



KILLZONE: MECHELEN

EVENT PACK

2025

V1.2

LAST UPDATE: FEB 27TH



2025 KILLZONE: MECHELEN

ENTRY FEE & REGISTRATION

Killzone: Mechelen is both a singles and a teams event for "Kill Team - Warhammer", and is a part of the World Team Championship (WTC) organised events. Entry fee for 2025 is 60 € per player for the singles event that takes place on August 28th & 29th. The Team event entry fee is set at 350€ per team of 5 players and takes place on August 30th & 31st. Tickets are available through our webstore:

<https://wtc-belgium.com>

This fee gives you access to the event. Food is not included. Payment preferred via SEPA where available.

REFUNDS AND CANCELLATION POLICY

All tickets are digital (confirmation of your order by email). You will not receive physical tickets. All purchases are non-refundable. In the instance the event is cancelled due to force majeure, refunds may take up to 90 days to process and will start at the latest 30 days after the cancellation notice. All ticket refunds will be subject to a 15% service fee.

LOCATION

The event will be held in **Mechelen, Belgium** at the **Zaal de Loods**. For more info regarding the venue including how to get there, hotels etc, please visit the following website :

<http://www.wtc-belgium.com>



**PARKING
ARRANGEMENTS**



There are two free parking lots available at the venue with room for about 350 cars.



2025 KILLZONE: MECHELEN

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ABOUT THE WTC

MISSION STATEMENT

The World Team Championship (WTC) is an annual wargaming event. Initially planned for the tabletop miniature game Warhammer 40,000, as of 2023 the event has been expanding to different gaming systems like X-wing and Killteam (since 2024). At the WTC, competitors from all around the globe can show their mettle individually against their peers, or as a team competing to win the coveted title of being WTC Champions.

At its core, the tournament aims to bring together players from all over the world to compete in a friendly but competitive manner. We believe that everyone is entitled to be treated fairly regardless of gender, sexual orientation, age, disability, religion, color, race, ethnic or national origins, political ideology, or socio-economic background. Furthermore, we subscribe to the principles of equality of treatment and aim to ensure that anyone who attends is able to do so in a discrimination-free environment where everyone is treated with due respect. We are committed to ensuring that everyone is able to attend, free from direct discrimination or abuse (physical, verbal or otherwise). As such, we will not accept nor tolerate any actions that would result in an attendee receiving any less favorable treatment by any other attendees on the grounds of: gender, sexual orientation, age, disability, religion, color, race, ethnic or national origins, political ideology, or socio-economic background. We expect everyone to subscribe to, and do their best to uphold, these core principles by way of their attendance. We reserve the right to refuse entry to or expel from the venue, without refund, anyone who is deemed not to have acted to honor above standards.



ABOUT THE WTC

WHAT YOU NEED TO KNOW

VISITORS AND OTHER GUESTS AT THE WTC

With the goal to increase visibility of our hobby and to create a good image of it to a viewing audience that is interested in the world team championships, all our events will welcome local and international visitors. Visitors to the Kill Team event will need to acquire a visitors pass at the entrance. A visitor pass is free and gives access to the hall, any vendors, and all other player facilities. Players that register to our event can automatically enter the hall on any event day and either acquire a visitors pass or show their player tag at the entrance. Visitors passes can only be acquired at the event itself and cannot be reserved ahead of time.

PRIZE POOL AT THE EVENT

There will be token trophies for:

- The winner of our event, the runner up and second runner up (each will receive a unique custom made trophy painted to high standard as well as a golden ticket to the World Championship of Warhammer but without any financial support).
- Best painted army/miniature will receive a unique custom made trophy painted to high standard
- Best in Faction players from the following overarching factions: Best Chaos, Best Xenos, Best Imperium



PLAYER CONDUCT AND REQUIREMENTS



Players attending the event are expected to act in a sportsmanlike manner at all times, and this not only towards their direct opponents. This goes for all other attendees, staff and visitors as well. All players must be able to communicate in fluent English. Due to the international nature of our event this is non-negotiable.



