



PLAYER PACK

7-8 NOVEMBER 2026

THE HOUSE OF WAR

52 Maroondah Hwy, Ringwood VIC 3134

**CLAIM THE GROUND. WORK THE TERRITORY. FEED THE
MACHINE.**

*LIVING DOCUMENT - FINAL RULES LOCK WILL BE CONFIRMED BEFORE THE
EVENT*

INDUSTRIAL REVOLUTION

ARCROMUNDA VI
5 BATTLE GAMES

3 OPTIONAL
RAIDS

1,200 STARTING
CREDITS

THE HOUSE OF
WAR

7-8 NOVEMBER
2026

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WELCOME TO INDUSTRIAL REVOLUTION

The furnaces are burning again.

Across the lower levels of Hive Arcromunda, forgotten workshops are reopening. Rusted machinery has begun to turn. Old transport lines are moving for the first time in decades. Territory that was once worthless now sits on top of fuel, scrap, labour, and opportunity.

Every gang wants a share.

Arcromunda VI: Industrial Revolution is a two-day Necromunda campaign event built around Territory control, Gang Upkeep, optional Raids, a restricted live Trading Post, and the pressure of keeping your crew alive and profitable.

OLD-SCHOOL CAMPAIGN PRESSURE. MODERN NECROMUNDA GAMEPLAY.

Arcromunda VI combines Territory income, Gang Upkeep, and a restricted Trading Post inspired by Necromunda 95 with modern Necromunda gameplay and Dominion-style campaign rules. It is not a direct recreation of either system. It is a two-day campaign designed to create hard choices, memorable gangs, and good stories.

CLAIM TERRITORY. GENERATE INCOME. PAY YOUR UPKEEP. SPEND CAREFULLY.

WEEKEND SCHEDULE

Battle Games are the core campaign rounds and contribute to your event results. Raid Games are optional side games. You may take part in a Raid or choose to wait for the next Battle Game without penalty.

The timetable below is our planned schedule, but it may change on the day. If games and post-game sequences finish early, we may shorten the time between rounds so the event can finish earlier.

DAY 1 - SATURDAY

9:00-9:15 am Registration, setup, and player briefing

9:15-11:15 am Battle Round 1

11:15-11:30 am Post-game sequence and break

11:30 am-12:30 pm Raid Window 1 - optional

12:30-1:30 pm Lunch and Gangs on Parade vote

1:30-3:30 pm Battle Round 2

3:30-4:00 pm Post-game sequence and break

4:00-6:00 pm Battle Round 3

6:00-6:30 pm Post-game sequence and Day 1 wrap-up

DAY 2 - SUNDAY

9:00-9:15 am Arrival and setup

9:15-10:15 am Raid Window 2 - optional

10:15-10:30 am Post-game sequence and break

10:30 am-12:30 pm Battle Round 4

12:30-1:15 pm Lunch

1:15-2:15 pm Raid Window 3 - optional

2:15-2:45 pm Post-game sequence and break

2:45-4:45 pm Battle Round 5

4:45-5:15 pm Final post-game sequence and pack-up

5:15-5:45 pm Final results and awards

EVENT STRUCTURE

TWO DAYS IN THE HIVE

START 9:00 AM

BATTLE GAMES: 2 HOURS

RAIDS: 1 HOUR

RAIDS ARE OPTIONAL

SCHEDULE

SUBJECT TO CHANGE

EARLY FINISHES

MAY MOVE THE NEXT ROUND FORWARD

PAGE 3

THE GOLDEN RULES

PLAY FOR THE STORY
THE CAMPAIGN ENDS ON SUNDAY.
THE STORIES LAST FOREVER.
IF IN DOUBT:
4+ IT AND KEEP PLAYING.
PAGE 4

CODE OF THE HIVE

RULE 1 - PLAY FOR FUN

Necromunda is a game of chaos, bad luck, unlikely heroes, and stories that survive long after the campaign ends. Play hard. Take risks. Laugh when the dice betray you.

RULE 2 - BE A GOOD WINNER

Winning is part of the game. How you win matters more. Celebrate clever plays and dramatic charges, but remember that there is another player across the table.

