

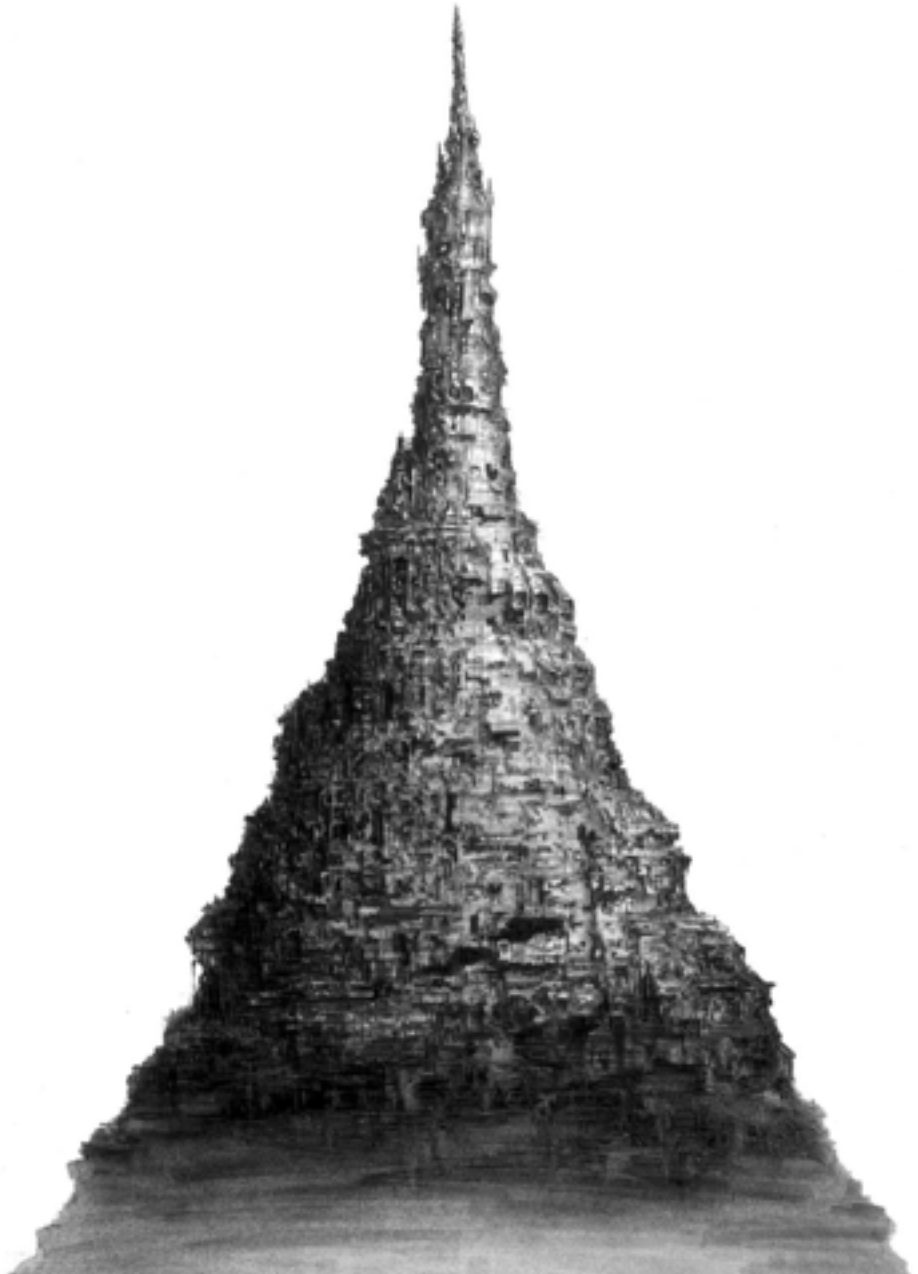
INTRODUCTION

Welcome to Angel's Canopy. Home to the cherubs of the badlands.

Angel's Canopy took its name from the vast of miles of ducting that ran in a perfect circle in the upper most part of the dome. The ducting, home to a strange bioluminescent substance, glowed with an eerie, almost green, glow. Being several miles into the air and with no known means of access, every hiver had a different theory as to what caused the fluorescence. However, no one knew for sure and anyone who ever tried reach these ducts, known colloquially as the halo, never came back. Eventually, everyone stopped trying and even Ratskin scouts refused to attempt the journey.

