



FREQUENTLY ASKED QUESTIONS & ERRATA – SEPTEMBER 2026

This document collects amendments to the rules for Necromunda Skirmish, and presents our responses to players' frequently asked questions. All new errata and FAQs are highlighted in **magenta**.

NECROMUNDA SKIRMISH: CORE RULEBOOK ERRATA

PAGE 45, MOUNTED SUBTYPE

Change the Gun It rule to the following:

'When a Mounted Fighter performs a **Dash** or **Charge** action they may only move directly forwards, and can only make one 90° turn during the action.'

PAGE 62, CHARGE (DOUBLE)

Add the following to the end of the first sentence and to the second sentence after 'If they end this move **Engaged** with the targeted model':

'or within 1" of them if they are **Seriously Injured**'.

PAGE 63, ENGAGE (SINGLE)

Add the following to the end of the first sentence and to the second sentence after 'If they end this move **Engaged** with the targeted model':

'or within 1" of them if they are **Seriously Injured**'.

PAGE 67, AGILITY TESTS

Delete 'for example, all Escher Fighters add +1 to Agility tests'.

PAGE 73, RAPID FIRE (X)

Change the last sentence of the second paragraph to 'A weapon with the Ammo (X+) trait is considered to have rolled one additional ammo symbol if it fails the test.'

PAGE 85, QUICKENING

Replace '**Basic**' with '**Single**'.

PAGE 159, DROP RIG

Add the following text to the end of the **Descend (Single)** action:

'This action may not be performed by a Mounted Fighter.'

PAGE 159, GRAPNEL LAUNCHER

Add the following text to the end of the **Grapnel (Double)** action:

'This action may not be performed by a Mounted Fighter.'

FAQ

Q. If a Fighter embarked on a Transport cannot be placed when the Vehicle is taken **Out of Action** they are also taken **Out of Action**. If the Vehicle was destroyed by an enemy model, does that model also gain XP for any Fighters taken **Out of Action** in this manner?

A. Yes.

Q. How do you test to see if a model falls from a height when they are hit by a ranged attack?

A. When a model is **Suppressed** or **Seriously Injured/Damaged** as the result of a ranged attack while within ½" of a ledge, you make an Agility test for them as if they had forcibly moved off a ledge.

Q. If a model suffers a Hit outside of resolving a ranged attack (for example, as the result of a bad reaction to a stimm-slug stash) are they **Suppressed**?

A. No, a model is only **Suppressed** as part of resolving a ranged attack.

Q. If a model becomes **Seriously Injured/Damaged** at the start of their activation due to an effect (for example, as the result of a bad reaction to a stimm-slug stash) do they still get to perform their usual actions and do they make a Recovery test at the end of their activation?

A. Yes, a model would get to make their usual actions, though they would only be able to perform actions available to a **Seriously Injured/Damaged** model and they would then get to make a Recovery test.

Q. Does a Fighter that performs the **Treat Ally** action also grant assistance to the Fighter making a Recovery test?

A. Yes.

Q. If a model becomes **Seriously Injured/Damaged** during their activation (for example, due to an enemy attack as part of a **Fight** action), do they make a Recovery test at the end of their activation?

A. No, they only make a Recovery test if they were **Seriously Injured/Damaged** when they were activated or at the start of their activation.

Q. In a similar vein, if a model becomes **Suppressed** during their activation, do they lose one action that activation and then lose the **Suppressed** Status at the end of their activation?

A. If a model becomes **Suppressed** during their activation in a way that does not also end that activation, they do not lose any actions, as losing an action only triggers if they start their activation **Suppressed**. However, for the same reason, they do not lose the **Suppressed** Status when their activation ends.

Q. If a weapon has both the Heavy and Assault traits, can you fire it as part of a **Shoot** action you may perform for **Free** if you performed a **Dash** action?

A. No. A **Shoot** action cannot be used to fire a weapon with the Heavy trait.

Q. If a weapon with multiple profiles jams due to generating two **Out of Ammo** results, does just that profile jam or do all the profiles jam?

A. The **Out of Ammo** result only affects the profile being used, so only that profile will jam.

Q. Does the *Reliable* trait also cancel out the effects of failing an Ammo (X+) test?

A. Yes, it will cancel out either a rolled **Out of Ammo** symbol or a failed Ammo (X+) test.

Q. Can a weapon with both the Heavy and Independent traits be fired as part of an **Aimed Shot** or **Shoot** action?

A. Yes, though it will not gain any benefit from the **Aimed Shot** action.

Q. In close combat, if a Fighter selects a weapon with the Ammo (X+) trait as either their Primary or Secondary weapon, do they have to roll to see if the weapon runs **Out of Ammo**?

A. Yes.

Q. Several Fighters may purchase Wyrd Powers as if they were a Primary Skill Set, does this mean that when they are **Injured** they lose the ability to manifest these Wyrd Powers?

A. No, Those Fighters only treat them like a Skill Set when purchasing them, not during a battle.

Q. Can I deploy Fighters and Trazior pattern sentry guns onto Vehicles I have already placed in my deployment zone?

A. Yes.

Q. What happens to a Trazior pattern sentry gun that is on a Vehicle when the Vehicle moves?

A. If the Trazior pattern sentry gun is on a transport area it moves with the Vehicle, otherwise it falls off the Vehicle.

Q. If a model rolls a 12 for their Advancement, they may pick any skill. Does this include skills that are normally restricted to certain gangs, or is it just from any of the core six Skill Sets?

A. You may pick any skill, this includes gang-specific Skill Sets and even Inherent skills like Juggernaut! The only restriction is a Fighter may not take a skill that is Vehicle only and vice versa.

