

# DWS 40k 'Kill Team' 2012 - RULES

The 'Kill Team' league will start on Thursday Jan 5th and run every Monday & Thursday until 27th Feb, giving 8 Mondays and 8 Thursdays to get your battles played - it should be possible to play 2-3 or even 4 games a night!!

We will be using the rules taken from the 40k Battle Missions book (p90/91) which are summarised below:-

Total Army Cost: 200pts maximum

Chosen from any current codex as normal, with the following restrictions: 0-1 Elite, 0-2 Troops, 0-1 Fast Attack

Game Length and Victory Conditions: Once a players force is reduced to half it's starting number of models or less, he must take a Leadership test at the beginning of each of his turns. Failing the Ld test means his force flees the field, and his opponent wins. The Leadership test is taken on highest Ld in the force, apply -1 modifier the second time taken by same player, -2 for the third etc.

Table Set-up: Play on a 3x4 table (so two games can fit on a single 6x4 table - it actually states can be played on a 3x3 or 4x4 but 3x4 works too). **Use as much terrain as is sensibly possible.**

Deployment: Neither side can keep anything in reserve! Table Quarters - players roll-off, winner deploys his entire force in one quarter at least 9" from centre of table, his opponent sets up likewise in the opposite quarter. The player that deployed first rolls D6 and gets first turn on a 2+, otherwise his opponent will steal the first turn.

Special Rule: Every Man for Himself - Every model acts as an individual and not in squads. When a model shoots or assaults it can split its shots/attacks against multiple eligible targets.

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There's also an optional rule about being able to select 3 Universal Special Rules to spread around your force, these will be built into the campaign/league rules.

The league will be run by Nick Simmerson (myself) with help from Carl Brown and Craig Bennett, if you have any questions either post in the FAQ thread on the DWS forum [click here](#), email us [derbywargamesociety@gmail.com](mailto:derbywargamesociety@gmail.com) or ask one of us at the club.

## How the League Works

All games are played until one player fails his Leadership test for being at/below half the number of models he started with, or concedes (a tactical withdrawal due to overwhelming odds).

Each Kill Team in the league will be ranked according to their 'Efficiency Rating' (0-100%) depending on their success or failure during each battle so far, earned as follows:-

**Win** = **100**  
**Lose** = **30**  
**Concede** = **0**

The total score will be divided by the number of games played to give an average as a percentage, which is the current 'Efficiency Rating' of the Kill Team – as a Kill Team has to prove itself in battle, it will not earn its full 'Efficiency Rating' until it has fought at least 5 games and will be reflected in the league table.

The winner of the league will be the player whose Kill Team has the highest 'Efficiency Rating' at the end of February. In the event of a tie, the Kill Teams will be ranked according to 'most kills' – kills are awarded as follows at the end of each game played, and are accumulated until the Kill Team 'retires':-

**Model with 1 wound killed** = **1 Kill**  
**Model with multiple wounds killed** = **1 Kill per wound**  
**Vehicle Destroyed** = **5 Kills + 1 Kill per Armour above 10/10/10**  
ie. SM Dreadnought = 9 Kills (Armour 12/12/10 = (5)+2=2+0 = 9)

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If a player concedes then their opponent will earn any 'kills' achieved during the game so far, plus half of the remaining enemy force (rounded up). The conceding player will still be awarded any kills earned before withdrawing (kudos for giving it a go!)

Players can only face each other twice, unless they have played at least 3 other opponents since. If you are struggling to find new opponents then we will try to organise a game for you... if all else fails we suggest playing a friendly game and maybe swapping Kill Teams with each other?

**Specialist Troopers:-** each time a player wins a game they may choose a 'Universal Special Rule' from the main rulebook (p74-76) and assign it to one model in their Kill Team for future battles, representing new skills they have developed.

A maximum of 3 USR's may be earned in this way. Each one must be different, and given to a different model.

## Army Rosters

All rosters will be checked to ensure that everyone has grasped the unique composition restrictions for the scenario.

Please post your Kill Team on the forum, or if you would rather keep your list a secret from other players then PM Nick or Carl, email us [derbywargamesociety@gmail.com](mailto:derbywargamesociety@gmail.com) or see one of us before/during your first game.

*(NB – our own Kill Team rosters are already up on the Forum as an example and to keep things fair)*

You must use the same roster in all your games unless you decide to 'retire' your Kill Team, in which case it will retain its ranking in the league but will be unable to score any further.

**All Kill Teams automatically 'retire' when they have played 10 games due to exhaustion, injuries sustained or to seek new employment as news of their success spreads, so make those games count!**

Any 'Specialist Troopers' must be indicated on your roster, and are the only change permissible between games unless retiring your 'Kill Team' in which case you can start a new one if you wish.

## Miniatures

As Kill Team is a small skirmish game where each model is an individual, it is important that miniatures are WYSIWYG (What You See is What You Get) or at least a reasonable representation – they do not necessarily have to be Games Workshop figures but a house brick stuck on a BBQ skewer is not a Stormraven and a Space Marine carrying a Heavy Bolter is not toting a Plasma Cannon or Missile Launcher!!

Miniatures do not have to be painted, but it would be nice ☺

Any model designated as a 'Specialist Trooper' must be clearly indicated to your opponent during your games to avoid confusion in the heat of battle – a specifically and dynamically modeled miniature is highly preferable but any other suitable method is acceptable.

## Results

Please hand your game results to one of us at the club, or post online if you miss us. We will update and publish the league table as soon as possible.

We need to know who played, your Kill Team, the result and kills. Any 'Specialist Troopers' can be decided immediately if you like, or at any time before your next gaming night.

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## Vehicle Leadership

Vehicles operating in built-up areas without infantry support are highly vulnerable to attack from concealed enemy troops armed with anti-tank devices. To represent this situation, any force that is reduced to vehicles alone and requiring a Leadership test for being at/below half strength will do so using the base leadership values for each codex as follows:-

Black Templars	Ld 8
Blood Angels	Ld 8
Chaos Daemon	Ld 10
Chaos Space Marines	Ld 9
Dark Angels	Ld 8
Dark Eldar	Ld 8
Eldar	Ld 8
Grey Knights	Ld 8
Imperial Guard	Ld 7
Necrons	Ld 10
Orks	Ld 7
Sisters of Battle	Ld 8
Space Marines	Ld 8
Space Wolves	Ld 8
Tau	Ld 7
Tyranids	Ld 5

## DWS 40k Kill Team - RESULTS

Date:

		Win	Lose	Concede	Kills
Player 1:	Kill Team:				
Player 2:	Kill Team:				

Specialist Trooper Chosen?

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