

KILL TEAM: NOVA 2018

'To perform memorably on the stage of pain, you first need a worthy enemy. There are many cruel dances to choose from, and at all times it must be you that takes the lead, guiding your prey through the shifting tempos of suffering.'

*- Shemriel Khoryssa,
Hekatrix*



NOVA 2018 MISSION RULES

Engagements between kill teams are a merciless affair, with no quarter given nor asked for. The outcomes of many such conflicts are often balanced on a knife-edge, but a tactical master stroke or bold gamble can end a deadlock in an instant.

This pack includes new rules, terrain maps and missions designed for this tournament, so as to provide players with an even playing field. These missions are designed for the gameboards and scenery pieces included in *Warhammer 40,000: Kill Team*.

THE KILL TEAMS

Before the event, each player must create a command roster consisting of between 3 and 20 models, all of which must share a Faction keyword and at least one of which must be a Leader. Players must share a copy of their command roster with their opponent before mustering for each mission (see below).

MUSTERING

Once the mission has been determined, players will muster their kill teams and choose their secondary objectives (see page 4). Players have a maximum of five minutes to select datacards for models from their command roster, following all the normal restrictions for Battle-forged kill teams as found on page 62 of the *Kill Team Core Manual*.

Once a player has selected a datacard, it must be placed face down in a stack, which should be concealed from their opponent. Players may need to add or remove datacards from their stack during this mustering period in order to not exceed the 100-point limit. When a player has finished selecting datacards, they must declare to their opponent that their muster is complete. If all players declare that their muster is complete before the time limit is reached, the datacard stacks are revealed simultaneously. Each player checks their opponent's datacards to ensure that they have a Battle-forged kill team, and then the players collect the models for the datacards in their stack and proceed to the next mission step.

If the time limit is reached and not all players have declared that their muster is complete, players who have not completed their mustering can only use datacards that are already in their stack at the point the time

expires. If the datacards in their stack break any of the Battle-forged kill team restrictions, their opponent must carry out the following steps:

1. If more than one Leader is in the stack, or if there are no Leaders in the stack, choose which of the player's Leaders is included in the stack, removing or adding datacards as necessary.
2. If the stack contains more than 3 specialists (excluding the Leader), remove specialists until the specialist limit is reached.
3. If the stack includes more than the maximum of any particular model, as detailed on its datasheet, remove datacards for that model until the limit is reached.
4. If, after carrying out the necessary steps above, the Force of the datacards in the stack exceeds 100 points, remove one datacard at a time from the stack, excluding the Leader and prioritising non-specialists, until the Force is less than or equal to 100 points.

If the time limit is reached before any players have declared their muster is complete, the muster continues until one player declares their muster complete, at which point the other player can only use datacards that are already in their stack. If the datacards in a player's stack breaks any of the Battle-forged kill team restrictions, their opponent must carry out the steps above.

THE BATTLEFIELD

Do not use the environment table when playing the missions in this pack.



PLANE OF BATTLE

When playing the missions in this pack, models cannot be set up above ground level or climb any terrain with a height greater than 2" for any reason. As a result, you may find that some Tactics, pieces of wargear and abilities (e.g. a Reiver's grapnel launcher) either cannot be used or have less utility in these games, as they directly affect models that are climbing or are at a certain height above ground level.

TERRAIN FEATURES

The battlefield maps in this pack have been designed to ensure that no player has an advantage based on the availability of cover, the location of objectives, and so on. If you have built the terrain features on a mission's map in a different configuration to that shown, you should strive to set up your terrain in as symmetrical a manner as possible, working with your opponent to ensure a balanced playing area.



SECONDARY OBJECTIVES

Each kill team is assembled for a particular purpose, and each warrior is included because they make the mission's success more likely. This means that even on the same battlefield, rival kill teams may have very different objectives, each playing to their strengths. A successful kill team must take these objectives and prioritise, focus on and achieve them while not losing sight of their ultimate goal.

USING SECONDARY OBJECTIVES

Secondary objectives provide a variety of challenging mission parameters for you to complete. Players choose which secondary objectives they have – and therefore which feats they must accomplish – in each mission. Each secondary objective explains how it is scored, and in each mission, a player can only score a maximum of 3 victory points for each of their secondary objectives – even if a player could score more than 3 victory points by fulfilling the requirements of the secondary objective, they cannot score more than this maximum.

Each mission in this pack lists the secondary objectives that can be used in that mission. When a player musters their kill team (see page 2) they also choose three secondary objectives from those listed in that mission. Some missions include a bespoke secondary objective – a player can always choose this as one of their three secondary objectives when playing that mission. Once they have chosen their secondary objectives, the players record their choices on their score sheets.

If the time limit for mustering is reached and not all players have chosen three secondary objectives eligible for the mission being played, each of those players must randomly determine all of their secondary objectives by numbering each of the secondary objectives available in that mission, rolling a D6 three times and taking the

corresponding secondary objectives (re-rolling in the event of a duplicate result or any result that does not have a corresponding objective marker).

A player's secondary objectives are kept secret from their opponent (unless they are randomly determined as described above). When a player first scores a secondary objective, they must reveal that they have that secondary objective.

CALLED SHOT

At the end of the Shooting phase, score 1 victory point if one or more Readied models from your kill team made an attack that took an enemy model out of action in that phase.

OBLITERATION

At the end of the battle round, score 1 victory point if you rolled two or more dice in an Injury roll for an enemy model and that model was taken out of action by that Injury roll.

CUT APART

At the end of the Fight phase, score 1 victory point if one or more models from your kill team made an attack that took an enemy model out of action in that phase.

PREY ON THE WEAK

At the end of the battle round, score 1 victory point if one or more enemy models with one or more flesh wounds were taken out of action in this battle round.

CUT OFF THE HEAD

When the enemy Leader is taken out of action, score victory points equal to 5 minus the number of the current battle round.

PROXIMITY ALERT

At the end of the battle round, score 1 victory point if there is any enemy model within 2" of two or more models (other than shaken models) from your kill team.

ENGAGE ON ALL FRONTS

Divide the battlefield into four equal rectangles, a corner of each of which meets the others in the centre of the battlefield. At the end of the battle round, score 1 victory point if there is at least one model from your kill team (other than shaken models) wholly within each of these rectangles.

RECON SWEEP

At the end of the battle round, score 1 victory point if one or more models from your kill team (other than shaken models) are wholly within the enemy deployment zone.

