



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 errata and FAQs are highlighted in **magenta**.

NECROMUNDA RULEBOOK, NECROMUNDA: DARK UPRISING RULEBOOK, NECROMUNDA: HIVE WAR RULEBOOK, NECROMUNDA: ASH WASTES RULEBOOK

As the *Necromunda Core Rulebook* has replaced these rulebooks, there is no longer any need for FAQs or errata covering the core rules within them. Other questions relating to the campaigns within these books will still be answered.

NECROMUNDA: CORE RULEBOOK

ERRATA

PAGE 104 – FORCE DOOR (BASIC)

Change the first sentence to:

If this fighter is within 1" of a locked door, roll a D6 and add either this fighter's Strength or the Strength characteristic of a weapon with the Melee trait they are armed with, adding 2 for each friendly fighter that is also in base contact with the door.

PAGE 104 – SMASH OPEN LOOT CASKET (BASIC)

Change the first sentence to:

If this fighter is within 1" of a Loot Casket, roll a D6 and add either their Strength or the Strength characteristic of a weapon with the Melee trait they are armed with.

PAGE 106 – MOVE & SHOOT (BASIC) ACTION

Replace 'Sidearm' at the end of the second to last sentence with 'Pistol'.

PAGE 111 – SKIMMERS

Change the start of the second sentence from 'However, if it ends its activation on difficult terrain or dangerous terrain' to 'However, if it ends its activation not on the Battlefield Surface and on difficult terrain or dangerous terrain'.

PAGE 155 – SANCTIONED AND NON-SANCTIONED PSYKERS

Add the following after the fourth paragraph:

Wyrd Powers: If a Sanctioned or Non-sanctioned Psyker does not know any Wyrd Powers, they may select one from either the list on page 156 or from the Wyrd Power Disciplines in *Necromunda: Book of the Outcast*.

PAGE 256 – MIGHTY LEAP

Change the skill to the following:

When measuring the distance of a gap this fighter wishes to leap across, ignore the first 2" of the distance. This means that a fighter with this skill may leap over gaps of 2" plus their base size or less without testing against their Initiative. All other rules for leaping over gaps still apply.

PAGE 267 – SPECIAL WEAPONS

Delete the Pulverise trait from the Neural Flyer full blast profile.

PAGE 278 – ISOTROPIC FUEL ROD

Change the first sentence of the second paragraph from 'A gang with an Isotropic Fuel Rod can use it to turn any Territory into a Settlement Territory.' to 'A gang with an Isotropic Fuel Rod can use it to turn any Territory they control into a Settlement Territory.'

PAGE 283 – CULT ICON

Add the following before the paragraph:

40 Credits – Rare (8)

FAQ

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 Dark 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 Dark 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.

Q. When a fighter makes a Charge (Double) action, can they move within 1" of an enemy model and not end the move in base contact with at least one?

A. No. During a Charge (Double) action, if a fighter moves within 1" of an enemy model they must end the action in base contact with at least one enemy model.

Q. Staying with the Charge (Double) action, does a fighter have to make a Fight (Basic) action after successfully completing a Charge or can they choose to not attack?

A. The fighter must make a Fight (Basic) action.

Q. Can a fighter with a Versatile weapon engage an enemy fighter using a Move (Simple) action and then attack them in close combat?

A. Yes.

Q. When a fighter with a Versatile weapon makes a Charge (Double) action, do they have to end their move in base contact or can they end the move within the Long range of their weapon and then make a free Fight (Basic) action?

A. A fighter may stop within their weapon's Long range and make a free Fight (Basic) action as normal for a successful charge.

Q. Some weapons have the Unwieldy trait but are not marked with an * to show they take up two weapon slots for a fighter (and vice versa). Is this a mistake?

A. No, this is intentional. Not all weapons that are difficult to use (and so gain the Unwieldy trait) are large enough to take up two weapon slots for a fighter so it is very possible to have a weapon with only the Unwieldy trait or an *, but not both.

Q. How do the Rapid Fire (X) and Blast (*) traits interact with each other?

A. Roll to hit as normal rolling the appropriate number of Firepower dice. A number of Blast markers are placed according to the number of bullet holes on the Firepower dice. If the attack hits then each Blast marker after the first is allocated with the centre hole on a visible target or spot within 3" of the original target or spot. If the attack misses then each Blast marker scatters separately from the original target or spot.

