TUMULT 2018

3 NOVEMBER 2018
40K KILL TEAM TOURNAMENT
PLAYER'S PACK

Version 1.0

Lists need to be submitted by 31 October 2018

Sponsored by

NEW SOUTH WALES
NORTHERN KNIGHTS
WARGAMING CLUB

GENERAL INFORMATION

WHEN:
Saturday 3 November 2018. Check in is 9:00am for a 9:30am start.

WHERE:
Activities Centre - Thornleigh Community Baptist Church.
The corner of The Esplanade & Duffy Ave, Thornleigh 2120.

TRAVEL and PARKING:
There is adequate parking next to the Activities Centre. If traveling by train it is a 10-15 minute walk from Thornleigh Railway Station.

COST:
Entry fee is $27.50 inc GST. Electronic Funds Transfer (EFT) is the preferred payment method to BSB: 082 309 and Account Number: 53 961 9632 Account Name: Strategic Simulations and Software. Please use the first 5 letters of surname and add _KT, i.e: SMITH_KT

REGISTRATION:
This will only be done online at www.40kcampaigns.com and **should be done by 31 October 2018. Late entries/Entries on day may be taken but places cannot be guaranteed as they are limited.**

Rosters should be emailed to support@40kcampaigns.com **by 31 October 2018. Late entries will be taken but lists containing errors may have the incorrect items removed.**

MISSIONS & NUMBER OF GAMES:
It is planned that there will be 5 games played. The missions will have round times of 65 minutes. (including a 5 minute 'Mustering' period, see page 4)
4 Missions will be the Matched Play missions from the Kill Team Core Rulebook, the 5th will be provided beforehand to give the opportunity to practice prior to the tournament itself.

RULE SET:
Unless otherwise stated within this pack, the tournament will be played using the *Matched Play* Rules found in the Kill Team Core Rulebook and all additional rules/errata published by Games Workshop.
- Advanced Rules & Scouting phase will be used.
- Environment Tables for Kill Zones will <u>not</u> be used.
- Commander Rules will <u>not</u> be used.
For the official Kill Team Errata & FAQ(Designers Commentary) please see:
https://www.warhammer-community.com/faqs/

EACH PLAYER MUST BRING:
1. Their Kill Team (Miniatures, Datacards, Tokens, Objective Markers x5)
2. Command Roster (Hard copy - for opponent to view)
3. 40k Killl Team rule book
4. Dice
5. Tape Measure (or similar measurement tool)
6. Movement templates & range ruler

PAINTING/MINIATURES:
This event will not be enforcing a minimum painting requirement (though there will be a Judges prize for the best painted Kill Team at the tournament). Miniatures should be WYSIWYG though ie; Correct weapon loadouts/easily distinguishable from other weapon types (if unsure email through & we can confirm approval for use)

PRIZES:
A unique Trophy awarded for 1st place (depending on numbers this will increase)

CONTACT & QUESTIONS:
You can post questions on the Tumult 2018 event on facebook:
www.facebook.com/NSWNorthernKnights

TO/Judge - Paul Stratton support@40kcampaigns.com

TIME SCHEDULE:
Saturday 3 November:
9:00   to 9:30   - Check in/Registration
9:30   to 10:35 - Game 1 (65 minutes)
10:45 to 11:50 - Game 2 (65 minutes)
11:50 to 13:00 - Lunch
13:00 to 14:05 - Game 3 (65 minutes)
14:15 to 15:20 - Game 4 (65 minutes)
15:30 to 16:35 - Game 5 (65 minutes)
16:35 to 17:00 - Pack Up/TO Score Calculation & Awards Presentation

TOURNAMENT RULES

THE KILL TEAMS:
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. Players have a maximum of 5 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 Rulebook.

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 the mustering period in order to not exceed the 100 point Kill Team limit.

- When a player has finished selecting datacards they must declare to their opponent that their muster is complete.

- If all players declare their muster complete before the 5 minute limit is reached, their stacks are revealed simultaneously. Each player checks their opponents datacards to ensure that they have a Battle-forged Kill Team and then the players collect models for the datacards in their stack and proceed to the next mission step.

- If the 5 minute 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 of the time expiring. If 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 players Leaders is included in the stack (removing or adding datacards as necessary)
   2. If more than 3 Specialists are in the stack (excluding Leader), remove Specialist datacards until the limit of 3 is reached.
   3. If more than the maximum of any model type (detailed on its datasheet) are in the stack, remove datacards for that model until the maximum limit is reached.
   4. If after steps 1-3 the Force of the remaining datacards in the stack exceeds the 100 point limit, remove one datacard at a time (excluding Leaders and prioritising Non-Specialists) until the Force is less than or equal to the 100 point limit.

- If the 5 minute limit is reached before any player has declared their muster 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 datacards in their stack break any of the Battle-forged Kill Team restrictions, their opponent must carry out the above steps.

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 full text) but must ensure they are familiar with how the ability 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. Datacards are also required for the Mustering period during each round.

The datacards & command roster can be print at home/nothing fancy as long as all the required relevant information as per the examples in the back of the Core Rulebook are shown & is legible for opponents to read & understand.

TACTICS:

Players can use any of the Universal Tactics & Faction specific Tactics available to their Kill Team from the Kill Team Core Rulebook **_only_** (as not every faction has had additional Tactics released via expansion). To do so they must bring the relevant Tactic card or the Core Rulebook 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 products and cannot use a Tactic that they have not brought with them or cannot show to an opponent in the Core Rulebook.

TOKENS:

Players should strive to bring sufficient Tokens (including objective markers) for their games. If a player does not have sufficient tokens to clearly display effects (Ready, Advance 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 players model.

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 opponent or that do not land flat (a "cocked" dice) must be re-rolled.