



1.0 EVENT ESSENTIALS

System:

Warhammer 40,000: Kill Team - Matched Play

Missions:

Selected from the most recent *Approved Operations Mission Pack*, with theming and narrative to link the missions across ArcFest

Number of Rounds:

Six, three on day one and three on day two. Each round will run for 2 hours including set and score submission.

Kill Team Selection:

Operatives selected as per the Game Sequence using the latest rules published on Warhammer Community.

Tools of War:

Attendees should bring:

- Their Kill Team
- Markers and tokens to be used during games
- Equipment (barricades, barbed wire, ladders, etc) as allowed by the relevant Kill Team rules
- Dice
- Measuring gauges and/or a tape measure
- All relevant rules publications, including FAQ and Designer Commentaries
- TacOp Cards

- A copy of their team rules to share with opponents (this can be hard copy or a device that you are happy for your opponent to refer to during the game)

It is also recommended to bring a wifi enabled device (e.g. smartphone or tablet) to allow access to Games Workshop's Kill Team app, some paper and a pen, and an aid to determine line-of-sight (e.g. laser guide or similar).

2.0 KILL TEAM CONSTRUCTION

The ArcFest model policy applies with the following modifications:

1.3 WYSIWYG

- Add new dot point: "As weapon profiles are selected in the Select Operatives stage, each model should be uniquely representative and identifiable of their operative type, either through the model itself and/or tokens and reference cards to allow an opponent or judge denote loadout without having to ask you during the game."
- Replace: "Grenades & other equipment (Not weapons), that come included in a units points do not need to be modelled." with "Equipment such as grenades should be tracked using an appropriate marker or token to reflect their use throughout the game. Equipment models should match the dimensions of those sold by Games Workshop"

For reference model policy can be found here: [ArcFest | Model Policy](#)

3.0 EVENT FORMAT

3.1 PLAYER CONDUCT AND JUDGES

All events at ArcFest have a player conduct enshrined in the Codex: Fez, which covers how participants are expected to go about playing and enjoying the hobby together throughout ArcFest.

The four key areas covered by Codex Fez relate to how the event is scored and against which every participant will be measured: Game Play, Sportsmanship, Army Presentation and Army Composition. It's worth getting familiar with them:

- [Play for Fun](#)
- [Don't be That Guy!](#)

- [Paint Your Army!](#)
- [Forged for Fun](#)

3.2 SCORING

We recommend using both the BCP mobile web page (not the app) and a piece of paper to manually track scores during the game.

If you do not have time to finish the game when “dice down” is called, finish resolving the current action, then score out the rest of the game as if they were played to completion. I.e. end the activation, then end the turning point (including any scoring) and then start and immediately finish each remaining turning point (to score those turns, but without taking any in game actions).

3.4 EVENT SCHEDULE

TBA.

4.0 TERRAIN

All missions will use terrain rules found in the Killzones chapter of the *Kill Team Core Book* (p 56 onwards). Killzones Volkus, Gallowdark, and Bbeta-Decima will be used, as well as potentially a generic Kill Zone using terrain other than those terrain sets.