Sector 6, one of the dome's most central territories, now found itself with a large trading post run by a conglomerate of the Guild. Around sector 6, spilling out and expanding into sector 5 (the most central point of the dome) drinking holes, gambling dens and deprived entertainment districts thrived on the neutral ground in a region known locally as

Trash Vegas. Funded and ran by an investment partnership of all the Guilds, Trash Vegas kept the credits flowing like Wildsnake for the dome's overlords. House Helmawr took its cut, of course, and thus supported the partnership's stewardship of the dome.



House Delaque enjoyed a lucrative security contract over the territories of sectors 5 and 6; their employment largely motivated by the Guilds fear of extremist insurrection lead by the deacons of the clans of Cawdor. The cult of redemption, in lieu of any other enemy in the dome, had turned the attention of their fiery oratory to the depravity of Trash Vegas; promising fiery retribution would bestow those who pledged their souls to a life of hedonism rather than that of prayer and penance. However, House Cawdor's aristocracy enjoyed their share of the wealth with exclusive rights to re-purpose the waste and industrial detritus of the dome. As such, despite the fury of the Deacons, House orders were to remain compliant and concentrate efforts on the security of their tenure.

House Escher had also found a calling among the streets of Trash Vegas. Such a place built on the bawdy created great demand for a variety of chem-stimms, hallucinogens, exotic poisons, chem-technics and, in equal measure, potent medicinal remedies. Roving gangs of Escher merchants traded openly under the watchful lenses of Delaque, their entry granted by a regular supply of synthesised psyker-chems being passed on in goodwill.

House Goliath saw constant mandates for construction, maintenance and refined material supply for the ever expanding district. Their forges burned brightly into the night to meet the raw material demands of a successful region. Everything from the fabric of the sectors buildings to the steel used in its machines found its genesis in the forges of the house of strength.

The mines and trading convoys of House Orlock found its prosperity as the dome's major importer of all raw materials and labour. Orlock caravan convoys arrived frequently from the Ash Wastes carrying all manner of required goods, ores, labour and even more exotic materials, their enterprise all commissioned from a variety of sources. On their down time, the gangs of House Orlock also found side business fulfilling debt recovery contracts on behalf of the various gambling dens and casinos of Trash Vegas.

House Van Saar took a more back of house role to the economy. Their job was to study and maintain the vast systems of archeotech that adorned the vaults of the guild, as well as keeping the weapons and munitions production lines that attracted lucrative trade to sector 5 in good order. Their reward was not only payment, but expedition contracts to recover archeotech that was then mandatorily leased to the guild on the understanding that house retained all official head lease rights. Just how the Van Saar aristocracy managed to broker such a deal was a mystery and many feared how the House had found a means of coercing the partnership into such a coexistence.

The Guild's economic success, shared between the major houses, had an unusual bi-product; relatively high social pacification. Occasionally, boarder wars broke out along the

dome's outer lands and more entrepreneurial gangs occasionally seized new territory from ailing rivals. However, by Necromunda standards, the population was fairly malleable and stability had now existed for some time without any major upheaval.

That was until the quake.

It was over in seconds but the devastation was beyond comprehension. Tremors ripped for hundreds of miles around, collapsing territories, burying entire towns, ripping apart manufacturing districts and even famously causing a forge to implode on itself. Millions were lost and, most inconveniently, a chasm, over 30 miles in circumference and unimaginably deep, had emerged on (or under) what was formally the area known as sector 5. In seconds, Trash Vegas, and the Guilds most central form of economic power, had plunged into the depths and in its stead the chasm of Angel's Fall now served to remind all of the literal collapse of Angels Canopy's truce.

Most eerily of all, the bioluminescent substance of the halo had started to fall. Falling majestically like a cosmic aurora, it was strangely beautiful to behold. However, outbreaks of madness amongst the population had started to be reported. Feverish acts of insanity had started to become more frequent and it became rumoured that those who succumbed to it started to act in a manner only heard of in the old tales of the plague stricken.

As if that was not worse enough, reports of all manner of monsters and beasties emerging from the fall started to flood the offices of the Arbites. It dawned that the issue was not only the infighting of those who wanted to dive down the fall, but also who (or what) was looking to come upwards...

The Great Houses started to prepare for the inevitable - the mad dash to dive down and claim the riches of the fall and, above all, make their way below to prospect new, untold, wealth and sources of power from the guild vaults and remnants of Trash Vegas. For House and for glory!

