

# ARCROMUNDA **V**



THE **ECHOES**  
**BELOW**



**2025: We are back in the Hive. But this time, we go deeper.**

The gangs of Arcromunda thought the worst was behind them — the choking winds of the Ash Wastes, the scrap-fuel wars, the endless hunt for survival. But now, drawn by flickers of promise and the scent of forgotten riches, they descend into the lower levels of **Hive Arcromunda**

**Secondus.**

Below the sump lines.  
Beneath the reactor melt zones.  
Past even the sealed Guild vaults.

What they find isn't salvage.  
It's **something ancient**.  
Buried in silence, waiting.

The further the gangs go, the stranger things become. Fighters report **hearing whispers** in vents that haven't hissed in centuries. **Dreams bleed into waking thoughts**. Whole units vanish mid-patrol, and those who return come back **changed** — haunted eyes, ragged voices, and warnings about shapes in the dark that don't leave footprints.

Whatever sleeps in the Echoes Below is beginning to **wake**.  
And it knows your name.

This is no longer just a campaign.

This is **Arcromunda IV: The Echoes Below** — a 6+ game Necromunda narrative event where survival means resisting not only your enemies...  
but your own mind.



**ARCR MUNDA V**

**6+ Games-**  
**1200 Credits**

23<sup>rd</sup> & 24<sup>th</sup> August 2025

## The House of War

52 Maroondah Hwy,  
Ringwood Vic 3134

**Overall Awards**

## Champion

Highest combined Scores

## Players Choice

*for Best Gang*

### Best Sportsman

Best Gang Leader

Most Deaths

Most Kills

&

More

This is a **Living Document**, updated regularly in the lead-up to the event. It will include final gang comp, scenario breakdowns, scoring sheets, and unique mechanics related to madness, corruption, and ancient relics.

**Latest Version:** v1.0 – Updated 18/06/2025

Final rules lock one week before the event.





## The Basic Rules

Arcromunda IV: *The Echoes Below* is designed to offer a full Necromunda campaign experience over two days, blending competitive structure with narrative immersion. Below are the core expectations and systems used to ensure fairness, fun, and thematic cohesion

### Victory Conditions

The **event winner** is the player with the **highest combined overall score** across:

- **Battle Points**
- **Sportsmanship**
- **Gang Presentation**
- **Overall Score Tiebreakers** (in order):
  - Gang Rating
  - Sportsmanship
  - Reputation
  - Gang Presentation
  - Battle Points

### Gameplay & Table Standards

- **Table Size:** Approximately 30" x 44"
- **Games Played:** 6+ scenarios a mix of standard scenarios and raids
- **Format:** Campaign-style with progression and special conditions

You are encouraged to bring **extra models** in case your gang gains new fighters over the weekend (or to replace those that fall to the whispers below...).



**ARCR MUNDA V**

*6+ Games-  
1200 Credits*

#### SCORING

Battle Points 80pts  
Sportsmanship 80pts  
Gang Presentation 80pts  
Total 240pts

#### Spire King Tiebreakers

When 2 or more players have a tied score at the conclusion of the last Round Tiebreakers will be applied as follows:

Overall Sportsmanship

Battle Points

Gang Presentation

Reputation

Gang Rating

Individual scoring sections will have Tiebreakers to decide Awards.



## The Basic Rules continued

### Gang Construction Rules

**Starting Credits: 1200**

#### Approved Gangs – 2025

The following gangs are permitted for Arcromunda IV: The Echoes Below.

All must follow the Gang Composition rules as per the Necromunda Core Rulebook (pg. 82) and relevant House books.