HAMMERING

At the end of the Fight phase, score 1 victory point if you made three or more Injury rolls for enemy models in that phase.

SCOUT THE FIELD

At the end of the battle round, score 1 victory point if there are models from your kill team (other than shaken models) within 1" of at least three different battlefield edges. Models wholly within your deployment zone do not count unless they are within 1" of a battlefield edge that does not extend beyond your deployment zone, in which case they only count for one battlefield edge.

HEADLONG ASSAULT

At the end of the Movement phase, score 1 victory point if three or more models from your kill team charged in that phase.

UNFAZED

At the end of the Movement phase, score 1 victory point if two or more models from your kill team fired Overwatch in that phase, and no models from your kill team Retreated in that phase.

COMPETITIVE PLAY MISSION

VITAL SUPPLIES

Valuable caches of materiel have been located in the ruins of an Adeptus Administratum building. Two kill teams, despatched by rival factions scrabbling to secure these assets, engage each other in a vicious conflict as they move to take and hold their objectives.

THE KILL TEAMS

This is a mission for two players. Each player chooses three secondary objectives as described on page 4 and musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

This mission is played in a Killzone: Sector Imperialis. Create the battlefield and set up terrain exactly as shown opposite. Then set up five objective markers by dividing the battlefield into four quarters and placing one objective at the centre of each quarter, and one in the centre of the battlefield, as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of the battle round, a player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

A player cannot score more than 9 victory points for this victory condition in this mission.

SECONDARY OBJECTIVES

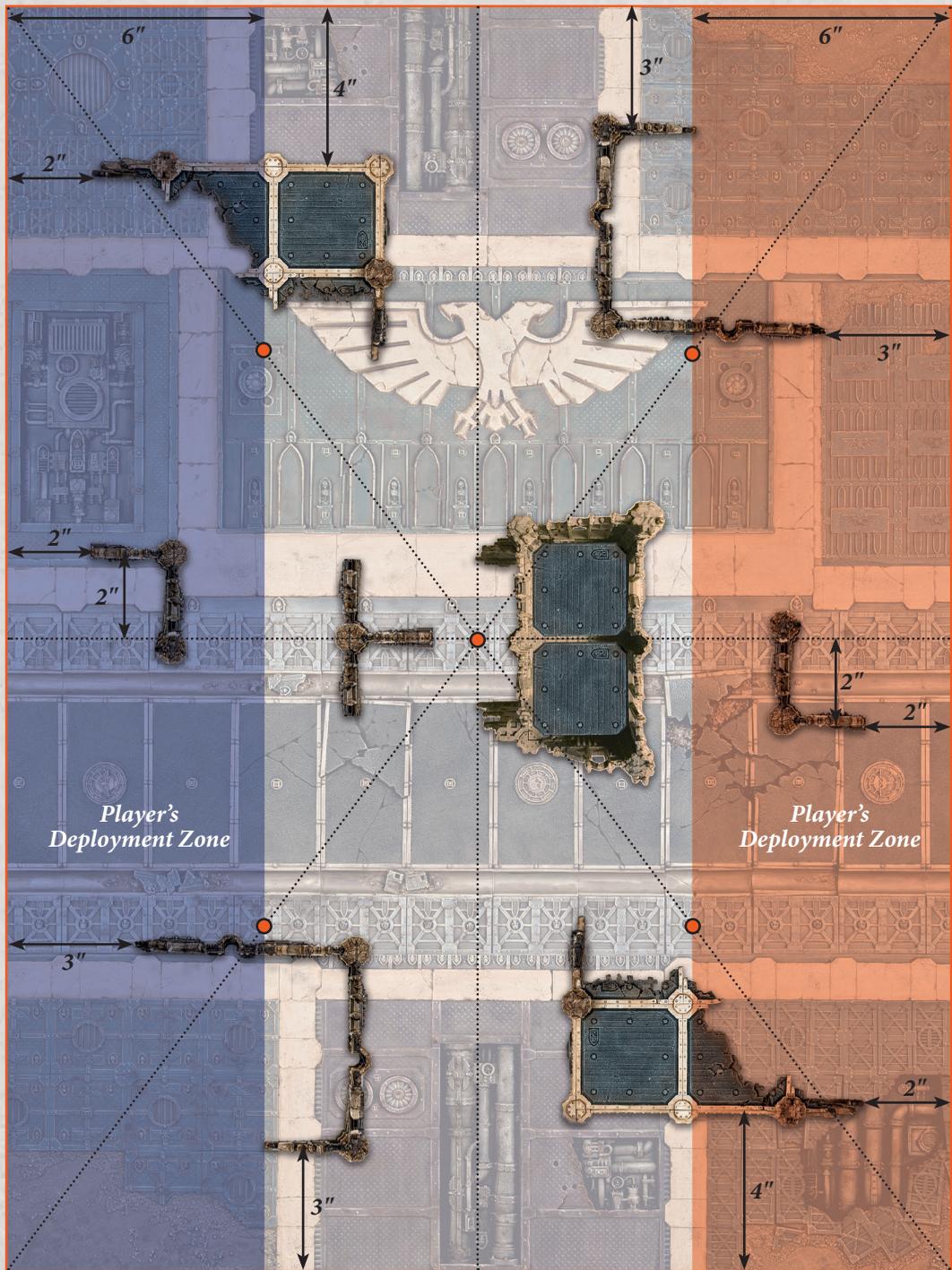
The secondary objectives available in this mission are:

Called Shot, Cut Apart, Engage On All Fronts, Recon Sweep, Unfazed

Mission Critical Supplies: At the end of the battle round, score 1 victory point if you control the objective marker at the centre of the battlefield.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.





COMPETITIVE PLAY MISSION

PIVOTAL POINT

Special operatives have been tasked with eliminating a group of hostiles based around some ruined Imperial structures that sit at the heart of a pivotal intersection. Should they emerge victorious, their forces will be able to use the site as a forward base from which they can drive a wedge into the foe's lines.

THE KILL TEAMS

This is a mission for two players. Each player chooses three secondary objectives as described on page 4 and musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

This mission is played in a Killzone: Sector Imperialis. Create the battlefield and set up terrain exactly as shown opposite. Then set up six objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of the battle round, a player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

A player cannot score more than 9 victory points for this victory condition in this mission.

