

WARHAMMER
40,000

KILLTEAM



WARHAMMER
WORLD

EVENT PACK 2013

GAMES
WORKSHOP



Introduction

Calling all scouts, recon squads and covert agents; welcome to the Events Pack for Kill Team days during 2013. We've run lots of events where mighty armies clash in epic battles, but we always felt that didn't tell the whole story of Warhammer 40,000. What about all those small missions we've read about in the pages of our Codexes and Black Library's novels where just a handful of soldiers were sent to complete an important mission?

The Kill Team rules in the Battle Missions book form the basis for this event and they are a very different way of playing Warhammer 40,000. Quick, small games can be just as fun as a larger battle, and playing lots of games in a single day will mean that you will meet and play against many new people. Because you are using a small number of models, this is a great opportunity to really go to town in personalising your miniatures; there are weapon specialists, leaders and followers; you can really customise your own force and imagine each model in a cinematic sense.

I really hope you enjoy Kill Team – have a great day!
Cpl. Nick "Hicks" Bayton, Cadian Recon Sqd 456

Your Force

To play in a Kill Team event, you'll need to select your Kill Team carefully, for, as any commander knows, you must send the right men for the mission if you want to guarantee success! You may spend up to 200 points using the following Force Organisation Chart:

0 – 1 Elite
0 – 2 Troops
0 – 1 Fast Attack

- You may use any current and in print Warhammer 40,000 Codex book, as well as any current and official updates in White Dwarf, eg. Codex: Sisters of Battle and the Chaos Daemons update.
- Rules from Forge World's productions are **not** in use at Kill Team. However, you may use the models where they appropriately represent a Codex entry (eg. Contemptor Dreadnought as a Dreadnought, of Death Korps of Krieg as Imperial Guardsmen).
- Rules and unit entries from other Warhammer 40,000 expansions, eg Apocalypse, Planetstrike, Cities of Death and Spearhead are **not** in use.
- You may **not** take allies or fortifications.
- Codex restrictions are still in place. If your codex says you must take 1+ of a unit (eg Tau Fire Warriors) then you must still take 1+ units of them. The only exception to this is if your codex requires you to take 1+ HQ unit or 1+ Heavy Support units.
- You must purchase complete squads. You cannot take, for example, a single Tactical Space Marine or a single Eldar Harlequin. Imperial Guard must fulfil the minimum requirements of an Infantry platoon, and may not take single squads from it.
- As no units may be kept in reserve, you may not take any Flyers.

Specialists

You may pick up to three individual models in your force as being "Specialists" that benefit from one of a number of special rules. These specialists and the rules they have must be declared on your army list, as should which model represents them. You may only give one of the following rules to any one Specialist and all specialists in your force must pick a different one (eg – you may not have two Specialists who chose the Tank Hunters rule).

The Special Rules they may pick from are-

Adamantium Will, Armourbane, Blind, Counter Attack, Crusader, Eternal Warrior, Fear, Fearless, Feel No Pain, Fleet, Fleshbane, Furious Charge, Hammer of Wrath, Hatred, Hit and Run, It Will Not Die, Monster Hunter, Move Through Cover, Night Vision, Preferred Enemy (Everything!), Rage, Rampage, Relentless, Shred, Shrouded, Skilled Rider, Stealth, Strikedown, Stubborn, Tank Hunter.

Battle Missions

This event has been inspired by the Battle Missions book, which is a fantastic Warhammer 40,000 supplement which contains lots of different scenarios and new ways of playing the game. If you enjoy today's gaming, why not pick up a copy and try out lots of unique scenarios for Warhammer 40,000.



For details of what these special rules mean, check on pages 32-43 of the Warhammer 40,000 Rulebook.

Your Leader (explained below) may be one of your three specialists.

