

Strategicon KILL TEAM 3-day Tournament Rules

Each team must be prepared as per standard Kill Team Rules. 100 points, 1 Leader and up to 3 Specialists. Bring a PRINTED roster for your opponents use.

Games will use SPECIAL SCENARIOS written specifically for the game that give Victory Points for Objectives, taking opposing fighters out of action and special Scenario Conditions. After each game, all fighters return to full health for the next game.

Players can play as many games as they like, there will be 10 Seatings:

Friday 6pm and 8pm.

Saturday 10am, Noon, 2pm, 4pm and 6pm.

Sunday 10am, Noon and 2pm.

Players use their best 3 Victory Point totals for final score and tournament placement.

At the convention you can sign up to play in any Seating at the Miniatures HQ Table. 6 players will be allowed each slot, with seating determined by number of participants that hour. Games will be either 2 or 3 players.

Scenarios will be randomly determined each game from the attached list:

Scenario 1 – Hunting for Resources

Scenario 2 – Destroy Enemy Resources

Scenario 3 – Moshpit

Scenario 4 – It's About The Character of a Person

Scenario 5 – Rescue Mission

Scenario 6 – You Die, She Dies, Everybody Dies...(Sounds reasonable to me)

SCENARIO 1

Hunting for Resources

Resolve Scouting.

Players roll 2d6, high to low rolls gaining strategic advantage.

Pick deployment zones high advantage to low.

Each player places 3 objectives at least 2" outside of each deployment zone (low to high).

Place fighters low to high advantage until all fighters are placed.

Battle lasts until there is only one unbroken team on the battlefield or Round 5. When this happens, the game ends and Victory Points for each player are calculated.

VICTORY POINTS

OBJECTIVES – A fighter can pick up an objective by ending his movement in contact with it. On their next movement phase, they can take the objective with them but lose 2" of movement while carrying it. Each Objective a player has inside their deployment zone at the end of the battle is worth 5VP.

COMMAND POINTS – Each unused Command Point is worth 1VP.

OUT OF ACTION – Each enemy fighter put out of action is worth the following:

Value 7 points or under – 1VP

Value 8 to 11 points – 2VP

Value 12 points or more – 3VP

Specialist - +1VP

Leader - +2VP

BROKEN – If an opposing Kill Team is Broken on a turn when your Kill Team has not Broken, gain 3VP.

SCENARIO 2

Destroy Enemy Resources

Resolve Scouting.

Players roll 2d6, high to low rolls gaining strategic advantage.

Pick deployment zones high advantage to low.

Each player places 3 objectives inside of their deployment zone at least 6" from the table edge (low to high).

Place fighters low to high advantage until all fighters are placed.

Battle lasts until there is only one unbroken team on the battlefield or Round 5. When this happens, the game ends and Victory Points for each player are calculated.

VICTORY POINTS

OBJECTIVES – A fighter can blow up an objective by ending his movement in contact with it and spending their shooting phase blowing it up. Objectives cannot be destroyed by any ranged attacks. Each opponent's Objective a player has blown up is worth 10VP.

COMMAND POINTS – Each unused Command Point is worth 1VP.

OUT OF ACTION – Each enemy fighter put out of action is worth the following:

Value 7 points or under – 1VP

Value 8 to 11 points – 2VP

Value 12 points or more – 3VP

Specialist - +1VP

Leader - +2VP

BROKEN – If an opposing Kill Team is Broken on a turn when your Kill Team has not Broken, gain 3VP.

SCENARIO 3

Moshpit

Resolve Scouting.

Players roll 2d6, high to low rolls gaining strategic advantage.

Pick deployment zones high advantage to low.

Place 10 objectives in the center of the Battlefield.

Place fighters low to high advantage until all fighters are placed.

Battle lasts until there is only one unbroken team on the battlefield or Round 5. When this happens, the game ends and Victory Points for each player are calculated.

VICTORY POINTS

OBJECTIVES – A fighter can pick up an objective by ending his movement in contact with it. On their next movement phase, they can take the objective with them but lose 2” of movement while carrying it. Each Objective a player has inside their deployment zone at the end of the battle is worth 5VP. NOTE: The Objective pile is so large that fighters gain cover from ranged attacks where the line of fire passes over any of the unmoved Objectives (regardless of height of shot).

COMMAND POINTS – Each unused Command Point is worth 1VP.