Q. The 'House of...' series of books do not have a Gang Equipment List; which equipment list should be used if a rule refers to the gang equipment list?

A. If the rule is referring to a specific fighter then use that fighter's equipment list. If the rule is referring to an entire gang's equipment list (for example, when equipping a House Legacy fighter for a Venator gang) then use the equipment list of a fighter with the Gang Hierarchy (Leader) special rule. If the gang has multiple fighters with the Gang Hierarchy (Leader) rule, you may choose which one to use.

Q. Different traps with the Hidden Traps rule have different trigger mechanisms; how do I resolve this on the battlefield?

A. A separate set of six markers are placed for each different type of trap.

Q. What do Exotic Beasts count as for the purposes of gang composition?

A. As they are Wargear, Exotic Beasts are not counted in any way for the purposes of gang composition.

Q. Does a model get XP when they cause an enemy fighter to become Webbed?

A. No.

Q. Can you please explain how to resolve attacks from the neural flayer full blast profile, there are a lot of traits there!

A. When a fighter is hit by a neural flayer's full blast profile follow the below steps:

- As soon as the fighter has been hit, reduce their Initiative by 2 due to the Concussion trait.
- As both the Flash and the Gas replace the Wound roll, resolve both of their effects.
 - For the Flash trait the fighter must make an Initiative test (don't forget their Initiative is reduced by 2 due to the Concussion trait) or gain the Blind condition.
 - Then roll a D6 for the Gas trait, if the result is equal to or less than the fighter's Toughness, move on to resolve the Fear trait. Note, the fighter is not placed Prone and Pinned and no armour save may be made.
- If the Gas trait would normally result in an Injury roll being made, instead the fighter must make a Nerve test, subtracting -2 from the result. If this test is failed, they are immediately Broken and run for cover.

NECROMUNDA: GANGS OF THE UNDERHIVE

As *Necromunda: Gangs of the Underhive* has been replaced by the 'House of...' series of books and the Trading Post PDF there is no longer any need for FAQs or erratas for it.

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 Zombie's are activated during a round as the Arbitrator chooses. If playing a game with Brainleaf Zombie's without an Arbitrator, players may choose to activate a Brainleaf Zombie instead of activating one of their own fighters. The Zombie still moves 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

As the Palanite Enforcers gang list in *Necromunda: Book of Judgement* has been replaced by the one found in *Necromunda: Bastions of Law* there is no longer any need for FAQs or erratas for it.

ERRATA

PAGE 15 – IMPERIAL IMPOSTERS

Add the following sentences 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. When visiting the Trading Post, the allied gang may ignore the -2 modifier to the Seek Rare Equipment roll for being an Outlaw gang.

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 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 '**Special**' with '**Income**'.

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 Str 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 of **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 **Str** characteristic from ‘S’ to ‘-’. Add the ‘Silent’ trait.

PAGE 99 – JONNY RAZOR

Amend Jonny Razor’s fighter card as follows:

- **Throwing Knives:** Change the **Str** 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 grenades** 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 grenades** 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 Flayer:** Change the ‘Concussive’ trait to ‘Concussion’ in both profiles. Remove the ‘Fear’ trait from the Short Blast profile. **Remove the ‘Pulverise’ trait from the Full 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 ‘+2’ to ‘-’ and change the **Acc: L** characteristic from ‘-’ to ‘+2’.

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 ‘3’ to ‘-’.
- **Bolt Pistol**
 - **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 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 than the standard weapon, the change is intentional unless corrected in an errata otherwise.

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 6 cards, or that they only read their 3 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.

Q. Can I use magnacles on the charge?

A. Yes.

NECROMUNDA: DARK UPRISING RULEBOOK

ERRATA

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 grenade** 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 33 – CHAOS FAMILIAR – OMEN OF FORTUNE

Change the start of the second paragraph from 'Whilst the Familiar is within...' to 'Whilst a Familiar is within...'.

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.

PAGE 47 – PSYCHIC FAMILIAR – OMEN OF FORTUNE

Change the start of the second paragraph from 'Whilst the Familiar is within...' to 'Whilst a Familiar is within...'.

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). Should a fighter change type, they lose the special rules of their old type, but gain the special rules of their new type.

