

ADEPTICON 2011

APRIL 1ST - 3RD :: WESTIN LOMBARD YORKTOWN CENTER



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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!



ADEPTICON 2011

NECROMUNDA TOURNAMENT

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: MIND-WIPED

....Your team awakens inside a small, cramped shelter in an unfrequented part of the Underhive. Apart from severe headaches, you're all uninjured but groggy. Your weapons and equipment lay outside the shelter and, as you reach for them, you notice your hated rivals are coming out of the shelter opposite your own. Your enemies are reaching for their weapons –there's no time to waste...

TERRAIN

In addition to normal terrain, there should be two medium-sized structures placed opposite each other, between 16-32" away. These are designated as the shelters.

In addition, measure the distance between each shelter and place 1 Loot counter directly in the middle. This loot counter represents an encrypted dataslate (see below).

SETUP

Each gang's leader takes an Initiative test. Players switch off rolling until their leader passes the Initiative Test. The player that won picks one shelter and places his models within 2" of it. The losing player then places his models within 2" of the opposing shelter.

The player who won goes first.

SPECIAL CONDITIONS

Mind-wiping After-effects: All models are suffering the effects of a severe Mind-wipe, manifesting as grogginess, double vision, and general malaise.

For each player's first turn, models which run or charge must take an Initiative Test at the end of their movement. If the model fails, it is pinned. During the turn, any model(s) pinned in this way may test to get up, regardless of whether a friendly model is within 2" of it.

Additionally, throughout the entire scenario, models may not shoot over 36" away and any model firing a weapon over 26" away suffers an additional +1 to hit modifier (in addition to any others).

SPECIAL RULES

Encrypted Data-slate: A blinking data-slate sits between the shelters, what secrets does it hold? The data-slate is treated as a Loot counter, with the following rules:

If the Loot Counter is not being held by a model, and is hit by a template or blast weapon, there is a chance it becomes damaged. If this happens, roll a D6. On a roll of 6, the data-slate is destroyed.

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 Hand-to-Hand 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 Hand-to-Hand combat or initiated an assault that turn.

SCENARIO OBJECTIVES

Mind-wiped's objective is for one gang to grab the Data-slate and get it off any board edge. Once a model carrying the data-slate reaches the board edge, the game ends and the gang possessing it wins.

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. The gang which won may claim the Data-slate.

If both gangs are still playing when the Judge calls time or if the Data-slate is destroyed, the scenario is a Draw and neither player may claim the Data-slate.

BONUS OBJECTIVES

The Golden Ticket: Your gang had the Data-slate at game end (see next scenario for deployment rules).

...Try That Again: At least one of your models was pinned in the first turn after running or charging and subsequently passed its test to get back up.

Clear Head: One of your fighters successfully hit an enemy over 26" away.

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/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: YOUR MISSION...SHOULD YOU CHOOSE TO ACCEPT IT...

Your team was able to recover the data-slate (or at least tinker with the pieces), get past its encryption, and decipher its contents. It was only a name, a brief bio, place, and time. Boiling with questions, you intend to meet this mysterious man and set out to find him. Any fool would know he'll be guarded by a well-equipped group of guns-for-hire. This could get ugly...

TERRAIN

In addition to normal terrain, a small to medium-sized structure should be placed in the center of the table. The target and his defending gang will be deploying here.

SETUP

The team that got **The Golden Ticket** bonus objective in the last scenario, deploys first as the attacker. The attacker may choose any 2 opposing table edges and deploy their models within 4" of either table edge. The attacker must deploy a minimum of 2 models on each deploying table edge.

The team which lost the last scenario, deploys next as the defender. The defender sets up all models within 2" of the central structure. "The Target" must deploy within 1" of the central structure and no further than 6" from another friendly model.

Both players roll D6. The highest scorer goes first.

TREACHEROUS CONDITIONS

Automated Security Protocol: The attacker has triggered the Target's alarm system. During the first two full turns, **ANY** model which runs or charges may be hit by the automated las-turrets. Roll a D6. On a roll of 5+, the model is hit as per a Lasgun.

SPECIAL RULES

The Target: The Target must be escorted safely, by the defender, off any table edge. The attackers must prevent the Rep from leaving.

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 Target 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	4	3	3	3	2	3	1	8

Weapons: The Target carries an Autopistol, Staff (counts as Club), and Choke 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: The Target has a 5+ armor save.

Special: The Target will only shoot at 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 OBJECTIVES

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

If the Target 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

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

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

Fire For Effect: One of your Heavy or Blast weapons hit 2 or more models in a single attack.

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.

+D6 Gotcha!: If the Target is taken Out of Action, all attacking fighters earn D6 Experience.

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

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





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SCENARIO 3: THE ESCAPE

Just when your gang was about to grab the Target, multiple large explosions ripped through a nearby settlement. In the commotion, the Target was able to slip away and head directly into the retreating crowd of locals fleeing from the carnage. Your gang takes off after him, jostling through the mob and alerting a local Watchmen gang...

TERRAIN

As placed by event staff.

SETUP

If a player was the attacker in the last scenario, they are the attacker in this as well. If both players were either attacker or defender, roll a D6. The high scorer may choose whether they are the attacker or defender.

The attacker chooses one board edge to deploy from and sets up their models within 4" of the table edge.

