



FREQUENTLY ASKED QUESTIONS AND ERRATA

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it could be. This document collects together amendments to the rules and presents our responses to players' frequently asked questions. We've also taken the opportunity to listen to player feedback and to update several rules accordingly. All new text is highlighted in magenta, and deleted text is highlighted in blue.

NECROMUNDA RULEBOOK

ERRATA

PAGE 42 - MODELS & FIGHTER CARDS

Amend Jelena (Leader)'s Fighter card as follows:

- **Needler:** Add the 'Toxin' trait.
- **Shock Whip:** Change the STR characteristic from '4' to 'S+1'.

PAGE 50 - FIGHTER STATUSES

Amend the first paragraph of the **PINNED** entry as follows:

Fighters are generally Pinned as a result of being hit by enemy fire, and will need to spend an action to stand up, becoming Standing and Active. If a Prone fighter that is Pinned ever becomes Engaged by an enemy fighter, they will immediately perform a Stand Up (Basic) action, becoming Standing and Engaged, without having to spend an action to do so. A fighter can never be both Prone – Pinned and Engaged.

PAGE 64 - SHOOTING

After **IMPROBABLE SHOTS**, add the following:

ROLLS OF A NATURAL 1: If, when making a ranged attack, the hit roll is a natural 1, the attack automatically misses, regardless of any modifiers that may apply.

PAGE 67 - SHOOTING

Amend the **TWIN GUNS BLAZING** entry as follows:

If a fighter is armed with two weapons with the Sidearm trait, they can choose to attack with both of them as part of a single Shoot (Basic) action. Make the hit roll for each weapon before resolving any hits scored. Both attacks must be made against the same target and the hit roll for each suffers a -1 modifier.

PAGE 69 - CLOSE COMBAT

After **5. MAKE HIT ROLL(S)**, add the following:

ROLLS OF A NATURAL 1: If, when making a ranged attack, the hit roll is a natural 1, the attack automatically misses, regardless of any modifiers that may apply.

PAGE 75 - PSYCHIC POWERS

Amend the second sentence of the **MAINTAIN CONTROL (SIMPLE)** entry as follows:

Continuous Effect expires at the beginning of this fighter's activation.

PAGE 115 - TWO-DAY EVENTS

Amend the second sentence of the **EQUIPMENT** entry as follows:

Additionally, gangs may purchase any item from the Rare Trade chart at the cost specified that is Rare (11) or below...

FAQ

Q. When Reinforcements arrive, does their presence count towards a Bottle Test?

A. No. When making a Bottle Test it is only the number of fighters in your Starting Crew that matter, regardless of how many Reinforcements have since turned up.

Q. What happens if a Blast marker scatters off the battlefield?

A. If the centre of the Blast marker ever leaves the battlefield, the Blast marker is removed.

Q. Can a Flame template be placed so that it touches fighters within, or even beyond, a Smoke cloud?

A. Yes. A Smoke cloud does not prevent a fighter from placing a Flame template as normal.

Q. When using the Pitch Black rules, does a fighter have to be able to see an enemy fighter in order to make an attack with a weapon with the Template or Blast trait?

A. No. Template and Blast weapons target a point on the battlefield and so can be used whether a fighter can see another fighter or not. In Pitch Black conditions, the fighter could easily have heard a noise down a corridor and decided to risk throwing a grenade or flaming the surrounding battlefield in the hope of hitting an enemy that they know is there, but they can't pinpoint.

NECROMUNDA: GANGS OF THE UNDERHIVE

ERRATA

PAGE 63 - BOUNTY HUNTER SPECIAL RULES

Amend the final sentence of the **CLAIMING BOUNTIES** special rule as follows:

"If the Captive is later sold to the guilders, the capturing gang receives an additional D6x10 credits."

PAGE 124 - BASIC WEAPONS

Amend these weapons as follows:

- **Cawdor Polearm with blunderbuss**
 - **Blunderbuss:** Add the 'Template' trait to both the **grape shot** and **purgation shot** profiles.

PAGE 126 - SPECIAL WEAPONS

Amend this weapon as follows:

- **Grenade Launcher:** Add the 'Blast (*)' trait to the **smoke grenade** profile.

PAGE 127 - GRENADES

Amend these grenades as follows:

- **Smoke Grenades:** Add the 'Blast (*)' trait to the smoke grenades profile.
- **Stun Grenades:** Add the 'Blast (3")' trait to the stun grenade profile.

