



**BERKS-PA GAMING CLUB
PRESENTS:
WARHAMMER 40,000
KILL TEAM TOURNAMENT**

Welcome to a fun narrative tournament brought to you by the Berks Game Club based out of Reading, PA. This event will be using Kill Team rules from Games Workshop's Battle Missions book.

You will play in three mission that represent a single day of combat missions on the war torn planet of Gnidaer. You will command a small kill team in the three battles against numerous enemies that have been battling over various territories of this war torn planet.

Below you will find the rules that explain how to play Kill Team missions but these missions with have some added rules, special skills added by our club, and scenerios that may not be standard to the regular missions.

Kill Team battles are quite different than your typical Warhammer 40K missions. As such we have a different type of scoring system in place. Each player's overall score will be tallied as 50% from wins and losses and 25% from Sportsmanship and 25% from Appearance and Theme.

The purpose of this event is to offer a variation from your typical games of Warhammer 40K, and hopefully challenge you in a new and fun way, perhaps in ways you've never had to play before.

You will need a valid kill team to play in the tournament. Your army list will be verified the day of the event. If your list does not meet the requirements of the Kill Team rules, you will be asked to modify it accordingly or be unable to play in the tournament.

Your models must be painted to a table top standard of 3 colors. They should also be based as well. Unpainted models may not be used, this is a tournament, after all. You will also need to make sure that your models are all WYSIWYG. No exceptions will be allowed.

Any current codex may be used when making your Kill Team. We will also allow Kill Teams from Imperial Armor books and Forge World. Chapter Approved Codex, such as lists like Kroot Mercenaries will also be allowed, but for all non-standard Codex lists, you are required to have 3 copies of the rules on hand: One for you, one for the judges and one for your opponents. PDF's in electronic format are unacceptable, go to an office store and have hard copies printed off.

Pay attention to the mission rules, as some will award points for eliminating all enemy models or making them run away. Always play the mission. Each game will last 45 minutes, with a 15 minute break between games. You will play 3 games in total, for a time commitment of 3 hours.

Prizes will be awarded to the winner of each tournament, from sponsors at Mechanicon.



BERKS-PA GAMING CLUB WARHAMMER 40,000 KILL TEAM TOURNAMENT

Kill Team Rules: To make a valid Kill team, use the following guidelines. Once your team and equipment is selected, you may choose up to 3 of the special skills from the list below. That means 3 models may have a special skill, and you may not give more than one skill to any one model and you may NOT duplicate skills, all three must be different.

Look at 200 point armies, HQ Choices are NOT ALLOWED! You are limited to the following units: 0-2 Troops, 0-1 Elite, 0-1 Fast Attack. You must take units as legal squads, not just individual models. You may give them any equipment they are normally allowed to have.

Once you have your base Kill Team together, you may assign specialist skills to 3 different models. Special skills may be selected from the list of skills on the Specialist skills page.

- In Kill Team, all models can move independently and are each considered an individual model, much like independent characters. You must use the same Kill Team list for all three missions.
- Movement is as normal, 2d6 for difficult terrain. Models that end their turn within 2 inches of another model will be considered “In Coherency” with those models.
- Shooting: Normally one model shoots at an individual model. If your model has more than 1 ranged attack, it may target multiple targets IF those targets are In Coherency (within 2 inches) of each other.
- Deployment for ALL Kill Team missions will be a “Spearhead” or Table-Quarter deployment. Players will roll off and the winner will select to go first or second. Whoever goes first selects their deployment zone. Divide table into quarters. No models may be placed within 9 inches of the center of the battle field.
- Each Kill Team should have a “Retreat Value”. This number is equal to half of your army count in number of models, rounded down. Once you are at this value, your army must make a leadership at the start of each turn. If you fail this roll, your army will tactically retreat from the battlefield. This means that you’ve lost the game. Once your army is at half or less models, you must take this test. Each subsequent turn, this test is made at a cumulative -1 modifier. So the next turn you take this roll is -1, and the third turn it is -2, and so on.
- leadership test. The armies leadership is equal to the highest leadership model in your army still on the table at the beginning of the turn. All vehicles are considered leadership 10

KILL TEAM SPECIAL SKILLS LIST!

As you build your Kill Team, up to Three (3) of your models may be considered “Specialists”. They could be like mini-independent characters if you will, and this allows you to add some personality and diversity into your Kill Team. Your selections for your three specialists must remain the same for all three missions of the tournament.

Character special rules for Kill Team: Most of these rules will function exactly like the universal special rules listed on pages 74-76 of the Warhammer 40,000 rule book. There are a few “bonus” special rules we invented to create some more options.

- Counter Attack:
- Eternal Warrior:
- Fearless
- Feel No Pain.
- Fleet
- Furious Charge
- Hit & Run
- Infiltrate
- Move Through Cover
- Night Vision/Acute Senses
- Preferred Enemy
- Relentless
- Scouts
- Slow & Purposeful
- Stealth
- Stubborn
- Tank Hunters
- **Combat Specialist:** +1 to listed Weapon Skill
- **Crack Shot:** +1 to listed Ballistic Skill
- **Alabama Tick:** May reroll (once) any failed cover save
- **Grenadier:** IF model is equipped with grenades, it may throw them using the small blast template, and range equal to twice its strength in inches. (Space marine at ST:4 would have an 8 inch range).
- **More Dakka:** Model may shoot one (1) additional time with any weapon it is equipped with, (this means 3 shots with rapid fire at 12”, and 2 at 24” range). Can NOT be weapons that use the flame or any blast template.
- **Skilled Rider/Tough Bastard:** May reroll failed dangerous terrain tests.

