



ADEPTICON 2011

NECROMUNDA TOURNAMENT

Last Update: 11.03.2010

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made after 2/1/2011.

GENERAL RULES

- This tournament utilizes the *Necromunda: Underhive* rulebook and all current gang expansion articles, available for free [here](#).
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your gang must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG and painted to a 3-color minimum). Any model not painted to this standard or 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 – excluding Stray Shots.
- Each scenario has a time limit of 60 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. 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 + 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 ([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