



Wellington Warlords presents



Escape from Volokh 5

Kill Team Tournament

15,16 June 2024

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**Wellington Warlords
Presents
Escape from Volokh 5 – a 2 day Kill team Competitive
Tournament.
*Sponsored by DUX Financial Services***

The Catacombs of Volokh 5 have been destroyed. While the imperium was able to beat back the forces of Chaos that sought to destroy the Agri worlds food sources, they were not wholly successful.

Sufficient damage was done by the forces of chaos to ruin the catacombs. The flow on effect of this has been that many forces have been trapped in the catacombs, trying to both complete their mission and get out alive.

Any force cohesion has been destroyed, its impossible to tell friend from foe, so all are foe.

But once on the surface, things are no better as you still need to fight you way to extraction.





Date: June 15/16 2024

Location: Johnsonville – Collective Community Hub, 33 Johnsonville Road, Johnsonville

Time: 9am

Cost: 2024 Warlords Financial Members – Free, others - \$25.

Organiser: Alan Borthwick – alan@borthwick.nz on Behalf of the Wellington Warlords.

How to Register: email the organizer and also register on Best Coast Pairings (see below).

About:

Escape from Volokh 5 is the theme for the tournament. This is to give the games some meaning for those players who like this. There will be no narrative elements in the event itself, we are using the core rules only but the TO will be expanding the story as the event unfolds.

Edition: - '2021' Edition

Rounds: - 6 rounds over 2 days

Time: - 2hr 10 minutes per game, players are expected to finish their games, top tables will be asked to use chess clocks to test this out. There is no penalty for time on this test run of Chess clocks.

Seeding Format: - Swiss chess format. Blood rule and Call outs allowed for round 1.

Game Style: - Day 1 is Into the Dark and Day 2 will be "Open"

Armies allowed: - all official teams announced and released by GW up until the start of June 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 the event.

Missions and Terrain: - will be from the Crit ops packs and terrain will be set up on a mix of Crit ops and from well known community map packs and some player themed tables.

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

For Open play, Terrain will be a mix of Octarius, Chalnath, Moroch, Nachmund and can also allow for player generated terrain that is not "official" – any non-official terrain will need to have a document with the rules (heavy, scalable etc.) on it, next to photos of the terrain.

Terrain: - all players are asked to provide a table of painted terrain if possible. Please indicate what tables you can provide (into the dark, Chalnath etc) so the TO can divide things up. Players providing Into the Dark sets will be advised of their table layout prior to the event so you can bring it completed, as will open players, so you can prepare. We will set up Day 2 after day 1 completes.

Miniatures: – do not have to be official GW 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.

Painting: - it is expected that all miniatures and barricades are painted, failure to have '3 colour' minimum on models will result in losing the painting points per game.

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

Tournament Format

Day 1 - Players will play 3 rounds of Kill team, each round lasting 2 hours 10 minutes, using the Kill Team Critical Ops 2022-2024 ruleset "Into the Dark"

Day 2 - Players will play 3 rounds of Kill team, each round lasting 2 hours 10 minutes, using the Kill Team Critical Ops 2022-2024 ruleset "In the Open"

Games are 2 hrs 10 minutes. It's expected that the 10 minutes is used to sort rosters, barricades, equipment, check terrain rules etc. then approximately 1 hr for each player to play their side of the game.

Score sheets will be provide by the TO each round, these are to be used by all players.

Schedule

Day 1

08:30 am Registration Completion
08:45 am Umpires Intro and Rd 1 Draw
09:00 am Round 1 Starts
11:10 am Round 1 ends / Lunch break
12:00 pm Round 2 Briefing and Draw
12:10 pm Round 2 Starts
02:20 pm Round 2 ends / Break begins
02:40 pm Round 3 Briefing and Draw
02:50 pm Round 3 Starts
05:00 pm Round 3 ends

Day 2

08:30 am Round 4 Intro and Draw
08:40 am Round 4 Starts
10:50 am Round 4 ends / break begins
11:10 am Round 5 Briefing and Draw
11:20 am Round 5 begins
01:30 pm Round 5 Ends / Lunch Break
02:10 pm Round 6 Briefing and Draw
02:20 pm Round 6 Begins
Round 6 ends - pack up
04:30 pm begins
04:50 pm Prize Draw and event close

Player Conduct

Players are expected to treat each other with respect and demonstrate good sportsmanship.

If there is a disagreement with the rules, players are to discuss and to try and come to an agreement, and if not then the TO will make a ruling; that ruling is final.

Players need to bring:

1. Legal kill team
2. Pen, paper, dice, barricades, measuring gauges, counters, tac ops cards etc
3. Printed Roster – sufficient copies for all opponents to see if needed
4. Print outs of player cards, equipment etc.

Kill Teams and Rosters

Players will need to bring a tournament-legal Warhammer 40K: Kill Team set up for Matched Play, including 10 Equipment Points worth of upgrades.

The roster should account for all Balance Dataslates, FAQ, Errata, and other updates published on the www.warhammercommunity.com

Rosters can be built using the GW Kill Team Command Roster <https://www.warhammer-community.com/commandroster/>, [Battlescribe](#) app, or the player's preference of Kill Team roster builder.

This needs to be clear and concise and easy to read.

Paper copies should be brought with you.

Player Tools and Tac Ops

Players will also need to bring enough objective markers, kill team specific tokens, barricades, order tokens, dice, and measuring tools to play their kill team.

It is recommended that if your team has specific tokens for abilities (eg grudge tokens), you make some of them so its easy to see each game. Same for equipment.

It is recommended that unless GW provides official cards for your team (eg blades of khaine) you print out a set either from a scan of the book, or from https://ko-fi.com/phil_g or equivalent. To save time you should not be looking constantly in your book. If you have no ability to print out your team rules.

This is true for your strategic plays, tac plays faction tac ops and equipment.

If you have no ability to print out your team rules let the TO know as soon as possible.

Proxy barricades, tokens and measuring tools are allowed so long as they are fit for purpose and are of the correct size and shape.

Tac Ops will be taken from the Approved Ops 2023 and Critical Ops 2022 packs. You only need to bring the tac ops you are using, you wont need map cards etc.

Best Coast Pairings

We will be testing Best Coast Pairings for the rounds and rankings.

All players need to go to – www.bestcoastpairings.com and set up an account. You can also down the app from the IOS or Android play store. You need to register on the BCP site for our event – link is <https://www.bestcoastpairings.com/event/2F29EQ59E3>

For other discussion you can join the Wellington Warlords Discord – <https://discord.gg/FzsD3X6zH3> or scan the QR code.