#### Legal Factions

##### House Gangs

House Escher

House Goliath

House Orlock

House Van Saar

*Add Van Saar Tek-Hunter (Specialist) from Book of Desolation pg 114*

House Delaque

House Cawdor

##### Ironhead Squat Prospectors

*Source: Hall of the Ancients*

##### Palantine Enforcers

*Source: The Book of Judgement*

##### Ash Wastes Nomads

*Source: Tribes of the Wastelands*

*Note: The Ash Wastes Nomads don't naturally fit the underground hive theme of this campaign — but they're new, they're cool, and we didn't want you to miss out on using them.*

*Please consider tailoring your narrative (e.g. dust pilgrims, deep-range scouts, scavenger cults) to better integrate them into the atmosphere of The Echoes Below.*

**All gangs must use the most up-to-date version of their rules from the official *Necromunda* hardcovers or supplements.**





## The Basic Rules continued

### Miniatures & Hobby Standards

#### Painting Requirements

- All miniatures must be fully painted to a minimum tournament standard
- Unpainted or undercoated models may not be fielded
- See “Gang Presentation” for full scoring breakdown

#### WYSIWYG (What You See Is What You Get)

- Models must accurately reflect their wargear when recruited
- Basic, Special, Heavy, and Two-handed Melee Weapons must be visually represented
- Pistols, grenades, and small melee weapons that could reasonably be hidden don't require modelling unless they are visibly represented — in which case, they must match their rules
- For further details, consult the House Rules: WYSIWYG section

### Award Tiebreakers & Philosophy

We want as many players as possible to walk away with a prize. Our event prioritizes hobby effort and good sportsmanship just as much as gameplay success.

#### Prize Prioritization:

1. Players' Choice – Best Gang (wins the most valuable award)
2. Overall Champion
3. Best Sportsmanship
4. Most Battle points
5. Potential additional awards for:
  - Most Kills
  - Most Deaths
  - Best Relic Objective
  - Most Corrupted
  - Best after game story





**ARCROMUNDA V**

## Battle Points

**80pts**

## Awards

### Dome Lord

Awarded to the Player  
with the Highest Battle  
Points after 6 games and  
2 smaller raid games

Tiebreakers will be  
Sportsmanship,  
Reputation, Gang Rating  
and then Hobby Scores.

# Code of the Hive: The Golden Rules

## Rule 1 – Play for Fun

Necromunda is, at its core, a game you play with mates. It's beer-and-peanuts gaming — a bit brutal, a bit chaotic, but always meant to be fun. While the campaign gives structure, rewards, and competition, the real goal is the stories you'll tell years later — the miraculous flesh wound, the unexpected betrayal, the ganger who refused to die.

At *Arcromunda*, we play for the laughter, the mayhem, and the shared love of the underhive. Win or lose, you're here to have a bloody good time.

“The campaign ends on Sunday. The stories last forever.”

## Rule 2 – Be a Good Winner

Yes, this is a tournament.

Yes, someone will walk away with the most battle points.  
But *how* you win matters.

Take pride in clever plays, brutal comebacks, and glorious charges — but  
**don't forget the player across the table.**

After each game, ask yourself:  
**Did they have fun, too?**

Be the kind of winner (or loser) that people want to play again next year.  
That's how legends are made in the hive.





## Rule 3 – Don't Be *That Guy*

(aka Wil Wheaton's Law)

This rule is the cornerstone of the Arc40k philosophy — and we proudly carry it into Arcromunda.

This event is about rolling dice, creating memories, and having fun with a shared hobby. You might win a trophy, or you might walk away with something better: a new gaming buddy and a story worth retelling.

At the end of Round 7, you'll be asked to vote for your Star Player — someone who made your weekend better. This vote helps us award the Best Sportsman, and it's confidential.

### Poor Sporting Behaviours

- Using a *rubber ruler* or "eyeballing" everything
- Unclear or hidden dice rolls
- Losing interest or disengaging when the game turns
- Rules lawyering or unwillingness to compromise

### Good Sporting Behaviours

- Resolving rules fairly — if in doubt, 4+ it
- Remember: this is not a game of millimetres, it's a game of *fun*, *toy soldiers*, and *mutual storytelling*
- Maintaining sportsmanship regardless of the result
- Helping your opponent remember rules, skills, or activations — especially if it benefits them



ARCR MUNDA V

## Sportsmanship

80pts

Maximum 10 points per Round

## Awards

Best Sports

## Dome Ambassador

Awarded to the Player with the Highest Sportsmanship points after the conclusion of the last Round.

Tiebreakers will be decided by Star player nominations



## Rule 3 – Continued

### House Rule: Gang Composition

As event organisers, we believe that how you build your gang affects the experience for everyone at the table. We don't want to restrict creativity — but we *do* want to ensure every game feels balanced, fair, and fun.

