



BLACKHYDRA OPEN KILL TEAM

Kill Team Tabletop-Simulator Series

BOOKLET v.1.0. EN / ENG

22/06/2026

The BLACK HYDRA OPEN KILL TEAM is a community-focused Kill Team TTS tournament series organized by Blackhydra Wargaming.

The goal of the project is to provide players with a relaxed yet competitive environment where they can meet new opponents, arrange regular games, and broaden their horizons beyond their local gaming groups.

At its core, the series is about enjoying the hobby together, fostering community interaction, and experiencing a wide variety of playstyles, tactical approaches, and evolving meta perspectives.

In the long term, the aim is to build an open and active community that connects players on a regional, national, and eventually international level. The project also seeks to make it easier for new players to enter the hobby and take their first steps into the competitive tournament scene.

TABLE OF CONTENTS

Format & Rules	3
Classified Teams / Eligible Teams	3
Player Requirements	4
Entry Fee	4
Platform & Scheduling	4
Tournament Structure & Schedule	5
Announcement & Registration	5
Team Lock	6
Round 1 Pairings	6
Round Structure	6
Reporting Results & New Pairings	7
Unplayed Matches	7
Tournament Rules & Event Guidelines	8
Play by Intent	8
Line of Sight & Cover	8
Judge Calls	9
Play-On Principle	10
Sportsmanship, Fair Play & Player Conduct	10
Prizes	11
Tournament Scoring & Rankings	11
Tie-Breakers	12
Strength of Schedule (SoS)	12
BLACK HYDRA OPEN KILL TEAM LADDER	14
Seasons	14
Ladder Rating System	15
Links and Resources	16
Partner und Sponsoren	16

Format & Rules

The BLACK HYDRA OPEN KILL TEAM is played using the current edition of Kill Team.

The following documents and publications are considered the official rules framework for the event:

- The current Kill Team Core Rules
- The currently active Approved Ops (2025)
- All Balance Dataslates valid at the time of the tournament
- All official FAQs and Errata published by Games Workshop

For all tournament rulings, only the English-language versions of these documents are considered authoritative.

Translated versions are provided for convenience only and have no binding rules authority, as translation errors and discrepancies between language versions have occurred in the past.

In the event of rules disputes, ambiguities, or contradictions, the English wording of the rules will always take precedence ("Rules as Written").

Classified Teams / Eligible Teams

All Kill Teams that currently have active rules published through Warhammer Community are eligible for the BLACK HYDRA OPEN.

The BLACK HYDRA OPEN is intended to be a recurring tournament series. Every second event will be run as a Restricted Tournament, where a selection of the current top-performing teams will be excluded from play.

This means:

- Odd-numbered events: All eligible teams are permitted.
- Even-numbered events: Selected top-performing teams (typically 3–5) will be restricted.

Examples:

BLACK HYDRA OPEN KT I (1) – All teams allowed

BLACK HYDRA OPEN KT II (2) – 3–5 top teams restricted

BLACK HYDRA OPEN KT III (3) – All teams allowed

BLACK HYDRA OPEN KT IV (4) – 3–5 top teams restricted

The specific teams that are restricted for a given event will always be announced in the corresponding Mission Pack.

Player Requirements

The event is open to all players.

Participants are required to have:

- Tabletop Simulator (Steam)
- Discord
- A headset with a functioning microphone

Entry Fee

BLACK HYDRA OPEN I serves as a test event for the tournament series and will therefore have no entry fee.

Future events may introduce a small symbolic entry fee in the low single-digit Euro range.

These funds will be used to help cover Discord upgrades, event administration, and, where possible, contribute to prize support for the top finishers.

The fee is also intended to encourage a reasonable level of commitment and participation from registered players.

Platform & Scheduling

All BLACK HYDRA OPEN matches are played online using Tabletop Simulator on Steam.

Resources for setting up Tabletop Simulator:

- [English Tutorial](#)
- [German Tutorial](#)
- [Steam-Collection](#)

All communication, organization, and match scheduling is handled exclusively through the official BLACK HYDRA Discord server:

<https://discord.com/invite/3GFVAKES4H>

Players are responsible for:

- Contacting their opponent in a timely manner
- Arranging a mutually convenient match time within the round deadline (two weeks per round)
- Remaining reachable via Discord throughout the event

Pairings, deadlines, and tournament announcements will be published through Discord.

If scheduling issues arise, players should contact the Tournament Organizers as early as possible.

Failure to communicate, repeated scheduling issues, or prolonged inactivity may be treated as inactivity at the discretion of the Tournament Organizers.

Tournament Structure & Schedule

The BLACK HYDRA OPEN Kill Team is played as a multi-week online tournament.

Each round lasts for two weeks, giving players sufficient time to arrange and complete their matches.

