

THURSDAY
APRIL 18

4:00PM
10:00PM

SUNDAY
APRIL 21

9:00AM
3:00PM

Adeptus



NECRΘMUNDA BY NIGHT & NECRΘMUNDA: SUNRISE

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 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.



ADEPTICON 2013

NECROMUNDA TOURNAMENT

SCENARIO I: TOTAL WAR

Your gang has been tasked by a local miners' guild to eliminate a large creature that's been nesting in one of the old abandoned domes. The creature only leaves its lair during lightsdown and its lair is very well concealed, so it is imperative to kill it before darkness descends.

TERRAIN

As placed by event staff.

SETUP

Each player writes down all the gang members they wish to deploy at the beginning of the game on pieces of paper and places them in a cup. The players then take it in turn to nominate a specific point on the table and pick out one piece of paper. The picked fighter is then placed on the specified point. This continues until all fighters in the cup are placed.

Any fighters not placed at the beginning of the game move on to their player's table edge during Turn 3. Both players then roll a D6, who scores highest goes first.

SCENARIO CONDITIONS: LIGHTSDOWN

The Underhive has no natural day-night cycle because no light reaches its depths. Instead, most habitable domes have an artificial day and night, implemented by increasing or decreasing the ambient light. It is hoped that this is done gradually, but often the changes can be abrupt, leaving a dome shrouded in darkness for hours or increasing the lighting too much.

At the beginning of Turn 2, vision range is reduced to 36". At the beginning of Turn 3, vision range is reduced to 24" and models may claim partial cover if within 1" of a full cover structure or terrain feature. At the beginning of Turn 4, vision range is reduced to 16", models may claim partial cover if within 1" of a full cover structure or terrain feature, models may run and hide, and may not use the *Fast Shot*, *Marksman*, or *Rapid Fire* skills. At the beginning of Turn 5, all the above restrictions apply and models count Fumbles as double in HtH combat.

The dome becomes fully dark at the end of Turn 6 and the game ends.

SCENARIO OBJECTIVES

Lightsdown objective is for either gang to kill the creature **BEFORE THE END OF TURN 6!** Whichever gang successfully kills the creature wins. If mutually agreed by both players, play may continue after the monster is killed. Experience and injuries are still generated if play continues after the creature is killed.

If either gang fails a Bottle test (or voluntarily Bottles Out), the game ends immediately. The gang which bottled out loses and the opposing gang wins.

If both gangs are still playing when the Judge calls time or if the creature is not killed by the end of Turn 6, the scenario is a Draw and neither player may win.

SPECIAL CONDITIONS: CREATURE HUNT

At the beginning of each player's turn, roll a D6 for each friendly fighter on the table. On a roll of 6 (Add +1 if the model is Down), that model is the first to encounter the creature (The creature automatically appears in the center of the table on Turn 4). Place the creature model within 4" of that model. On each player's turn before the Shooting phase, it moves towards the closest model and attempt to charge into HtH combat (if target is under 6"). The opposing player makes any applicable rolls for the creature.

He has the following profile:

M	WS	BS	S	T	W	I	A	Ld
5	5	--	4	4	2	6	2	10

Weapons: A variety of natural weapons counting as a Sword and Massive Club

Armor: The creature has a 5+ armor save.

Special: The creature is never Pinned and never suffers from Psychology effects.

BONUS OBJECTIVES

"I Call It Brobee.": One of your models was able to kill the creature on the first turn it appeared.

Expert Tracker: One of your models revealed the creature on Turn 1.

Game Hunter: One of your model's made one successful shooting attack at long range this scenario.

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 D6 Experience per wounding hit he inflicts. Although it is possible to inflict several wounds from one weapon with each shot, only D6 Exp. are earned per Hit, not per wound.

+D6 Winning Side: Each surviving fighter on the winning side earns D6 Experience

+D6 Creature Killer: A fighter earns D6 Experience if he successfully kills the creature.

+5 Winning Leader: The gang leader on the winning side receives 5 Experience.



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NECROMUNDA TOURNAMENT

SCENARIO 2: BREAKTHROUGH TO THE MINEHEAD

After eliminating the creature, the local miners' guild has tasked you with clearing the minehead for renewed operations. Unfortunately, a rival gang has been using the mine as a hideout and will defend it against any intrusion.

TERRAIN

As placed by event staff.