RULE 3 - DO NOT BE THAT GUY

Roll dice clearly. Measure openly. Stay engaged when the game turns against you. Help your opponent remember rules that benefit them. Resolve uncertain situations fairly and keep the game moving.

RULE 4 - PAINT YOUR DAMNED GANG

Arcromunda is a hobby event as much as it is a gaming event. Bring a gang that looks like it belongs in the underhive.
BE THE PERSON PEOPLE WANT TO PLAY AGAIN NEXT YEAR.

GANG RECRUITMENT

Every player begins Arcromunda VI with 1,200 credits to recruit their starting gang.

STARTING GANG COMPOSITION

- Exactly 1 Leader
- 0-2 Champions
- 0-1 Specialist
- 0-1 Brute or Hanger-on
- 0-2 Mounts
- Ash Wastes Nomads may take 1 additional Mount, for a maximum of 3

Your gang must still follow its normal faction composition rules unless an Arcromunda VI rule specifically says otherwise.

APPROVED GANGS

- House Cawdor
- House Delaque
- House Escher
- House Goliath
- House Orlock
- House Van Saar
- Palanite Enforcers
- Ironhead Squat Prospectors
- Ash Wastes Nomads

ALLOWED SOURCES

Fighters, equipment, generic Brutes, generic Hangers-on, and generic Hired Guns may be selected from the books associated with your gang. Prospects, Mounts, and Brutes published in the Core Rulebook or official campaign books may also be used where normally available to your gang.

NO NAMED ANYTHING

- No named fighters
- No named Hired Guns
- No named Brutes
- No named Hangers-on
- No Dramatis Personae
- No unique named characters under any other heading

If it has a proper name and a prewritten identity, leave it at home.

Vehicles are not used at Arcromunda VI.

BUILD YOUR CREW

STARTING CREDITS: 1,200
LEADER: EXACTLY 1
CHAMPIONS: 0-2
SPECIALIST: 0-1
BRUTE OR HANGER-ON: 0-1
MOUNTS: 0-2
NOMADS: 0-3
NO NAMED ANYTHING
NO VEHICLES
PAGE 5

THE HIGHLANDER RULE

THERE CAN BE ONLY ONE. COMMON EQUIPMENT MAY BE REPEATED. ONE FIGHTER MAY CARRY A PAIR OF THE SAME WEAPON. DO NOT DUPLICATE RESTRICTED OPTIONS ACROSS THE GANG. RANDOMLY ROLLED DUPLICATE SKILLS ARE ALLOWED. BUILD CHARACTERS, NOT CLONES. PAGE 6

The Highlander Rule

Arcromunda gangs should feel like a collection of underhive characters. They should not feel like they came off a production line.

We want to see strange fighters, questionable equipment choices, ambitious Juvies, battered Champions, and people carrying weapons they probably should not be trusted with.

We do not want to see the same powerful combination copied across half the gang.

So Arcromunda VI uses the Highlander Rule.

There can be only one.

The Highlander Rule limits repeated high-impact weapons, equipment, and upgrades.

Common gang equipment can still be repeated where it makes sense. We are not trying to stop Orlocks from carrying autoguns or Escher fighters from wearing sensible armour.

We are trying to stop the gang becoming a row of identical special-weapon platforms.

The following should not be duplicated unless an Arcromunda VI rule specifically allows it:

- Special weapons
- Heavy weapons
- Rare or Illegal weapons
- Rare or Illegal equipment
- Goliath Gene-Smithing upgrades
- Escher Chem-Alchemy options
- Orlock Legendary Names
- Other faction-specific upgrade engines
- Brutes of the same type
- Hangers-on of the same type

PAIRED WEAPONS ON ONE FIGHTER

A single fighter may carry two copies of the same weapon where their fighter entry and normal equipment rules allow it. For example, one fighter may carry two plasma pistols or two power swords.

This exception allows a paired loadout on one fighter. It does not allow the same restricted weapon to be duplicated across multiple fighters.

Skills

You may not deliberately choose the same skill more than once.

However, if you pay for a random advancement and roll a skill that someone else already has, that is allowed.

You took the risk.

The dice made the decision.

Keep the skill.

The Highlander Rule applies during gang creation and throughout the event.

Build characters, not clones.

