

SATURDAY
APRIL 21

5:00PM
10:00PM



NECRΘMUNDA BY NIGHT TΘURNAMENT

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!



ADEPTICON 2012

NECROMUNDA TOURNAMENT

TOURNAMENT RULES

GENERAL RULES

- This tournament utilizes the *Necromunda: Underhive* rulebook and all current gang expansion articles, [available free here](#).
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- 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:
 - Models are fully assembled and painted.
 - Models are mounted on a 28mm (or larger) round base.
 - Models reasonably adhere to the WYSIWYG rules.
- All normal Necromunda rules are in effect. This includes the Advanced Rules.
- Each scenario has a time limit of 65 minutes. A post-game sequence of 10-15 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

- All official gang listings are allowed.
- 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 150 "bonus" credits with which purchase up to two (2) Rare and/or four (4) common weapons/items/equipment 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. Juvies 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 + 40 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 ([PDF](#))
 - Wyrds ([PDF](#))

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 and Nightrider. The "Nightrider" Award will be presented to the player who assembles the best gang. Points are awarded via the judge based on painting, modeling, and creativity. Additional points are awarded via player choice.



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SCENARIO I: LIGHTS DOWN

"It's the perfect plan...hit the guilder depository before...knows what hit them, as long...we do it at Lightsdown, There's a change...guard detail just before...doors close. It's foolproof!...have a contact on the inside...not even the Enforcers are going to know about this..." +++Enforcer Precinct 234 wiretap audio, record # BK-456, entered into official inquiry+++

TERRAIN

One piece of terrain is designated as the Guilder Depository. This building must have at least one clearly modeled entrance (only doors count). This entrance (and any others) may be entered freely by the defending player's models.

An attacking model that wishes to enter the Depository must do so through an established entrance. When an attacking model comes into contact with an entrance, movement stops. To proceed, the model must make a successful skill test by either cracking the entry code (Leadership) or bypassing the door control (Initiative). If successful, the model continues movement as normal. If failed, the model may take no further action this turn, other than to defend itself.

SETUP

The defending player deploys all models within 12" of the Depository and may deploy models upon the Depository itself, so long as the terrain would normally allow the player to do so.

The attacking player then deploys any of their models within 6" of the board edges. The attacker may not deploy any models within 12" of the Depository, even if a model's skill would allow it to do so.

Both players roll D6. The highest scorer goes first.

SPECIAL CONDITIONS

Lightsdown: The Underhive has no natural day-night cycle because no light reaches its depths. Instead, most habitable domes have an artificial day and night, implemented by increasing or decreasing the ambient light. It is hoped that this is done gradually, but often the changes can be abrupt, leaving a dome shrouded in darkness for hours or increasing the lighting too much.

At the beginning of the Attacker's 2nd turn, vision range is reduced to 36". At the beginning of the Attacker's 3rd turn, vision range is reduced to 24" and models may claim partial cover if within 1" of a full cover structure or terrain feature. At the beginning of the Attacker's 4th turn, vision range is reduced to 16", models may claim partial cover if within 1" of a full cover structure or terrain feature, models may run and hide, and may not use the Fast Shot, Marksman, or Rapid Fire skills. At the beginning of the Attacker's 5th turn, all the above restrictions apply and models count Fumbles as double in HtH combat. These effects remain until game end.

SPECIAL RULE: DEPOSITORY

When an attacking model enters the Depository, it acquires a Loot counter. It must then leave the Depository and proceed towards any table edge. Any defending models MAY block an entrance and, if the model leaving wants to use that entrance to exit, both models immediately engage in HtH combat, with each model receiving a -1 combat modifier due to the small space of fighting in a doorway.

SPECIAL RULE: LOOT COUNTERS

Loot counters may be picked up by any model that comes in contact with them during its movement. 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 counter in place. If a fighter takes an enemy Out Of Action in HtH combat, he automatically captures any Loot the model is carrying.

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 HtH combat or initiated an assault that turn.

SCENARIO OBJECTIVES

Lights Down objective is for the attacking gang to have at least one model enter the Depository and get it off any board edge with a Loot counter. Once a model carrying any Loot Counter reaches the board edge, the game ends and the Attacker wins.

If either gang fails a Bottle test (or voluntarily Bottles Out), the game ends immediately. The gang which bottled out loses and the opposing gang wins.

If both gangs are still playing when the Judge calls time, the scenario is a Draw and neither player may win.

BONUS OBJECTIVES

Techno-hack: One of your models successfully cracked a Depository door code (Leadership test).

Guardian: One of your models successfully stopped an Attacking model from entering or exiting the Depository.

