

NTS 2026 Kill Team Player Pack

Tournament Structure

We will be playing 6 rounds of swiss. 3 rounds on day one and 3 rounds on day two.

Buy your ticket here:

<https://nordictabletopshowdown.dk/product/warhammer-40-000-kill-team/>

Sign-Up on BCP:

<https://www.bestcoastpairings.com/event/HnrGWA4iAGZF>

Note you are only considered participating after purchasing a ticket.

For the tournament we are using the newest dataslates/faq/erratas.

Cut-off date for dataslates is Monday 5/01/2026

Player must have uploaded list on BCP before Monday 5/01/2026

We will be using the Approved ops 2025.

We expect players to bring the following:

- Their Kill Team and its rules either printed or on the kill team app.
- Universal equipment
- Tokens, dice and measuring tools
- Approved ops cards.

TO will be calling appropriate time milestones to help players with the flow of the games.

Chess clocks are not mandatory but if one player wishes to use a chess clock both players must use a chess clock.

Timetable

DAY 1	SATURDAY
09:30 - 10:00	Sign in + Intro
10:00 - 12:00	Round 1 (3. Transmission.)
12:00 - 13:00	Lunch Break
13:00 - 15:00	Round 2 (5. Stake Claim)
15:00 - 17:00	Round 3 (7. Download)
17:00 - 17:15	Tournament Status and Info regarding day 2

DAY 2	SUNDAY
09:00 - 09:30	Check-in
09:30 - 11:30	Round 4 (9. Reboot)
11:30 - 12:30	Lunch Break
12:30 - 14:30	Round 5 (1. Loot)
14:30 - 16:30	Round 6 (6. Energy Cells)
16:30 - 17:00	Prizes and goodbyes

Scoring

To report the results from your games use the BCP app or report it to a TO. We recommend players have downloaded the BCP app so they can report scores themselves. There will not be given points for fully painted teams. We still heavily encourage players to have painted teams.

Tie breakers:

1. Tournament Points
2. Victory Points
3. SoS

Bye and scoring:

In the event of uneven players a bye will be given to a random player.

A bye will be set as 18VP

5 - Crit Op

5 - Kill Op

5 - Tac Op

Proxy, Prints and Kitbash

Kill Team is ideal for proxy and kitbashing. To encourage this, proxy teams, 3d prints and kitbashes are allowed. These models must be on the correct base size and with a clear indication of what weapon and gear it is equipped with.

If you bring a proxy or 3d Printed team please contact TO for their approval of the team.

Event Awards

We cater to all; the tryhards, the artists, and most importantly the honourable. For this event there will be awards for 1st, 2nd and 3rd place.

There will also be awards for best opponent, this could be the person who was positive and friendly, gave you the match of your life or the one you had the most fun playing against.

Best painted/unique Kill Team. Kill Team is the perfect game for making unique teams, kitbashes and small stories. The players will on the day be able to vote for the team they think is the most unique or best painted team.

Maps and Terrain

For NTS 2026 we will be using the following map packs:

- Volkus 2025
- NTS Gallowdark 2026
- Open boards (CYRAC 2024)
- Tomb World 2025
- Bheta Decima (New England 2025)

Along this playerpack a Mappack containing all relevant information will be provided. NB! Players are responsible for being up to date with these map packs.

Code of Conduct

Calling Judges:

- Each player is entitled to call for a judge.
 - Players should bring issues to the judge's attention in a timely manner during the round in which issues are taking place and avoid attempting to have matters adjudicated after the game is finished and scores have been turned in.
- Both players should be present when a ruling by the attending judge(s) is made
- A judge should be called to provide a neutral measurement or adjudication of a rule's question. A judge should also be called if a player believes that their opponent has committed a foul or otherwise acted in an unsporting manner.
- Players may not abuse the judge call. If the judge decides a player is calling for a judge to delay the game (slow play) or is abusing the right to call a judge in any other way, a foul has been committed and a Yellow Card will be issued.
 - No player is entitled to more of a judge's time than is reasonable to resolve an immediate dispute. A player that requires a disproportionate amount of a judge's

time is committing a foul and may be issued a yellow card with an appropriate penalty.