NOTE: while it is fine to say “Ork Boy with the bandana is Fearless” or “The Space Marine with the Mark VI helmet has Preferred Enemy”, it’s far cooler to actually convert up your specialists to represent their speciality! In fact, we will be holding a Hero of Legend painting competition at lunch time, so there’s another excuse to really go to town!

Your Leader

Every Kill Team needs a Leader, be it a hoary old veteran Sergeant, a fiery Commissar, a wiley Succubus or a brutal Ork Nob. Part of the fun of smaller games of Warhammer 40,000 is the chance to make each model a character with a story, and the Leader of your Kill Team is a great opportunity to do just this.

You need to nominate one of the models in your Kill Team as your Leader. If one of your non-vehicle units has a character in it (eg, a Veteran Sgt), then your Leader must be that model. If there are no characters in any of your units, the non-vehicle model with the highest Leadership value in your Kill Team is your Leader. If there are multiple models with the same Leadership value, choose one of them to be your Leader.

If you do not have any non-vehicle units, then you don’t get to have a Leader!

At the end of each game, roll 2D6 and add on to the result the number of models your Leader personally killed in that game (keep track on your Leader Record Sheet).

Your *Leader* gains the corresponding upgrade. Note it down on your Leader Record Sheet.

2 D6 + Leader’s Kills last game	Upgrade
2 – 4	Nothing!: Hard luck, soldier...
5	Sure-footed: Your <i>Leader</i> gains the <i>Fleet</i> Special Rule.
6	Hunt from the Shadows: Your <i>Leader</i> gains the <i>Stealth</i> Special Rule.
7– 8*	Experienced Fighter: Your <i>Leader</i> gains either +1 Weapon Skill or +1 Ballistic Skill.
9*	Souped –up Weaponry: One of your <i>Leader’s</i> ranged weapons (note it down) gains +1 Strength.
10*	Quick Thinking: Your <i>Leader</i> gains +1 Initiative.
11*	Heroic Reputation: Your gains +1 Leadership.
12*	Resilient: Your <i>Leader</i> gains +1 Wound.
13*	Hardened Warrior: Your <i>Leader</i> gains either +1 Strength, + 1 Toughness or +1 Attack (choose one).
14+	Battle Experience: Your <i>Leader</i> earns 1 x new Special Rule of your choice (.from the list in the Specialists section of this pack).

- When you gain an upgrade, note it on your Leader Record Sheet and have your opponent initial it in the appropriate place.
- Upgrades marked with an * may be gained a maximum of twice. All others can only be gained once.
- If you already have one of the * upgrades twice, have rolled an upgrade that can only be taken once, a statistic has reached 10 or your model already has that special rule as standard, simply re-roll your upgrade.
- If your Leader is killed during a game, it is assumed that, while he can no longer take part in the battle, he isn’t actually “dead” – just really badly wounded. But don’t worry, he’ll recover in time for the next game, so he keeps his upgrades from game to game!

The Rules of Engagement

These guidelines have been created in order to ensure everyone has a great hobby experience at all of our events. The intention is that, whilst ensuring everyone can take full advantage of their creative urges, there is no confusion over what models represent and that the event is relaxed and enjoyable for all.

Miniatures

- All of your models must be **fully assembled, fully painted, based** and **fully represent what is on your army list** (including all equipment).
- Every miniature and component must be produced by Games Workshop (Citadel, Forge World or Warhammer Forge).
- We know many people like to take the opportunity to convert models for thematic and creative reasons. We actively encourage this, but do ask that if you are going to do so, please check with the events team first. We may ask you to make allowances at the event in order to ensure there is no confusion for your opponents.