PAGE 128 - CLOSE COMBAT WEAPONS

Amend this weapon as follows:

- **Brute Cleaver:** Change the **Acc: L** characteristic from '-1' to '+1'.

FAQ

Q. In the Bounty Hunters entry, it says Bounty Hunters may purchase up to 150 credits worth of weapons and Wargear. Do I have to pay for this?

A. Yes, you have to pay for things you wish to purchase.

Q. Is the Exotic Beast limit (0-X) listed next to the beast's name per gang, or per fighter?

A. Per fighter.

Q. If an Exotic Beast becomes Broken due to ending its activation more than 3" away from its owner, and then later Rallies by ending a later activation within 3" of its owner, does it gain XP for Rallying?

A. Technically, yes. However, it is possible for unscrupulous players to abuse this by having a fighter and their beast repeatedly end their activations more than 3" apart, causing the pet to become Broken, then having the pet return to its owner to Rally for some free XP.

Rather than simply say 'no, Exotic Beasts do not gain XP in this way', Arbitrators should be on the look out for such behaviour and, if they spot it, disallow any XP earned by an Exotic Beast in this way.

Q. Are booby traps reusable and can a gang have multiples of them?

A. Yes and yes.

NECROMUNDA: BOOK OF PERIL

FAQ

Q. For the Howling Winds Badzone Event, can you clarify how it works in conjunction with weapons with the Smoke trait?

A. After placing the Smoke marker in the desired location, roll the D6; if a 4+ is rolled, remove the Smoke marker as the smoke cloud is swept away by the Howling Winds.

Q. What does it mean by a Brainleaf Zombie not being Broken when subject to the Blaze condition?

A. It means that, apart from the damage they suffer at the start of their activation, the Brainleaf Zombie can function as normal and does not move in a random direction, as dictated in the Blaze trait.

Q. Staying with Brainleaf Zombies, when are they activated?

A. In a game with an Arbitrator, Brainleaf Zombies are activated during a round as the Arbitrator chooses. If playing a game with Brainleaf Zombies without an Arbitrator, players may choose to activate a Brainleaf Zombie instead of activating one of their own fighters. The Zombie still moves towards 2D6" towards the nearest fighter (of either gang).

Q. How does the Unstable trait work on grenades?

A. When a fighter throws a grenade, the Firepower dice does not need to be rolled because it is assumed that the Ammo symbol has been rolled and an Ammo check is made automatically. That being the case, the Unstable trait functions as normal.

NECROMUNDA: BOOK OF JUDGEMENT

ERRATA

PAGE 15 - IMPERIAL IMPOSTERS

Add the following sentence to the end of the **AN HONOURABLE WORD** entry:

If a gang that is allied with an Imperial Imposter changes alignment in a Law and Misrule campaign, it must Test the Alliance but does not add 3 to the dice roll.

PAGE 20 - SMUGGLER SHORE PARTY

Amend the fighter profile as follows:

Bosun: Change the WS characteristic from '5+' to '4+'.

PAGE 25 - MIND-LOCKED WYRD SPECIAL RULES

Replace the second sentence of the **PYROMANCY – SCOURING (BASIC)** entry as follows:

For as long as this Wyrd Power is maintained, the psyker counts as being armed with the following weapon:

PAGE 29 - GANG COMPOSITION

Amend the seventh bullet point as follows:

- During the course of a campaign, gangs may gain new equipment, either by purchasing it from the gang's House Equipment List or from the Trading Post.

PAGE 31 - PALANITE CAPTAIN (LEADER) & PALANITE SERGEANT (CHAMPION)

Add 'Magnacles' to the **EQUIPMENT** entry for both the Palanite and the Enforcer.

PAGE 32 - PALANITE PATROLMAN (GANGER) & PALANITE ROOKIE PATROLMAN (JUVE)

Add 'Magnacles' to the **EQUIPMENT** entry for both the Palanite and the Enforcer.

PAGE 47 - ADVANCEMENT TABLE

Amend the second row as follows:

Improve the fighter's Leadership or Cool characteristic by 1.

PAGE 66 - STAND ALONE (NINE OF DIAMOND)

Amend the first sentence of the **CRITERIA** entry as follows:

Choose one friendly Leader or Champion that is taking part in the battle.

PAGE 76 - XENOS BEAST TRAFFICKING (SIX OF HEARTS)

Amend the second heading under **ENHANCED BOONS** as follows:

Replace 'Special' with 'Income'.