ABOUT THE WTC

WHAT YOU NEED TO KNOW

WYSIWYG & 3D PRINTED MODELS

All models you bring to play at the event have to be fully painted and based and be **WYSIWYG** (have your models that might stray from the norm approved by a tournament official). The norm for which base size to use is found on the description of each model/box on the official Games Workshop webpage. Models that are not official, do not fit the WYSIWYG profile, are 3D-printed or considerably deviate from the norm **MUST** be approved by a tournament official at least a month **PRIOR** to the tournament and meet an approval from the **REFEREE CORPS** before they can be used at the tournament.

Any models like this in use at the event without prior consent will be up for an immediate infraction notice (yellow card) for each game, and models will be pulled from the table where this is applicable, unless original stand-in models can be produced on the spot (for LOS purposes or otherwise).



OFFICIAL LANGUAGE FOR THE TOURNAMENT



The official language of the tournament, and the **ONLY** language that should be spoken at the gaming tables, is English. Players must have their relevant rules available in English at the event. This includes gaming aids and gaming attributes like stratagem cards and such. It is perfectly acceptable to carry around a digital source for rules material. A printed/tablet version of the army rules/FAQs is acceptable for instance. Players that do **NOT** have the English versions of their rules at hand when asked to provide source material will be given a yellow card infraction notice. Players, and non-players, that are caught not speaking English at a game table while addressing one of the players at that table, will be given an immediate yellow card infraction notice.



ABOUT THE WTC

TOURNAMENT OUTLINE

The Killzone: Mechelen singles event is open to anyone for playing. We aim to crown one of our attendees as the sole winner of the event, the de-facto Killteam Specialist. To that extent, players will be ranked by their number of Victories, followed by the number of Tac Ops achieved, then by overall Victory Points scored during each game.

WORLD CHAMPIONSHIPS OF WARHAMMER QUALIFIER

The Killzone: Mechelen singles event will be a qualifier for the World Championships of Warhammer. Our top 3 attendees will be awarded a golden ticket to attend the WCW in Atlanta next November.





ABOUT THE WTC

EVENT REGISTRATION

Registration for Killzone: Mechelen will be done via our partners at Best Coast Pairings as we use their software to administer our tournament. Players need to be signed up on BCP and make their payments through the WTC Webstore before the registration deadline (see tournament scheduling below). All players that purchase a ticket through our webstore will be pre-registered using Best Coast Pairings with the BCP email address provided in the ticket purchase form. If you are unfamiliar with BCP, please check out their website in advance of the event and make sure you can sign in to your profile from your smartphone. If the BCP player app is updated by the time our event starts, be sure to download the BCP Player app in advance of the event.

Here's how registration will work:

- Ticket purchase for the Kill Team events will be opened via the WTC website early 2025 and will close on July 1st for the team event and August 1st for the singles event after which no additional tickets can be bought.
- Tickets may be refunded up until June 27th following our refund policies. After that, tickets can only be transferred to another player via our ticket transfer form and this until July 25th.
- Before August 8th, all ticket purchasers will be sent a link to the event on BCP. Please note that the event will be visible on BCP before but the registration button will not be live.
- Players complete registration by setting their faction, uploading the list and setting their country via BCP. Setting your country will avoid you being paired into countrymen at the early stages of the event. Make sure you and your countrymen enter the exact same name. Please email or message us if for some reason you would be unable to make it to the event. If you have bought a ticket via a ticket transfer, please make sure you have the order number from the person you bought it from and ensure that the Ticket Transfer Form has been filled in.
- Registration will close at 23:59, on July 1st for the team event and at 23:59, on August 1st for the singles event.
- Please 'check in' via BCP no later than August 26th at midnight or if your plans change mark yourself as dropped and send an email to let us know.



MINORS ATTENDING
THE EVENT



There is a minimum age allowance set at the age of 16. Players between 16-18 years old must have a supervising adult with them at the event at all times.



