / Asran

(@mistspire)

SCHEDULE

DAY 1

9.30	Check-in
10.00 – 12.50	Round I
60min	Break
13.50 – 16.40	Round II
20min	Break
17.00 – 19.50	Round III

DAY 2

9.30	Check-in
10.00 – 12.50	Round IV
60min	Break
	Best painted kill team vote
13.50 – 16.40	Round V
17.00	Awards ceremony



ROUND TIMES

Each round lasts **2hrs 50mins**. This time includes approx. 20 minutes for setup and the pre-game sequence (including going over your kill team's rules), and 1hr 15mins of active play time for each player: a relaxed pace for a full game of Kill Team.

All players are expected to attend with a kill team they feel comfortable **playing a complete game within the allotted time**. Players are responsible for monitoring the progress of their game and finishing their games on time.

To help with this, the tournament organizers will call time based on 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. The milestones for a round break down as:

- **2:50** remaining: Start round, begin pre-game mission sequence
- **2:30** remaining: Pre-game mission sequence complete, begin TP1
- **2:00** remaining: TP1 complete, begin TP2
- **1:15** remaining: TP2 complete, begin TP3
- **0:30** remaining: TP3 complete, begin TP4
- **0:05** remaining: TP4 complete, end-of-game scoring, scoresheet submission to BCP

In the regrettable case that a game is not able to end on time, the TOs have the right to end the game as they see fit – most commonly by stopping play and asking players to jump straight to end-of-game scoring.

CHESS CLOCKS

The **use of a chess clock is highly recommended**, but not enforced. Using a chess clock is the only way to ensure an even distribution of time between your opponent and yourself. A chess clock must be used if either player requests one. Chess clock apps are fine to use.

If a chess clock is used and a player runs out of time, they may only roll defence dice, retaliate, and score objectives that they have already achieved or already hold.

MAPS

The tournament will use various sets of official GW killzones. Map layouts will be selected from a mix of official and unofficial map packs, as listed below in parentheses. The tournament aims to mostly use these two killzones:

1. **Volkus** (*Approved Ops 2024 & 2025, Typhon Adversary Ops*)
2. **Tomb World** (*Approved Ops 2025*)

Depending on availability of the above kits, the following might also be used:

3. **Bheta-Decima** ( *New England Decima- v.1.02.pdf*)
4. **Gallowdark** (*Approved Ops 2025,*
 *Squad-Games Gallowdark Map Pack*)
5. **Octarius** ( *CYRAC Approved Ops 2024 Map Pack*)

All boards and terrain are graciously loaned to us by other players for tournament use, so please treat them with respect. A big thanks to everyone providing terrain sets for the tournament!

MISSIONS

The tournament uses missions from the Approved Ops 2025 mission pack. The list below is tentative and subject to change.

DAY 1

- | | |
|-----------|-------------|
| Round I | 1. Secure |
| Round II | 2. Loot |
| Round III | 7. Download |

DAY 2

- | | |
|----------|-----------------|
| Round IV | 3. Transmission |
| Round V | 5. Stake Claim |





PAIRINGS AND PLACINGS

The Swiss system is used for pairings, meaning players of the same win/loss record are paired against each other.

The following criteria (in order) will be used to determine **pairings**:

1. wins (with draws = 0.5)
2. random

The following criteria (in order) will be used to determine **placings**:

1. wins (with draws = 0.5)
2. opponent game win percentage (ogw%, aka strength of schedule)
3. primary op VP
4. total VP
5. random



AWARDS

Prizes will be awarded to the following (exact prizes TBD):

- 1st place
- last place
- best painted kill team (vote)



“INSIDE THE FACTORY, CABLES STRETCH FAR INTO THE DARK CORRIDORS WHERE I DARE NOT TREAD. FOLLOW ONE LONG ENOUGH AND YOU’LL FIND A PLACE YOU SHOULDN’T BE. I’VE SEEN WHERE THEY LEAD. I WON’T GO BACK.”

– Lothar Torg, Karnak 64th Light Infantry Regiment

FAQ

Questions or unclear rules interactions? Reach out to vabo (@vxbo) on Discord.

Q: Example question?

A: Example answer.

Q: ...