Proxies

- A “proxy miniature” is a model that is standing in for something else and has not been changed in any way. Examples include using plastic Cadian Shock Troops as Stormtroopers or plastic Tyranid Raveners as Fiends of Slannesh.
- We **do not** allow any proxy miniatures at our events. If Games Workshop produces a model for a unit entry, we expect you to use the correct model, for the sake of clarity to your opponent. (For conversions, please see the point above in the ‘Miniatures’ section).
- If you wish to personalize your units and/or convert/kit bash plastic or Citadel Finecast kits to create your own unique models that fit your vision of your army, please check with the events team first. We may ask you to make allowances at the event in order to ensure enjoyment of your opponents. Simply gluing a scope to plastic Cadian Shock Trooper won’t make him a Kasrkin, but adding a gnarly chainsword and an appropriate paintjob to a tactical marine can easily make him a heretic Chaos Marine Renegade.

Conduct

- We do ask that you try and resolve any rules problems yourselves using your rulebooks. If you can’t, or you need help, feel free to call over a member of staff.
- Remember the most important rule – everyone is here to have fun!

If you have any questions regarding the Rules of Engagement, please feel free to contact us with any other queries (details at the end of this pack).

What to bring

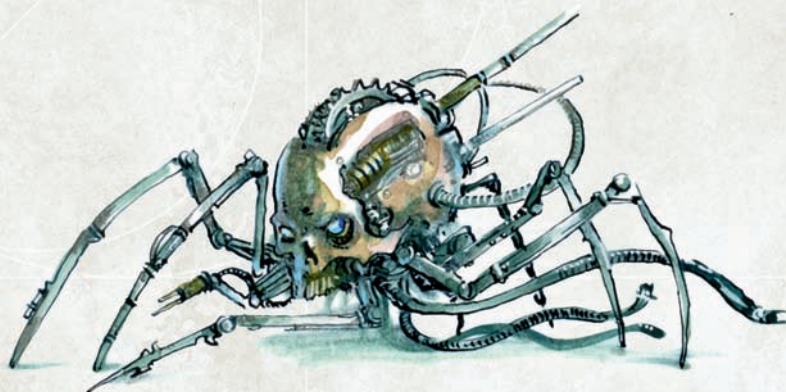
Don’t forget–

- Your models! Whatever you do, don’t forget to bring your Kill Team with you!
- Your ticket for the event.
- A copy of this rules pack
- **Two** copies of your army list.
- Your dice, templates and tape measure
- Objective Markers
- Your copy of the Warhammer 40,000 Rulebook, and any Codexes or White Dwarf updates you require.
- We recommend bringing some glue with you to repair any breakages.
- We also recommend bringing a pencil and eraser for updating your Leader record sheet.

Lunch

Lunch is provided on the day, served in our restaurant to all participants. If you have any dietary requirements, please make sure to tell us when you register.

That is everything you need to know in order to attend a Kill Team event. But if you want to know extra details of how the event will work, carry on reading!



The Games

Over the course of the day, you will play eight games of Warhammer 40,000, all of which will be 30 minutes long. Every game will be against a randomly determined player, arranged by the Events Staff, and will use the Behind Enemy Lines scenario below.

MISSION

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BEHIND ENEMY LINES

Your Kill Team is sneaking through the dense forest, attempting to capture a vital objective. All of a sudden, shots ring out- the enemy has been encountered and must be driven off at all costs!

THE ARMIES

Choose your Kill Team as described in the Your Force Section. You must use the same force for the entire Kill Team event.

THE BATTLEFIELD

Kill Team games are played on a four foot square board, and generously covered in terrain. Place one Primary Objective in the centre of the board.

DEPLOYMENT

Split the table into four quarters and roll-off to see which player picks the quarter they will deploy in.

The player that won the roll-off must deploy first. He must deploy all of his force in his deployment quarter, anywhere that is more than 9" from the centre of the table. The opposing player deploys in the opposite quarter.

His opponent then does likewise. Neither player may place any units in reserve, or make use of the Infiltrate or Scout Special Rules.

Note: Some models, for example, Chaos Daemons and Drop Pods, have to start the game in Reserve. However, in Kill Team Games, simply deploy these in the deployment zones, using the deployment rules above.

FIRST TURN

The player who deployed his army first goes first unless his opponent can Seize the Initiative (**Rulebook page 122**).

