

# HEROCON 2024 – KILL TEAM

**Event Organiser:** ADFWGA, Richard King

**Tournament Organiser:** Good Times Rolled

**Event Judge:** mhbanz

**Dates:** Sat 30 November – Sunday 01 December 2024

- Venue – Australian Defence Force Academy (ADFA) - Canberra
- <https://maps.app.goo.gl/mQr7DsvCF4JeQDuWA>
- 6 rounds **Kill team Matched Play**
- Tournament cost – \$25

**BCP Registration Link:** <https://www.bestcoastpairings.com/event/LRRE25J9HK>

## Schedule:

DAY ONE	DAY TWO
<input type="checkbox"/> 08:00 Registration and venue sign in	<input type="checkbox"/> 08:30 venue sign in and short announcements.
<input type="checkbox"/> 08:25 Announcements	<input type="checkbox"/> 09:00 ROUND 5
<input type="checkbox"/> 08:30 ROUND 1	<input type="checkbox"/> 11:00 Lunch Break (90 minutes)
<input type="checkbox"/> 10:30 ROUND 2	<input type="checkbox"/> 12:30 <b>ADFWGA AGM<sup>1</sup></b>
<input type="checkbox"/> 12:30 Lunch break (1 hour)	<input type="checkbox"/> 13:00 ROUND 6
<input type="checkbox"/> 13:30 ROUND 3	<input type="checkbox"/> 15:00 Submission of final scores and
<input type="checkbox"/> 15:30 ROUND 4	<input type="checkbox"/> sportsmanship/players choice matrix
<input type="checkbox"/> 17:30 End ROUND 4	<input type="checkbox"/> 15:30 Presentations/Awards, Pack -up

## Good Times Rolled:

Good Times Rolled is a community organisation focused on the growth of the Australian tabletop community and will be supporting by running the HEROCON 2024 Kill Team tournament.

## Round Times

Round times will be 1:40 mins with 10mins of wrap-up/play-through time to finalise the game and then 10 minutes to pack up, recharge and get ready for your next game. Please note that if you haven't completed your game by 1:50 mins your game will be called with the points that have been accumulated at that stage. 30-minute blocks to 1:30 mins and then 10 minute timers to help you keep time.

## Kill Team Roster Submission:

Each player must have a submitted, compliant, and clearly listed roster via Battlescribe and have that uploaded toon BCP before event start as per the "create a matched roster" described on page 90 of the Kill Team Core Book. Full roster to be submitted no later than **Midnight Friday 22 November 2024.**

With any ***DATA-SLATE updates*** the cut-off for this will be 1 week prior to list submissions – **Midnight Friday 15 November 2024.**

You may bring compendium teams to the tournament but please note that some compendium teams replaced by specialist teams will no longer be valid and therefore not allowed at the tournament (and these are Forge World, Thousand Sons and Troupe). Lists will be checked, and any lists found with errors will be asked to fix these and resubmit their list prior to the lists being used at the event. Anyone found using models not listed will have them removed from the table for the rest of the event.

Late list submission **will** result in players being penalised 1 VP per Battle Round (for a cumulative total of 6 VP across the tournament).

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<sup>1</sup> Subject to change. May occur on day 1.

## Missions

Missions and Layouts will be selected from the critical ops pack, Terrain will be selected from Open World, Gallowdark, Bbeta Decima and map packs (layout of terrain) will be selected from Turning Point Tactics for Open World, Close Quarters and Hazardous Areas via GW/Warhammer

## What you will need to bring on the day:

- Your compliant Kill Team minis as per your submitted roster
- Dice, Kill Team Measuring Gauges, Kill Team Barricades and Kill Team Tokens
- Glue for emergency repairs.
- Set of Critical Ops: Tac Ops and Mission Card Pack
- rules and any updated FAQ relevant for your Kill Team
- **1 hard copy of your matched play roster**
- Pen and Scoring sheets. (Highly recommended, will not be provided)

## Prizes

Prizes will be offered in the following categories:

- Overall (1st, 2nd, 3rd)
- Best General – TO Award
- Best Painted
- Players Choice Painting
- Best Sports
- Hobby Award

## Best Sports

Scoring for this will be determined predominantly by the players. Each player will be given a matrix to fill out and submit to the TO's rating their opponent for best sport. It's a game and should be fun. Someone does have to score lower on the matrix but that in no way reflects your interactions with your opponent or takes away from your fun. We understand this will be hard to do and have placed in the following guidelines:

- You must have played an opponent to award them points. This is to avoid any sort of manipulation of overall scores in the category. Any invalid nominations will be ignored.
- Any exemplary behaviour seen should be reported to the TO's who will record it and add this to the player submitted results appropriately.
- Any less than exemplary behaviour (This **DOES NOT** include rules infractions, see Tournament rules below) should be reported to the TO's. Remember this isn't about crushing people's spirits, if you or your opponent have a rough game because of dice we want to know about that too. An example of a filled matrix is provided at the end of this player pack.

