Kill Team

THE GOONHAMMER OPEN UK March 2025

When: March 22nd 2025
Where: De Montfort Students' Union, Campus Centre Building, Mill Ln, Leicester LE2 7DR
Rounds: 4

Kill Team Selection

Kill Teams must be selected as normal.

All models in your kill team must be painted and based. To count as Battle Ready you should meet the minimum standard as pictured below:

Proxies and Conversions

Please contact the TO in advance for any conversions/appropriate proxies you plan to use for the event. All models should be clear to the opponent of a similar size to the base model. Remember, the event will be playing as modelling for disadvantage, so making models smaller than before etc will lead to slight penalties.

Rules, FAQs and Erratas

The tournament will use all Games Workshop rules publications, FAQs, and errata published up to and including 3rd of May 2025. Anything published after this date will not be used (subject to TO discretion). We will also be using our own event FAQ to cover any grey areas not detailed in Games Workshop publications. You can find this on the Goonhammer website under "Events -> Goonhammer Open UK."

Rules Queries

If you have any queries relating to event rulings, please submit them to contact@goonhammer.com and specify RULES QUERY – GHO UK in the subject line. We maintain an event FAQ for all of our Goonhammer Open events on the Goonhammer.com events page – please make sure that you consult this to see if your question has been answered.

What You Need to Bring

1. Your Kill Team.

2. The rules for anything you're using - paper or electronic is fine, but these should be available to your opponent to check if necessary.

3. Dice, measuring tapes, markers, and other paraphernalia

4. Chess Clock (Optional)

Chess Clocks

If both players want to use a chess clock in a game, a chess clock should be used. During rounds, there will be regular announcements of the amount of time that has elapsed. If you are concerned about time management in a game, please let a judge know as soon as possible.

Chess clocks cannot be implemented mid-game.

Once a player runs out of time on their clock they can make no further actions except to make saves and score points that require no further interaction e.g. if your operative is controlling an objective when the time runs out, you will be able to score points for that objective as long as you can do so without moving the operative. If both players run out of time, the game ends. If this happens before the game has concluded, players should score any further points remaining as described above.

In general, each player is responsible for their own time on the clock, but we expect players to act sportingly with regards to clock management. The goal of the clock is to ensure both players get to participate fairly in the game, not to create an angle to exploit.

Judges may allow single opponents to allow the use of Chess Clocks against opponents who have consistently not finished games on time (e.g. 2 or more games in a row). This will only be done on a case by case basis in exceptional circumstances.

Chess Clock Settings

- 55 minutes for each player on the clock
- 10 minutes of paused time (off clock) for all simultaneous events (all time before equipment placement)
- Totals at 110 minutes for the clock, 10 minutes for off clock
- Ruilings/Judge calls either happen on the challenging player's time or paused time (if judge decides to pause the clock)
- Clock can never be paused except at the end of each turning point for determining victory points, flipping orders and determining initiative

Missions and Scoring

Missions will be determined randomly on the day using the Approved Ops 2024 card pack. Sabotage and Extraction will not be used.

Schedule

Saturday

09:00 to 09:20 - Registration

09:20 to 09:30 - Briefing

09:30 to 11:30 - Round 1

11:30 to 11:45 - Break

11:45 to 13:45 - Round 2

13:45 to 14:30 - Lunch

14:30 to 16:30 - Round 3

16:30 to 16:45 - Break

16:45 to 18:45 - Round 4

19:00 - Awards and Wrap-up

Your opponent in round 1 will be at random. Subsequent rounds will be paired via random Swiss within your bracket (e.g. people on 2-0 will be randomly paired with other players on 2-0 etc). Final standings will be determined by Tournament Points, Total Victory Points, Opponent Win Percentage, then Kill Op.

Final standings will be submitted to the ITC.

Players who arrive over 10 minutes late to a round will count as having lost that round. In addition, if they have not turned up to the event by then (e.g. such as with round 1 on Saturday) then they will be dropped unless the TO team is otherwise contacted.

Terrain

We will be using the Bandua MDF World Team Championships (WTC) terrain for Kill Team! The Can You Roll a Crit? Bandua terrain layouts will be used.

Streaming and Photography

Can You Roll a Crit? will be streaming all the action on the day live on Twitch and Youtube, and you may be asked to play on the streaming table. This is optional except for the top table of game 6 where players will be required to play on stream. The Goonhammer team will also be taking photos throughout the event. Our privacy policy is published on the Goonhammer Open UK events page on the website.

Prizes

Prizes will be awarded in the following categories:
- Best General – 1st, 2nd, 3rd
- Best in Faction (for players who don't place 1st, 2nd, or 3rd overall) – Space Marines, Imperium, Chaos, Aeldari, Other Xenos
- Top 4 – As per top 8 but with 6 limited edition Crit Dice!
- Top 8 – Acrylic Crit Measuring Gauges
- Best Kill Team – The best painted and modeled kill team
- Most Sporting Player – As voted by players

We have trophies for every category and a selection of fantastic prizes from our sponsors as well – we'll be updating these as more are added and you can check out all the event sponsors on the event page on Goonhammer!

Sponsors

The Goonhammer Open could not happen with support from our Event partners and sponsors. We'd like to thank each of them and encourage you to check them out!