SECONDARY OBJECTIVES

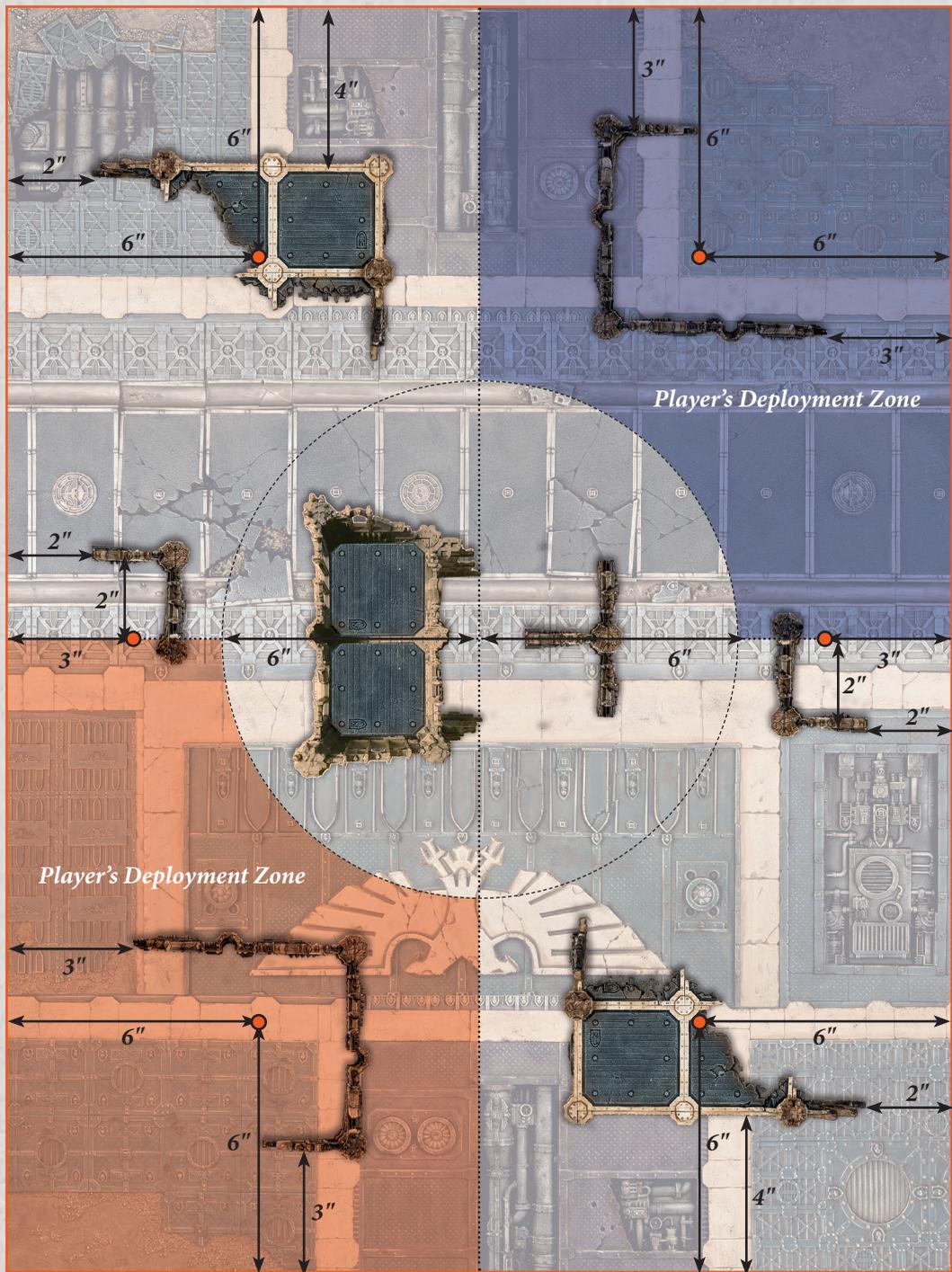
The secondary objectives available in this mission are:

Cut Off the Head, Hammering, Headlong Assault, Prey on the Weak, Scout the Field

Sector Cleared: At the end of the battle round, score 1 victory point if one or more models from your kill team are wholly within each of two adjacent quarters of the battlefield (i.e. not two quarters that only touch at the centre of the battlefield) and there are no enemy models wholly within those table quarters.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.





COMPETITIVE PLAY MISSION

RUIN BY RUIN

With the main body of the army far from this front, it falls to small teams of fighters to sweep and clear the sector, ruin by ruin if necessary. In doing so they must be swift and subtle, eliminating any enemy forces in such a way as to avoid drawing attention – and more adversities – down on themselves.

THE KILL TEAMS

This is a mission for two players. Each player chooses three secondary objectives as described on page 4 and musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

This mission is played in a Killzone: Sector Imperialis. Create the battlefield and set up terrain exactly as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Clear the Ruins: At the end of the battle round, a player scores 1 victory point if they control any ruins (see the map opposite), or 3 victory points if they control more ruins than their opponent. A player controls a ruin if the total Wounds characteristic of models from their kill team that are wholly within that ruin is higher than the total Wounds characteristic of enemy models wholly within that ruin. A model is wholly within a ruin if it is wholly within the corresponding rectangle (at least one corner of which is bounded by Sector Imperialis ruins) as shown opposite. A player cannot score more than 9 victory points for this victory condition in this mission.

