WARHAMMER 40,000

KILL TEAM

INCURSION: KILL TEAM

SPRING 2020

WAR
HQ

EVENT INFORMATION

SYSTEM: Warhammer 40,000 Kill Team Matched Play

TEAM SIZE: 125 points

NUMBER OF GAMES: 4

ORGANISERS:
  Luke - lucious@warhq.com
  Scott - kysol@warhq.com

LOCATION:
  Irresistible Force Miniature Games & Hobbies
  Shop 17/18 Colonial Square
  2 Grevillea Street, Tanah Merah
  QLD 4128 Australia

  Phone: 07 3458 4324
  Email: ifsales@irresistibleforce.com.au

DATE:
  September 12th, 2020

SCHEDULE:
  9:00 AM - Store Opens
  9:15 AM - Registration & Roster Check
  9:30 AM - Game 1
11:00 AM - Break
11:15 AM - Game 2
12:45 PM - Lunch
  1:15 PM - Game 3
  2:45 PM - Break
  3:00 PM - Game 4
  4:30 PM - Finish
  4:45 PM - Event Awards / Finish

RULES IN PLAY

We will use the Rules in the **Kill Team Core Rules** throughout this event as well as **Kill Team Elites** (minus commanders), plus updates in points and rules from **Kill Team Annual 2019**.

Any official Errata or FAQs of these manuals will also be in play.

You can also use any of the new factions listed in **White Dwarf** magazine, up until July 2020 (so including Sisters of Silence). **Kill Team Commanders** and Commander models will not be allowed at this event.

LIST BUILDING

Before the Incursion: Kill Team event, each player must create a command roster consisting of at least 3 and no more than 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 game.

You will need to hand in a separate copy of your list prior to the event to the WarHQ organisers for approval. Please send all lists to lucious@warhq.com

You'll need to bring painted models built to represent every member of your Command Roster. You will also need to have Data Cards or the appropriate books for each of the models listed on your roster at the tournament.

When mustering a force for each game, players can choose from any of the models in their command roster, as long as they fit within the standard rulings of doing so. See page 62 of the Kill Team Core Rules on how to do this. The only change is the points limit has been increased to 125.

GAME PLAY

The Scouting Phase will NOT be used in this tournament.

Please supply your own game tokens (including objective markers), rulers and where possible ID rings for your specialists.

All Terrain will be preset by tournament organisers for each of your games, so you can skip this part of the pregame setup.

All players must conduct themselves in a positive and respectful manner towards tournament organisers, players and shop staff. There will be no tolerance for bullying, cheating, argument or violence. Players that conduct themselves in this negative way will be asked to leave by the tournament organisers or the shop staff accordingly. Positive war gaming for all.

Games last 1 and a half hours each, which includes the time required to exchange rosters, make battle forged Kill Teams and deploy. 15 minutes has been provided between games to help players move between tables and finish final turns. To keep the event on time we appreciate your support to ensure we can keep this schedule. Time can't be made back up, so games will end on the current turn being played as default if the time ends. We will give time warnings throughout each game.

Tournament Organisers have the last say on rules and rulings within the games being played. If there is a ruling that can't be resolved between the players or referenced within the rules between them, please talk to the TO to make a ruling, or roll a die each to resolve it (if both parties agree), with the highest score winning the decision.

The scoring for Primary, Secondary and Mission objectives is listed later in this document.

The player with the highest VP score wins the match (maximum is 24). In the result of a tie the player who has the most points worth of models left on the table wins the match. There is place within each mission to record your scores. These must be handed to the TO after every game.

Remember that 3 secondary objectives must be chosen for each mission, at that they can only be chosen once each over the tournament. The mission objective will be stated under the mission itself.

During 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 (unless they are put into Reserve, or have special deployment rules/tactics). 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.

Players must declare or show opponents their Battle Forged Kill Teams at the same time, just before rolling for deployment. Players are free to double check points of their opponents forces if required.

PRIZES

Medals will be awarded for the first 3 placings as well as prizes, and other prizes will be awarded for best player, best army composition / roster.

PRIMARY OBJECTIVES

At the end of the Battle Round, a player scores 1 Victory Point for each of the following:

Control one or more objective markers	1 VP
Control more objective markers than their opponent	1 VP
One or more enemy models taken out of action this battle round	1 VP
More enemy models taken out of action than friendly models this battle round	1 VP

A player cannot score more than 12 Victory Points from the Primary Objectives in a mission.

