

# ARCROMUNDA II

## THE HORDE



# ARCROMUNDA II

## THE HORDE

6+ Games- 1200  
Credits

5th<sup>th</sup> and 6<sup>th</sup> November 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

*We are back to do it  
again in 2022*

We enjoyed the first one so much we didn't want to wait a whole year to do it again.

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



# ARCROMUNDA II

## THE HORDE

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 can be no more than 1200 credits Each scenario will have outlined a maximum credits you can bring to that particular scenario
  - Gangs can be recruited from the latest publications of the Necromunda **House Books**, Books of **Judgement, Ruin and the Outlands**
  - 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 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.



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## THE HORDE

*6+ Games- 1200 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 2022 and your Gang Name emailed to [Arcromunda@gmail.com](mailto:Arcromunda@gmail.com) to be invited to the Arcromunda Campaign*

## *The Schedule*

### *Day 1- Saturday 5<sup>th</sup> November 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 6<sup>th</sup> November 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*



# ARCROMUNDA II

## THE HORDE

### *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.



# ARCROMUNDA II

## THE HORDE

### Sportsmanship

80pts

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

### Awards

#### Best Sports

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 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 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: Skunk!** 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



# ARCROMUNDA II

## THE HORDE

### Gang Composition

## Rule 2 cont.

### 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 Fighter equipped with the same weapon or equipment with a rarity of 8 or better, unless its 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





# ARCROMUNDA II

## THE HORDE

### 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 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.*

*Please note that each scenario will have a credit limit to select your crew*

### *Starting Gang Composition*

*Leader 1*

*Champions 0-2*

*Specialists 0-1*

*Brutes 0-1*

*or*

*Hangers On 0-1*

*Unlimited Fighters with the (X) special rule*

*No Vehicles*

*Bikes are equipment and can be included*

## 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, **The Books** of Ruin, Judgment and the Outlands
- Brutes, Hangers-on, Hired Guns and Pets can be used from any of the latest versions of above-mentioned books, if your gang meets the recruitment/hiring requirements
- Restricted Gangs: No Venators and Outcast Gangs or Gangs only printed in a White Dwarf. The restricted gangs are only restricted because as TO's we need to try a plan to make things as fair as possible as these gangs are too varied to predict.
- 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:

- 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/ The Book of that your gang belongs to.
- No Alliances or House Favours
- Starting Reputation is 5

### No Vehicles

- Please note that 50% of the Tables are Zone Mortalis tables
- Bikes are equipment and can be included

### 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](mailto:Arcromunda@gmail.com) with my gang's name to be invited to the campaign*
- *Gang and Tactic cards*
- *3 Objective*
- *Gang Relic*
- *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](mailto:Arcromunda@gmail.com) before the 1<sup>st</sup> 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

# ARCROMUNDA II

## THE HORDE

*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 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 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
- 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.



# ARCROMUNDA II

## THE HORDE

*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



# ARCROMUNDA II

## THE HORDE

*Campaign  
Information cont.*

*Lasting Injuries*

*Captured Fighters*

*House Rules*

## Lasting Injuries

You still apply the injury, but can ignore the recovery part of the injury

## 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

## House rule

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

**No Chaos Taint:** Chaos and Genestealer Gangs are welcomed, but you cannot taint other types of gangs during the campaign/tournament.

**Make all Fighters Unique:** *see gang composition for my details*

**Delaque Rumour Monger Skill:** Please don't take the skill or any other skill that reduces your opponents Reputation. Its basically stealing from family

**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