

ARCROMUNDA HOUSE WARS

6+ Games- 1200 Credits

30th April & 1st May 2022

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

Something New!!

When you give us too much time to plan, we come up with new ideas. So in 2022 we will be offering another way to be part of the Arc40k community with Arcromunda.

Arcromunda is a 6 game tournament that aims to give you a full Necromunda campaign, but over a single weekend



ARCROMUNDA HOUSE WARS

*6+ Games- 1200 Credits
to recruit your gang*

SCORING

Reputation 80pts
Sportsmanship 80pts
Gang Presentation 80pts
Total 240pts

Champion Tiebreakers

When 2 or more players have a tied score at the conclusion of Round 6 Tiebreakers will be applied as follows:

Overall
Gang Rating
Sportsmanship
Reputation
Gang Presentation

Individual scoring sections will have Tiebreakers to decide Awards.

The Basic Rules

- The winner is the Player with the highest combined overall score in Reputation, Sportsmanship, Gang Presentation
- Overall Score Tie Breakers – Gang Rating, Sportsmanship, Reputation and Gang Presentation.
- Table Size: Approx 30" x 44"
- Bring a Gang and extra models that you might want to recruit over the weekend.
 - Your starting Gang cannot be more than 1200 credits and must spend a minimum of 1000 credits for game 1
 - Gangs can be recruited from the latest publications of the Necromunda **House Books** (There is a reason why it's called House Wars)
 - No Venators, Corpse Grinder Cults, Chaos Cults, Palatine Enforcers, Genestealer Cults or Outcast gangs. Just Gangs from the House of Books
 - 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 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
- **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.
 - There will be other prizes and awards given but they will be for the fun stuff that happens and most likely by the stories you tell us.



6+ Games- 1200 Credits

++Important Dates and Information++

**Tickets go on sale Saturday 26th
March 2022**

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

**Your Gang Roster needs in Yaktribe by 25th
April 2022 and your Gang Name emailed to
Arcromunda@gmail.com to be invited to the
Arcromunda Campaign**

Those who have their Gang Roster in
Yaktribe and Gang name emailed to
Arcromunda@gmail.com by 11:59pm 25th
April 2022 will go into the door prize.

The Schedule

Day 1- Saturday 5th March 2022

++9:00AM++ Registration Opens

++9:30AM++ Introduction

Parade of Gangs & Players Choice: Gang Voting

Round 1: 10:00 – 11:45

Lunch

Gang Raid 1: 1:00– 1:45

Round 2: 2:00 – 3:45

Round 3: 4:00 – 5:45

Day 2- Sunday 6th March 2022

++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



Gang Reputation

80pts

Awards

Best Gang Leader

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

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

Rule 1

Play for Fun!

Necromunda already uses Reputation, but we are going to use it like battle points. It's a way to settle who is the best Gang Leader.

So over 6 scenarios and 2 smaller raid scenarios you will earn a maximum of 10 reputation per scenario, totalling a maximum of 80 reputation. Your gang will start with a Reputation of 5 during gang creation but we will cap it at 80.

We understand that Reputation also influences how many Champions, Hangers on, Brutes and Hired Guns you can have in a gang. To calculate how much Reputation you have to hire these new fighters, please divide the current reputation by 3 and use that as your guide.

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Sportsmanship

80pts

6 Scenarios: 60pts
2 Gang Raids: 10pts
Gang Composition: 10pts
Total: 80pts

Awards

Best Sportsman

Awarded to the Player with the Highest Sportsmanship points after 6 Games

Tiebreakers will be decided by Star player nominations

Rule 2

Don't be a Prick!

(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 6 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:

- Is worth 10 points and it is judged by the TO's.
- This is a measure of how fun/balanced the TO's feel your starting gang will be.