ABOUT THE WTC

EVENT SCHEDULE

SINGLES

TOURNAMENT SCHEDULE

THURSDAY AUGUST 28TH

Registration	13:00 - 14:00
Pre-event Briefing	14:00 - 14:30
Round 1	14:30 - 16:30
Break	16:30 - 16:45
Round 2	16:45 - 18:45
Break	18:45 - 19:00
Round 3	19:00 - 21:00

FRIDAY AUGUST 29TH

Venue Opening	09:00 - 09:30
Round 4	09:30 - 11:30
Lunch Break	11:30 - 12:30
Round 5	12:30 - 14:30
Break	14:30 - 14:45
Round 6	14:45 - 16:45
Break	16:45 - 17:15
Round 7	17:15 - 19:15
Award Ceremony	19:45 - 20:30

TEAM

TOURNAMENT SCHEDULE

SATURDAY AUGUST 30TH

Registration	08:30 - 09:00
Captain's Meeting	09:00 - 09:15
KT Teams Round 1	09:15 - 11:30
Lunch Break	11:30 - 12:30
KT Teams Round 2	12:30 - 14:45
Break	14:45 - 15:00
KT Teams Round 3	15:00 - 17:15
Break	17:15 - 17:45
KT Teams Round 4	17:45 - 20:00

SUNDAY AUGUST 31ST

Captain's Meeting	09:15 - 09:45
KT Teams Round 5	09:45 - 12:00
Lunch Break	12:00 - 13:00
KT Teams Round 6	13:00 - 15:15
Break	15:15 - 15:30
KT Teams Round 7	15:30 - 17:45
Table & Terrain Pickup	17:45 - 18:30
Award Ceremony	18:30 - 19:00



ABOUT KILLZONE: MECHELEN

SINGLES EVENT ESSENTIALS

SYSTEM

Kill Team 2024 - Matched play - 7 Rounds - 2h games with equal division of time using a chessclock (mandatory)

MISSION

Kill Team: Approved Operations Card Pack 2024, Crit Ops, Kill Ops and Tac Ops. Pre-set missions played on a 30" by 22" custom neoprene mat for open play and on 24" by 27.8" for the close quarters terrain for the event. Each round the same mission will be played by all players.

FORMAT

Individual players 7 Rounds. Round 1 players from the same nation cannot be paired against each other (in order to assure this, you need to mention your nation when purchasing a ticket and/or indicate your nation as your "team" in BCP). Players will be ranked by Tournament Points > Victory Point > Tournament Point SoS > Oppt, Game Win % scored during each game up until Round 6. Round 7 all players are locked per two in their own bracket for placement while we play to crown one player the decisive champion of the event. For instance:

The first and the second in the ranking will play for the first and second place of the tournament
The Third and the fourth in the ranking will play for the Third and fourth place of the tournament
The Fifth and Sixth in the ranking will play for the Fifth and Sixths place of the tournament, and so on for all other players.

SCORING & TIEBREAKERS

Players will be ranked by their Tournament Points > Victory Point > Tournament Point SoS > Oppt, Game Win % scored during each game, with a single undefeated player crowned the decisive champion of the event.

TERRAIN

The event will have a mix of Volkus, Octarius-like and close quarters terrain.

KILL TEAM SELECTION

Kill Teams featured in Classified I and II and all new teams featured in new released boxed sets prior to list submission deadline are valid to be taken.

PLAYERS MATERIAL

Attendees are expected to bring their fully-painted Kill Team, official accessories, measuring gauges or a tape measure, and all relevant rules publications, printed or digital relevant for their faction. A set of Tac Ops cards or documents to monitor the completion of your mission, and finally all tokens and game aids needed to offer a transparent game-state at all times to your opponent.



ABOUT KILLZONE: MECHELEN

TEAM EVENT ESSENTIALS

SYSTEM

Kill Team 2024 - Matched play - 2h games preceded by a 15 minute pairing period. Chessclock mandatory with equal division of time between each player. Each team to bring 3 chessclocks minimum.

MISSION

Kill Team: Approved Operations Card Pack 2024, Crit Ops, Kill Ops and Tac Ops. Pre-set missions played on a 30" by 22" custom neoprene mat for open play and on 24" by 27.8" for the close quarters terrain for the event. Each round the same mission will be played by all players.