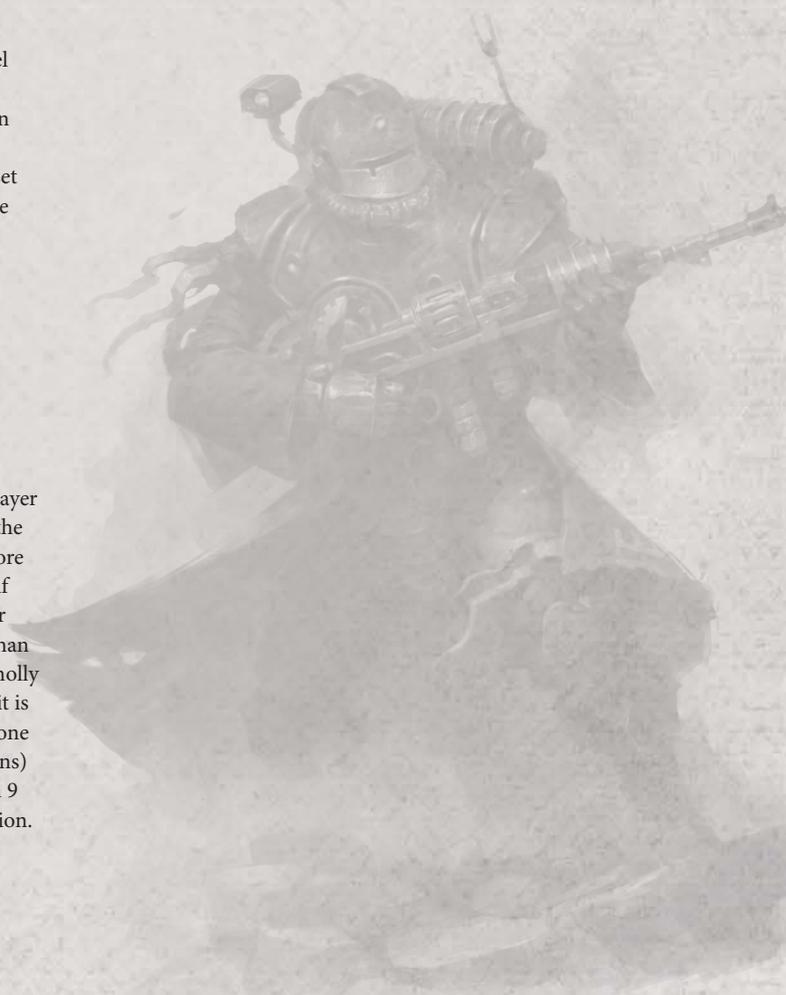
SECONDARY OBJECTIVES

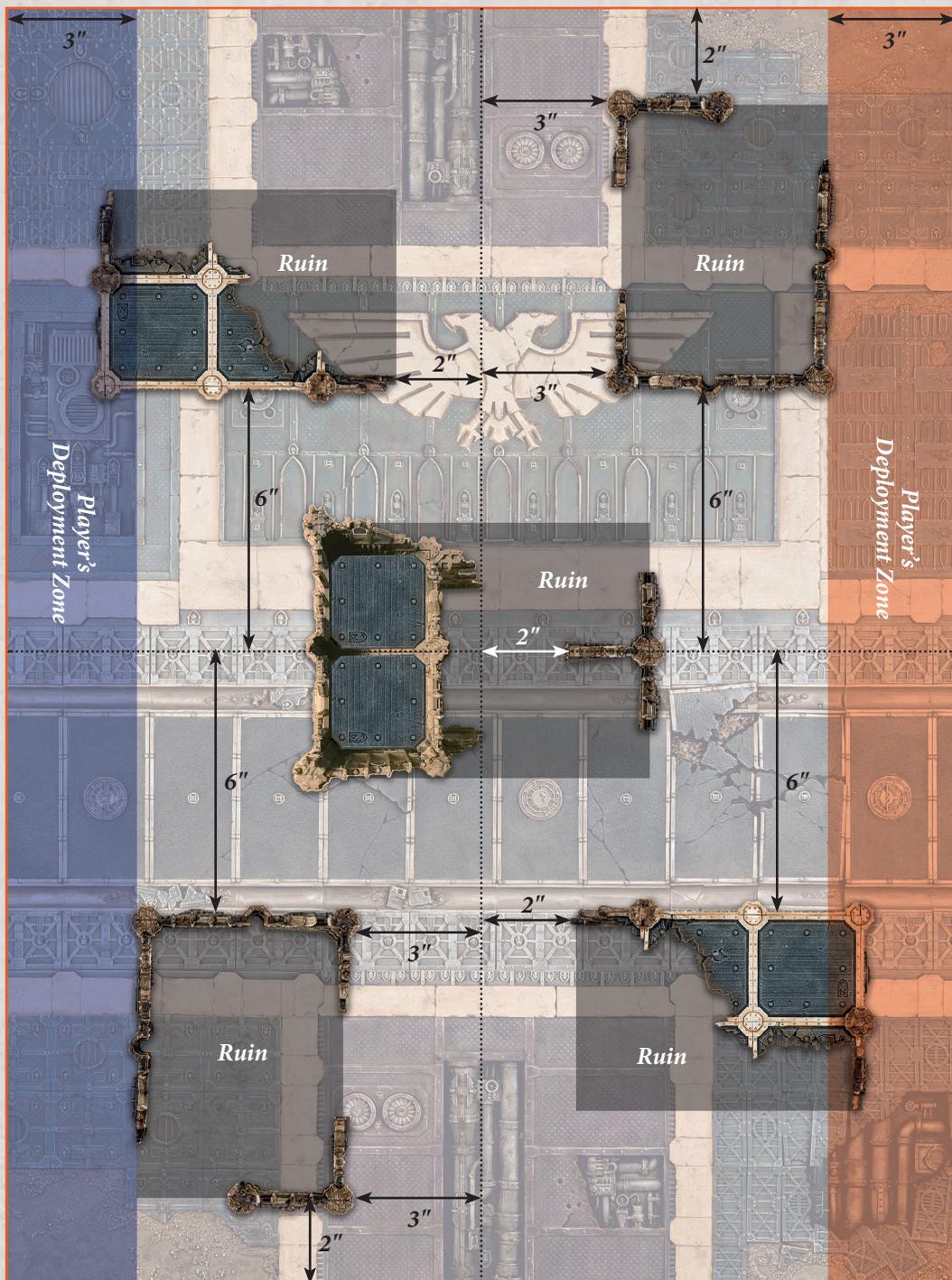
The secondary objectives available in this mission are:

Called Shot, Headlong Assault, Prey on the Weak, Proximity Alert, Scout the Field

Swift and Subtle: At the end of the battle round, score 1 victory point if no models from your kill team made a shooting attack of any kind in this battle round.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most ruins at the end of the battle is the winner. If there is still a tie, the game is a draw.





COMPETITIVE PLAY MISSION

RAZED ARCHIVE

A great repository of intelligence has fallen, its defenders scattered and its walls brought down. However, the destruction may not have been complete, so special operatives are despatched to find anything of worth to be recovered and to destroy everything else.

THE KILL TEAMS

This is a mission for two players. Each player chooses three secondary objectives as described on page 4 and musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

This mission is played in a Killzone: Sector Imperialis. Create the battlefield and set up terrain exactly as shown opposite. Then set up four objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of the battle round, a player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

A player cannot score more than 9 victory points for this victory condition in this mission.