GANG PRESENTATION

All models used during Arcromunda VI must be fully painted and based to a reasonable tabletop standard. Unpainted, undercoated, or unfinished models may not be fielded.

CORE PAINT RUBRIC - 80 POINTS

The core rubric awards 30 checklist points, then scores the best extra-detail, basing, and wow-factor categories. Gangs on Parade and TO choice can each add up to 10 points, for a maximum Gang Presentation score of 100.

DAMN, THAT LOOKS COOL.

PAINT YOUR DAMNED GANG

HOBBY MATTERS GANG PRESENTATION

100 POINTS

CORE RUBRIC: 80

PLAYER VOTE: 10

TOs' Choice: 10

PAGE 7

PAINT RUBRIC

CORE SCORE

80 POINTS

**BEST SCORES
COUNT**

DETAILS: BEST 6

BASES: BEST 2

WOW FACTOR:

BEST 2

PAGE 8

GANG PRESENTATION RUBRIC

CHECKLIST SCORES - 30 POINTS

- Minimum painted standard - 20 points
- Bases completed - 5 points
- Gang cohesion - 5 points

EXTRA DETAILS - BEST 6 SCORES COUNT - 30 POINTS

- Freehand paint
- Lighting effects
- Airbrushing
- Skin
- Non-metallic metal
- Battle damage
- Gang cohesion and theme
- Colour scheme and colour selection
- Fine details
- Highlights and shading

BASES: EXTRA EFFORT

BEST 2 SCORES COUNT - 10 POINTS

- Markings
- Paint
- Conversion details
- Theme / cohesion

WOW FACTOR

BEST 2 SCORES COUNT - 10 POINTS

- Display board
- Gaming tools
- Costume
- Props
- Background story
- Electronics / technology
- Gang roster and fighter cards

PLAYER CHOICE: UP TO 10 POINTS

TOs' Choice: UP TO 10 POINTS

MAXIMUM TOTAL: 100 POINTS

GANGS ON PARADE

During the Day 1 lunch break, every player places their gang on display and casts one confidential vote for their favourite gang. Players may not vote for their own gang.

HANDY HINT

Put a small plaque or piece of paper beside your display showing both your gang name and your own name. Players will remember which gang they liked, but they may not remember who it belonged to. Clear labels make it much easier for people to cast their vote correctly.

GANGS ON PARADE BONUS

Any number of gangs tied on the same vote total receive the same bonus. Ties do not skip the next bonus level. The next lower distinct vote total receives the next lower bonus.

TOs' CHOICE BONUS

Rob, Leigh, and Anthony each independently rank their top five gangs using the same 10, 8, 6, 4, and 2 point scale. Their totals are combined. The gangs are then ranked by combined TO score using the same bonus scale. Ties receive the same bonus.

DAY 1 HOBBY VOTE

BONUS PAINT POINTS

DAY 1 LUNCH BREAK

PLAYER VOTE

10 / 8 / 6 / 4 / 2

TOs' CHOICE

10 / 8 / 6 / 4 / 2

HANDY HINT

LABEL YOUR DISPLAY WITH YOUR GANG NAME AND YOUR NAME.

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HOBBY STANDARDS

READABLE CREWS
WHAT YOU SEE
IS WHAT YOU GET
CLEAR MODELS
CLEAR GAMES
PAGE 10

WYSIWYG

Your opponent should be able to look across the table and understand what each fighter is carrying without repeatedly checking your roster.

MUST BE MODELLED

- Basic weapons
- Special weapons
- Heavy weapons
- Two-handed melee weapons

MAY BE HIDDEN

- Pistols
- Grenades
- One-handed melee weapons
- Small items of personal equipment

If an item is visibly modelled, it must match the fighter roster. A visible laspistol cannot be treated as a bolt pistol. A power sword cannot be treated as a power axe.

BRING CHARACTER, NOT CONFUSION.

CONVERSIONS AND 3D PRINTING

Necromunda is at its best when gangs feel personal, strange, and full of character. Conversions, kitbashes, scratch-built fighters, and 3D-printed parts are welcome at Arcromunda VI.