## Players Choice Painting

Similar to Best Sports scoring will be done for this completely by the players. Each player will be given a matrix to fill out to determine this award. Remember this is less about technical mastery of a skill (although that will help here) and more about what you think is thematically excellent. Kill team especially lends itself to creativity that is rewarding in this area and we want to acknowledge that. An example of a filled matrix is provided at the end of this player pack.

## Scoring and Pairings

Placings and pairings will be random for the 1<sup>st</sup> rounds and then will be done #1 Opponent Win %, #2 Mission Objectives and #3 Secondaries.

## Tournament Rules

Sportsmanship and cordial behaviour will be expected for all participants as well as anyone else watching. Any behaviour towards opponents, other players, persons watching or the TO's will be subject to yellow cards or immediate ejection for serious offences.

Any rules queries that are not able to be resolved should be brought to the TO's attention ASAP. Any rules questions can be asked in private and regardless should **NOT** be viewed as a cheating accusation.

As per the above, whilst chess clocks are not mandatory slow play should be brought to the

TO's attention and will be assessed on a case-by-case basis. *Players are encouraged to bring a chess clock to assist them in their play.*

Please be mindful of the facilities provided as well as the terrain and mats. Do not move terrain as this is place specifically for the mission on that table. If the terrain appear different to the mission on the table please notify the TO.

Rules for terrain specifics will be provided and are to be played as such for the event. We will **NOT** be using any external rule source such as WTC. Terrain rules will be provided to all tables on the day. Whilst the TO's will attempt to enforce rules evenly it is up to their discretion and decisions are to be abided by. Do not put drinks and food directly onto the tables or gameboards.

### **Painting / Battle Ready**

The intent of this event is to encourage and allow players to showcase other aspects of the hobby, not just tabletop prowess or the capacity to roll subsequent critical hits. Player will fully painted Rosters will receive 2VPs every round as detailed on page 93 of the core rule book.

The judging of the best painted will be treated as if judging models by high end display standards, considering many aspects of the art of the hobby including elements such as:

- Coherent light sourcing
- High level of contrast appropriately achieved
- Multi-light consideration
- Colour usage and composition
- Highly detailed conversions or scratch builds
- Thematic and detailed basing
  - Advanced painting techniques
  - Smooth brush blending
  - Non-Metallic Metals
  - OSL
  - Freehand
  - Weathering

Please note, the TO's say is final on all matters regarding the quality and execution of paint and hobby. Seeking advice or critical feedback is welcome and encouraged however any arguments over the results will not be tolerated. An example of the matrix is provided in this player pack.

### **Conversions**

Conversions are acceptable and an awesome way to make your Kill Team stand out. However each operative must be a reasonable representation of the original model and their war gear that does not confer an advantage to the owning player. Models **MUST** be reasonably WYSIWYG for any options and operatives distinguishable and identifiable. If there are any questions, please email the TOs. All conversions must be cleared by the TO at time of list submission cut off **22 November 2024**.

### **Contact**

If there are any questions not covered in this players pack please reach out. Additionally, we would appreciate any feedback you can provide us on how the event was run to improve for future events.

#### **Event Organiser:**

SGT R King

**Email:** [Richard.king7@defence.gov.au](mailto:Richard.king7@defence.gov.au) / [8575579richard.king@gmail.com](mailto:8575579richard.king@gmail.com)

### **Rationing**

Due to the location of this event, it may be prudent to have a plan in place to avoid missing the start of the next round. This is particularly important for the second day as many players will be scheduled flights shortly after the round finishes.

**The nearest facilities for take away meals are located at Canberra airport.**

### Example of completed Best sport Matrix

Opponent Name	Round played	Score	Remarks
<b>Konrad Kurz</b>	<b>1</b>	<b>1</b>	<b><i>Pointed out a lot of rules. Said I had nice skin.</i></b>
<b>Belassarius Cawl</b>	<b>4</b>	<b>2</b>	<b>Reminded me about a tac op I had revealed to score</b>
<b>Makari</b>	<b>6</b>	<b>3</b>	<b>Made the last round an absolute blast!</b>

### Example of Players Choice Painting

Player Name	Roster	Remark
<b>1.Captain Artemis</b>	<b><i>Deathwatch Veterans</i></b>	<b><i>Very cool OSL interaction with the bases</i></b>
<b>2.Makari</b>	<b>Kommandos</b>	<b>That bomb sqig mid explosion!</b>
<b>3. Konrad Kurz</b>	<b>Nemesis Claw</b>	<b>The skin looks almost to real!</b>

