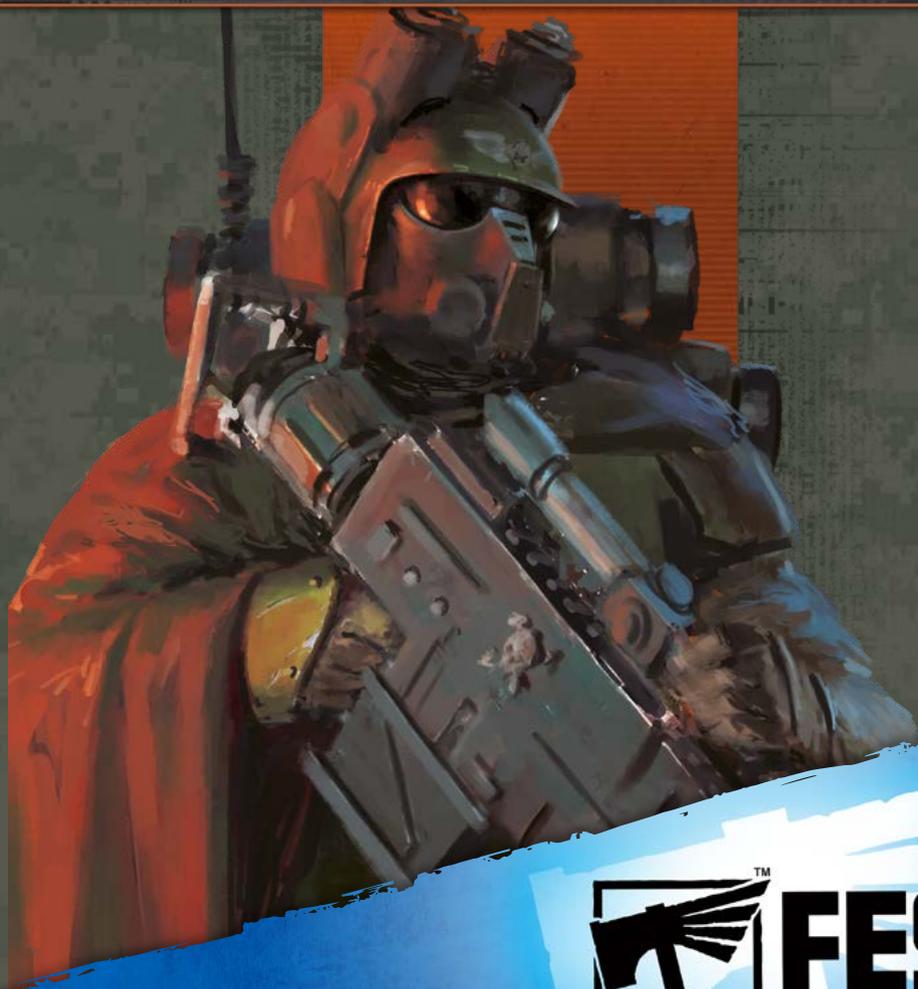


WARHAMMER
40,000

KILL TEAM

GRAND TOURNAMENT



FEST
2023

GRAND TOURNAMENT RULES PACK

Our tournaments have been carefully crafted to present a format that appeals to the broadest variety of players possible. This event pack provides information to prepare for the Kill Team Grand Tournament at Warhammer Fest.

The Kill Team GT takes place over two days, giving you the chance to use your Monday to enjoy all that Warhammer Fest and Manchester have to offer (or get a head start on your journey home).

A weekend adventure full of new friendships made, old friendships restored, mega battlefield experiences, stunning Kill Teams, and the chance to enjoy the most exciting Warhammer event ever in one of the UK's most vibrant cities.

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1.0 EVENT ESSENTIALS

SYSTEM:	Kill Team Critical Operations Mission Pack
MISSIONS:	Selected from the Kill Team Critical Operations Mission Pack and Into the Dark
NUMBER OF GAMES:	Six
KILL TEAM SELECTION:	Create a Matched Roster as described on page 90 of the Kill Team Core Book.
TOOLS OF WAR:	Attendees should bring their Kill Teams, three barricades, dice, a tape measure, all relevant rules publications and their army list (see section 2.1)
TOURNAMENT LOCATION:	Warhammer Fest, Manchester Central Convention Complex, Petersfield, M2 3GX
TOURNAMENT DATES:	Sat 29th April - Sun 30th April 2023

KEY TIMES

REGISTRATION OPEN

Fri 28th April	17:00 - 22:00
Sat 29th April	08:00 - 9:50

LIVE PLAY

Sat 29th April	10:00 - 18:00
Sun 30th April	10:00 - 18:15



2.0 TOURNAMENT FORMAT AND POLICIES

2.1 ARMY CONSTRUCTION

When building your army, use all the most up to date Kill Team publications found in the following Games Workshop and Forge World publications prior to a publication date of 14th April 2023.