PAGE 81 - GAMBLING EMPIRE (FOUR OF CLUBS)

Amend the heading under **ENHANCED BOONS** as follows:

Replace 'Income' with 'Special'.

PAGE 86 - THE RESURRECTION GAME (QUEEN OF CLUBS)

Amend the first sentence of the Special **ENHANCED BOON** as follows:

Whilst this gang controls both of the linked Rackets, any gang in the campaign may pay this gang to return a dead fighter from the grave.

PAGE 86 - PEDDLERS OF FORBIDDEN LORE (KING OF CLUBS)

Amend the first sentence of the Special **ENHANCED BOON** as follows:

Whilst this gang controls both of the linked Rackets, its Leader and all Champions gain a 4+ saving throw that cannot be modified by a weapon's Armour Piercing value.

PAGE 87 - ESTUS JET

Amend Estus Jet's Fighter card as follows:

- **Throwing Knives:** Change the S characteristic from 'S' to '-'. Add the 'Silent' trait.

PAGE 92 - VUNDER GORVOS

Amend Vunder Gorvos' Fighter card as follows:

- **Stub Gun:** Replace 'Stub gun' with 'Stub Gun (x2)'. Remove the 'Reckless' trait and replace the 'Pistol' trait with the 'Sidearm' trait.
- **Wargear:** Replace '2x Gold Plated and Master Crafted stub guns' with 'flak armour'.

PAGE 94 - THE BLACK MARKET TRADING POST, IMPERIAL WEAPONS

Amend each entry within the **HEAVY WEAPON** section by adding an asterisk (*) as follows:

- **Autocannon***
- **Grav Cannon***
- **Mole Launcher***

PAGE 94 - THE BLACK MARKET TRADING POST, XENOS WEAPONS

Amend each entry within the **HEAVY WEAPON** section by adding an asterisk (*) as follows:

- **Demiurg Energy Drill***

PAGE 94 - THE BLACK MARKET TRADING POST, CORRUPTED WEAPONS

Amend the **Goredrinker Axe** entry within the **CLOSE COMBAT WEAPONS** section as follows:

- **Goredrinker Axe**40 credits

PAGE 98 - GAEN 'THE GUNK QUEEN' GORVOS

Amend Gaen 'the Gunk Queen' Gorvos' Fighter card as follows:

- **Throwing Knives:** Change the S characteristic from 'S' to '-'. Add the 'Silent' trait.

PAGE 99 - JONNY RAZOR

Amend Jonny Razor's Fighter card as follows:

- **Throwing Knives:** Change the S characteristic from 'S' to '-'. Add the 'Silent' trait.

PAGE 100 - BASIC WEAPONS

Amend these weapons as follows:

- **Subjugation Pattern Grenade Launcher**
 - **Smoke Grenades:** Add the 'Blast (*)' trait to the **smoke grenade** profile.
 - **Stun Grenades:** Change the name to 'Stun Rounds' and remove the 'Grenade' trait.

PAGE 101 - HEAVY WEAPONS

Amend this weapon as follows:

- **Heavy Concussion Ram:** Add the 'Blast (3)"' trait to the profile.

PAGE 101 - GRENADES

Amend these grenades as follows:

- **Smoke Grenades:** Add the 'Blast (*)' trait to the **smoke grenades** profile.
- **Stun Grenades:** Add the 'Blast (3)"' trait to the **stun grenade** profile.

PAGE 104 - BASIC WEAPONS

Amend this weapon as follows:

- **Rak'Gol Razor Gun:** Change the Str characteristic from '3' to '-'.

PAGE 105 - SPECIAL WEAPONS

Amend this weapon as follows:

- **Neural Flyer:** Change the 'Concussive' trait to 'Concussion' in both profiles. Remove the 'Fear' trait from the **Short Blast** profile.

PAGE 107 - PISTOLS WEAPONS

Amend this weapon as follows:

- **Withertouch Pistol:** Remove 'Toxin' trait from the profile.

PAGE 108 - CLOSE COMBAT WEAPONS

Amend these weapons as follows:

- **Desire's Needle:** Change the **Acc: S** characteristic from '+1' to '-' and change the **Acc: L** characteristic from '-' to '+1'.
- **Whisperbane Knife:** Change the **Acc: S** characteristic from '+1' to '-' and change the **Acc: L** characteristic from '-' to '+1'.

