

Call to Arms 2024

Warhammer Kill Team

Player Pack – Draft 1.0

Game: - Warhammer Kill Team

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Edition: - '2021' Edition

Rounds: - 6 rounds over 2 days

Time: - 2hr 10 minutes per game, players are expected to finish their games, top tables may be asked to use chess clocks (TBD).

Format: - Swiss chess format.

Style: - likely to be a mix of games of Open and Into the Dark. Beta Decima may occur if there is enough uptake and terrain.

Armies allowed: - all official teams announced and released by GW up until the start of August will be allowed (released means available to buy in NZ, not on pre order).

Rules: - any FAQ changes and balance data slates up to about a week before the event will be included. Any players who forces are changed by a late Dataslate change can alter their force as needed before CTA.

Missions: - will be from the Crit ops packs and terrain will be set up on a mix of Crit ops and potentially from Turning point tactics maps.

Tables will be set up and not change for all games (unless we change from open to ITD for example), and will have different deployment zones, but all players will play the same mission each round.

Players should bring:

1. Their Army
2. Dice, measuring sticks, wound markers etc.
3. A print out of their roster – ideally from the Warhammer community site online builder.
4. Cards for their team (to avoid constantly looking at the book), either from GW released ones (eg scouts, blades of khaine etc) or from Phil team or equivalent.
 - a. This is for their team members, tac ops, strategic and tactical ploys and equipment.

5. Crit ops deck with the secondary missions that you can use either from GW or philteam or equivalent.
6. Counters to represent their equipment and any abilities you have to mark on the table – either GW official or your own make that are clear what they are.

Miniatures: – do not have to be official GW (unless we get sponsorship and that's a requirement) but if you are using proxies or conversions they need to be easily recognisable as the model they are representing (ideally txt on the base or similar), and be on the same size base as the official model.

Prizes: – 1st, 2nd, 3rd, best painted, best terrain set, best player/sport. Potentially some faction prizes and some bounties.

Prizes will be medals, at this stage unless we get sponsorship no physical prizes will be given but this could change.