However, there was one small problem. The quake has caused chaos and instability; the peace induced by the dome's economy was gone and it's ruling class either garrisoned in sector 6 or laying broken and dead at the bottom of the fall. Every gang smelled opportunity for expansion and, with many gang's territories in tatters, there was nothing to lose.

So, as the dust settled, the Houses went to war.

THE WEEKEND

What:

The Ballad of Angel's Canopy is a Necromunda Underhive narrative campaign event and its narrative champion will be crowned, or brutally tattooed as is fitting for the Underhive, the winner of the Necromunda GT 2019.

The weekend uses the rules from the latest 2018 compendium rule book and lists drawn from the 2018 Gangs of the Underhive book or the latest PDF lists for Genestealer Cult, Chaos Cult and Venators from the book of Peril.

The GT is a 6 game arbitrated narrative event with a competitive flavour.

The first 5 games will determine our champion, game 6 will be a big multiplayer game played after the awards and is for all the players to close off their weekend in style!

Players will spend 1500 credits on their gang using the latest Skirmish rules. The usual post game sequence will not be in play but, don't worry, there will be some between game events to keep the narrative flowing! The pack will use a number of existing 2018 rule book scenarios and customised scenarios of our own creation. The details for gang selection and scenario overview are all detailed later on.

When:

Friday 13th September 2019: Monster Hunt Social

Saturday 14th - Sunday 15th September 2019: The Ballad of Angel's Canopy

Where:

The Lee Valley Indoor Athletics Centre, 61 Meridian Way, Edmonton, London N9 0AR, UK.

Where can I get tickets:

Tickets can be purchased from our webstore for just £40.

EVENT TIMINGS

Saturday September 14th

09.00: Doors Open

09.00-09.45: Arrival / Registration

09.45-10.00: Setting the scene

10.00-12.30: Game 1

12.30-13.30: Break

13.30-16.00: Game 2

16.00-18.30: Game 3

Sunday 15th September

09.00: Doors Open

09.30-12.00: Game 4

12.00-13.00: Break

13.00-15.30: Game 5

15.30-16.00: Announcements and Prizes

16.00-18.00: The Game 6 finale (Optional
multiplayer finale game)

THE GROUND RULES

The rule of cool: This is a narrative campaign. If you want to be gamey you're in the wrong place hiver! When cool stuff happens, even if it's to your detriment, play it out with a smile. Then take your brutal revenge of course.

You will have the opportunity to award Cool points to the opponent you felt gave you the best all round narrative game play and sportsmanship. Cool points are an official score so bear that in mind!

WYSIWYG: All starting guns must be accurately represented on the model. However, equipment such as respirators, grenades and knives which could be concealed within a pouch or sheath does not but please make sure your opponent is aware of all equipment and that they have a copy of your roster for reference during the game.

Any proxying or representations that an Arbitrator deems too confusing will be disallowed.

All models must be on correct size bases.

Painting: Part of the beauty of the hobby is having painted models on the table as this really adds to creating the atmosphere and immersion we all love. As such, unpainted models are **not** allowed to take part. All models must be painted to three colours minimum and have a painted base.

Anyone using unpainted models will be asked to remove them from play.

The Arbitrators: The Arbitrators are the referees and will assist in settling any rules queries. However, Arbitrators are also the narrative GM's - do you and your opponent want to play out something cool or need to think of a way of representing a cool event on the table? Give us a shout, we will gladly help.

The Arbitrators' word is final.

FOUNDING A GANG

- ❖ All players have a budget of 1500 credits to form their gang using the normal rules for forming a gang from the 2018 Gangs of the Underhive book. Spare credits do not carry over or get added to any stash.
- ❖ Leaders and Champions take a starting skill as usual. Players may then allocate 4 free skills and 2 stat increases to any models of their choosing as follows:

