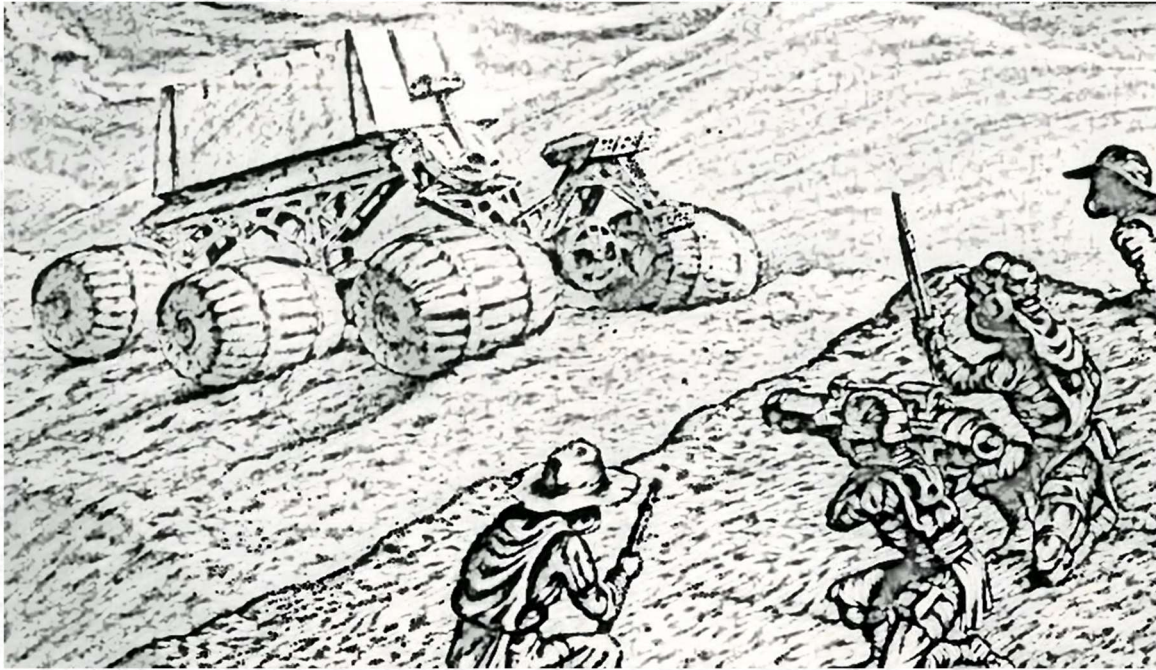


TRIBEMEET

Legends of **THE OLD WEST**



Hi everyone and welcome to another year of Tribemeet! What to write here? This is our sixth Necromunda Event and earlier in the year we even branched out into Bolt Action for BoltMeet! Our little corner of the Hive still thrives!

That said we have noticed that it has been harder to sell tickets this year, possibly due to the cost of living in the boring the real world? It's also getting increasingly hard to get the old 90's era Grogards out of the nursing homes and back rolling dice, so we've gladly welcomed our Newmunda friends back into the fold. Who knows the new rulebook from GW might be half decent and get us all playing together again!

I'm also sorry that you aren't reading this in the normal high quality glossy booklet, truth be told the reduced ticket sales mean that this year we've had to cut a few corners, and at circa £200 for a print run and many many editing cakes for MacnInventor it was an obvious but unfortunate saving we need to make. Hopefully we'll be back to normal next time!

We are also thinking about ways to change the offering at future events, whether that be opening the event up to other gaming systems or different venues. We do this for you all so feel free to suggest ideas either at the event, on YakTribe or the Whatsapp Group.

But perhaps most importantly, have fun and enjoy the normal weekend of silliness!

Much Love ClockworkOrange and the Tribemeet Committee

ClockworkOrange 

TRIBE MEET

Little House on the Ash Wastes

Sasha Dusteep hugged little Clemtus tight as the clouds of ash whipped around them. The roaring engines of the Groxhide Gang's bikes was all they could hear, circling around them whopping and firing their guns into the air. Mostly into the air, anyway - one particularly psychopathic Groxhider was standing astride his bike riding up and down the length of the corral fence, picking off the family Grox herd one by one with his Autogun.

Somewhere amongst the kicked up dust, Zachary Dusteep was being dragged by the feet behind one of the bikes. His screams had long since stopped.

Eventually the Groxhiders grew bored of their fun. One by one the bikes peeled off and headed off the homestead, until eventually One-Eye'd Garrick was the only biker remaining. He rode slowly past Sasha and Clemtus.

"Now y'all see what's comin' to yoo's who don' pay for yer pro-tec-shun! You hav mah moneh by next month y'hear, and we won't hav' te come back for lil' Clemmy!"

