



RULES UPDATE AND ERRATA, APRIL 2022

In this PDF you will find a list of the rules updates for Necromunda to go alongside the release of the Ash Wastes. This PDF contains a summary of the changes to the core rules of Necromunda along with the updated Gang Creation rules, and Pre-battle and Post-battle actions that future supplements will refer to. Finally, it includes a fully updated FAQ and Errata to cover all the currently released books for Necromunda.

SUMMARY OF RULE CHANGES

ATTACKING AFTER CHARGING

The rules have been clarified to make it clear that a fighter must attack after performing a successful Charge (Double) action.

FLEEING THE BATTLEFIELD

The Fleeing the Battlefield step has been moved from the Action phase into the End phase. Add the following text after the Bottle Tests step in the End phase.

FLEEING THE BATTLEFIELD

Once a gang has bottled out, both fighters and vehicles alike may begin to flee the battlefield. During this step of the End phase, starting with the gang that holds Priority if both gangs have bottled out, the controlling player makes a Cool check for each of their models that is currently on the battlefield:

- If the check is passed, the model holds its nerve and remains on the battlefield.
- If the check is failed, the model chooses discretion over valour and it (or in the case of a vehicle, its crew) flees the battlefield.

What happens to a model when it flees the battlefield will depend firstly upon whether it is a fighter or a vehicle and, secondly, upon its current Secondary Status:

- Should a fighter flee the battlefield whilst their Secondary Status is Active, Engaged or Pinned, they are simply removed from play with no ill effect.
- Should a fighter flee the battlefield whilst their Secondary Status is Seriously Injured, they are removed from play and set to one side. During the Wrap-up, test to see if they succumb to their injuries.
- Should a vehicle flee the battlefield, the crew will abandon the vehicle and flee the battlefield, returning later to collect their vehicle. Change the vehicle Status to Stationary and Wrecked but do not roll on the Lasting Damage table.

SPENDING XP ON ADVANCEMENTS

This step has been moved from the Pre-battle sequence to the Post-battle sequence.

FOUNDING A GANG

When founding a gang, players will have a maximum budget of credits to spend on fighters, weapons, Wargear and vehicles chosen from the entries within their gang list. How much this budget is will depend upon whether the gang is being founded for Skirmish play or Campaign play. In either case, this budget may not be exceeded. Any unspent credits will be added to the gang's Stash if the gang has been founded for Campaign play. However, if a gang has been founded for Skirmish play, any unspent credits are simply lost.

CAMPAIGN PLAY

When founding a gang for Campaign play, the budget available is 1,000 credits. Note, however, that should they wish, the Arbitrator can increase or decrease this budget.

Additionally, if using vehicles in your campaign each gang gains an extra 400 credits that can only be spent on vehicles, fighters that come default with Wargear that grants the Mounted condition or on Wargear that grants the Mounted condition. Any unspent credits from this allowance is lost after the gang is founded.

SKIRMISH PLAY

When founding a gang for Skirmish play, the budget available should be agreed upon by the players. This can be as much or as little as they think appropriate, but as a general guideline, a budget of between 1,250 credits and 2,000 credits is recommended.

MODEL NAMES, CATEGORIES & TYPES

Each model available to a gang is of a named type; this is the name given to that model's rank within the gang hierarchy of their House. In addition, each has a category listed in brackets. For example, a lowly gang fighter in an Orlock gang is an Orlock Gunner (Ganger). This indicates that within House Orlock, such fighters are called 'Gunners', whereas within the rules of the game, this fighter is a 'Ganger'.

Very often the rules will refer to models by category (Leader, Champion, Prospect, Ganger or Juve, for example). In such cases, the rule is universal to all such models, regardless of their type. At other times, the rules will refer to a model by their specific type, 'Orlock Gunner' for example. In these cases, the rule is specific only to models of that type.

GANG COMPOSITION

The first step is to choose and purchase the models that make up the gang. Each of the different gang lists details all of the models available to that gang. These models are purchased by paying the credits cost shown in their entry from the budget available. Most gangs must always follow the rules presented below. In the case of any gangs that follow different rules, these will be presented as part of that gang's gang list:

- There must be one model with the Leader special rule.
- The total number of models with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of models without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Should it occur during the course of a campaign that the number of models without the Gang Fighter (X) special rule exceeds the total number of models with the Gang Fighter (X) special rule, the controlling player must either:

- Retire a number of models without the Gang Fighter (X) special rule during the post-battle sequence in order to correct the imbalance.