CONVERSIONS AND KITBASHES

- Fit the industrial hivepunk atmosphere of Necromunda
- Clearly represent weapons under the WYSIWYG rules
- Be easy for an opponent to identify
- Use an appropriate base size
- Avoid misleading visual details

3D PRINTED MODELS AND PARTS

3D-printed heads, weapons, bodies, bases, Mounts, scenic elements, and complete models are permitted if they fit the setting, remain clearly readable, and follow WYSIWYG.

3D printing is welcome, but hobby prizes also recognise the effort involved in converting and presenting official Games Workshop miniatures. If two entries are otherwise tied for a hobby prize, an entry built from fully Games Workshop models may be used as the tie-breaker over an entry made primarily from complete 3D-printed models.

This is not a ban on 3D-printed models. It is simply a possible tie-breaker for hobby judging when two entries cannot otherwise be separated.

Do not bring unauthorised direct copies of commercially available miniatures.

Players who are unsure whether a model is suitable should contact the organisers before the event.

CAMPAIGN AND HOUSE RULES

HIVE-APPROPRIATE
KITBASHES

SCRATCH BUILDS

3D PRINTS

WELCOME

HOBBY PRIZE

TIE-BREAKER

FULL GAMES

WORKSHOP MODELS

MAY BREAK AN

OTHERWISE EVEN

TIE.

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PEER SCORING

AFTER EACH
BATTLE

**SPORTSMANSHIP:
10**

GANG

COMPOSITION: 10

MAXIMUM: 20

**7 OR 8 IS A GREAT
SCORE**

**SPEAK TO A TO
BEFORE GIVING A
1 OR 10**

**KEEP YOUR
SCORES PRIVATE**

FAVOURITE

PLAYER MAY

**COME FROM A
BATTLE OR RAID**

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SPORTSMANSHIP AND PEER GANG COMPOSITION

After every Battle Game, privately score your opponent in two areas.

SPORTSMANSHIP - OUT OF 10

Score the player you just faced. Think about whether they played openly, kept the game moving, helped resolve rules fairly, and made the battle enjoyable even when the dice turned against them.

PEER GANG COMPOSITION - OUT OF 10

Score the opposing gang. Think about its theme, variety, character, and whether it embraced the spirit of Arcromunda and the Highlander Rule.

Each Battle Game is therefore worth a maximum of 20 peer-scored points: 10 for Sportsmanship and 10 for Gang Composition.

KEEP SCORES PRIVATE

Keep the scores you give to yourself. Do not compare scores with your opponent during the weekend.

USE THE FULL SCALE

In past events, some players gave maximum Sportsmanship scores in every game. That makes the scores less useful.

A score of 7 or 8 is still a great score and represents a very good opponent or gang. A 10 should be exceptional. A 1 should indicate a serious concern.

Please speak to a TO before submitting a score of 1 or 10.

FAVOURITE PLAYER

At the end of the weekend, choose your favourite player from anyone you faced in either a Battle Game or a Raid Game.

Favourite Player votes will be used to help break ties.

TERRITORIES

Territories are the heart of Arcromunda VI. They generate income, create objectives during Battle Games, and reward players with in-game or post-game perks when those objectives are achieved.

STARTING TERRITORIES

Every gang always has its permanent Settlement and two additional Territories. New Territories create choices; they do not increase the number of Territories a gang owns.

TERRITORY RATINGS

Hard and Extreme Territory activation points are still being finalised.

CLAIM THE GROUND

THE HEART OF
THE EVENT
SETTLEMENT
+ TWO
TERRITORIES
ALWAYS
INCOME
OBJECTIVE
PERK
PAGE 13

SCORE AND SURVIVE

BATTLE GAME SCORING

MAX TERRITORY BP

5 PER BATTLE EACH OBJECTIVE SCORES ONCE PAGE 14

TERRITORY OBJECTIVES

When Battle Game pairings are generated, each pairing also receives one random Territory. Both players may attempt that Territory objective during the game.

AVAILABLE OBJECTIVES

- Your permanent Settlement
- Your first held Territory
- Your second held Territory
- The random Territory generated for the pairing

Each individual Territory objective may only score once per game. Completing the same objective multiple times does not award additional Battle Points.

BATTLE GAME SCORING

A winner can score up to 20 points. A draw can score up to 15 points. A loss can still score up to 10 points.