Q. What about their masks, do these change when a fighter is promoted?

A. Yes. The fighter's mask becomes more ornate with promotion through the cult. Therefore its type and rules change. The old mask isn't discarded though. Rather, it is the old mask that has more ornamentation added.

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.

Q. If a fighter has multiple Exotic Beasts with the Omen of Fortune rule, can they use this ability to avoid multiple hits?

A. No, they may only attempt to avoid one hit per round regardless of the number of Exotic Beasts with the Omen of Fortune ability they have.

NECROMUNDA: HOUSE OF CHAINS

ERRATA

PAGE 129 – DJANGAR ‘GUNFISTS’, BOUNTY HUNTER

Add the ‘Sidearm’ trait to the ‘Custom stub cannon (x2)’ profile.

FAQ

Q. The assault grenade launcher has (twin-linked) in its name, should it also have the Twin-linked trait?

A. No, the (twin-linked) is included in the name to make it clear that a model equipped with one on each arm only has the one set of assault grenade launchers.

Q. How does a fighter use the heavy rivet cannon terrain?

A. If a fighter is in base contact with the heavy rivet cannon, they may fire it as if it is a weapon they are equipped with. Each heavy rivet cannon may only be fired once per round.

NECROMUNDA: HOUSE OF BLADES

ERRATA

PAGE 33, 35 AND 37 – STATUS ITEMS

- **Phyrr Cat:** Change the cost from 130 credits to 120 credits

PAGE 33, 35, 37 AND 39 – PERSONAL EQUIPMENT

Replace ‘Chem-syth’ with ‘Chem-synth’.

PAGE 38 – ESCHER WYLD RUNNER

Amend the **Promotion (Escher Gang Matriarch)** rule as follows:

Add ‘Gang Fighter (Prospect)’ to the list of special rules lost when promoted.

PAGE 69 – NECRANA, THE REVENANT OF CERES

Add the following text to the end of the ***PETITION** entry:

Only Escher gangs may petition Necrana, the Revenant of Ceres.

PAGE 72 – CYNISS, THE MOTHER OF POISONS

Add the following text to the end of the

***PETITION** entry:

Only Escher gangs may petition Cyniss, the Mother of Poisons.

PAGE 79 – VOIDBORN BOUNTY HUNTERS

Amend the text as follows:

Delete ‘However, when selecting the crew for a battle, the Smuggler Shore Party counts as only one fighter, effectively allowing the crew to include two or three more fighters than the crew size may allow.’

PAGE 92 – SOMERSAULT (BASIC)

Amend the text as follows:

Delete ‘and for the firing of weapons with the Unwieldy trait’

PAGE 115 – BASIC WEAPONS

- **Boltgun:** Change the Am characteristic from ‘4+’ to ‘6+’
- **Wyld Bow:** Change the Dmg characteristic from ‘-’ to ‘1’
- **Throwing Knives:** Change the Str characteristic from ‘S’ to ‘-’

PAGE 117 – CLOSE COMBAT WEAPONS

- **Power knife:** Change the Str characteristic from ‘S+2’ to ‘S+1’ and delete the ‘Disarm’ trait
- **Venom claw:** Add the ‘Melee’ trait
- **Two-handed axe:** Change Acc (L) from ‘-’ to ‘-1’
- **Two-handed hammer:** Change Acc (L) from ‘-’ to ‘-1’

Add the following weapon profile:

Weapon	Rng		Acc		S	AP	D	AM	Traits
	S	L	S	L					
Augmetic fist (‘Jotunn’ Servitor)	-	E	-	-	S+1	-1	2	-	Knockback, Melee

FAQ

Q. When I buy gaseous or toxic ammo using chem alchemy, can I apply it to all weapons or just one?

A. You can only apply the gaseous or toxic ammo to one of the fighter’s weapons.

NECROMUNDA: HOUSE OF IRON

ERRATA

PAGE 45 – ORLOCK GREENHORN

Amend **Skill Access** as follows:

Delete '(note, however, that an Orlock Greenhorn may not gain additional skills)'.

PAGE 96 – IMPROBABLE BEAT-DOWNS

Amend **Headshot** as follows:

Delete 'However, all missed ranged attacks made by the fighter count as Stray Shots.'

PAGE 116 – CLOSE COMBAT WEAPONS

Amend **Power knife** as follows:

Change the 'Backstop' trait to 'Backstab'.

