



NECROMUNDA

TOURNAMENT

MISSION BRIEFING PACKET



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GAMES WORKSHOP

NECROMUNDA TOURNAMENT

TOURNAMENT RULES

General Rules

- All players must have a copy of the rules, a valid gang roster, and fully assembled & painted models.
- “Loaner” models are available in a choice of three gangs – Ratskins, House Goliath, and House Cawdor. If you would like to use a loaner gang, please contact the tournament staff. These are available on a first come, first serve basis. Please be aware that players utilizing “loaner” gangs will not receive any points for painting/modeling and must still possess a copy of the rules and a valid gang roster.
- Players may use 28mm miniatures by any company, so long as A)they are fully assembled & painted, B)they are mounted on a 28mm (or larger) base, and C)they reasonably adhere to WYSIWYG rules.

Gang Creation, Items, & Hired Guns

- All gangs are allowed except Enforcers.
- Gang creation occurs as per the Necromunda rulebook (or applicable gang article). All normal restrictions apply. Each gang has 1000 credits to spend total.
- Gangs will not have access to territories, income generation, or the trading post during the tournament. Gangs may purchase one (1) Rare and two (2) Common weapons and/or items from either trading post, at full cost, upon gang creation. These do come out of the gang’s 1000 credit total. Weapons must be represented on models per WYSIWYG rules and weapon-type limitation apply (i.e. juves may not carry heavy weapons, etc.)
- Gangs may hire a maximum of one (1) Hired Gun from the following: Scum, Bounty Hunter, Ratskin Scout, Ogryn Bodyguard, PDF Deserter, Pit Slave, Ratskin Savage, & Sniper. The cost for the Hired Gun is their applicable hire fee + 30 credits. Weapons & equipment choices for the Hired Gun do NOT count towards the gang’s initial one rare/two common limit. Because there is no post-game income generation, gangs will not have to pay Hired Guns’ maintenance fees.

Experience, Injuries, & Recruitment

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

Tournament Rules

- All normal Necromunda rules are in effect. This includes all “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.
- Players are encouraged to ask questions or solicit the judges’ opinion if there is a disagreement. Please be aware that the decision of a judge is final.
- Players are awarded a set amount of points based on scenario objectives and a win/lose/draw result (amount is dependant upon scenario and are detailed in the scenario packet).



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Scenario 5: Repaying A Traitor

TERRAIN

As setup by staff

Additionally, staff will place a terrain piece in the center of the table. This represents the traitor's booby-trapped safehouse and is the objective of this scenario.

SETUP

Each player rolls a dice. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 6" of that edge.

His opponent then sets up within 6" of the opposite table edge.

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

SPECIAL SCENARIO CONDITIONS

The area is heavily booby-trapped with tripwires, mines, and stake pits. Any model which doubles its movement and/or makes a *Berserk Charge*, must roll a D6 before moving. On a roll of 2-5 nothing happens, and the model completes its move. On a roll of 1 or 6, (models with *Dodge* or *Evade* may reroll but MUST accept the second result) roll the D6 again and consult the chart below:

1-3 The model triggers a mine or tripwire. Before moving, place the blast template centered over the model and resolve as a frag grenade. If the model is unscathed, it may complete its intended move.

4-6 The model falls into a stake pit and suffers 1 S3 hit. If the model goes down, it is immediately taken out of action. The model may not complete its intended move (as it crawls from the pit).

SPECIAL RULE: THE SAFEHOUSE

The safehouse is a near impregnable structure armed with sentry guns, spotlights, and an advanced security system. It has a Toughness of 6 and can sustain the equivalent of 3 wounds before its destroyed (but then, you want to look the traitor in the eyes before you take him out, don't you?).

There is one sentry gun and spotlight per side. The sentry guns count as an autogun with BS3 and never take ammo rolls. Each gun fires once per player turn at the nearest model within its arc of vision (a 90 degree angle originating from the safehouse's corners). In addition, the spotlights will focus on the nearest model within 24". This model suffers -1BS until another model moves closer, it moves out of that spotlights arc of vision, or it goes out of action.

Fighters may attack both the sentry guns and spotlights. Each counts as having Toughness 4 with the equivalent of one wound. When a sentry gun or spotlight is destroyed, its effect ceases for that side of the building until the end of the game.