#### Make All Fighters Unique

This isn't a hard-coded restriction — it's a mindset.

What This Means:

- Don't spam combos.
- Max 2 fighters with the same weapon or gear of Rarity 8+, *unless it's on your gang's native equipment list*

Even then, ask yourself: *Would you want to face three Web Guns or Blaze templates?*

If you're unsure... re-read Rules 1 through 3.

No duplicates of special **combinations** — each fighter should be unique. That means:

- No using the same Goliath Gene-Smithing *with* the same gear loadout on multiple fighters
- No repeating the same Escher Chem-Alchemy cocktail and weapon pairing
- No stacking identical Orlock Legendary Name + gear builds
- No cloning the same skill + weapon + equipment setup across the gang
- Clever combos are welcome — just don't build a copy-paste death squad. Showcase your gang's *theme*, not just its optimization.

Let each fighter be their own glorious, unbalanced, underhive mess. It's more fun that way.





## Rule 4

### Paint Your Damned Gang!

At Arcromunda, we aim to uphold the same hobby standard as our big sibling, *Arc40k* — which means showcasing awesome, characterful gangs that make you and your opponent go, “Damn, that looks cool.”

Painting and presentation are part of the experience. Not only do they earn you points — they bring the underhive to life.

#### Gang Presentation Scoring Criteria

Your gang will be judged across the following categories for a total of 80 points:

##### Minimum Tournament Standard – 20 pts

Every model in your gang must be painted with **at least five colours** (shades and washes count). This **does not** include the undercoat or basecoat.

This is a **checklist** category — all or nothing.

##### Bases Completed – 10 pts

All bases must be painted and textured in some way (sand, flock, rubble, etc.).

Also a **checklist** category — complete = full points.

##### Gang Cohesion – 10 pts

Does your gang look like it belongs together?

Things that count:

- Consistent colour scheme
- Matching insignia or warpaint
- Shared base types or themed accessories

Also a **checklist** — yes or no.



ARCROMUNDA V

**Gang  
Presentation**

**80pts**

**Awards**

**TO's Choice**

**Helmwar's  
Chosen**

Judged by TO's as  
favourite gang

**Players Choice**

**Dome Artisan**

Voted by the players



## Rule 4 Continued

### Extra Detail – 0–20 pts

We'll award points for extra hobby effort, including:

- Layered highlighting/shading
- Freehand artwork
- Decals
- Weathering or battle damage
- Custom conversions
- Visible character identity or theme

### Bases – Extra Effort – 0–5 pts

Points for pushing beyond the basics:

- Environmental storytelling (rust, grime, fungus, etc.)
- Scenic rubble, pigments, or sculpted terrain
- Named fighter bases, blood splatter, unique markings

### Bonus – Extra Effort – 0–15 pts

A bonus pool for going above and beyond:

- Display boards
- Custom gang relics, themed objectives
- Printed gang cards
- Extra narrative models or scenic extras
- Thematic cohesion with the *Echoes Below* setting

These points are **subjective** and intended to reward the cool stuff we *can't predict*.





## Campaign & House Rules

### Extra Conversions & 3D Printing

Necromunda thrives on creativity, and we encourage players to bring gangs that reflect their personal style, narrative, and hobby journey. We know not every fighter has a model, and some of the best-looking gangs are built from imagination — but there are boundaries.

This is our take on what's acceptable at Arcromunda V.

#### Scratch-Built Models

Scratch-built models are welcome — as long as they fit the setting and don't disrupt immersion.

- Models should not contain recognisable parts from non-GW toys or models (e.g. LEGO, Hot Wheels, or action figures).
- They must evoke the aesthetics of Necromunda — gritty, grimy, industrial, or hivepunk.
- A My Little Pony-themed gang won't make it in, no matter how ironically rad.