Finding the Venue and Parking

The event is hosted at the De Montfort Student Union building (LE2 7DR) pictured below. We have use of the onsite parking at the Staff and Visitor Car Park which needs to be **prebooked** in advance using this link..
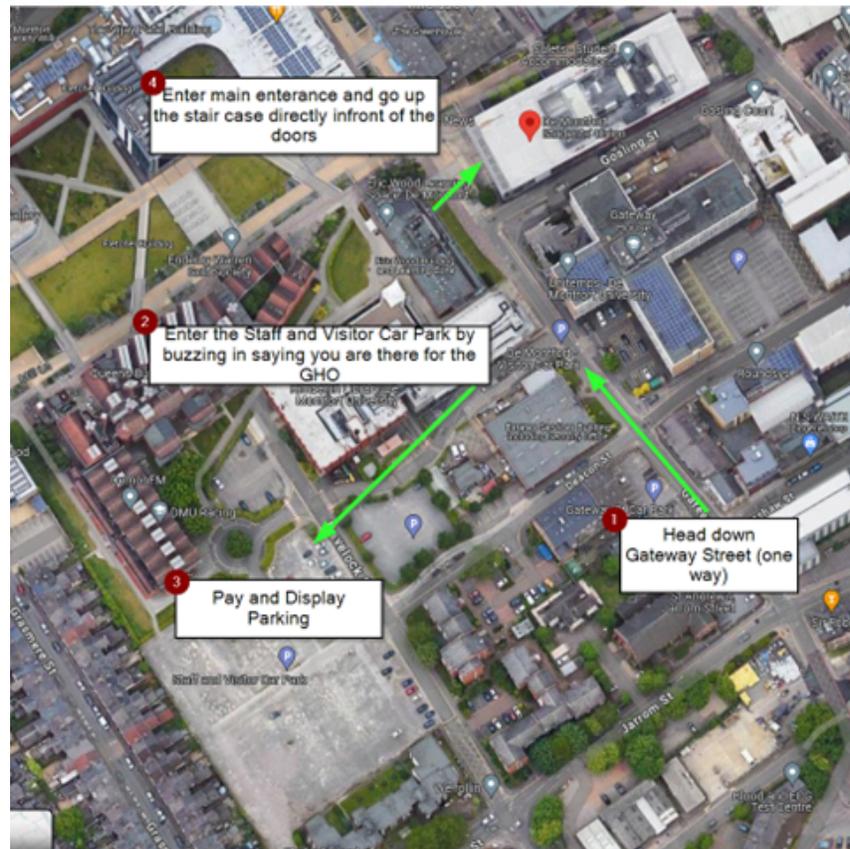
As inner Leicester is all one way roads, do not overshoot the parking entrance (pictured below) – this will cost you 5 minutes of looping back around!
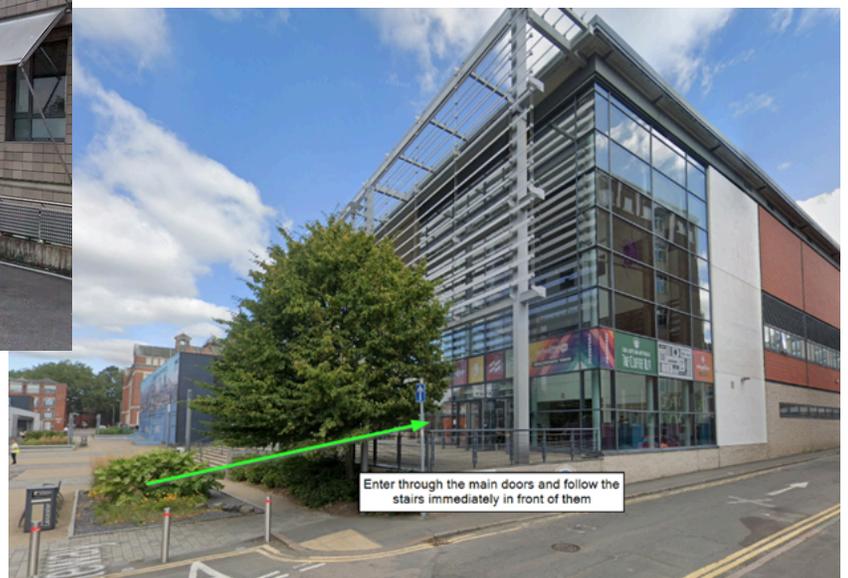
Food and vendors

The venue will have a staffed bar serving refreshments and snacks throughout the weekend. Alcoholic beverages are available; we kindly ask that you check with your opponent before getting a drink out of courtesy. Any drunken behaviour will not be tolerated at the event, drink responsibly.

The Student Union is well placed for a short walk to numerous different food options - such as Tesco, Dominos and burger joints five minutes away. The lobby has a lounge ideal for having your lunch if you bring it in or have it delivered. There is no issue with bringing outside food into the venue.

Accessibility

We want to ensure our event is accessible to everyone. If you have any specific accessibility requirements or if there is anything we can do to make your experience more comfortable please let us know at contact@goonhammer.com with **UK GHO** in the subject line.

Accommodation

Being in the heart of Leicester there are plenty of options for accommodation for all different budgets within short walking distance.

We did have a few people get caught out by renting cheap student flats on AirBnb which got canceled on them last minute when they found out they weren't students – so be mindful of that.

Age of Attendees R18+

This event is restricted to individuals aged 18 and above at the time of the event.

Refunds

Requests for a refund on the ticket price can be made on Eventbrite up to 30 days ahead of the event.