PAGE 111 - GAS SHELLS

Amend these weapons as follows:

- **Shotgun**
 - **Gas Shells:** Change the **Str** characteristic from '4' to '-'.
- **Combat Shotgun**
 - **Gas Shells:** Change the **Str** characteristic from '4' to '-'.
- **Sawn-off Shotgun**
 - **Gas Shells:** Change the **Str** characteristic from '4' to '-'.
- **Bolter**
 - **Gas Shells:** Change the **Str** characteristic from '4' to '-'.

PAGE 117 - GYRINX CAT

Amend the first heading under **SPECIAL RULES** as follows:

Replace 'Small Target' with 'Stealthy'.

PAGE 121 - THREADNEEDLE WORMS

Amend the second row of the first column as follows:

Replace '3-4' with '2-3'.

FAQ

Q: Why does Estus Jet's stiletto knife have +1 to hit modifier? This does not match the profile for a stiletto knife given in Gangs of the Underhive.

A: Certain Dramatis Personae have modified weapon profiles to represent their unique abilities or modifications to their weapons. As such, if a weapon has a different profile on a Dramatis Personae's Fighter card compared to the standard weapon, the change is intentional unless corrected in an errata otherwise."

Q. Can I include a Palanite Enforcer Rookie Patrolman in my starting gang?

A. No. The Rookie Patrolman represents a replacement sent when casualties are taken as a quick fix. Starting Enforcer Patrols are formed from fully trained Enforcers.

Q. Can an Enforcer buy and use weapons from the Trading Post and/or Black Market?

A. Yes. Enforcers can use the Trading Post just like any other gang.

However, given the more structured nature of the Enforcers upon Necromunda, some Arbitrators may wish to keep a close eye on the activities of Enforcer gangs in relation to their use of non-standard or illegal equipment – after all, too much deviation suggests the gang might be thinking for themselves a bit too much! As such, Arbitrators may wish to create a smaller list of purchasable equipment that Enforcers can purchase from the Trading Post compared to other gangs, to fit the Enforcer narrative more closely.

Q. Does a fighter that is subject to the *Restrain (Simple) action (from the Restraint Protocols skill) go Out of Action, as if a Coup de Grace had been performed?*

A. Yes.

Q. On page 53 of the *Book of Judgement*, it says both players should read the text on each card. Does this mean both players read all six cards, or that they only read their three cards, as seen on page 63?

A. The latter. Players should read the three cards they have drawn and then place them face-down.

Q. Many of the *Intrigues* require a fighter to perform a special action. Is this done in secret, or should I tell my opponent what I'm doing and why?

A. You should always tell your opponent what action(s) a fighter is performing and, if making a test, you should always tell your opponent what you are testing for and what you need to pass.

Think of *Intrigues* as a story unfolding, a story your opponent is perhaps only just finding out about as the details matter to your gang perhaps more than theirs. In some cases, such as when vandalising terrain, your enemy is bound to spot what is going on, so keeping your actions secret doesn't make sense. In others, such as when hacking a console, your enemy is likely to spot some surreptitious behaviour, but won't necessarily know what is going on. It's quite likely they will be able to guess, and they will be able to prevent you fulfilling your goal, but you are not obliged to tell them which *Intrigue* you are trying to claim by performing a certain action. Ultimately, your opponent knows far more about what is unfolding than the fighters on the battlefield, and this is part of the fun. *Intrigues* are designed to add exactly this sort of unfolding narrative.

Another option, if the Arbitrator is willing, is to let them fulfil the role of a traditional Games Master. In this way, both players are free to keep secrets from one another as long as the Arbitrator knows what is going on. Dice rolls can be made in secret and witnessed, and, in general, *Intrigues* can become most... intriguing!

Q. Why does the *Desire's Needle* have the *Power* trait; the *Power* trait increases the *Damage* of the weapon by 1 on a natural 6 but a *Toxin* weapon doesn't do damage. Is that intentional?

A. The inclusion of the *Power* trait is intentional. The extra damage is not the only effect of the trait in question – it also means that attacks made with *Desire's Needle* cannot be Parried and, on a natural 6, no save roll can be made against the weapon.

NECROMUNDA: DARK UPRISING RULEBOOK

ERRATA

PAGE 23 - FIGHTER STATUSES

Amend the first paragraph of the **PINNED** entry as follows:

Fighters are generally Pinned as a result of being hit by enemy fire, and will need to spend an action to stand up, becoming Standing and Active. If a Prone fighter that is Pinned ever becomes Engaged by an enemy fighter, they will immediately perform a Stand Up (Basic) action, becoming Standing and Engaged, without having to spend an action to do so. A fighter can never be both Prone – Pinned and Engaged.