Through choked back tears, Sasha shouted at Garrick as he rode away;

"There's a lawman comin' Garrick you brute! All the town's sayin so!" and quieter to little Clemtus - "he is comin', I promise you, he's comin soon. A whole posse with him."

She slowly walked, holding Clemtus' hand, towards the face down heap of rags lying several yards away. She dropped to her knees and pulled Zachary over to look at his face. He managed to cough weakly, spitting out a mixture of saliva, blood and teeth.

"What're we gonna do Zach... what're we gonna do..." she choked out over him.

Clemtus's insistent tugging at her dress shortly got her attention. She looked round to see him pointing into the distance. A single dust cloud heading for the homestead, with a speck at its point. The yellow sun causing heat haze in the dirt as it approached, making figure difficult to focus on. Slowly it resolved itself - A single large bike. A single large blue bike. A single large blue bike with a golden star painted on the front shield.

Sahsa struggled to compose herself as the rider pulled up to them. He wore a long, worn leather coat over what was unmistakably a well battered suit of Enforcer armour. The bike and rider were festooned with weapons - a shotgun, boltgun, hunting rifle, pistols, various grenades and at least one meaty looking knife. Instead of a regulation helmet he wore a wide brimmed hat, which he politely tipped towards Sasha.

"What seems to be the problem, m'am?" he asked in a gravelly voice around the unlit cigar he was chewing on.

Sasha dropped to her knees and unleashed the tears she'd been holding back for weeks. The Lawman had come. She'd never really believed it. But here he was.

The law had arrived, and there was going to be a reckoning.

TRIBEMEET

OLDMUNDA CAMPAIGN RULES

Rulebook Editions

In order to play the campaign, you will need access to the Necromunda Community Edition 2021, Outlanders Community Edition 2021, THUNDERCUBE V4.1 and the Very Streamlined Vehicles V1.4 – Silky Smooth rule books. All books are available free-of-charge in the vault on <https://yaktribe.games>

Gang Selection

Gangs for Tribemeet 2023 are to be selected in accordance with the standard NCE and OCE rulebooks. There is a 1,000 cred starting limit. No fighters from previous games/campaigns are to be used. If you want to use vehicles, you get an additional 300 creds to be spent on vehicles only.

Territory

Territories are to be generated using the tables with the standard NCE and OCE rulebooks.

Lawman/Outlaw

All gangs may include a Lawman/Outlaw for free. The Lawman/Outlaw is to be generated as per the Bounty Hunter rules on page 102 and 103 of the Necromunda Community Edition Rulebook. This includes outlander gangs that would not normally be able to hire a Bounty Hunter.

Gangs do not pay a Hire Fee for the Lawman/Outlaw.

The Lawman/Outlaw gains experience and skills and starts with an experience of 61 points. Further advances are to be generated using the Bounty Hunter Advances rules on page 102 of Necromunda Community Edition Rulebook

The Lawman/Outlaw cannot die or be captured, re roll any dead or captured results on the Serious Injuries chart.

Its up to you whether you fight for the Guilders or go Outlaw!

Pre & post battle dice rolls

The Lawman/Outlaw and initial gang territories etc can all be rolled up at home prior to the event to make sure your gang is battle ready. All other pre and post battle rolls are to be witnessed and confirmed by your opponent. Note: this is not accusing anyone of cheating, but it is best for the removal of all doubt.

Missing Games due to injury

Any injury that says "miss D3 games" should read "miss the next game."

Captured fighters

Captured fighters are immediately bought by the Guilders for half their total cost including experience and equipment, rounding up to the nearest 5 credits, with no option to trade them back to their owner or play a Rescue Mission.

All fighters that are captured should be placed in the THUNDERCUBE!!! for the warm-up act. The player that owns the fighter will discover the fate of their fighter during the next THUNDERCUBE!!! game.

Campaign Rules

We will be playing the standard campaign from the Necromunda Community Edition 2021 and Outlanders Community Edition 2021 Rulebooks.

Campaign voting sheets

We, the Tribemeet committee pride ourselves on a fun, non-tournamenty gaming weekend. We would like every participant to fill out a voting sheet which will be provided on the day. On the sheet, as well as tracking things such as gang rating, head-wounds suffered, deaths and visits to the wheel of doom— we would also like every player to vote on certain things such as their favourite opponent (as in most fun game), the favourite gang they faced (in terms of painting, modelling and theme) and favourite moment (such as a dice-roll against all odds, the roof falling on your opponent's leader's head or something equally funny/momentous). The committee will designate winners of the usual array of prizes from the results.

The main aim of Tribemeet is to be the most fun to play against, it is not meant to find the greatest Necromunda player, more to enable a group of upstanding yaks to meet, have a great time, and nominate the most upstanding yak of the year!