10: Star Player! Talk to the T.O. about giving this score. This should be an exceptional Gang leader (this score must be T.O. approved)

9: Beyond Expectations

8: My opponent did more than good sporting behaviours. They were easy with the rules and even reminded me when I forgot rules that benefitted me

7: Expected at Arcromunda

6 & 5: The game was to the standard that I would expect coming to an event like Arcromunda. My opponent was upbeat, wanted to have fun and displayed good sporting behaviours. There were discrepancies and they were easily resolved.

4: Below Standard

3 & 2: My opponent displayed poor sporting behaviours and/or fiercely contested every rules discrepancy

1: Skull! Speak to the T.O. before giving this score. My opponent was a bad sport and had no intention to make the game enjoyable for either of us

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Gang Presentation

Total 80pts

Awards

To's Choice

Judged by To's as favourite gang

Players Choice

Voted by the players

Rule 3

PAINT YOUR DAMN 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 - 5 Colours – 20 pts

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. This category is a tickbox, meaning the full points will be awarded if this is completed.

Bases Completed - 10pts Every model in your gang must have its base painted with at least one colour and texture. This category is a tickbox, meaning the full points will be awarded if this is completed.

Gang Cohesion - 10pts This category is to ensure that your army looks like one unified, cohesive force on the tabletop. This category is a tickbox, meaning the full points will be awarded if this is completed.

The following points are subjective and will be awarded for attempted effort and quality of execution.

Extra Detail - 0-20pts This category is to award extra detail 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. These points are subjective and will be awarded for attempted effort and quality of execution.

Bases Extra Effort - 0-5pts 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. These points are subjective and will be awarded for attempted effort and quality of execution.

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

Bonus Extra Effort – 0-15pts This Category is to award extra effort for display boards, gang relics, objectives, gang cards, extra models, and themed extras. **WYSIWIG** models count for **5 points** of the total

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Gang Recruitment

1200 credits

to hire your starting gang. Must use minimum 1001 credits

Starting Gang Composition

Leader 1

Champions 0-2

Specialists 0-1

Brutes 0-1

Hangers On 0-1

Unlimited Fighters with the (X) special rule

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 Arcomurda@gmail.com with my gang's name to be invited to the campaign
- Gang and Tactic cards
- 3 Objective
- Gang Relic
- House of Gang Book
- Dice, Tape measure, Templates, Pens/Pencils
- A Device to access Yaktribe

Campaign and House Rules

Necromunda is best to played as a campaign, so the next section of the players pack is our rules and restrictions for the Arcromunda Campaign Event.

Please read the next section carefully to make the event run smoothly over the two days

Gang Recruitment

Gangs

- Gangs can be recruited from the latest publications of the Necromunda **House Books** of Chains, Blades, Iron, Faith, Artifice and Shadow. No Gang wars versions of the Gangs
- Brutes, Hangers-on, Hired Guns and Pets can be used from any of the latest versions of Necromunda **House books**, if your gang meets the recruitment/hiring requirements
- Restricted Gangs: No Venators, Outcast Gangs, Enforcers, Corpse Grinder Cult or any other gangs published in Gang wars or White Dwarf. The Campaign is called **Arcromunda: House Wars**.
- No Dramatis Persona. We want you to walk your own path at the event not walk in the shadow of someone else.

Starting Gang Composition:

- 1001-1200 credits to purchase your gang
- 1 leader, 0-2 Champions, 0-1 Specialists, 0-1 Brutes, 0-1 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 that your gang belongs to.
- No Alliances or House Favours
- Starting Reputation is 5

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

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 25th April 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 minimum and **20** cards maximum, consisting of generic cards, and appropriate house 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 10 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 games is very short. We want your gang to improve and grow over the 6 six games. You will only get 5 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 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
- 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.

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Campaign Information cont.

Reputation

Reputation

Reputation

We are using reputation in two ways, during the event. As a measure of success during game play and as a measure of power and influence that a gang has for recruiting fighters, like extra champions brutes and hangers on. Like the Experience the rate in which you accrue Reputation can be slow when playing a traditional campaign. So again, we have decided to increase the rate in which Reputation is earned.