WORKING TERRITORIES

A Territory only generates income if an eligible fighter is assigned to work it during the post-game sequence.

Working a Territory and visiting the Trading Post are post-game actions. Each eligible fighter may normally perform one post-game action.

A fighter with a skill that allows two post-game actions may visit the Trading Post and work one Territory. A fighter may never work more than one Territory during the same post-game sequence.

WHO CANNOT WORK A TERRITORY?

- Juves
- Prospects
- Brutes
- Hangers-on
- Hired Guns

Fighters who would not be available for the next Battle Game

Fighters using their only post-game action to visit the Trading Post

AVAILABLE TERRITORIES AFTER A BATTLE

INCOME AND POST-GAME ACTIONS

POST-GAME
CHOICES
WORK OR TRADE
ONE ACTION
SKILLS MAY
ALLOW
TWO ACTIONS
PAGE 15

QUICK REFERENCE

AFTER EVERY BATTLE BATTLE GAMES TRIGGER UPKEEP UPDATE BEFORE THE NEXT GAME FAITH FEEDS THE MASSES

Because of the nature of House Cawdor, a Cawdor gang is treated as one gang-size bracket smaller when calculating Upkeep. Cawdor can never be reduced below the smallest bracket.

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BATTLE POST-GAME SEQUENCE

Record the win, draw, or loss in the Arcromunda Hub.

Record Territory Battle Points, capped at 5.

Record Scenario Battle Points, capped at 5.

Resolve injuries, fighter availability, XP, kills, advancements, and scenario-specific effects.

The winner decides whether to claim the random Battle Territory. This decision is made before income is generated.

Assign eligible fighters to post-game actions.

Work available Territories and generate income.

Apply Gang Upkeep.

Resolve Trading Post visits and purchases.

Update the gang roster before the next game.

CLAIMING THE BATTLE TERRITORY

The winner may replace one of their two non-Settlement Territories with the random Battle Territory. The Settlement cannot be replaced. The winner may still work the random Battle Territory during this post-game sequence even if they decide not to keep it.

RAID GAMES

Raid Games are optional one-hour side games played between Battle Rounds. They do not affect your Battle Game record, do not use Tactics Cards, and do not trigger Gang Upkeep.

RISK A TERRITORY

Before a Raid begins, each participating gang chooses one of its two non-Settlement Territories and places it at risk. The Settlement cannot be risked.

RISK AND REWARD

Risk a weaker Territory to protect your valuable holdings, but generate a lower average Raid income. Risk a stronger Territory for a better average income, but accept the possibility that your opponent may steal it.

STEALING A TERRITORY

Some Raid scenarios allow the winner to steal the opposing gang Territory. When this happens, the two risked Territories are swapped before income is generated. Each gang then works the Territory it holds after the swap.

RISK AND REWARD

SIDE GAMES
OPTIONAL
ONE HOUR
NO TACTICS
CARDS
NO UPKEEP
PAGE 17

QUICK REFERENCE

AFTER EVERY
RAID

RISK ONE
TERRITORY

WORK ONE
TERRITORY

TRADE ALLOWED

NO UPKEEP

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RAID POST-GAME SEQUENCE

Record the Raid result in the Arcromunda Hub.

Resolve injuries, fighter availability, XP, kills, and Raid-specific effects.

Swap the risked Territories if the Raid result allows one to be stolen.

Assign eligible fighters to post-game actions.

Work the Territory now held after any swap.

Generate income from that Territory only.

Do not apply Gang Upkeep.

Resolve Trading Post visits.

Update the gang roster before the next Battle Round.

RAID INCOME

During the Raid post-game sequence, a gang may only generate income from the Territory placed at risk or received through the swap. Its Settlement and other held Territory do not generate income after a Raid.

LIVE TRADING POST

Arcromunda VI uses a live Trading Post.

Players may visit the Trading Post during the post-game sequence after a Battle Game or Raid Game by assigning an eligible fighter to trade.

The Trading Post has limited shared stock. Items may sell out during the weekend. Once an item has sold out, it is no longer available to purchase unless new stock is generated.