The safehouse has two entryways on either side of the building. Models may attempt to enter the building by coming into base contact with a door. The controlling player must roll equal to or under the model's Initiative on a D6.

If the model is unsuccessful, it suffers 1 S3 hit and no other models in the controlling players' gang may attempt to enter that door until the next turn.

If the model is successful, it enters the building and faces the traitor in hand-to-hand combat. The traitor has the following profile:

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

The traitor never fails Ld tests and will never leave the safehouse. The traitor is armed with a knife and sword.



OBJECTIVES/GAME ENDING

Repaying A Traitor's specific objective is to kill the traitor who started this mess and prevent the opposing gang from doing the same. The fight continues until one of the gangs is driven off or until the traitor is taken out of action.

If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins.

If a gang succeeds in taking the "traitor" out of action, then the game ends and that gang has won.

If a gang destroys the safehouse, the game ends and that gang has won (though not as much if they faced the traitor).

If both gangs are still playing by the end of the tournament time limit, with the most models still in play wins. If both gangs have the same number of models still in play, the scenario is a draw.

EXPERIENCE

+3 Survives. If a fighter survives the battle then 3 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+15 Taking Out the Traitor. A fighter who takes the "traitor" out of action earns 10 points.

+5 Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens, not 5 points per wound.

+10 Winning Gang Leader. The gang leader of the winning side earns an extra 10 Experience points.

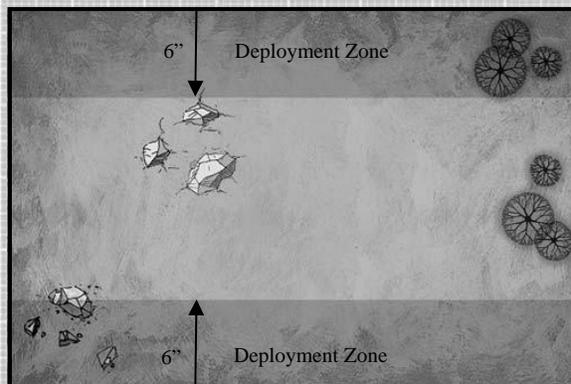
TOURNAMENT POINTS

+4 - Winning by successfully entering the safehouse and killing the traitor

+2 - Winning by simply destroying the safehouse itself

+1 - Winning by opponent bottle-out or Draw

+0 - Losing



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Scenario 4: It Came From The Sump

TERRAIN

As setup by staff.

Additionally, staff will place 3 “sewer” markers on the table. This represents the possible lairs of the predator each gang has been sent to destroy.

SETUP

Each player rolls a dice. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8” of that edge.

His opponent then sets up within 8” of the opposite table edge.

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

SPECIAL SCENARIO CONDITIONS

A thin layer of luminous green slime covers the tabletop. Models may move as normal but if they double their movement by running or charging in these conditions they must roll equal to or under their Initiative on a D6 or they will slip over and count as being pinned. The *Sprint* skill may not be used.

Gantries and walkways aren’t slimy so models on them aren’t affected by this rule.

This condition does NOT affect the “monster”.

SPECIAL RULE: SUMP MONSTER

When any model comes within 12” of a “sewer” marker, the controlling player rolls a D6. On a roll of 1-2, the monster appears where the first marker was. On a roll of 3-4, the monster appears where the middle marker was. On a roll of 5-6, the monster appears where the third marker was.

Once the monster appears, players switch control of the “monster” model in between turns (i.e. if it was just Player A’s turn, player B has control of the monster for its turn; Player B then plays his full turn; after which, control of the monster’s turn goes to Player A, who takes the monster’s turn and then proceeds to his own; and so on...). The monster’s turn is like any other (move, shoot, attack hand-to-hand, recover). The monster may never be placed in overwatch.

The “monster” model has the following profile:

M	WS	BS	S	T	W	I	A	Ld
6	4	3	4	4	3	3	2	8

The monster has no equipment. It has the *Nerves Of Steel* and *Hurl Opponent* skills. The “monster” is a “Large Target” (+1 to hit).

Due to its unnatural mutations from toxic chemicals, the monster has a 6+ armour save and causes *Fear*. In addition, the monster can make a special *vomit* attack, once per turn, as per a shotgun with scatter shells.

OBJECTIVES/GAME ENDING

It Came From The Sump’s specific objective is to destroy the “monster” and prevent the opposing gang from doing the same. The fight continues until one of the gangs is driven off or until the monster is taken out of action .