Each scenario will have a list of ways to gain Reputation. Each scenario might have different Reputation Objectives to help spice up the games. You will never be able to earn more than ten Reputation per scenario

By Increasing the rate in which you earn Reputation, it will unbalance the core mechanics of the game. Our solution is:

- When calculating your gang rating for recruiting Champions Brutes and Hangers on divide your reputation by 3.
- Use that Reputation total to work out if your gang is eligible to hire one of the above-mentioned fighters (round up for decimals)
- There will be no negative reputation options in the scenarios

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Campaign Information, cont.

Lasting Injuries

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

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

Lasting Injuries

Due to the extra wealth in the Arcromunda region of the Hive, a hospital has been established. Rogue Docs too scared to collect their own arcronite still want to benefit from the extra credits that gangs can make by offering their services healing fighters from all gangs.

If a ganger receives a lasting injury Roll on the table below.

You will have two options.

Take the injury but send the fighter to the hospital and pay for them to get the bionic that will heal their injury. You will not be required to roll the rarity to find the bionic.

Or

You can retire the fighter and hire them like a new recruit armed with their weapons equipment and armour.

If you do not have enough credits for either option, the fighter will retire from the gang, and you retain their weapons, equipment and armour in the stash, to use for a future ganger

11 Lesson Learned: D3 experience

12-26 Out Cold: No long-term effects

31-45 Grievous Injury: No long-term effects

46 Humiliated: Leadership and Cool both decreased by 1. Required Bionic is an improved lobo chip **(45 credits)**

51 Head Injury: Willpower and Intelligence both decreased by 1. Required bionic is an improved cortex-coginator **(30 credits)**

52 Eye Injury: Ballistic Skill decreased by 1. Required bionic is a mundane bionic eye **(45 credits)**

53 Hand Injury: Weapon skill decreased by 1. Required bionic is a mundane bionic arm **(45 credits)**

54 Hobbled: Movement decreased by 1. Required bionic is a mundane bionic leg **(25 credits)**

55 Spinal Injury: Strength decreased by 1. Required bionic is a skeletal enhancer **(70 credits)**

56 Enfeebled: Toughness decreased by 1. Required bionic is an aortic supercharger **(65 credits)**

61-65 Critical Injury: Visit the Doc and the fighter that caused the OOA gets +1 experience

66 Memorable Death: The Fighter is very Dead and the fighter that caused the OOA gets +3 experience.

Van Saar can use the above options or cybernetknika,

No need for Fighters to go into Recovery

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*Campaign
Information cont.*

Income

Trading

House Rules

Income

We are adding something a little new. Your Gangs will be fighting for a new precious resource called Acronite. The Scenarios will outline how your gang finds Arcronite and how to turn it into Credits

Trading

Trading Post items only, Black Market items will draw too much attention to your gang. We aren't using the Outlaw rules for the purpose of trading during the tournament event.

House rules

Blast Weapons: will incur a -1 one modifier if the centre hole of the template isn't over a fighter when targeting

Wrecker Promotions: If on the rare chance that a Wrecker gets 5 increases and has the option to be promoted, they can keep their jump booster if they are promoted to a **Road Sergeant**. If the Wrecker is promoted an **Arms Master** they must give up the jump booster

Neotek Promotion: If on the rare chance that a Neotek gets 5 increases and has the option to be promoted, they can keep their grav-cutter if they are promoted to an **Augmek**. If the Neotek is promoted an **Archeotek** they must give up the Grav-cutter.

New Equipment rules: follow the rules in the appropriate House Book for your gang with the following exceptions.

- Fighters can discard a weapon and add it to the stash
- Fighters with the (X) special rule that don't have the Tools of the Trade special rule can discard weapons to keep them below the 3 weapon limit.
- Any Fighter that discards a weapon must be WYSIWYG with new weapon combination
- No Fighter will discard a weapon for a weapon of lesser credit value.