IF YOU SEE SOMETHING YOU NEED, DO NOT ASSUME IT WILL STILL BE THERE AFTER THE NEXT GAME.

The detailed Trading Post logic is managed through the Arcromunda Hub. Players do not need to memorise the generator rules.

**SPEND
CAREFULLY**

**THE MARKET
MOVES**

SHARED STOCK

LIMITED STOCK

ITEMS CAN

SELL OUT

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BATTLE GAMES ONLY

10-CARD DECK
CHOOSE 2

ARCROMUNDA
HUB TRACKS
AVAILABILITY

BRING THE
PHYSICAL CARDS
OR PRINTED
REFERENCES

RAIDS: NO
TACTICS CARDS
PAGE 20

TACTICS CARDS

Each player prepares a custom deck of 10 Tactics Cards before the event. Only officially published Tactics Cards may be included.

SELECTING CARDS

At the start of each Battle Game, each player chooses 2 available cards. Additional cards granted due to a difference in Gang Rating are resolved using the existing Necromunda rules and are drawn randomly from the remaining available cards.

USING THE ARCROMUNDA HUB

The Arcromunda Hub will help you select, track, and manage which Tactics Cards are available and which have already been used.

Even though the Hub manages the deck, we strongly suggest bringing the actual cards or printed reference copies to the table. Having the full card wording in front of you will speed up gameplay and avoid delays while players search for rules on a phone.

USING THE DECK

Once a card has been used, it is unavailable for the rest of the day.

If every card in the deck is used before the end of the day, the deck resets immediately.

All decks reset at the beginning of Day 2.

CURRENT BANNED CARDS

- History of Violence
- Dangerous Footing
- Effigy of the Damned
- Secret Stash
- Paid in Full

The organisers may update this list before the final rules lock.

EXPERIENCE AND LASTING INJURIES

EXPERIENCE

Each scenario lists its own XP rewards. These scenario-specific XP rewards replace the standard XP rewards for that game. Read the scenario briefing carefully and record XP during the post-game sequence.

LASTING INJURIES

Resolve and record Lasting Injuries using the standard Necromunda rules.

WORKING TERRITORIES AFTER AN INJURY

A fighter may work a Territory during the post-game sequence if they would be available to take part in the next Battle Game.

A fighter who would not be available for the next Battle Game cannot work a Territory.

INJURIES TELL STORIES. RECORD THEM.

SCARS TELL STORIES

TRACK THE
CONSEQUENCES
SCENARIO XP
OVERRIDES
STANDARD XP
LASTING INJURIES
ARE USED
PAGE 21

DIGITAL CAMPAIGN TOOLS

LIVE EVENT TOOLS

**BRING A DEVICE
INTERNET ACCESS
KEEP IT CHARGED
TABLET
SUGGESTED
PAGE 22**

ARCROMUNDA HUB

Arcromunda VI uses the Arcromunda Hub to manage the event. The Hub will be used for pairings, Territories, income, and campaign updates.

RECOMMENDED DEVICE

A tablet is suggested where possible because the larger screen makes it easier to review pairings, Territories, and campaign information. A phone is also suitable.

- Make sure your device can access the internet
- Charge it before each day
- Bring a charger or portable battery where possible
- Keep it available during the post-game sequence

MUNDA MANAGER

We suggest using Munda Manager for gang record keeping. Join the Arcromunda VI Munda Manager campaign before the event.

WHAT TO BRING

BEFORE THE EVENT

- Recruit a legal 1,200-credit starting gang
- Join the Arcromunda VI Munda Manager campaign
- Prepare your 10-card Tactics deck
- Check the final banned-card list
- Confirm your models are WYSIWYG compliant
- Paint and base every model you plan to use
- Read the final player pack
- Charge your device

BRING WITH YOU

- Your fully painted starting gang
 - Painted additional models for possible recruitment
 - A charged tablet or phone with internet access
 - A charger or portable battery
 - Access to the Arcromunda Hub and Munda Manager
 - Your Tactics Cards
 - Relevant rulebooks or digital rules references
 - Dice, tape measure, templates, tokens, and pens
- Display board, themed objectives, or hobby extras for Gangs on Parade