TRIBE MEET

NEWMUNDA CAMPAIGN RULES

Rulebook Editions

The campaign will use the rules in the *Necromunda Core Rulebook* and the *House of...* books, as well as the "Wasteland Gangs" and "Wasteland Workshop" rules in the *Book of the Outlands* and the "Additional Rules" in the *Aranthian Succession* books. None of the rules in other supplements will be used except for gang lists.

Gang Selection

Each player has 1,000 credits to create their gang from a list in one of the *Book of...* or *House of...* books (Crusading gangs, and House gangs that are either Chaos Corrupted or Genestealer Infected, cannot be used).

Additionally, each gang gains an extra 400 credits that can only be spent on wargear that grants the Mounted condition, fighters that come by default with wargear that grants the Mounted condition, Crew (including their weapons and wargear) or vehicles (including their upgrades, weapons, and wargear). Any unspent credits from this allowance are lost after the gang is founded.

Lawman/Outlaw

A free Bounty Hunter may be added to each gang during its creation. This fighter ignores the "You Get What You Pay For" and "We'll Get Our Bit..." special rules and is instead permanently added to the gang, counting as a model without the Gang Fighter (X) special rule for gang composition. The Bounty Hunter may be given up to 150 credits' worth of free weapons and wargear from the Trading Post that is either Common or up to Rare (10). They cannot be given additional equipment after the start of the campaign.

The Bounty Hunter can gain XP and suffer Lasting Injuries, though they re-roll any results of Captured, Critical Injury or Memorable Death. Rather than determining the Bounty Hunter's starting skills normally, choose two of the following skill sets: Agility, Brawn, Combat, Cunning, Ferocity, or Shooting. These two become the fighter's Primary skill sets, and they may choose one skill from each of them (two skills in total). The other four skill sets on the list become their Secondary skill sets. A model earns an extra 1 XP if their action directly causes an enemy Bounty Hunter to go Out of Action.

Underdogs

If your Gang Rating or the credits value of your starting crew (whichever the scenario normally uses to award additional gang tactics) is lower than your opponent's by at least 400 credits then you are the Underdog, and each model in your gang earns an additional 1 XP for taking part in the battle.

Captured Fighters

Captured fighters are immediately bought by the Guilders for half their total cost, rounding up to the nearest 5 credits, with no option to trade them back to their owner or play a Rescue Mission.

All fighters that are captured should be placed in the THUNDERCUBE!!! for the warm-up act. The player that owns the fighter will discover the fate of their fighter during the next THUNDERCUBE!!! game.

Fleeing the Battlefield

If a scenario lists penalties for voluntarily bottling out, that penalty also applies if you involuntarily bottle out but voluntarily flee the battlefield.

Stray Shots

If a ranged attack misses, other models at risk of being hit are only hit by the attack on a roll of 1 (rather than 1,2 or 3, as stated on page 117 of the *Necromunda Core Rulebook*), unless the model is Engaging the target of the attack.

Campaign Rules

We will be playing a Dominion Campaign with the following additional rules:

- Gangs may not purchase any equipment that has the Illegal (X) trait from the Trading Post during the post-battle sequence.
- House Agents, House Favours and Alliances are not used.
- Gangs cannot include Dramatis Personae or use gang tactics.
- Each player begins the campaign with three Dominion Campaign Territories. These Territories are chosen by the player from all those available. There is no limit on how many players can choose the same type of Territory.
- During the pre-battle sequence, players ignore the Make a Challenge and Stake Territory step. Instead, players organise battles as they see fit.
- At the end of a battle, if the winning gang takes at least three times as many enemy fighters (minimum 3) Out of Action as the opposing gang did, then it takes over one randomly selected Territory from the opposing gang. If the opposing gang only has a single Territory, then no Territories are taken over.
- There are no Campaign Weeks, phases or Downtime.

TRIBE MEET

The Last Drink at Laya's Bar

His boots crunched on the grey ash gravel as he stepped from the rusted motorbike. The acrid wind blowing down the only street in the settlement made an armour plated window shutter squeak back and forth on its poorly maintained hinges. There was no other sound over the wind.

He squinted through his goggles in the dull sunlight. Nobody in sight. Still... he unsheathed the double barrel shotgun from his back, and checked the chamber indicators. Both ready to go. Crunching down the centre of the street, he peered cautiously about. Some kind of bipedal lizard snuffled at a trash mound in a side alley, stopping to look at him briefly before loping away. Turning away, he just caught movement of a shutter being closed and bolted.

To his right was the centre of the little town - the Saloon. Through chinks in the armoured shutters he could see lights on, but no jovial music or chatter he might expect of an evening. He didn't enter - the doors were closed, heavy and would be bolted tight. They'd hear him inside anyway -

"Joey Weston, you grox-humping ingrate! I'm here for you, come on out!"

No reply, just the whistle of wind.

"Don't make me wait Joey! I know you're here! One-eyed Borman said you'd come here!"