FAQ

Q. When an Orlock Wrecker is promoted, can they still use their jump booster?

A. Yes, any Wargear or weapons a fighter has before they are promoted they may still use and keep access to, though they may no longer purchase additional equipment from the Orlock Wrecker equipment list - they must use the one relevant to their new rank within the gang.

Q. When an Orlock Wrecker dies, can I give their jump booster to another fighter or sell it?

A. No, fighters can only be given equipment that is in their equipment list, the Trading Post or the Black Market. As jump boosters do not appear on any of those they cannot be given to another fighter. For the same reason they cannot be sold during the post-battle sequence.

Q. How does a fighter use the Road Relic turret terrain?

A. If a fighter is in base contact with a Road Relic turret, they may fire it as if it is a weapon they are equipped with. Each Road Relic turret may only be fired once per round.

NECROMUNDA: HOUSE OF ARTIFICE

ERRATA

PAGE 47 – VAN SAAR SUBTEK

Amend **Skill Access** as below:

Delete '(note, however, that a Van Saar Subtek may not gain additional skills)'.

PAGE 78 – 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. When visiting the Trading Post the allied gang may ignore the -2 modifier to the Seek Rare Equipment roll for being an Outlaw gang.'

FAQ

Q. When a Van Saar Neotek is promoted, can they still use their grav-cutter?

A. Yes, any Wargear or weapons a fighter has before they are promoted they may still use and keep access to, though they may no longer purchase additional equipment from the Van Saar Neotek equipment list - they must use the one relevant to their new rank within the gang.

Q. When a Van Saar Neotek dies, can I give their grav-cutter to another fighter or sell it?

A. No, fighters can only be given equipment that is in their equipment list, the Trading Post or the Black Market. As grav-cutters do not appear on any of those they cannot be given to another fighter. For the same reason they cannot be sold during the Post-battle sequence.

Q. When they are hit by a weapon with the Seismic trait, does an Active fighter equipped with a grav-cutter become Prone and Pinned?

A. Yes, a grav-cutter prevents a fighter becoming Prone and Pinned due to being hit by a ranged attack and means they cannot voluntarily become Prone and Pinned, but this does not stop the Seismic trait.

Q. How does a fighter use the Rad Cannon Emplacement terrain?

A. If a fighter is in base contact with the Rad Cannon Emplacement, they may fire it as if it is a weapon they are equipped with. Each Rad Cannon Emplacement may only be fired once per round.

NECROMUNDA: HOUSE OF FAITH

ERRATA

PAGE 46 – ZEALOT

Amend **Promotion (Redemptionist Specialist)** as follows:

In the first paragraph, delete 'either a Cawdor Specialist, or' and 'as the controlling player chooses'.

In the second paragraph, add 'Hot-headed' to the list of special rules lost.

PAGE 56 – HIVE PREACHER

Amend **Sermon** as follows:

Change 'if a Hive Preacher is on the battlefield and not Seriously Injured' to 'if a Hive Preacher is on the battlefield and not Seriously Injured or Broken'

PAGE 66 – 'JOTUNN' H-GRADE SERVITOR OGRYN

Amend the Characteristics profile as follows:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	5	5	3	4+	2	7+	6+	8+	9+

PAGE 76 – THE HEADSMAN

Amend **Articles of Faith** as follows:

Replace 'Path of the Zealot' with 'Path of the Fanatic'.

PAGE 93 – CAWDOR HOUSE FAVOURS

Amend the **Blessed of Cawdor** as follows:

Replace 'Gang Leader special rule' with 'Gang Hierarchy (Leader) and Group Activation (2) special rules'.

PAGE 107 – INCENDIARY TRAP

Add the following text:

When an enemy fighter moves within 2" of an Incendiary Trap marker, they must immediately stop and make an Initiative check. If this check is passed, they can continue their movement as normal. If it is failed, flip over the marker to see if it is the real trap as per the Hidden Traps rule. If it is a false trap, discard the marker. If it is the real trap, it explodes immediately with the following profile.

PAGE 108 – HOLY GANG-RELIC

Amend the entry as follows:

Add 'in close combat' to the end of the first paragraph.