SETUP

The gang with the lowest gang rating chooses one table edge and deploys his models within 12" of that table edge. This gang is the defender and must nominate one building within 12" of their table edge as the Mine Office. The defending player may then leave the Mine Office where it is or move it anywhere within their deployment zone.

The Mine Office needs to be defended at all costs and may be destroyed (it has a Toughness of 7).

The opposing gang then deploys their models within 4" of the opposite table edge.

Both players roll D6. The highest scorer goes first.

SCENARIO CONDITIONS: VERY LOW LIGHT

Because of the poor lighting, vision range is reduced to 36", models may run and hide in the same turn, and models may not use the Marksmen or Fast Shot abilities. The above rule does NOT apply within 6" of the Mine Office or any other structure/terrain that has been "lit" (see below).

SPECIAL RULE: LAMP-LIGHTING

Each gang receives one Lamplighter model. This model is considered 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	4	1	7

Weapons: Lamplighters carry a Laspistol, Club, and Krak 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: Lamplighters have a 5+ armor save.

Special: Lamplighters will only shoot at targets within 12", defend itself in HtH combat, and may only charge an enemy if there is a friendly model within 6".

When any Lamplighter ends its movement in base-to-base contact with a Lamppost or structure (NOT scatter terrain), the Lamplighter may use its remaining turn to "light" that Lamppost or structure. To do so, the lamplighter rolls an Initiative test. If successful, the structure is "lit" (see Special Condition above). Place a unique token next to the structure to indicate your Lamplighter succeeded.

If failed, the structure remains dark and the Lamplighter may try again next turn. In either case, the model may perform no other actions this turn, other than to defend itself in HtH combat. Opposing Lamplighters may not "re-light" or "turn off" already "lit" structures.

SCENARIO OBJECTIVES

The specific objective is to force the opposing gang to Bottle Out or, in the attacker's case to destroy the Mine Office – this is NOT encouraged by the Miners' Guild!

If either gang fails a Bottle test (or voluntarily Bottles Out), the game ends immediately. The gang which bottled out loses and the opposing gang wins. If the Attacker destroys the Mine Office, he wins (but at a lower point value and Experience loss) and the Defender loses.

If both gangs are still playing when the Judge calls time, the scenario is a Draw and neither player may win.

BONUS OBJECTIVES

Watch It!: At least one of your models used a Blast or Template weapon to target an area or model within 6" of the Mine Office or Lamplighter model.

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

Prometheus: Your Lamplighter "lit" at least 3 structures or Lampposts this scenario.

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 D6 Experience per wounding hit he inflicts. Although it is possible to inflict several wounds from one weapon with each shot, only D6 Exp. are earned per Hit, not per wound.

+D6 Winning Side: Each surviving fighter on the winning side earns D6 Experience

-2 Destroying Mine Office: A fighter **LOSES** 2 Experience for destroying the Mine Office.

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





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NECROMUNDA TOURNAMENT

SCENARIO 3: SHOWDOWN AT FULL DARK

Celebrating victories at the local watering hole can often lead to even more battles...and it looks like you just found one!

TERRAIN

As placed by event staff.

SETUP

Each player rolls a D6 to see how many fighters he has in the shootout: 1-2 = 2 fighters, 3-4 = 3 fighters, 5-6 = 4 fighters. These fighters are randomly selected. The two gangs are set up 16" apart at ground level and in positions where they are all in full view of each other. Each friendly model may not be placed more than 2" away from another friendly model.

SPECIAL RULE: SHOOT-OUT

Before regular play begins, a shootout must occur. First each player moves all their fighters 2" until at least 2 opposing fighters are within 6" of one another. When this happens, each player rolls a D6 in turn and adds that value to their Nerve Score (rolls of 6 are considered to be 0 value). When one player's Nerve Score reaches 15, their fighters have lost their nerve and pulled their weapons.

After the Nerve is broken, each fighter's order of shooting is determined separately by rolling a D6 and adding that fighter's Initiative. Also, add +1 if equipped with a pistol or subtract -1 if equipped with a heavy weapon. The result is the Draw score. Once all Draw scores are worked out, each player shoots from highest to lowest. After this shooting is worked out, regular play begins – roll a D6, the highest scoring player goes first. All other models not involved in the shootout enter play on Turn 1 from their board edge.