Finally a muffled voice from inside - "Y'all got no auth-or-it-ee! There ain't no Palatine laws in the wastes!"

"You know I don't put no stock in Palatine laws, boy. I put my stock in what's right and wrong. I'm right. What you did to them settlers was wrong."

"They's was gonna die anyway!" came the voice, a hint of fear creeping in.

"As are you Joey, as are you. There's a chem-storm comin' and I ain't got no patience. I can't get in them armoured doors as you well know. But I can see the atmo-scrubber keepin' you are your buddies in there breathin'. Be mighty shame if you all suffered, since I'm only here for you."

He unholstered his heavy revolver, and aimed at the whirring unit bolted to the wall half way up the building's front wall. Immediately a commotion began inside as Joey and his new friends began to work out amongst themselves where their loyalties lay.

"This gun's heavy Joey! Best get out here!" - he cocked the chunky hammer, the cylinder rotating onto the high explosive round ready to be unleashed.

More shouting from inside. The front door slammed open, and a scrawny man in work clothes spilled out into the dust, followed by a cheap rubber gas mask which sailed through the air into the back of his head. The Saloon door immediately slammed closed again.

"Hello Joey" he said, and lowered the revolver. The resounding blam echoed amongst the small collection of buildings.

He didn't bother checking the body, he simply turned away and began trudging back to his bike. Then he stopped.

"Willingly aiding and hiding a fugitive. Usually a killin' offence." He looked over to the sickly yellow cloud rapidly approaching the town. "Ain't got time to work out which ones of y'all knew about Joey, so I'll let the Emperor sort it out."

He half-turned, and punched a manstopper round into the atmo-scrubber on the Saloon wall. All kinds of humanity began spilling from the building as the first green tendrils swept into the street - all desperately clamouring to get to a building with a functioning scrubber.

He pulled his heavy, good quality filter mask over his exposed mouth, noticing the effects of the filters as the sun dulled more with the green cloud sweeping between the buildings. He saw at least two fall, clawing at their throats as the caustic gas enveloped them. With that The Lawman turned and trudged through the chemical fog back to his bike.

Justice be done.

TRIBE MEET

Things to remember.

- Drink plenty – don't become dehydrated! - water, tea, coffee, whatever.
- * Bring a mug if you want to guarantee hot drinks.
- Wear comfortable shoes. You will be on your feet most the day!
- Personal hygiene! (and deodorant – just sayin')
- Bring snacks – don't let hunger distract you from crushing your foes!
- Treat other yak's models with respect – please ask before you touch!
- Don't be tempted to stay up late painting on the nights leading up to TribeMeet! Get some rest instead, the weekend is tiring, trust us!

YakTribe Ethos:

- Be a sport – respect the enemy crushed under your boot and bask in the reflected glory of your conqueror! – The next game might go just as badly for you. Likewise, the world won't end if you offer a struggling or new player a word of advice here and there.
- Be Adaptive - think Rule of Cool! - Don't get bogged down with rules conflicts! Either dice-off or approach one of the committee!
- Be Organised - Keep track of your stuff! Dice, phones, whippy-sticks of great sentimental value etc - It can be easy to lose track of where you've left things. The TribeMeet committee takes no responsibility for loss of any such items.
- Be Nice - Violence, threats and abuse of other players will NOT be tolerated – keep it in the Underhive where it belongs!
- Have fun! This is a light, fun, non-tournamenty Event. We want everyone - whether they end up with one half-blind one-legged juve at the end, or a gang with the population of a small town rocking plasma cannons and meltaguns - to have had a good time!

Don't Forget:

- The THUNDERCUBE needs spectators! Bring some additional models for the crowd. We especially love seeing Yak-Famous models such as comp entries and colourful characters from your narratives "in the flesh". Do some celebrity spotting at the 'CUBE!
- Be sure to take lots of pictures and share your experiences with the rest of the Tribe! People from all around the world love seeing and reading about what happened!
- If there's something you don't think works or would improve future TribeMeets, say so, we're happy to hear your suggestions!
- Any and all decisions made by Committee members are absolute and final! Warnings will be given for bad behaviour and persistent offenders will be asked to leave without refund!

Brought to you by the Tribemeet Committee

Captain Dangerous / Peter - Founder

Manclnventor / Dave – Editor

Tiny / Matt – NCE Rules, Dedicated Event Website

ClockworkOrange / Jon – Editor, Venue, Ticket Sales, Promotions, does most of the work these days....

Stoof / Stu – Fluff Writer / Accounts

Radulykan / Gary – Promotions/Sponsors

Spafe / Tristain – NCE and Newmunda Rules

Matt Spencer / Matt Spencer – Newmunda Rules

Sponsors

Tiny Worlds

Scourge Scenics

Mad Robot Miniatures

