

WARHAMMER
40,000
KILL TEAM

**GRAND TOURNAMENT
US OPEN 2022**



KILL TEAM GRAND TOURNAMENT RULES PACK

These 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 the 2022 U.S. Opens.

Every city and hotel venue was selected to create a wonderful weekend adventure for those attending, full of new friendships made, old friendships restored, mega battlefield experiences, gorgeous Kill Teams, and epic opportunities to spend your between battles free time exploring one of America's great cities.

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1.0 EVENT ESSENTIALS

SYSTEM: Warhammer 40,000: Kill Team - Matched Play

LOCATION: **US Open Seattle:** Tacoma Convention Center- Exhibition Hall - 1500 Commerce St, Tacoma, WA 98402
US Open San Diego: Town and Country Resort - Golden State Ballroom - 500 Hotel Cir N, San Diego, CA 92108
US Open Chicago: Hilton Chicago - Salon D - 720 South Michigan Avenue, Chicago, IL 60605
US Open Kansas City: Sheraton Kansas City Hotel at Crown Center- Hall A & B - 2345 McGee Street, Kansas City, MO 64108
Finale: Hyatt Regency Tamaya Resort And Spa, 1300 Tuyuna Trail, Santa Ana Pueblo, New Mexico, United States, 87004

MISSIONS: Critical Operations Mission Pack from the Kill Team Core Book

NUMBER OF GAMES: Five

KILL TEAM SELECTION: Create a Matched Roster as described on page 90 of the Kill Team Core Book.

TOOLS OF WAR: Attendees are expected to bring their Kill Team, three barricades, dice, measuring gauges or a tape measure, all relevant rules publications, and at least 6 physical copies of their Matched Roster (one for the Event staff and one for each of your opponents). It is recommended that you also bring a set of Tac Ops cards.



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 on page 90 of the Kill Team Core Book. Kill Team Barricades are available in either the Kill Team Octarius set or 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.

Once you have built your Kill Teams, you must record each one on an army roster. You should bring at least 6 copies of your Roster to the event. For the purposes of Roster construction, rules published after the following dates will not be eligible for use:

- US Open Seattle: 30 April 2022
- US Open San Diego: 7 June 2022
- US Open Chicago: 1 October 2022
- US Open Kansas City: 22 October 2022
- Finale: 11 November 2022

CONTRAST METHOD



CLASSIC METHOD



2.0 KILL TEAM CONSTRUCTION AND PAINTING (CONT.)

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 scratchbuilt 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 at [Warhammer-Community.com](https://www.warhammer-community.com))

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.

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 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.

For any converted or scratch built models, you must seek permission from useventslistsubmission@gwplc.com including photos of the models in question where possible, at least two weeks before the event, the specific dates for which are:

- US Open Seattle: 24 April 2022
- US Open San Diego: 27 May 2022
- US Open Chicago: 23 September 2022
- US Open Kansas City: 14 October 2022
- US Open Finale: 3 November 2022

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.

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 e-mail useventslistsubmission@gwplc.com

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 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, rather than simply calling time left, event staff will call time based upon the place in the game you should on average be at, and these will also be shown on the projectors in the gaming hall. These time calls exist to help keep the flow of play moving, and are not binding, but you should be aware of them. For clarity, this provides each player with, on average, the following time breakdown for the typical game:

- Pre-Game Mission Sequence (stages 2, 4, 6, 7-13 from the Core Book p.92): 10 Minutes (both players)
- Playing your First Turning Point: 15 Minutes per player
- Playing your Second Turning Point: 15 Minutes per player
- Playing your Third Turning Point: 12.5 Minutes per player
- Playing your Fourth Turning Point: 12.5 Minutes per player

The milestones for a round breakdown as:

2:00 remaining:	Start round (Formally)
1:50 remaining:	Complete pre-game activities 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
0:10:	Do not begin a new Turning Point without a Judges Permission

Judges have access to a variety of mechanisms for speeding up or ensuring game completion should milestones be repeatedly missed. 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.

3.0 TOURNAMENT FORMAT (CONT.)

3.2 SCORING

At the end of each game, use the score sheet provided during each round to record your results and submit them at the judges table. There may also be an option for reporting your results digitally on the day.

3.3 EVENT SCHEDULE

FRIDAY

7-9 PM Early Registration

SATURDAY

7:30 AM - 9:00 AM Registration

9:30 AM - 11:30 AM Round 1

11:30 AM - 12:30 PM Lunch

12:30 PM - 2:30 PM Round 2

3:00 PM - 5:00 PM Round 3

SUNDAY

9:30 AM-11:30 AM Round 4

11:30 AM- 12:30 PM Lunch

12:30 PM - 2:30 PM Round 5

5:30 PM Awards Presentations

3.4 EVENT AWARDS

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

- 1st, 2nd, 3rd - For the players who rank highest overall
- Best Painted Kill Team- (judge voted) for the best painted Kill Team

3.5 BEST PAINTED KILL TEAM COMPETITION

During Round 1 on Saturday, Kill Team Judges will review and judge every Kill Team present at the event. From this initial round of judging, we will select a handful of exceptional Kill Teams that will be judged separately. This judging will take place on Saturday evening, after Round 3. Players that are selected for this second round will be notified before Round 3 and provided with details where and when to display their Kill Teams for additional judging. During this additional judging, the Events Team will select the Best Painted Kill Team Winner.

A Note on Lateness: Should you arrive late to Round 1 of the event, you may lose your spot to a person on the Waitlist. Assuming your spot is still available, you will be paired with any other late arrivals (again, where relevant) with a mandate to complete your game in the original Round time. A subsequently incomplete game may result in point penalties.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding the competitions, feel free to contact us before the event.

4.0 TERRAIN

4.1 BOARD LAYOUTS

While each board may have a different aesthetic or theme; each will be pre-set by the Events Team to ensure it is conducive to fair and balanced gameplay for each round. Maps with terrain layouts will be provided in the player pack distributed at Registration. 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 POLICIES

There is a famous adage that says, 'It matters not if you win or lose, it's how you play the game.' We believe that Warhammer 40,000: Kill Team is a game best played in this spirit and we place great emphasis on playing excellent games with like-minded people in our U.S. Open 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 Kill Team! 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 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 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. Individual rulings, however, are never binding precedent - it's a game, not a court of law. Rulings 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 in the U.S. Open is enjoyable for everyone.

5.3 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.

6.0 HEALTH & SAFETY

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is our top priority. When you attend one of our events, you can rest assured that we will be doing everything we can to make it as safe and enjoyable a time as possible.

At a minimum, Games Workshop will always follow government guidance in every area in which we operate. Where we feel we should include additional measures to further improve the safety of our community, we will.

Whilst we can't be certain what the exact rules will be for each of our events yet, at every event, you can certainly expect to see:

- Reduced capacities to help people can keep distanced where possible
- Organization to reduce crowding and bottlenecks in any particular area
- Measures to reduce sharing of equipment



CONTACT US

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

For more information on our event privacy note please follow the link provided here: [Privacy Policy](#)