WARHAMMER 40,000
KILL TEAM

APPROVED OPS 2025 TOURNAMENT COMPANION

Welcome to the Approved Ops 2025 Tournament Companion. This document has been developed for Kill Team tournament organisers to use as a framework on how to best arrange a finely-tuned event using the Approved Ops 2025 card pack. While this companion is not the only way to create such an event, it can provide a valuable resource to organisers – both newer and experienced – looking for guidance on making sure their tournament is providing the best experience for players, and will be followed at most Games Workshop events using Approved Ops 2025. Tournament organisers can adapt this companion as necessary to best fit the individual needs of their event.

RECOMMENDED TERRAIN LAYOUTS

Approved Ops 2025 contains 6 terrain layouts for each killzone currently in the Kill Team product range, alongside maps for Killzone: Gallowdark and non-specific killzone maps. In addition, this companion contains 6 maps to be used with Killzone: Octarius. These are all recommended for tournament play, but they are not the only terrain layouts that can be used for a balanced experience. The maps in Approved Ops 2025 may not directly correlate to an exact measurement of terrain, so it's at your discretion as an organiser to make decisions about these placements. To encourage adaptability and generalship at the table, tournament organisers may make their own maps using their own collections of Kill Team terrain using the example killzones from Approved Ops 2025 as a guideline. We recommend tables be preset for the day with an even variety of terrain layouts, and that players be rotated through the layouts with each pairing. Note that depending on the number of layouts and rounds, this means some players may repeat a layout over the course of the event.

CRIT OP SELECTION

We recommend that all players be playing the same crit op in the same round to create the most consistent results for win paths (explained on the next page) in the pairings metrics. To do this, tournament organisers should select crit ops for players in each round of the tournament, either randomly or predetermined.

While organisers can select any crit ops randomly using the cards from Approved Ops 2025, we also find that some groups of crit ops feature similar play patterns. For a wider variety of mission types in each tournament, organisers can select one from each of these groupings for each round:

- 1. Secure, 2. Loot, 3. Transmission
- 4. Orb, 6. Energy Cells, 7. Download
- 5. Stake Claim, 8. Data, 9. Reboot



PAIRINGS

We recommend that players be randomly paired into their matches for the first round. When selecting pairings for players in the following rounds, the most important aspect of pairings would be to ensure that players with a similar number of wins and losses are playing against one another (e.g. a player with 3 wins, 1 loss and 0 draws should play against another player with those same results if possible). However, it is inevitable to have many players with the same win/loss record. In those cases, we recommend pairing players with the following criteria:

- Firstly, by record (i.e. wins, losses, draws).
- Secondly, by win path (i.e. the timing of the rounds in which a player won or lost their games).
- Thirdly, randomly within players of the same ranking.

If you have an odd number of players with an identical record, you can pair the player that is currently lowest ranked within players of a record with the highest ranked in the next record down, then determine the rest of the pairings, repeating this process as necessary.

Win Path: A player's win path refers not to their number of wins and losses, but to the timing of those wins and losses. While pairing by win path has an incidental tendency to pair people by 'strength of schedule' (see below), its greatest impact is on the overall enjoyment experienced by all players, as it tends to pair players based upon shared experience. For example, let's take two 3-1 players. One of them lost their first game; they likely lowered their expectations for winning the whole event after this, but are probably in a great mood after three consecutive victories. The other won their first three games then lost their fourth – a sharp disappointment after a 3-0 start. Should these players face off, their shared enjoyment may be at odds as they are in very different emotional places. Win path ensures players enter their match with recent common experiences upon which to build a friendship during their next game of Warhammer.

Draws: Draws are a perfectly valid result of a game of Kill Team. In fact, they can be some of the most exciting and competitive matches. We highly discourage the use of tiebreakers to decide the results of an individual game, and organisers should instead use the Rankings criteria below to resolve ties when determining the results of the event. We also recommend that a draw not be excessively punishing on a win record, as the relatively low score potential within Kill Team results in a higher frequency of draws. In general, we recommend that the result of two draws be an equal record result to a win and a loss.

> To help resolve issues with pairings and rankings, and accurately record secondary stats like strength of schedule, organisers can use apps like Best Coast Pairings, which includes preset metrics for these options.

