



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER
40,000

KILL TEAM

CRITICAL STRIKE IV



KILL TEAM: CRITICAL STRIKE IV

This tournament has been carefully crafted to present a format that appeals to the broadest variety of players possible. This event pack provides information to prepare for a two day Matched Play Kill Team event at Warhammer World featuring both outdoor environments and Into the Dark terrain for some tense close quarters fighting. 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 Millenium.

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1.0 EVENT ESSENTIALS

SYSTEM:	Warhammer 40,000: Kill Team - Matched Play
LOCATION:	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
MISSIONS:	Chosen from the Approved Ops Card pack.
KILL TEAM SELECTION:	Select your Kill Team from any of the available teams listed in the app and on the Warhammer Community Website
NUMBER OF GAMES:	6
TOOLS OF WAR:	Attendees are expected to bring their Kill Team, any equipment options they may need, dice, measuring gauges or a tape measure, and all relevant rules publications, including the Approved Operations card deck.
REFRESHMENTS:	Lunch is included both days of the event. A water machine for refilling bottles is present in the gaming hall. Drinks, snacks & additional meals are available to purchase from Bugman's Bar.
OTHER ACTIVITIES	Painting competition and free exhibition entry



2.0 KILL TEAM CONSTRUCTION AND PAINTING

2.1 KILL TEAM CONSTRUCTION

You will require a painted Kill Team to participate in this event, plus any Universal equipment that you may need. You can bring any number of operatives to the event to construct your Kill Team from, and you can change the makeup of your Kill Team before each game. Universal Equipment is available in the Kill Team Upgrade Equipment Pack. Players can scratch build equipment to fit the theme of their army as long as they are the same size and shape as those found in the Kill Team Upgrade Equipment Pack.

2.2 BEST COAST PAIRINGS

Best Coast Pairings will be used for running the event. We recommend familiarising yourself with the software as it will speed up registration for you on the day and allow you to upload your Kill Team roster. This must be done before Round 1. Rosters will remain hidden until the pairings for the first round have been generated.

Online registration will open up during the week ahead of the event and we will email you out all the details.

Please note it is not a requirement for you to sign up for the app. If you do not wish to do this we can register you in person on the day of the event still.

You can find out more about Best Coast Pairings here: [Best Coast Pairings](#)

2.3 MODELLING AND PAINTING

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. Painting your miniatures, taking them from bare plastic to fully realised warriors, is also one of the most satisfying parts of the Warhammer hobby. 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 a Battle Ready standard. Battle Ready models have their main areas coloured and a simple finish on their bases. Check out our Battle Ready tutorials for inspiration or head to your local Warhammer store where the friendly staff can help you find the paints you need and answer your questions. Below are some examples of models painted to a Battle Ready standard.

Each model must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG). For example, if your army includes a Space Marine equipped with a Meltagun, the model must be equipped with a Meltagun. Equipment such as Frag Grenades that are included on every model within a unit, but not included on every model of that type, need not be modelled.

2.0 KILL TEAM CONSTRUCTION AND PAINTING (CONT.)



2.4 CONVERTED MODELS/UNITS

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 any converted or scratch built models, you must seek permission from 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.

2.5 BASING

Bases must be the correct size for your operatives, this base size can be found on the operatives datacard. For any converted or scratch built models, you must seek permission from 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.

3.0 TOURNAMENT FORMAT

3.1 SCORING

At the end of each game please input your scores into Best Coast Pairings. These will then be used to calculate the Best General standings. The overall winner of the event will be determined by the number of victories achieved at the event, followed by the number of Victory Points scored during each game. Opponents Game win percentage will be used as the first tiebreaker.

A Note on Results Reporting. Many players around the world happily participate in independently-run, often local ranking systems. Where relevant (such as the ITC), we will submit results sorted by Generalship for these standings.

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.

3.3 GAME SPEED MILESTONES

Outside of tournaments, most players do not complete their games against a set clock. As a result, when a loudspeaker announces “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): 20 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: 10 Minutes per player
- Playing your Fourth Turning Point: 10 Minutes per player

The milestones for a round breakdown as:

2:00 remaining	Start round (Formally)
1:40 remaining	Complete pre-game Mission sequence and begin Turning Point 1
1:10 remaining	First Turning Point Complete, Begin Turning Point 2
0:40 remaining	Second Turning Point Complete, Begin Turning Point 3
0:20 remaining	Third Turning Point Complete, Begin Turning Point 4
0:05	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 one hour and forty five minutes. You must not intentionally leverage the round timings to disadvantage your opponent.

3.4 EVENT SCHEDULE

SATURDAY		SUNDAY	
09:00 - 10:00	Registration in Bugman's Bar	09:00 - 09:50	Sunday Registration in Bugman's Bar
10:00 - 10:15	Gaming hall opens and event briefing	10:00 - 12:00	Round 4
10:15 - 12:15	Round 1	12:00 - 13:00	Lunch
12:15 - 13:30	Lunch and the Favourite Kill Team painting competition	13:00 - 15:00	Round 5
13:30 - 15:30	Round 2	15:00 - 15:30	Break
15:30 - 16:00	Break	15:30 - 17:30	Round 6
16:00 - 18:00	Round 3	17:30 - 18:00	Break
20:00	Gaming Hall and Bugman's closes	18:00	Awards, Gaming Hall and Bugman's closes

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. If there are no other late arrivals and games have begun then you will be added back into the event in round 2. If you arrive late on day two the same ruling will be in place.

Sunday Registration

On Saturday evening, all players will be 'Checked out' of the event on Best Coast Pairings. Players will then need to re-register with the events team Sunday morning, to be checked back into the event. This is based on player feedback from previous events, with the aim of ensuring the round four pairings only take into account present players. The round four pairings will be drawn at 9:50am. Any players who arrive after pairings have been determined will receive a score of 0 for round four.

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:

- Best General 1st, 2nd, 3rd - these will be the players with the best record over the weekend (see 3.1)
- Favourite 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 FAVOURITE KILL TEAM PAINTING COMPETITION

During the lunch break on Saturday we will hold the Favourite 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 Favourite Kill Team award. Note that appropriately sized diorama bases for Kill Teams are permitted within this competition.

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.



5.0 BOARD LAYOUTS

At this event we will be using a combination of outdoor and indoor kill zones. Each board may have a different aesthetic or theme, and every board will have the objectives pre-set. 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 make the necessary adjustments with your opponent or inform a member of the events team. The pairings will use unranked tables in Best Coast Pairings 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*).

The Crit Op for each mission will be announced before each game.

*Depending on numbers at the event there may be an option to change to a different table as long as both you and your opponent agree. If you would like to change tables please ensure you speak to a member of the events team so they are aware of the change.



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. The first place judges will look is at any relevant rules publications, so we recommend having a read yourself before calling us over. If players do require us to make a ruling, the referee's decision is final.

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.

6.0 THE PLAYERS CODE & POLICIES (CONT.)

6.3 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 '6. End the Battle' in the Approved Ops Mission Pack.

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

Catch up on all the latest Warhammer World news by finding us on Facebook at Games Workshop: Warhammer World

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