



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER  
40,000

# KILL TEAM

## CRITICAL OPS



# KILL TEAM CRITICAL OPS

Critical Ops 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, Critical Ops is a perfect opportunity to spend a day with like-minded hobbyists.

This document covers the specific details for the Critical Ops 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

<b>SYSTEM:</b>	Kill Team Matched Play
<b>REGISTRATION:</b>	Friday 23rd June, 2023 at 10:00 AM
<b>LOCATION:</b>	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
<b>MISSIONS:</b>	Selected from the Critical Ops: Mission Card Pack
<b>NO. OF GAMES:</b>	Three
<b>KILL TEAM SELECTION:</b>	Create a Matched Roster as described on page 90 of the Kill Team Core Book.
<b>TOOLS OF WAR:</b>	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 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 the Kill Team Essentials set.

## MISSION SELECTION AND TERRAIN

At this event each board will be set up with a Killzone for a specific map, selected from the Critical Ops: Mission Card Pack. The killzones present will use Octarius, Vertigus, Chalnath, Moroch and Nachmund terrain. All three Critical Ops: Mission Card Pack 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
- Strength of Schedule

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
18:00	Warhammer World Closes

## AWARDS

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

