



Presents

ARCR MUNDA III

ROAD WARRIORS

Version 1.2 Updated 17/07/2023



4th and 5th November 2023

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



We are out of the Hive and into the Ash Wastes for 2023

Arcromunda III: Road Warriors is a 6+ games tournament that aims to give you a full Necromunda campaign using the Ash Wastes rules completed in two days

Ok Hivers, time to become Ash Wasters and build your rides

Living Players Pack

The Player Pack will be a Living Players Pack right up to Ticket Sales later in the year.

Our idea is we want the player pack out early to give you plenty of time to build amazing vehicles. Also, one of the TO's is expecting a Juve in early October.

This will give us time to pivot if something awesome is released between now and ticket sales to be added in.



**6+ Games- 1400 Credits
to recruit your gang**

SCORING

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

Spire King / Ash Wastes King of the Roads 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

- The winner is the Player with the highest combined overall score in Battle Points, Sportsmanship, Gang Presentation
- Overall Score Tie Breakers – Gang Rating, Sportsmanship, Reputation Gang Presentation and Battle Points.
- Table Size: Approx 30" x 44"
- Bring a Gang and extra models that you might want to recruit over the weekend.
 - Your starting gang can be no more than 1400 credits, using the Book of the Outlands wasteland gang's recruitment rules.
 - Gangs can be recruited from the latest publications of the Necromunda **House Books**, Books of **Judgement**, **Ruin the Outlands** and the Aranthian Succession the Vaults of **Temnos** and **Cinderak Burning**
 - No Gangs from the Book of the **Outcasts** and Book of **Peril**, it has nothing to do with how much we like them. It's basically that they are so varied we as TO's haven't had a chance to really playtest every crazy idea you guys as players could come up with.
 - See Gang Recruitment for more Information
- All Miniatures **MUST BE PAINTED** to minimum tournament standard
 - See Gang Presentation for more information
 - Unpainted or undercoated miniatures **CANNOT** be fielded
- All Miniatures must also comply with WYSIWYG with some exceptions
 - **What You See Is What You Get**
 - We understand that as your gang fights in skirmishes over the weekend, some will die, some will improve, you find them extra equipment. We only ask that when a fighter or Vehicle is recruited to the gang the miniature you choose to represent them has the correct equipment.
 - When a fighter is recruited with any Basic, Special, Heavy or Two-handed Melee weapon the model must be represented with the correct weapons.
 - Pistols, Grenades, One-handed Melee weapons and Equipment that could be visibly hidden in a pocket or holster is ok not to be represented. If the model is visibly holding Pistols, Grenades, One-handed Melee weapons and equipment, then it needs to be WYSIWYG
 - Just like when you recruit fighter, vehicles also need to be WYSIWYG.
 - Please find a more detailed explanation of what we expect for WYSIWYG models in the House Rules section of the pack under WYSIWYG
- **Award Tiebreakers**
 - We want everyone that can win a prize to win one
 - We rank Hobby and sportsmanship higher than how many games you won or your gang rating.
 - The players choice for best Gang will win the prize of the greatest value and then Sportsmanship, Overall winner, and Gang with the highest Reputation. We know everyone loves to win, but we really want to celebrate hobby and fair play above a win at all cost attitudes. Just remember its more fun when you have someone to play against.



6+ Games- 1400 Credits

++Important Dates and Information++

Tickets will be announced via Facebook and Arc website

Tickets will be \$50 + Processing Fee (around \$2)

Your Gang Roster needs in Yaktribe by 1st November 2023 and your Gang Name emailed to Arcromunda@gmail.com to be invited to the Arcromunda Campaign

The Schedule

Day 1- Saturday 4th November 2023

++10:00AM++ Registration Opens

**++10:30AM++ Introduction
Parade of Gangs & Players Choice: Gang Voting**

Round 1: 11:00 – 12:45

Lunch

Gang Raid 1: 2:00– 3:45

Round 2: 4:00 – 5:45

Round 3: 5:00 – 6:45

Day 2- Sunday 5th November 2023

++9:00AM++ Venue Opens

Round 4: 9:30– 11:15

Gang Raid 2: 11:30 – 12:00

Lunch

Round 5: 1:00 – 2:45

Round 6: 3:00 – 4:45

++5:15 PM++ Pack up

++5:30 PM++ Prize Ceremony



Battle Points

80pts

Awards

Road 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.