If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins.

If a gang succeeds in taking the “monster” out of action, then the game ends and that gang has won.

If either gang fails to take the “monster” out of action by the end of the tournament time limit, both gangs lose!

EXPERIENCE

+3 Survives. If a fighter survives the battle then 3 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+15/+30 Destroying The Monster. A fighter who takes the “monster” model out of action by shooting earns 5 points. A fighter who takes the “monster” out of action via hand-to-hand earns 15 points.

+5 Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens, not 5 points per wound.

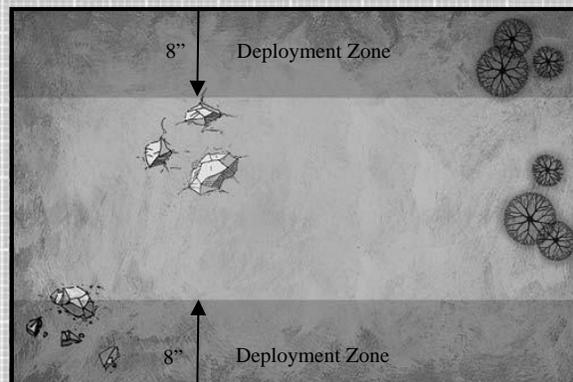
+10 Winning Gang Leader. The gang leader of the winning side earns an extra 10 Experience points.

TOURNAMENT POINTS

+2 - Winning

+0 - Losing

This scenario has no draw!



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Scenario 3: The Lamplighters' War

TERRAIN

As setup by staff.

Additionally, staff will place 3 Lamppost counters on the table. These represent items of value to both gangs and the objectives for this scenario.

Each player also receives 3 tokens, which are placed next to a lamppost when their lamplighter "lights" it (described below).

SETUP

Each player rolls a dice. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge.

His opponent then sets up within 8" of the opposite table edge.

Additionally, each player receives a "Lamplighter" model with the following profile:

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

The Lamplighter is armed with a knife and laspistol. The lamplighter must be setup within 8" of the controlling players' table edge and within 6" of another friendly model.

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

SPECIAL SCENARIO CONDITIONS

Because of the poor lighting, all models may run and hide in the same turn. The *Marksmen* skill may not be used.

SPECIAL RULE: LAMPPOSTS & LAMPLIGHTERS

Lamplighters function like any other Hired Gun, however they must remain within 6" of a friendly gang model. If a lamplighter is moved more than 6" away from a friendly model, it may do nothing until it (or another friendly model) move within 6" again.

Lampposts are "lit" when a lamplighter moves in base-to-base contact with it. The lamplighter's controlling players then places their token next to that lamp. The opposing player may not "re-light" a lit lamp or remove an already placed token.

The lamplighter may perform no other actions while in base-to-base contact with a lamppost, though it may defend itself in hand-to-hand combat.



OBJECTIVES/GAME ENDING

The Lamplighters' War's specific objective is for each gang to protect its own lamplighter while they fix the lights and, hopefully, to stop the other gang from fulfilling the same objective. The fight continues until one of the gangs is driven off, either lamplighter model goes out of action, or until one gang has lit all the lamps.

If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins.

If a gang succeeds in "lighting" all the lamps, then the game ends and that gang has won.

If both gangs are still playing by the end of the tournament time limit, the gang who "lit" the most lamps wins. If both gangs "lit" the same number of lamps (or no lamps), the scenario is a draw.

Additionally, if either lamplighter model go out of action, the game ends immediately and the scenario is a draw.

EXPERIENCE

+3 Survives. If a fighter survives the battle then 3 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+3 Per Lamp "Lit". Each surviving fighter receives 1 point per lamp lit by their gang. This applies to both gangs.

+5 Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens, not 5 points per wound.

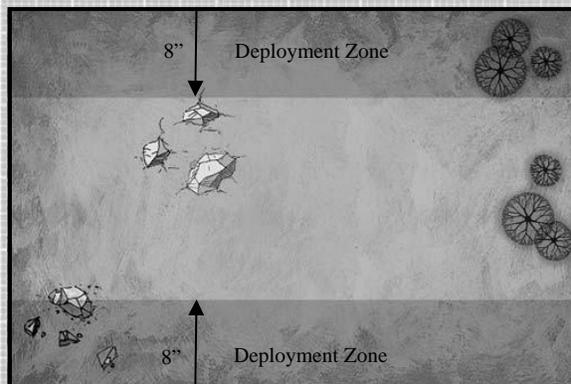
+10 Winning Gang Leader. The gang leader of the winning side earns an extra 10 Experience points.