SPECIAL RULE: FULL DARK

At Full Dark, the dome's lighting is turned down almost entirely, with only localized power to structures available - vision range is reduced to 16", models may claim partial cover if within 1" of any "unlit" terrain feature, models may run and hide, any shooting attack at long range incurs an additional -1 To Hit penalty, and models count Fumbles as double in HtH combat.

The above restrictions do not apply to any models being targeted within 6" of a "lit" structure, terrain feature, or lamppost. They will stand out prominently to all around.

SPECIAL RULE: INEBRIATED

Those fighters involved in the shootout were partaking heavily at the watering hole. Once normal play resumes, they suffer the effects of their intoxication, subtracting -1 from both BS & WS. However, they are not affected by Fear. They may attempt to clear their head by making a successful Initiative test. This does NOT affect fighters entering the table on Turn 1.

SCENARIO OBJECTIVES

The specific objective is for either gang to force the other to Bottle Out.

If either gang fails a Bottle test (or voluntarily Bottles Out), the game ends immediately. The gang which bottled out loses and the opposing gang wins.

If (during regular play) both gangs only have Inebriated fighters (not counting those Down or Out of Action) or if both gangs are still playing when the Judge calls time, the scenario is a Draw and neither player may win.

BONUS OBJECTIVES

Line of Eld: A fighter took an opposing model Down or Out of Action with a pistol weapon during the Shoot-out.

Liquid Courage: One of your fighters stayed Inebriated until the end of the game.

"Stay Out of the Light!": One of your fighters was hit whilst standing within 6" of a "lit" structure.

SCENARIO EXPERIENCE

+? Held Nerve: Each surviving fighter of the side which held its nerve the longest scores a number of Experience equal to the difference between the two scores

+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 D6 Experience per wounding hit he inflicts. Although it is possible to inflict several wounds from one weapon with each shot, only D6 Exp. are earned per Hit, not per wound.

+D6 Winning Side: Each surviving fighter on the winning side earns D6 Experience





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NECROMUNDA TOURNAMENT

SCENARIO 4: MIDNIGHT RITUAL

So there was a reason that mine was closed long ago. The Miners' Guild wants you to go back in and figure it out but they're not convinced your gang can do it alone. A little "unfriendly" competition never hurt anyone...too much.

TERRAIN

As placed by event staff.

SETUP

The gang with the highest gang rating chooses one table edge and deploys his models within 4" of that table edge.

The opposing gang then deploys their models within 4" of the opposite table edge. The Magus is then deployed in the center of the table (or as close as possible).

Each player rolls a D6 and adds their Leader's Initiative. The highest score goes first.

SCENARIO CONDITIONS: FAULTY DOME

This dome is suffering severe structural and electrical damage. At the beginning of every player turn, roll a D6 and consult the chart below.

FAULTY DOME CHART	
1	High-speed Fans: Any model firing a weapon at long range suffers an additional -1 to hit modifier. Models which run on an elevated surface and end their movement within 2" of an edge must make an Initiative Test or suffer a fall.
2	Major Water Leak: Vision range is reduced to 30" and models suffer a -2 to hit modifier when shooting from Overwatch. Models which <i>Catch Fire</i> may re-roll a test to put out the flames.
3-4	All Clear: Previous conditions are stopped and return to normal.
5	Gas Buildup: Any model in cover who shoots and rolls a 1 triggers one of these pockets! Resolve the effects like a Frag grenade centered on the firing model. Models in the open or more than 8" from the ground level will not trigger these pockets.
6	Power Failure: Vision range is reduced to 12" (unless a model possesses Night Goggles, Flash grenades, or some source of illumination) and models may not use the <i>Fast Shot</i> , <i>Rapid Fire</i> , or <i>Marksman</i> skills! Models may run and hide in the same turn.

Additionally, if either player uses a Blast or Template weapon, roll a D6. On a roll of 6, the blast causes debris and crumbling support beams to rain down. Each model must take an Initiative Test (whoever has the current turn rolls for the Giant Creature). If failed, that model suffers D3 Strength 3 hits and is Pinned.

SPECIAL RULE: MONSTERS IN THE SHADOWS

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, mutant creatures 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:

MONSTER ATTACK CHART	
1 - 3	The fighter manages to beat off the creature, but just barely. The model may not make any voluntary actions this turn and must take an ammo roll.
4 - 5	The fighter is successful in defending itself and may proceed normally.
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: CHAOS MAGUS

The Chaos Magus is an independent model. On each player's turn before the Shooting phase, it will attack the closest model via a Wyrd shooting attack (if target is over 6" away) or charge into HtH combat (if target is under 6"). The opposing player makes any applicable rolls for the Magus.