SECONDARY OBJECTIVES

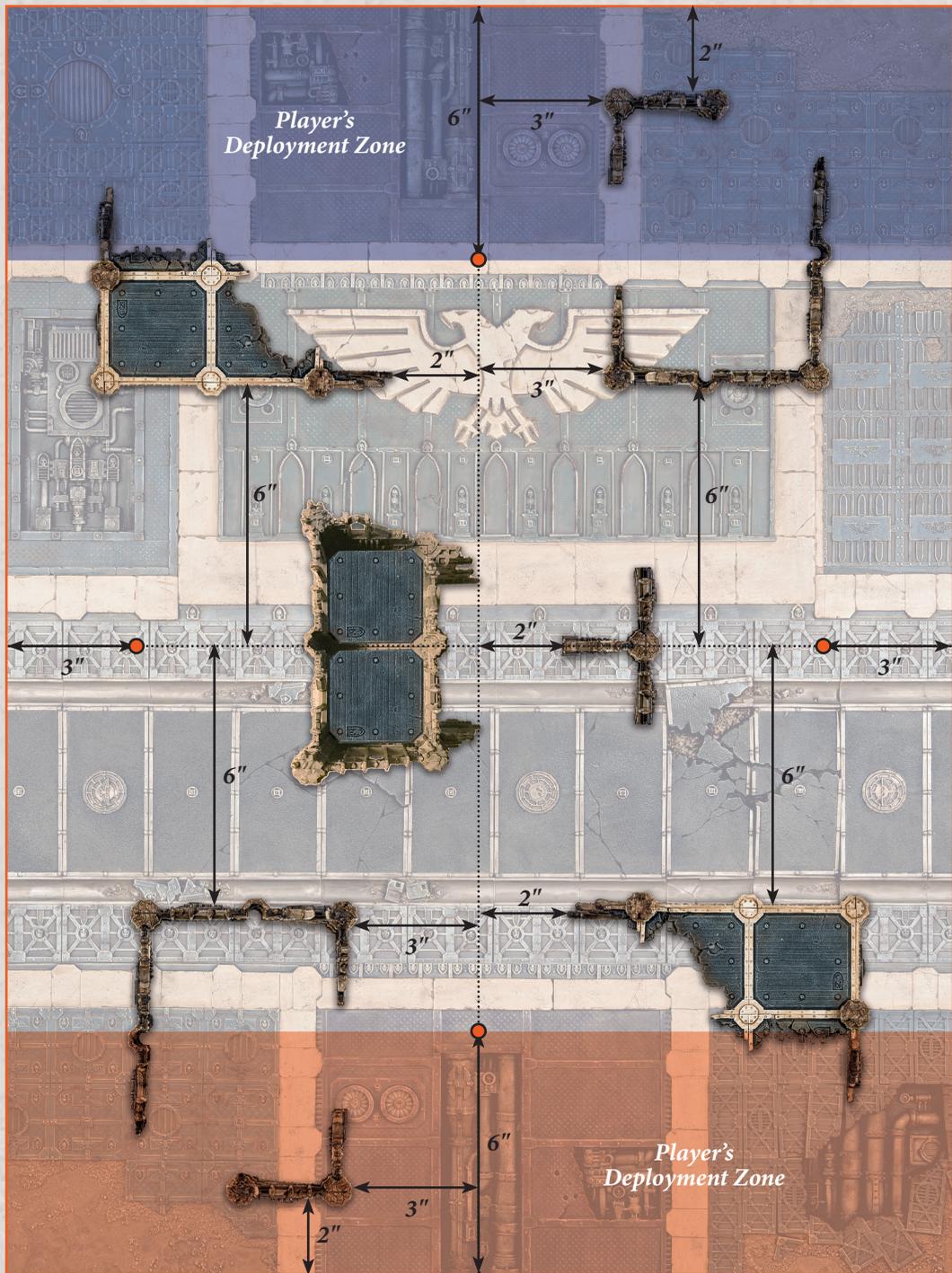
The secondary objectives available in this mission are:

Cut Apart, Engage On All Fronts, Obliteration, Proximity Alert, Recon Sweep

Evaluate Find: At the start of the Movement phase, if you control one or more objective markers, you can choose a model from your kill team (other than a shaken model) that is within 1" of an objective marker you control and not within 1" of an enemy model. If you do so, you score 1 victory point. This model cannot be chosen to move, React, manifest psychic powers or shoot in this battle round, and can only be chosen to fight in the Fight phase if it is charged in this battle round.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.





COMPETITIVE PLAY MISSION

CAPTURE THE BASILICA

A ruined basilica stands as the most defensible structure in this sector, making it a prime location from which to strike out into the wasteland that surrounds it. The chances of one faction taking control of it without a fight are non-existent, however – they must take this prize by strength of arms.

THE KILL TEAMS

This is a mission for two players. Each player chooses three secondary objectives as described on page 4 and musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

This mission is played in a Killzone: Sector Imperialis. Create the battlefield and set up terrain exactly as shown opposite. Then set up five objective markers as shown opposite. Note that the leftmost objective marker is placed on the ground level, not on the terrain piece.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Take and Hold: At the end of the battle round, a player scores 1 victory point for each of the following conditions that they satisfy (for a maximum of 3 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

A player cannot score more than 9 victory points for this victory condition in this mission.

