

WARHAMMER  
40,000

# KILL TEAM



# GRAND TOURNAMENT

ADEPTICON 2025

# ADEPTICON KILL TEAM GRAND TOURNAMENT

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.

## Jump to:

[1.0 Event Essentials](#)

[2.0 Kill Team Construction and Painting](#)

[3.0 Tournament Format](#)

[4.0 Terrain](#)

[5.0 Policies](#)

[6.0 Health and Safety](#)



# 1.0 EVENT ESSENTIALS

**SYSTEM:** Kill Team

**LOCATION:** Exhibit Hall D

**MISSIONS:** Selected from the Kill Team: Approved Operations Card Pack 2024

**TOOLS OF WAR:** Attendees are expected to bring their Kill Team, Equipment Tokens (barricades, mine tokens, etc; if proxying please email us at [useventslists@submission@gwplc.com](mailto:useventslists@submission@gwplc.com), dice, measuring gauges or a tape measure, and all relevant rules publications. It is recommended that you also bring a set of Tac Ops cards.

## 2.0 PAINTING

### 2.1 MODELLING 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 [Warhammer-Community.com](http://Warhammer-Community.com))



## 2.0 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 [useventslistsubmission@gwplc.com](mailto:useventslistsubmission@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 14th 2025

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 [useventslistsubmission@gwplc.com](mailto:useventslistsubmission@gwplc.com)



## 3.0 TOURNAMENT FORMAT

### 3.1 WIN-PATH PAIRINGS

---

Your opponent for your first game will be randomly determined. Subsequent rounds will use 'Win Path' to pair opponents in each round. This pits players both against someone with the same record and who won and lost their games in the same rounds. For example, a player who lost Round 1 and won Round 2 will play an opponent who did the same, rather than someone who lost their first two and lost their third round. This is done to ensure players 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 BRACKETS

---

After Round 4, players with the same record will be split into Brackets. Depending on the overall number of players, some players with a 3-1 record may make it into the top bracket. This is not guaranteed nor is it a right. If you are motivated to make the top bracket, we would suggest winning your first four games.

### 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 almost be done with the entire first game round!" 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, 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:

- 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)
- 1:50 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 : Do not begin a new Turning Point without a Judges Permission

## 3.0 TOURNAMENT FORMAT (CONT.)

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 an army list they feel comfortable playing a complete game within two hours. You must not intentionally leverage the clock to disadvantage your opponent.

### 3.2 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

---

**A 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.

#### SATURDAY

8:00 AM-9:00 AM	Registration
9:30 AM-11:30 AM	Round 1
11:30 AM- 12:30 PM	Lunch
12:30 PM - 2:30 PM	Round 2
2:30 PM - 2:45 PM	Break
2:45 PM - 4:45 PM	Round 3
4:45 PM - 5:00 PM	Break
5:00 PM - 7:00 PM	Round 4
7:00 PM - 8:00 PM	Showcase

#### SUNDAY

9:30 AM-11:30 AM	Round 5
11:30 AM- 12:30 PM	Lunch
12:30 PM - 2:30 PM	Round 6
2:30 PM - 2:45 PM	Break
2:45 PM - 4:45 PM	Round 7
5:00 PM -	Awards

### 3.5 EVENT AWARDS

---

#### 3.5.1 FIRST PLACE

The player with the most Tournament Points will win First Place. In the case of a tie the teams will be split using the following tiebreakers: Opponent Game Winning Percentage, and Victory Points.

What's more - our First Place winner will earn a trip and entry to the 2025 World Championships of Warhammer in Atlanta, GA from 6-9 November! Additionally, we will also award Second and Third Place.

## 3.0 TOURNAMENT FORMAT (CONT.)

### 3.5.2 BEST PAINTED KILL 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 day of play. Each player will receive an initial paint score of 30 (Battle Ready), 50 (an excellent looking tabletop army), or 70 (a Showcase Kill Team 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.

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.

### 3.5.3 BRACKET WINNERS

Each player who wins all of their games in their bracket (with the exception of First Place overall) will earn an award for doing so.

## 3.6 TOP BRACKET TIES

---

If a tie should result at the end of the game in the top bracket, players will immediately consult a judge without altering the board state in any way. With the judge's assent, play will then continue for an additional Turning Point wherein the only scoring done is a count of the number of objectives held by each player at the end of the Turning Point. If, at the end of any subsequent Turning Point, one player holds more objectives than their opponent, that player wins and the game immediately ends. For scoring purposes, subtract one point from the losing player's score as it stood when the game was tied after the end of regulation.

## 4.0 TERRAIN

### 4.1 BOARD LAYOUTS

---

We will utilize multiple terrain layouts for this event. Currently, we expect to use both Into the Dark and Volkus terrain for this event. We will inform all players of this decision once made.

## 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.

**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.

### 5.2 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.



## 5.0 THE PLAYERS CODE & POLICIES (CONT.)

### 5.3 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 [useventslistssubmission@gwplc.com](mailto:useventslistssubmission@gwplc.com) and we will provide you with a ruling.

### 5.4 CONCEDING

---

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](mailto:usopenslistsubmissions@gwplc.com)

For more information on our event privacy note please follow the link provided here: [Privacy Policy](#)