Rule 1

Play for **Fun!**

Necromunda is a game you play with your mates. A beer and peanuts style of a game for a lack of a better description. There is an element of fair play and trust when you play in a campaign and winning the campaign can be a great feeling. We the Arcromunda crew, have an even stronger take on why we play Necromunda.

It's the stories we tell years later and the times we have had hanging out with guys we consider to be our brothers.

Rule 2

Be a Good **Winner.**

We know it's a tournament and we need a Winner. Sometimes we get a little lost in winning

We ask you to consider one thing over the weekend.

Did the guys I played have fun too?



Sportsmanship

80pts

Maximum 10 points per Round

Total: 80pts

Awards

Best Sports

Road 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

Don't be a **That Guy!**

(Wil Wheaton's Law)

This rule is the corner stone of the Arc40k event, and we will continue that tradition with Arcromunda. The event should be more about rolling dice, creating memories, and having a great time playing a great game.

You might even make a new gaming buddy. After Round 7 we will ask you to nominate one Star Player for the event. Your vote will help decide the best sportsman and you can only vote once.

Note: All sports votes are Confidential

Poor Sporting Behaviours

- Rubber ruler.
- Unclear dice rolling.
- Lack of focus on the game, disinterest if losing.
- Unwillingness to compromise on rules disputes.

Good Sporting Behaviours

- Easy Rules Resolution that takes into account both players interpretations, if in doubt 4+ it.
- It's not a game of millimetres it's a game of fun, toy soldiers and enjoyment of our hobby!
- Don't let the outcome of a game influence how sporting your opponent is or was.
- Help your opponent with rules that advantage them, if they are playing them wrong, i.e. reminding them that their leader has a skill they could use or they could activate an extra fighter

Gang Composition

As Tournament Organisers you would like to think that decisions you make, is for the better and leaves the game you love in a better place.

OUR HOUSE RULE on GANG COMPOSITION

Make all Fighters unique

What does that mean?

- Don't Spam Combos
- Maximum of two Fighters equipped with the same weapon or equipment with a rarity of 8 or better, unless it's on your gang equipment list.
- No Doubles of Skills, Goliath Gene-Smithing, Escher Chem-Alchemy and Orlock Legendary Names as examples. Reach out to us if you want to know what it means for your gang.
- Discovering a good combination doesn't need to be repeated over and over again



Gang Presentation

Total 80pts

Awards

TO's Choice

Helmwar's Chosen

Judged by To's as favourite gang

Players Choice

Road Artisan

Voted by the players

Rule 4

Paint your **Damned** Gang!

We want the same reputation as Arc40k and to be known for awesome hobby.

Your gang presentation will be awarded points using the following criteria.

Minimum Tournament Standard

Every model in your gang must have at least five colours of paint, shades or washes applied to it. This does not include the base or the undercoat primer colour.

Bases Completed Every model in your gang must have its base painted with at least one colour and texture.

Gang Cohesion Does your gang look like one unified, cohesive force on the tabletop. Matching colours, squad markings and warpaint are some examples of gang Cohesion

Extra Detail What extra details are added to the miniatures across your gang, which may include one or more of the following; precision highlighting and shading, freehand, decals, weathering, battle damage, conversions and more. The extra details do not need to be Golden Daemon standard. We only ask that you are trying to have a go and explore your hobby boundaries. Are you telling us more about your theme or story of your gang by the extra details you have added

Bases Extra Effort This category is to award points for extra effort added to basing across your gang. This can include environmental features to add detail and atmosphere, which may include one or more of the following; Textured Paint, Rubble, Ruins, Flock, Pigment Powders, names of fighters and more.

The following points are subjective and will be awarded the really cool things you did to inspire others

Bonus Extra Effort This Category is to award extra effort for display boards, gang relics, objectives, gang cards, extra models, and themed extras.