Each primary objective can only generate a max of 3 VP each

SECONDARY OBJECTIVES

Players have access to the original 12 secondary objectives during their 4 games in the tournament. The main twist is that each secondary objective can only be used once over those 4 games. This is added for tactical flair, and designed to make players really think about which they use each mission.

Each secondary objective can only score a maximum of 3 VP over the course of the game. Each individual mission will also have a unique objective which can score a maximum of 3 VP over the course of the game.

A player cannot score more than 12 Victory Points from the Secondary and unique mission Objectives in a mission.

BOUNTY HUNTERS

When an enemy model is taken out of action, place a Kill Team token in contact with its base before removing the model from the battlefield. Score 1 Victory Point if a model from your Kill Team ends its move in contact with any of the markers, and then remove one of those markers the model is in contact with.

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 out of action in that phase.

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.

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 form your kill team (other than shaken models) wholly within each of these rectangles.

ATTRITION

At the end of the battle round, score 1 Victory Point if more enemy models than friendly models were taken out of action in that battle round.

HIGH PROFILE TARGETS

When an enemy specialist (other than a Leader) is taken out of action, score 1 Victory Point.

THIN THEIR RANKS

At the end of the battle round, score 1 Victory Point if two or more enemy models were taken out of action in that battle round.

DEATH FROM AFAR

When a model from your Kill Team makes a shooting attack at long range that takes an enemy model out of action, score 1 Victory Point.

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.

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.

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 difference 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.

DOMINATION

At the end of the battle round, score 1 Victory Point if more models from your Kill Team are within 3" of the centre of the battlefield than there are enemy models within 3" of the centre of the battlefield (not including shaken models).
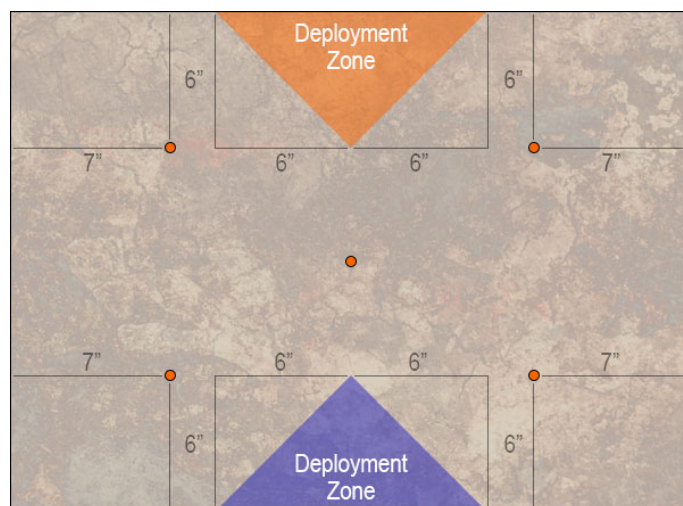
MISSION 1 - UNSUNG HEROES

You have a crack team of elite specialists in your kill team, that can boost those around them with their precision teamwork... but, can you keep them alive long enough to ensure the success of this mission.

Bonus Mission Objective

Score 1 VP for each Specialist alive at the end of the battle.

Additional Rules

From the start of turn 2, receive 1 CP at the start of each turn while all 3 Specialists are alive.