PAGE 120 – BASIC WEAPONS

Amend these weapons as follows:

Weapon	Rng		Acc		S	AP	D	AM	Traits
	S	L	S	L					
Sawn-off shotgun									
- with solid ammo	4"	8"	-	-2	4	-	2	6+	Knockback, Plentiful
- with scatter ammo	4"	8"	+2	-	3	-	1	6+	Plentiful, Scattershot

- **Cawdor polearm with blunderbuss**

- **Blunderbuss with grape shot:** Add the 'Template' trait.
- **Blunderbuss with purgation shot:** Add the 'Template' trait.

- **Shotgun**

- **Inferno Ammo:** Change Ammo value from '4+' to '5+' and change the 'Knockback' trait to 'Blaze'.

PAGE 121 – PISTOLS

Amend these weapons as follows:

- **Hand flamer:** Remove the 'Combi' trait.
- **Laspistol:** Remove the 'Combi' Trait.
- **Stub gun:** Remove the 'Combi' Trait.
 - **Dumdum rounds:** Remove the 'Combi' Trait.

FAQ

Q. Klovís the Redeemer has the Restless Faith skill; as he can never benefit from this skill given he is a Hired Gun, is this a mistake?

A. No, the skill is correct. Klovís has this skill in case players wish to use him as the leader of an Outcast Gang leading a throng of faithful Hive Scum on a crusade!

NECROMUNDA: HOUSE OF SHADOW

ERRATA

PAGE 45 – DELAQUE SHADOW

Amend **Skill Access** as follows:

Delete '(note, however, that a Delaque Shadow may not gain additional skills)'.

PAGE 71 – HIVE SCUM

Amend **Basic Weapons** as follows:

Add 'with scatter ammo' to **Sawn-off shotgun**.

PAGE 96 – TAKE DOWN

Replace the text with the following text:

When this fighter takes an enemy fighter Out of Action, roll a D6 before rolling on the Lasting Injury table. On a result of a 4+, the fighter automatically suffers a (55-56) Captured result instead of rolling on the table. Otherwise, roll on the Lasting Injury table for them as usual.

PAGE 102 – SIGHTBLIND TRAP

Amend the first paragraph as follows:

Add 'Sightblind traps can be set up anywhere on the battlefield outside of your opponent's deployment zone.'.

PAGE 103 – WEB TRAP

Amend the first paragraph as follows:

Add 'Web traps can be set up anywhere on the battlefield outside of your opponent's deployment zone.'.

PAGE 116 – BASIC WEAPONS

Amend these weapons as follows:

Weapon	Rng		Acc		S	AP	D	AM	Traits
	S	L	S	L					
Sawn-off shotgun									
- with solid ammo	4"	8"	-	-2	4	-	2	6+	Knockback, Plentiful
- with scatter ammo	4"	8"	+2	-	3	-	1	6+	Plentiful, Scattershot

PAGE 118 – CLOSE COMBAT WEAPONS

Amend the weapon as follows:

- **Paired psychomantic claws:** Add the 'Versatile' trait.

FAQ

Q. How and when can I select the new wyrd powers from Book of the Outcast for my fighters that have been upgraded with Psychoteric Whispers?

A. When the Psychoteric Whispers upgrade is purchased for a fighter, the specialisation and first power must be selected from the Madness, Delusion or Darkness disciplines. However, during campaign play, when purchasing additional powers with XP they can be selected from any discipline. Note that the Psychoteric Choirs rule only applies to powers from the Madness, Delusion or Darkness disciplines.

NECROMUNDA: BOOK OF THE OUTCAST

ERRATA

PAGE 17 – CLAN HOUSE

Amend the first paragraph as follows:

Replace 'For any scenario or campaign purposes' with 'For any scenario selection or campaign territories purposes'.

FAQ

Q. There are no points values included for the single fighter delegations; how do I go about adding them to my Outcasts gang?

A. The points costs were not included for these fighters as it is possible to create a more characterful and personalised leader for your Outcasts gang using the standard rules. However, as there is a demand for them, amend the text on page 22 as follows:

After the last bullet point add 'Several delegations are made up of just one fighter. In order to use these, use the Elevating a Fighter rules with the following credits cost:

- Master Charlatan (House of Artifice, page 85) 280 credits
- Rebel Lord (House of Iron, page 84) 305 credits
- Mind-locked Wyrd (House of Shadow, page 86) 150 credits'

Q. When selecting a Guild, Noble or Criminal affiliation for an Outcast gang you count as a gang of that affiliation for scenario and campaign purposes, does this give you access to their benefits and drawbacks?