Selected games may be streamed on YouTube where scheduling and player availability allow. However, streaming is entirely optional and players are not expected to schedule their games around stream availability.

Announcement & Registration

The tournament will be officially announced approximately four to six weeks before the event begins.

The announcement will include:

- The complete tournament rules pack
- The Mission and Map Pack used for the event
- The planned tournament schedule
- The registration deadline
- All relevant organizational information

Registration will be handled through an official registration form and/or Tabletop Herald.

The registration link will be published via the official Blackhydra Discord server and all official Blackhydra channels.

Players must provide the following information during registration:

- Name / Nickname
- E-mail Address
- Discord Username
- Country / Time Zone
- Selected Kill Team
- Confirmation that Tabletop Simulator and Discord are available
- Acceptance of the tournament rules and potential stream/content recordings

Team Lock

Team Lock takes effect two weeks before the tournament begins and/or at the registration deadline.

From this point onward, a player's selected Kill Team is locked and may not be changed for the duration of the event.

All relevant deadlines and event-specific timelines will be communicated in the respective tournament booklet.

Late registrations, incomplete submissions, or missing information may result in a player being declined entry or facing organizational disadvantages.

Round 1 Pairings

Round 1 pairings will be published approximately one week before the tournament begins.

Once pairings have been announced, players are responsible for contacting their opponent via Discord and arranging a match within the designated two-week round window.

Round Structure

BLACK HYDRA OPEN I will initially be run as a three-round event.

Beginning with BLACK HYDRA OPEN II, the tournament is expected to expand to a minimum of five rounds.

During the initial test phase, each round will last two weeks:

- Round 1: Two weeks
- Round 2: Two weeks
- Round 3: Two weeks

Each round ends on the Saturday of the second week at 23:59 (local event time).

New pairings will normally be published during the following Sunday.

Should delays or organizational adjustments become necessary, players will be informed through the official Discord server.

Reporting Results & New Pairings

After each match, results must be submitted before the round deadline through the designated Discord channel and the official results form.

Players may decide between themselves who submits the result.

Result submissions should include:

- The names and/or nicknames of both players
- The round played and the Kill Teams used
- The final score and confirmation from both players
- Screenshots of the final game state and score

New pairings will normally be published on the following Sunday.

Results that are not submitted, submitted late, or submitted incompletely may be reviewed by the Tournament Organizers and, at their discretion, may be recorded as a draw, a loss, or another appropriate result.

Unplayed Matches

If a match cannot be completed within the round deadline, the Tournament Organizers will review the communication and activity of both players before making a ruling.

Possible outcomes include:

- Win (12–6) / Loss (6–12)
- Draw (7–7)
- Any other result deemed appropriate by the Tournament Organizers

The event will generally avoid assigning automatic 20–0 or 0–20 results, as these can create significant distortions in tournament standings and tie-breakers.

Players are strongly encouraged to report scheduling issues as early as possible.

Players who wait until the end of the round to communicate, or who are repeatedly unavailable, risk receiving an unfavorable ruling.

Tournament Rules & Event Guidelines

As outlined in the Format & Rules section, the following official publications apply:

- The current Kill Team Core Rules
- The currently active Approved Ops (2025)
- All Balance Dataslates valid at the time of the event
- All official FAQs and Errata published by Games Workshop

Play by Intent

All players are expected to follow the principle of Play by Intent and to communicate their intentions clearly throughout the game.

Clear communication helps avoid misunderstandings, reduces unnecessary rules disputes, and contributes to a smoother and more enjoyable tournament experience for both players.

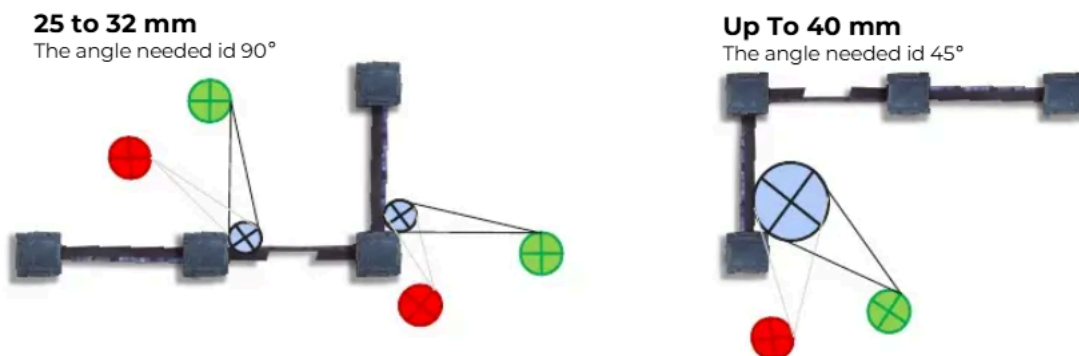
>[VIDEO](#)<

Line of Sight & Cover

Recommendation (not mandatory, except on Killzones where explicitly specified, such as KZ Mechelen/Banuda):

For corners, terrain recesses, and similar situations, players are encouraged to apply the 45° / 90° corner principles commonly used in WTC events, unless the Killzone itself specifies otherwise (e.g. Tomb World).

