

THE SPRUCE WILLIS CHARITY KILL TEAM TOURNAMENT TO KILL CANCER

Saturday May 11th, 2013 at Phoenix Games & Hobbies

All Proceeds going to The Enbridge Ride to Conquer Cancer
Benefiting the Campbell Family Institute at The Princess Margaret

Sponsored by Phoenix Games & Hobbies and Jesse & Amanda Stratton

Welcome to the Spruce Willis Charity Kill Team Tournament!

This is meant to be a non-competitive, fun tournament where the first goal is having fun (And blowing up your opponent while you do it!)

Because of that, we encourage players to put creative, fun army lists together as opposed to top-tier competitive ones. We want to encourage all levels of players to attend!

All money raised will be donated on behalf of the “highest scoring player” to The Enbridge Ride to Conquer Cancer Benefiting the Campbell Family Institute at The Princess Margaret.

Entry

The entry fee for this tournament is \$20.00 per player. This will give you approx. 6 games during the day (depending on how many players) using modified “Kill Team” rules found in the Battle Missions book published by Games Workshop. This fee also grants you one raffle ticket.

Raffle

We will be raffling off a \$50.00 Phoenix Games Gift Card to those who wish to donate in addition to the one ticket provided with entry. .

The “Winner”

The name of the game is fun! Hectic and crazy battles lie ahead, so keep that in mind when you build your list and fight with your Kill Team. Scoring will be taken into consideration when matching up players. However, as you will read in the paragraph below, some other factors will contribute to the way the games play out! The overall highest scoring player will have the total amount of money raised donated in his/her name. In addition they will receive a \$50.00 Milestones Restaurant Gift Card donated by Milestones Waterloo.

Sabatoge!

The battlefield is an unpredictable wasteland. Not only does your Kill Team need to be aware of the enemy at hand, but also the dangers of their surroundings as well. During your game, you will have the option to “Sabatoge” another game happening in the room. By calling over a judge, you can donate a Toonie in order to force another player (in another game...not your own!) to re-roll one failed or passed armor save, invulnerable save or cover save. This represents shells being misfired, land mines detonating, critical battlefield information being relayed to an ally or perhaps a pact made with the Dark Gods to save the life of a fellow Chaos Space Marine Champion!

You can donate as much as you want, but you can only Sabatoge the same player ONCE per round. You can also pre-purchase these tokens. Outsidders are welcome to purchase as well!

The Tournament

The next sections outline how to build your Kill Team, it's Leader and Specialist along with general rules and mission information.

Your Army

Kill Team armies are set at 250 Points using the following Force Organisation Chart with a **max model count of 30**

Elites

Troops

Fast Attack

In addition, please adhere to the following rules:

- No unit can be selected more than once.
- Unit minimums are ignored.
- No single model may exceed 89 Points. (this removes: Doom, dreadnoughts, assassins, flyers, and any vehicle exceeding 33 AV in one stroke.
- Upgrade Characters, Heavy and Special Weapons (or any other “different” model) are “unlocked” if you select enough models from a unit entry to do so. I.E. Orks require 10 Boyz to have a Nobz and a special weapon, and 20 boyz for a second special weapon, and 30 for a third special weapon. Selecting 9 boyz allows no upgrades, 10-19 boyz allows a Nob and a special weapon, 20-29 allows a second special weapon, and thirty would allow a third special weapon.
- No army may have more than 5 weapons (ranged and close combat) with strength 6 or higher.
- Units that require an HQ to unlock are legal selections (Inquistorial Warbands).
- No Allies or Fortifications.
- Vehicles cannot be selected as squadrons (only one viper, speeder, piranha, etc.
- Only current Warhammer 40,000 Codex and current and official updates in White Dwarf are permitted, eg. Codex: Sisters of Battle.
- To be clear, Forge World or any Warhammer 40,000 Expansion (Apocalypse) are not in use. However, you may use the models where they appropriately represent a Codex entry (eg. Death Korps of Krieg as Imperial Guardsmen).

NOTE: Reserves, scouts, infiltrate, and deep strike are not in effect.

