



ADEPTICON 2019

v1.0
01.10.201

NECROMUNDA BY NIGHT

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 to the event after 2/1/2019.

GENERAL RULES

- This tournament utilizes the Necromunda: Underhive (2017) rulebook, Gang War rulebook(s), and any White Dwarf supplements. In case any gang roster or weapons stat occurs in multiple instances, the newest one is utilized
- 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. Grenades, pistols, and wargear do not need to be physically represented on the model.
- Miniatures must be mounted on a 25mm (or larger) round base. Additionally, to prevent confusion, a small dot must be placed on each base to denote the facing of that miniature, and being used to center the firing arc template
- All players must have access to their own rule set, dice, counters, gang rosters, etc.
- All rules are in effect - including 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 Arbitrator's opinion if there is a disagreement. Please be aware that the Arbitrator's decisions are final.

GANG CREATION, ITEMS & HIRED GUNS

- Gang creation occurs as per the applicable gang roster. All normal restrictions apply. Each gang has 1250 credits to spend on gang creation. Any unspent credits will be forfeited.
- **Each gang starts with 5 Reputation and the gang's Leader may be given a free skill in addition to the one they normally have**
- **Gangs will have NO access to Turf, territories, income generation, and the Trading Post during the tournament.**
- As such, gangs may purchase weapons/items/equipment from the Trading Post 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. Hired Guns do not count towards the minimum number of fighters. The cost for each is their applicable Hire Fee.
- Gangs may hire a maximum of one (1) Hanger-On. The cost for each is their applicable Hire Fee. They do not count towards the minimum number of fighters and are rolled for at the beginning of each scenario (as if the gang were fighting on its home turf).

TACTICS & GENERAL SCENARIO RULES

- Players may be provided with additional tactics per the scenario packs. These should be noted **before play begins** for each scenario and may not be used more than once per event.
- Please note that each mission has a "Hive Cred" bonus objective, detailed below.
- The "Desperation" and "Ignominy" rules (GW, p. 26) are in effect.



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TERRAIN

- This tournament uses both 3D and/or tile terrain on a 4'x4' table
- For simplicity, we assume that, if a miniature can be positioned anywhere on the table and that both players can reasonably see and interact with it, it may be placed there. Structures that cannot be physically opened to reveal the interior are considered impassable - we assume that any openings are too well secured to force open while under fire.
- The "Path to Death" event utilizes table-specific terrain and environmental effects. The "By Night" event utilizes the same environmental effects across all tables, depending upon the scenario.
- Elevators: A model using its own movement to move onto an elevator may move up or down as many "levels" as the elevator goes to with no movement penalty and may complete any remaining movement once it reaches the level the player desires. If an elevator is not currently at the level the miniature is, the miniature stops at the edge or door the elevator goes to and may "call" the elevator using a Simple Action. The elevator then immediately moves to that level.
- Water Features: Treated in the same way as Pitfalls

POST-GAME SEQUENCE

- Fighters gain experience, injuries, and make advancements as normal. Players roll in front of their current opponent during the post-game sequence.
- The "Being Captured" section is disregarded
- Because there is no income generation, players may not recruit further fighters in the post-game sequence. As such, the "Medical Escort" rule (GW, p.23) is free, as long as at least one fighter in the gang is uninjured.

SCORING AND AWARDS

- 60 Points Total; divided as follows:
 - 40 Scenario Points: +10 per Win, +5 per Draw, +0 per Loss.
 - Hive Cred Secret Bonus: +5 if successfully completed by scenario end
- Prizes will be awarded for 1st, 2nd, 3rd Place, and Best Painted
- The Best Painted Award will be presented to the player who assembles the best gang. Points are awarded via the Arbitrator based on painting, modeling, and creativity. Additional points are awarded via player choice.