FORMAT

Teams of 5 players, 7 Rounds. On day 1 of the event, teams that have chosen the same nationality will only be paired against teams from other nations, to make sure that everyone gets a maximum chance of making new friends from around the globe as long as the team distribution allows for it. The final approach how teams will be paired up will depend on amount of teams present at the event and will be communicated and disclosed at a later stage with a rulespack update.

TEAM SCORING & TIEBREAKERS

Teams will be ranked by their number of Victories. A team win awards 2 points, a tie is 1 point and a loss awards 0 team points. Team tiebreakers are first decided on total player wins by team, total VP's scored by the team, followed by the number of Tac Ops achieved.

TERRAIN

Each row will have 5 tables. Final make-up will be provided via a map pack update but at the moment we are considering 2 tables of Volkus terrain, 1 table of Octarius-like terrain and 2 tables of Into The Dark on a given row for 2 teams.

KILL TEAM SELECTION

Each kill team can only be featured once on each team. Kill Teams featured in Classified I and II and all new teams featured in new released boxed sets prior to list submission deadline are valid to be taken for a given team.

PLAYERS MATERIAL

Attendees are expected to bring their fully-painted Kill Team, official accessories, measuring gauges or a tape measure, and all relevant rules publications, printed or digital relevant for their faction. A set of Tac Ops cards or documents to monitor the completion of your mission, and finally all tokens and game aids needed to offer a transparent game-state at all times to your opponent.



ABOUT KILLZONE: MECHELEN

MISSIONS & TERRAIN

TERRAIN & MISSIONS PACK OUTLINE

We plan to announce a map pack and associated mission pack for WTC matched play. This rulespack will be adjusted accordingly and announced on our website once everything has been decided by the tournament officials.

Each player is responsible for adjusting the terrain according to our map pack at the start of a given round in case terrain was misplaced during a previous round. If you are unsure, agree with your opponent on terrain placement according to the map pack, or find a referee to set up/correct terrain placement in case of disagreement.

MISSION OUTLINE

Information regarding which missions will be played and in what order will be announced on our website and via email to registered players.

REFEREES

The Tournament will be officiated by 3 referees that are vetted by the WTC TO's. A referee's word is final and a decision may not be escalated. This is because there are stringent procedures in place for how a referee makes a decision, and any that may have a severe impact on the outcome of a game are only ever made in concert with other referees. Abuse, of any kind, will not be tolerated where our referees are concerned. Official complaints after the round will be handled immediately after the round. Both relevant players and at least two referees will participate. Referees will hear one statement from each player and their counterparts response. After this referees will make an undisputed judgement about the case. Possible infractions and associated cards are valid in the next round of the event. A red/yellow card system will be implemented to handle any disputes/issues.

Full information regarding penalties can be found at the following link under the Kill Team Event Rules page:

<https://wtc-belgium.com>

FAQ'S & RULES CUTOFF

Brand new teams that are publicly available (not pre-order but in shops) before August 8th are allowed at the event. Any that are released after will not be eligible to play at the event. All official rules updates and documents apply for our event, even if they are released after list submission deadline. Any WTC event FAQ's always take precedence over all other publications.



ABOUT KILLZONE: MECHELEN

A CAPTAIN'S ROLE

A Captain is their team's representative at the WTC, and the liaison between the potential players on a team and the WTC TO's in the lead up to the event. The prime duties and focus of a captain is making sure deadlines are kept and met, procedures are followed, and that their team makes it to the WTC in the best prepared condition possible. The time and effort it takes to perform these duties must not be taken lightly. Any captain that in the eyes of the WTC TO's is unable or unwilling to perform their duties may be subject to removal and/or replacement procedures.