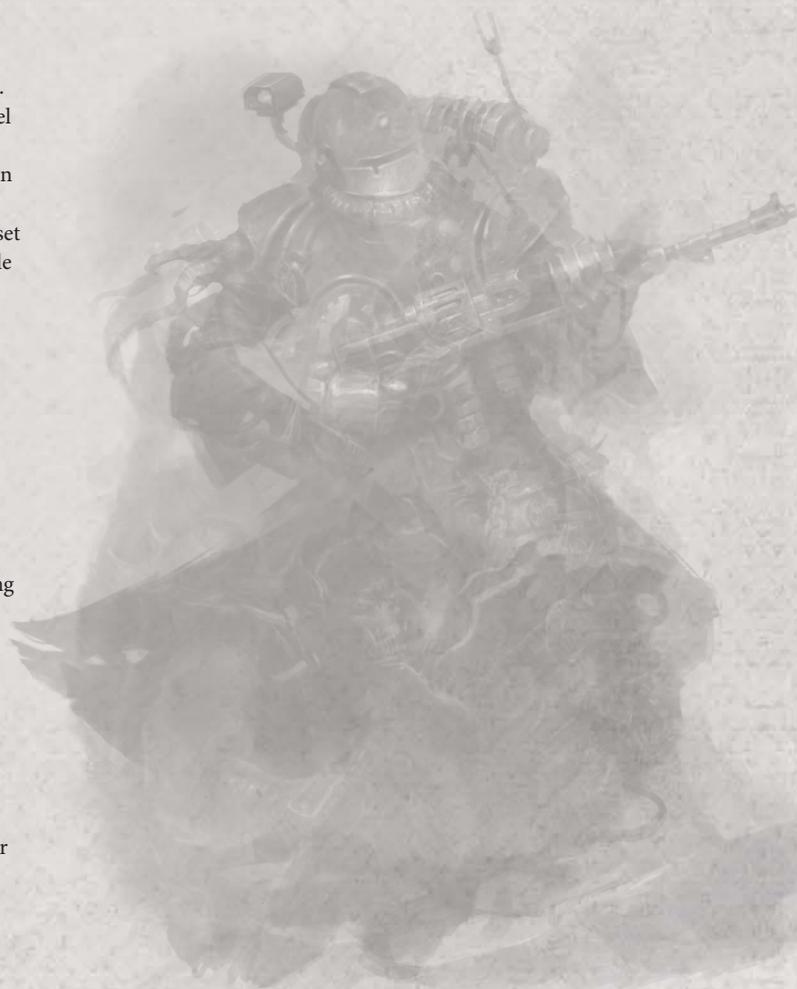
SECONDARY OBJECTIVES

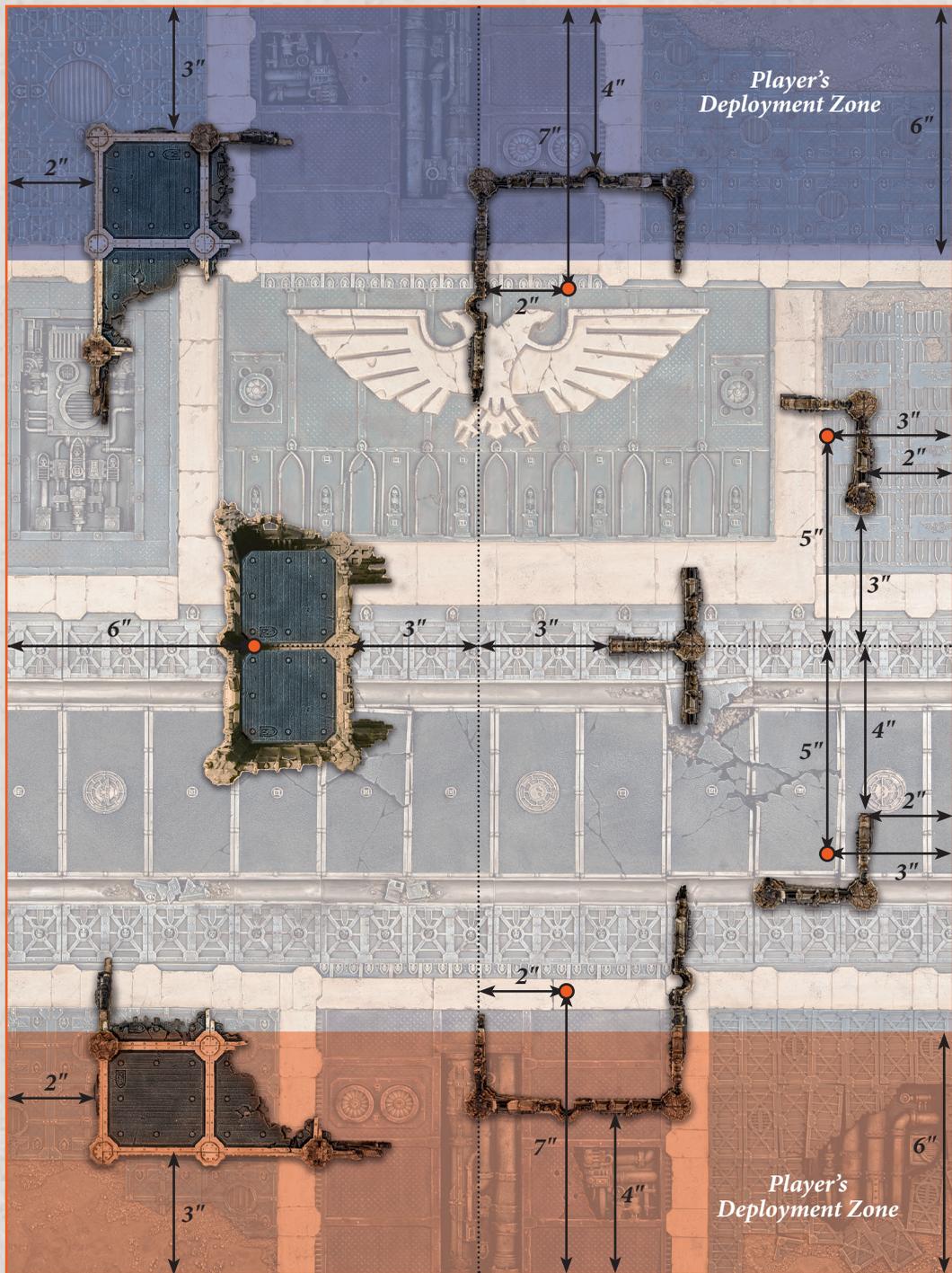
The secondary objectives available in this mission are:

Engage On All Fronts, Headlong Assault, Recon Sweep, Scout the Field, Unfazed

Location Secure: At the end of the battle round, score 3 victory points if you control all five objective markers.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.





COMPETITIVE PLAY MISSION

RUNNING BATTLE

Two teams of special operatives encounter each other while conducting reconnaissance. They cannot afford to linger lest their enemies' reinforcements arrive first, so the result is a running battle as both teams attempt to conduct their mission, eliminate their hated rivals and escape in time.

THE KILL TEAMS

This is a mission for two players. Each player chooses three secondary objectives as described on page 4 and musters a Battle-forged kill team as described on page 2.

THE BATTLEFIELD

This mission is played in a Killzone: Sector Imperialis. Create the battlefield and set up terrain exactly as shown opposite. Then set up four objective markers as shown opposite.

SCOUTING PHASE

Do not resolve the Scouting phase in this mission.

DEPLOYMENT

The players roll off, and the loser of the roll-off chooses which deployment zone will be their own. The other deployment zone will be their opponent's. The players then take it in turns to deploy one model from their kill team, starting with the player who lost the roll-off. Models must be set up wholly within their own deployment zone and more than 3" from the other player's deployment zone. If a player runs out of models to set up, skip them. Once the players have set up their models, deployment ends and the first battle round begins.