This recommendation is intended to improve game flow, reduce unnecessary disputes, and provide a more consistent gameplay experience.



Judge Calls

The BLACK HYDRA OPEN is designed to be a competitive yet beginner-friendly and community-oriented tournament series.

As this is an online event, it cannot be guaranteed that a Judge or Tournament Organizer (TO) will always be immediately available.

Players are therefore expected to resolve rules questions fairly, pragmatically, and in the spirit of maintaining a smooth and enjoyable game experience.

Procedure for Rules Questions

If a rules dispute or uncertainty arises during a game, the following process should be followed:

1. Consult Official Sources

Players should first review the relevant official materials together:

- Core Rules
- Approved Ops
- Balance Dataslates
- Designer's Commentary / FAQs
- Event-specific clarifications and guidelines
- The Discord rules FAQ and rules discussion channels

2. Attempt to Reach a Mutual Agreement

Players are strongly encouraged to prioritize fairness and game flow over lengthy Rules as Written (RAW) debates.

The objective is to keep the game moving while maintaining a positive experience for both participants.

3. If No Agreement Can Be Reached

The situation may be posted in the designated Judge Call channel.

Ideally, the post should include:

- A brief description of the issue
- Relevant screenshots
- The rules or operatives involved
- The current game state

Please tag **@BHO-KT-JUDGE** and save the game before proceeding.

4. If No Judge or TO Is Available

Players are expected to resolve the situation independently and in good faith.

Possible approaches include:

- Agreeing on the most reasonable interpretation
- Applying the more conservative rules interpretation
- Rolling off or using a random method ("Let the Dice Decide")
- Rewinding the game state if both players agree

Once a temporary solution has been reached, the game should continue without unnecessary delay.

If the players remain unable to reach an agreement, a formal Judge Call must be made.

A detailed Discord post including screenshots and a description of the situation should be submitted while tagging **@BHO-KT-JUDGE**.

The game may then be paused and rescheduled, allowing the Judge and both players to review the situation together.

Play-On Principle

Games should not be paused for extended periods simply because a Judge is currently unavailable.

If no member of the Tournament Staff can be reached, players are expected to find a fair temporary solution and continue the game in the spirit of the event.

Any later ruling or clarification issued by the Tournament Organizers may then serve as guidance for future games within the tournament.

Sportsmanship, Fair Play & Player Conduct

The goal of the BLACK HYDRA OPEN is to provide a respectful, enjoyable, and competitive tournament experience for all participants.

Winning a rules argument should never be more important than treating fellow players with respect and maintaining a positive atmosphere.

The Tournament Organizers reserve the right to remove participants from the current event and, in severe cases, from future BLACK HYDRA OPEN events following a warning or investigation into unsporting conduct.

Any entry fees already paid will not be refunded.

Examples of unacceptable behavior include, but are not limited to:

- Insulting or harassing other participants
- Attempted cheating or deliberate rules abuse
- Repeated unsporting conduct
- Toxic, hostile, or antisocial behavior
- Deliberately creating a negative play experience for others

Players are expected to represent both themselves and the community in a respectful and sportsmanlike manner at all times.

Prizes

Each BLACK HYDRA OPEN Kill Team event awards prizes to the following placements:

-  1st Place
-  2nd Place
-  3rd Place

In addition, a special prize will be awarded to the player finishing in last place.

The nature and value of prizes may vary between events.

Tournament Scoring & Rankings

The BLACK HYDRA OPEN uses the Swiss Pairing System for tournament pairings.

Tournament Score

Final standings are determined using a Tournament Score.

The Tournament Score is calculated as follows:

Tournament Score = (Wins × 100) + (Draws × 50) + Victory Point Differential (VPD)

Victory Point Differential (VPD) is calculated as the difference between all Victory Points scored and all Victory Points conceded during the tournament.

Examples

Player A

- 4 Wins
- 1 Loss
- VPD: +18

Tournament Score:

$$(4 \times 100) + 0 + 18 = \mathbf{418}$$

Player B

- 4 Wins
- 1 Loss
- VPD: +11

Tournament Score:

$$(4 \times 100) + 0 + 11 = \mathbf{411}$$

Player A is ranked ahead of Player B.

Player C

- 3 Wins
- 1 Draw
- 1 Loss
- VPD: +11

Tournament Score:

$$(3 \times 100) + (1 \times 50) + 11 = \mathbf{361}$$

This system ensures that wins remain the most important factor in determining tournament rankings while still rewarding close losses, decisive victories, and drawn games.