RANKINGS

At the end of the tournament, it is quite common for a number of players to have an identical record. To determine ranking players within your results, we recommend the following criteria:

- Firstly, by overall record (i.e. wins, losses, draws).
- Secondly, by their opponent's win records (i.e. those with more wins against opponents with better win records would place higher).
- Thirdly, by total VP scored in all games from the primary op (i.e. a player who scores an additional 3VP from their primary op selection would receive 3 points when determining this ranking criteria).

Strength of Schedule: Our second criteria for rankings – opponent's win records – is also referred to as strength of schedule. In a difficult match between equally skilled players, we expect a player's score to be lower on average than a match against a less skilled opponent. Therefore, strength of schedule can be used to determine the difficulty of matches a player made it through to achieve their final result. We don't recommend using overall VP as a criteria in pairings or rankings, as these results can be lowered even when winning a match if your opponent or matchup was difficult.

RULINGS

The high number of games in a Warhammer event means that players are likely to discover unusual rules interactions and edge cases. When encountering these interactions, try to be as fair as possible to players and make the best judgement you are able. To support this, the Warhammer Design Studio release regular Rules Updates on Kill Team: The App to create the most up-to-date and precise wordings possible. Whenever a printed rule contradicts an online rule, the online rule will take precedence. If you are unsure of an interaction, check these living documents first to ensure you have the best chance of successfully resolving the issue. Once you have made a ruling during an event, we recommend continuing to resolve the interaction that way for the remainder of the event. Small mistakes are natural, but trying to provide the most consistent environment for games is within your control as an organiser, and keeping as many games playing with the same rules as possible is preferable to altering course for small adjustments to a ruling.

CLASSIFIED FORMAT

When planning your tournament, you must determine if it will be using the Classified format. We recommend making your tournament Classified if your prizes for winning include a ticket to the World Championships of Warhammer. In all other tournament settings, you may allow play of all kill teams with 3rd edition rules.

Classified teams can be played in Classified format tournaments. Teams that are not Classified will continue to receive regular Rules Updates – balance updates, designer's commentaries and erratas – and will be balanced throughout the current edition of Kill Team.

CLASSIFIED ROTATION

The full list of Classified kill teams can be found below. Teams will be added to this list as they are released, and removed when they are no longer Classified.



GALLOWDARK SEASON



IMPERIAL NAVY BREACHERS



FARSTALKER KINBAND



KASRKIN



HIEROTEK CIRCLE



EXACTION SQUAD



HAND OF THE ARCHON



FELLGOR RAVAGERS



HEARTHKYN SALVAGERS



BHETA-DECIMA SEASON



CHAOS CULT



INQUISITORIAL AGENTS*



BLADES OF KHAINE



SCOUT SQUAD



NEMESIS CLAW



MANDRAKES



BROOD BROTHERS



HERNKYN YAEGIRS

*Operatives from kill teams that are no longer Classified can still be used as Requisitioned operatives when playing the Classified format.

CLASSIFIED ROTATION

VOLKUS SEASON

- TEMPESTUS AQUILONS
- ANGELS OF DEATH
- GOREMONGERS
- RAVENERS
- VESPID STINGWINGS
- RATLINGS
- SANCTIFIERS
- PLAGUE MARINES
- WRECKA KREW
- BATTLECLADE

TOMB WORLD SEASON

- DEATHWATCH
- WOLF SCOUTS
- CELESTIAN INSIDIANTS
- CANOPTEK CIRCLE
- XV26 STEALTH BATTLESUITS
- MURDERWING

+ FUTURE KILL TEAMS

AFTERWORD

We hope this document has been helpful in establishing what the Warhammer Design Studio's vision of a Kill Team Approved Ops event looks like. As a reminder, this is not the only way to create a rich, balanced and well-tuned event for Kill Team. Each tournament should look to meet the needs of its community, to develop respect between players, and to create a great space where we can come together in our love for Warhammer. That might differ from what is in this guide, and this companion should never be considered the sole 'correct' vision of a Kill Team Approved Ops event. We hope only to support the incredible community of this game with resources to make each event a success, and we hope that it improves your experience the next time you organise or play at a Games Workshop event, your next major tournament, or your local gaming club.

KILLZONE: OCTARIUS

Killzone: Octarius has 4x ramshackle walls, 1x oil pump, 3x ramshackle barricades, and 3x scrap piles.

