



NARRATIVE PLAY

WARHAMMER WORLD

WARHAMMER
40,000

KILL TEAM



SPECIAL OPERATIONS



KILL TEAM: SPECIAL OPERATIONS

In the grim darkness of the far future, billions of souls march hopelessly into the fires of battle and are consumed by the uncaring abyss. They are lost to a brutal galaxy that is ever at war, mere statistics that are soon forgotten in the blood-drenched pages of history.

But this is not the tale of the forsaken multitudes. This is the story of the few, the elite. Those specialists who face down the eldritch terrors with metal in their spines and in their fists. Who face the abyss head-on, battling in the shadows for riches, survival, faith or duty. This is the tale of the operatives who go to battle with weapons primed and missions clear, and through decisive action can change the course of wars and the fates of worlds. This is Kill Team: Special Operations.

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 Millenium.

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1.0 EVENT ESSENTIALS

SYSTEM: Warhammer 40,000: Kill Team - Narrative Play

LOCATION: Warhammer World, Willow Road, Lenton,
Nottingham, NG7 2WS

MISSIONS: Missions will be picked from the Kill Team expansion books.

NUMBER OF GAMES: 5

KILL TEAM SELECTION: See Kill Team Construction

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.

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 competitions and free entry to the Warhammer World exhibition.



2.0 KILL TEAM CONSTRUCTION, MODELLING & PAINTING

2.1 SPECIAL OPERATIONS 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 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.

Don't forget, 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



2.0 KILL TEAM CONSTRUCTION, MODELLING & PAINTING (CONT.)

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.

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 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.

2.3 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 Equipment pack.



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 Matched Play Game Sequence (From the Approved Ops Mission deck):
15 Minutes (both players)
- Playing your First Turning Point:
17 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)
1:45 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

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.

3.4 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
17:45 - 18:45	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
16:30 - 17:00	Break
17:30	Awards



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 complete their Special Operations mission...
- 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 Sunday 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.

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.

4.1 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 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 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).

We have made this decision for two primary reasons:

- 1) provide players with a varied experience throughout the event, as opposed to playing five rounds spent playing on exactly the same terrain format.
- 2) ensure the placement, orientation, and function of each terrain piece is set for the mission and to provide the best narrative experience.



6.0 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!

6.1 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. .

6.3 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. 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' 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](#)

