

# KILLA KANZ 2017

## Army Construction

Both players select army lists to at most 1000 points and 3 detachments each, following Matched Play rules. Teammates do not have to share a faction keyword. Both players field a Warlord, designated in their army lists. Warlord Traits and Psychic Powers are chosen at the start of each game. All official errata, FAQs, and Chapter Approved previews apply.

## Doubles Gameplay

Teammates combine their forces into a single army once their match is arranged (mission, opponents, and table determined) and consider themselves a single “player” for all rules purposes from that point. Entailments from this include:

- Doubles partners generate a single pool of Command Points;
- Set up one total unit at a time in the alternating deployment sequence;
- May not use a given stratagem more than once in any single phase;
- May not cast a psychic power other than Smite more than once per turn;
- May not shoot at enemy units within 1” of their partner’s units;
- Are not eliminated until there are no models of both partners remaining.

## Warlord Achievements

Independent of team scoring, each player individually scores Warlord Achievements. At the end of each match, record on the scorecard the number of conditions met by each player from the following list. The individual with the greatest number of Warlord Achievements will be declared Warmaster.

### Achievement

Your Warlord has not been eliminated.

Your Warlord has as many wounds remaining as it started with.

Your Warlord directly eliminated an enemy model other than a Warlord.

Your Warlord directly inflicted a wound or mortal wound on an enemy Warlord.

Your Warlord directly eliminated an enemy Warlord.

Your Warlord directly eliminated both enemy Warlords.

Your Warlord scored an objective marker at any point this game.

Your Warlord is wholly outside your deployment zone and not embarked.

Your Warlord is wholly within the enemy half of the battlefield and not embarked.

Your Warlord is wholly within the enemy deployment zone and not embarked.

A model that made an attack or other action that stripped an opposing model of its final wound or otherwise removed it from play has “directly eliminated” the latter.

Warlords healed back to full health count toward that achievement.

Your Warlord is considered to have “scored an objective marker” if they are among the models controlling it (i.e., are within 3” of the marker) when you gain at least one victory point for doing so; the Warlord does not have to score it alone.

### Schedule

The tournament begins at noon and has 3 rounds, each lasting 2.5 hours, with. There will be a brief break after the second round for dinner on your own.

### Pairings

First round matches will be randomly drawn. Second and third rounds will follow Swiss pairing: Teams are ranked by total victory points and paired best to next best.

### Rankings

Overall rankings and the primary prizes are based on 100 points available for the day:

- 60 points for match results
- 25 points for painting and craftwork
- 15 points for sportsmanship

Prizes will also be awarded for army appearance based on player voting, separate from painting and craftwork scoring.

Pure competition standings, i.e., the Best General prize(s) if awarded, are determined first by win/draw/loss records and then the sum total victory points earned.

### Match Results

Match results are a simple sum of the victory points earned in each mission, up to 20 points each. The winner is the player with more victory points at game end. Players draw if they earn equal victory points.

### Painting and Craftwork

Painting and craftwork is scored objectively by the organizer(s), with each of the following checkpoints yielding 5 points:

#### Appearance Standard

All models assembled and primed
All models three-color minimum
All models based (paint/flock)
Advanced painting techniques present (washes, drybrushing, etc)
Advanced basing techniques present (grass, sculpting, etc.)

### Sportsmanship

Each round players may submit a sportsmanship ticket for their opponent. By default players receive 5 sportsmanship points each round, from which points may be docked for the following offenses:

#### Negative Behavior

Openly hostile or rude	-3 pts
Unnecessarily competitive in army list or attitude	-2 pts
Sloppy with measuring, moving, line of sight, or dice	-2 pts
Unreasonably late, overly slow play, or too inattentive	-1 pts
Significantly unfamiliar with rules or made too many mistakes	-1 pts
Not prepared with clear, readable, typed army lists	-1 pts

# Common Rules

## Materials

You must submit a typed, printed army list to the organizers and your opponents.

You must have an official, legal, and complete physical or digital copy on hand for all army, unit, and other sources you are using. Do not forget errata and FAQs.

You must of course bring any dice, markers, and other accessories needed.

## Matched Play

Matched Play rules apply (Reinforcement Points, Psychic Focus, etc.).

The Command Re-Roll stratagem *cannot* be used on the rolls to determine which player chooses deployment zones, deployment map, which player chooses turn order, to seize the initiative, or if the game ends following Turns 5 and 6.

## Objective Markers

Primary and secondary objective markers may never be placed with the center less than 6" horizontally from any edge of the battlefield or less than 12" horizontally from any other objective marker. If that is not possible, they must be placed as far from all battlefield edges and objective markers as possible. Objective markers are controlled by the player with the most models within 3" horizontally from the center of the marker and 4" vertically from its bottom face. Models of units with battlefield role Flyer are never considered in this calculation. Models and units may count toward multiple objective markers simultaneously.