THE BALLAD OF ANGEL'S CANOPY

LGT 2019

- Leader: 1 free starting skill and up to 2 additional skills and up to 1 stat increase.
 - Champions: 1 free skill and up to 1 additional skill and up to 1 stat increase.
 - Juves: 1 free skill.
 - Specialists: 1 free skill and stat increase.
 - These skills do not count towards the gang rating, they are totally free.
- ❖ Gangs must have a minimum of 10 members.
 - ❖ Hangers on, Special Characters and Hired Guns are allowed but do not count towards the minimum gang member count. Only one of each type of hanger on, hired gun or special character is allowed.
 - ❖ Gangs can be founded from any of the 6 Great House lists from the 2018 Gangs of the Underhive book or the latest Genestealer Cult or Chaos Cult PDF or Venator gang from the book of peril.
 - ❖ Gangs may only be equipped with equipment from their house equipment list (note: this refers to the most up-to-date lists found in the latest Gangs of the Underhive book release).
 - ❖ Common and rare items are not allowed in the starting gang. Players will need to loot for their rare gear (see Prospector points)!
 - ❖ The one exception is exotic pets are allowed. For the avoidance of doubt, they do not count towards the minimum member count.
 - ❖ Brutes are allowed. For the avoidance of doubt, they do not count towards the minimum member count.
 - ❖ All gangs have to be registered on www.yaktribe.games using the Underhive Tools and added to the campaign manager. To be added, please contact necromundagt@gmail.com and we will add you in due course. Please note, only those who have bought tickets will be added.

WHAT DO I NEED TO BRING?

- ❖ Dice including ammo and injury dice
- ❖ A copy of both the Necromunda 2018 rulebook and the 2018 Gangs of the Underhive supplement
- ❖ Tape measure
- ❖ Blast and flamer templates
- ❖ Tactics cards – A deck of between 15-20 cards should make up your deck. Dangerous footing, History of violence and Death trap are not permitted.
- ❖ 6 objective/loot markers
- ❖ Full Necromunda token set
- ❖ Pencils for recording new stats and weapons
- ❖ 3 printed copies of your gang roster from Yaktribe
- ❖ Printed gang cards from Yaktribe

SCORING

Winning the scenario - 5

Drawing the scenario - 2

Loosing the scenario - 0

Take the enemy leader OOA - 2

Keep your leader alive - 2

Did not bottle - 1

Every safe cracked - 1

Cool points - *Potentially 25!* At the end of game 5 on Sunday, we will ask you to nominate the opponent that you wish to allocate your 5 cool points to. The best way to think of this is like a “narrative champion” and “sportsman” award all rolled into one. We ask players to carefully consider who gave them the best and most fun game not only based on sportsman like manner but also by driving narrative in the game and really trying to give the game a unique flavour. If you manage to do this for all of your opponents over the weekend its worth as much as 5 wins so bare this in mind!

Tiebreaker: In the event of a tiebreaker situation, the total number of prospector points a player earned over the weekend will be used to determine who ranks higher!

PRIZES

- 1st place, 2nd place and 3rd place
- Painting 1st place (Independent judge vote)
- Coolest player (the player awarded the most cool points)
- Coolest gang (player vote)
- The broken stub gun

TRAUMA POINTS, PROSPECTOR POINTS AND THE POST GAME SEQUENCE

In order to keep the narrative flavour to The Ballad Of Angel’s Canopy, we will be using a streamlined version of the usual post game sequence and injuries. This is facilitated by introducing the Trauma point and Prospector point systems as detailed below.

These are designed to give players decisions to make when committing a crew to a fight and to encourage some development and cool narrative opportunities! However, the below system means that players will not have to record any lasting injuries, manage credits/territory or do any post game actions that require lengthy book keeping. It is an event after all!

THE BALLAD OF ANGEL'S CANOPY

LGT 2019

As such, we will be using the resurrection system but with the following modification.

TRAUMA POINTS: IT'S LONELY DOWN HERE. VERY LONELY INDEED. THE FALL IS A TREACHEROUS PLACE AND RESTING, EVEN FOR A MOMENT, WILL GET YOU KILLED. NOT EVEN YOUR CREW ARE WILLING TO STICK AROUND IF YOU NEED TO REST.

When any of your models go out of action you must roll a D6 and consult the following:

- ❖ On a 1-2 the model does not gain any trauma points
- ❖ On a 3-5 the model gains 1 trauma point
- ❖ On a 6 the model gains 2 trauma points

Record a model's trauma points on your gang card or on a spare roster as it will carry these points between all of its games or until these points are removed. Trauma points can be removed by spending Prospector points on treatment (see Prospector points).

For every trauma point a model has at the start of a game, it is assumed it starts the game with that many flesh wounds. If these flesh wounds mean the model would start the game with T0, it will immediately go out of action upon its first activation but does not gain anymore trauma points!