RAMSHACKLE WALL

- **A** The upper level is Vantage and Ceiling terrain.
- **B** The door is Accessible and Heavy terrain. For the purposes of control range, ignore the door when determining visibility.
- **C** The gap in the wall on the lower level and all gaps in the upper level's floors are Blocking terrain.
- All other parts of it are Heavy terrain.



RAMSHACKLE BARRICADE

- This is Light terrain.



SCRAP PILE

- This is Light terrain.



OIL PUMP

- A The upper level is Vantage and Ceiling terrain.
- B The pumpjack's horse head is Exposed terrain.
- C The small spigot is Insignificant and Exposed terrain.



CONNECTING WALKWAY

- This is Vantage and Ceiling terrain.



PILLARS

- This is Light, Vantage, and Ceiling terrain.



KILLZONE: OCTARIUS MAP KEY

RAMSHACKLE WALLS

A x2

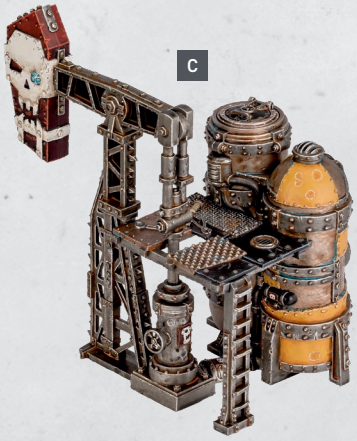


B x2



OIL PUMP

C



RAMSHACKLE BARRICADES

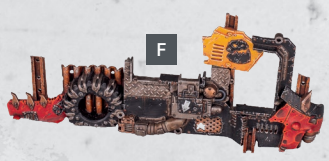
D



E



F



SCRAP PILES

G



H



I



CONNECTING WALKWAY

J



PILLARS

K



UNIVERSAL MAP KEY

PLAYER A DROP ZONE AND TERRITORY

PLAYER A TERRITORY

PLAYER A KILLZONE EDGE

PLAYER B DROP ZONE AND TERRITORY

PLAYER B TERRITORY

PLAYER B KILLZONE EDGE

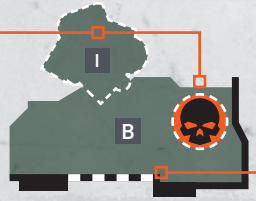
CENTRELINE

NEUTRAL KILLZONE EDGE

CENTRE OF KILLZONE

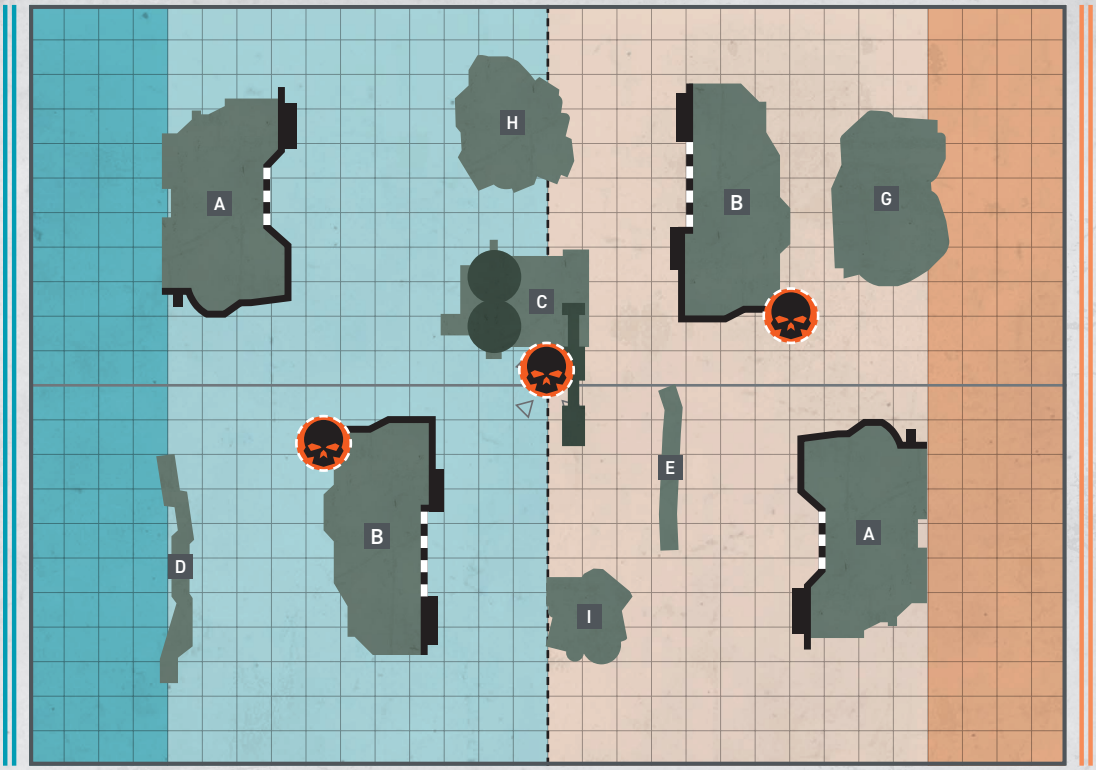
OBJECTIVE MARKER

If a marker or a piece of a terrain feature is underneath Vantage terrain, it's represented by these thin white dashed lines.

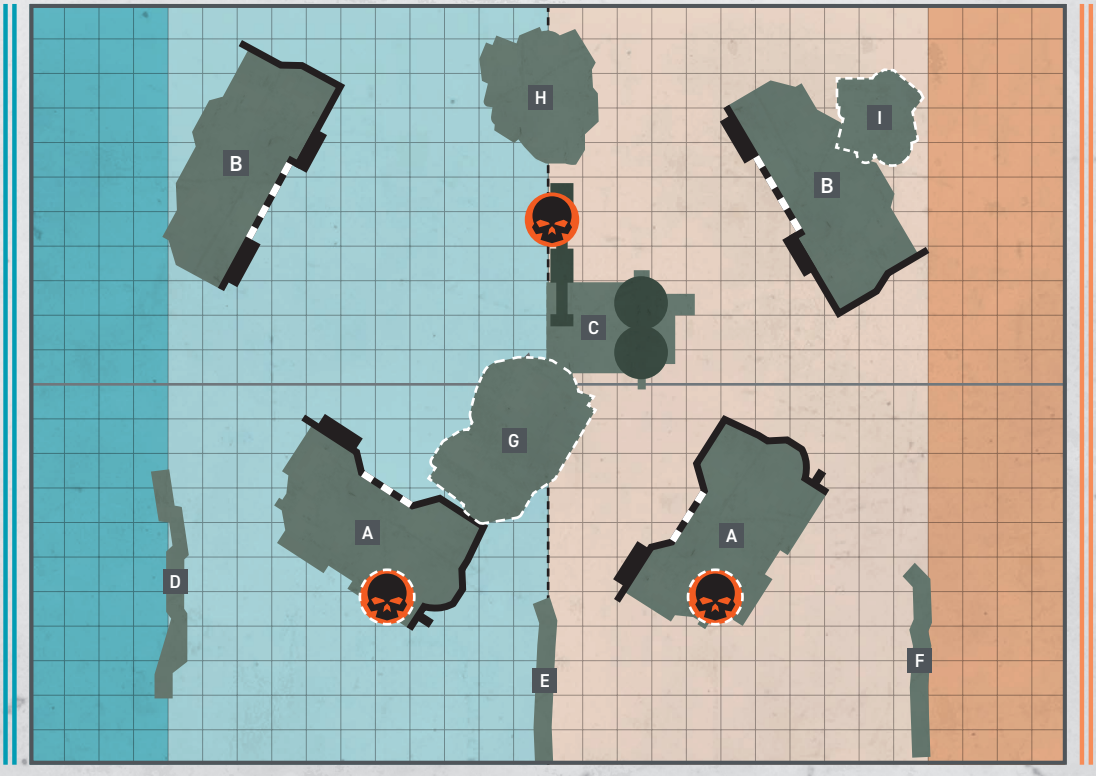


The position of a door is represented by these thick white dashed lines.