## Objective Secured

All Troops units in <Faction> Detachments gain the Objective Secured ability, so long as their <Faction> is one of the following: Blood Angels, Dark Angels, Space Wolves, Deathwatch, Astra Militarum, Adeptus Mechanicus, Adeptus Ministorum, Asuryani, Drukhari, Harlequins, Chaos Daemons, Renegades & Heretics, Thousand Sons, Necrons, T'au Empire, Orks, <Hive Fleet>, and Genestealer Cults. Troops units with Objective Secured that are within range of an objective marker control it even if there are more enemy models within range of it. If an enemy unit within range of an objective marker has a similar ability (e.g., Space Marines' Defenders of Humanity), then it is controlled by the player who has the most models within range as normal.

## Objectives

Match results are determined by scoring primary, secondary, and tertiary objectives.

### *Primary Objectives*

Primary objectives are stipulated by each mission. No more than 9 victory points may be earned via any primary objective.

### *Secondary Objectives*

Each mission has a short list of available secondary objectives. After all deployment, both players simultaneously choose and then reveal a single secondary objective for themselves from that list. Any necessary selections are chosen and then re-

vealed with the objective unless noted otherwise. No more than 6 victory points may be earned via any secondary objective.

### *Tertiary Objectives*

The following tertiary objectives apply in each mission. At most 5 total victory points may be earned by a player across all of the tertiary objectives.

- *Slay the Warlord.* Score 2 victory points at game end if the opposing Warlord is destroyed.
- *Monster Kill.* For each Lord of War or other model with more than 20 starting Wounds destroyed, the opposing player earns 1 victory point (cumulative with Slay the Warlord).
- *Linebreaker.* Score 2 victory points at game end if any friendly model is at least partially within the enemy deployment zone.
- *First Blood.* Immediately upon the first unit being completely destroyed in the game, the opposing player scores 1 victory point.
- *Special Conditions.* Any unit, detachment, or other special rules granting victory points to either player are considered tertiary objectives included within the 5 point cap.

### **Game Start**

Each match starts as follows:

1. Greet your opponent(s) and discuss terrain and mission rules.

2. Exchange and quickly sanity check army lists—all weapons are tallied, number of detachments is valid, etc..
3. Simultaneously declare Warlord Traits, Psychic Powers, and any other pre-game army choices.
4. The winner of a D6 roll off rolls again to randomly select a Standard Deployment Map (main rulebook pg. 216) and chooses which deployment zone to take.
5. Place objective markers, if any, as described by the mission.
6. Alternate deploying units, beginning with the player that did not choose deployment zones. Models must be set up entirely within their player's deployment zone unless they have a special rule otherwise.
7. Simultaneously declare secondary objectives and related selections.
8. Both players roll off, with the player that finished setting up their army first adding +1 to their roll. The winner may choose to play first or second. If they take first turn, their opponent may attempt to Seize the Initiative: On a D6 of 6 they play first instead.

### 9. *Battle!*

### **Game End**

In an exception to Matched Play format, the Sudden Death rule does not apply.

After battle round 5, the game continues on a D6 of 3+ by the first player. Following battle round 6 the game continues on a D6 of 4+ by the second player. No game continues past battle round 7.

# Mission 1: Refinery

## Battlefield Setup

Place 6 primary objective markers on the table: One in each corner of the battlefield 18" from both edges, and two on the short centerline 16" from the long edges.

## Primary Objectives

Each primary objective marker begins the game holding a reserve of 3 victory points.

At the end of their player turns beginning in the second battle round, players score 1 victory point for each primary objective marker they control that has any victory points remaining in its reserve. Each marker scored then loses a victory point from its reserve.

Controlling a primary objective marker at game end additionally yields the victory points remaining in its reserve.

Remember that at most 9 victory points may be earned via primary objectives. Primary objective markers "score," draining their reserves, even if that player is already maxed out.

## Secondary Objectives

- *Breaker.* Score 1 victory point for each opposing Vehicle, Fortification, or Monster unit completely destroyed and 2 victory points for each opposing Psyker unit eliminated. These points are cumulative, e.g., for eliminating a Psyker Monster.
- *Break Their Back.* At game end, models that started with 10 or more wounds are considered ruined if they have at most a quarter of their starting wounds remaining. Units are considered broken at game end if at most a quarter of their starting models have not been eliminated or ruined. Earn 2 victory points per 25%, 50%, and 75% quartile of your opponent's army by units that is broken. Units and models added to an army in the course of a game apply to all of these calculations.
- *Overrun.* At game end, count how many units you have at least partially within your opponent's half of the battlefield, and how many units your opponent has at least partially within your half of the battlefield. If your number is higher, score 2 victory points for each point of difference. Units embarked in transports do not count.
- *Seize Ground.* Choose three terrain pieces not in your deployment zone. They must each have a footprint of at least 9 square inches. Do not declare these now, but do secretly record your selection unambiguously! Reveal these at game end and score 2 victory points for each piece that you control, treating them as objective markers.