He has the following profile:

M	WS	BS	S	T	W	I	A	Ld
3	4	4	3	4	3	3	2	10

Weapons: The Magus carries a Staff (counts as Club) and ornate Sword.

Armor: The Magus has a 5+ armor save.

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

- **Terrify:** The psyker may target one enemy model within 24" and LOS. That model takes an immediate Break test using its own Ld. If failed, the victim is broken and flee 2D6". The victim recovers automatically on its next turn.
- **Flame Burst:** The psyker creates a burst of flame, exactly as if the model were armed with a Flamer. No Ammo Roll is ever made for this power and it does not malfunction. The psyker may place the firing end of the flamer template anywhere with 2" of its base. This power may **NOT** be used while engaged in HtH combat.

SCENARIO OBJECTIVE

The specific objective is for either gang to take the Magus Out Of Action and as many of the opposing gang's models as possible. If the one gang succeeds in taking the Magus Out Of Action and the opposing bottles out, the game ends immediately and that gang has won (Major Victory).

If an opposing gang bottles out but the Magus is still alive, the gang which bottled out takes control of the Magus and may control it during their turn normally (that player's gang leaves play as normal). If the remaining gang subsequently bottles out or fails to take the Magus Out Of Action before the game ends, that gang wins a Minor Victory. The gang that first bottled out still suffers a Loss.

If both gangs are still playing when the Judge calls time, the scenario is a Draw.

BONUS OBJECTIVES

Wreck-It Roger: One of your fighters used a Blast or Template weapon that caused a Dome-in.

Summoner: Your opponent's models were attacked by the Monsters on at least three (3) consecutive turns.

Kill The Witch! One of your models caused at least one wound to the Magus.

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 Gotchal: A surviving model that takes the Magus Out Of Action earns 3 Experience.

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



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NECROMUNDA TOURNAMENT

RESULTS FOR SCENARIO 4: MIDNIGHT RITUAL

PLAYER NAME	SCENARIO (CIRCLE ONE)	
	ATTACKER	DEFENDER

SCENARIO OBJECTIVE (CIRCLE ONE)	
Win - Major	+10
Win - Minor	5
Draw	+5
Lose	+0
BONUS OBJECTIVES (CIRCLE ALL THAT APPLY)	
Wreck-It Roger	+1
Summoner	+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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NECROMUNDA TOURNAMENT

RESULTS FOR SCENARIO 3: SHOWDOWN AT FULL DARK

PLAYER NAME	SCENARIO (CIRCLE ONE)	
	ATTACKER	DEFENDER

SCENARIO OBJECTIVE (CIRCLE ONE)	
Win - Major	+10
Win – Minor	5
Draw	+5
Lose	+0
BONUS OBJECTIVES (CIRCLE ALL THAT APPLY)	
Line of Eld	+1
Liquid Courage	+1
“Stay Out of the Light!”	+1

TOTAL POINTS:

Opponent's Signature: _____

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

----- TEAR HERE -----

NIGHTRIDER AWARD

Please provide your vote for the Nightrider Award.

Player Name: _____

Gang: _____



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NECROMUNDA TOURNAMENT

RESULTS FOR SCENARIO 2: BREAKTHROUGH TO THE MINEHEAD

PLAYER NAME	SCENARIO (CIRCLE ONE)	
	ATTACKER	DEFENDER

SCENARIO OBJECTIVE (CIRCLE ONE)	
Win	+10
Draw	+5
Lose	+0
BONUS OBJECTIVES (CIRCLE ALL THAT APPLY)	
Watch It!	+1
Razorhawk-eyed	+1
Prometheus	+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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NECROMUNDA TOURNAMENT

RESULTS FOR SCENARIO I: LIGHTS DOWN HUNT

PLAYER NAME

SCENARIO OBJECTIVE (CIRCLE ONE)	
Major Victory	+10
Minor Victory	+5
Minor Loss	+2
BONUS OBJECTIVES (CIRCLE ALL THAT APPLY)	
"I Call It Brobee"	+1
Expert Tracker	+1
Game Hunter	+1

TOTAL POINTS:

Opponent's Signature: _____

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

THANKS FOR PLAYING!