BATTLE LENGTH

The battle automatically ends at the end of battle round 4.

VICTORY CONDITIONS

Victory points are scored for the following:

Complete Reconnaissance: At the end of the battle round, a player scores 1 victory point if they control any objective markers, or 2 victory points if they control more objective markers than their opponent, or 3 victory points if they control the objective marker furthest from their deployment zone (whichever is greatest). A player cannot score more than 9 victory points for this victory condition in this mission.

SECONDARY OBJECTIVES

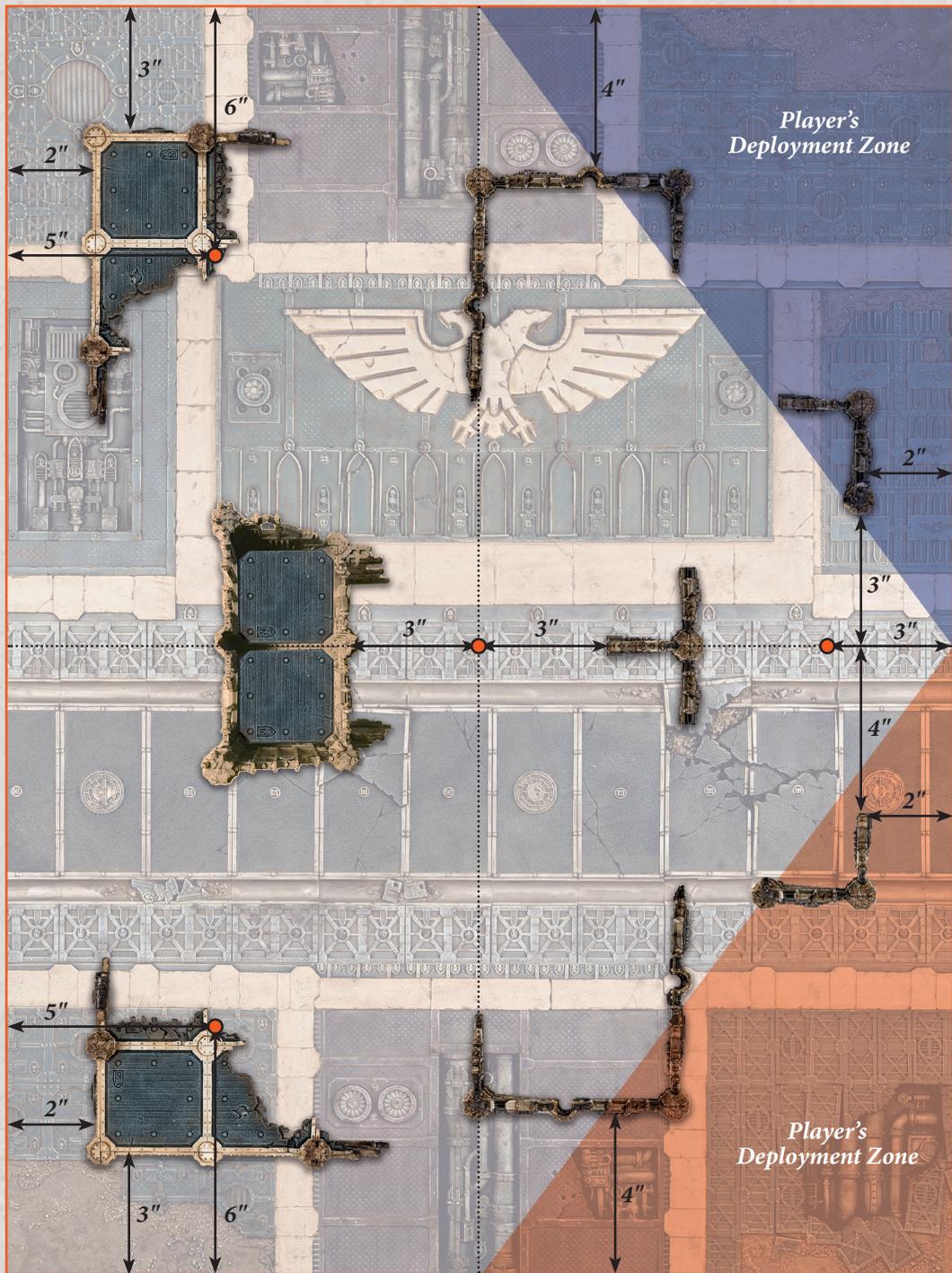
The secondary objectives available in this mission are:

Cut Off the Head, Engage On All Fronts, Hammering, Obliteration, Proximity Alert

Keep Moving: At the end of the battle round, score 1 victory point if no models from your kill team are even partially within the battlefield quarter that includes your deployment zone.

At the end of the battle, the player with the most victory points is the winner. If there is a tie, whichever player controls the most objective markers at the end of the battle is the winner. If there is still a tie, the game is a draw.





TOURNAMENT RULES

In this section you will find the rules governing the tournament. Players may find it useful to familiarise themselves with the behaviours and practices expected of them when they participate in this competition.

TOURNAMENT STRUCTURE

REGISTRATION AND COMMAND ROSTER CHECK

Upon arrival at the event, all players must register with an official appointed by the tournament organiser. When they do so they give their name, the Faction keyword shared by all models on their command roster and a copy of their roster, which must be clearly legible. The roster will be checked by the tournament officials, but that doesn't remove the responsibility of players to ensure that it follows all the rules on page 62 of the *Kill Team Core Manual*. Once a command roster has been submitted, it may not be altered in any way, except to correct any errors. The organiser may penalise players who submit invalid command rosters.

Note that the Resources column of the command roster is not used for tournament play, and should be ignored. Players can fill out the Mission, Background and Squad Quirk sections if they wish, but they will not have any effect in the games that follow.

Once all players are registered, players will be organised into pods of eight players each, and pairings for the first round will be randomly allocated.

ROUNDS AND PAIRING

The first stage of the tournament is played in a series of three rounds, with 75 minutes afforded for each (this includes the five-minute kill team mustering period before the start of each mission). After these three rounds, the top 16 players from across all of the pods will qualify for the second stage of the tournament, which is played in a further three rounds to determine the victor.

For round 1, pairings within a pod are randomly generated. If there are an odd number of players, one player (determined randomly) will play against a spare player. A spare player is one of the tournament officials or a spectator who is available to play a game should there be an odd number of players. If there is no spare player available, the randomly determined player will receive a bye. They are treated as winning the game and as having scored 13 victory points in that game.