Tie-Breakers

If two or more players finish with the same Tournament Score, rankings will be determined using the following tie-breakers, in order:

1. Strength of Schedule (SoS)
2. Total Victory Points Scored (VP)

Strength of Schedule (SoS)

Strength of Schedule (SoS) measures the overall performance of a player's opponents throughout the tournament.

A player's SoS is calculated by adding together the final results of all opponents faced during the event.

The following values are used:

- Win = 1
- Draw = 0.5
- Loss = 0

Example: A player faces the following opponents:

Opponent	Final Record
Opponent A	1-0-0
Opponent B	1-1-0
Opponent C	2-1-0
Opponent D	3-1-0
Opponent E	4-0-0

SoS Calculation:

$$1 + 1.5 + 2.5 + 3.5 + 4 = \mathbf{12.5}$$

A higher SoS indicates that a player faced stronger and more successful opponents during the tournament.

Victory Points (VP)

Victory Points (VP) represent the total number of Victory Points scored by a player across all tournament games.

Victory Points scored and conceded are used to calculate the Victory Point Differential (VPD), which forms part of the Tournament Score.

If players remain tied after comparing Tournament Score and Strength of Schedule, total Victory Points scored will be used as the final tie-breaker.

Goals of the Scoring System

The BLACK HYDRA OPEN scoring system is designed to achieve three objectives:

- Wins remain the most important factor in determining final rankings.
- Close losses and decisive victories are appropriately reflected in the standings.
- Players who faced stronger opposition are fairly rewarded through the Strength of Schedule tie-breaker.

BLACK HYDRA OPEN KILL TEAM LADDER

The BLACK HYDRA OPEN Kill Team tournament series features an ongoing Ladder system that combines the results of all official BLACK HYDRA OPEN events.

Each tournament contributes to the overall rankings, allowing players to accumulate Ladder points and track their progress over time.

Core Principles

- Every official BLACK HYDRA OPEN tournament counts towards the Ladder.
- Players earn Ladder points for participation, match results, and final tournament placement.
- The Ladder continues across multiple events.
- Updated rankings will be published regularly on the Discord server.
- Only official BLACK HYDRA OPEN Kill Team events are included in the Ladder rankings.

Non-Rated Games

Friendly games, practice matches, challenge games, and any other games played outside official BLACK HYDRA OPEN events do not affect Ladder rankings.

The Ladder is intended to reflect performance within the official tournament series and provide a fair and equal competitive environment for all participants.

Purpose of the Ladder

The Ladder rewards long-term participation, consistent performance, and active involvement within the community. While each individual tournament crowns its own champion, the Ladder also highlights those players who perform consistently across multiple events and remain active within the tournament series.

Seasons

A Season typically lasts for approximately one calendar year or one full Approved Ops cycle.

The BLACK HYDRA OPEN Ladder may be divided into individual Seasons. At the conclusion of a Season, Ladder rankings are finalized and a new ranking period begins.

The official start and end dates of each Season will be announced by the Tournament Organizers.

At the end of each Season, prizes will be awarded for the following placements:

-  1st Place
-  2nd Place
-  3rd Place

In addition, a special prize will be awarded to the player finishing in last place.

The nature and value of prizes may vary from Season to Season.

Ladder Rating System

Every player begins with a rating of 1100 points.

Match Rating Adjustments

Result	Higher-Ranked Opp	Equal-Ranked Opp	Lower-Ranked Opp
Win	+60	+50	+40
Loss	-25	-30	-45
Draw	+15	0	-15

For rating adjustments, only the opponent's current rank tier is considered, not their exact rating within that tier.

Tournament Placement Bonuses

In addition to match rating adjustments, players receive the following bonus points based on their final tournament placement:

Placement Bonus Points

 1st Place +75

 2nd Place +50

 3rd Place +25

Rank Tiers

Rank	Rating
Warmaster	2000+
A+	1800+
B	1400-1599
C	1200-1399
D	1000-1199
D-	Below 1000

Links and Resources

TTS Kill Team Collection:

<https://steamcommunity.com/sharedfiles/filedetails/?id=3725680646>

[English TTS Tutorial](#) / [German TTS Tutorial](#)

Discord: <https://discord.com/invite/3GFVAKES4H>

Partner und Sponsoren



[PK-PRO](#)



<https://www.taschengelddieb.de>

PRODICER

<https://www.prodicer.com>



<https://store.starforged.com/>



<https://www.blackhydra.org>

<https://www.youtube.com/@BLACKHYDRAWARGAMING>

https://www.instagram.com/blackhydra_tabletop/

<https://www.youtube.com/channel/UCP3Xr86tNs-7rmRVFI1sF4Q/join> <- Support

<https://ko-fi.com/blackhydra> <- Ko-Fi

<https://www.pk-pro.de/?baff=Blackhydra> <- Affiliate Link

tournaments@blackhydra.org