NOTE: Challenges may not be issued in Close-Combat

ALSO NOTE: Many Wargear Options are impacted by the scenario. Read it before building your army.

Specialists

You may pick up to three individual models in your force as being “Specialists” that benefit from one of a number of special rules. These specialists and the rules they have must be declared on your army list, as should which model represents them. You may only give one of the following rules to any one Specialist and all specialists in your force must pick a different one (eg – you may not have two Specialists who chose the Tank Hunters rule).

The Special Rules they may pick from are-

Adamantium Will, Armourbane, Blind, Counter Attack, Crusader, Eternal Warrior, Fear, Feel No Pain, Fleet, Fleshbane, Furious Charge, Hammer of Wrath, Hatred, Hit and Run, It Will Not Die, Monster Hunter, Move Through Cover, Night Vision, Preferred Enemy (Everything!), Rage, Rampage, Relentless, Shred, Shrouded, Skilled Rider, Stealth, Strikedown, Stubborn, Tank Hunter.

For details of what these special rules mean, check on pages 32-43 of the Warhammer 40,000 Rulebook.

Your Leader (explained below) may be one of your three specialists.

NOTE: Your specialists should be clearly marked either with a counter, marker, die or converted in an appropriate fashion.

Your Leader

Every Kill Team needs a Leader, be it a hoary old veteran Sergeant, a fiery Commissar, a wiley Succubus or a brutal Ork Nob.

You need to nominate one of the models in your Kill Team as your Leader. If one of your non-vehicle units has a character in it (eg, a Veteran Sgt), then your Leader must be that model. If there are no characters in any of your units, the non-vehicle model with the highest Leadership value in your Kill Team is your Leader. If there are multiple models with the same Leadership value, choose one of them to be your Leader.

If you do not have any non-vehicle units, then you don't get to have a Leader!

At the end of each game, roll 2D6 and add on to the result the number of models your Leader personally killed in that game (keep track on your Leader Record Sheet).

Your Leader gains the corresponding upgrade. Note it down on your Leader Record Sheet.

2 D6 + Leader's Kills last game Upgrade

- 2 – 4 **Nothing!:** Hard luck, soldier..
- 5 **Sure-footed:** Your Leader gains the Fleet Special Rule.
- 6 **Hunt from the Shadows:** Your Leader gains the Stealth Special Rule.
- 7– 8* **Experienced Fighter:** Your Leader gains either +1 Weapon Skill or +1 Ballistic Skill.
- 9* **Souped –up Weaponry:** One of your Leader's ranged weapons (note it down) gains +1 Strength.
- 10* **Quick Thinking:** Your Leader gains +1 Initiative.
- 11* **Heroic Reputation:** Your gains +1 Leadership.
- 12* **Resilient:** Your Leader gains +1 Wound.
- 13* **Hardened Warrior:** Your Leader gains either +1 Strength, + 1 Toughness or +1 Attack (choose one).
- 14+ **Battle Experience:** Your Leader earns 1 x new Special Rule of your choice (from the list in the Specialists section of this pack).

- When you gain an upgrade, note it on your Leader Record Sheet and have your opponent initial it in the appropriate place.
- Upgrades marked with an * may be gained a maximum of twice. All others can only be gained once.
- If you already have one of the * upgrades twice, have rolled an upgrade that can only be taken once, a statistic has reached 10 or your model already has that special rule as standard, simply re-roll your upgrade.
- If your Leader is killed during a game, it is assumed that, while he can no longer take part in the battle, he isn't actually "dead" – just really badly wounded. But don't worry, he'll recover in time for the next game, so he keeps his upgrades from game to game!

General Information

- All models should be WYSIWYG (What You See Is What You Get) in regards to wargear, weapons etc.
- Models do not need to be painted, but it sure looks cooler!
- Please bring all of your own required gaming accessories (Rulebook, Codex, Dice, Measuring Tape) and in addition, a pencil or pen to record on your Army Sheet throughout the day.

Games and Scoring

Refer to the attached Battle Mission sheet below for details and before you build your army!

