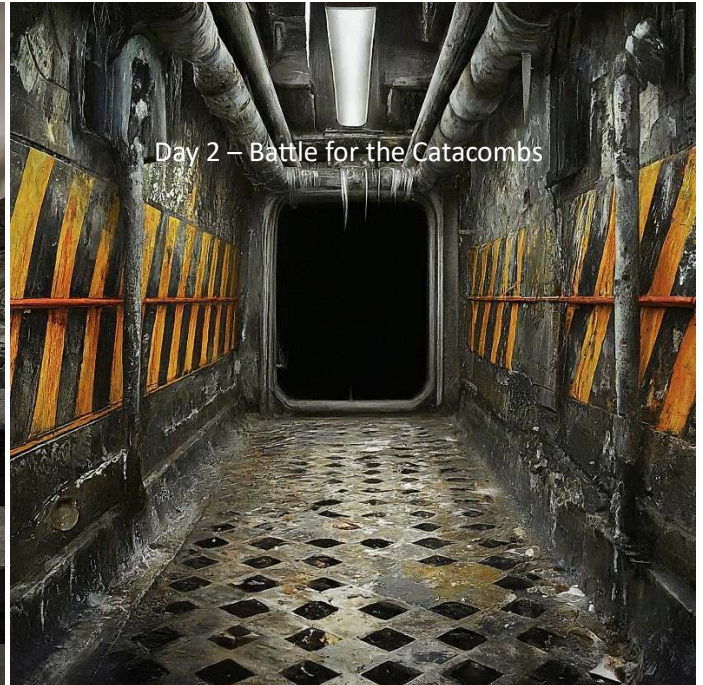




**Wellington Warlords Presents
Scouring of Volokh 5 – a 2 day Kill team Semi Narrative Tournament.**



The Agri-World of Volokh 5 has been wracked with war, forces of chaos and foul xenos have invaded the planet and destroyed much of the worlds above ground food generation and infrastructure.

The imperial forces have rallied and pushed the enemy forces off the planet.

But the war is not over. There are still specialist teams of chaos and xenos forces in the wasteland, destroying more of the infrastructure of the planet, but their main goal is to force access to the underground catacombs.

The catacombs of Volokh 5 are the true power of Volokh 5, thousands of kilometres of underground tunnels and hydro grow plantations, that provide even more of the food for the Volokh system.

While the enemy forces try to force their way in and destroy the catacombs, imperial forces are hunting them down to stop them.

But eventually the enemy forces will find their way in, and then the battles change to running battles in the darkness of the catacombs.

Will Volokh 5 be saved or will the food basket of the system be destroyed...



Date: 31st March and 1 April 2024

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

Time: 10.00am

Cost: 2024 Warlords Financial Members – Free, others - \$25 for 2 days, \$15 for 1 day.

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

How to Register: email the organiser

About:

The scouring of Volokh 5 has two parts, Day one is “Death in the Wasteland”, and Day 2 is “Battle for the catacombs”.

The “tournament” is primarily a narrative semi tournament. What this means in essence is that the organiser wants to play, it’s a test run to get people used to competitions, and the objective is to get a victor for each faction, imperium vs chaos rather than purely the one best player. Xenos forces will be added to chaos or imperium based on their general disposition in order to get the sides as even as possible.

This means that each round players are matched up based on their faction so as many games as possible are played of “good” guys vs “bad” guys or “weird alien guys”.

There will still be individual winners but the aim is to get a cool narrative.

Tournament Format

Day 1 - Players will play 3 rounds of Kill team, each round lasting 2 hours, using the Kill Team Critical Ops 2022-2024 ruleset “In the Open”

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

The 2 victory points scored for painting will instead be awarded for completing Turning Point 4 before the round timer is finished.

You can sign up for 1 day if you want, but 2 days will be more fun...

Schedule

9am Registration

9:30am **Round 1 begins (2 hours)**

11:30pm -12.15 **Break**

12:15pm **Round 2 begins (2 hours)**

2.45 pm **Round 3 begins (2 hours)**

5pm Finish and awards etc.

Requirements

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. Any rules discussion the TO is involved with in his games will be handed off to another senior player.

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 [Warhammer Community website](#).

Rosters can be built using the Kill Team Command Roster, Battlescribe app, or the player's preference of Kill Team roster builder.

It is recommended to bring a paper copy in case of app crashes or device outage.

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.

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. As with rosters you can choose using the official cards, suitable proxies, or track progress using an app. If using electronic means to track your Tac Ops, please write down your choices and scores somewhere.

Proxies, Painting and Modelling Requirements

There are no painting requirements for the tournament, but all models must be placed on an appropriately sized base and modelled to roughly the correct height.

The 2 Victory Points normally scored for painting are instead awarded to both players if they complete Turning Point 4 before the round timer is completed.

Model proxies are allowed but please discuss all proxies with the Tournament Organiser.

Missions will be assigned for each round and each table will be set up with different deployment styles, that will be fixed for the day.

The TO will provide what terrain he can but all terrain assistance is welcome. Terrain does not have to be 'official' gw terrain as long as we can make it work and it makes sense for killteam.