Or:

- Recruit fresh models with the Gang Fighter (X) special rule during the post-battle sequence in order to correct the imbalance.

WEAPONS & WARGEAR

The next step is to choose and purchase the weapons and Wargear each model will be equipped with. Each model's entry within their gang list includes a detailed list of the weapons and Wargear that model may purchase.

EQUIPPING A FIGHTER

All fighters can be equipped as follows:

- A fighter on foot can be equipped with a maximum of three weapons purchased from those listed in their entry.
- Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may purchase Wargear that is listed in their entry.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.
- If the gang is being founded for Campaign play, fighters will be limited to the equipment listed in their entry, whereas fighters in a gang founded for Skirmish play may also have access to some items of equipment from the Trading Post and Black Market. This should be agreed upon by the players.

NEW EQUIPMENT

During a campaign, gangs may gain new equipment, either by purchasing it from the Trading Post or Black Market during the post-battle sequence, or as a result of Boons (see page 8). These items are added to the gang's Stash and may be distributed among fighters during any post-battle sequence:

- Any fighter may discard any Wargear they are equipped with in favour of new Wargear. Any Wargear discarded in this way is placed in the gang's Stash and may be given to other fighters. Note that this means Wargear can only be discarded if being replaced by an alternative item that fulfils a similar purpose.
- No fighter may discard a weapon. The gang fighters of Necromunda become attached to their weapons of choice and would rather hoard weapons than discard them.
- No fighter may discard Wargear that grants the Mounted condition, out in the ash wastes having access to transport means the difference between life and death and no fighter would discard theirs.
- Fighters with the Gang Fighter (X) special rule that do not also have the Tools of the Trade special rule cannot be given a new weapon if it would take them above the limit of three weapons carried.
- Fighters with the Tools of the Trade special rule can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'equipment set', as follows.

EQUIPPING A VEHICLE

Vehicles can be equipped with a wide variety of weapons, wargear and upgrades. Most vehicles have on them a number of Weapon Hardpoints, each of which can be equipped with a weapon from those available to that vehicle. In some cases it may be possible to add additional Weapon Hardpoints through upgrades or Wargear.

There is no limit to the amount of Wargear that a vehicle may be fitted with, though some Wargear may not be combined with others, where this is the case it will be explained under the Wargear's rules. Each vehicle also has a set number of Upgrade slots that can be used, broken down into Body, Drive and Engine.

VEHICLE UPGRADES

As mentioned previously, during a campaign gangs may gain new equipment, either by purchasing it from the Trading Post or Black Market during the post-battle sequence, or as a result of Boons (see page 12). This includes vehicle upgrades, new items of equipment that can be fitted to vehicles to improve their performance in a number of ways. These upgrades are added to the gang's Stash and may be assigned to vehicles during any post-battle sequence.

Any upgrade may be discarded from a vehicle in favour of a new upgrade of the same type. The gang may attempt to place any upgrades discarded in this way into the gang's Stash. Roll a D6:

- On a 1, the upgrade is trashed. It may have suffered too much wear and tear, or it may have been removed with too much force. Whatever the case, the upgrade is of no use and must be thrown away.
- On a 2 or more, the upgrade is removed intact. It may be fitted to another vehicle, kept in the gang's Stash or it may be sold during the post-battle sequence (see page 12).

Note that this means upgrades can only be discarded if being replaced by an alternative item that fulfils a similar purpose.

FIGHTER CARDS & VEHICLE CARDS

Finally, a blank Fighter card or Vehicle card should be completed for each model when they are added to the gang; the characteristics of the model and any equipment they now have should be noted down in the appropriate sections of the model's card.