Score Sheet

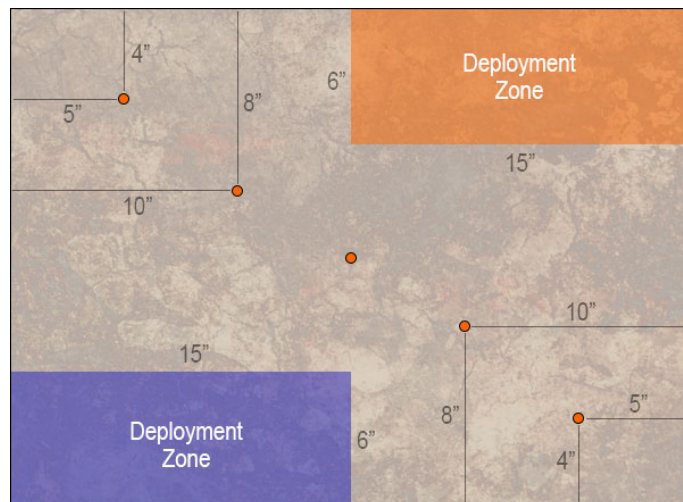| Name: _____	Battle Round				Opponent: _____	Battle Round			
Primary Objectives	**1**	**2**	**3**	**4**	**Primary Objectives**	**1**	**2**	**3**	**4**
Held 1 Objective Marker	1	1	1	1	Held 1 Objective Marker	1	1	1	1
Held more than Opponent	1	1	1	1	Held more than Opponent	1	1	1	1
1+ Enemy Models Out of Action	1	1	1	1	1+ Enemy Models Out of Action	1	1	1	1
More Enemy Models Out of Action	1	1	1	1	More Enemy Models Out of Action	1	1	1	1
Total Primary Score (Max 12)	___ / 12				**Total Primary Score (Max 12)**	___ / 12			
Secondary Objectives (Max 3 VP per Secondary)					**Secondary Objectives (Max 3 VP per Secondary)**				
1. _____	1	1	1		1. _____	1	1	1	
2. _____	1	1	1		2. _____	1	1	1	
3. _____	1	1	1		3. _____	1	1	1	
Bonus Objective (Max 3 VP)	1	1	1		Bonus Objective (Max 3 VP)	1	1	1	
Your Total Score	___ / 24				**Opponent Total Score**	___ / 24			

MISSION 2 - OUTER FLANKS

The secret to any battle is to establish strong, defendable positions on the enemies flanks, from which to launch attacks from. Do this and you may just claim victory on this mission.

Bonus Mission Objective

Score 1 VP for each turn that you control the 2 outer objectives.

Score Sheet

Name: _____   Battle Round

Primary Objectives	1	2	3	4
Held 1 Objective Marker	1	1	1	1
Held more than Opponent	1	1	1	1
1+ Enemy Models Out of Action	1	1	1	1
More Enemy Models Out of Action	1	1	1	1

Total Primary Score (Max 12)   ___ / 12

Secondary Objectives (Max 3 VP per Secondary)			
1. _____	1	1	1
2. _____	1	1	1
3. _____	1	1	1

Bonus Objective (Max 3 VP)   1   1   1

Your Total Score   ___ / 24

Opponent: _____   Battle Round

Primary Objectives	1	2	3	4
Held 1 Objective Marker	1	1	1	1
Held more than Opponent	1	1	1	1
1+ Enemy Models Out of Action	1	1	1	1
More Enemy Models Out of Action	1	1	1	1

Total Primary Score (Max 12)   ___ / 12

Secondary Objectives (Max 3 VP per Secondary)			
1. _____	1	1	1
2. _____	1	1	1
3. _____	1	1	1

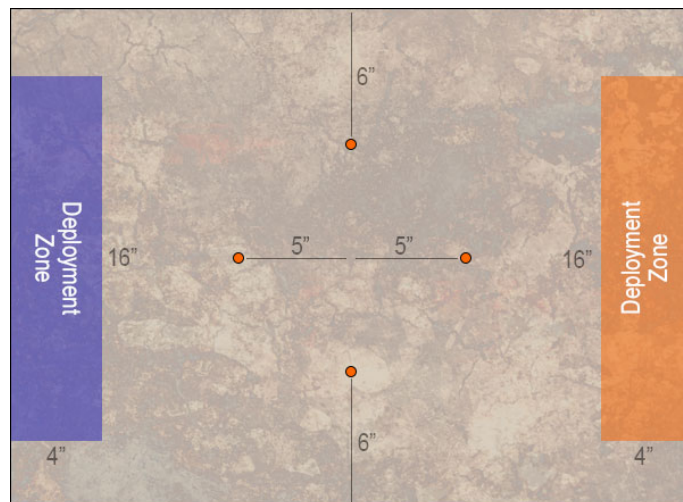Bonus Objective (Max 3 VP)   1   1   1

Opponent Total Score   ___ / 24

MISSION 3 - RETRIEVE THE DATA

Several terminals are located in the vicinity, but it will take time to repair and hack them to retrieve the data vital for this mission.

Bonus Mission Objective

Score 3 VP at the end of the battle if you have held any objective for the whole game.