House Rules

Campaign and House Rules

Conversions and 3D Printing

Necromunda is a game that encourages conversions. There is even a couple of references in the Book of the Outlands, for Waster Dirtbikes and in the custom vehicle rules. We all know that Necromunda doesn't have a model for every fighter card printed or the model is no longer available. Please see our take on what is an acceptable conversion for Arcromunda

Scratch Built Models

- A scratch-built model should not contain parts from a pre-existing non GW model or toy that can be recognised as the original model or toy.
- Scratch built models should also fit the aesthetics of the Necromunda game. As an example my little pony themed biker gang won't be allowed.
- Scratch built models should aesthetically evoke the production-quality they are intended to represent. Please don't use, printed paper models or building blocks as examples.

3D printing

We want you to take the following into consideration if you decide to 3D print models and parts for your gang.

- Please do not 3D print any model that could be deemed an IP infringement. If it is a direct copy of a GW model or any other game or toy. It WILL NOT meet the Arcromunda requirements.
- Fully 3D-printed models should be WYSIWIG (see WYSIWIG rules for clarification) and fit the Necromunda game for aesthetic reasons.
- 3D printed parts for your gang to create a unique look or theme to your gang may be used.
- If for any reason we have a Tie for players choice or TO's choice, models that are obviously completely GW models will break the tie over 3D printed models and parts.

If you would like clarification of any of your Conversions or 3D printed models. Just reach to the TO's we will give you ruling. If we suspect that the conversion or 3D printing is for monetary reasons, we will deny the request. It should be hobby motivated



House Rules

Continued

House Rules

WYSIWYG

What you see is what you get or WYSIWYG

What does it mean at Acromunda?

Having a WYSIWYG model is important for multiple reasons.

- It's about making it clear for your opponent what they are facing during the heat of battle.
- It reduces the chance that you get mixed up with what a model is equipped with. This could have two outcomes: the first is that you use a weaker weapon and the second and more important, is that you use a better weapon, equipment, vehicle or fighter and effect your opponent's gang in a negative way. *This could impact your sports score.*
- It's a satisfying feeling having a WYSIWYG gang.
- Be Consistent: Some weapons and equipment can look similar. There is GW kits that are purposely designed to have weapons and equipment that could be interchanged. Even between gangs you can see some variations of weapons. As an example, the Goliath Brute Cleavers and axes. If you call one an Axe then make sure that your Brute cleavers are different. Painting the weapons different colours is an easy way to achieve this.
- You cannot swap a weapon that is known to be one type and swap it for another, even if you do it through the whole gang. A lasgun is lasgun and a Power Sword cannot be a Power Axe.
- Be mindful with modelling weapons. Scale, size and extra details like power cables, it might be confusing for your opponent. As an example, you might want an Axe, you wouldn't want a handle that is too long, because it might look like a two-handed axe, have teeth on the blade and look like a chainaxe or have a power cable and look like a power axe.
- When a fighter is recruited with any Basic, Special, Heavy or Two-handed Melee weapon the model must be represented with the correct weapons.
- Pistols, Grenades, One-handed Melee weapons and Equipment that could be visibly hidden in a pocket or holster is ok not to be represented. If the model is visibly holding Pistols, Grenades, One-handed Melee weapons and equipment, then it needs to be WYSIWYG



House Rules

Continued

House Rules

WYSIWYG

What you see is what you get or WYSIWYG

Vehicles

Custom Vehicle Sizes

When recruiting a vehicle for your gang you need to make some choices, one of those choices is when you are designing a customer vehicle, what size does it represent. This does not mean your vehicles need to be on bases. It's just a guide to assist with deciding your vehicle size.

GW oval bases guide.

- Waster's Dirtbikes or Personal mounts (no hardpoints): 60mm, to 90mm
- Light Vehicles: 60mm to 90mm
- Medium Vehicles: 90mm to 120mm
- Heavy Vehicles: 120mm or bigger

Waster's Dirtbikes

Waster's Dirtbikes need to be two recognisable parts. A rider and a mount/bike. If you give a character a Wasters Dirtike you also need to have a non-mounted version. *There is a great example of alternatives to bikes in the Book of the Outlands on page 41.*

Vehicles and WYSIWYG

- Vehicles need to be WYSIWYG, when possible, especially Weapons, Transport Beds and Transport Cages as examples.
- Some upgrades for your Vehicles cannot be represented, easy turnover is a good example of this.
- If your vehicle is based off a beast, locomotion is Tracked and weapons cannot be represented by a breath weapon, it must have a recognisable weapon modelled on your beast-based vehicle. Please seek approval from the TO's.
- If you have a custom designed vehicle, that doesn't fit one of the standard templates provided in the Book of the Outlands. Please reach out to the TO's and we will assist with finding a solution.