A. No. The benefits and drawbacks of being allied to a Guild, Noble or Criminal faction are as a result of their alliance and not to do with the type of gang.

Q. Can an Outcast gang select the Imperial House or Justicar Courts affiliation and hire their delegations? If yes, how much do they cost?

A. An Outcast gang may select either the Imperial House as a Noble House affiliation or the Justicar Courts as a Merchant Guild affiliation. The costs for their delegations are as follows:

ENFORCER BODYGUARDS DELEGATION (BASTIONS OF LAW, PAGE 84)410 CREDITS

Composition:

Fighter	Gang Rank	Number	Credits
Palanite Companions	Champion	2	205

PALANITE JUSTICAR DELEGATION (SPIRE OF PRIMUS, PAGE 114) 670 CREDITS

Composition:

Fighter	Gang Rank	Number	Credits
Magistrate	Leader	1	200
Executioner	Champion	1	140
Bailiff	Ganger	3	110

Q. There are several Dramatis Personae that may purchase an additional named one at the same time for a reduced credit cost, for example Kal Jericho and Scabs or Arbelesta and Aramista Catallus. If you elevate one to be an Outcast gang Leader, may you recruit the other as a Champion?

A. Yes. If a Dramatis Personae is elevated to be an Outcast gang Leader, then any other Dramatis Personae that may be recruited at the same time for a reduced credit cost may be recruited as Champions for the gang at gang creation for the reduced credit cost.

NECROMUNDA: ASH WASTES RULEBOOK

FAQ

Q. The boons for the Road Sections in the Ash Wastes campaign seem to be very low – is this intentional?

A. Yes, this is to represent the fact that credits can be very hard to come by in the wastes. If the Arbitrator wishes, they can multiply all of the boons by 10.

Q. The Battlefield Conditions seem incredibly deadly – is there a way to alleviate this?

A. Away from the protection of the hives, the wastes are a very dangerous place to try and live, and the Battlefield Conditions rules reflect this. If players wish to reduce the impact these rules have upon battles, they may agree between them which conditions will be in play, and the Arbitrator may dictate certain conditions to be used.

NECROMUNDA: BOOK OF THE OUTLANDS

ERRATA

PAGE 68 – SKIMMERS

Change the start of the second sentence from 'However, if it ends its activation on difficult terrain or dangerous terrain' to 'However, if it ends its activation not on the Battlefield Surface and on difficult terrain or dangerous terrain'.

PAGE 114 – MOVE & SHOOT (BASIC) ACTION

Replace 'Sidearm' at the end of the last but one sentence with 'Pistol'.

FAQ

Q. When designing your own vehicle, including at gang creation, when can you purchase Upgrades and Wargear for the vehicle?

A. If designing your own vehicle at gang creation, then only Upgrades and Wargear listed in the vehicles entry may be purchased and fitted (later Upgrades and Wargear may be purchased from the Trading Post later). If designing one during the post-battle sequence then Upgrades and Wargear may be purchased from the Trading Post as long as at least one fighter has performed the Visit the Trading Post post-battle action.

NECROMUNDA: THE ARANTHIAN SUCCESSION – THE RUINS OF JARDLAN

FAQ

Q. When founding a gang for an Ash Wastes campaign, grav-cutters count as Wargear that grants the Mounted condition. Does this mean that Neoteks are subject to the rules granted by the Mounted condition?

A. No. When founding a gang for an Ash Wastes Campaign, grav-cutters count as Wargear that grants the Mounted condition, but they do not actually grant the Mounted condition. This distinction allows you to recruit Neoteks with the additional 400 credits gangs gain to spend on vehicles or models/equipment with the Mounted condition.

NECROMUNDA: HIVE SECUNDUS RULEBOOK

ERRATA

PAGE 157 – CLOSE COMBAT WEAPONS

Change the 'Orrus power talon' to 'Orrus power talons' and add the Power trait.

FAQ

Q. What happens when a model with the Reflex Enhancers gains the Blind condition?

A. If the model has any Ready markers, they lose one of those Ready markers. If they do not have any Ready markers, at the start of the next round they only gain one Ready marker instead of the usual two.

Q. If a fighter gains a skill from Data Crystals, does this increase the fighter's credit value?

A. No.

Q. When an Orrus Spyre Hunter increases the Augmentation level of one of their ranged weapons, is it applied to both of them or must they be Augmented separately?