When undergoing random crew selection, players must still always put the ganger card for models with trauma points into the selection deck.

PROSPECTOR POINTS: SINCE THE FALL, YOUR HOUSE ORDERS HAVE BEEN SIMPLE; CLAIM THE RICHES OF THE FALL. THE CONGLOMERATE USED THE VERY FINEST IN HIDDEN SAFE TECH TO STASH RARE WEAPONS, ARMOUR, MEDICINES AND VALUABLE ARCHEOTECH. WITH EVERYTHING IN SUCH DISARRAY ALL VENDORS ARE GONE AND THE IMPERIAL CREDIT IS TEMPORARILY WORTHLESS. IF YOU WANT TO SURVIVE, YOU WILL NEED TO RAID THIS TECH AND EITHER TOOL UP OR TRADE IT LIKE THE ASH WASTERS. BETTER GET CRACKIN'!

These rules will be used in every scenario for the GT. Players score prospector points by raiding safes. The rules for these are detailed below. Players are to assume that these rules are in effect unless stated otherwise in the scenario.

SAFES - THESE CONTAIN THE JOY YOU'RE LOOKING FOR.

The game always starts with safes that are placed on the board as defined by the scenario.

The placement of the safes will either be written on the scenario or will be announced by the TO.

A safe can only be raided by a model if they are within 1" from the safe, not engaged and as long as there are no enemy models also within 3" of the safe (unless that model is seriously injured).

Any crew member can spend a basic action to attempt to raid a safe by **either** passing an intelligence test **or** spending a basic action to attack the safe with a melee weapon or pistol as they try to crack it open with brute force! The hit is assumed to automatically hit but the safe is assumed to be T5 with a 5+ armour save. Do not roll an injury die, if the attack goes through the safe is cracked.

If the model fails in his/hers attempt to raid the safe, the model automatically suffers a D3+1" knock back and is pinned as the safe's electro-defences kick in!

Successfully raiding a safe earns the crew D3 Prospector points which are added to the gang's point stash.

Once a safe is raided it is destroyed and removed from the board.

THE POST GAME SEQUENCE: THE ANARCHY OF DOME BRINGS OPPORTUNITY AND YOUR NOT ONLY HERE TO SURVIVE BUT ALSO TO THRIVE.

In place of the usual post game sequence, players may choose to spend their prospector points on the following table. The cost in prospector points is shown in brackets and must be deducted from your total point stash.

- ❖ Trauma Rig (6): You find, or bargain the use of, a rare trauma rig used by high ranking Imperial field officers. This heals your open wounds, fusing together broken bones and stitching together torn sinew with no recovery time required. One model may remove all its trauma points.
- ❖ Medical supplies stash (4): Amongst the ruins, or a traders wares you find a supply of antiseptic, bandages and synthskin. One model may use these supplies to remove one trauma point.
- ❖ Field Medicae (2): You obtain a rudimental field medicae kit. While essentially nothing more than a crude stapler, the stimm boosts you find with it help to take the edge off. One model may ignore the effect of 1 trauma point for its next game but may not remove the point from its roster. A model may only ever use this once per post game.
- ❖ Contracted Assistance (12): You may recruit a single Hive scum or Hanger on of your choice. This may not be a named special character or a bounty hunter.

- ❖ **Rare Equipment (Varies, see below):** You find a piece of rare equipment that must have once belonged to the guild, or even a rival. It will cost its rarity value plus 1 for every full 50 credits in its cost as detailed in the trading post list. For example, a heavy flamer is usually Rare (10) with a credit value of 195 and therefore will cost 13 Prospector points. This must be able to be allocated to a model as per the equipment rules and may not be allocated to a hired gun, special character or hanger on. The model will keep this piece of equipment for the remainder of the GT and it cannot then be allocated to someone else. This may only be done once per post game per player. Common items count as rarity (6) for the purpose of working out their prospector point cost.

THE SCENARIOS

For all of these scenarios - deployment is resolved as per the rules for Zone Mortals and Sector Mechanicus deployment on p.119 of the Necromunda 2018 Rulebook.

Both Zone Mortals and Sector Mechanicus tables may be in use and players are expected to understand the difference in how terrain etc works on these tables. If you are unsure whether your table is a sector mechanicus or zone mortals table, please speak with an arbitrator. Scenarios will not necessarily follow the type (zone mortalis or sector mechanicus) given in the rulebook.

