

Student Nationals 2005 Necromunda Rules Vers 1.0

Could all players bring appropriate rulebooks, dice, counters, paper etc with them so that we have a plentiful supply for the tournament and we are not all trying to borrow one book or use one set of dice. I will try and supply spares but my record at the last few Nationals has not been sterling for me remembering to bring them myself.

These rules are to be used for the Necromunda competition to be held at the 2005 Student Nationals. If a change is required to the rules prior to the tournament then a notice will go up on the BURPS Nationals Boards (www.studentnationals2005.com) informing people of the change and if possible an e-mail will be sent to all players involved with the game.

All games will be fought using the current rules set, **Necromunda: Redux and any additional rules produced in the first three issues of the Necromunda magazine (2.1, 2.2 and 2.3).**

Gang Selection

The gangs allowed to take part in the tournament are:

Orlock
Goliath
Escher
Van Saar
Cawdor
Delaque

Redemptionists, Spryers and Enforcers will not be allowed.

Ratskins, Scavies and Ash Waste gangs have yet to have their rules released under the new Necromunda: Redux rules and so will not be allowed.

You are more than welcome to use the models for these gangs and use one of the other appropriate gangs as a template, such as Cawdor for Redemptionists, Van Saar for Enforcers, etc, just as long as it is clear which list you are using and any 'counts as' weapons which you may have are clearly defined & of the appropriate type (pistol for a pistol. "This pistol is a heavy stubber" type comments will not be allowed)

If you wish to use non-necromunda (for example Catachan or Cadian Imperial Guard) or even non-GW models for your gang, then you are welcome to. As long as it is clear to your opponents and the GM which gang list you are basing them on and any 'counts as' weapons are clearly noted on your gang sheet for your opponent to see and are of the appropriate weapon type.

Gangs are constructed as per the rules in Necromunda: Redux, **including House equipment lists.**

The following additional rules also apply:

There is no maximum amount of credits cost to buy your gang. The only limit you have is that your Gang Rating cannot be greater than **1300**, but you may not want to spend all your gang rating on men and equipment as will become clearer below.

No more than a third of your gang may be made up of juves. This is a change from the normal rules where you are allowed up to take up to half. This will hopefully stop "Playschool" type gangs, where lots of juves are brought to be used as cover while the rest of the gang can spend the gang rating points on extra advances. Basically this means in gangs of 6-8 people you can have up to 2 juves, 9-11 you can have up to 3 juves, 12-14 you can have up to 4 juves, etc.

Leaders and heavies start on 61 experience.

Gangers start on 21 experience.

Juves start on 0 experience.

Hired guns will not be allowed.

You may include up to three pieces of equipment which are not normally available to your gang members on their house list, these pieces can be rare items from the trading post list or basic

items you can not normally take when constructing your gang or a mixture of the two. Only items which can be brought to the battlefield are allowed, So no Auto-repairers or similar back at the hideout. The equipment is brought at the base cost of the item with no additional random costs and is added to your gang rating as usual. These items should be clearly marked on your gang sheet.

For example:

When creating my Escher gang I decide that I want my heavy to carry a Plasma Gun (Common item, not available on the Escher starting equipment list), one of my gangers will get a boost in combat by taking a Chainsword with her (Common item, but only available to a leader from the Escher starting equipment list) and to give a little extra fire support one of my gangers will have a Red Dot Laser Sight fitted to her Lasgun (Rare item).

The maximum gang rating you are allowed is 1300. So you can spend more than the usual 1000 creds on your starting gang if you wish.

As well as selecting your gang members and arming them, you may give them additional experience points at the usual cost of 1 Exp point per 1 Gang Rating point.

If the gang member is given enough experience to gain an advance, as shown in the experience table, then they may choose one of the following:

A skill from a table that is normally available to him or her.

A stat increase from those normally allowed to him or her.

You may only take a second copy of a skill in your gang if all skills on that chart have been taken in your gang already. If you want a third copy of a skill then all other skills on that chart must have been taken a second time before you can take it and so on.

You may only have a second increase of the same type in your gang if you have taken all other increases available to your gang. If you want a third increase of one type then all the other stat increases must have been taken a second time before you can take it and so on.

For example:

You may give a member of your gang the Marksman skill from the Shooting chart if he has been given enough experience to gain an advance. If you wish for another member of your gang to have the Marksman skill as well, then the other five skills listed on the shooting chart must be given to people in your gang as well, costing you the experience needed for those gang members to gain an advance. This can mean that you will have skills in your gang that will not be used in any of the games you play during this competition, but that is the price you will have to pay if you want multiple copies of good skills in your gang.

You may give a member of your gang +1 Weapon Skill if he has been given enough experience to gain an advance. If you wish for another member of your gang to also have +1 Weapon Skill as well, then the other seven stat increases must be given to people in your gang as well, costing you the experience needed for those gang members to gain an advance. This can mean that you will have stat increases in your gang that will be of limited use for the gang during this competition.

Remember that your gang rating cannot be greater than 1300, even with the extra starting experience and equipment your members are allowed.

