

WARHAMMER
40,000

KILL TEAM

GRAND TOURNAMENT



ADEPTICON KILL TEAM DOUBLES TOURNAMENT RULES PACK

Our tournaments have been carefully crafted to present a format that appeals to the broadest variety of players possible. Separate paths to victory exist within the same event for all player types – competitors, powerful list builders, generals who wish to achieve more with less, top tier painters, fun-loving chatterboxes looking to make new friends, and the bulk of attendees: those looking to have a great time rolling handfuls of dice on beautiful (yet most definitely war-torn) battlefields from the 41st Millennium.

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1.0 EVENT ESSENTIALS

SYSTEM:	Warhammer 40,000: Kill Team - Matched Play
LOCATION:	Adventure Hall
MISSIONS:	Selected from the Critical Ops - Tac Ops & Mission and Critical Operations 2022 Close Quarters Packs
NUMBER OF GAMES:	Three
KILL TEAM SELECTION:	Create a Matched Roster as described on page 90 of the Kill Team Core Book.
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 6 physical copies of their Matched Roster (one for the Event staff and one for each of your opponents). It is recommended that you also bring a set of Tac Ops cards.



2.0 KILL TEAM CONSTRUCTION AND PAINTING

2.1 KILL TEAM CONSTRUCTION

Each team will require two rosters of up to 20 Operatives to participate in this event, plus three barricades per player. Details for selecting your Matched Roster can be found on page 90 of the Kill Team Core Book. Players can scratch build barricades to fit the theme of their army as long as they are the same size and shape as those found in the Kill Team Essentials box.

Once you have built your Kill Teams, you must record each one on an army roster. You should bring at least 4 copies of your Roster to the event.

For the purposes of Roster construction, rules published after **March 11th 2023** will not be eligible for use. .

2.2 MODELING AND PAINTING

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratchbuilt components), and be fully assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard. (More information on Battle Ready can be found at [WarhammerCommunity.com](https://www.warhammer-community.com))

CONTRAST METHOD



CLASSIC METHOD



2.0 KILL TEAM CONSTRUCTION AND PAINTING (CONT.)

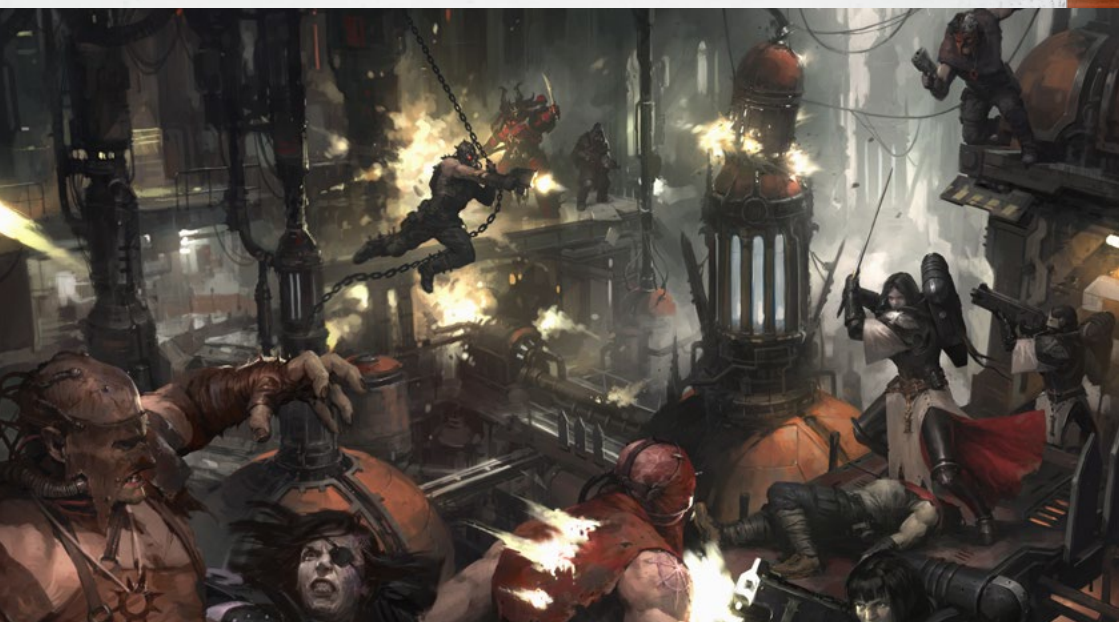
Each model must accurately represent its entry on your Matched Roster. Please note that we do not expect you to model specific Equipment onto your models. However, if you have two of the same model, but with different equipment, your opponent should be able to clearly identify which model is which.

