

ADEPTICON 2010

NECROMUNDA TOURNAMENT



NOTE: Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!



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TOURNAMENT RULES

GENERAL RULES

- This tournament utilizes the *Necromunda: Underhive* rulebook and all current gang expansion articles, available free [here](#).
- All models MUST be fully painted to a 3-color minimum standard. Any model not painted to this standard will be removed from play and any credits spent on it are permanently lost.
- All models must reasonably adhere to WYSIWYG rules. Any model not represented properly will be removed from play and any credits spent on it are permanently lost.
- All players must have access to their own rule set, dice, counters, gang rosters, etc.
- Players may use 28mm miniatures from any company, provided A) they are fully assembled and painted, B) mounted on a 28mm (or larger) round base, and C) they reasonably adhere to WYSIWYG rules.
- All normal Necromunda rules are in effect. This includes the Advanced Rules – excluding Stray Shots.
- Each scenario has a time limit of 50 minutes. A post-game sequence of 10 minutes is provided for experience and injury rolls and skill selection.
- Players are encouraged to ask questions and solicit the Judge's opinion if there is a disagreement. Please be aware that the Judge's decisions are final.

GANG CREATION, ITEMS & HIRED GUNS

- The following gangs are allowed: All House gangs (i.e. Orlock, Escher, etc.), Ratskins, Scavvies, Redemptionists, Spyrers
- Gang creation occurs as per the Necromunda rulebook (or applicable article). All normal restrictions apply. Each gang has 1000 credits to spend on gang creation. Any unspent credits may be deposited in the gang's stash, used to purchase Hired Guns (detailed below), or may be added to the extra credits provided for equipment/weapon purchasing (detailed below).
- Gangs will have NO access to territories, income generation, and the Trading Post during the tournament.
- As such, gangs are given an additional 100 "bonus" credits with which purchase up to two (2) Rare and/or three (3) common weapons and/or items from either Trading Post, at full cost, upon gang creation. Weapons *must* be represented per WYSIWYG rules and all weapon-type limitations apply (i.e. Juves may not carry heavy weapons, etc.). Unused "bonus" credits may not be used for gang creation, Hired Gun recruitment, or stashed.
- Gangs may hire a maximum of two (2) Hired Guns. The cost for each is their applicable Hire Fee + 30 credits, which must be paid out of the gang's initial 1000 credits. Weapons & equipment choices for Hired Guns do not count towards the gang's initial two Rare/three Common limit above. Because there is no income generation, players will not have to pay maintenance fees for any Hired Gun. The following Hired Guns (and their rules) are available below:
 - Scum, Bounty Hunter, Ratskin Scout (from Underhive rulebook)
 - [PDF Deserter, Ogryn Bodyguard, House Agent, Pit Slave, Ratskin Savage, Sniper](#)
 - [Wyrds](#)

EXPERIENCE, INJURIES & RECRUITMENT

- Fighters gain experience and injuries, as normal. Players roll in front of their current opponent during the post-game sequence. Re-roll any "Capture" results.
- Because there is no income generation, players may not recruit further fighters in the post-game sequence.

SCENARIO POINTS & AWARDS

- 52 Points Total; divided as follows: 40 Scenario Points: +10 per Win, +5 per Draw, +0 per Loss. Additionally, 3 Bonus Objective Points are available in each scenario.
- Prizes will be awarded for 1st, 2nd, and 3rd Place



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SCENARIO I: ANARCHY IN THE UNDERHIVE

Furious with their treatment by the local Guilders, workers in the domes have walked off the worklines and started a revolt. This leaves the local manufactories totally unguarded...and ripe for the picking.

TERRAIN

As placed by event staff. Additionally, 5 Loot counters will be placed on the table. These represent items of value to both gangs and are the main objectives for this scenario.

SETUP

Each player rolls a D6. The low scorer chooses which long table edge he wishes to setup on and places all of his fighters within 6" of that edge. His opponent then places all of his fighters within 6" of the opposite edge.

The player with the lowest gang rating goes first. If both players have the same rating, roll a D6. The highest scoring player goes first.

SPECIAL RULE: LOOT

Loot counters may be picked up by any model that comes in contact with them during its movement. A fighter may carry any amount of counters.

Fighters who go Out Of Action automatically drop their Loot counters where they happen to be at that time – remove the model but leave the counters in place.

Friendly models may transfer loot between each other, so long as they are within 1", during the Shooting phase. Note that neither model may shoot and/or initiate an assault while exchanging Loot. Fighters may not exchange Loot if either model is currently in Hand-to-Hand combat or initiated an assault that turn.