Game 1 - Arriving at the pit: *Orders received from the House are clear and it's time to move the edge zone of Angel's Fall to place your drop rigs in position. However, as you approach, a rival crew moves into the same area. You were hoping the fighting wouldn't start so quickly but you have no choice..they need to go.*

Players will be playing the "Stand-off" scenario as per p.124 of the Necromunda 2018 Rulebook.

THE SPOILS OF VICTORY: One safe is placed in the centre of the board. As this safe was at the edge of the drop, it is remarkably intact. If this safe is raided during the game it generates d3+2 prospector points. If one crew bottles out and flees the battlefield before this safe is raided, the other crew are assumed to raid the safe by default (this will only generate the standard D3 prospector points).

The crew who wins the scenario will automatically gain 2 bonus prospector points at the to represent them setting up their drop rigs and entering the pit ahead of their rivals! If the result was a draw, each player gains 1 prospector point. Losers, as is the Underhive, get nothing.

Game 2 - The Descent: *You cut your drop rig and look around you. Other lines are already cut on the floor, its clear you're not the first down here. You descend down a vast network and exit in a huge clearing. Where so much ground subsided in one go a whole settlement has become swallowed up and, weirdly, almost perfectly preserved. This outer settlement of Trash Vegas is illuminated..barley...and unreliably.*

THIS SCENARIO USED THE FORGOTTEN RICHES SCENARIO AS PER P. 138 OF THE NECROMUNDA 2018 RULEBOOK WITH THE FOLLOWING AMENDMENTS:

CREWS: This scenario uses the random selection (6) method. From battle round 2, players then gain D3 random reinforcements per turn that arrive via the rules for reinforcements on P.119 of the Necromunda 2018 Rulebook.

THE AREA WOULD BE PITCH BLACK IF IT WASN'T FOR THE ELECTRICAL FLARES OF DAMAGED TRASH VEGAS NEON AND TORN DUCTING. Pitch black rules (p120 of the Necromunda 2018 Rulebook) are in effect for this game however, **VISIBILITY FLARES BETWEEN GOOD AND THE PITCH BLACK:** At the start of each turn, after the priority roll, the player who lost priority rolls for visibility. The visibility for the turn will be 4D6".

If a triple is thrown, visibility is pitch black. Models cannot target any other model that is more than 3" away.

Models with Photo-goggles can always see up to 12" in the dark as per p.120 of the Necromunda 2018 rulebook.

AS THE FIGHTING HEIGHTENS, YOU CAN'T HELP BUT FEEL YOU'RE BEING WATCHED. SOMETIMES, YOU REALLY SHOULD TRUST YOUR GUT. PROBABLY BEST TO NOT STRAY TOO FAR FROM THE PACK: This scenario uses the "Horrors in the dark" special rules from p.139 of the Necromunda 2018 rulebook.

If a pitch black is rolled (a triple on the visibility roll), D3 random models per crew will be affected by the horror in the dark (roll separately for each crew). Resolve all of these immediately before commencing the turn. Any models that may only make 1 or 0 actions do so when chosen to activate.

Loot counters are not deployed, instead deploy safes as below: 3 safes are placed on the board before deployment. 1 directly in the centre of the board a 1 either side of this safe exactly 12" away. The three safes should end up in straight line down the centre of the board.

Game 3 - Viva Trash Vegas!

Bright light city gonna set my soul

Gonna set my soul on fire

Seen a rival crew thats going to burn, so get those stakes up higher

There's a rival crew makin' a move out there

And they're all livin' devil may care

And I'm just the hiver with the bullets to spare

Viva Trash Vegas! Viva Trash Vegas!

CREWS: Take your Leaders card and set it to one side, they will automatically be in the crew. If you have a brute, your leader will also insist on them being present. Players then randomly select their remaining crew up to a total of 8 models including the leader and brute if applicable. These are your starting crew. All other crew members go into reserve and D3 per turn from turn 2 onwards arrive via the reinforcements rules on p.119 of the Necromunda 2018 rulebook.

TACTICS CARDS: Select tactics cards as per the murder cyborg scenario rule on p.178 of the Necromunda 2018 rulebook.

