



# LONDON GRAND TOURNAMENT

**2018 NECROMUNDA GAMING PACK**

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# BACKGROUND

## THE LONDON GUILDER TRAIN RUSH

Landon Town is alive.

A usually quiet, unimportant, stage post situated on an entry port through the massive, vault like wall between lower Hive City and the Underhive, it is usually home to a few crooked Guilders and a couple of roughneck Wildsnake whiskey bars. A place populated by some of the more enterprising robbers and cheats of the Hive, where many forays down to the Underhive end before they have even begun. A place where the weary traveller had better beware.

Once, it was the jewel of the Landon Dome. A hive of commerce, it had grown from a backwater entry port to a major trade hub thanks to the discovery of numerous abandoned Domes deep below in the poisonous wastes of the Underhive. The constant procession of heavily laden Guilder Caravans and soldiers of fortune had made this place rank with opulence and opportunity.

But the greed of the fortune hunters was voracious, and the plunder of the Domes was soon stripped away. The final straw was the collapse of the last of the Dome hoards, Dome 3/b, a collapse in which more than 3000 Hivers, mercenaries, bounty hunters, and Guilders, were never heard of again. The Ratskin scouts who returned spoke of the anger of the Hive Spirits for the desecration of their land. Others wondered if the Ratskins had collapsed the dome to protect the sacred Archeotech that was found within.

# BACKGROUND

Either way, when the caravans stopped the town became a ghost town, and where once was a place you could spend your credits in luxury, now you wiped your feet on the way out.

The rumours were whispered at first.

Hushed talk of late night-cycle Guilder Trains moving through the town, of Lamp Lighters being bribed to keep the artificial lights dimmed to cover the clandestine movements of vast convoys silently making their way up Hive.

Before long, Delaque spies and House Venator squads had been despatched, and they confirmed what everybody suspected: Dome 3/b was reopened, and wealth was there for the taking.

Soon, Landon Town was a mirror of its former glory, with the foolish and famous all coming to try their hand at locating the legendary Dome. Many would try. Most would fail.

But some will succeed.

And now, the rumours have reached your ears. You have assembled your crew, travelled to Landon Town, and have promised those that survive riches beyond their wildest imagination. All that remains is to locate the fabled Dome.

Perhaps you will retain the services of a boastful scummer or bounty hunter, or overhear a drunk Ratskin selling directions in a sleazy waterhole for a few creds to keep the Wildsnake flowing. Perhaps you will silently trail a secretive caravan through the tunnels and winding paths of the Underhive. Perhaps you will follow a guide, a treasure map, or just plain instinct, and make it to the walls of the legendary Dome. But with this many people trying, violence will never be far away, particularly in the lawless Underhive

# INTRODUCTION

## WELCOME TO THE LONDON GRAND NECROMUNDA GT 2018

This document provides all the information you need to play in the London Necromunda Grand Tournament 2018. It should be printed and brought with you to the event if you intend to play. The document contains details of the Gaming Schedule, Entrants Requirements, Scenarios and Scoring and General Notes. If you have any questions at all please do not hesitate to get in touch.

The Necromunda tournament events are being presented and managed by YakTribe Games in partnership with the LGT organization. YakTribe.games has been a large part of the Necromunda community since 2009 (back then known as Yakromunda), with online gang and campaign management tools and home to the NCE ruleset. As part of the Necromunda tournament, you will be required to register an account there to create your gang. No subscriptions or any form of payment is required on the site, only a valid email address

### GENERAL ENQUIRIES

email: [LGT@YakTribe.games](mailto:LGT@YakTribe.games)

<https://YakTribe.games/community/misc/contact>

(yes it is .games, there is no .co.uk or .com on the end)

For more information on the venue, local pubs, the full programme of events and details of all our fabulous prizes and special guest appearances, please see our Convention Programme which can be found at [www.LGTpresents.co.uk/programme](http://www.LGTpresents.co.uk/programme)

I hope you enjoy the weekend of wild Necromunda gang fights in the depths of the Underhive!

**Dave Knife, YakTribe Founder, [dave@YakTribe.games](mailto:dave@YakTribe.games)**

# GENERAL INFO

## WHAT IS IT

The Necromunda GT is a 7 round, campaign weekend.