- Kill Team Rules Publications
- White Dwarf
- FAQ/Erratas
- Any Games Workshop Kill Team Supplements
- Balance Data Slates

Army lists should be presented in an easy to read format, including all relevant weapon selections and unit upgrades with limited extraneous information. Lists can be presented as either:

- Physical printed copy - please bring at least 6 x copies
- Digital copy - players will be emailed a Best Coast Pairings (BCP) link in advance of the tournament. Please ensure devices are charged at all times.

2.2 MODELLING AND PAINTING

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratch-built components), and be fully assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard. More information on Battle Ready can be found [HERE](#).

CONTRAST METHOD



CLASSIC METHOD



2.0 KILL TEAM CONSTRUCTION AND PAINTING (CONT.)

You must maintain a WYSIWYG (What You See Is What You Get) standard for models. For example, if your army includes a Space Marine equipped with a Meltagun, the model must be equipped with a Meltagun. Equipment such as Frag Grenades that are included on every model within a unit, but not included on every model of that type, need not be modelled. WYSIWYG ensures fewer miscommunications between players at the table. Ideally, each player will remember the full load out of each opponent's army, however in practice this rarely happens.

2.3 CONVERTED AND FORGE WORLD MODELS/UNITS

Many players "scratch build" or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties.

For any converted or scratch built models, you must seek permission from tournaments@gwplc.com including photos of the models in question where possible, by 14th April 2023 at the latest. If you do not obtain permission for conversions before this date, you run the risk of them being removed from play, or possibly incurring score penalties.

Please note that any Forge World models must be the actual models and not conversions to look like Forge World models.

A Note on Basing: Many models are no longer produced on the bases they originally came with. Wherever possible, base your models according to their current boxed kit. As with other exceptions, if you wish to have a model reviewed, please email tournaments@gwplc.com before 14th April for approval.



3.0 TOURNAMENT FORMAT

3.1 WIN-PATH PAIRINGS

Your opponent for your first game will be randomly determined. Subsequent rounds will use 'Win Path' to pair opponents in each round. This pits players both against someone with the same record and who won and lost their games in the same rounds. For example, a player who lost Round 1 and won Round 2 will play an opponent who did the same, rather than someone who lost their first two and lost their third round. This is done to ensure players with a similar strength of schedule pair off and to ensure an increasing level of skill parity and sportsmanship with each subsequent round, as they face people who have had an increasingly similar play and outcome experience across the event.

3.2 EVENT SCHEDULE

SATURDAY

Pre-Event Brief and Pairings	10:00 - 10:30
Round 1	10:30 - 12:30
Lunch	12:30 - 13:30
Round 2	13:30 - 15:30
Break	15:30 - 16:00
Round 3	16:00 - 18:00
Army Showcase	18:00 - 19:00

SUNDAY

Round 4	10:00 - 12:00
Lunch	12:00 - 13:00
Round 5	13:00 - 15:00
Break	15:00 - 15:30
Round 6	15:30 - 17:30
Awards	18:00 - 18:15

3.3 GAME SPEED MILESTONES AND TIME

Outside of tournaments, many players do not complete their games against a set clock. As a result, when a loudspeaker shouts "two hours remaining," most players do not naturally think "We should almost be done with the entire first Battle Round!" To help with this, rather than simply calling time left, we call time based upon the game milestone players should have (on average) arrived at. These time calls exist to help keep the flow of play moving, and are not binding. These milestones break down as:

2:00	Start round (Formally)
1:45	Complete pre-game Mission Sequence and begin Turning Point 1
1:15	First Turning Point Complete, Begin Turning Point 2
0:45	Second Turning Point Complete, Begin Turning Point 3
0:20	Third Turning Point Complete, Begin Turning Point 4
0:10	Do not begin a new Turning Point without Judge Permission

If you're concerned about finishing your game on time, do not hesitate to call a judge.

4.0 TERRAIN

Terrain and play mats will be provided by the Events Team. If the boards look significantly different to the map please contact a member of the events team.



5.0 THE PLAYERS CODE & POLICIES

5.1 PLAYER CONDUCT

The great Olympian Jesse Owens once said, "Friendships born on the field of athletic strife are the real gold of competition. Awards become corroded, friends gather no dust." While Warhammer is no athletic competition, the saying holds true. Warhammer 40,000 is a game best played in this spirit and we place great emphasis on playing excellent games with like-minded people at our events. Therefore we expect players to play each game with a certain code of conduct to support this. When you arrive at your table for a game, greet your opponent, introduce yourself, and start the game promptly. We then expect players to treat each other positively and demonstrate good sportsmanship throughout each game.