TOURNAMENT POINTS

+2 - Winning

+1 - Draw

+0 - Losing



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Scenario 2: Riches & Risk

TERRAIN

As setup by staff.

Additionally, staff will place 5 Loot counters on the table. These represent items of value to both gangs and the objective for this scenario.

SETUP

Each player rolls a dice. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge.

His opponent then sets up within 8" of the opposite table edge.

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

SPECIAL RULE: LOOT COUNTERS

Loot counters may be picked up by any model that passes over them during its movement. A fighter can carry any number of pieces of loot without affecting his movement or ability to shoot or fight.

Fighters who go out of action drop Loot counters where they happen to be at the time. Remove the model but leave the counters in place. Models can transfer loot to other models in base-to-base contact during the shooting phase, but neither model may shoot during the turn.

If a fighter takes an enemy out of action in hand-to-hand combat he automatically captures any loot the model is carrying.



OBJECTIVES/GAME ENDING

Riches & Risk's specific objective is to capture as much loot as possible. The fight continues until one of the gangs is driven off or until one gang has all of the loot in its possession as described below.

If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins.

If a gang succeeds in capturing all the Loot counters, and the fighters carrying them are within 8" of their own table edge at the start of their turn, then the game ends and that gang has won.

If both gangs are still playing by the end of the tournament time limit, the gang with the most loot counters in its possession (or held by a model within 8" of its table edge)

EXPERIENCE

+3 Survives. If a fighter survives the battle then 3 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+10 Per Loot Counter. If a fighter is carrying loot at the end of the game he receives +1 point per counter.

+5 Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens, not 5 points per wound.

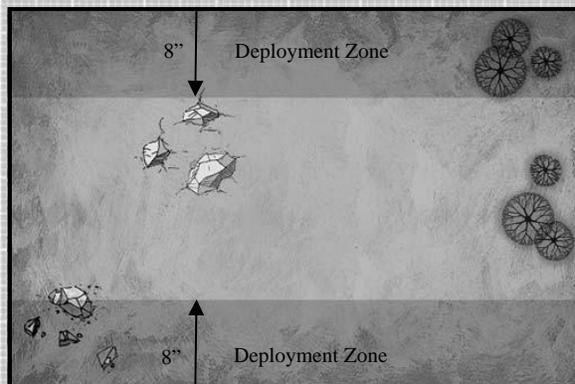
+10 Winning Gang Leader. The gang leader of the winning side earns an extra 10 Experience points.

TOURNAMENT POINTS

+2 - Winning

+1 - Draw

+0 - Losing



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Scenario 1: Death At The Manufactory

TERRAIN

As setup by staff

SETUP

Each player rolls a dice. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge.

His opponent then sets up within 8" of the opposite table edge.

Both players roll a D6. The highest scoring player takes the first turn.

SPECIAL SCENARIO CONDITIONS

Because of the billowing clouds of exhaust, heat-haze of the boilers, and poor lighting, vision range is reduced to a maximum of 36".

SPECIAL RULE: WORKERS' REVOLT

Each player may, if he wishes, 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 always the one furthest from any other models (friend or foe). If there are several fighters equally isolated then the one closest to the edge of the table is attacked.

Roll the D6 again to see what happens to the fighter.

1 The fighter manages to beat off the attackers. The fighter may not do anything else this turn and must make an ammo roll.

2-5 The fighter manages to beat off the creature. The fighter may not do anything else this turn.

6 There is a gunshot, a shriek, silence, and the disgruntled workers claim another victim. The fighter is taken out of action.

OBJECTIVES/GAME ENDING

Death At The Manufactory has no specific objective other than to drive off the enemy gang (and survive the predations of the angry workers' mob).

If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins.

If both gangs are still playing by the end of the tournament time limit, the scenario is considered a draw.

EXPERIENCE

+3 Survives. If a fighter survives the battle then 3 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens, not 5 points per wound.

TOURNAMENT POINTS

+2 - Winning

+1 - Draw

+0 - Losing

