

**WARHAMMER**  
40,000  
**KILL TEAM**



**KILL TEAM**

**OPEN MATCHED PLAY TOURNAMENT**

**SATURDAY AND SUNDAY,**

**SEPT 30 - OCT 01 2023**

**BRISBANE SHOWGROUNDS**

**PLAYER PACK**

## IMPORTANT NOTES

Core Rulebook will be used for missions and terrain layout on the day using the critical operations mission selections. these will be fixed per round.

### Players to bring:

- Miniatures (Matching Roster)
- Barricades
- Tac ops card
- All relevant data cards and or rules or datasheets in physical form.(battlescribe will not suffice)
- A copy of the Kill Team core rules
- Dice
- Tokens
- Measuring tools
- A copy of their list that can be given to each opponent (either 3 paper copies or a sleeved single copy that can be reused)
- A pen for recording scoring on the day

## THREE ROUND MATCH

### First Round

Mission: Consecration

- Lunch

### Second Round

Mission: Domination

- Tea break

### Final Round

Mission: Secure Arceotech

- Presentation

## GENERAL RULES

1 hour maximum per game. That timer is from the formal beginning and deployment of the round to the final phase of turning point 4. Deliberate slow play will result in forfeiture of the match.

If the timer runs out and a game is not complete. The winner will be based on Overall VP at the end of time.

All results to be turned into officials at end of each game using the supplied score sheets.

Initial pairing based on random draw

Then pairing based on wins, with win path used to determine final round where required.

Overall winner based on total wins, with tie breaks in the following order, total points, win path, model/unit kills.

Submit all lists a minimum of 7 days prior to the event. Submit list via the link [ARMY SUBMISSIONS](#)

Any errata or FAQs released within 7 days of the event will not be used or factored into the event rules.

All models must be on the correct base size per the wtc or gw basing guide

All models must use wysiwyg (what you see is what you get), meaning that the wargear equipped on a model MUST reflect what is on the army list submitted for the event (not counting equipment selected for each individual match). Discrepancies may result in forfeiture of matches until the issue is rectified.

## WARGAMERS ANONYMOUS TOURNAMENT RULES

This is not an exhaustive list, but are the main rules we expect all our players to abide by

Ultimately our judges, referees and Tournament organisers (TO) are human, and also volunteers, we will not accept ANY level of aggressive or abusive behaviour towards any wargamers anonymous representative, GhMX staff or competitors. Such behaviour will result in forfeiture of you right to the event and possible removal from the venue.

At all times all players must follow all directives from any and all staff and representatives of GhMX.

Irrespective any other rule in effect within the game overall, be that core rules, errata or the like, until further notice we as a tournament organiser have decided to enforce the "all ground floor levels of ruins terrain (specifically the walls) will be deemed to block line of sight irrespective of the appearance of the actual terrain piece". A majority of our terrain has the ground floor blocked out but we reiterate this rule here to prevent any issues. This does not affect any other terrain type such as rubble, hills, or fully enclosed building etc.

Sportsmanship is considered paramount at all wargamers anonymous events, and we will not hesitate to forfeit all games of a player who is deemed to be any of, but not limited to - the following

- Aggressive or excessively vulgar (we all let the odd curse slip, but please remember our events are all ages, have a care as to those around you and keep any and all cursing etc to an absolute minimum)
- Cheating (this includes any form of dice manipulation, measurement manipulation, modelling for advantage and the like)
- A poor sportsman (such as being rude to an opponent for winning or gloating excessively to an opponent for beating them, berating any players army choices, tactical decisions etc)

We welcome new players to all our events, and as such part of our sportsmanship conduct is that we ask experienced players to remember that without new players our hobby dies. If a new player doesn't understand a rule, gets a army or model rule incorrect or doesn't appear to understand something during a game, take a minute to explain it to them, if there is still an issue please ask a referee or TO to help clarify the situation. We were all new once, and every single one of us has at some stage needed help. Be the person who makes the next rank 1 player, not the person who leaves a sourtaste in a new players mouth.

All TO and referee rulings are final and will stand for the entire event.

If you believe a ruling is incorrect, you can ask the referee to please talk to the TO on the day, once a ruling has been made and the day is over its too late for protests, so please ensure any protests to a referees ruling are made promptly.

Once a decision has been reached on any protest that ruling will stand for the remainder of the event.

We are human, if you truly believe a ruling to be incorrect even after protesting, please be civil, after the event we welcome any and all constructive criticism and or evidence on ruling that we have made, and will ensure where evidence is presented that clarifies a misunderstanding on our behalf we will ensure to carry that ruling forward.

**Wargamers Anonymous** is a wargaming club of gamers for gamers, ALL gamers. We welcome any and all players regardless of sexuality, gender, religious beliefs, disability or ethnicity. We have an absolute zero tolerance policy for any sort of behaviour that is not in line with the above. This includes but is not limited to, sexism, racism, comments regarding a persons disability or appearance etc, Be nice.

Proxies must be cleared with TO prior, must be on the correct base size, must clearly represent all relevant wargear and at least be easily recognised as what it is a proxy for. Any and all proxies must be uniform (eg : if you have 3 tanks, all looking the same, one cannot count as something different)

Ultimately it's at TO discretion and it is the players responsibility to ensure their opponent is aware at ALL times as to the nature of the proxy, including but not limited to ensuring to remind your opponent at any relevant phase or stage what the model represents. Any confusion due to a player failing to disclose a proxy or ensure an opponent is aware will be ruled in favour of the opposition player and the proxy unit will be deemed "destroyed" but will not count as such for the purposes of any rules abilities or missions.

All models must be painted to a "tabletop" standard. This is defined at 3 colours and based. With no undercoat showing. 10vp will be deducted for unpainted models

Missions should be randomly generated from the **Critical Operations Missions Pack** as it describes in the current *Kill Team* core rulebook.