"THAT VAULT LOOKS LIKE ITS GOT SOME SERIOUS LOOT IN IT. GET OVER THERE YOU SCUM AND KEEP THOSE FILTHY RATS OUT OF MY CASINO!" : Do not set up any safes. Instead, players must clear a 12"x12" square in the middle of the table*. This is the casino vault. Players must designate two entrances on opposite sides of the vault (I'd recommend using the bulkheads from the starter set!). The vault is treated as being an infinitely high impassable piece of terrain. Players then set up a computer terminal within 1" of the side of both doors to represent the control console. Players then place 6 safes within the boundaries of the vault (3 each and no restrictions on how close they are together).

CRACKING THE VAULT IS THE PRIMARY OBJECTIVE. TO ENTER THE VAULT, YOU NEED TO CRACK OPEN ONE OF THE DOORS: Doors can be blown open or hacked open. To hack a door, a model can attempt to hack it by passing an intelligence test at a -3 modifier. If they fail, vault defences will kick in. The model must pass an initiative test or suffer a S5 -1AP electrocution that causes an automatic 3" knock back and pins the model.

If you wish to break the door, it is treated as having a profile of T6 and 5 wounds. The door does not count as having cover.

Once one door has been opened, the door security system goes offline, and Enhanced security protocols will engage as below. The remaining door can now be opened using a basic action without any test required.

ENHANCED SECURITY PROTOCOLS: Once the vault is cracked, place a single model in the middle of the vault. This is the security cyborg.

Play the cyborg using the rules on p.178-179 of the Necromunda 2018 rulebook. The cyborg will automatically be on extermination directives.

The game will use 'ending the battle' and 'victory' conditions as per forgotten riches on P139 of the Necromunda 2018 rulebook

***For the best effect, try setting up terrain to represent the vault. If not possible, mark the boundaries of it with dice or crates. If you are unsure, please talk to an arbitrator.**

Game 4 - The Harvest: *The fight in the Casino has caused you to push on even deeper into the pit. You turn a corner into a collapsed clearing to find that masses of the bio-luminescent gunk from the Halo has collected into rich, gloriously brilliant veins in the clearing. You don't really know what this stuff is but, as it crackles with raw energy, you know it must be valuable. Even if its not, you're not gonna stand for that rival crew taking it all...even if it means drastic, unorthodox, methods.*

THE HARVEST: This scenario will be played using the Ghost Harvest scenario on p.170-171 of the Necromunda 2018 rulebook.

SPOOK TERRAIN: Terrain will be available from the Arbitrators to represent the spook deposits.

SAFES: 3 safes are placed on the board before deployment. 1 directly in the centre of the board a 1 either side of this safe exactly 12" away. The 3 safes should end up in straight line down the centre of the board.

Loot markers (Ghost) harvested and carried off by the gangs are worth D3 prospector points per marker.

THE BALLAD OF ANGEL'S CANOPY

LGT 2019

14

Game 5 - Total Collapse! *Ahead in the distance you see a rival crew approaching. Your crew starts to tool up and make themselves ready but, just as the action is about the kick off, a huge tremor rips through the battlefield. Some of your crew are thrown to floor. You scramble to get up and realise the pit is starting to collapse! It's time to get out but this area is rich in safes. You order the crew not to waste time cracking them..its a smash and grab job before getting out of here!*

SMASH AND GRAB: This scenario will be played using the “Escape the Pit!” scenario as per p.162-163 of the Necromunda 2018 rulebook with the following modifiers.

Tactics cards: Each player uses 2 tactics cards of their choosing.

Loot caskets: No safes are set up for this game. Instead players set up D6 + 2 Loot caskets as per the rules on p.162 of the Necromunda 2018 rulebook. These caskets can only be carried and cannot be broken open or looted during the game.

The Escape Point: On Sector Mechanicus Tables, the escape point should be an elevated platform in the centre of the board. On Zone Mortals Boards, assume a ladder exists in the centre of the board for models to escape from.

Tremors: At the start of the battle, after deployment but before the first activation, each model on the battlefield must pass an initiative test or starts the game pinned.

Starting from turn 3, the player who won priority rolls a dice before activating their first model and adds the turn number to the result. If the result is 7 or more, another tremor rips through the battlefield and the above process is repeated. Once this has happened, do not roll again for the rest of the battle. To be clear, this means that there will be a tremor at the start of the game and maximum of one one further tremor during the rest of the battle.

Game 6 - Battle Royale: *After prizes and announcements, an optional multiplayer battle Royale will take place. The arbitrators will brief you on this when the battle starts.*