## WHEN IS IT

The 19<sup>th</sup> and 20<sup>th</sup> May 2018 with organized social activities and pre-registration on the 18<sup>th</sup> May.

## WHERE IS IT

The Olympic Stadium (entrance B), Queen Elizabeth Olympic Park, London E20 2ST.

## WHERE CAN I BUY TICKETS

Tickets are available from our webstore:

[www.LGTpresents.co.uk/store](http://www.LGTpresents.co.uk/store)

**Remember, you must purchase a Convention Access Pass along with an event ticket to attend this event.**

Please note that no physical tickets are issued in advance. You can collect your entry ticket to your events from the registration desk

## EVENT TIMINGS

### Friday May 18<sup>th</sup>

- |                |               |
|----------------|---------------|
| - Registration | 12:00 – 20:00 |
| - Social       | 18:00 – 23:00 |

### Saturday May 19<sup>th</sup>

- |                  |               |
|------------------|---------------|
| - Registration   | 09:15 – 09:45 |
| - Welcome Speech | 09:45 – 10:00 |
| - Round 1        | 10:00 – 11:30 |
| - Round 2        | 11:45 – 13:15 |
| - Break          | 13:15 – 14:15 |
| - Round 3        | 14:15 – 15:45 |
| - Round 4        | 16:00 – 17:30 |
| - Social         | 18:00 – Late  |

### Sunday May 20<sup>th</sup>

- |                            |               |
|----------------------------|---------------|
| - Venue Opens              | 09:15 – 09:30 |
| - Round 5                  | 09:30 – 11:30 |
| - Break / Painting Judging | 11:00 – 12:30 |
| - Semi-finals              | 12:30 – 14:00 |
| - Finals                   | 14:30 – 16:00 |
| - Announcements & Prizes   | 17:00 – 17:30 |

# WHAT YOU NEED

## GANG SELECTION

Gang selection will be limited to the included rules for Escher and Goliath from Gang War, the Orlocks from Gang War 2, Van Saar, Delaque and Cawdor from the Gangs of Legacy PDF, Genestealer Cult and Chaos Cultists.

You can spend up to 1500 credits to purchase your starting gang. This can include Hired Guns and Hangers On from Gang War 2 but at least 10 models must be standard house gang members. The gang cannot contain more than 20 models total. Normal rules for gang composition are used unless noted below.

Gangs may purchase equipment from the Rare Trade chart at the cost specified and assigned to their fighters. Common and up to Rare (9) items can be purchased. For Gangers and Special Weapons, buying additional weapons is considered after their first game.

All gangs will have a Reputation of 15 at the start of the tournament, which will determine how many Hangers-on can be included. Reputation will be gained and lost still as per scenario rules. Gangs will also start the tournament with a Turf Size of 8.

Three Gangers may be nominated as a Specialist upon gang creation. These Specialists can also have Special Weapons purchased for them.

You may start your gang with 6 Primary Skills in addition to the free Primary skills for Leaders and Champions. These can be assigned to Leader, Champions, Juves and Specialist but no single fighter may have more than 2 skills.

You may start your gang with 3 characteristic increases. These can be assigned to any of your house gang fighters but no single fighter can be assigned more than 1 increase nor can any fighter with 2 Skills be given an increase.

Cost ratings for the fighters and gang are not increased as a result of these skill and stat increases.

Chaos Spawn from Chaos Cultists gang can be purchased as per the Skirmish rules to a maximum of 2 spawns. The stats of the Chaos Spawn will be rolled prior to each game with your opponent present. The Dark Ritual is performed prior to each game before scenario selection and deployment with the Demagogue bonus only and a randomly determined focus (excluding the Demagogue).

# WHAT YOU NEED

## MODEL RULES

Your fully painted and based gang to tabletop standard. Any unpainted/unfinished gangers will be removed from play.

New and legacy Games Workshop Necromunda models are permitted. Alternative non-GW models are permitted with these stipulations:

- Must fit the gang's house theme
- Close to the same scale as the existing gang models
- Must be authorized by YakTribe from pictures before May 1st, 2018 to ensure no surprise outlandish models cause contention for the tournament participants.

Ganger weapons are considered WYSIWYG apart from holstered/concealed pistols and grenades. If a model is not available for a certain weapon but there is a version that could possibly "count as", these could be used if authorized by YakTribe prior to May 1st, 2018.