GAME LENGTH

The game lasts until either one player has no models left on the table or 30 mins has passed- whichever comes first.

VICTORY CONDITIONS

PRIMARY OBJECTIVES

At the end of the game, the Primary Objective is worth **5 Victory Points** to the player controlling it.

SECONDARY OBJECTIVES

If the opposing player has no models left on the board at the end of the game: **3 Victory Points**.

Forcing the opposing Kill Team to take Break Tests: **2 Victory Points**.

Killing the opposing Kill Team's Leader: **2 Victory Points**.

Killing the opposing Kill Team's Specialists: **+1 Victory Point per Specialist**.

First Blood: **1 Victory Point**.

Linebreaker: **1 Victory Point**.

NOTE – if the enemy Leader was also a Specialist, killing him is worth **3 Victory Points** (2 VPs for killing the Leader +1 for him being a Specialist). Also, to gain the points for killing the enemy Leader or specialists, you have to actually kill them! Having them run away from a failed Break Test is not enough!

MISSION SPECIAL RULES

Night Fighting, Mysterious Objectives.

Every Man for Himself: All models operate as individual units in this mission, even if they were chosen as part of a squad or squadron. (Note – this includes upgrades that are represented by models with their own stat-line eg Tau Drones or Fenrisian Wolves). In addition, when a model shoots or fights in an assault, it may split its attacks up amongst any eligible targets if desired.

If any model has the Independent Character rule, he **may not** join other models to form a unit of two.

Take the Loot! The standard rules for controlling objectives are **not** in use. For this mission, **all** non-vehicle models are scoring units, and **all** models (vehicles included) are denial units.

The Break Test: Once a player's force has been reduced to half it's starting number of models or less, he must take a Leadership test, called a Break Test at the start of each of his turns, using the *Leader's* Ld value (or, if he is no longer on the board, the next highest). If he fails, then his Kill Team is removed from the table (they ran away...) and the battle ends immediately (Note- you may not choose to voluntarily fail a Break Test). If the test is passed then the battle continues, but the player will have to take another Break Test at the start of his next turn. Note that it is entirely possible for both players to have to take Break Tests at the start of their turns and the first one to fail will lose the battle.

Transports: You may transport all members of a squad in a dedicated transport. Straight after they disembark, they become individual units, as per *Every Man for Himself!*

Unit Upgrades and Special Rules: If your character has or buys an upgrade (eg a Painboyz' Dok's Tools, if a Striking Scorpion Exarch buys *Stalker* or an Incubi Klaivex buys *Onslaught*), only the character themselves benefits from the rule, and not the rest of the squad. If a whole squad has or buys an upgrade that gives them all a special rule (eg *Psybolt Ammunition*), they all receive it. If your squad special rule requires you to roll on a chart and apply the result (eg *Wyches Combat Drugs*), simply roll once and apply the result to the whole unit.



Favourite Opponent Votes

On your record sheets, you will see there is a slip for "Favourite Opponent". At the end of the day, we would ask you to let us know who you most enjoyed playing against for whatever reason you like. Maybe they were just a thoroughly pleasant chap, or their Kill Team was beautiful. Maybe it was a really close game or you learned a new tactic you didn't think of before? Please hand us your votes when you hand in your last game result. For every vote you receive from other players in this way, you will receive an additional **3 Victory Points**.

Operation Protinus: Mission de-brief

At the end of the day, we will be awarding a number of prizes at the Award Ceremony. Being awarded are –

- **Veteran Sergeant of the Tenth Company** – for the player that scored the highest number of Victory Points.
- **Squad Leader** – for the player who scored the second highest number of Victory Points.
- **Weapon Specialist** – for the player who scored the third highest number of Victory Points.
- **The Honour of the Regiment** – For the player we deem to have the Best Kill Team.
- **The Hero of Legend** – For the player who receives the highest number of votes for the Hero of Legend painting competition.
- **Sgt. Telions Commendation** – For the player/players who receive the most amount of Favourite Opponent votes.
- **Mentioned in Dispatches** – For the player who presents us with the Best Army List.
- **Warhammer World Knight of the Inner Circle** – a rare and prestigious award indeed, this is only awarded to any player at a Warhammer World event who receives 100% of available Favourite Opponent votes (in this case, all 8!)



