

KILL TEAM 2023: KILL & TEAM

Our fourth Kill Team Tournament! This is a regular, more competitive leaning tournament, with generous round times to help new players who are just joining us to get into the game. WHO WILL BE THE KILLIEST TEAM?

Registration at 9am, Dice roll at 9:30 am. It is STRONGLY advised you print this pack out!

Schedule

9:00- 9:30 – Registration
9:30 – 11:30- Game One
11: 30- 12:30- Lunch
12:30-2:30- Game Two
2:30-4:30- Game Three
4:30- Prizes, Awards

Kill Teams: Please note that as of the latest KT2023 FAQ, some kill teams in the compendium are considered “outdated” for matched play. The Forge World KT has been replaced by the Hunter Clade, and the Thousand Sons KT has been replaced by the Warp Coven, and the Void Dancer Troupe has replaced the troupe. If you need help or have questions about getting the info on these teams, please contact the tournament organiser.

General Notes: Any mission which calls for specific terrain pieces while your table does not have them (consoles, holo-boards, ect), please use any marker to represent the terrain piece.

Tac Ops Cards: This tournament uses Kill Team: Critical Operations Cards for its secondary objectives. Given that the card set has been out of sale for almost a year, if you don't have a set, please use this website to generate your secondaries: <https://kt-tacops.info>
You can do this on your phone at nexus, if you have 5G/Signal down there like you actually live in 2023, or you can print off your selections for the day.

Remember you choose 3 from one of your archetypes, optionally swapping one out for a specific faction secondary. **Tac Ops marked “Not Suitable for Close Quarters” cannot be selected.**

Contacts: If you have any questions, please contact me at: Message me on Facebook @ Matthew McAdoo Or email me at mattmitcmcadoo@gmail.com

ROUND START SEQUENCE

- Steps 1-2 have already been done by the tournament.
- Step 3- Roll off for Attacker/Defender.
- Step 4 has been completed by you(your kill team you brought!)
- Step 5- Select Tac Ops

Each player secretly selected three Tac Ops. They can select up to one of their faction Tac Ops, all of their remaining Tac Ops must be selected from one of their archetypes. Players only reveal each Tac Op when it specifies, and they do not have to reveal which archetype they are using until they reveal one of their Tac Ops.

- Step 6- Select Equipment

Each player selects up to 10 points worth of their faction's equipment for the battle, assigns it to their operatives as specified, then reveals it to their opponent.

- Step 7- Set Up Barricades

Starting with the Defender, players alternate setting up barricades one at a time until they've set up two each. Each time a player sets up a barricade, it must be within 6" of their drop zone, more than 2" from all other barricades and not on a terrain feature(unless it has the insignificant trait).

- Step 8- Set up operatives

Each player separates their operatives as numerically evenly as possible into three groups. If a player wants to use any rules(if they have any) to set up operatives in a location alternate to their drop zone, they must declare so now, including the relevant operatives for this.

Starting with the defender, each player alternates setting up their operatives one group at a time. When a player sets up an operative, it must be wholly within their drop zone and must be given an **Engage** or **Conceal** order.

- Step 9- Scouting

Each player secretly selects one of the pre-game scouting options, either by using scouting cards or by placing a number of dice in their hand to match their selection. Once both players have selected, they reveal their selections at the same time. They then resolve their selection starting with the attacker. The scouting options are:

FORTIFY

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.

Fortify **goes before** Infiltrate, but **goes after** Recon.

INFILTRATE

Once during the first turning point, when you select a ready friendly operative to activate, you can change its order.

Infiltrate **goes before** Recon, but **goes after** Fortify.

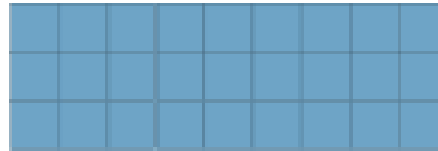
RECON

Perform a free DASH action with one friendly operative that is wholly within your drop zone as if it can FLY.

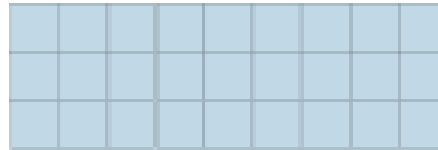
Recon **goes before** Fortify but **goes after** Infiltrate.