Q. In a similar vein, may a model select a Wyrd Power if they roll a 12 for their Advancement?

A. Unless that model has a rule that lets them gain Wyrd Powers as if they are skills then no, a Wyrd Power is not a skill.

Q. If a model dies or is destroyed after being captured, either during an escape attempt or because the ransom was not paid, what happens to their equipment?

A. Any equipment they had goes into their gang's Stash.

Q. If a model purchases equipment from their gang Equipment List that is only available to them, yet is available on the Trading Post (for example, a Van Saar Gunner purchasing light carapace armour), can they purchase it and then immediately move it to the gang's Stash so it can be given to another model?

A. No, a model may not move equipment to the gang's Stash during the same Post-cycle Sequence they purchased it in. They may, however, discard the equipment in future Post-cycle Sequences and equip it to other models then.

Q. When working out if a Fighter has earned an Advancement, do they need to move to the next XP bracket or the next title?

A. They gain an Advancement when they earn enough XP to move into the next bracket. So a model with 6 XP would earn an Advancement as soon as they went to 7 XP.

Q. How do weapons with different shooting profiles like the combat shotgun work with the Precision Shot skill?

A. When a Fighter with the Precision Shot skill fires a combat shotgun they can use the skill while using salvo ammo as it has neither the Blast (X") nor Rapid Fire (X) traits. However, they cannot use the Precision Shot skill while using shredder ammo as it has the Rapid Fire (1) trait.

Q. When a Fighter is equipped with a Mount it sets their Movement characteristic to a set value. Can this value then be modified by other effects like a stim-slug stash or servo-harness?

A. No.

NECROMUNDA SKIRMISH: GANGS OF THE UNDERHIVE ERRATA

PAGE 11, REDEMPTIONIST DEACON

Change the Credit Cost from '130 credits' to '100 credits'.

PAGE 13, LANCES

Change 'Stun lance*' to 'Shock lance**'.

PAGE 42, ESCHER CUTTER

Add 'Exclusive'.

PAGE 54, GOLIATH MAULER

Add 'Exclusive'.

PAGE 64, PLASMA WEAPONS

Add:

- Plasma pistol.....70 credits

PAGE 65, JUMP BOOSTER

Add the following sentence to the end of the first paragraph:

'A Fighter equipped with a jump booster may not also be equipped with a Mount.'

PAGE 65, OUTRIDER QUAD

Add 'Exclusive'.

PAGE 75, VAN SAAR ASH WASTES 'ARACHNI-RIG'

Change the 'Flying' Subtype to the 'Skimmer' Subtype and add the 'Hybrid' and 'Loner' Subtypes.

Add the following equipment options:

- A Van Saar Ash Wastes 'Arachni-Rig' may be equipped with a flamer*+70 credits
- A Van Saar Ash Wastes 'Arachni-Rig' may be equipped with a harpoon launcher*+80 credits

PAGE 89, PERSONAL EQUIPMENT

Add:

- Magnacles20 credits

PAGE 107, CORPSE GRINDER CULT INITIATE

Change the first bold header from 'Equipment' to 'Servant of the Cult'.

PAGE 118, BAILIFF

Change the Bodyguard ability to the following:

'Bodyguard: If the Magistrate is hit by a ranged attack, the controlling player may choose to transfer the Hit and all of its effects onto an **Active** or **Suppressed** Bailiff within 2" of the Magistrate.'

FAQ

Q. Can a Venator gang purchase equipment from the Trading Post with a TP of E?

A. No, any item on the Trading Post with a TP of E may only be purchased if it appears on a model's Equipment List. This means certain Gang Legacies may allow a Venator to purchase such equipment when added to a Gang Roster.

Q. If a Corpse Grinder Cult Initiate decides not to be promoted to a Ganger when they reach 13 XP, may they then choose to do so when they gain an Advancement later on?

A. No, they only get the one chance to become a Ganger.

NECROMUNDA SKIRMISH: GANGS OF THE OUTLANDS ERRATA

PAGE 31, EXTRA ARM

Add the following to the end of the first paragraph:

'A Fighter with an extra arm may not perform a **Shoot** action or a **Move** action during the same activation they perform a **Braced Shot** action.'

PAGE 92, IRONHEAD GRENADE LAUNCHER

Change the LR for seismic grenades from '12"' to '24"'.

PAGE 119, ARCHAIC DISPLACER

Change the table header from 'Lasting Damage' to 'Result'.

FAQ

Q. When creating a Corrupted gang (either Chaos, Genestealer or Malstrain Corrupted), does the gang gain access to any special rules, Skill Sets or Territory Boons only available to the original gang?

A. No. They do count as the original gang though for the purpose of the **Hatred** Condition.

Q. Same question for a Clan House Outcast gang, do they gain such access?

A. No. They do count as the original gang though for the purpose of the **Hatred** Condition.

Q. If I give an Outcast Leader the Wyrd Archetype, do the gang's Outcast Hive Scum also gain the Wyrd Subtype and do they each get a free Wyrd Power?

A. The Outcast Hive Scum do also gain the Wyrd Subtype, but they do not gain a free Wyrd Power (neither does the Leader, but they all treat Wyrd Powers as if they were a Primary Skill Set and so the Leader may choose one as their starting skill).

Q. When adding models from different gang lists to a Gang Roster, which Equipment List may they buy equipment from? For example, when adding a Chaos Helot Cult Witch to a Chaos Corrupted Escher gang, do they purchase equipment from the Chaos Helot Equipment List or the House Escher Equipment List?

A. Unless stated otherwise, models use whichever Equipment List is listed in their entry. So in the above example, they would have access to the Chaos Helot Equipment List.