DO NOT FORGET YOUR GEAR

PRE-EVENT
CHECKLIST
CHARGED DEVICE
PAINTED GANG
TACTICS CARDS
RULES
REFERENCES
PAGE 23

ADRENALINE STIM INJECTOR

**40 CREDITS
ONE USE ONLY
KEPT IN THE
STASH
ROLL ON THE
MEDICAL ESCORT
TABLE AS
NORMAL
DO NOT ROLL OR
PAY THE 2D6 x 10
CREDIT COST
ONE MAY BE
PURCHASED AT
GANG CREATION
MORE MAY
APPEAR IN THE
LIVE TRADING
POST
PAGE 24**

ARCROMUNDA SPECIAL EQUIPMENT

ADRENALINE STIM INJECTOR

40 CREDITS - ONE USE ONLY

A fighter can be a major investment, and Arcromunda VI is only eight games long if you play every Battle and Raid. Losing a valuable fighter because the Medical Escort cost is beyond your gang can be devastating.

To give gangs another option, Arcromunda VI introduces the Adrenaline Stim Injector.

STASH ITEM

An Adrenaline Stim Injector is kept in the gang stash. It is not carried by a specific fighter and does not need to be assigned before a game.

USING THE INJECTOR

When resolving a Medical Escort, you may use an Adrenaline Stim Injector from your stash.

Roll on the Medical Escort table as normal, but do not roll or pay the 2D6 x 10 credit cost. The Adrenaline Stim Injector is used up and removed from the stash.

PURCHASING THE INJECTOR

A gang may purchase one Adrenaline Stim Injector for its starting gang at a cost of 40 credits.

Additional injectors may potentially become available through the live Trading Post during the weekend. Trading Post stock is limited and availability is not guaranteed.

FAQ - BATTLES, RAIDS AND TERRITORIES

Do I have to play the Raid Games?

No. Raids are optional. You can take part, risk a Territory, and chase extra income, or you can sit it out and wait for the next Battle Game.

Do Raid Games affect my Battle record?

No. Raids do not change your Battle Game win-loss record. They are side games for risk, income, Territory pressure, and campaign drama.

Do Raids use Tactics Cards or trigger Gang Upkeep?

No. Raid Games do not use Tactics Cards and do not trigger Gang Upkeep.

Can my Settlement be lost?

No. Your Settlement is permanent. It cannot be lost, stolen, replaced, or risked in a Raid.

How many Territories does my gang have?

Your gang always has a Settlement and two other Territories. You do not gain a fourth Territory. If you claim or swap into a new Territory, it replaces one of your existing non-Settlement Territories.

Can both players score the random Battle Territory objective?

Yes. Each Battle Game pairing receives a random Territory. Both players may attempt that Territory objective during the game.

Can I score the same Territory objective more than once?

No. Each Territory objective can only score once per game, and Territory Battle Points are capped at 5 in each Battle Game.

FAQ

BATTLES

RAIDS

TERRITORIES

KEEP PLAYING

FOR THE

OBJECTIVES

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FAQ

POST-GAME
WORK OR TRADE
NO NAMED
ANYTHING
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FAQ - GANGS, TRADING AND POST-GAME ACTIONS

Can the winner work the random Battle Territory if they do not keep it?

Yes. The winner may work the random Battle Territory during the post-game sequence even if they choose not to keep it. The keep-or-reject decision is made at the end of the game, before income is resolved.

Can I visit the Trading Post after a Raid?

Yes. You may visit the Trading Post after a Battle Game or a Raid, provided you assign an eligible fighter to trade.

Can a fighter work a Territory and visit the Trading Post?

Normally, no. Working a Territory and visiting the Trading Post are both post-game actions. A fighter with a skill that allows two post-game actions may work one Territory and trade in the same post-game sequence.

Who cannot work a Territory?

Juves, Prospects, Brutes, Hangers-on, Hired Guns, fighters who would not be available for the next Battle Game, and fighters using their only post-game action to trade cannot work Territories.

Are named characters allowed?

No. No named anything. No named fighters, named Hired Guns, named Brutes, named Hangers-on, Dramatis Personae, or unique named characters. If it has a proper name and a prewritten identity, leave it at home.

Are vehicles, Mounts and Prospects allowed?