MAP CARD KEY

**PLAYER A'S DROP
ZONE & TERRITORY**



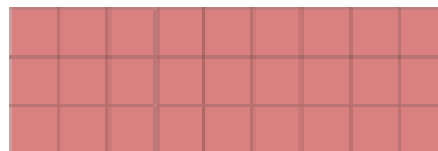
**PLAYER A'S
TERRITORY**



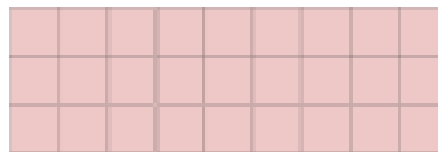
**PLAYER A'S
KILLZONE EDGE**



**PLAYER B'S DROP
ZONE & TERRITORY**



**PLAYER B'S
TERRITORY**



**PLAYER B'S
KILLZONE EDGE**



OBJECTIVE MARKER



CENTRE LINE



**NEUTRAL
KILLZONE EDGE**



ROUND ONE

MISSION RULE

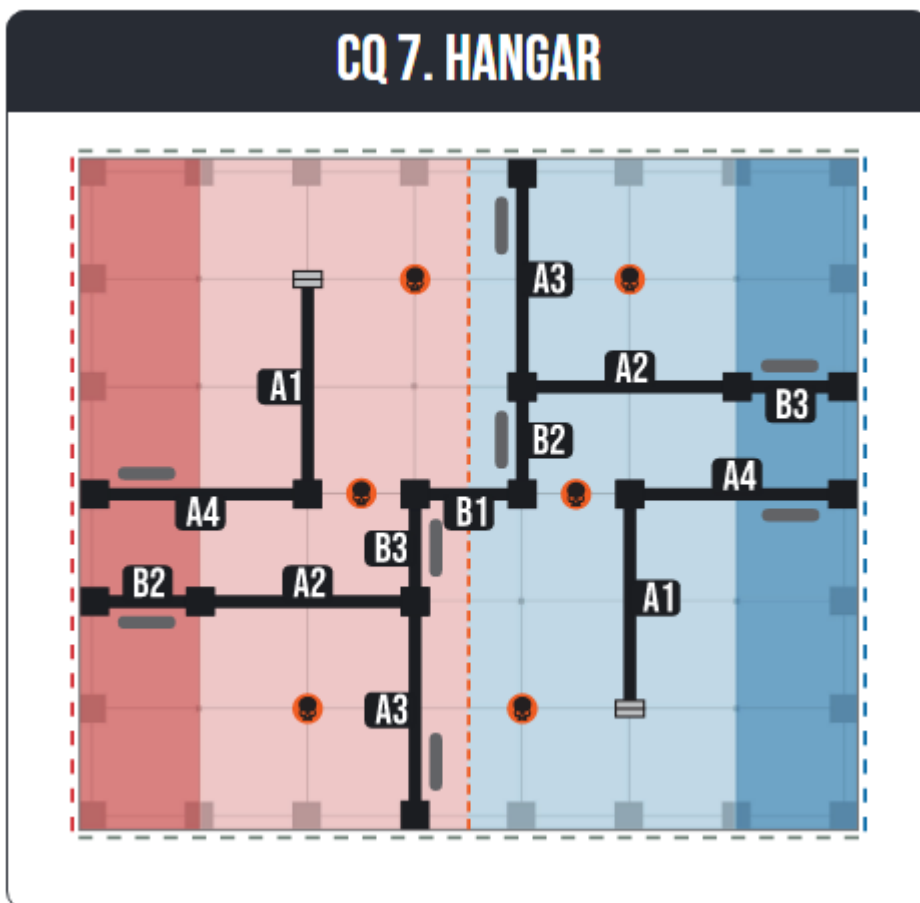
Operatives can perform the following mission action:

SECURE 1AP

An operative can perform this action while it controls an objective marker. Until the enemy kill team secures that objective marker, that objective marker is secured by your kill team.

MISSION OBJECTIVE

At the end of each Turning Point, for each objective marker secured by your kill team, you score 1VP.