OUT OF ACTION – Each enemy fighter put out of action is worth the following:

Value 7 points or under – 1VP

Value 8 to 11 points – 2VP

Value 12 points or more – 3VP

Specialist - +1VP

Leader - +2VP

BROKEN – If an opposing Kill Team is Broken on a turn when your Kill Team has not Broken, gain 3VP.

SCENARIO 4

It's About The Character of a Person...

Resolve Scouting.

Players roll 2d6, high to low rolls gaining strategic advantage.

Pick deployment zones high advantage to low.

Place fighters low to high advantage until all fighters are placed.

Battle lasts until there is only one unbroken team on the battlefield or Round 5. When this happens, the game ends and Victory Points for each player are calculated.

VICTORY POINTS

OBJECTIVES – There are no Objectives in this battle.

COMMAND POINTS – Each unused Command Point is worth 1VP.

OUT OF ACTION – Each enemy fighter put out of action is worth the following:

Value 7 points or under – 1VP

Value 8 to 11 points – 2VP

Value 12 points or more – 3VP

Specialist - +5VP

Leader - +10VP

EACH FIGHTER PUT OUT OF ACTION BY ONE OF YOUR SPECIALISTS OR LEADER IS WORTH DOUBLE THE VICTORY POINTS LISTED.

BROKEN – If an opposing Kill Team is Broken on a turn when your Kill Team has not Broken, gain 3VP.

SCENARIO 5 Rescue Mission

Resolve Scouting.

Players roll 2d6, high to low rolls gaining strategic advantage.

Pick deployment zones high advantage to low.

Each player places 3 objectives in their deployment zone completely within 2" of the inside border (low to high).

Place fighters low to high advantage until all fighters are placed.

Battle lasts until there is only one unbroken team on the battlefield or Round 5. When this happens, the game ends and Victory Points for each player are calculated.

VICTORY POINTS

OBJECTIVES – Objectives are hostages valuable to your enemy, but more valuable to you. Each can be freed by any fighter by ending their movement phase in contact with the objective and spending their melee phase freeing them. Once freed, your fighter orders them to run to a specified spot (i.e. left corner of your deployment zone). Between rounds, each hostage moves 9" towards the designate spot. Any fighter can "redirect" a hostage by ending their movement phase in contact with it and using it's melee phase to "convince" it to move somewhere else (which it will do during it's next movement phase). At the end of the battle, each hostage in your deployment zone is worth 5VP and each hostage under directions to go to your deployment zone is worth 2VP. Hostages cannot be harmed in any way during this scenario.

COMMAND POINTS – Each unused Command Point is worth 1VP.

OUT OF ACTION – Each enemy fighter put out of action is worth the following:

Value 7 points or under – 1VP

Value 8 to 11 points – 2VP

Value 12 points or more – 3VP

Specialist - +1VP

Leader - +2VP

BROKEN – If an opposing Kill Team is Broken on a turn when your Kill Team has not Broken, gain 3VP.

SCENARIO 6

You Die, She Dies, Everybody Dies...(Sounds reasonable to me)

Resolve Scouting.

Players roll 2d6, high to low rolls gaining strategic advantage.

Pick deployment zones high advantage to low.

Each player places 3 same-colored objectives in an enemy deployment zone (low to high).

Place fighters low to high advantage until all fighters are placed.

Battle lasts until the end of Round 5. When this happens, the game ends and Victory Points for each player are calculated. There are no Team Brake Checks in this Battle.

VICTORY POINTS

OBJECTIVES – Each objective is a very poorly disguised and temperamental Booby Trap. Each turn, your Leader within 15” of a Trap can use his SHOOTING phase to attempt to set off the Trap. Pick a Trap you placed and roll a die. On a 3-6 it explodes doing a S3 -1AP hit on every model within d6+3” (only affecting models on the same floor as the Trap). If it fails to detonate, you can attempt again on another turn. Any fighter put out of action by a Trap is worth it’s normal value +2VP. These traps cannot be neutralized or moved in any way.

COMMAND POINTS – Each unused Command Point is worth 1VP.

OUT OF ACTION – Each enemy fighter put out of action is worth the following:

Value 7 points or under – 1VP

Value 8 to 11 points – 2VP

Value 12 points or more – 3VP

Specialist - +1VP

Leader - +2VP

BROKEN – There are no Team Brake Checks during this Battle.