Gang Recruitment

*1400 credits
to hire your starting gang.*

*Please follow the rules for Funding
a Gang found in the Ash Wastes
Rulebook starting page 47*

Starting Gang Composition

Leader 1

Champions 0-2

Specialists 0-1

Brutes

or

Hangers On 0-1

*Unlimited Fighters with the
(X) special rule*

*The is a Campaign in the
Ash Wastes, more than half
of your gang must be able
have the Mounted condition
or be transported in a
Vehicle*

Gang Recruitment

Gangs

- Your starting gang can be no more than 1400 credits, using the Book of the Outlands wasteland gang's recruitment rules.
- Gangs can be recruited from the latest publications of the Necromunda **House Books**, Books of **Judgement**, **Ruin the Outlands** and the Aranthian Succession the Vaults of **Temnos** and **Cinderak Burning**
- No Gangs from the Book of the **Outcasts** and Book of **Peril**, it has nothing to do with how much we like them. It's basically that they are so varied we as TO's haven't had a chance to really playtest every crazy idea you guys as players could come up with.
- **No Chaos Taint:** Chaos and Genestealer Gangs are welcomed, but you cannot taint other types of gangs during the campaign/tournament.

Starting Gang Composition:

- 1400 credits to purchase your gang
- 1 leader, 0-2 Champions, 0-1 Specialists, 0-1 Brutes or Hangers on, the total of fighters in the gang with the (X) special rule must be equal to or more than the Fighters without the (X) special rule.
- Follow the Gang composition rules in the House Book/ The Book of that your gang belongs to.
- No Alliances or House Favours

Vehicles

- No Ridgehaulers during recruitment
- 1+ Vehicles or models with the mounted condition. We suggest 50% of the gang to have the mounted condition or be transported by a vehicle. We won't be checking, but it might be to your disadvantage as the Scenarios will be focusing on vehicles and mounts
- Scum Racers hired into a Van Saar gang have the (X) special rule to bring them into line with the other house gangs

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



Campaign Information cont.

Gang Rosters

Yaktribe

We are hoping that all gangs will be in Yaktribe before the event. Please keep an eye out for a Plan B the week before the event. We will let everyone know via Facebook and the Arc40k website

To do List and Things to bring on the day

- *Painted starting gang*
- *Painted new recruits for the gang*
- *Gang Roster in Yaktribe and email Arcromunda@gmail.com with your gang's name to be invited to the campaign*
- *Gang and Tactic cards*
- *Appropriate Books/ Gang rules*
- *Dice, Tape measure, Templates, Pens/Pencils A Device to access Yaktribe*

Gang Rosters

We will be using Yaktribe as a way of tracking the gangs during the event. If you haven't used or have never seen Yaktribe please familiarise yourself with the site before the event by going to <https://yaktribe.games/> and making an account. It has some useful features we would like to take advantage of. Please email the name of your gang to Arcromunda@gmail.com before the 1st November 2022 so we can have a look over your Roster

- The Campaign feature will give everyone participating at the event access to view everyone else's gangs including the TO's
- Yaktribe has printable versions of Gang cards and Rosters
- Trading Post built in for Reference
- You can name you gang and fighters

Gang Cards are not compulsory but if you don't have any of the Games Workshop original Gangs Cards, we have some ideas

- You can make your own
- Print the Yaktribe version
- If you use non-GW cards when a card needs to be chosen at random, please ask your opponent to do so.

You might earn enough credits to recruit a new fighter. Have a card ready for them so you can add them in between rounds

We would like you to have a **Gang Roster** for the start of each day. We know fighters may die and new ones added but a roster is a great way to keep track of important things like Kills

Please note we will not be Printing a new Gang roster for everyone between Rounds, you will need to make do.

You will have Yaktribe to reference for things like **Gang Rating** and **Reputation** and you will be able to bring up your opponents too

Important Notes

Be respectful when you pick your Gang and fighter names.

Remember Wil Wheaton's Law



Campaign Information cont.