Many players "scratch build" or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties. For example, if you make a model extra tall with a heroic pose, this does not permit it to gain extra line of sight, but does permit it to be more easily seen.

For any converted or scratch built models, you must seek permission from useventslistssubmission@gwplc.com including photos of the models in question where possible, at least two weeks before the event, the specific dates for which is **March 11th 2023**

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.

A Note on Basing: Many models are no longer produced on the bases they originally came with. Wherever possible, base your models according to their current boxed kit. As with other exceptions, if you wish to have a model reviewed, please e-mail useventslistssubmission@gwplc.com



3.0 TOURNAMENT FORMAT

3.1 WIN-PATH PAIRINGS

Your opponents for your first game will be randomly determined. Subsequent rounds will use 'Win Path' to pair opponents in each round. This pits doubles teams both against those with the same record and who won and lost their games in the same rounds. For example, a team who lost Round 1 and won Round 2 will play opponents who did the same, rather than a team who won their first two and lost their second. This is done to ensure teams with a similar strength of schedule pair off and to ensure an increasing level of skill parity and sportsmanship with each subsequent round, as they face people who have had an increasingly similar play and outcome experience across the event.

3.2 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 be halfway through the second turning point!" To help with this, rather than simply calling time left, 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:

2:30 remaining:	Start round (Formally)
2:10 remaining:	End deployment, begin Turning Point 1
1:20 remaining:	End Turning Point 1, Begin Turning Point 2
0:40 remaining	End Turning Point 2, Begin Turning Point 3
0:20 remaining	End Turning Point 3, Begin Turning Point 4
0:10	Do not begin a new Turning Point w/out a Judge



Judges have access to a variety of mechanisms for speeding up or ensuring game completion should milestones be repeatedly missed. All players are expected to finish their games, and to attend with a roster they feel comfortable playing a complete game within two and a half hours. You must not intentionally use the clock to disadvantage your opponent. Judges reserve the right to force games to go past time in order to achieve a fair outcome. Judges also reserve the right to walk players through an incomplete game. Do not rely on an assumption that an incomplete game due to time will be scored at its timed endpoint.



3.0 TOURNAMENT FORMAT (CONT.)

3.3 SCORING

At the end of each game, use the score sheet provided during each round to record your results and submit them at the judges table. There may also be an option for reporting your results digitally on the day.

3.4 EVENT SCHEDULE

8:00 AM-8:30 AM	Registration
8:30 AM-8:45 AM	Pre-Event Brief and Pairings
8:45 AM-11:15 AM	Round 1
11:15 AM- 12:15 PM	Lunch
12:15 PM - 2:45 PM	Round 2
2:45 PM - 3:15 PM	Break
3:15 PM - 5:45 PM	Round 3
5:45 PM - 6:15 PM	Showcase
6:20 PM	Awards

Note on Lateness: Should you arrive late to Round 1 of the event, you may lose your spot to a person on the Waitlist. Assuming your spot is still available, you will be paired with any other late arrivals (again, where relevant) with a mandate to complete your game in the original Round time. A subsequently incomplete game may result in point penalties.



3.0 TOURNAMENT FORMAT (CONT.)

3.5 GAME PLAY FORMAT

3.5.1 DOUBLES MATCHED PLAY GAME SEQUENCE

- 1. Determine Mission and Map:** Mission and maps will be determined prior to the start of the round by the event staff.
- 2. Set Up Objective Markers and Killzone:** Set up objective markers in the locations specified by the map cards. Each Killzone consists of one Open Zone and one Close Quarters Zone (Into the Dark), each with its own set of objectives.
- 3. Determine Attacker and Defender:** Each Team nominates one Member to roll for Attacker and Defender and then proceed as per the normal rules for two-player matched play. Both Members of a Team must deploy to the same side of the Killzone and one Member must deploy to each Zone.
- 4. Select a Kill Team:** Each Member selects a legal Kill Team from their matched-play roster as per the normal rules for two-player matched play. Each team adds 4 CP to their pool. Note that the CP pool is a combined resource shared between both Members of a team! Ploys will not affect both teams when used. In cases where the wording of a ploy would allow it to affect more than one Kill Team, the Team must select one Kill Team as its target.
- 5. Select Tac Ops:** Each Member secretly selects three tac ops as per the normal rules for two-player matched play.
- 6. Select Equipment:** Each Member selects equipment for their Kill Team as per the normal rules for two-player matched play.
- 7. Set Up Barricades:** Starting with the Defenders, alternate setting up barricades. Each Member on a Team sets up their own barricades in, and following the rules of, the Zone their Kill Team is deployed to. Members on the same Team can set up their barricades simultaneously in the interests of time.
- 8. Set Up Operatives:** Each Member separates their Operatives into three groups as per the normal rules for two-player matched play. Starting with the Defenders, Teams alternate setting up their Operatives. Each Member sets up a group in the drop zone of the Zone their Kill Team is deployed to. Members on the same Team can set up their operatives simultaneously in the interests of time.