## WHAT YOU NEED TO DO

Have your gang pre-registered and approved on the YakTribe LGT campaign.

<https://yaktribe.games/community/threads/register-your-gang-for-the-campaign.6639/>

NOTE: YakTribe.games online tools have full validation and auditing for any changes made. Once gangs are finalized by the entrant and validated by an Arbitrator, they will be locked from changes on May 1st, 2018 until the day of the events. Any changes will need to be requested through Arbitrators.

## WHAT YOU NEED TO BRING

- 3 printed copies of your gang roster from YakTribe.games. Use the Gang Cards print layout for your gang for reference and the gang sheet and separate rules printouts to mark actions during play.
- This tournament pack
- Rulebook, Gang War, Necromunda dice
- If playing gangs other than Goliath or Escher, a copy of the source rules is required for your reference (ie. GW2 for Van Saar)
- Tape measure minimum 4' measurements in inches
- Pen and paper

# SCENARIOS

These games will be played over a number of 4x4 boards. Once the fifth game has been completed, there will be some 'event' boards that can be played if you haven't qualified for the semi finals.

After the first game, matchups will be determined by Swiss-system based on Tournament Points (see below). This will continue until the 6th game, which will be considered the semi-finals with qualifiers based on total TPs.

Once the opponent is determined for each round, one player for each pairing is randomly determined and they can then choose which scenario they wish to play. Each scenario can only be played once by the determining player.

We will be playing the advanced Gang War I&II supplements with multi-level terrain (except where noted below). Standard campaign progression will be suspended for the tournament and each scenario will be played as a Skirmish. Outside of the tournament scenario series, we will also be hosting some basic Necromunda: Underhive shorter games on the 2D board tiles from the game.

The games will be limited to 90 minutes. Announcements will be made when there is 30mins left to go and then again at 15mins before the time limit is up. If it is not possible to finish a game then the player who is currently in Bottle status will be counted as losing the scenario as if all gang members have left the battle. If neither or both gangs are in Bottle status, the game will end resulting in a tie, and no reputation will be gained or lost unless specific rules are given in Scenarios below.

Battlefield setup will use the rules for Sector Mechanicus. Loot crates will be used but limited to one per player and placed as per the rules by the player before the scenario begins.

# SCENARIOS

## RULES CHANGES

- 1.No Pre-battle or Post-battle sequence events. There will be no progression between games.
- 2.Tactics cards will be used but will be limited to Gang Tactics only, with Rigged Door and Hidden Passage cards removed from the deck.
- 3.Any scenarios that indicate an attacker and defender, these roles will be determined randomly before the start of the game as per Skirmish rules.
- 4.Reputation will still be gained per scenario rules to be used to determine tie-breakers. Exceptions are playing the opponent the first time (this rule is ignored), and any further exceptions per scenario.
- 5.XP and Turf are not applicable for the Tournament and can be ignored during the scenarios.
- 6.Lasting Injuries are ignored. Instead, any fighter taken Out Of Action will be considered Out Cold (12-26 roll on injury chart) and return fully intact for the next game. Seriously Injured fighters fully recover at the end of the game.

The intent of the tournament rules is to have fun without worrying about your gangers being unavailable for the next fight. .

## SCENARIO 1 – GANG FIGHT

Not long after your gang crosses the Vault Wall to enter the Underhive, you realise you are being followed! These Underhive rats think they can tail you and bushwhack you when you lead them to the Dome! Just as you realise this, a bullet whizzes past your head. Looks like they've moved their timetable forward...

This scenario is played as per the Stand-off Scenario in Gang War pg.51.

# SCENARIOS

## SCENARIO 2 – SHAKEN NOT SCARED

An opportunity has been discovered on your way to Dome 3/b. An area has been discovered that would make an ideal gang settlement but you need to claim it for your House. Making your way through the urban ruins, the ground beneath you begins to rumble, and before you can react, an entire section of the ruins gives way creating a chasm between you and the spoils. You then realize half your gang is on the other side, alive and unharmed, able to claim the spoils while you search for an alternative means to get to your gang.

This scenario is played identical to the Border Dispute scenario in Gang War pg.60. The 'relic' is the House's item to claim the area as their own and can be 'defiled' by the opposing gang.