A. They must be Augmented separately.

NECROMUNDA: THE BOOK OF DESOLATION

ERRATA

PAGE 128 – SPECIAL WEAPONS

Replace the combi-weapon (flamer/man-catcher) profile with the following profile:

Weapon	Rng		Acc		S	AP	D	AM	Traits
	S	L	S	L					
Combi-weapon (flamer/man-catcher)									
- flamer	-	T	-	-	4	-1	1	5+	Blaze, Template, Unstable
- man-catcher	-	E	-	-	S	-1	1	-	Entangle, Melee

PAGE 129 – CLOSE COMBAT WEAPONS

Add the Versatile trait to both the Malcadon toxin whip and the paired Malcadon toxin whips.

Add the Power trait to the Orrus power talons.

FAQ

Q. What happens when a model with the Reflex Enhancers gains the Blind condition?

A. If the model has any Ready markers, they lose one of those Ready markers. If they do not have any Ready markers, at the start of the next round they only gain one Ready marker instead of the usual two.

Q. If a fighter gains a skill from Data Crystals, does this increase the fighter's credit value?

A. No.

Q. When an Orrus Spyre Hunter increases the Augmentation level of one of their ranged weapons, is it applied to both of them or must they be Augmented separately?

A. They must be Augmented separately.

Q. How many attacks does Lady Haera in Sthenian-pattern Hunting Rig have?

A. This depends on if her power spear is still available to use or if it has been lost due to the Homing Teleport rule. Assuming she still has the power spear her attacks are broken down as follows:

- She has 4 attacks and gets to add one due to having two weapons with the Melee trait. These 5 attacks must be split as evenly as possible between her phase sword and her power spear.
- In addition, she may make one attack each with her Sthenian claws due to the Power Pack trait. These additional attacks may only be used to attack with her Sthenian claws and no other attack dice may be used to make attacks with them.

Q. Can the Custom Rig only be used in Underhells Campaigns?

A. No, they may be used in any campaign that allows the use of vehicles.

Q. Is there a credit limit to the equipment Malstrain Brood Scum brought in as Roaming Horrors may be equipped with?

A. No, the player with Priority may have them equipped with any weapons or Wargear on their Equipment List – though this should be reflected on the model used to represent them.

Q. When founding a Van Saar gang is there a limit to the number of Tek-hunters I may recruit?

A. No. Although only one Tek may be upgraded to a Specialist when founding a gang, there is no limit to the number of Specialists a gang may include at creation.

NECROMUNDA: HALLS OF THE ANCIENTS

FAQ

Q. Can an Exo Master use their paragon of the ancestors ability to use an Ancestor ability twice?

A. Yes.

Q. Can you explain further how the Power Pack trait works when making close combat attacks?

A. If a model has any weapons with the Power Pack trait and also the Melee or Sidearm trait, then in addition to any attacks they normally make the fighter may make exactly one attack with each of those weapons. No other attacks may be made with them and these attacks may not be used with any other weapons.

For example, if a fighter had an Attacks characteristic of 3, a power sword, a gem extractor and a circular stone saw then when they attack they would make three attacks with the power sword, one with the gem extractor and one with the circular stone saw.

NECROMUNDA: TRIBES OF THE WASTELANDS

ERRATA

PAGE 50 – PROMOTION

**{ASH WASTE NOMADS WATCHER OR
ASH WASTE NOMADS STORMCALLER}**

Change the number of Advancements needed to be promoted from five to three.

PAGE 56 – PROMOTION

{ASH WASTE NOMADS SPECIALIST}

Change the number of Advancements needed to be promoted from five to three.

PAGE 64 – NOMAD ARTHROMITE HERDER

Add a blast pistol and sky mantle to the equipment a Nomad Arthromite Herder is armed with.

PAGE 70 – *PETITION

Change the heading of the first column of the table from D6 to D6+Rep.

PAGE 99 – CLOSE COMBAT WEAPONS

Change the chitin dagger's Credit Cost to -.

Change the insective knife's Strength to - and add the Toxin trait.

PAGE 108 – ROCKET PACK

Change the equipment to:

When a friendly model within 3" of a fighter equipped with a rocket pack needs to make an Ammo test for a charge caster, they may choose to pass it automatically. Each rocket pack may only be used once per battle.