The defender then sets up their models within 6" of the opposite table edge. The Target is deployed 4" from a defending model, no closer than 6" from the table edge.

Both players roll a D6. The high scorer goes first.

SPECIAL RULES

The Target: The Target is considering a friendly model to the defender and may benefit from that Gang Leader's special rule. Because of the horde of people, he cannot leave play. Additionally, he was hurt in the last scenario and has the following profile:

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

Weapons: The Target carries an Autopistol and Staff (counts as Club). He is so well-equipped that he does not have to take Ammo Rolls. He may be given no other weapons or equipment.

Armor: The Target has a 5+ armor save.

Special: The Target will only shoot at targets within 8", defend itself in hand-to-hand combat, and may **NOT** charge an enemy model, unless forced to.



SCENARIO OBJECTIVES

The Escape's specific objective is for the Attacker to take the Target Out Of Action. If the attacker succeeds in taking the Stranger Out Of Action or if the defender bottles out, the game ends immediately and the attacker has won.

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

Collateral Damage: Three or more of your gang's shooting attacks were blocked due to the Civil Disorder 6+ save in one turn.

Bloodhound: One of your fighters was able to take The Target Out Of Action, from its full complement of wounds and without it being wounded prior, in one turn. This can be done via a shooting or close-combat attack(s).

Who Watches The Watchmen?: The defending gang was able to take two or more enemy models Out Of Action in one turn.

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 Gotcha! An attacking model that takes the Target Out Of Action earns 3 Experience.

+D6 Protectors: If the defending gang wins the scenario, each of its fighters receives an additional D6 Experience.

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





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SCENARIO 4: THE STRANGER

Your interrogation was fruitless, if the Target had any info, he would have told it. Just when things are looking as if they can't get any worse, shots ring out and a robed stranger appears in the doorway. He claims to have all the information you need...just so long as you help him kill his pursuers. But, nothing is ever simple...

TERRAIN

As placed by event staff.

SETUP

If a player was able to take the Target Out Of Action in the last scenario, they are the defender (winning via the opponent bottling out does NOT count). If both or neither players were able to take the Target Out Of Action, roll a D6. The high scorer may choose whether they are the attacker or defender.

The attacker chooses one board edge to deploy from and sets up their models within 4" of the table edge.

The defender then sets up their models within 6" of the opposite table edge. The Target is deployed 4" from a defending model, no closer than 6" from the table edge.

Both players roll a D6. The high scorer goes first.

SCENARIO OBJECTIVE

The Stranger's specific objective is for the Attacker to take the Stranger Out Of Action. If the attacker succeeds in taking the Stranger Out Of Action or if the defender bottles out, the game ends immediately and the attacker has won.

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

Mind-Wipe: The Stranger made any defending model suffer the effects of Cloud Mind for two or more consecutive turns.

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

Kill The Witch! The attacking gang was able to take two or more enemy models Out Of Action in one turn.

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 Gotcha! An attacking model that takes the Target Out Of Action earns 3 Experience.

+D6 Protectors: If the defending gang wins the scenario, each of its fighters receives an additional D6 Experience.

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

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 citizens 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 - 2	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.
3 - 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

SPECIAL RULE: THE STRANGER

The Target is considering a friendly model to the defender and may benefit from that Gang Leader's special rule. He has the following profile:

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	2	4	2	9

Weapons: The Target carries a Bolt Pistol, Power Sword, Frag & Smoke 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: The Stranger has a 4+ armor save.

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

- Sixth Sense:** The Wyrd can sense the presence of any models within 12", even if he could not normally detect them. This power is Persistent a Psychic Test does not need to be taken to use this power.
- Cloud Mind:** The psyker may target the closest enemy model within 24". That model may not target the psyker or any friendly model until the next turn, unless it first passes a Leadership test. If the victim is in hand-to-hand combat with a friendly model, its WS is halved.





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RESULTS FOR SCENARIO 4: THE STRANGER

PLAYER NAME	SCENARIO (CIRCLE ONE)	
	ATTACKER	DEFENDER

SCENARIO OBJECTIVE (CIRCLE ONE)	
Win	+10
Draw	+5
Lose	+0
BONUS OBJECTIVES (CIRCLE ALL THAT APPLY)	
Mind-Wipe	+1
Rabble-Rouser	+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 ESCAPE

PLAYER NAME	SCENARIO (CIRCLE ONE)	
	ATTACKER	DEFENDER

SCENARIO OBJECTIVE (CIRCLE ONE)	
Win	+10
Draw	+5
Lose	+0
BONUS OBJECTIVES (CIRCLE ALL THAT APPLY)	
Collateral Damage	+1
Bloodhound	+1
Who Watches the Watchmen?	+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 2:
YOUR MISSION...SHOULD YOU CHOOSE TO ACCEPT IT...

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
Razorhawk-Eyed	+1
Fire For Effect	+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: MIND-WIPED

PLAYER NAME	SCENARIO (CIRCLE ONE)	
	ATTACKER	DEFENDER

SCENARIO OBJECTIVE (CIRCLE ONE)	
Win	+10
Draw	+5
Lose	+0
BONUS OBJECTIVES (CIRCLE ALL THAT APPLY)	
The Golden Ticket	+1
...Try That Again	+1
Clear Head	+1

TOTAL POINTS:

Opponent's Signature: _____

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

THANKS FOR PLAYING!