3.0 TOURNAMENT FORMAT (CONT.)

3.4 GAME PLAY FORMAT [CONT]

3.4.1 DOUBLES MATCHED PLAY GAME SEQUENCE [CONT]

9. **Scouting:** Each Team selects a pre-game scouting option that will apply to both Kill Teams on their Team.
10. **Play the Battle:**
 - a. **Zones:** After Scouting is complete the two Zones are no longer considered to be separate and models may freely move/shoot/charge/etc between zones. Note that rules unique to a specific Zone (Hatchways, Condensed Environment, Climbing, Guard, etc) only apply to and/or can be performed by models in that Zone.
 - b. **Initiative Phase:** Determine initiative for the First Turning point following the Team scouting choices as per the normal rules for two-player matched play. In subsequent turns each Team nominates one Member to roll for initiative.
 - c. **Strategy Phase:** Each Team generates 2 CPs and adds them to their shared pool. Starting with the Team with Initiative, each Team either alternates choosing to use a Strategic Ploy or pass as per the normal rules for two-player matched play. Strategic Ploys must be declared as affecting a single, specific, Kill Team at the time they are played. This sequence continues until both Teams pass.
 - d. **Target Reveal:** Starting with the Team that has Initiative, Teams alternate revealing Tac Ops. This sequence continues until both Teams pass.
 - e. **Firefight Phase:**
 - i. **Activations:** Each Member will select one ready Operative on their team and activate it. In the interests of time and where feasible, Members of a Team may activate their operatives simultaneously. When it is necessary to resolve simultaneous or overlapping effects, resolve the activation of one Operative completely before moving on to the next.
 - ii. **Overwatch:** Overwatch is determined on a Kill Team by Kill Team basis following the normal rules for Overwatch.
 - iii. **Condensed Environment:** Condensed Environment applies only if the target, the shooting model, and any intervening models are all in the Close Quarters Zone of the Kill Zone.

3.0 TOURNAMENT FORMAT (CONT.)

3.5 EVENT AWARDS

3.5.1 BEST OVERALL AND BEST GENERAL

The Kill Team hobby is multi-faceted; including social, gaming, and artistic components. With that in mind, the overall winner is determined by equal parts artistic and competitive score of the event. Both scores are normalized, then added together. The team with the highest score wins Best Overall Team.

The team with the most Victories will be the Best Team of Generals. In the case of a tie the teams will be split using the following tiebreakers: Victory Points, Completed Secondaries, Tournament Point SoS.

We consider Best Overall Team and Best Team of Generals awards to be equal in prestige.

3.5.2 BEST PAINTED INDIVIDUAL & TEAM

Best Painted will also be awarded. Paint score is determined in two phases. First, two judges will independently visit every player during the first round of play. Each player will receive an initial paint score of 30 (Battle Ready), 50 (an excellent looking tabletop army), or 70 (a Showcase army or work of art). If the judges assign different scores, a third judge will act as tiebreaker. As a general rule, the first pass score leans optimistic when in doubt. Each 70 will be invited to the Showcase

The Showcase takes place on the evening of the first day and entails a second round of judging from all three judges. They conduct an in-depth, exacting review of each Showcase army and give it a score of -5 to +5 each (for a final score of 55-85). Where the first pass leans optimistic, this round leans pessimistic. This round considers technical skill, visual impact, artistic decision, and consistency across the army.

Note individual players, not teams, are invited to the Showcase. A team's overall paint score consists of their combined scores. Doubles with a Showcase grade across the entire team may receive additional consideration for Best Team Theme (below). To be considered for Best Painted Team, all Team members must achieve at least a minimum Showcase score (unless no teams meet this criteria).