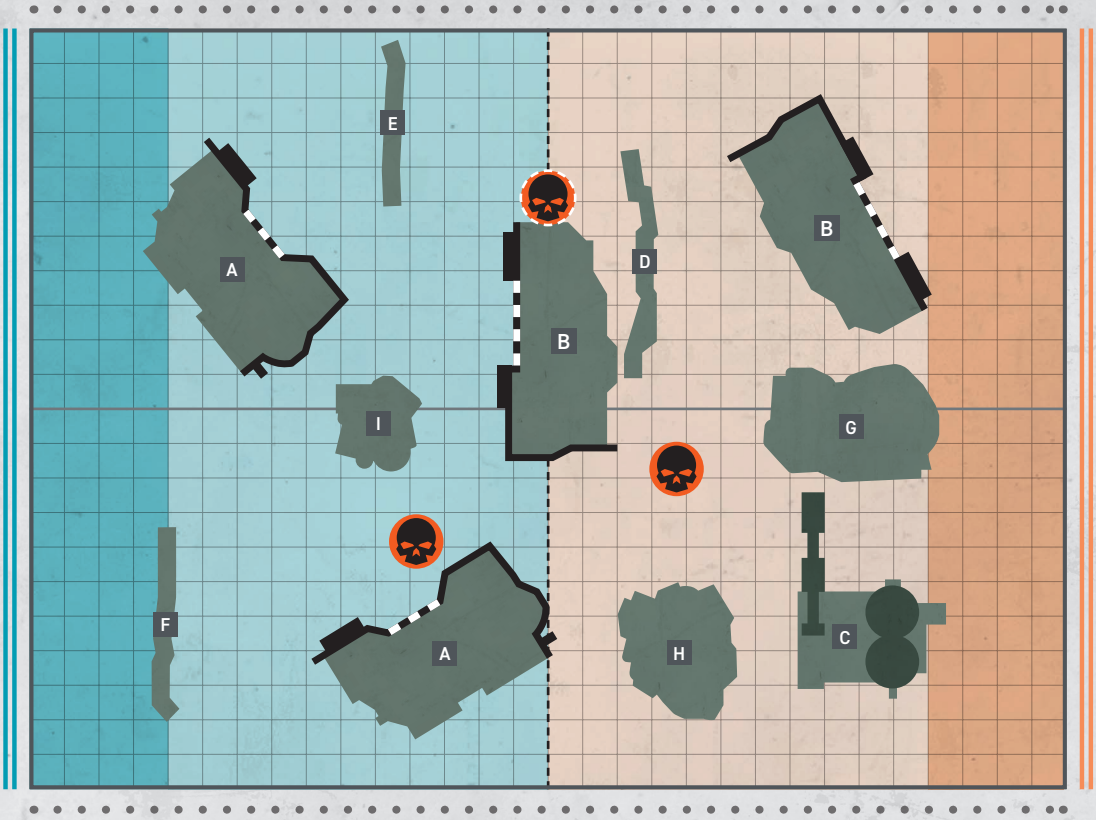
MISSION MAP 1



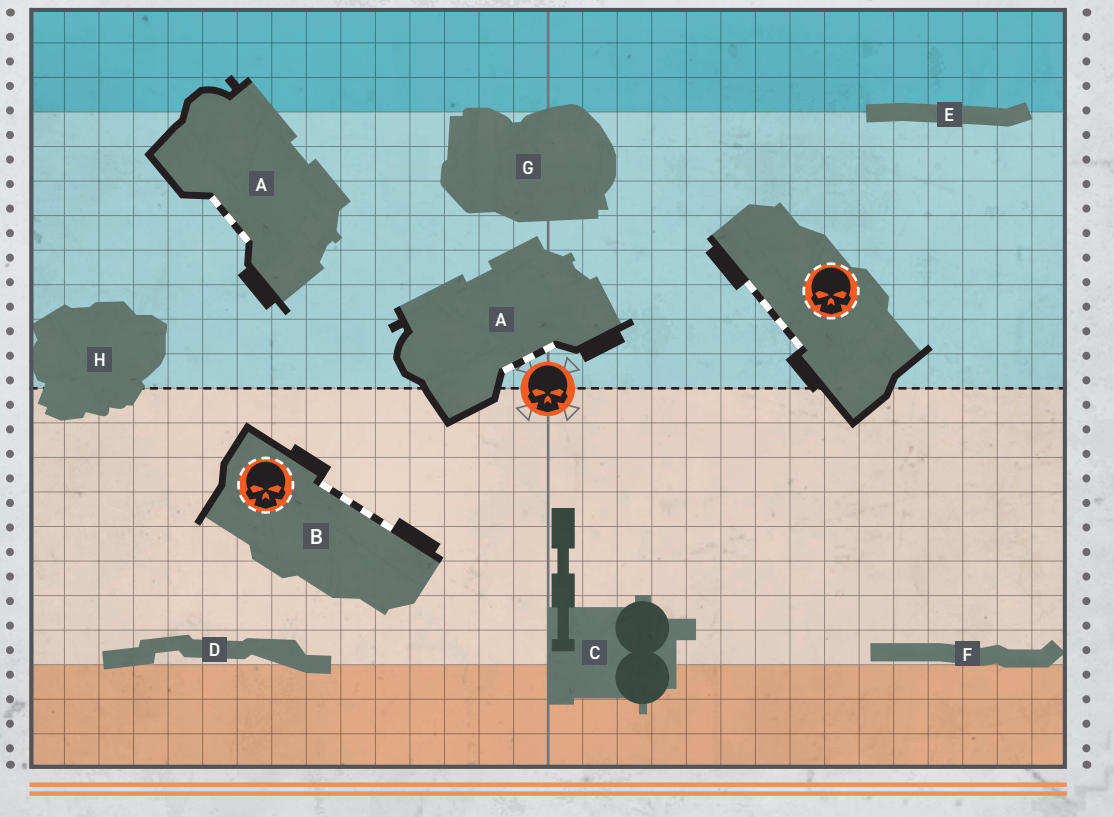
MISSION MAP 2