Good Shot: One of your model's made one successful shooting attack at long range this scenario.

SCENARIO EXPERIENCE

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

+D6/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/Successful Defense: All surviving defending models receive 3 Experience if the Attacker is unable to get any Loot counters off the board.

+3/Loot Counter: If a fighter is carrying a Loot Counter at the end of the game, it receives 3 Experience per Counter.

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



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SCENARIO 2: THE SECOND LAMPLIGHTER WAR

'And now we come to one of the Underhive's most unique denizens – the humble Lamplighter. Branded heretics by the Mechanicus for their knowledge of techno-arcana like the Watt and Ohm, the Lamplighter is a hero to the law-abiding downhiver, for without their services, all domes would be perpetually shrouded in darkness. But the income from lamp-lighting can also be cause for conflict and has left many settlements in ruins.' -Emeritus Gabbons, *Rise and Fall of Hive Primus, Volume XIV*

TERRAIN

As placed by event staff.

Additionally, at least 2 Lampposts will be placed somewhere on the table, see the Lamp-lighting Special Rule below.

SETUP

The gang with the lowest gang rating chooses one table edge and deploys his models within 4" of that table edge.

The opposing gang then deploys their models within 4" of the opposite table edge.

Both players roll D6. The highest scorer goes first.

SPECIAL CONDITIONS

Low Light: Because of the poor lighting, vision range is reduced to 36" and models may run and hide in the same turn. These general conditions last until at least 4 structures or Lampposts are "lit".

Any model on or within 1" of a "lit" structure or Lamp may be seen by other models beyond 36" and is +1 To Hit when being shot at. This condition lasts until at least 4 structures or Lampposts are "lit".

SPECIAL RULE: LAMP-LIGHTING

Each gang receives one Lamplighter model. This model is considered 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	4	3	3	3	2	4	1	7

Weapons: Lamplighters carry a Laspistol, Club, and Krak Grenades. He is so well-equipped that he does not have to take Ammo Rolls. He may be given no other weapons or equipment

Armor: Lamplighters have a 5+ armor save..

Special: Lamplighters will only shoot as targets within 12", defend itself in HtH combat, and may only charge an enemy if there is a friendly model within 6".

When any Lamplighter ends its movement in base-to-base contact with a Lamppost or structure (NOT scatter terrain), the Lamplighter may use its remaining turn to "light" that Lamppost or structure. To do so, the lamplighter rolls an Initiative test. If successful, the structure is "lit" (see Special Condition above). Place a unique token next to the structure to indicate your Lamplighter succeeded.

If failed, the structure remains dark and the Lamplighter may try again next turn. In either case, the model may perform no other actions this turn, other than to defend itself in HtH combat. Opposing Lamplighters may not "re-light" or "turn off" already "lit" structures.

SCENARIO OBJECTIVES

The specific objective is to "light" the highest amount of structure and Lampposts before the game ends.

If one gang bottles out, all the structures and Lampposts are "lit", or the Judge calls time; the scenario ends. The player with the highest number of "lit" tokens wins. If there are an even number of "lit" tokens from both players, the scenario is a Draw.

If either Lamplighter is taken Out of Action accidentally, the game ends immediately and the scenario is a Draw. If a Lamplighter is purposely taken Out of Action by a gang which is clearly losing, that gang Loses this scenario.

BONUS OBJECTIVES

Watch It! At least one of your models used a Blast or Template weapon to target an area or model within 6" of a Lamplighter.

Razorhawk-Eyed: At least one of your models hit an enemy model from Overwatch.

Prometheus: Your Lamplighter "lit" at least 3 structures or Lampposts this scenario.

SCENARIO EXPERIENCE

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

+D6/Wounding Hit: A fighter earns D6 Experience per wounding hit he inflicts. Although it is possible to inflict several wounds from one weapon with each shot, only D6 Exp. are earned per Hit, not per wound.

+2 Per "Lit" Token: Each surviving model receives 2 Experience per structure or Lamppost "lit" by their gang. This applies to both losing and winning gangs.

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





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SCENARIO 3: THE HUNT

"Who's to say what dat big ugly thing wants? Alls we know is its bad fer business! Its been goin' around destroying our drug growth domes and killin' anyone who gets in da way. We can't make no money if we ain't got nothin' to sell. So go out der and kill dat thing before our entire operation is ruined!! (pause) Hey Lucian...what's dat wire hangin' outta yer shirt..." -Last wiretap record of crime boss Davros, File #5275X

TERRAIN

As placed by event staff.

SETUP

The gang with the lowest gang rating chooses one table edge and deploys his models within 4" of that table edge.