### Crews

Instead of D3+3 random gangers, the player rolls D6+6 gangers.

### Reinforcements

The reinforcements will not start to arrive until after each gang has at least 1 Turn, thus will begin to arrive at their 2nd End Phase.

### Hive Quake

An additional treacherous condition affects the area, possibly causing a hive quake during the encounter. At the start of the 2nd turn, before the Priority phase, a D6 is rolled with a 6 indicating a Hive Quake has occurred, with each turn adding +1 to the roll until a quake occurs. The quake immediately causes all standing gangers to make an immediate Initiative test to remain so, failure indicating they are now Pinned. Any gangers Engaged and fail the check are now Pinned and should be placed 1" away from the enemy combatant, who does not get any Reaction attacks. Any fighter within ½" of an edge must make an additional Initiative test, with failure indicating they've fallen, as per rules on Gang War pg.8

After the quake as occurred, it will not happen again this game.

# SCENARIOS

## SCENARIO 3 – LOOTERS

Isn't this what you're here for, the loot? In the depths of the Hive you've discovered a cache of forgotten tech. You got here first but you're not alone, it's time to defend your claim!

This scenario is played identical to the Looters scenario in Gang War pg.56, including ganger selection. Modified rules for this scenario for the tournament are as follows:

### Home Turf

The defender does not have Home Turf advantage, bottle rolls are normal for both gangs.

### Rewards

The winner of the scenario discovers a damaged pict device in the loot with some footage indicating it came from Dome 3/b. This adds 2 to their gang's Reputation as they close in on the prize.

## SCENARIO 4 – AMBUSH

You know you're not the only gang searching for Dome 3/b. The meandering dark ruins contain hostile denizens, and in this case, it's you! Your gang has managed to come across a rival gang unawares so you position your fighters and prepare for ambush! What could go wrong?

Play this scenario the same way as the Ambush scenario in Gang War pg.58. In addition, the following rule applies to this scenario:

### Crews

The attacker uses their entire gang per Custom Selection method. The defender uses Random Select D6+5 instead.

# SCENARIOS

## SCENARIO 5 – IT LURKS BENEATH

The aberrations of the hive are numerous and vary greatly in danger and size. On rare occasions the sump can provide some truly monstrous creatures. Pray to the Emperor, the hive lords or whoever can save you from encountering such beasts.

Play this scenario as per the Stand-Off Scenario rules on Gang War pg.55 with the following changes:

### The Hive Beast

Turns out your gang isn't the only danger in the Hive. At the end of the Recovery Phase, roll for each ganger on ground level. On a roll of 6 the Beast has been awoken and immediately attacks that fighter. Place a Beast Lair marker within d6" in a random direction (use scatter dice, if terrain interferes, place as close to distance as possible within LoS). Use the rules on pg.65 of the Rule Book for the Beast. Do not roll any further this round but repeat each round again as the Beasts appendages are many and far-reaching! The markers will remain and be a threat to anyone close until they are killed or the game ends.

## SCORING AND AWARDS

Gang success is based on the Skirmish Victory conditions in Gang War with each scenario providing its specific win conditions. These are scored as follows with Tournament Points (TPs):

- Win 5 TPs
- Draw 2 TPs
- Loss 0 TPs

The 6th battle will consist of the top 4 gangs by TPs, with tie-breakers for those positions decided by Reputation points earned from the scenarios. 1st place will play 4th place, leaving 2nd and 3rd to contend for the right to enter the final.

The final scenario is tba pending release/creation of additional scenarios suitable for the epic finale.

Prizes for the Winner and Runner Up for the Necromunda tournament will be finalized and announced before May 2018.

There will also be Winner and Runner Up prizes for the best painted gangs!

Finally there will be the ignoble prize of the broken stubgun to the gang that really should have stayed above the wall and not ventured down into the grim violent underhive.

# SCENARIOS

## SEMI FINALS – THE TUNNELS

Your path has led you to a long abandoned hab block that sits atop an ancient power conduit, the next stage in your journey. The way to the conduit lies in the labyrinth access tunnels beneath the hab, and the way is far from certain. In the still darkness, you think you hear hushed voices ahead. It would appear that you're not the only one searching in the tunnels...