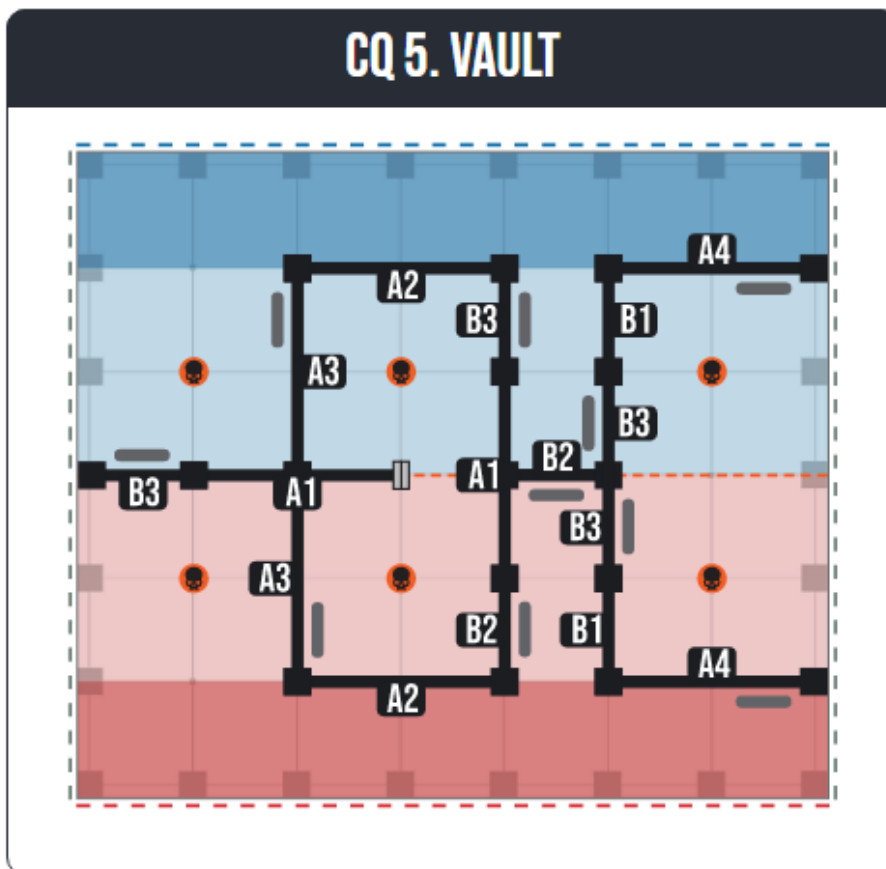
ROUND TWO

MISSION RULE

Capture: At the end of each Turning Point (before determining VPs), each objective marker friendly operatives control is captured by your kill team. While an objective marker is captured by your kill team, it stays under their control, even if no friendly operatives are within of it. If any enemy operatives control that objective marker following the normal rules for controlling objective markers, it is no longer captured by your kill team.

MISSION OBJECTIVE

At the end of each Turning Point, for each objective marker captured by your kill team, you score 1VP.



ROUND THREE

MISSION RULE

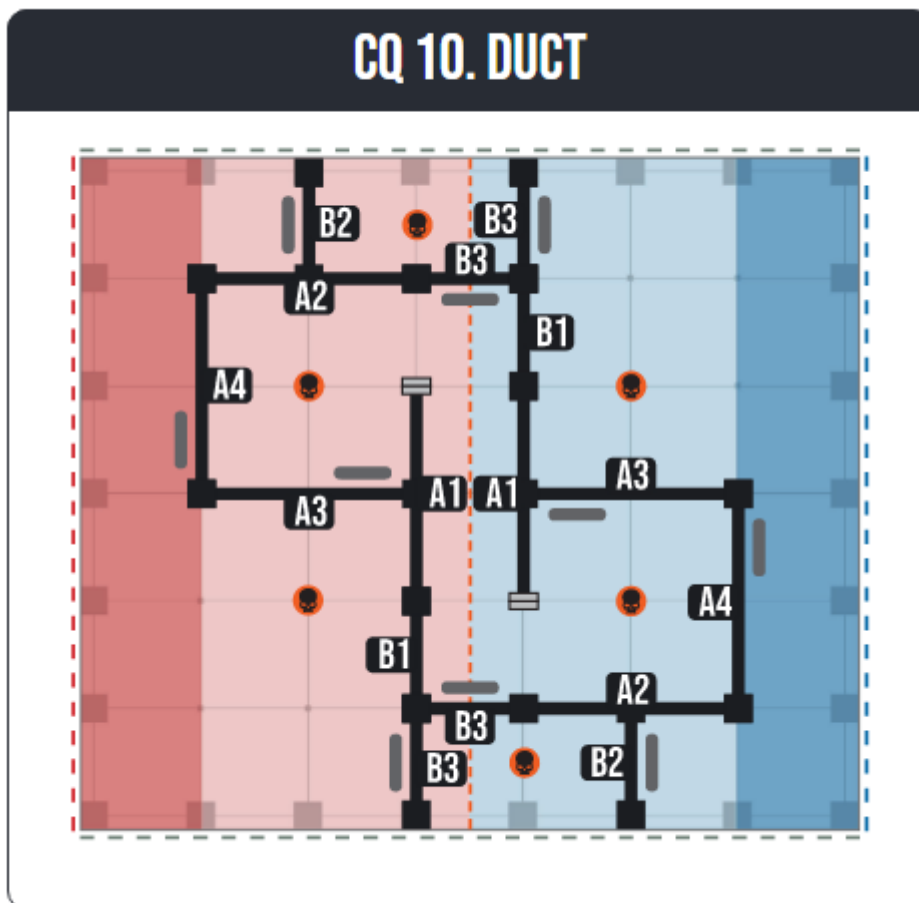
Operatives can perform the following mission action:

LOOT 1AP

An operative can perform this action while it controls an objective marker that has not been looted during this Turning Point. If it does so, that objective marker has been looted during this Turning Point. Each objective marker can be looted a maximum of three times during the battle.

MISSION OBJECTIVE

Each time a friendly operative performs the **Loot** action, you score 1VP.



SCORING

At the end of the battle, the player with the most victory points is the winner of the game. If players are tied, the game is a draw.

Each player can score a maximum of 12 victory points from the mission objective.

Each player can score a maximum of 2 victory points from each Tac Op, therefore a player's Tac Ops are worth 6 victory points in total.

If every operative on a player's matched roster was painted to a Battle Ready standard, that player scores 2 victory points.

In total, each player can score a maximum of 20 victory points from the game.