

WARHAMMER
40,000

KILLTEAM

Event Pack



WARHAMMER
WORLD

Introduction

"Welcome Sergeant, glad you could make it. On the map you can see your objective – a vital piece of equipment has gone missing and is in danger of falling into enemy hands. We suspect that the enemy is searching the crash site as we speak so time is of the essence. You and your handpicked squad will be deep behind enemy lines with no hope for reinforcement so make sure your chosen men are the very best available. Emperor be with you."

Kill Team puts you in charge of an elite force of veterans, dedicated to completing a do-or-die mission deep behind enemy lines. You will tell the story of your handpicked warriors by playing eight small games over the course of one day. Due to the small number of models required, this is one of the best opportunities you have to really go to town on your Kill Team and create something to be proud of.



Schedule

"Muster is at oh—eight-hundred - don't be late"

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 is served in our restaurant to all participants. If you have any dietary requirements, please tell us when you register.
	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

Your Force

"Get in line you maggots, you're mine now"

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 Warhammer 40,000 Codex or Codex Supplement, as well as any current and official updates in White Dwarf.
- Rules from Forge World's publications are **not** in use at Kill Team. However, you may use the models where they appropriately represent a Codex entry (eg. Death Korps of Krieg as Imperial Guardsmen).
- Rules and unit entries from other Warhammer 40,000 expansions, eg Apocalypse, Planetstrike, Cities of Death, Crusade of Fire and Spearhead are **not** in use.
- You may **not** take allies or fortifications.
- You must purchase complete squads.
- As no units may be kept in reserve, you may not take any Flyers.
- No model in your Kill Team may have more than two Wounds (before any upgrades gained from Leader rolls on the upgrade chart).
- You must have at least three models in your Kill Team.
- Any game rule, Unit, upgrade or psychic power that produces extra models will have no effect in the game.
- No vehicle can have a combined Armour Value of more than 33 (Side Front and Rear combined).
- No model may have a 2+ save.



Specialists

Every Kill team has its Aces – those dyed-in-the-wool heroes who have “been there and done that” more times than they care to remember. From scarred Ork boyz to valiant Stormtroopers, even a few tours of duty are enough to turn a fresh recruit into a hardened killer.

In Kill Team we refer to these fearsome warriors as “Specialists”.

- You **must** pick up to three individual models in your force as being “Specialists”.
- Transports, dedicated or otherwise, may not be Specialists.
- If you only have three models in your Kill Team, then every model must be a Specialist unless one of those models is a transport.
- These Specialists and the rules they have (listed below) must be declared on your Army List (see below), 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).

- | | | |
|-------------------------------|---------------------------------|-----------------------|
| • Adamantium Will | • Hatred | • Rampage |
| • And They Shall Know no Fear | • Haywire* | • Relentless |
| • Armourbane* | • Hit and Run | • Rending* |
| • Blind* | • Ignores Cover* | • Shred* |
| • Concussive* | • It Will Not Die | • Shrouded |
| • Counter Attack | • Jink | • Skilled Rider |
| • Crusader | • Lance* | • Slow and Purposeful |
| • Eternal Warrior | • Master-Crafted* | • Smash |
| • Fear | • Monster Hunter | • Sniper** |
| • Fearless | • Move Through Cover | • Stealth |
| • Feel No Pain | • Night Vision | • Strikedown |
| • Fleet | • Poisoned (5+) | • Stubborn |
| • Fleshbane* | • Preferred Enemy (Everything!) | • Tank Hunter |
| • Furious Charge | | |
| • Hammer of Wrath | • Rage | |

*If you choose this rule for a Specialist, it will affect any attacks (both ranged and close combat) made by that Specialist.

**Please note this rule allows you to wound on a 4+ using any ranged weapons carried by the model with the rule. Additionally, as the model has the Sniper rule and not the weapon, you will not gain Rending and Pinning.

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

"Move it you apes!"

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.

Your Leader will automatically be the character model in your Kill Team with the highest Leadership value.

If there are multiple character models in your Kill Team that are tied for the highest Leadership value then you may choose which one will be your Leader.

If you have no characters in your Kill Team, then the model with the highest Leadership value will automatically be the Leader.

If you have multiple non-character models in your Kill Team that are tied for the highest Leadership value then you may choose which your Leader is.

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.

Upgrade

2 – 4 Nothing!:** Hard luck, soldier...

5 Sure-footed: Your Leader gains the Fleet Special Rule.

Hunt from the Shadows: Your Leader gains the Stealth Special Rule.

7– 8* Experienced Fighter: Your Leader gains either +1 Weapon Skill or +1 Ballistic Skill.

9* Souped-up Weaponry: One of your Leader's ranged weapons gains +1 Strength or one of his melee weapons gains -1 AP value. Note it down on your Leader Record Sheet.

10* Quick Thinking: Your Leader gains +1 Initiative.

11* Heroic Reputation: Your Leader gains +1 Leadership.

12* Resilient: Your Leader gains +1 Wound.

13* Hardened Warrior: Your Leader gains either +1 Strength, +1 Toughness or +1 Attack (choose one).

14* Battle Experience:** Your Leader 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!
- Upgrades marked with a *** can be taken any number of times.

If your Leader is a vehicle and it receives an upgrade it can't use then the Emperor has abandoned you and you will receive no upgrade.





