



MATCHED PLAY



WARHAMMER 40,000 KILL TEAM

EH Gaming Store Championship



KILL TEAM @ EH Gaming

This tournament has been carefully crafted to present a format that appeals to the broadest variety of players possible, whilst making sure it is accessible to new players too. This event pack provides information to prepare for a Matched Play Kill Team event at EH Gaming. Each player will need to demonstrate astute knowledge of the game, make sound tactical decisions and select appropriate operatives and equipment to win their games. In addition, our events are a celebration of the hobby, so an attitude overflowing with good cheer, sincerity and positivity is essential for those of you looking to have a great time rolling dice in the grim darkness of the 41st Millennium.

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1.0 EVENT ESSENTIALS

SYSTEM:	Warhammer 40,000: Kill Team - Matched Play
LOCATION:	EH Gaming, Bull Commercial Centre, York
MISSIONS:	These will be revealed on the day, but we promise there will be no nasty surprises and they will be easy to follow and understand.
NUMBER OF GAMES:	Three
KILL TEAM SELECTION:	Create a Matched Roster as described in the Kill Team Core Book.
TOOLS OF WAR:	Attendees must bring their Kill Team, three barricades, dice, measuring gauges or a tape measure, all relevant rules publications, and a physical copy of their Matched Roster. It is recommended that you also bring a set of Tac Ops cards. We may be able to loan cards on the day if you have none.



2.0 KILL TEAM CONSTRUCTION AND PAINTING

2.1 KILL TEAM CONSTRUCTION

You will require a roster of up to 20 Operatives to participate in this event, plus three barricades. Details for selecting your Matched Roster can be found in the Kill Team Core Book. Kill Team Barricades are available in the Kill Team Essentials set. Players can scratch build barricades to fit the theme of their army as long as they are the same size and shape as those found in the Kill Team Essentials box.

Please note that the Barricades from Kill Team Into the Dark are not permitted at this event.

2.2 MODELLING AND PAINTING

All miniatures in your collection will ideally be fully assembled and painted to at least a Battle Ready standard

You can take part with unpainted models BUT you will miss out on the two points per match that are awarded for having a complete Battle Ready roster.

Each model must accurately represent its entry on your Matched Roster. Please note that we do not expect you to model specific Equipment onto your models. However, if you have two of the same model, but with different equipment, your opponent should be able to clearly identify which model is which.

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 example, if you make a model extra tall with a heroic pose, this does not permit it to gain extra line of sight, but does permit it to be more easily seen.

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.

3.0 TOURNAMENT FORMAT

3.1 SCORING

At the end of each game please write your scores onto the Match Record Sheet that will be provided to you. The winner will be determined by the number of victories achieved at the event, followed by the number of Tac Ops achieved, then by overall Victory Points scored during each game.

3.2 PAIRINGS & MATCHES

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a swiss pairing system.

All players are expected to finish their games, and to attend with an army list they feel comfortable playing a complete game within two hours.

You must not intentionally leverage the clock to disadvantage your opponent.

GAME SPEED MILESTONES

Outside of tournaments, most players do not complete their games against a set clock. As a result, when a loudspeaker shouts “sixty minutes remaining,” most players don’t naturally think “OK, we should almost be done with the entire first game round!”

To help with this, the following time breakdown for a typical game will be handy to keep track of and used as a milestone for your matches. A countdown clock will be visible in the event room:

2:00 remaining:	Start round (Formally)
1:50 remaining:	Complete pre-game Mission sequence and begin Turning Point 1
1:20 remaining:	First Turning Point Complete, Begin Turning Point 2
0:50 remaining	Second Turning Point Complete, Begin Turning Point 3
0:25 remaining	Third Turning Point Complete, Begin Turning Point 4

4.0 EVENT AWARDS

This hobby is multi-faceted; including social, gaming, and artistic components. With that in mind we will award the following prizes:

- Store Champion 1st, 2nd, 3rd
 - these will be the players with the best record over the day
- Best Painted Kill Team - Judges Choice
- Favourite Player - For the player with the most Favourite Opponents votes, with highest overall ranking as the tiebreaker..



5.0 BOARD LAYOUTS

At this event we will be using 'outdoor' kill zones. Each board may have a different aesthetic or theme, and every board will be pre-set for a particular mission. These will be identified with maps and will clearly show the terrain layout and the objective placement.



CONTACT US

If you wish to ask any questions or to find out more about our events, please feel free to get in touch with us via email at hello@ehgaming.com.

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