



NARRATIVE PLAY

WARHAMMER WORLD

WARHAMMER  
40,000

# KILL TEAM

## ESCAPE FROM THE GALLOWDARK



# KILL TEAM: ESCAPE FROM THE GALLOWDARK

Many thousands of warp-fused abominations have burst from the empyrean and out into realspace over the millennia. The space hulk that would one day be called the Gallowdark by the Imperium is one. It is a colossal monstrosity – the size of a moon – and is formed from thousands of spacecraft, asteroids, comets and meteors. Its story is long and mysterious indeed, but that is a tale for another day. The Gallowdark has always been a place of terror and danger, but the latest invasion has awoken something that had long been slumbering in the dark...

This event pack provides information to prepare for a Narrative Play Kill Team event at Warhammer World. Each player will need to demonstrate astute knowledge of the game, make sound tactical decisions and select appropriate operatives and equipment to win their games. In addition, our events are a celebration of the hobby, so an attitude overflowing with good cheer, sincerity and positivity is essential for those of you looking to have a great time rolling dice in the grim darkness of the 41st Millennium.

## Jump to:

[1.0 Event Essentials](#)

[2.0 Kill Team Construction and Painting](#)

[3.0 Tournament Format](#)

[4.0 Event Awards](#)

[5.0 Board Layout](#)

[6.0 Player Code and Policies](#)

[7.0 Health and Safety](#)



## 1.0 EVENT ESSENTIALS

<b>SYSTEM:</b>	Warhammer 40,000: Kill Team - Narrative Play*
<b>LOCATION:</b>	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
<b>MISSIONS:</b>	Custom missions as you attempt to escape from the Gallowdark
<b>NUMBER OF GAMES:</b>	5
<b>KILL TEAM SELECTION:</b>	Create a dataslate as described on page 96 of the Kill Team Core Book.
<b>OTHER ACTIVITIES:</b>	Painting competition and free exhibition entry
<b>TOOLS OF WAR:</b>	Attendees are expected to bring their Kill Team, three barricades, dice, measuring gauges or a tape measure, all relevant rules publications, and at least 2 physical copies of their Matched Roster (one for the Event staff and one for yourself). 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

When you start a Kill Team Spec Ops campaign, you must create a dataslate. A dataslate is used as a reference and record of all information concerning your kill team in a Spec Ops campaign. It also includes narrative datacards for each operative in your kill team. Details for creating a Dataslate can be found on pages 96 - 109 of the Kill Team Core Book.

As this Campaign will last for five games please note the following changes to the Core rules around Spec Ops campaigns:

#### EXPERIENCE

Your Kill Team has arrived on the Gallowdark with some experience gained already. When you are picking your Kill Team two operatives can start as Veterans (6XP) and one starts as an Ace (16XP). You can pick the Specialism and Battle Honours before the event starts. These should be added to your Dataslate and Narrative Datacards.

#### CASUALTIES

- Casualty Tests - Casualty Tests work as usual at the event.
- Battlescars - Battlescars work as usual at the event.
- Recovery tests - Battlescars cannot be recovered over the course of the event so recovery rolls cannot be taken.

#### BASE OF OPERATIONS

- Equipment - Equipment can be selected as usual.
- Rare Equipment - This will be available, but will be specific to the event.

#### REQUISITIONS

Requisitions work as usual for the event.

#### SPEC OPS

The Campaign will include custom Spec Ops for you to choose from. These will be available closer to the event.

#### ADDITIONAL RULES

If you lose a game you can also select from the following options:

- Automatically advance one Adept to Veteran status and give him a battle honour and specialism.  
Or
- You can remove one Battlescar  
Or
- Gain one Requisition Point

A Note on Barricades:

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.

## 2.0 KILL TEAM CONSTRUCTION AND PAINTING (CONT.)

### 2.2 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))

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 [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com) including photos of the models in question where possible, at least two weeks before the event. 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.



## 3.0 TOURNAMENT FORMAT

### 3.1 RESULTS

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.

### 3.2 PAIRINGS

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

Although this is a Narrative event we still believe that players should be paired in regards to their skill and/or success as they play through the Campaign. Narrative campaigns often appeal to a wide spectrum of gamers, so we want to ensure that players still feel they are playing against players of a similar ability.