A visually arresting display may help to improve your score at the judges' discretion, but the inclusion of a display does not automatically garner points. However, particularly stunning displays may be eligible for independent awards. A poorly constructed or painted display may harm your score, but this category is primarily concerned with how well your miniatures are painted.

As mentioned above every team's combined paint score will be normalized and added to your normalized competitive track score. Combined; these represent your Best Overall score.

3.0 TOURNAMENT FORMAT (CONT.)

3.5 EVENT AWARDS (CONT.)

3.5.3 BEST DOUBLES SPIRIT

The real victory in any team event is spending a long weekend with your friends and playing Warhammer! In recognition of this, we will honor the Double that best personifies this, as judged by your peers. Likely factors contributing to a high score in this category include sportsmanship, constructive enthusiasm, theme-related elements (see below), and overall team presence and attitude, but as this is a peer-voted category, it's all up to the individual teams to embody the Spirit of the hobby and Community as they best see fit.

3.5.4 BEST DOUBLES THEME

The Double with the Best Overall Theme will receive this award. By nature, this award is partially subjective, and will consider both: Team Paint Score, the visual story told by the Team's collective Display (e.g., unifying color and display board choices, paint skill and consistency, faction alignment or creative opposition, and miniature choices and relationships across the team); and Team non-hobby elements (e.g., written stories, creatively produced army lists, tokens or paraphernalia for opponents, and cosplay). Additional consideration may be given for teams that achieve Showcase paint scores across the entirety of the team, or those who bring creative and unexpected theme-enhancing additions to their overall presence and presentation above and beyond the listed criteria.



4.0 TERRAIN

4.1 BOARD LAYOUTS

While each board may have a different aesthetic or theme; each will be pre-set by the Events Team to ensure it is conducive to fair and balanced gameplay for each round. Note that we will also use Into the Dark terrain for this event."

5.0 THE PLAYERS CODE & POLICIES

5.1 PLAYER CONDUCT POLICIES

The great Olympian Jesse Owens once said, "Friendships born on the field of athletic strife are the real gold of competition. Awards become corroded, friends gather no dust." While Warhammer is no athletic competition, the saying holds true. Kill Team is a game best played in this spirit and we place great emphasis on playing excellent games with like-minded people at our events. Therefore we expect players to play each game with a certain code of conduct to support this. When you arrive at your table for a game, greet your opponent, introduce yourself, and start the game promptly. We then expect players to treat each other positively and demonstrate good sportsmanship throughout each game.

5.0 THE PLAYERS CODE & POLICIES (CONT.)

5.1 PLAYER CONDUCT POLICIES (CONT)

Everybody Loses from Time to Time.

Be ready to lose a few games of Kill Team!

It seems an odd thing to say, but it is in the nature of any event that only a few teams (at most!) will finish the weekend without a loss. Barring ties, half of you will lose your very first game of the weekend, in fact!

Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more laudable. These events present you the opportunity to build friendships with fellow hobbyists who share your interests - friendships you can renew and celebrate every time you travel to a Warhammer Event or local events. A single great friendship built out of your experiences at these will outweigh any number of individual victories across your battles this weekend. In fact, if you do your best, have a great time, and build some lasting friendships... you haven't really lost at all!

5.2 TIMEKEEPING

Players are expected to arrive in good time and allow enough time to register themselves in the tournament, attend briefings, and be ready to start each round on time.

5.3 JUDGES

Event staff will be prominently visible in the tournament hall throughout the event and hold the final say on all game rules and tournament issues. Individual rulings, however, are never binding precedent - it's a game, not a court of law. Rulings will always be based on correct rules interpretations rather than adhering to previous precedent.

When calling for assistance, please be prepared to provide any relevant rules to the particular question.

A Note on Active Judging: At our events, 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 played at Adepticon are enjoyable for everyone.

5.4 RULES INTERACTION QUESTIONS

If in the course of preparing for the event, you discover a rules interaction that is unclear, please send your questions to useventslistsubmission@gwplc.com and we will provide you with a ruling.

5.5 CONCEDED

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the players should follow the rules presented under 'End the Battle' on page 93 of the Kill Team Core Book.

Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know right away.

CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us via email at:

usopenslistsubmissions@gwplc.com

For more information on our event privacy note please follow the link provided here:

[Privacy Policy](#)