If a fighter takes an enemy Out Of Action in Hand-to-Hand combat, he automatically captures any Loot the model is carrying.

SPECIAL RULE: ANGRY MOB

Each player may roll a D6 at the start of the opposing player's turn. On a roll of 1-5, nothing happens. On a roll of 6, some upset workers have attacked a member of the rival gang.

The fighter who is attacked is the one furthest from any other models, friend or foe. If there are models equally isolated, the one closest to a table edge is attacked.

Roll a D6 to see what happens to the unlucky fighter and consult the chart below:

ANGRY MOB ATTACK CHART

1	The fighter manages to beat off the mob, but just barely. The model may not make any voluntary actions this turn and must take an ammo roll.
2-5	The fighter is successful in defending itself but may make no voluntary actions this turn.
6	There is a gunshot, a shriek, and the mob cheers. The fighter is taken Out Of Action. If this fighter must roll on the Injury chart after the battle, the controlling player may re-roll the first result.

SCENARIO OBJECTIVE

Anarchy in the Underhive's specific objective is to capture as much Loot as possible. If a gang succeeds in capturing all the Loot counters, and the models carrying them are within 6" of their table edge, the game ends immediately and that gang has won.

If either gang fails a Bottle test (or voluntarily Bottles Out), the game ends immediately. That gang which bottled out loses and the opposing gang wins. Both players may only keep any Loot that is carried by a friendly model within 6" of his table edge.

If both gangs are still playing when the Judge calls time, the scenario is a Draw. Again, both players may only keep any Loot that is carried by a friendly model within 6" of his table edge.

BONUS OBJECTIVES

Dutiful Minions: Your gang's Juves were the only models to go Out Of Action the entire game.

Riot Control: None of your friendly models were taken Out Of Action by Angry Mobs

Rabble-Rouser: Your opponent's fighters were attacked by the Angry Mobs on at least two (2) consecutive turns.

EXPERIENCE

+D6 Survives: If the fighter survives the battle, it earns D6 Experience, even if they are wounded or taken Out Of Action.

+5/Wounding Hit: A fighter earns 5 Experience per wounding hit he inflicts. Although it is possible to inflict several wounds from one weapon with each shot, only 5 Exp. are earned per *Hit*, not per wound.

+3/Loot Counter: If a fighter is carrying a Loot Counter at the end of the game, it receives 3 Experience per Counter, even if it is not within 6" of its table edge.

+10 Winning Leader: The gang leader on the winning side receives 10 Experience.

SPECIAL SCENARIO BONUS

For each Loot counter your gang successfully retrieves, roll a D6 and consult the Loot chart on the Results Sheet.

Weapons and equipment earned via Loot may be equipped to any fighter, so long as it conforms to all weapons limitations as detailed in the rulebook.





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SCENARIO 2: DEATH OF A SALESMAN?

The strike is affecting the local Guilders where they feel it most – their coin purses. In response, their “Representatives” have come to restore order. Some gangs have been sent as local muscle for the Guilders, and some...well, some have been sent by “other” business interests...

TERRAIN

As placed by event staff.

SETUP

The player with the lowest gang rating is automatically the attacker. The attacker may choose which long table edge he deploys from and may setup his fighters within 8” of that table edge.

The defending player sets up his fighters within 6” of the opposite edge. He also places the Guilders’ Rep. The defender MUST place at least one non-Juve fighter within 6” of the Rep, though this fighter may move freely during the game.

SPECIAL SCENARIO CONDITIONS

The attacker has shot out much of this dome’s lights in preparation for the ambush. Because of the poor lighting, all models may run and hide in the same turn. The *Marksman* skill may not be used.

SPECIAL RULE: THE GUILDER’S REP

The Guilders’ Rep must be escorted safely, by the defender, to the opposite table edge. The attackers must prevent the Rep from leaving – permanently.

The defending gang’s reputation is on the line, so it never has to take a Bottle test, though it may do so voluntarily.

The Guilders’ Rep is considering a friendly model and may benefit from the Gang Leader’s special rule. He has the following profile:

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	2	3	1	8

Weapons: The Rep carries a Laspistol and Staff (counts as Club). He may be given no other weapons or equipment.

Armor: The Rep has a 5+ armor save.

Special: The Rep will only shoot as targets within 8”, defend itself in hand-to-hand combat, and may only charge an enemy if there is a friendly model within 6”.

SCENARIO OBJECTIVE

Death Of A Salesman’s specific objective is for the Rep to exit the table safely. If the attacker succeeds in taking the Rep Out Of Action, or if the defender bottles out voluntarily, the game ends immediately and the attacker has won.