Score Sheet

Name: _____ Battle Round

Primary Objectives	1	2	3	4
Held 1 Objective Marker	1	1	1	1
Held more than Opponent	1	1	1	1
1+ Enemy Models Out of Action	1	1	1	1
More Enemy Models Out of Action	1	1	1	1
Total Primary Score (Max 12)			___ / 12	

Secondary Objectives (Max 3 VP per Secondary)			
1. _____	1	1	1
2. _____	1	1	1
3. _____	1	1	1
Bonus Objective (Max 3 VP)	1	1	1
Your Total Score		___ / 24	

Opponent: _____ Battle Round

Primary Objectives	1	2	3	4
Held 1 Objective Marker	1	1	1	1
Held more than Opponent	1	1	1	1
1+ Enemy Models Out of Action	1	1	1	1
More Enemy Models Out of Action	1	1	1	1
Total Primary Score (Max 12)			___ / 12	

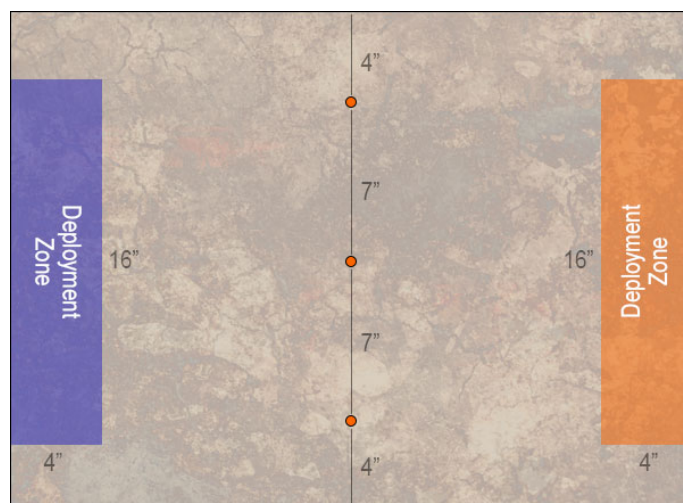| Secondary Objectives (Max 3 VP per Secondary)			
1. _____	1	1	1
2. _____	1	1	1
3. _____	1	1	1
Bonus Objective (Max 3 VP)	1	1	1
Opponent Total Score		___ / 24	

MISSION 4 - RESOURCE HAUL.

It's been a gruelling, drawn out war and both yours and the enemies resources are stretched to their limits. Command send you with a crack kill team to retrieve a hidden cache. Unfortunately the enemy has similar plans...

Bonus Mission Objective

In addition to the 3 objectives on the board, there are 3 resource points that can be picked up by using a leader or specialist in your Kill Team.

If they can hold them and stay alive until the end of the battle then they score 1 VP per resource token. If they die during the battle, the resource is dropped and can be picked up by any leader or specialist on either team, within 1" of it.

Score Sheet

Name: _____	Battle Round				Opponent: _____	Battle Round			
Primary Objectives	**1**	**2**	**3**	**4**	**Primary Objectives**	**1**	**2**	**3**	**4**
Held 1 Objective Marker	1	1	1	1	Held 1 Objective Marker	1	1	1	1
Held more than Opponent	1	1	1	1	Held more than Opponent	1	1	1	1
1+ Enemy Models Out of Action	1	1	1	1	1+ Enemy Models Out of Action	1	1	1	1
More Enemy Models Out of Action	1	1	1	1	More Enemy Models Out of Action	1	1	1	1
Total Primary Score (Max 12)		___ / 12			**Total Primary Score (Max 12)**		___ / 12		
Secondary Objectives (Max 3 VP per Secondary)					**Secondary Objectives (Max 3 VP per Secondary)**				
1. _____	1	1	1		1. _____	1	1	1	
2. _____	1	1	1		2. _____	1	1	1	
3. _____	1	1	1		3. _____	1	1	1	
Bonus Objective (Max 3 VP)	1	1	1		Bonus Objective (Max 3 VP)	1	1	1	
Your Total Score		___ / 24			**Opponent Total Score**		___ / 24		

Incursion: Kill Team is hosted by WarHQ, an Australian YouTube channel that talks war games and specialises in Kill Team primarily. We aim to bring the most competitive international Kill Team experiences with Incursion: Kill Team, but we also ensure that the event will be for everyone; both new and old players alike.

WarHQ will be announcing tournament details on their channel and will also be recording games and doing interviews during the event. Please let us know if you don't wish to be included in this, and also subscribe to our channel to keep in the loop.

YouTube Channel: youtube.warhq.com
Website: www.warhq.com
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