

WARHAMMER

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GOONHAMMER

2024 US OPEN KILL TEAM TOURNAMENT

PLAYER PACK

WELCOME TO THE 2024 GOONHAMMER OPEN KILL TEAM TOURNAMENT!

This player pack provides information for the Goonhammer Open Kill Team Tournament. This is a two-day, 5-round event in which up to 28 players will compete for \$300, and the Goonhammer belt, a "Golden Ticket" to the World Championships of Warhammer, other prizes, ITC points, and of course, everlasting glory. This packet details everything players need to know about the event, from army construction and painting rules to terrain.

If you have any questions about the event rules or there's something that isn't covered here, you can contact us directly by emailing us at contact@goonhammer.com.

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1.0 EVENT ESSENTIALS

System: Kill Team

Check-in: Check-in will be the morning of Saturday, July 6th, from 10:00 to 11:00 AM.

Late Arrival: If you arrive or check in late, the tournament will begin without you, though we'll still make efforts to pair you and continue your tournament experience. Late arrivals will cede their spots to attendees on the Waitlist where relevant.

Location Sheraton Baltimore Washington Airport
1100 Old Elkridge Landing Road, Linthicum Heights, MD 21090

Missions: Missions will be pulled from Kill Team: Critical Ops. Missions will exclusively use Bandua MDF terrain, pulled from Map Packs (wtc, utc)

Number of Games: Five (5)

Tools of War: Players are expected to bring all models required to field their rosters, dice, a tape measure or measuring tool, barricades, all relevant rules publications, and sufficient copies of their rosters to share with each opponent.

If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.

2.0 ARMY CONSTRUCTION AND PAINTING

2.1 Roster Construction

We will be using all official Games Workshop teams, with a 1-week restriction on new teams, aka if the team is not officially released by July 01, 2023, the team will not be allowed.

In the event that an important FAQ, update, or balance dataslate releases the week before the event, tournament organizers will review the changes and make an announcement to players concerning the legality of any additional rules or changes along with any changes to the list submission deadline.

2.2 List Submission

All lists must be submitted in Best Coast Pairings no later than midnight on Wednesday, July 03, 2024. Player factions will be hidden until this date.

2.3 Rulings and Errata

We will be using the most current set of Games Workshop FAQs and Errata for this event.

2.0 TEAM CONSTRUCTION AND PAINTING (cont.)

2.3 Modeling and Basing

Everyone loves playing with and against painted minis. Every model in your army must be fully assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard, which usually includes multiple colors of paint and basing.

Each model in your army must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG) or it must at least be easy to understand what wargear it has. For example, if your army includes a Space Marine equipped with a Meltagun, the model must be equipped with a Meltagun. Equipment such as Frag Grenades that are included on every model within a unit, but not included on every model of that type, need not be modeled. Not every miniature in your army needs to be a Games Workshop or Forge World model, but any third party models or proxies you use must be visibly obvious as to what they're intended to represent, and must generally be of the same size and on the same size base as the model they represent.

You can size up 1 base size generally. 20->25->28->32->40, but never size down. When it comes to model posing, smaller models will have to be approved by the TO, and may garner some extra questioning as to intent.

CONTRAST METHOD



CLASSIC METHOD



3.0 POLICIES

3.1 Judges

Judges will be walking the tournament hall during rounds and hold the final say on all game rules and event issues. Individual rulings however, are never binding precedent - it's a game, not a court of law. Rulings should always be based on correct rules interpretations rather than adhering to previous precedent. Also note that the judges are not all-knowing machines - when calling for a judge's assistance, please be prepared to provide any relevant rules references to the particular question.

3.2. Player Conduct, Judging, and Penalties

Kill Team is a complicated game but we're all just here to have fun. On rare occasions, players may intentionally or unintentionally commit rules or sportsmanship fouls in the course of a heated game. Behavior such as bullying, rules abuse, moving models illegally, picking up dice before your opponent has had a chance to see the results, lying to judges or opponents, or any other form of unethical or inappropriate conduct can result in substantial in-game penalties, automatic loss assessment, permanent removal of parts of your army for the duration of the event, or removal from the event itself, as well as ITC penalties such as a yellow or red card, commensurate with the severity of the action. Judges are empowered to apply both on-game and scoring penalties equivalent to the magnitude of the foul. Because these can often come down to a "he said she said" scenario when judges are not tableside at the time a foul occurs, behavioral and illegal play penalties will always be adjudicated on a case-by-case basis, with respect for both players involved.

Note that Goonhammer has a zero tolerance policy for hate speech, harassment, and bullying. Players who fail to meet these incredibly low standards will be ejected from the event without a refund.

4.0 Tournament Format

4.1 Scoring

At the end of each game, record your results using Best Coast Pairings and submit them digitally using the app.

The scores and final results of the event will be reported to the ITC.

4.2 Event Schedule

Saturday

09:00 - 11:00	Registration
11:00 - 13:00	Round 1
13:00 - 14:00	Lunch
14:00 - 16:00	Round 2
16:15 - 18:15	Round 3

Sunday

10:00 - 12:00	Round 4
12:00 - 13:00	Lunch
13:00 - 15:00	Round 5
16:00	Award Presentations

4.3 Pairings and Scoring

Your opponent in the first game will be randomly determined. Subsequent rounds will use "Win-Path" to pair opponents in each round. This pits players against other players with the same record who won and lost their games in the same round. Players with identical win paths will be paired randomly.

Final standings will be based on win path followed by Total VP, Strength of Score, and Completed Secondaries.

The max score for a round will be 24, with 2 points for a painted roster. These points will be awarded to rosters which meet the Battle Ready standard (see section 2.3).

4.4 Prizes

The winner of the tournament bracket- the player who finishes with the best record - is the Best General, and will receive \$300, the Goonhammer Belt and a "Golden Ticket" to the World Championships of Warhammer, in addition to other prizes. This walking example of excellence and power is the true winner of the event.

However, we acknowledge that many other people will put in considerable efforts only to come up short next to this modern-day Zeus. For those players there are also spoils to be gained and prizes to be awarded. In addition to the prizes for best general, prizes will be awarded to the players finishing second and third in the tournament bracket. A prize will also be awarded to the player with the best painted Kill Team.

5.0 OUR SPONSORS

Bandua Wargames

Located in Spain, we are happy to have worked in collaboration with Bandua Wargames to develop the WTC/UTC terrain. Be it Warhammer 40k, Kill Team or Age of Sigmar Bandua has excellent products at a reasonable price for all wargamers providing top-quality tournament terrain and player experiences.

Baron of Dice

Located in Bel Air, MD, Baron of Dice makes premium gaming supplies, from bags and counters to measuring tools to yes, dice. They offer dice to match any style or faction you can think of - and a few you can't.

TableWAR Charities

Goonhammer is proud to partner with TABLEWAR Charities. TABLEWAR Charities is a charitable organization whose primary focus is on charitable fundraising for improving the lives of children and adults with Autism Spectrum Disorders (ASD). The organization has a specific goal to fund and/or provide educational advocacy for students with ASD.

You can learn more about TABLEWAR Charities on [their website](#).

7.1 Donating to TABLEWAR Charities

During the Narrative event, players will have opportunities to donate to TableWAR charities and contribute to the cause by participating in a silent auction, for which all proceeds go directly to TableWAR charities.