The duties of a captain include but are not limited to;

Before a tournament:

1. Be an active member of the WTC communication channels
2. Responsible for submitting any information, such as army lists and the list of team members; requested by the TO's and to make necessary changes to that information if corrections are needed.
3. Making payments for attendance and any other services used
4. Voting on key decisions

During a tournament:

1. Attend all Captain's meetings
2. Be responsible for all results submissions and record keeping for their teams at the end of every round
3. Be responsible and accountable for conduct of all team members
4. Be in charge of pairings for their team, even if the task is delegated to others
5. Allowed to give information to players about points needed to win/tie and ask general information about how games are going but NOT ALLOWED to give any tactical advice during games (this last remark goes for all members of the team)

After a tournament:

1. Post a tournament debrief on the designated communication channels
2. Fill out the tournament feedback form and report on which aspects they enjoyed and which should be improved upon
3. Provide feedback on the rulespack, the mission and other various documents
4. Designate a new captain in the case of a captaincy change in the lead up to next year's event



ABOUT KILLZONE: MECHELEN

LIST SUBMISSION GUIDELINES

The email you provided us at registration will be added to BCP by the Tournament Organisers. You will receive a link once the list submission will be live/started on BCP. Once you receive the link, login to your BCP app or the BCP webpage and add your roster. Use your country as team name and edit your faction.

Create a Matched Roster as follows:

1. All operatives must have at least one faction keyword in common.
2. You can include a maximum of twenty operatives.
3. If an operative has any wargear options, these must be selected when they are added to your roster.
4. You must be able to deploy a minimum of one kill team from your roster.
5. Operatives that have the same selectable keyword (e.g. <CHAPTER>) must have the same keyword chosen (e.g. DARK ANGELS).
6. Your name.
7. The faction keyword that all your operatives have in common. If you choose Angels of Death then list primary and secondary Chapter Tactics.
8. The selected keyword of your operatives that have a selectable keyword.
9. Your list of operatives, specified by their type.
10. Notes for your operatives, e.g. any weapon options you have selected.
11. Notes for your kill team, e.g. requirements for a Tac Op.

TIME MANAGEMENT

During the tournament, time management is essential so the tournament officials will provide the following tools:

A time display will be projected, with reference times for each phase.

The Refereeing Staff will announce the remaining time regularly as well as pass by the tables to check the progress of the games according to the reference times.

END OF OFFICIAL TIME

At the end of the official time, the Tournament Officials will be notified if a game didn't complete. The action being resolved must be completed (combat, shooting, movement) and this is the end of the turn, end of the battle. No additional time will be granted. You are responsible for your time.

SLOW PLAY

At any time players can call the officiating referees to help in case of a slow game by raising their hand. A clock can be used to manage time, but in no case will it allow to gain on the end of the time of one of the players. If a game is slow reported to the Staff, the Staff will help the players to finish as best as possible before the end of the official time.



ABOUT KILLZONE: MECHELEN

EXTRA TEAM STAFF

TEAM STAFF MEMBERS

A team may have any number of Team Staff Members. **They are allowed to:**

- Be the Non Playing Team Captain
- Do/assist the Pairings
- Collate and submit Team Results
- Ask questions about how the game is going (only in English, see below)
- Tell their player how their team is doing and what kind of points they require from this game

A Team Staff Member **is not allowed to:**

- Give Tactical advice (they may not tell their player 'how' to get that win/draw/loss!) or interject in any way on in-game situations like forgetting that their player forgot to consolidate. If they perceive situations like that, especially in the case where players must do something but forget to, they can call for the game to be stopped, and then get a judge to rectify the situation.
- Speak to their Team player in their native language. Speaking to their team members in the English Language is allowed as it is the tournaments official language (Not talking in English will be seen as interference with the game and is subject to a yellow card infringement type if reported).
- Any of the team members may perform a player replacement: this means to play a game with any of the other Killteams submitted by the team in replacement of another team member for the duration of a whole round. Replacement of a player during rounds (ie when games have already started) will not be allowed except under extraordinary circumstances validated by a joint decision by the head referees. A Captain must petition this change before the head referees. Any breach of these rules is to be brought to the immediate attention of a Referee.

Once players are at their tables at the start of any given round, it is not allowed within a team to share info on matchups or tactics by means of cellphones or other devices either. Any breach of this rule that gets noticed will see all offenders on the team admonished with an immediate yellow card.