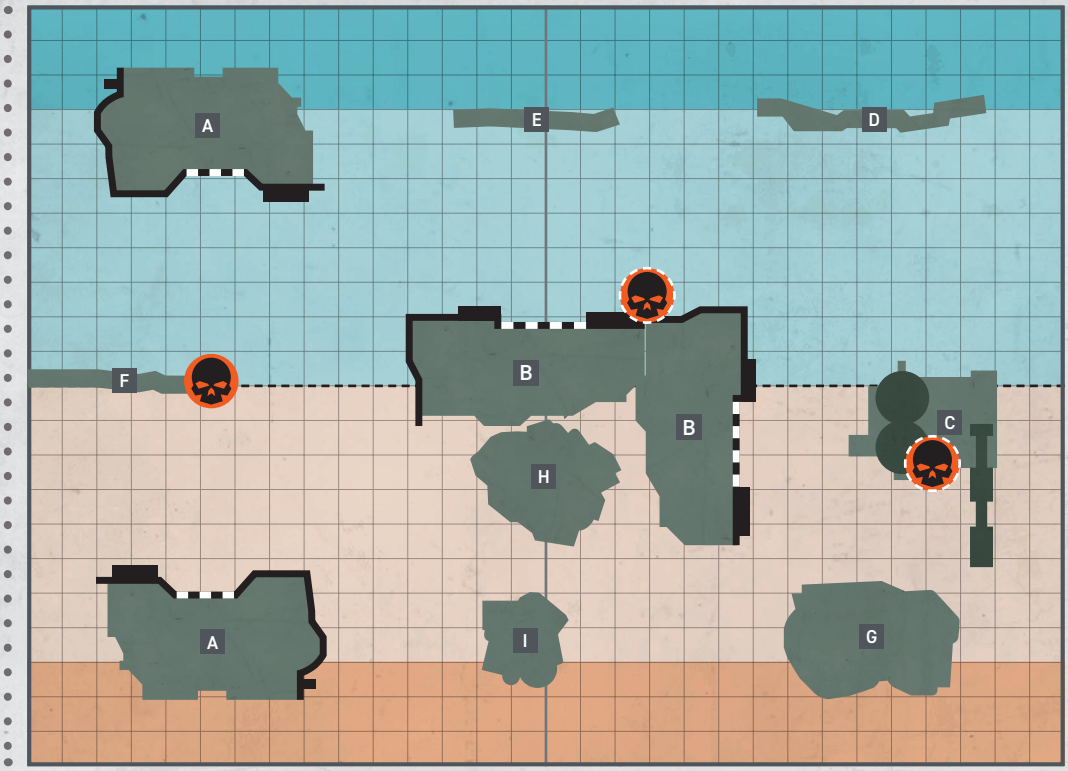
MISSION MAP 3



MISSION MAP 4



MISSION MAP 5



MISSION MAP 6

