



ADEPTICON 2013

NECROMUNDA BY NIGHT AND NECROMUNDA: SUNRISE

Last Update: 11.15.2012

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 2/1/2013.

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 15 minutes is provided for experience, 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 1200 credits to spend on gang creation. Any unspent credits are forfeited.
- **Gangs will have NO access to territories, income generation, and the Trading Post during the tournament.**
- As such, gangs may purchase weapons/items/equipment from either Trading Post, at full cost, that they would not normally have access to 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.).
- Gangs may hire a maximum of two (2) Hired Guns. The cost for each is their applicable Hire Fee + 40 credits. 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. Redemptionist players may only recruit two (2) Devotees under the "A Gathering of the Redeemed" special rule. Enforcer players never lose non-Hired Gun fighters due to the nature of the "Patrol Team" rule.

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.