ABOUT KILLZONE: MECHELEN

EVENT STREAMING & EXPOSURE

We currently have no view on a potential streaming partner for the Kill Team WTC. If you are interested in doing so, please get in touch

In case the event is live streamed: the following terms and conditions apply. By registering for the event, our players automatically agree to potentially playing on a Live Stream.

The following rules apply to any and all filming / streaming / interviewing at the WTC :

- Streamers will not interview or approach any active games whatsoever.
- Streamers are not permitted to stream/film whatsoever during the pairings process.
- Streamers will not commentate within the vicinity of any active matches.
- If the commentary is to be done in any language other than english it must be done outside of the gaming area (speak to the referees or tournament organisers if you are unsure where this is).
- As a general rule, any and all streaming must be conducted in a manner that will not disturb or influence any games in any way whatsoever.

*Any streamer that does not conform to the above rules will be asked to immediately cease streaming for the remainder of the event and/or immediately leave the venue, forfeiting any right to refunds.

This decision will be made at the discretion of the referee corps and tournament organisers, and will not be open to discussion once made.



ABOUT KILLZONE: MECHELEN

CLOCK MANAGEMENT

1. The clock is configured for 55 min per player to allow 10 minutes spare time for referee intervention on the end-game state where players don't have advocacy on time distribution.
 2. The clock is started immediately after the attacker/defender roll-off. Any discrepancy on the clock timing compared to the official round time, or otherwise, will invalidate the use of the clock.
 3. Only a referee can ever make the call to pause a clock. Never pause the clock as a player.
- When using a clock:
- Communicate your intentions
 - Check your own time after completing an action
 - Be mindful and respectful of your opponent's time

EVENT TIMELINES

LIST SUBMISSION & EVENT TIMELINES

Registration & Payment Deadline	Monday, June 30th	23:59 CET
New KT Boxes Release Cut-off Date	Friday, August 8th	23:59 CET
Team List Submission Deadline	Friday, August 8th	23:59 CET
Singles List Submission Deadline	Friday, August 15th	23:59 CET
Team List Checking Deadline	Friday August 15th	23:59 CET
Singles List Checking Deadline	Friday August 22nd	23:59 CET
Public Release of Lists	August 16th/23rd	23:59 CET
First Round &/or Pod Draws	August 17th/24th	21:00 CET



KILLZONE: MECHELEN

MEET OUR LICENSED TERRAIN PARTNERS





KILLZONE: MECHELEN

MEET OUR SPONSORING PARTNERS



MAIN SPONSOR



BUILDING BETTER TERRAINS
TERRAIN PARTNER



PAIRING SOFTWARE PARTNER



TERRAIN PARTNER



BRANDING PARTNER



DICE PARTNER



STAT PARTNER



MEET OUR STREAMING PARTNERS

Currently there are no streaming partners for the Kill Team event.



ABOUT KILLZONE: MECHELEN

TEAM ROUND SCORING

An individual player scores an amount of points for his team based on the VP differential outcome from the game with his opponent. To determine Game Points, each player counts their victory points, subtracts their opponent's victory points and consults the table below. If the score is negative, the player who has a negative difference counts his points from the 'opponent' table.

PLAYER VP DIFFERENCE	PLAYER GAME POINTS	OPPONENT GAME POINTS
0	10	10
1	11	9
2	12	8
3	13	7
4	14	6
5	15	5
6	16	4
7	17	3
8	18	2
9	19	1
10	20	0

To determine the round score, players from each team count their combined Game Points. The combined total of all game point scores from all the players on a given team will give the result for the Team as a whole.

TEAM GAME POINT TOTAL	TEAM WIN CONDITION	TEAM TOURNAMENT PTS
<46	ROUND LOSS	0
46 - 54	TIE	1
>54	ROUND WIN	2

If two or more teams have the same number of Round points (2/1/0), game points gained from all battles will be used as tie-breaker.



ABOUT KILLZONE: MECHELEN

TEAM PAIRING

At our event, there is a pairing process in place to select the team's individual matchups during a given round. Teams have 30 minutes to discuss with their team what the best strategy is for the round and to work out the pairings for the round together with the opposing team.