Everybody Loses from Time to Time

Be ready to lose a few games of Warhammer! It seems an odd thing to say, but it is in the nature of any event that only a few players (at most!) will finish the weekend without a loss. Barring ties, half of you will lose your very first game of the weekend, in fact!

Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more laudable. These events present you the opportunity to build friendships with fellow hobbyists who share your interests - friendships you can renew and celebrate every time you travel to a Warhammer Event or local events. A single great friendship built out of your experiences at these will outweigh any number of individual victories across your battles this weekend. In fact, if you do your best, have a great time, and build some lasting friendships... you haven't really lost at all!

5.2 CONCEDED

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the players should follow the rules presented under 'End the Battle' on page 93 of the Kill Team Core Book. Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know right away.

5.3 TIME KEEPING

Players are expected to arrive in good time and allow enough time to register themselves in the tournament, attend briefings and be ready to start each round on time.

5.4 JUDGES

Event staff will be prominently visible in the tournament hall throughout the event and hold the final say on all game rules and tournament issues. Rulings may be changed at the judge's discretion with new information presented, and will always be based on correct rules interpretations rather than adhering to previous precedent. When calling for assistance, please be prepared to provide any relevant rules to the particular question.

A Note on Active Judging

At Warhammer Events, judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge. While we will not have judges at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games played at Warhammer Fest are enjoyable for everyone.

6.0 EVENT AWARDS

We will award prizes for First, Second, and Third Place, along with a Best Painted Kill Team Award.

6.1 FIRST, SECOND AND THIRD

First, Second, and Third Place will be determined by Wins. Should there be a tie in record, placings will be determined by Victory Points, Completed Secondaries, and lastly Tournament Points Strength of Schedule.

6.2 BEST PAINTED KILL TEAM AWARD

Best Painted will also be awarded. Paint score is determined in two phases. First, two judges will visit every table during the first day of play. Each player will receive an initial paint score of 30 (Battle Ready), 50 (an excellent looking tabletop army), or 70 (a Showcase army or work of art).

After this initial pass, the head paint judge will determine the mark for any army upon whose initial score the first two judges disagreed.

Once initial scores have been tallied, each player that scored a confirmed 70 will then be invited to The Showcase. The Showcase takes place on the evening of the first day and entails a second round of judging from all three judges. They conduct an in-depth, exacting review of each Showcase army and give it a score of -5 to +5 each. The three scores are then tallied together and added to the base 70, giving the player a paint score between 55-85. These marks are awarded against the combined considerations of technical skill, visual impact, artistic decision, and consistency across the army.

A visually arresting display may help to improve your score at the judges' discretion, but the inclusion of a display does not automatically garner points. However, particularly stunning displays may be eligible for independent awards.

As mentioned above, in addition to Best Painted and 2nd Best Painted awards, every player's paint score will be normalised and added to your normalised competitive track score. Combined; these represent your Best Overall score.

6.3 SPORTSMANSHIP AWARDS

Awards and recognition may be given at random for superior sportsmanship. Players may be disqualified or removed from the event for consistently poor sportsmanship.



7.0 DISQUALIFICATION

Games Workshop does not tolerate any form of physical or verbal violence or harassment, both at the event or online. Players who demonstrate aggressive or demeaning behaviour to staff or other attendees, who repeatedly break the rules or who fail to follow Games Workshop's instructions at the event, may be disqualified and removed from the event without refund. Games Workshop reserves the right to remove players from the event at our discretion.

8.0 PHOTOGRAPHY AND FILMING

Photography and filming may take place throughout the weekend by Games Workshop staff, press and partners. If you do not wish to be photographed or filmed, please notify staff at the tournament registration desk and we will issue you with a sticker to indicate to our media teams not to include you in any footage at the event. Any photos or video footage taken may be used by Games Workshop and their partners for promotional purposes. No financial compensation will be given for use of the photos or footage.

9.0 DATA PROTECTION AND PRIVACY

9.1 DATA PROTECTION

All data submitted as part of tournament registration is protected, in accordance with the Data Protection Act 2018. This includes, but is not limited to, your name, address, email address, phone number and which tournament(s) you have taken part in. This data may not be shared with third parties without your permission.

9.2 WINNER'S DETAILS

By entering the tournament, you agree that in the case of winning a prize, your name may be shared publicly by Games Workshop and their partners.

9.3 DATA RETRIEVAL

At any time, you may request your personal data by emailing privacy@gwplc.com

10.0 DISCLAIMER

Games Workshop PLC reserves the right to make changes to the event rules or schedule, for any reason, at any time, without prior notice.