Choices need to be clarified: No model may be given more than 1 special skill and no special skill can be taken more than once. Only 3 models can have skills, and you can not double up on them. If you can, please mark or convert these models to show their skills. Simple marking them with a token a game stone or dice will suffice though.

BERKS-PA GAME CLUB KILL TEAM ERRATA AND FAQ'S

1 - All models used must be taken from the codex as they come in a unit. For example: you can not take a single Space Marine or just an infantry Sergeant, they come in a squad of 5 at a minimum. Likewise, it must be a legal squad in terms of minimum/maximum models, weapons, and equipment.

2 – There is no limitation on armor values, number of wounds or saves, or the types of units that may be taken beyond the force organization chart limitation written within the rules other than, NO HQ Units, 0-2 troops, 0-1 Fast Attack and 0-1 Elite choices.

3 - Infiltrators can set up per the infiltration rules, but may not be kept in reserves, unless they have “even if the mission doesn’t normally allow it” or “always enter play using (deployment type)” in their specific rules.

4 – Scouts can move after deployment per the Scouts rules, but may not be kept in reserves unless they have “even if the mission doesn’t normally allow it” or “always enter play using (deployment type)” in their specific rules.

5 - Models that state they come in reserve “even if the mission doesn’t normally allow it” or “always enter play using (deployment type)” are the only models that can come in reserve.

6 – Whatever benefits a model provides to a unit as a whole will only benefit that particular model and any model within unit coherency (2”) that would normally be part of that unit the model was selected from.

7 – When one side has been reduced to half of their starting number of models, they must take a leadership test. The *Fearless* special rule does not apply to this.

8 – A player with a model that can shoot multiple times may split the shots amongst any eligible targets that are within unit coherency of the target of the first shot. This must be declared before each shot is rolled for.

9 - Vehicles have a leadership value of 10, unless otherwise noted.

10 – Chaos Space Marines: Summoned Greater Daemons “count as HQ units”, so they are NOT ALLOWED in Kill Team events.

11 - Models in unit coherency, and assaulted, will be drawn into assaults as normal.

12 - Vehicles with a Transport capacity can carry models as are legal, but are still limited to units from the same squad. A 10-man unit of space marines uses a rhino. Any number of marines from that squad may embark or disembark, but they could not split the squad in half and add models from another squad. So yes, individual marines from the same squad can embark or disembark as you want. You must still follow all “legal” rules for the vehicle. Rhinos can not, for example, transport models in terminator armor.

BERKS-PA GAME CLUB KILL TEAM SCORING:

Each player will be given a scoring sheet. You will keep this sheet with you and turn it in to the tournament organizers after each game round. You will score your battle points as per the mission rules. You will then also score your opponent on Sportsmanship. This is a simple 3 point scale, and players will receive an average of their total score. We hope to see 3's for everyone, but sometimes folks don't always play nice. We hope you do! Have fun!

Bonus Points: You will be asked to fill out 3 bonus scores. Based upon the opponents you play, you assign bonus points to them and these bonus points will help with sportsmanship and appearance scores and theme. We find these as nice little bonus soft scores that can really tip the scale in the case of tie breakers.

In the event of a tie, Next tie breaker will be determined by total battle points scored, and then by sportsmanship. Beyond that, we may just have to have a 1 on 1 battle to the death to finish it out.

* Remember to play the mission. Not all missions are just about finishing off your opponents. Once your opponent runs away or is wiped out, most of the games will be over.

* If both players have units on the table at the end of turn 6, and no one is running off of the table, the game most likely has resulted in a draw.

Missions 1 & 2 will score a maximum of 4 Battle Points. Mission 3 allows up to 6 total points. This gives a total of 14 Battle Points. Sportsmanship offers 3 more bonus points total and 3 more bonus points from soft scores, giving a maximum total of 20 points as a perfect score.



MECHANICON

KILL TEAM SAMPLE MISSION: (This one is NOT being used in this tournament)

MISSION: NIGHT RAID

Your team has penetrated enemy defenses and prepared for an attack under the cover of darkness. However, upon arrival your team encounters an enemy patrol. Eliminate all resistance before they can alert their own forces and call in for reinforcements.

Deployment for ALL Kill Team Missions is “Spearhead”, or Table Quarters. Both players should roll off, and the winner will get to determine to go first. The player who goes first will select their table quarter to deploy in, and the opposing player will deploy opposite (catty-corner) from them. No Models may initially be set up within 9 inches of the center of the table.

Mission: Annihilation: Eliminate all resistance. Failing that, cause your enemy to retreat.

Game Length: 6 Turns, or until enemy is destroyed or flees the table.

* **Special Mission Rules:** Night Fight the entire battle

Scoring:

- 4 Points if you completely wipe out your opponent and destroy all of their models.
- 3 Points if you route your opponent and their models are all running away
- 2 Points if both players have models on the board and no one is running away.
- 1 Point if your army was destroyed or is running away by the end of the game.

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Sportsmanship: (scoring for your opponent)

3 Points: You would gladly play this opponent again

2 Points: You would face this opponent again in a tournament if you had to.

1 Point: You would not recommend this player to your friends.

Scoring, as you can see is fairly simple.

- Once a player’s army reaches their ***Retreat Value***, which is half the number of models remaining (rounded down), they must continue to take a Leadership test at the beginning of each subsequent turn.
- This Leadership Test is taken at the Highest value of any remaining model on the board. Vehicles count as Leadership 10.
- This Retreat test is taken each subsequent turn at a cumulative -1 modifier.
- Once the Retreat Leadership test is failed, that player’s army has fled and they lost the match. In some missions, there may be a special rule that applies.