The Warrior's Code

"I stand alongside warriors of honour, and the warrior who acts out of honour cannot fail. His duty is honour itself." Chaplain Judd Clausel, Ultramarines 4th Co.

Many people come from around the world to play in our Events here, for many different reasons. Some people enjoy playing against armies they haven't faced yet, making new friends and meeting old ones. Others still enjoy simply playing against fully painted models.

In order to ensure that everyone has a fantastic experience, and knows what to expect at all of our events, we have a "Warrior's Code" which makes it clear what we expect from you, the attendee, in terms of **conduct, painted models, conversions and etiquette**. If you're not clear about any of these points, then be sure to contact the Events Team (details on the last page) to make sure there are no surprises on the day.

- All your models have been produced by Games Workshop (Citadel, Forge World and Warhammer Forge)
- All models in your army must be fully painted.
- All models in your army must be fully based.
- All models in your army must be fully assembled.
- All models in your army must have the correct weapons/equipment listed.
- You do not use proxies at a Warhammer World Event.
- Any major conversions are approved by the Warhammer World Events Team in advance of the event.
- You embrace the Most Important Rule; play in the spirit of the game and do not get bogged down in the minutiae of the rules.
- You treat all your opponents in a fair and even handed manner.

In addition to the satisfaction of a job well done, the Events Team will award a total of 20 Victory Points to any Kill team that complies fully with the Warriors Code.

[Click here to download the full Warrior's Code.](#)

Priority Message from Mission Control: Failure to live up to the basic standards of the Warriors Code will result in missing out on the 20 Victory Points noted above.

What to bring

"Stow that rifle properly Briggs, you don't want it going off mid-flight"

Don't forget:

- Your models. Whatever you do, don't forget to bring your Kill Team with you.
- A copy of your ticket either printed out or available to display on a phone or tablet.
- A copy of this Events Pack.
- Two copies of your Army List.
- Your dice, templates and tape measure.
- An Objective Marker.
- 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.

Buying Your Ticket

You can buy your ticket here: www.whworld.ticketbud.com

Registration

"My name is Sergeant Dekkler, of the Cadian 113th. You can call me Sir."

When you arrive in the morning of the Event, you will need your Kill Team Army list as well as your E-Ticket, either printed out, or in digital format. Once you have given us those, we will present you with a folder for the day, containing your score sheet, pen, pencil, Leader Record Sheet and other secret mission documents.

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 - Kill Team, all of which will be 30 minutes long. Every game will be against a randomly determined player, arranged by the Events Team and will use the Behind Enemy Lines scenario below.

Mission

1

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, 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.

Diabolic Disinterest: The attentions of the Dark Gods of Chaos are elsewhere, as there are far more bloody battles being fought elsewhere in the galaxy therefore the "Warp Storm" table from page 27 of the Chaos Daemons codex is not in use at a Kill Team event. Additionally the "Champion of Chaos" rule will have no effect at a Kill Team event.

We Will Not be Denied: As you can see, the Reserves rule is not in use at a Kill Team event. Certain models however, such as Swooping Hawks, may enter Ongoing Reserves from play. Such units are allowed to do this according to their normal rules, but still may not start the game in reserve, like all other units.

We've Got to Leave Now: If your last model remaining is a vehicle, then treat it as Ld 10 for the purposes of any Break Tests it may have to make.

Re-animation Protocols: Necron models that have the "Re-animation Protocols" rule are also treated as having the "Ever-Living" rule from the Necron Codex on page 29.

They'll Be Back: Necron models only count as being 'killed' once they fail their Reanimation Protocols roll for the purposes of both Power from Pain and Break Tests. Necron Kill Teams take their Break Test after they roll for Reanimation Protocols.

The Mission Is All: If you wipe out an opposing Kill Team, then the game ends at the end of that player turn at which point you calculate victory points as usual. You do not score any bonus VP's for wiping your opponent out – all that matters is the mission.

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 person, 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 **8 Victory Points**.

Mission de-brief

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

- **Illiac Nightspear's Mark of the Outcast** – for the player that scored the highest number of Victory Points.
- **Sly Marbo's Veteran Scars** – for the player who scored the second highest number of Victory Points.
- **Boss Snikrot's Kommendayshun** – for the player who scored the third highest number of Victory Points.
- **Darkstrider's Standard of Excellence** – 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

"The Emperor will not judge you by your medals or diplomas; he will judge you by your scars"

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:

1. **Quality of Painting** – is there a high technical quality of painting across the force?
2. **Appearance as a whole** – does the Kill Team look great as a whole on the table? Do the models complement each other?
3. **Originality** – are there conversions, or a colour scheme we haven't seen before? Is your Kill Team unique?
4. **Theme** – is your Kill Team obviously a recon party?
5. **Centrepiece** – is there a great centrepiece model for the Kill Team?
6. **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 **Darkstriders Standard of Excellence** at the Award Ceremony. The **Hero of Legend 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.

The models you may enter in the Hero of Legend completion may be from the following unit types: Infantry, Cavalry, Monstrous Infantry, Swarms, Bikes, Jetbikes, Jump Infantry and Jet Pack Infantry.

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!





Contact Us

If you need to contact us, we are happy to help:

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



Credits

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Additional thanks to all the players who have attended Kill Team events in the past and offered us your feedback and suggestions.