If the Rep successfully reaches the opposite table edge at any time, or if the attacker bottles out, the game ends immediately and the defender has won.

If both gangs are still playing when the Judge calls time, the scenario is a Draw.

BONUS OBJECTIVES

BOOM-Headshot!: One of your fighters was able to take an enemy model Out Of Action (NOT pinned, flesh wounded, or downed) with 1 shooting attack.

Turbo Lover: At least one of your models ran two (2) or more consecutive turns.

Stalker: At least one of your models hid for three (3) or more turns without being detected.

EXPERIENCE

+D6 Survives: If the fighter survives the battle, it earns D6 Experience, even if they are wounded or taken Out Of Action.

+5/Wounding Hit: A fighter earns 5 Experience per wounding hit he inflicts. Although it is possible to inflict several wounds from one weapon with each shot, only 5 Exp. are earned per *Hit*, not per wound.

+D6 Gotcha!: If the rep is killed, all attacking fighters earn D6 Experience.

+D6 Hardcore: If the defending gang successfully escorts the Rep off the table, all defending fighters earn D6 Experience.

+10 Winning Leader: The gang leader on the winning side receives 10 Experience.

SPECIAL SCENARIO BONUS

If the defender is successful, the Rep is so impressed that he provides some support for the defenders through his Guilders contacts. The defender may choose either of the following: Select one piece of Equipment from the Trading Post for free OR one friendly may re-roll its first Injury Table result OR one fighter may earn an extra D6 Experience.

If the attacker is successful, he will loot the Rep’s body. He may select one piece of equipment from the Trading Post list for free.





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SCENARIO 3: TO LIVE AND DIE ANOTHER DAY

Furious over the attacks on their business interests, the Guilders have sworn to bring the perpetrators to "justice". Some gangs have been declared guilty by suspicion and must make a hasty retreat into the wilds of The Sump.

TERRAIN

As placed by event staff.

SETUP

The player with the highest gang rating is automatically the defender. The defender may choose which long table edge he deploys from and may setup his fighters within 4" of that table edge.

The attacking player sets up his fighters within 12" of the opposite edge. Attacking fighters may not be placed within 4" of each other, though they may move freely during the game.

Once both players have deployed, the defender places D3 Loot counters on any of his fighters. These represent supplies taken from the Safehouse.

Both players roll a D6. The highest scoring player goes first.

SPECIAL SCENARIO CONDITIONS

All the commotion has stirred up the vermin infesting this dome, rats scurry underfoot and carrion bats swoop from the ceiling. Any models in hand-to-hand combat count 1s and 2s as fumbles.

Models shooting at targets more than 24" away suffer a -1 to hit, unless using Sustained Fire or the *Fast Shot*, *Rapid Fire*, or *Marksmanship* skill.

SPECIAL RULE: LOOT

Loot counters may be picked up by any model that comes in contact with them during its movement. A fighter may carry any amount of counters.

Fighters who go Out Of Action automatically drop their Loot counters where they happen to be at that time – remove the model but leave the counters in place.

Friendly models may transfer loot between each other, so long as they are within 1", during the Shooting phase. Note that neither model may shoot and/or initiate an assault while exchanging Loot. Fighters may not exchange Loot if either model is currently in Hand-to-Hand combat or initiated an assault that turn.

If a fighter takes an enemy Out Of Action in Hand-to-Hand combat, he automatically captures any Loot the model is carrying.

SCENARIO OBJECTIVE

TLADAD's specific objective is for the defending gang to exit the table safely. If the attacker takes all defending models Down or Out Of Action, or if the defender bottles out, the game ends immediately and the attacker has won.

If ANY of the defender's fighters moves off the attacker's table edge AT ANY TIME, or if the attacker bottles out, the game ends immediately and the defender has won.

If both gangs are still playing when the Judge calls time, the scenario is a Draw.

BONUS OBJECTIVES

Hoodlum Houdini: At least one of your models carried a Loot counter off the board or was within 4" of a table edge at game end

Checkpoint Charlie: At least one of your models spotted a hidden enemy fighter

Vermin Stew...: At least one of your fighters used a Blast or Template weapon.

EXPERIENCE

+D6 Survives: If the fighter survives the battle, it earns D6 Experience, even if they are wounded or taken Out Of Action.

+5/Wounding Hit: A fighter earns 5 Experience per wounding hit he inflicts. Although it is possible to inflict several wounds from one weapon with each shot, only 5 Exp. are earned per *Hit*, not per wound.

+3/Loot Counter: If a fighter is carrying a Loot Counter at the end of the game, it receives 3 Experience per Counter, even if it is not within 4" of a table edge.