PAGE 38 - SHOOTING

After **IMPROBABLE SHOTS**, add the following:

ROLLS OF A NATURAL 1: If, when making a ranged attack, the hit roll is a natural 1, the attack automatically misses, regardless of any modifiers that may apply.

PAGE 41 - SHOOTING

Amend the **TWIN GUNS BLAZING** entry as follows:

If a fighter is armed with two weapons with the *Sidearm* trait, they can choose to attack with both of them as part of a single Shoot (Basic) action. Make the hit roll for each weapon before resolving any hits scored. Both attacks must be made against the same target and the hit roll for each suffers a -1 modifier.

PAGE 43 - CLOSE COMBAT

After **5. MAKE HIT ROLL(S)**, add the following:

ROLLS OF A NATURAL 1: If, when making a ranged attack, the hit roll is a natural 1, the attack automatically misses, regardless of any modifiers that may apply.

PAGE 47 - ADVANCEMENT TABLE

Amend the second row as follows:

Improve the fighter's **Leadership** or **Cool** characteristic by 1.

PAGE 113 - BASIC WEAPONS

Amend these weapons as follows:

- **Subjugation Pattern Grenade Launcher**
 - **Smoke Grenades:** Add the '**Blast (*)**' trait to the smoke grenade profile.
 - **Stun Grenades:** Change the name to '**Stun Rounds**' and remove the '**Grenade**' trait.

PAGE 114 - PISTOLS WEAPONS

Amend this weapon as follows:

- **Stub Gun:** Replace the '**Pistol**' trait with the '**Sidearm**' trait.

PAGE 114 - HEAVY WEAPONS

Amend this weapon as follows:

- **Heavy Concussion Ram:** Add the '**Blast (3")**' trait to the profile.

PAGE 114 - GRENADES

Amend these grenades as follows:

- **Smoke Grenades:** Add the '**Blast (*)**' trait to the smoke grenades profile.
- **Stun Grenades:** Add the '**Blast (3")**' trait to the stun grenade profile.

NECROMUNDA: BOOK OF RUIN

ERRATA

PAGE 13 - HIRING HYBRID JUVES

Amend the page reference as follows:

(see [pages 44 and 45](#))

PAGE 17 - GANG COMPOSITION

Amend the seventh bullet point as follows:

- During the course of a campaign, gangs may gain new equipment, either by purchasing it from the gang's House Equipment List or **from the Trading Post**.

PAGE 43 - CULT ALPHA (LEADER)

Amend the final sentence of the Cult Alpha's **EXTRA ARM** special rule as follows:

Additionally, a **Cult Alpha** with an Extra Arm may carry a fourth weapon and may attack with three weapons with the Sidearm and/or Melee traits rather than the usual two.

FAQ

Q. If a Corpse Grinder Cult Initiate (Juve) is promoted to become a Cutter (Champion) during a campaign, do they lose any ranged weapons they are equipped with?

A. No, any ranged weapons they had as an Initiate (Juve) are kept. However, as their type changes to Cutter (Champion) upon promotion, they cannot be equipped with any new ranged weapons in the future.

Q. Similarly, if a Corpse Grinder Cult Initiate (Juve) is promoted to become a Cutter (Champion) during a campaign, do they lose the Infiltration special rule and with it the Infiltrate skill?

A. Yes. As the Infiltrate skill is granted by a special rule, it is lost when the fighter's type changes from Initiate (Juve) to Cutter (Champion).

Q. In that case, when a Corpse Grinder Cult Initiate (Juve) is promoted to become a Cutter (Champion) during a campaign, do they gain the Dervish special rule?

A. Yes.

Q. The Corpse Grinder Cult gang composition rules state that they may only ever include a maximum of 0-3 Champions (Cutters). Can I go above this?

A. No, that's why the limit is there. Your gang can only take on new Champions (Cutters) if it currently contains fewer than three.

Q. So what happens if, during Down Time, my gang includes three Cutters and an Initiate with five or more upgrades?

A. That's up to you. You may retire a Cutter during any post-battle sequence, including side battles during Down Time, thus reducing the number in your gang and allowing the Initiate to be promoted, or you may forego the Initiate's promotion as promotion in this way is neither automatic nor compulsory.

OTHER ERRATA

NECROMUNDA: RAGNIR GUNNSTEIN

Amend Ragnir Gunnstein's Fighter card as follows:

Skills: Add the **Munitioneer** skill.