The opposing gang then deploys their models within 4" of the opposite table edge.

Both players roll D6. The highest scorer goes first.

SPECIAL CONDITIONS

Faulty Dome: This dome is suffering severe structural and electrical damage. At the beginning of every player turn, roll a D6 and consult the chart below.

FAULTY DOME CHART

1	High-speed Fans: Any model firing a weapon at long range suffers an additional -1 to hit modifier. Models which run on an elevated surface and end their movement within 2" of an edge must make an Initiative Test or suffer a fall.
2	Major Water Leak: Vision range is reduced to 30" and models suffer a -2 to hit modifier when shooting from Overwatch. Models which <i>Catch Fire</i> may re-roll a test to put out the flames.
3-4	All Clear: Previous conditions are stopped and return to normal.
5	Gas Buildup: Any model in cover who shoots and rolls a 1 triggers one of these pockets! Resolve the effects like a Frag grenade centered on the firing model. Models in the open or more than 8" from the ground level will not trigger these pockets.
6	Power Failure: Vision range is reduced to 12" (unless a model possesses Night Goggles, Flash grenades, or some source of illumination) and models may not use the <i>Fast Shot</i> , <i>Rapid Fire</i> , or <i>Marksman</i> skills! Models may run and hide in the same turn.

Additionally, if either player uses a Blast or Template weapon, roll a D6. On a roll of 6, the blast causes debris and crumbling support beams to rain down. Each model in the open must take an Initiative Test (whoever has the current turn rolls for the Giant Creature). If failed, that model suffers D3 Strength 3 hits and is Pinned.

SPECIAL RULE: GIANT CREATURE

The giant creature is an independent model. Each board will receive a unique creature with its own stats and skills. Please see the creature's data-card for specific info.

SCENARIO OBJECTIVES

The specific objective is for either gang to take the Giant Creature Out Of Action. If the one gang succeeds in taking the creature Out Of Action and the opposing bottles out, the game ends immediately and that gang has won (Major Victory).

If an opposing gang bottles out but the creature is still alive, the gang which bottled out takes control of the creature and may control it during their turn normally (that player's gang leaves play as normal). If the remaining gang subsequently bottles out or fails to take the creature Out Of Action before the game ends, that gang wins a Minor Victory. The gang that first bottled out still suffers a Loss.

If both gangs are still playing when the Judge calls time or the creature is taken Out of Action due to Scenario Conditions, the scenario is a Draw.

BONUS OBJECTIVES

Collateral Damage: One of your Blast or Template attacks caused at least 3 models to be hit by debris.

Xeno Dinner! One of your models was taken Out of Action in HtH combat with the creature

Patient Hunter: One of your models was able to make a successful Shooting attack from Overwatch on the creature.

SCENARIO EXPERIENCE

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

+D6/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.

+10 Gotcha! An attacking model that takes the creature Out Of Action earns 3 Experience.

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





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SCENARIO 4: MIDNIGHT RITUAL

It is rumored that, in the very heart of the Underhive, there is a perfectly square "dome", its walls inscribed with heretical symbols. Some believe that this "dome" was built purposely in the distant past by the Hive's architect for unspeakable rites, others say it came into existence from some unknown dimension. There are even some truly mad men who rave that they have seen such a place...and what they saw there drove them mad.

TERRAIN

As placed by event staff.

SETUP

The gang with the highest gang rating chooses one table edge and deploys his models within 4" of that table edge.

The opposing gang then deploys their models within 4" of the opposite table edge. The Magus is then deployed in the center of the table (or as close as possible).

Each player rolls a D6 and adds their Leader's Initiative. The highest score goes first.

SPECIAL CONDITIONS

Warp Breach: The summoning of the Chaos creature has ripped a hole in the material world. Lights flicker and fade, reality curves and bends, and shadows become terrifyingly sentient. Models in Overwatch suffer an additional -1 To Hit penalty and no model may use the *Marksman* or *Rapid Fire* skills. Models in HtH combat suffer fumbles on rolls of 1 or 2. Photon Flash grenades (and similar abilities) have no effect while models must re-roll a successful attempt to resist the effects of Hallucinogen grenades.

SPECIAL RULE: CHAOS MAGUS

The Chaos Magus is an independent model. On each player's turn before the Shooting phase, it will attack the closest model via a Wyrd shooting attack (if target is over 6" away) or charge into HtH combat (if target is under 6"). The opposing player makes any applicable rolls for the Magus.

He has the following profile::

M	WS	BS	S	T	W	I	A	Ld
3	4	4	3	4	3	3	2	10

Weapons: The Magus carries a Staff (counts as Club) and ornate Sword.