Rounds that start later than the allotted 30 minute mark should be reported immediately to the judges by someone from either team (or both teams) to allow the judges to evaluate if a certain round will be impacted on total game time, and to see if it's always the same teams who seem to be having this problem and need to be spurred on to go through the process quicker.

Before the start of the round, both teams ensure that all terrain is placed according to the map pack for that given round. If terrain does not seem to be placed correctly, both teams make sure that the terrain is set up adequately prior to the start of the round. A visual guide to aid you with the pairing process will be available on the WTC webpage soon.

The procedure for the Killteam pairing process is as follows:

As a general principle, the Defending team always gets to pick the mission and which of the two attackers it will defend to, while the attacker gets to pick the table/map for the particular matchup. Teams will be provided pairing mats and pairing cards (each set including images/cards representing each faction in the game). Each round at the event, there will be 6 missions available for the given round (2xA, 2xB and 2xC) to be picked from and there will be 5 maps/table setups to choose from. Currently the intent is to run 2 Into The Dark, 2 Octarius-like and 1 Bbeta Decima table for each round but based on terrain availability this may change to 3 Octarius-like and 2 Into The Dark maps/table setups which will be announced closer to the event.

SEQUENCE OF EVENTS – STEP 1

Captains roll off to determine which team will get to Defend first. The team winning the roll-off gains the "Active Team" token. The Active Team will put down a defender first. Once an attacker has been chosen for this matchup, the opposing team will become the 'Active Team' and will be able to put down 2 of their defenders down in a sequence before the 'Active Team' status changes once again for the final two pairings (see sequence of events below).

SEQUENCE OF EVENTS – STEP 2

The active team (Team A) chooses its first defender and reveals the defender card to their opponents. Team B chooses their two attacker cards for the given defender and reveals them to the opposing team. Team A chooses one of the two attackers given by team B for the encounter, and chooses which one is refused. The refused Attacker card returns to the pool of available killteams on the opposing team. At this point, Team B will pick the map/table for the encounter after which the Active Team decides which mission from the mission pool will be played. Team captains log the pairing listing factions and mission/table played on the pairing sheet.



ABOUT KILLZONE: MECHELEN

SEQUENCE OF EVENTS – STEP 3

Team A hands the “Active Team” token to Team B, who are now the active team and put forward a defender card. The opposing team chooses their two attacker cards for the given defender and reveals them to the opposing team.

The Active Team chooses one of the two attackers and returns the refused card to the opposing team. At this point, The opposing team will pick the map/table for the encounter from the available pool after which the Active Team decides which mission from the still available mission pool will be played. Team captains log the pairing listing factions and mission/table played on the pairing sheet.

SEQUENCE OF EVENTS – STEP 4

There is no change in ‘Active Team’ status at this stage, and the ‘Active Team’ from step 3 now puts another defender forward.

The opposing team chooses their two attacker cards for the given defender and reveals them to the opposing team.

The Active Team chooses one of the two attackers and returns the refused card to the opposing team. At this point, The opposing team will pick the map/table from the available pool for the encounter after which the Active Team decides which mission from the still available mission pool will be played. Team captains log the pairing listing factions and mission/table played on the pairing sheet.

SEQUENCE OF EVENTS – STEP 5

Both Teams now have 2 cards remaining from their starting faction hand of 5. The ‘Active Team’ token switches back to Team A at this point, who put forward a defender card and choose one of the two remaining factions from the available pool from their opponents for that particular encounter. At this point, Team B (the opposing team) will pick the map/table for the encounter from the available pool after which the Active Team decides which mission from the still available mission pool will be played. Team captains log the pairing listing factions and mission/table played on the pairing sheet.

Both remaining faction cards from Team A and Team B as such automatically decide the final encounter for the pairing, and will play the last available table from the table/map pool. The final mission is selected by Team B (the team that didn’t have the ‘Active Team’ token at the start of step 4) from the available 2 missions that are left from the mission pool at this stage.

Teams can now have a final discussion before players go to their tables, at which point no team tactics/help should be provided to individual players except through the channels/procedures listed above.