+D6 Escape Artist: The first defending fighter to exit the opposite table edge, earns D6 Experience.

+10 Winning Leader: The gang leader on the winning side receives 10 Experience.

SPECIAL SCENARIO BONUS

For each Loot counter your gang successfully retrieves, roll a D6 and consult the Loot chart on the Results Sheet.

Weapons and equipment earned via Loot may be equipped to any fighter, so long as it conforms to all weapons limitations as detailed in the rulebook.





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SCENARIO 4: ONE LAST HURRAH

Not all of the accused gangers were able to make it out in time, some were swept up in the Guilders' dragnet. The Guilders' intend to make an example of the most infamous of the condemned gangers. It's inevitable that their companions will try to save them, so the Guilders have hired some associates to make sure everything goes according to plan.

TERRAIN

As placed by event staff.

SPECIAL SCENARIO CONDITIONS

The player with the highest gang rating is the attacker. Before the game, one of the attacking fighters is chosen at random to be the Condemned. Leaders and Hired Guns may never be chosen as the Condemned. The Condemned is setup by the defenders and may do nothing until freed, as detailed below.

The defender may not purposely shoot at or assault the Condemned fighter, unless it is freed. The Condemned MAY be hit by a scattering blast, though the firing models' player **automatically loses**.

SETUP

The player with the lowest gang rating is automatically the defender. The defender may choose which long table edge he deploys from and may setup his fighters within 6" of that table edge. Once all defending fighters have been setup, he must then place the Condemned anywhere between 6 and 7" from his table edge. The defender then places a D6 with the '6' face up next to the Condemned – this is the 'Hangman's Dice', detailed below.

The attacking player sets up his fighters within 8" of the opposite edge.

Both players roll a D6. The highest scoring player goes first.

SPECIAL RULE: THE HANGMAN'S DICE

After each defending players' turn, subtract one from the Hangman's dice. If the condemned is not freed when the dice reaches '1', he is hanged. When this occurs, the Condemned automatically suffers 1 wound, with no save possible.

If this does not take the Condemned Out Of Action, begin adding 1 to the Hangman's dice after every turn. If the Hangman's dice then reaches '3', the Condemned is automatically taken Out of Action and the attacker loses.

SPECIAL RULE: FREEING THE CONDEMNED

To free the Condemned, the attacker must shoot the noose or cut the Condemned fighter free.

To shoot the noose, the firing model must first roll a '6' to hit, regardless of BS. The firing model must then roll to hit as normal (i.e. utilizing its' BS and any modifiers). The firing model may NOT use Sustained Fire or the *Rapid Fire/Fast Shot* abilities and the shot may not be attempted with ANY of the following: Blast/Template weapons, Plasma weapons on Maximum setting, Web Pistol, Scatter Shot ammo, Grenade/Missile Launchers.

To cut the noose, one friendly fighter must get within 1" of the Condemned and spend a full turn doing nothing else. The fighter may be hidden when attempting to cut the noose, if possible.

If the Condemned fighter is freed, he may move and fight as normal. He is armed with a Chain (the noose!).

If the Condemned fighter is freed AFTER the Hangman's Dice reaches '1', he suffers -1 WS & BS, just as if it had suffered a Flesh Wound.

SCENARIO OBJECTIVE

One Last Hurrah's specific objective is for the attacking gang to free the Condemned fighter safely. If the attacker takes all defending models Down or Out Of Action, frees the Condemned fighter, or if the defender bottles out, the game ends immediately and the attacker has won.

If the defender takes all attacking models Down or Out Of Action, or if the attacker bottles out, the game ends immediately and the defender has won.

If both gangs are still playing when the Judge calls time, the scenario is a Draw.

BONUS OBJECTIVES

Mostly Harmless: At least one of your models made no shooting attacks or initiated any assaults during three (3) or more of your turns. This may NOT be the Condemned.

Hawk-Eyed: At least one of your models hit two enemy models from Overwatch.

Watch It!: At least one of your fighters used a Blast or Template weapon within 12" of the Condemned.

EXPERIENCE

+D6 Survives: If the fighter survives the battle, it earns D6 Experience, even if they are wounded or taken Out Of Action.

+5/Wounding Hit: A fighter earns 5 Experience per wounding hit he inflicts. Although it is possible to inflict several wounds from one weapon with each shot, only 5 Exp. are earned per *Hit*, not per wound.

+3/Loot Counter: If a fighter is carrying a Loot Counter at the end of the game, it receives 3 Experience per Counter, even if it is not within 4" of a table edge.