Armor: The Magus has a 5+ armor save.

Special: The Magus is a Wyrd and follows all applicable Wyrd rules, as per the Necromunda rulebook. He has the following psychic powers:

- **Terrify:** The psyker may target one enemy model within 24" and LOS. That model takes an immediate Break test using its own Ld. If failed, the victim is broken and flee 2D6". The victim recovers automatically on its next turn.
- **Flame Burst:** The psyker creates a burst of flame, exactly as if the model were armed with a Flamer. No Ammo Roll is ever made for this power and it does not malfunction. The psyker may place the firing end of the flamer template anywhere with 2" of its base. This power may NOT be used while engaged in HtH combat.

SPECIAL RULE: MONSTERS IN THE SHADOWS

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, mutant creatures 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:

MONSTER ATTACK CHART

1 - 3	The fighter manages to beat off the creature, but just barely. The model may not make any voluntary actions this turn and must take an ammo roll.
4 - 5	The fighter is successful in defending itself and may proceed normally.
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

The specific objective is for either gang to take the Magus Out Of Action and as many of the opposing gang's models as possible. If the one gang succeeds in taking the Magus Out Of Action and the opposing bottles out, the game ends immediately and that gang has won (Major Victory).

If an opposing gang bottles out but the Magus is still alive, the gang which bottled out takes control of the Magus and may control it during their turn normally (that player's gang leaves play as normal). If the remaining gang subsequently bottles out or fails to take the Magus Out Of Action before the game ends, that gang wins a Minor Victory. The gang that first bottled out still suffers a Loss.

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

BONUS OBJECTIVES

Inquisitor In Training: One of your models successfully fought off two (2) consecutive Monster attacks and/or wounded the Magus in HtH combat.

Summoner: Your opponent's models were attacked by the Monsters on at least three (3) consecutive turns

Kill The Witch! One of your models caused at least one wound to the Magus.

EXPERIENCE

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

+D6/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! A surviving model that takes the Magus Out Of Action earns 3 Experience.

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



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RESULTS FOR SCENARIO 4: MIDNIGHT RITUAL

PLAYER NAME	SCENARIO (CIRCLE ONE)	
	ATTACKER	DEFENDER

SCENARIO OBJECTIVE (CIRCLE ONE)	
Win - Major	+10
Win - Minor	5
Draw	+5
Lose	+0
BONUS OBJECTIVES (CIRCLE ALL THAT APPLY)	
Inquisitor in Training	+1
Summoner	+1
Kill the Witch!	+1

TOTAL POINTS:

Opponent's Signature: _____

Please hand to the Judge at the same time as your opponent.

THANKS FOR PLAYING!





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RESULTS FOR SCENARIO 3: THE HUNT

PLAYER NAME	SCENARIO (CIRCLE ONE)	
	ATTACKER	DEFENDER

SCENARIO OBJECTIVE (CIRCLE ONE)	
Win - Major	+10
Win - Minor	5
Draw	+5
Lose	+0
BONUS OBJECTIVES (CIRCLE ALL THAT APPLY)	
Collateral Damage	+1
Xeno Dinner!	+1
Patient Hunter	+1

TOTAL POINTS:

Opponent's Signature: _____

Please hand to the Judge at the same time as your opponent.

----- TEAR HERE -----

NIGHTRIDER AWARD

Please provide your vote for the Nightrider Award.

Player Name: _____

Gang: _____



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RESULTS FOR SCENARIO 2: THE SECOND LAMPLIGHTER WAR

PLAYER NAME	SCENARIO (CIRCLE ONE)	
	ATTACKER	DEFENDER

SCENARIO OBJECTIVE (CIRCLE ONE)	
Win	+10
Draw	+5
Lose	+0
BONUS OBJECTIVES (CIRCLE ALL THAT APPLY)	
Watch It!	+1
Razorhawk-eyed	+1
Prometheus	+1

TOTAL POINTS:

Opponent's Signature: _____

Please hand to the Judge at the same time as your opponent.

THANKS FOR PLAYING!





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RESULTS FOR SCENARIO I: LIGHTS DOWN

PLAYER NAME	SCENARIO (CIRCLE ONE)	
	ATTACKER	DEFENDER

SCENARIO OBJECTIVE (CIRCLE ONE)	
Win	+10
Draw	+5
Lose	+0
BONUS OBJECTIVES (CIRCLE ALL THAT APPLY)	
Techno-hack	+1
Guardian	+1
Good Shot	+1

TOTAL POINTS:

Opponent's Signature: _____

Please hand to the Judge at the same time as your opponent.

THANKS FOR PLAYING!