PAGE 109 – SKY MANTLE

Replace the equipment entry with the following:

During Ash Waste battles, a fighter equipped with a sky mantle can take the Hide in the Wastes (Double) action as long as they are not subject to the Mounted condition:

Hide in the Wastes (Double): If this fighter is at least 12" away from the nearest enemy model, they gain the Hidden condition as if the Visibility (6") rule was in effect (see the *Necromunda Core Rulebook*) even if the current battle is not using the Pitch Black rules. They become Revealed if they move as well as all the normal triggers for becoming Revealed and they do not automatically become Hidden again during the End phase of any round unless the Pitch Black rules are in effect.

PAGE 114 – ADDITIONAL ATTACKS [X]

Change the second sentence to:

Note that a weapon with this trait can only be used to make the Additional Attacks, a fighter may not use them for other attacks.

FAQ

Q. When founding an Ash Waste Nomads gang is there a limit to the number of Hunters I may recruit?

A. No. Although only one Warrior may be upgraded to a Specialist when founding a gang, there is no limit to the number of Specialists a gang may include at creation.

Q. Since Ash Waste Nomads Warriors treat long rifles as Basic Weapons instead of Special Weapons, can they fit a gunshroud to a long rifle?

A. Yes.

Q. Can a Nomad Harrier be upgraded to become a Sanctioned Psyker or Non-sanctioned Psyker in the same way as Bounty Hunters using Necromunda: Book of the Outcast?

A. They may not be upgraded to become a Sanctioned Psyker, but they may be upgraded to become a Non-sanctioned Psyker.

Q. For the shock trap, is the Shock trait triggered if a 6 is rolled when seeing if the trap goes off?

A. Yes.

Q. Does the Eyes of the Wasteland skill stack with photo-goggles or an infra-sight?

A. Yes.

NECROMUNDA: BASTIONS OF LAW

ERRATA

PAGE 95 – BADZONE ENFORCERS GANG COMPOSITION

Change the paragraph to read:

Badzone Enforcer gangs follow all the usual restrictions and guidelines for creating a gang as described in the *Necromunda Core Rulebook* with the exception that Enlisted Hive Scum are not included when comparing the number of models with and without the Gang Fighter (X) rule.

PAGE 111 – HEAVY WEAPONS

Add the Blast (3") trait to the heavy concussion ram.

PAGE 116 – FLAK ARMOUR

Change the minimum Armour Penetration for hardened flak armour and hardened layered flak armour to -1.

FAQ

Q. Can Enforcer boltguns/shotguns use the special ammo types available to regular boltguns/shotguns?

A. No they cannot – unless the ammo type is listed specifically for the weapon it cannot be used.

Q. The Crush wyrd power only causes an Injury roll to be made if the target passes a Save roll. Is this a mistake?

A. No. The more armour a fighter is wearing, the easier it is to crush them beneath its weight, hence it only works if the target passes a Save roll.

OTHER FAQ & ERRATA NECROMUNDA: RAGNIR GUNNSTEIN

Amend Ragnir Gunnstein's fighter card as follows:

Skills: Add the Munitioneer Skill.

HANGERS-ON, HIRED GUNS & BRUTES

ERRATA

SLOPPER, ROGUE DOCS, AMMO-JACKS, GANG LOOKOUT AND DOME RUNNER

Add the following special rule to each of these Hangers-on in every publication they appear in:

Outlaw: This Hanger-on may be hired by an Outlaw gang, at which point they automatically become an Outlaw themselves.

FAQ

Q. When hiring a Bounty Hunter or Nomad Harrier, do you have to pay additional credits for any equipment they come with?

A. Yes.

APOCRYPHA NECROMUNDA: BONEDRY AND BROKE

ERRATA

PAGE 8 – RATLING HUNT LEADER

Change the Ratling Hunt Leader's Movement characteristic to 4".

FAQ

Q. What happens when a Venator gang rolls either one or two 6s for their Settlement Territory?

A. If a Venator gang rolls a 6 for their Settlement Territory, then they do not gain any new fighters. However, if they manage to roll two 6s they may hire a single Ganger of their choice from those available to the gang. This does mean they could gain a free Ogryn Hunter!

Q. Can a Venator Hunt Leader still be upgraded to have either the Sanctioned Psyker or Non-sanctioned Psyker rule as described in Necromunda: Book of the Outcast?

A. Yes.