This battle is played in the cramped quarters of Zone Mortalis, using the boards from Underhive box set and any expansions available before the tournament. Board configuration and scenario rules are as per Forgotten Riches, Underhive rulebook pg96.

### Crews

Instead of random numbers of fighters, each gang is represented by 10 gangers using Custom Selection (10).

### Victory

If either gang bottles out, their opponent is the winner and receives the TPs.

# SCENARIOS

## FINALS – CLAIM THE DOME

Your gang has survived the horrors of the Underhive and defeated opposing gangs in the hunt for the fabled Dome 3/b and now the journey is coming to an end. Breaching a collapsed tunnel, you enter a large sub-level with mostly intact structures with the top area lit by a still functional core feed. Scanning the ceiling high above, an old sign catches your eye: Dome 3/b Subway Entrance. Streams of light break through some openings into the ceiling, granting you entry into the area above, you only have to climb the structures with nothing in your way. Or is there?

This scenario is played identical to the Claim The Spire scenario from White Dwarf.

### Tactics Cards

Each gang will start the game with the Frag Trap, Blood Debt and Last Gasp tactics cards.

### Objectives

Each gang is trying to claim the highest ground they can, whilst also inflicting heavy losses upon their rival gang. At the end of each turn, the gang with the highest-placed model scores 1 point (if both gangs are tied then they each score 1 point). Additionally, each gang scores 1 point for each enemy ganger that goes Out of Action.

### Victory

If either gang has no fighters left on the board at the end of any round, the battle ends immediately. Additionally, if a gang Bottles Out, roll a D6 at the end of the following round. On a 4+ the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time this roll is made, the battle will end on a 3+ and so on.

If only one gang has fighters remaining at the end of the battle, they are victorious. Otherwise, at the end of the battle, whichever gang has scored the most points is declared the winner. If both gangs have the same points, the gang with the most reputation for the tournament will be declared the winner. If both gangs have the same reputation, the Arbitrators will conduct a face-off between the gang's leaders.

# SCENARIOS

## SCORING AND AWARDS

Gang success is based on the Skirmish Victory conditions in Gang War with each scenario providing its specific win conditions. These are scored as follows with Tournament Points (TP's):

- Win 5 TP's
- Draw 2 TP
- Loss 0 TP's

The 6th battle will consist of the top 4 gangs by TP's, with tie-breakers for those positions decided by Reputation points earned from the scenarios. 1st place will play 4th place, leaving 2nd and 3rd to contend for the right to enter the final. This will be played using The Tunnels scenario above.

The final scenario, Claim the Dome, will determine the overall Tournament winner and runner-up based on that specific scenario's scoring and victory condition.

There will be prizes for the overall tournament winner, runner-up as well as the best painted gang and runner-up painted gang.

Prizes include:

- KR backpack 2 and case
- TT Combat industrial Hive Terrain Sectors 1,2 & 3.
- Wargames Tournaments Industrial terrain mega set
- Kromlech 40 pound voucher

# GENERAL NOTES

## SPORTSMANSHIP

The game organisers, referees, and general administrative personnel shall henceforth be referred to as Arbitrators.

Tournament will be played using the 2017 Necromunda rules. Games are expected to be played in a friendly manner, the aim is to have fun! Cheating will not be tolerated. If caught intentionally cheating, you will be immediately excluded from the event and prizes, with no refund. If the worst should happen then please contact an Arbitrator.

Any rule disagreements will be settled to the satisfaction of both players. If no consensus can be reached, Arbitrator's decision will be final.

Rude, threatening, or abusive behavior will not be tolerated. Arbitrators reserve the right to disbar any person found to be breaking these rules.

If a situation is considered 50/50 either way, an Arbitrator may elect to roll d6 to determine the outcome. In any and all instances, the Arbitrator's decision will be final.

## ARBITRATORS

Below are the list of event staff that will be managing the Necromunda campaign and events during the weekend. Be nice to these folks especially! Included is their forum handle on [YakTribe.games/community](https://YakTribe.games/community)

Tristan Hayward  
@spafe

Kevin McEwan  
@cardyfreak

Tony Kirwan  
@BeardLegend



## REMINDER

*Remember, this is a Gaming Pack and provides only the  
information you need to play in the  
London Necromunda GT. For all details on prizes, venue and  
much much more:  
please refer to our event Programme*