Vehicles are not being used. Mounts are allowed: 0-2 for most gangs and 0-3 for Ash Wastes Nomads. Prospects are allowed where normally available, but Prospects cannot work Territories.

Can I buy an Adrenaline Stim Injector?

Yes. A gang may buy one for its starting roster for 40 credits. It is a one-use stash item. Additional injectors may appear in the live Trading Post.

FAQ - HOBBY, CARDS AND RULES QUESTIONS

Do all models need to be painted?

Yes. Every model used during Arcromunda VI must be fully painted and based to a reasonable tabletop standard. This includes recruits, Brutes, Hangers-on and Mounts you may add during the weekend.

Can I bring conversions or 3D prints?

Yes. Conversions, kitbashes, scratch builds and 3D-printed parts are welcome. They must be clear, WYSIWYG, hive-appropriate, painted, based, and easy for your opponent to understand.

Can I vote for my own gang in Gangs on Parade?

No. You may not vote for your own gang.

When do Tactics Cards reset?

Used cards are unavailable for the rest of the day. If you use every card in your deck before the end of the day, the deck resets. All decks reset at the beginning of Day 2.

What if the Trading Post sells out?

If an item sells out, it is gone unless new stock is generated later. Do not assume an item will still be available after the next game.

Wild Grenades and Shells

Arcromunda VI uses the Wild Grenades and Shells rule from page 237 of the Necromunda Core Rulebook only when the centre of the Blast marker is not over a fighter.

If the centre of the Blast marker is over a fighter, use the normal Blast and scatter rules instead.

How are Sportsmanship and Gang Composition scored?

After each Battle Game, privately score your opponent out of 10 for Sportsmanship and out of 10 for Peer Gang Composition. Keep your scores private and speak to a TO before giving a 1 or 10.

FAQ

CARDS

HOBBY

BLASTS

ASK EARLY IF

UNSURE

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GANG UPKEEP

**A PERCENTAGE
OF TOTAL INCOME
INFLUENCED BY:
GANG SIZE
BRUTES
HANGERS-ON
BATTLE GAMES
ONLY
RAIDS DO NOT
TRIGGER UPKEEP
FAITH FEEDS THE
MASSES
CAWDOR COUNTS
AS ONE
GANG-SIZE
BRACKET
SMALLER
PAGE 28**

PERCENTAGE-BASED GANG UPKEEP

Arcromunda VI uses a percentage-based Upkeep system.

After each Battle Game, first calculate the gang's total income from every source worked or generated during that post-game sequence.

The gang then pays a percentage of that total income as Upkeep.

WHAT AFFECTS THE PERCENTAGE?

The Upkeep percentage is influenced by:

- The total number of fighters in the gang
- Whether the gang includes Brutes
- Whether the gang includes Hangers-on

Larger gangs and gangs supporting Brutes or Hangers-on will generally pay a higher percentage of their income in Upkeep.

HOUSE CAWDOR

Because of the nature of their gang, House Cawdor is treated as one gang-size bracket smaller when determining the Upkeep percentage.

Cawdor can never be reduced below the smallest gang-size bracket.

BATTLE GAMES ONLY

Gang Upkeep is applied after Battle Games only. Raid Games do not trigger Upkeep.

The Arcromunda Hub will calculate the correct Upkeep percentage and deduction. The final percentage bands and Brute/Hanger-on adjustments are still being finalised and will be published before the final rules lock.

RULES STILL BEING FINALISED

Arcromunda VI is still being developed. This document records the rules agreed so far and identifies the sections that are still being finalised.

OPEN ITEMS

- The final percentage Upkeep bands and Brute/Hanger-on adjustments
- The activation timing for Hard and Extreme Territories

Any remaining Battle-specific details

The detailed Territory list, objectives, perks, and income values

- The final scenario pack and scenario XP rewards

The final Gangs on Parade and TO voting administration process

- Any additions to the banned Tactics Card list
- Final Arcromunda Hub and Munda Manager access instructions

FINAL RULES LOCK WILL BE CONFIRMED BEFORE THE EVENT.

This document will be updated as the remaining campaign rules are locked in.

LIVING DOCUMENT

FINAL RULES LOCK

CHECK BACK BEFORE THE EVENT

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