- A judge has two rulings available to him/her: A “snap ruling” and a “comprehensive ruling”. The player calling the judge may ask for one or the other but the decision is binding regardless of the outcome. In the instance that a chess clock is in play, the time comes off of the player’s clock who called the judge unless the judge, at their sole discretion, decides to pause the clock.
 - A snap ruling is a judge making an assessment and decision based on initial information gathering at the table. A judge’s snap ruling is binding for that game and subject to human error. A judge’s snap ruling may contradict a previous ruling or an established tournament ruling, and if so, must be played as the judge determined.
 - A comprehensive ruling is a thorough review and investigation of the question in consultation with other judges, if present, and a thorough review of all official material. A judge will leave the table and determine the result. Unless the judge chooses, time does not stop for the players while the question is investigated. Any rulings made after a thorough review are binding for that event in totality and should be noted by the judge and shared with all other present judges for consistency.
 - Time should be deducted from both players' clocks equally once the issue has been resolved.
- A judge should not be called to settle interpersonal disputes outside the scope of the Code of Conduct. A judge should only adjudicate such if it is impossible for the players to amicably resolve this dispute or one of the players has broken decorum; for example, they’ve become verbally or physically aggressive towards their opponent.
- In the cases of recorded or streamed games, a judge may use recorded media to determine if a player committed a foul or otherwise engaged in unsportsmanlike behavior and apply penalties retroactively.

Penalties:

- A foul is defined as an action taken by a player that violates the spirit of the game, the rules of the game, and/or the rules and guidelines set forth in this document. Fouls can range in severity and generally fall within two categories: Yellow Card and Red Card. If a player commits a Foul, the card will be accompanied by an appropriate penalty. A judge is free to apply whatever penalties they feel are necessary.
 - Yellow Cards are given for non-disqualifying offenses.
 - Yellow Cards are an indication a foul has taken place, a Yellow Card is accompanied by an appropriate penalty, such as the removal of Victory Points for the offending player.
 - A player may only accrue 1 Yellow Card during an event. If they receive a second yellow during the event it then becomes a Red Card and an appropriate penalty for receiving a Red Card is applied
 - A player who receives an additional Yellow, or Red Card, after a first Red Card is automatically Disqualified from the event.
 - Red Cards are given for a disqualifying offense, or in the case of multiple Yellow Cards.
 - If a player receives one or more Red Cards in an event they will be ejected from that event and can be removed from future events at the Organizer's sole discretion.
- Yellow Card:

- When a judge has decided a foul has occurred a yellow card is issued to the offending player. Along with the yellow card a point penalty may be assessed to the player, at the judge's discretion.
 - The Judge will remove points from the offending player's score depending on the infraction and any other circumstances. This is up to the judge's discretion but examples of a yellow card foul are listed below.
 - Incorrectly submitting a list, submitting an incorrect list, or failing to meet the submission deadline
 - Unsportsmanlike conduct
 - Intentional or repeated dice infraction
 - Intentional or repeated mismeasurement issues
 - Intentionally or repeatedly illegally moving/placing models
 - Intentionally or repeatedly misplaying a rule
 - Intentionally or repeatedly misrepresenting a rule to your opponent
 - Slow play or clock related infraction
 - Angle Shooting
- Red Card:
 - Game Disqualification- A judge may disqualify a player from his/her current game. That player receives 0 points for that game, a loss. The opponent of the disqualified player receives a Bye score unless the opponent's current score would be higher.
 - Event Disqualification - A judge may disqualify a player from his/her event. That player is immediately removed from the roster of active players, removed from the event venue, his/her current game is scored a 0, his/her current opponent is scored as a Tabling (defined below) unless the opponent's current score would be higher.

Cheating:

- Any form of cheating can immediately disqualify you from future tournaments for up to one year. Cheating can include, but is not limited to, incorrectly using rules for an advantage, obscuring or manipulating die rolls, or incorrectly measuring for an advantage.
- Cheating at an event will incur a Red Card, this may occur after an event if it is found that a player was cheating during the event.