Tactic Cards and Experience

Tactic Cards

Tactics Cards

- Players wishing to use Tactics should create a custom deck of 10 cards
- If GW has published it, you can use it. With the following exceptions:
History of Violence, *Dangerous Footing* and *Effigy of the Damned*
- When using the random selection method for Tactics Cards your deck must be a minimum of 8 cards
- If you don't have GW cards, you can print your own
- If you decide to use home printed gang cards, then all the cards you wish to use must be printed.
- If a random selection is required to select your gang tactics and you are using printed cards and not GW gang tactic cards, please ask your opponent to select on your behalf.

Experience

To give the event the feeling of a campaign, in our opinion 6 to 8 games is very short. We want your gang to improve and grow over the weekend. You will only get up to 7 opportunities for your fighters to improve. We decided that we will up the rate of experience during scenarios. The scenarios will outline how you gain experience, and it may vary from scenario to scenario. We advise you to read each one carefully. See below for some examples:

- Taking a fighter out of action
- Causing Flesh wounds
- Inflicting damage to Vehicles
- Wrecking a vehicle
- Delayed Out of action: In instances where an attack from a fighter (A) puts a status such as BLAZE or WEBBED onto another fighter (B), if the affected fighter (B) then goes OOA, as a result XP is awarded to fighter (A) as if they had directly taken them OOA.



*Campaign
Information cont.*

Lasting Injuries

Write-Off Vehicles

Captured Fighters

Lasting Injuries

If a fighter is taken out of action and a roll is required on the lasting injury table. We ask that you record the injury in Yaktribe even if the injury has no lasting effects.

If your injury puts your fighter into recovery. The Fighter will still be available but will start the battle with a flesh wound.

Write-Off Vehicles

If a Vehicle is a Write-off, the vehicle can still be used in upcoming battles but treat the Vehicle as if it has a flesh wound until it is repaired. The Vehicle has 1 less toughness all round to a minimum of 1 and any lasting damage is still applied.

Captured Fighters

We don't want gangs wiped out in one game because of a little bad luck

Only one captured fighter per losing gang and vehicles cannot be claimed.

If for any reason your gang can capture multiple fighters, you can claim all the bounties. The gang that loses the fighters can pick which fighter is lost and may pay the below value to have the fighter returned

You sell the captured fighter to the guilders for half of their value with one exception. If a gang captures an Ambot the gang will get the full value in credits to replace the **Valuable** rule for Ambots.

The Gang that the Captured Fighter belonged to can pay for the release of the Fighter by paying half the Fighters value +5 credits

ARCRØMUNDA III

ROAD WARRIORS

House Rules

No Ridgehaulers during recruitment.

Make all Fighters unique. *See sportsmanship section for details*

Delaque Rumour Monger Skill: Please don't take the skill or any other skill, hanger on equipment/items that alters a gang's reputation.

Mentor Skill: Please don't take mentor skill, it can be used to get an unfair advantage in a campaign that only has limited games.

Any Fighters transported on a vehicle that isn't standing 100% on its own base will be considered to be pinned while on the vehicle. Any fighter standing on another fighter's base is also considered to be pinned.

Please refrain from using magnets to hold passenger fighters on to transport vehicles. Magnetised crew is allowed.

Please use the correct sized base for your fighters, or larger. We ask before you use a larger base size, please get it approved by the TO's.

ARCRUMUNDA III

ROAD WARRIORS

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. If a fighter has a Waster's Dirtbike or an Escher Cutter, can I increase the equipment's base movement with skills or stimms?

A. No its equipment. You can use tactics cards that gives you an extra action, but only if its for one turn and not for the rest of the battle.

Q. Can Enforcer's use the trading post?

A. Yes they can

Q. Can I use a jump pack, grav-cutter or Escher cutters to represent a bike and maulers to represent light vehicles?

A. No if the gang has the option in their list. We are trying to avoid confusion during the game. If any of the above-mentioned options aren't part of the gangs list then Yes. We do ask that you make sure before any dice are rolled that your opponent clearly know what they represent and that you use an appropriately sized base.

Q. I would like to use the Rockgrinder /Goliath Truck as a base for my custom heavy vehicle and it fits comfortable on a 120mm base, can it still be a heavy vehicle?

A. Yes. It looks like a heavy vehicle as it is armoured. As already mentioned before if you are unsure reach out. We cant wait to see the progress of your hobby.