### 3.3 GAME SPEED MILESTONES

Outside of organised events, 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 (stages 2, 4, 6, 7-13 from the Core Book p.92): 15 Minutes (both players)
- Playing your First Turning Point: 15 Minutes per player
- Playing your Second Turning Point: 12 Minutes per player
- Playing your Third Turning Point: 10 Minutes per player
- Playing your Fourth Turning Point: 8 Minutes per player

The milestones for a round breakdown as:

<b>1:45 remaining</b>	Start round (Formally)
<b>1:30 remaining</b>	Complete pre-game Mission sequence and begin Turning Point 1
<b>1:00 remaining</b>	First Turning Point Complete, Begin Turning Point 2
<b>0:36 remaining</b>	Second Turning Point Complete, Begin Turning Point 3
<b>0:16 remaining</b>	Third Turning Point Complete, Begin Turning Point 4
<b>0:05</b>	Do not begin a new Turning Point without a Judges Permission

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 one hour and forty five minutes. You must not intentionally leverage the clock to disadvantage your opponent.

## 3.0 TOURNAMENT FORMAT (CONT.)

### 3.4 EVENT SCHEDULE

#### SATURDAY:

09:00 - 10:00	Registration in Bugman's Bar
10:00 - 10:15	Gaming hall opens and event briefing
10:15 - 12:15	Mission 1
12:15 - 13:15	Lunch
13:15 - 15:15	Mission 2
15:15 - 15:45	Break
15:45 - 17:45	Mission 3
17:45 - 18:45	Break
18:45 - 19:45	The Bugman's Kill Team Quiz
20:00	Gaming Hall and Bugman's closes

#### SUNDAY:

09:00 - 10:00	Registration in Bugman's Bar
10:00 - 10:15	Gaming hall opens
10:15 - 12:15	Mission 4
12:15 - 13:15	Lunch and the best Kill Team painting competition
13:15 - 16:30	Mission 5 (4 player game)
16:30 - 17:00	Break
17:30	Awards

**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.



## 4.0 EVENT AWARDS

The Warhammer hobby is multi-faceted; including social, gaming, and artistic components. With that in mind we will award the following prizes:

- Awards for those players that successfully escape the Gallowdark
- Best Kill Team 1st, 2nd, 3rd - As voted by you, for the most impressive looking Kill Team.
- Best Painted Kill Team - Judges Choice
- Favourite Player - For the player with the most Favourite Opponents votes, with highest overall ranking as the tiebreaker.

### 4.1 KILL TEAM PAINTING COMPETITION

During the lunch break on Sunday we will hold the Best Kill Team painting competition to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. The competition is open entry, though to enter you must have done the building and painting yourself and the models must be from the Kill Team you are using at the event. Peer judging will take place with the winner earning the Best Kill Team award.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding the competitions, feel free to contact us before the event.

### 4.2 FAVOURITE OPPONENT

When submitting your final results, you will need to vote for the opposing player you enjoyed playing against the most. Maybe they displayed excellent sportsmanship, perhaps they were positive and friendly, or it was generally a fun and engaging game.





## 5.0 BOARD LAYOUTS

Each board may have a different aesthetic or theme, and every board will be pre-set for a particular mission. These will be identified with maps and will clearly show the terrain layout and the objective placement. If the boards look significantly different to the map please contact a member of the events team. The pairings will use unranked tables in BCP so you should find yourself on different tables and experience a range of different boards during the weekend (however there is a chance you could play on the same set of boards more than once).

We have made this decision for two primary reasons:

1. provide players with a varied experience throughout the event, as opposed to 6 rounds spent playing on exactly the same terrain format.
2. ensure the placement, orientation, and function of each terrain piece is balanced for a wide variety of Kill Team types during each particular mission.



## 6.0 THE PLAYERS CODE & POLICIES

### 6.1 PLAYER CONDUCT POLICIES

There is a famous adage that says, 'It matters not if you win or lose, it's how you play the game.' We believe that Warhammer 40,000: Kill Team is a game best played in this spirit, and at Warhammer World events we place great emphasis on playing excellent games with like-minded people at the home of Games Workshop. 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 players (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 Warhammer World 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!

### 6.2 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 Warhammer World, 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 at Warhammer World are enjoyable for everyone.

### 6.3 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.

## 7.0 HEALTH & SAFETY

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is our top priority. When you attend one of our events, you can rest assured that we will be doing everything we can to make it as safe and enjoyable a time as possible.

At a minimum, Games Workshop will always follow government guidance in every area in which we operate.

Any specific details will be communicated with all players closer to the event.



## 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: [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com)

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