Hobby Awards

Best Kill Team

During the day, the Events Team will infiltrate the hall and create a shortlist of the Kill Teams we think are the best presented. What we will be looking for will be–

- **Quality of Painting** – is there a high technical quality of painting across the force?
- **Appearance as a whole** – does the Kill Team look great as a whole on the table? Do the models complement each other?
- **Originality** – are there conversions, or a colour scheme we haven't seen before? Is your Kill Team unique?
- **Theme** – is your Kill Team obviously a recon party?
- **Centrepiece** – is there a great centrepiece model for the Kill Team?
- **Kill Team extras** – have you got cool objective markers etc ?

When the Staff have created a shortlist, we will vote amongst ourselves and the staff from the Warhammer World Hobby Centre as to which we think is the best. The player that receives the most number of votes from the Event Staff will be handed The Honour of the Regiment at the Award Ceremony.

LEGENDS PAINTING COMPETITION

The Legends Painting Competition is run alongside many of our other events here at Warhammer World, and Kill Team is no exception! This is a great chance to show off your leader, one of your specialists or another model you're proud of. At lunch time, we will give every player the opportunity to enter any infantry, biker or cavalry model into the competition. You will be given an entry slip – simply fill in your name on the reverse of it and your ticket number on the front. Then place your model in one of our cabinets. After 12:30, all players may vote on which model they think is the best using the voting slips on your record cards. The player who's model receives the most number of votes will be named **The Hero of Legend** at the Award Ceremony.

Best Army List

Every time we have an event here at Warhammer World, we're amazed by the quality of some of the army lists we get handed to us—old dusty tomes, electronic read-outs, scrolls, skulls, fully illustrated books and the like! We even had a huge wooden shield given to us once... To honour this creativity, we award the best army list award. Judged by the member of the Events Staff who checks all of the army lists, this prize goes entirely on presentation. So why not go mad and see what you can create? The player who is judged by us to have the most extravagant and well-presented army list will win the Mentioned in Dispatches prize at the Award Ceremony!

Schedule

8:00am – Registration begins. Bugman's Bar open and serving their Breakfast Menu.

9:15am – Registration closes.

9:20am – Event Briefing

9:30am – 10:00am – **Game 1**

10:00am – 10:20am – Break

10:20am – 10:50am – **Game 2**

10:50am – 11:10am – Break

11:10am – 11:40am – **Game 3**

11:40am – 12:00pm – Break

12:00pm – 12:30pm – **Game 4**

12:30pm – 1:45pm – Lunch Break

(12:30pm – 1:00pm – Entries taken for the Hero of Legend Painting Competition.)

(1:00pm – 1:30pm – cast your vote in the Hero of Legend Painting Competition.)

1:45pm – 2:15pm – Game 5

2:15pm – 2:35pm – Break

2:35pm – 3:05pm – Game 6

3:05pm – 3:25pm – Break

3:25pm – 3:55pm – Game 7

3:55pm – 4:15pm – Break

4:15pm – 4:45pm – Game 8

4:45pm – 5:15pm – The Final Reckoning

5:15pm – 5:30pm – Award Ceremony

5:30pm – Home Time



Contact Us

To register with us, for any more information or to ask any questions, please do not hesitate to contact us–

Phone – 0115 9004994

Email – whworldevents@gwplc.com

Post – Warhammer World Events Team

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For more information on upcoming events, get hold of last minute tickets and to see photos from the event, find us and follow us on Facebook – GW Warhammer World

