



NARRATIVE PLAY

WARHAMMER WORLD

WARHAMMER
40,000

KILL TEAM

INTO THE GALLOWDARK



KILL TEAM INTO THE GALLOWDARK

Into the Gallowdark is a single day tournament for Kill Team Matched Play. Whether you're a newer player, an experienced veteran, or a fantastic hobbyist itching to show off your recently painted models, Into the Gallowdark is a perfect opportunity to spend a day with like-minded hobbyists.

This document covers the specific details for the Into the Gallowdark event. Please refer to the Weekday Warhammer Overview and Guidelines Document for full details regarding the policies, model requirements and the painting competition rules that will be present at this event, which can be found here: [LINK](#)

EVENT ESSENTIALS

SYSTEM:	Kill Team Matched Play
REGISTRATION:	Wednesday 17th May, 2023 at 10:00 AM
LOCATION:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
MISSIONS:	Critical Operations: Gallowdark - See Mission Selection and Terrain
NO. OF GAMES:	Three
KILL TEAM SELECTION:	Create a dataslate as described on page 96 of the Kill Team Core Book.
TOOLS OF WAR:	Attendees are expected to bring their Kill Team, dice, a tape measure, all relevant rules publications, and a copy of their dataslate.

ARMY CONSTRUCTION

You will require a Kill Team Matched Roster to participate in this event, plus three barricades. Details for selecting your Dataslate can be found on page 90 of the Kill Team Core Book.

Kill Team Barricades are available in either the Kill Team Into the Dark set or Kill Team Essentials set. 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 either the Kill Team Essentials or Into the Dark box.

MISSION SELECTION AND TERRAIN

At this event each board will be set up with a Killzone for a specific mission, selected from the Critical Operations: Gallowdark Mission Pack, found on pages 108 - 117 of Kill Team Into the Dark Core Book.. All nine missions will be in use at the event.

SCORING AND PAIRING

The player with the most Victories will be the winner. In the case of a tie the players will be split using the following tiebreakers, in order of priority:

- Number of Tac Ops achieved
- Overall Victory Points scored

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a swiss system, following the above ranking. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.

PAINTING COMPETITION

The Worlds of Warhammer painting category for this event is: Leaders You may submit a single Kill Team model that has the Leader keyword into the competition.

SCHEDULE

10:00 - 10:25	Registration in the Gaming Hall
10:25 - 10:30	Event Briefing
10:30 - 12:15	Game 1
12:15 - 13:15	Lunch and painting competition voting
13:15 - 15:00	Game 2
15:00 - 15:30	Break
15:30 - 17:15	Game 3
17:15 - 17:45	Break
17:45	Awards Presentation
22:00	Warhammer World Closes

AWARDS

The awards for this event will be as described in the Weekday Warhammer Overview and Guidelines Document.