*Ask yourself: Would this model look right standing next to a Van Saar plasma gunner in a sump corridor?*

#### 3D Printed Models & Parts

We support 3D printing — especially for adding flair, filling gaps, or building wild narrative fighters. But some rules apply:

- Do not 3D print IP-infringing models (i.e. direct copies of GW or other game company models). These will not be allowed.
- Fully 3D-printed models must follow WYSIWYG rules and fit the Necromunda aesthetic.
- 3D printed *parts* (weapons, heads, gear) are welcome and encouraged to help theme your gang.
- In the case of a tie for TO's Choice or Players' Choice, preference will be given to gangs using original GW miniatures over fully 3D-printed models — unless the printed work is truly **exceptional**.

If you're unsure whether a model will fly, contact the TOs before the event.



**ARCROMUNDA V**

### Final Word

Conversions and 3D prints should be **hobby motivated**, not commercially motivated. If we suspect that your model is part of a recast or for-sale range, we reserve the right to disqualify it from scoring.

We're here to celebrate the wild and weird hobby side of Necromunda — just keep it grounded in the setting, fair to your opponents, and original where it matters most.



## WYSIWYG – *What You See Is What You Get*

### What Does It Mean at Arcromunda?

WYSIWYG is about **clarity, fairness, and immersion**. In a fast-paced game full of modifiers and mayhem, it's important that both players can look at the board and **understand what's what** — without needing a roster checklist mid-combat.

It's not just about tournament polish — it's about respect for your opponent and for the game itself.

### Why WYSIWYG Matters

- **Clarity in Combat**  
Your opponent should never have to guess what weapon they're being charged by.
- **Consistency Prevents Confusion**  
Misidentifying a weapon could mean using a weaker one — or worse, accidentally gaining an unfair advantage. That **can** affect your **sportsmanship score**.
- **It Just Feels Better**  
A fully WYSIWYG gang feels more complete, more immersive, and more thematic.

### Guidelines for WYSIWYG

- **Be Consistent**  
Some weapons look similar across kits — for example, Goliath brute cleavers vs. axes. If you call something an axe, then brute cleavers in your gang should look *clearly different*. A simple colour-coding solution can help.
- **No Weapon-Swapping**  
A **lasgun** is a **lasgun**. A **power sword** is **not** a **power axe**, even if your whole gang is doing it. Don't redefine weapon types based on your preference.
- **Watch Scale and Detail**  
If your axe has a long handle and a toothed blade, it may look like a chainaxe or a two-handed weapon. Power cables might imply energy fields. Be mindful of **visual cues** that could mislead.





# WYSIWYG – *What You See Is What You Get Continued*

## Mandatory WYSIWYG Requirements

### Required to be Represented

- Basic Weapons
- Special Weapons
- Heavy Weapons
- Two-Handed Melee Weapons

### Conditionally Represented

- Pistols, grenades, one-handed melee weapons, and small equipment *can* be omitted if they could reasonably be holstered or hidden
- **However:** If the model *visibly holds* a pistol, grenade, or one-handed weapon — it must match the item in your gang list

## Themed Gangs & Fully Converted Crews

Great gangs start with great ideas — and at *Arcromunda*, we **celebrate theme**. Whether your inspiration comes from a movie, a novel, or just the inside of your own twisted hivebrain, a strong theme brings your models and your games to life.

Fully converted gangs are welcome — but they come with **responsibilities**.

### Venators Not Included This Year

While we allowed **Venator gangs** last year, they will **not be included** for *Arcromunda V: The Echoes Below*.

However, if you're bringing a **fully converted gang** — one that doesn't use recognisable House models or colour schemes — we ask that you follow the **same visual clarity guidelines** we used for Venators in 2024.

### WYSIWYG Is Mandatory for Fully Converted Gangs

- All wargear — especially **Basic, Special, Heavy**, and **Two-handed Melee** weapons — must be visibly represented
- Avoid “counts-as” unless it's visually obvious
- Do not use generic or unmarked proxies for key loadouts
- Unclear weaponry or gear may result in **sports score penalties**



Base Colour Coding –  
Strongly Recommended

Leader – **Blue**

Champions – **Red**

Gangers – **Yellow**

Specialist – **Orange**

Prospects – **Purple**

Juves – **Green**

Hanger-Ons – **Pink/Grey**



## Gang Recruitment

### Approved Gangs

- Your starting gang can be no more than 1200 credits, using the Necromunda core rulebook gang's recruitment rules.
- House Gangs, Cops, Squats and Ash Wastes Nomads

### Starting Gang Composition:

- 1200 credits to purchase your gang
- 1 leader, 0-2 Champions, 0-1 Specialists, 0-1 Brutes or Hangers on
- Follow the Gang composition rules in the House Book/ The Book of that your gang belongs to.
- No Alliances or House Favours
- 0-2 mounts from creation (max 3 for the campaign)

### Vehicles

No Vehicles

### Ash Nomads

Get +1 to mount total

### Fighters

See Sportsmanship section above: Make all Fighter unique.