+D6 Savior: The first attacking fighter to shoot or cut the noose, earns D6 Experience.

+10 Winning Leader: The gang leader on the winning side receives 10 Experience.





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RESULTS FOR SCENARIO 4: ONE LAST HURRAH

PLAYER NAME	SCENARIO (CIRCLE ONE)	
	ATTACKER	DEFENDER

SCENARIO OBJECTIVE (CIRCLE ONE)	
Win	+10
Draw	+5
Lose	+0
BONUS OBJECTIVES (CIRCLE ALL THAT APPLY)	
Mostly Harmless	+1
Hawk-Eyed	+1
Watch It!	+1

TOTAL POINTS:

Opponent's Signature: _____

Please hand to the Judge with your opponent ASAP.



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RESULTS FOR SCENARIO 3: TO LIVE AND DIE ANOTHER DAY

PLAYER NAME	SCENARIO (CIRCLE ONE)	
	ATTACKER	DEFENDER

SCENARIO OBJECTIVE (CIRCLE ONE)	
Win	+10
Draw	+5
Lose	+0
BONUS OBJECTIVES (CIRCLE ALL THAT APPLY)	
Hoodlum Houdini	+1
Checkpoint Charlie	+1
Vermin Stew...	+1

TOTAL POINTS:

LOOT CHART (CIRCLE ANY LOOT YOU COLLECT HERE)	
1: Upgrade Crate (roll a further D6)	4: Ammo Crate (roll a further D6)
1: Silencer 2-4: Red-Dot or Mono Sight 5: Telescopic Sight 6: Hotshot Power pack	1: Smoke Grenades 2: Frag Grenades 3-5: Weapon Reload 6: Scare Grenades
2: Medical Crate (roll a further D6)	5: Equipment Crate (roll a further D6)
1: Filter Plugs 2-4: Medi-pack 5: Bio-Booster 6: Skull Chip	1: Clip Harness 2-4: Grapnel 5-6: Grav-Chute
3: Armor Crate (roll a further D6)	6: Weapon Crate (roll a further D6)
1: Photo-contacts/Photo-visor 2-3: Flak Armor 4-5: Mesh Armor 6: Blindsnake Pouch	1: Laspistol 2-3: Autopistol 4: Bolt Pistol 5: Hand Flamer 6: Needle Pistol

Opponent's Signature: _____

Please hand to the Judge with your opponent ASAP.



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RESULTS FOR SCENARIO 2: DEATH OF A SALESMAN?

PLAYER NAME	SCENARIO (CIRCLE ONE)	
	ATTACKER	DEFENDER

SCENARIO OBJECTIVE (CIRCLE ONE)	
Win	+10
Draw	+5
Lose	+0
BONUS OBJECTIVES (CIRCLE ALL THAT APPLY)	
BOOM-Headshot!	+1
Turbo Lover	+1
Stalker	+1

TOTAL POINTS:

Opponent's Signature: _____

Please hand to the Judge with your opponent ASAP.



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RESULTS FOR SCENARIO I: ANARCHY IN THE UNDERHIVE

PLAYER NAME	SCENARIO (CIRCLE ONE)	
	ATTACKER	DEFENDER

SCENARIO OBJECTIVE (CIRCLE ONE)	
Win	+10
Draw	+5
Lose	+0
BONUS OBJECTIVES (CIRCLE ALL THAT APPLY)	
Dutiful Minions	+1
Riot Control	+1
Rabble-Rouser	+1

TOTAL POINTS:

LOOT CHART (CIRCLE ANY LOOT YOU COLLECT HERE)	
1: Upgrade Crate (roll a further D6)	4: Ammo Crate (roll a further D6)
1: Silencer 2-4: Red-Dot or Mono Sight 5: Telescopic Sight 6: Hotshot Power pack	1: Smoke Grenades 2: Frag Grenades 3-5: Weapon Reload 6: Scare Grenades
2: Medical Crate (roll a further D6)	5: Equipment Crate (roll a further D6)
1: Filter Plugs 2-4: Medi-pack 5: Bio-Booster 6: Skull Chip	1: Clip Harness 2-4: Grapnel 5-6: Grav-Chute
3: Armor Crate (roll a further D6)	6: Weapon Crate (roll a further D6)
1: Photo-contacts/Photo-visor 2-3: Flak Armor 4-5: Mesh Armor 6: Blindsnake Pouch	1: Laspistol 2-3: Autopistol 4: Bolt Pistol 5: Hand Flamer 6: Needle Pistol

Opponent's Signature: _____

Please hand to the Judge with your opponent ASAP.