

Nunawading Wargames Association and The Gaming Verse present;

Necrolympics - Games of the MMXXVth Necrolympiad

Welcome, sports fans, gang members and hive scum to the greatest sporting spectacular in the entirety of Hive Primus! Representatives from the major Clan Houses will compete across three games for the greater glory of their house! So load your lasgun, gather your grynxs and polish your polearms because the flame is lit and competition is about to begin!

The Necrolympics is a one-day Necromunda event with a focus on fun, fair play and throwing a few twists in for established players. Games will be played with the Necromunda: Core Rulebook from 2023 and relevant expansions and errata. To check if a rule is relevant, please contact the tournament organiser.

Gang Composition

For this event, only the Clan House gangs may be used, namely Cawdor, Delaque, Escher, Goliath, Orlock, and Van Saar. Chaos and Malstrain corrupted gangs are not permitted and Incursion Gangs and Van Saar Tek Hunters are also not permitted. Gangs must be Law-Abiding (sorry Redemption fans).

Each player has 2000 credits to create their gang. When creating a gang, players may ignore the restrictions for including Hangers-on and Brutes based upon Reputation. A Gang must contain at least 7 members at creation. No Dramatis Personae. No vehicles or mounted fighters. No Gang Terrain. No Alliances. No House Agents. No House Favours. Any unspent credits are lost.

During gang creation, fighters may be equipped with any item from their House Equipment List, the Trading Post regardless of the Rare (X) but may not take items with the Illegal (X) designation. Fighters can still only be equipped with items available to their fighter type (gangsters cannot have special or heavy weapons, etc.).

Players are to prepare 10 card Gang Tactics decks, no more than 4 of which may be from their House-specific Tactics, meaning any deck will contain at least 6 "Generic" Tactic Cards. History of Violence, Dangerous Footing and Effigy of the Damned may not be included.

Gangs are to be created in Yaktribe, and must be submitted no later than 7 days prior to the event. Campaign invitations will be sent to ticket holders prior to the event.

Rules Changes

During the event, the following variations to the core rules will be used.

During the pre-battle sequence, the Recruit Hired Guns step is not used. During the post-battle sequence, the Collect Income and Visit the Trading Post steps are not used. In effect, players may never add new equipment or fighters to their gangs from any source (this includes fighters gained from gang tactics and equipment recovered from dead fighters).

In It to Win It

For the purposes of this campaign, the Bottle Checks and Fleeing the Battlefield steps of the End Phase are not used. Instead, if a Gang is not able to have at least 7 models on the table, that gang is considered to have Bottled Out. Simply put, if you can't field a team, you forfeit the match. Gangs may never voluntarily Bottle Out until they are unable to field at least 7 models, usually because they have no more gang members on "The Bench" (see below).

The Bench

All scenarios for Necrolympics use Hybrid Selection for Gang Selection. Players must choose one Leader or Champion then Randomly Select 6 other gang members. All remaining gang members become Reinforcements. Unlike a normal game, Reinforcements are not randomly drawn and do not enter in every End Phase. Instead, a player may "Sub" a player from the bench if they have fewer than 7 models Standing and Active at the start of the End Phase. A player may remove a friendly model that is not Standing and Active and return them to the Bench. Models removed in this way cannot rejoin the Battle. Subs enter from any friendly board edge that is eligible, do not roll to see which player deploys the model, the model may activate normally in the next turn. Seriously Injured and Webbed models on The Bench at the end of the game are resolved normally.

Leave it All on the Field

For this event, Victory is determined by the total of Victory Points gained by gangs during matches only. Having your opponent Bottle Out does not win you the game, only scoring VP wins you games. Should a player be ahead on VP, then Bottle Out, that player will still win the game. So if you're behind on the scoreboard, violence may not actually be the best option.

Sports Medicine

Gangs may perform the Medial Escort Post Battle Action for free as many times as they need to after each game.

Additional Rules

Offside

Should a Gang ever have more than 7 models Standing and Active on the battlefield at the start of a Turn, their opponent may declare "Offside". The player who declares "Offside" may immediately draw an additional random Gang Tactic from their deck. Both players may Declare "Offside" in the same turn.

Prizing

In keeping with the nature of this event, the majority of prizing will be awarded through play. Mission objectives and other play elements are able to be won by players during games and any remaining will be "drafted" at the end of the event. The overall winner of the event (after 3 Swiss rounds and splits) will receive a reward and other prizes may be awarded depending on entry.

A Note on Gang Construction

It is worth noting that the Necrolympics are not a typical Necromunda event, so a typical Necromunda gang may not be the ideal force to field for players seeking victory. Although missions will be revealed only on the day of the event, we can say that they will all be symmetrical, objective-focused and movement-intensive. As covered above, making your opponent Bottle Out will not guarantee victory, so the organisers suggest that you not get too distracted with your credits and Rare items and build a team intended to be flexible and score objectives efficiently.