### Progression Event

You will get opportunities to add to your gang during the Tournament. I would suggest you have extra models ready to go that you might want to add





## Gang Rosters & Yaktribe

To streamline record keeping, progression, and TO visibility, we will be using Yaktribe to manage all gang rosters throughout the campaign.

Until stated otherwise, Yaktribe is the official platform.  
If this changes, we will update all players as early as possible.

### Setting Up Yaktribe

If you haven't used **yaktribe** before, we recommend creating an account ahead of the event. The platform offers a full suite of tools to manage your gang:

- Printable **gang rosters and fighter cards**
- Built-in **Trading Post** reference
- Easy tracking of **XP, injuries, gear, and rep**
- Public visibility of other players' gangs during the event
- Handy **name slots** for each fighter — use them!

### Pre-Event Requirements

- **Deadline: Saturday, 16th August 2025**
- **Email your gang name** to [arcromunda@gmail.com](mailto:arcromunda@gmail.com) by this date
- This ensures your roster is reviewed, approved, and linked to the event campaign
- You will receive an invite to the *Arcromunda V* Yaktribe campaign group

This deadline is **one week prior** to *Arcromunda V: The Echoes Below* (23rd–24th August 2025)

### Gang Cards

You are **not required** to use GW-branded gang cards — but you do need some way to randomly select fighters, tactics, etc.

If you don't own official cards:

- You may **print your own**
- Yaktribe provides printable versions
- If using non-GW cards, ask your opponent to select at random **on your behalf** where necessary





**ARCROMUNDA V**

### Important Note

Please choose gang and fighter names with respect and good taste.

This is a shared community event — and yes, **Wil Wheaton's Law** still applies.



## Gang Rosters & Yaktribe continued

### Roster Management

You should have a **current printed or digital roster** available at the **start of each day**. We know your gang may change — but you are responsible for tracking your own:

- **Kills**
- **Credits gained/spent**
- **Gear, XP, and injuries**
- **Reputation and Gang Rating**

We will **not** print rosters between rounds. Make do. Bring backups if needed.

### To-Do List & What to Bring on the Day

Whether you're a hive-hardened veteran or fresh off the lift, here's your **checklist for Arcromunda V**. Don't be the ganger who forgets their gear in the sump...

#### Pre-Event Checklist

- Create your gang in **Yaktribe**
- Email your **gang name** to [Arcromunda@gmail.com](mailto:Arcromunda@gmail.com) by **Saturday, 16th August 2025**
- Confirm you're added to the **Arcromunda V campaign group**
- Familiarise yourself with the **Yaktribe interface** if you're new
- Ensure your gang is fully legal and **WYSIWYG compliant**
- Paint your gang (minimum tournament standard)
- Paint any **recruits** you may want to add mid-event
- Print or prepare your **Tactics Card Sheet**

#### Bring With You on the Day

- **Painted starting gang**
- **Painted new recruits** (if you plan to expand your gang)
- **Gang roster in Yaktribe**, plus a printed or digital copy
- **Gang and Tactic cards**, plus your **Tactics Card Sheet**
- **Relevant books or rules** for your gang
- **Dice, tape measure, templates**
- **Pens/pencils** for tracking changes
- **A device to access Yaktribe** during the day (phone, tablet, etc.)





## Tactics Cards

Tactics can swing a game — but here in the deep zones of Arcromunda Secundus, we're keeping them controlled and accountable. Prepare, track, and use them wisely.