All gang lists need to be checked by a judge prior to the tournament to make sure there is nothing wrong, so can participants please email me their gang lists in advance of the tournament, preferably by a couple of weeks (My address is Rjellingham@hotmail.com). If you are a last minute addition to the team, or for some reason you cannot get your gang list to me before the tournament, please get to the gaming area early so a judge can go through it before the games start and any changes can be made if necessary.

The Tournament

Games will take place on 4' by 4' tables containing a considerably diverse set of scenery. The tournament will be a Swiss style tournament over 6 rounds. Each round after the first, the players paired up in last position will have first choice of which table they wish to play on, if there is a disagreement then the player on the lower points of the two will get the choice or a judge will make the decision or roll a dice. The next lowest pair will then choose a table and then so on up to the highest paired players who get the last available table.

Currently all games will be fought using the Gang fight Scenario, but the judges reserve the

right to introduce a scenario or two into the competition if they see fit, these will be balanced scenarios and not scenarios such as Ambush. The judges also reserve the right to introduce random treacherous conditions into the competition as they see fit and these will affect all the games when they are announced.

No territory will be used throughout the tournament.

No gang progression or injuries will happen throughout the tournament. You can still be taken out of action during a game and get broken as per usual, but no injuries will be rolled after the game. You must still roll for gang members that are down at the end of the game to see if they recover or are taken out of action. If they are taken out of action, then they will count towards the victory condition.

In effect, all games will be fought with the same 1300 pt gang through out the tournament, this will hopefully lead to a more accurate showing of who is the better tactician and player, rather than who rolls more of, or better dice in the post game sequence.

Scoring System

The person with the most points at the end of the weekend will be declared the winner, along with prizes for second and third place, and importantly, points for your University.

Points can be gained in three different ways:

- Playing and Winning
- Painting, modelling and gang selection
- Sportsmanship

Playing and Winning:

You will gain points depending on the result of each game you play. These are set out in the table below and will cover all possible game results.

Result Description Points

Massacre Your opponent bottles first (either by roll or voluntarily) and you suffer no out of actions. **20**

Major Victory Your opponent bottles first (either by roll or voluntarily) and you suffer less or equal out of actions than your opponent. **17**

Minor Victory Your opponent bottles first (either by roll or voluntarily) and you suffer more out of actions than your opponent. **13**

Draw Time is called and the game has not ended, or both players agree to call the game a draw. **10**

Minor Loss You bottle first (either by roll or voluntarily) and you suffer less out of actions than your opponent. **7**

Major Loss You bottle first (either by roll or voluntarily) and you suffer more or equal out of actions than your opponent. **3**

Annihilated You bottle first (either by roll or voluntarily) and your opponent has no out of actions. **0**

Painting, modelling and gang selection:

At lunchtime on the first day (which should be after the first game) please can you display your army on the board that you just played on, along with a legible copy of your gang roster and your name written somewhere (computer printouts would be preferable, There will be a basic sheet posted on the BURPS Nationals Website www.Studentnationals2005.com). The judges will then look at each gang and award points based on the following criteria.

- What You See Is What You Get. All models in the gang are representative of what is listed on your gang roster; i.e. carry the appropriate weapons, equipment and armour etc. **Up to 3 pts.**
- Every model is painted in at least three colours and based (minimum flock or other texture). **Up to 5 pts.**
- Detail has been applied to each model (e.g. some degree of shading, highlighting etc.). **Up to 5 pts.**
- The gang is painted to a very high standard. **Up to 2 pts.**
- There is some sort of 'wow!' factor in the gang. This may be a really cool conversion

or a great theme (Backgrounds and stories would be cool and worth a few points). These are easy points for a Necromunda gang, so make them count. Gangs that have bent the rules while being put together or are basically unsporting will lose points here. **Up to 5 pts.**

So the total points available to you from painting, modelling and gang selection are **20 pts.**

Sportsmanship:

For each game you will be provided with a form to fill in once the game is over. This will include a box to write in the sportsmanship mark you wish to award your opponent. You may award them between 0 and **3** points. Awarding 0 points represents you found your opponent particularly unsporting, perhaps because he was rude or constantly tried to bend the rules in unfair ways. Awarding **3** points represents you had one of the best games of Necromunda you have ever had where you found your opponent friendly and any disagreements were handled well. Note that sportsmanship points should not be awarded based on your opponent's army selection, only on how the opponent played the game. The player with the highest sportsmanship score will also gain another 2 bonus points; so being a good sportsman counts. Your sportsmanship points that your opponents award you will be added to your score at the end of the tournament, so just winning all your games won't guarantee you the victory.

Note that if you give or receive a large amount of 0's then questions may be asked by the judges as to the reasons why?

So in total there are the following points up for grabs.

Playing and Winning: **120**

Painting and Modelling: **20**

Sportsmanship: **20**

Judges are entitled to deduct points if a player argues heavily with them or disrupts the tournament in some way.

The final scores will be announced during the award ceremony and not before.

As a final point I would like to thank Matt Trindall for allowing me to blatantly plagiarise his rules from last year and for the modifications he suggested based on what he saw then. I hope everyone has as much fun as I did at Sheffield.