MISSION

1

BEHIND ENEMY LINES

Your Kill Team is sneaking through the dense forest, attempting to capture a vital objective. All of a sudden, shots ring out- the enemy has been encountered and must be driven off at all costs!

THE ARMIES

Choose your Kill Team as described in the Your Force Section. You must use the same force for the entire Kill Team event.

THE BATTLEFIELD

Kill Team games are played on a four foot square board, and generously covered in terrain. Place one Primary Objective in the centre of the board.

DEPLOYMENT

Split the table into four quarters and roll-off to see which player picks the quarter they will deploy in.

The player that won the roll-off must deploy first. He must deploy all of his force in his deployment quarter, anywhere that is more than 9" from the centre of the table. The opposing player deploys in the opposite quarter.

His opponent then does likewise. Neither player may place any units in reserve, or make use of the Infiltrate or Scout Special Rules.

Note: Some models, for example, Chaos Daemons and Drop Pods, have to start the game in Reserve. However, in Kill Team Games, simply deploy these in the deployment zones, using the deployment rules above.

FIRST TURN

The player who deployed his army first goes first unless his opponent can Seize the Initiative (**Rulebook page 122**).

GAME LENGTH

The game lasts until either one player has no models left on the table or 30 mins has passed- whichever comes first.

VICTORY CONDITIONS

PRIMARY OBJECTIVES

At the end of the game, the Primary Objective is worth **5 Victory Points** to the player controlling it.

SECONDARY OBJECTIVES

If the opposing player has no models left on the board at the end of the game: **3 Victory Points**.

Forcing the opposing Kill Team to take Break Tests: **2 Victory Points**.

Killing the opposing Kill Team's Leader: **2 Victory Points**.

Killing the opposing Kill Team's Specialists: **+1 Victory Point per Specialist**.

First Blood: **1 Victory Point**.

Linebreaker: **1 Victory Point**.

NOTE – if the enemy Leader was also a Specialist, killing him is worth **3 Victory Points** (2 VPs for killing the Leader +1 for him being a Specialist). Also, to gain the points for killing the enemy Leader or specialists, you have to actually kill them! Having them run away from a failed Break Test is not enough!

MISSION SPECIAL RULES

Night Fighting, Mysterious Objectives.

Every Man for Himself: All models operate as individual units in this mission, even if they were chosen as part of a squad or squadron. (Note – this includes upgrades that are represented by models with their own stat-line eg Tau Drones or Fenrisian Wolves). In addition, when a model shoots or fights in an assault, it may split its attacks up amongst any eligible targets if desired.

If any model has the Independent Character rule, he **may not** join other models to form a unit of two.

Take the Loot! The standard rules for controlling objectives are **not** in use. For this mission, **all** non-vehicle models are scoring units, and **all** models (vehicles included) are denial units.

The Break Test: Once a player's force has been reduced to half it's starting number of models or less, he must take a Leadership test, called a Break Test at the start of each of his turns, using the Leader's Ld value (or, if he is no longer on the board, the next highest). If he fails, then his Kill Team is removed from the table (they ran away...) and the battle ends immediately (Note- you may not choose to voluntarily fail a Break Test). If the test is passed then the battle continues, but the player will have to take another Break Test at the start of his next turn. Note that it is entirely possible for both players to have to take Break Tests at the start of their turns and the first one to fail will lose the battle.

Transports: You may transport all members of a squad in a dedicated transport. Straight after they disembark, they become individual units, as per *Every Man for Himself*.

Unit Upgrades and Special Rules: If your character has or buys an upgrade (eg a Painboyz' Dok's Tools, if a Striking Scorpion Exarch buys *Stalker* or an Incubi Klaivex buys *Onslaught*), only the character themselves benefits from the rule, and not the rest of the squad. If a whole squad has or buys an upgrade that gives them all a special rule (eg *Psybolt Ammunition*), they all receive it. If your squad special rule requires you to roll on a chart and apply the result (eg *Wyches Combat Drugs*), simply roll once and apply the result to the whole unit.