### Tactics Deck Rules

Players must prepare a **custom deck of 10 Tactics cards**

If Games Workshop has officially published it, you can use it — **except:**

- *History of Violence*
- *Dangerous Footing*
- *Effigy of the Damned*

### Arcromunda House Rule

To ensure **fairness and transparency**, we are enforcing the following guidelines:

- Your **10 selected Tactics cards** must be written down on the official **Tactics Card Sheet**
- The **official sheet will be available by Saturday, 10th August 2025** — two weeks before the event
- You may only use each card **once per day**, even if you didn't end up playing it in the game you declared it for
- All tactics cards **reset at the start of Day 2**

### Match Tracking

**At the end of each game, your opponent must sign off on which tactics cards you selected for that battle**

**Use the official Tactics Card Sheet to record this**

**Penalties will apply if your sheet is not completed properly — keep it updated**



As always, the best XP is earned through creative play, bold moves, and thematic risks. Let your gang tell their story through scars, successes, and steady descent into the dark.

## Experience & Advancement

To keep *Arcromunda V* feeling like a true campaign, we've designed the event to allow your gang to **grow and evolve meaningfully** over the weekend.

While 6 to 8 games may be short by traditional campaign standards, we've made adjustments to ensure fighters still get their time to shine — or fall.

### Increased XP Flow

You'll have **up to 7 scenarios** in which your gang can earn XP, develop skills, and cement grudges. To support narrative growth, we've **increased the rate of experience gain** across all missions.

Each **scenario** will include specific XP triggers — so be sure to read each briefing carefully before deployment.

### XP Triggers – Common Examples

**Taking a fighter out of action**

**Causing a flesh wound**

**Delayed Out of Action (OOA):**

If a fighter (A) inflicts a condition like **BLAZE** or **WEBBED** on another fighter (B), and that condition later causes (B) to go OOA — fighter (A) receives XP **as if they caused it directly**.

## Captured Fighters

The underhive is brutal — but *Arcromunda* isn't here to wipe out your gang with one unlucky roll. We want high stakes, not early exits.

### Capture Limits

- **Only one fighter** may be captured from a **losing gang** per game
- If multiple capture conditions are met, the winning gang may still **claim all applicable bounties**, but **only one fighter is taken prisoner**

The losing player chooses which one is lost — so choose wisely.

### Ransoms & Bounties

- You may **sell a captured fighter** to the Guilders for **half their credit value**
- Exception:
  - If the captured model is an **Ambot**, the capturing gang receives **full value in credits** (replacing the *Valuable* rule)

### Buyback Option

- The owning gang may **pay a ransom** to reclaim their fighter
- Ransom cost = **Half the fighter's credit value + 5 credits**

It's not cheap — but sometimes you need that juve back more than you'd admit.



# Lasting Injuries

Injuries tell stories — scars, burns, and broken limbs are part of what makes a Necromunda gang *yours*. At Arcromunda, we expect you to track these faithfully.

## Injury Recording

- If a fighter is taken out of action and a **Lasting Injury** roll is required, **you must record the result in Yaktribe**, even if the injury has **no lasting effect**
- If the injury puts the fighter into **Recovery**, the fighter is **still available** for your next battle

However, they **start the next game with a Flesh Wound**

## Warning: No Hand-Holding

We're here to run an awesome event — not micromanage your roster.

- **Spot checks will be conducted**
- If we find injuries that **haven't been recorded**, or players trying to skip consequences:

**You will receive zero Sportsmanship points**

**Your Battle Points will be halved for the event**

## Our Mission

Arcromunda is about **incredible hobby, memorable stories, and respectful competition**.

If your goal is *only* to win — this isn't the weekend for you.

If your goal is to **play hard, look cool, and leave with stories** — welcome to the underhive.



# THE ECHOES BELOW



## FAQ's

The FAQ section is the most likely section to be updated. It wouldn't hurt to check back every now and then to see what other competitors are asking to be clarified.

Q. Can I give my whole gang Ablative Armour?

A. No. There will be items that we have missed with our "unique fighters house rule", like this one. Treat this item like its rarity 8 for the spamming rule even though it's a common item.

Q. Can Enforcers use the trading post?

A. Yes they can

Q. Will there being any down time during the campaign?

A. Yes between day 1 and day 2 is considered to be downtime

Q. Can I take the Enforcer 'Sanctioner' Pattern Automata in my Enforcer gang?

A. Yes you can