For subsequent rounds, pairings are allocated randomly within brackets of players with the same tournament

score (so after the first match, all players with 3 points will be paired randomly with each other). If there are an odd number of players in a bracket, one player randomly selected from the bracket below will be included in the higher bracket's pairings. If there are an odd number of players, the lowest-ranked player overall will play the spare player or receive a bye, as described previously. No player can play against the spare player more than once in a tournament, and if they would, the next lowest-ranked player will play against the spare player instead. Players will also not be paired with an opponent they have already faced; if necessary, a player will be paired with a randomly determined player from the bracket below to avoid this.

In the final stage of the tournament, player pairings will be seeded based on their total tournament score (including tiebreakers) as detailed below. In the first match, the player ranked at number 1 will play the player ranked at number 16, the player ranked at number 2 will play the player ranked at number 15, and so on. In subsequent rounds, players will be paired according to their tournament points (those who won their first match will play opponents who won their first match).

Killzones and Missions

Which of the missions found in this pack is played in each round is decided by the tournament organiser, and will be announced before the beginning of each round.

Scoring

When a game ends, the players record the result – including if a game ends in a draw – on their results sheets. If time runs out before the game ends, players should finish that battle round and then record the result as it stands at that point, using the same victory conditions stated in the mission and their secondary objectives. Both players must also record their victory points scored after each game, as well as the number of secondary objectives for which they scored the full 3 victory points – these are used as tiebreakers after each round when determining which player plays the spare player or receives a bye (if necessary), and (if necessary) for determining the top 16 and the final results (see opposite).

After filling in their results sheets together, players should hand them in to an appointed official, who will record the results.

Games played in the final stage of the tournament will not end in a draw. If they would, whichever player scored the full 3 victory points for the greatest number of secondary objectives in that game wins. If the players are still tied, compare the total victory points that players have scored from their secondary objectives in that game. Whichever player has scored higher from their secondary objectives in that game wins. If the players are still tied, whichever player has a greater proportion of their Force still on the battlefield at the end of the game wins. In the unlikely event that the game is still a draw, a final tiebreaker, described by the tournament organiser, will be used.

Ranking

Three points are scored for a match win, 1 for a match draw and 0 for a match loss. The higher a player's score, the higher they are in the rankings. If there is a tie, highest total victory points is used as a tiebreaker; if there is still a tie, the number of secondary objectives for which a player scored the full 3 victory points should be used. For the purposes of final rankings, in the unlikely event that there is still a tie, a final tiebreaker, described by the tournament organiser, will be used.

BREAKS AND RESULTS

Players will have a short break between rounds while scores and the next round of matches are calculated. The pairings for the next round are then announced, and another round begins.

After a pod's final round has been played, the scores for that pod will be calculated and the results from that pod will be announced. Once all pods have played, the top 16 players will be announced. They will return later in the event to play the final three rounds in the same way described above.

After the final three rounds of the tournament have been played, the final scores will be calculated and the results announced.

TOURNAMENT RULES

MINIATURES

Each model must completely and accurately represent its entry on your army roster (including all wargear). Conversions are acceptable, but must still represent what the model is armed with. If a conversion is deemed to be misleading by the organiser, or if a miniature is damaged or assembled in such a way that it cannot easily be identified, the player will not be allowed to use that miniature. If the player is unable to field a legal Battle-forged kill team as a result (e.g. the damaged model is that player's only Leader), then that player

must forfeit any games until they can provide a suitable alternative. Players cannot handle their opponent's miniatures. A player can waive this rule for their own miniatures if they wish, and should indicate to their opponent where this is the case.

DATACARDS

Players should have a completed datacard for each model on their command roster that clearly shows equipment, abilities and any specialism that model has. Players are permitted to write only the name of an ability on the datacard, rather than the full text, but must ensure they are familiar with the ability and how it works, as well as having a copy of the Kill Team product containing that ability to hand should an opponent ask to read the ability.

TACTICS

Players can use any of the Tactics available to their kill team from the *Kill Team Core Manual*. To do so they must bring the relevant Tactic card or the Core Manual to the tournament, and must allow their opponent to read the Tactic if they ask to. A player cannot use Tactics from other Kill Team publications, and cannot use a Tactic that they have not brought or cannot show to an opponent.

TOKENS

Players should strive to bring sufficient Kill Team tokens, including objective markers, to their games. If a player does not have sufficient tokens to clearly display effects (Readying a model, Advancing etc.), that player should make it clear to their opponent what effect is in place. In such an event, their opponent is permitted to place a token of their own next to the player's model.

BATTLEFIELDS

Battlefields must be set up exactly as shown for the mission being played, and players cannot move terrain features unless a mission rule specifies they should.

DICE

When a player makes a dice roll, they must roll the dice in such a manner as to generate a completely random result. They may use a dice tower to do so if they wish. Dice that are rolled off the table, out of sight of the player's opponent or that do not land flat ('cocked' dice) must be re-rolled.

CONDUCT

This tournament should be held in the spirit of friendly competition. All participants, whatever their role, are expected to show good conduct throughout the tournament. They are expected to treat each other with respect and behave in a mature and considerate manner, including during disputes, and should behave in accordance with the following guidelines:

Advice

Players are not permitted to seek advice from any other person during a round. They can, however, seek rules clarifications from an official.

Timeliness

Players are expected to register promptly, and to find their opponent in a timely fashion when each pairing is announced. Players who fail to do so may have to forfeit the game in question at the discretion of a judge, or be expelled from the tournament at the discretion of the organiser.

Players must not stall or deliberately play slowly so as to lengthen a game. If a player suspects that their opponent is deliberately slowing the game down, they can ask an available judge to observe their game.

Playing Area

Each player is responsible for ensuring that the playing area is clear of any clutter, and that the state of the game is clear to their opponent and to a judge. Players suspected of deliberately obscuring datacards, Tactics cards or tokens that should be visible to both players, or otherwise obfuscating the state of the game, may be penalised.

Spectating

Players can be spectators when they are not playing a match. Spectators are not permitted to interfere in any match that is being played, including by giving any information to either of the players. They may, however, inform a judge if they suspect a player of cheating.

Cheating

Players are expected to know the rules of the game, and cannot, through either action or inaction, create a situation that is against the rules. If a player suspects that their opponent is cheating, they must inform a judge. A player found to be cheating may have to forfeit the game at the discretion of the judge, or be expelled from the tournament at the discretion of the organiser.

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