# Mission 2: Slaughter Zone

## Battlefield Setup

Beginning with the player that did not choose deployment zones, alternate placing a secondary objective marker in your opponent's deployment zone and then another outside both zones, for a total of 4 on the battlefield.

## Primary Objectives

At game end, models that started with 10 or more wounds are considered ruined if they have at most a quarter of their starting wounds remaining. Units are considered broken at game end if at most a quarter of their starting models have not been eliminated or ruined.

Earn 2 victory points per quartile if at least 25%, 50%, and 75% of the opposing army by units is broken. Earn 1 victory point per quartile if at least 25%, 50%, and 75% of your army is not broken. An additional victory point is earned by the player who has had a smaller percentage of the units in their army broken. Units and models added to an army in the course of a game apply to all of these calculations.

Remember that at most 9 victory points may be earned via primary objectives.

## Secondary Objectives

- *Interrogation.* Score 1 victory point for each opposing Character removed as a casualty. In addition, whenever an opposing Character is removed as a casualty by any means, put a casualty objective marker in its place. You score 2 victory points for each such marker controlled at game end.
- *Seek and Destroy.* Choose and declare a Battlefield Role other than Troop or Dedicated Transport. Score 2 victory points for each enemy unit of this role destroyed.
- *Stalwart.* Score 2 victory points per objective marker held at game end.
- *Majority Control.* After each battle round, score 1 victory point if you control more objective markers than your opponent, and 1 more if you control more than half.

# Mission 3: Battlefield

## Battlefield Setup

Place primary objective markers 16" x 16" from each corner of the battlefield, and a fifth at the center of the battlefield.

## Primary Objectives

Simultaneously with declaring secondary objectives, both players choose and declare three of the following primary objectives for themselves, worth at most 9 victory points total:

- A. Control the central primary objective marker at game end for 3 victory points.
- B. Choose and declare one of the primary objective markers in the corners on your opponent's side of the battlefield and earn 3 victory points if you hold it at game end.
- C. Earn 1 victory point at game end per primary objective marker controlled, up to a total of 3; a marker cannot be scored for both this and objectives A or B.
- D. Earn 3 victory points if at least 25% of the opposing army by units is broken.
- E. Earn 3 victory points if at least 50% of the opposing army by units is broken.
- F. Earn 1 victory point per quartile if 25%, 50%, and 75% of your army is not broken.

At game end, models that started with 10 or more wounds are considered ruined if they have at most a quarter of their starting wounds remaining. Units are considered broken at game end if at most a quarter of their starting models have not been destroyed or ruined.

## Secondary Objectives

- *Assassination.* Score 2 victory points for each opposing Character destroyed.
- *Meat Grinder.* Score 1 victory point for each opposing Troop or Dedicated Transport unit destroyed.
- *Reconnaissance.* At game end, score 2 victory points for each friendly unit within 12" of the battlefield edge containing the longest extent of the enemy deployment zone.
- *Breach Points.* Choose two terrain pieces at least partially in the opposing deployment zone. They must each have a footprint of at least 9 square inches. Do not declare these now, but do secretly record your selection unambiguously! Reveal these at game end and score 3 victory points for each piece that you control, treating them as objective markers.

Submit one scorecard per match.



# SCORE

**Team:** \_\_\_\_\_

*Player*

*Achievements*

*Primary Secondary Tertiary Total VP*

+

+

=

**Team:** \_\_\_\_\_

*Player*

*Achievements*

*Primary Secondary Tertiary Total VP*

+

+

=

— Max VP —

Primary 9, Secondary 6, Tertiary 5

Submit one scorecard per match.



# SCORE

**Team:** \_\_\_\_\_

*Player*

*Achievements*

*Primary Secondary Tertiary Total VP*

+

+

=

**Team:** \_\_\_\_\_

*Player*

*Achievements*

*Primary Secondary Tertiary Total VP*

+

+

=

— Max VP —

Primary 9, Secondary 6, Tertiary 5

Submit one scorecard per match.



# SCORE

**Team:** \_\_\_\_\_

*Player*

*Achievements*

*Primary Secondary Tertiary Total VP*

+

+

=

**Team:** \_\_\_\_\_

*Player*

*Achievements*

*Primary Secondary Tertiary Total VP*

+

+

=

— Max VP —

Primary 9, Secondary 6, Tertiary 5