EQUIPMENT SETS

Senior gang members, enjoying the privilege of rank, often maintain a cache of weapons that allow them to equip themselves appropriately for each battle. As such, fighters with the Tools of the Trade special rule can have multiple Fighter cards, each representing a different set of equipment:

- The controlling player can make an additional Fighter card for a fighter with the Tools of the Trade special rule at any time.
- An appropriate model should be available for each different equipment set and/or Fighter card a fighter has.
- There is no additional cost for having multiple equipment sets. If, for example, an Orlock Road Captain owns a two-handed hammer, they may include that weapon in as many or as few different equipment sets as the controlling player wishes without additional cost. The weapon is only purchased and paid for once.
- Regardless of the number of equipment sets a fighter has, they still have a single entry on the gang roster. This entry should include the total Cost of the individual weapons and items of Wargear that fighter owns. But remember, each individual weapon or item of Wargear is only counted once.
- If the fighter suffers any Lasting Injuries or gains any Advancements, they should be recorded on all of their Fighter cards.
- Only one of a fighter's cards can be used for a battle.
- If a battle uses random fighters from the gang, all of the fighter's cards should be shuffled together and one should be drawn at random and added to the rest of the gang's Fighter cards before any cards are drawn. This means that only one of this fighter's cards can be drawn for the battle, and that the controlling player cannot choose which of their equipment sets they will be using.
- When distributing equipment from the gang's Stash, it can be moved to any or all of a fighter's cards, and can even be moved to more than one.

DEATH OF A LEADER

All gangs must include a single fighter with the 'Gang Leader' special rule. This fighter is, naturally, the Leader of the gang.

If a gang's Leader is killed, a new leader must be nominated:

- The new Leader is the fighter with the highest Leadership characteristic, selected from among those fighters that have, in order of priority:
 - 1. The Gang Hierarchy (X) special rule.
 - 2. The Tools of the Trade special rule.
- If the gang contains no fighters with either special rule, the fighter with the highest Leadership characteristic must be selected from among the remaining gang members.

If two or more eligible fighters have the same Leadership characteristic, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide which fighter will become the new gang Leader.

When a fighter is promoted in this way, they gain the Gang Leader special rule, and from now on their category changes to 'Leader' and their type changes to that appropriate for their gang for the purposes of determining which equipment and Skill Sets they can access (for example, should an Orlock Road Sergeant be promoted to Leader, not only does their category change from Champion to Leader, but their type becomes 'Orlock Road Captain'). Their existing characteristics and special rules do not change.

THE GANG ROSTER

As well as filling in a Fighter card or Vehicle card for each fighter or vehicle in their gang, players will need to complete a gang roster. This tracks additional information during Campaign play, such as Territories held, Gang Rating, Reputation, Wealth and so on, as well as each model's Experience and Advancements. During Skirmish play, such information is of less importance, but a gang roster is still a useful tool.

COMPLETING A GANG ROSTER

The gang roster is made up of a number of elements, as shown on page 6. Many of these elements are explained over the following pages. Those that are not are dealt with in detail in the campaign rules. These elements include: the gang's name (1) and Type (2), its Gang Rating (3), Reputation (4) and Wealth (5), the Territories it holds (6) and its Stash (7), containing unspent credits, surplus equipment (both weapons and Wargear), and so on.

The gang roster also has a line for each model in the gang, with space for their names (8), fighter or vehicle type (9), Cost (10), Experience earned (11), the number of Advancements gained (12), and whether they are currently In Recovery or Repair (13) or have suffered any Lasting Injuries, Lasting Damage or been Captured (14).

Note that although the number of rows is limited, there is no upper limit on the number of fighters or vehicles a gang can contain. Should a gang be lucky enough to have more fighters or vehicles than can be fitted onto one gang roster, simply use a second gang roster for extra space.

GANG ATTRIBUTES

In Campaign play, gangs have a number of attributes, which are tracked on their roster. These attributes, and their starting values, are explained below:

GANG RATING

The Gang Rating is an indicator of how powerful the gang is – the proficiency of its model, how well equipped it is, and so on. The Gang Rating is the total cost of all of the fighters and vehicles in the gang, including the cost of all the equipment and upgrades they have.

WEALTH

In Campaign play, gangs also have a Wealth value – this is equal to the total cost of all of the fighters and vehicles in the gang, plus the value of any credits or equipment they have in their Stash.

REPUTATION

Reputation is the measure of a gang's standing and power in their Zone. It is separate from Gang Rating, which is a measure of the gang's size and resources; a small gang can build up quite an impressive reputation. A gang's Reputation starts at 1, and cannot drop below 1.

MODEL CAMPAIGN ATTRIBUTES

In Campaign play, each model in a gang has a number of attributes that are tracked in their entry on the gang's roster:

EXPERIENCE (XP)

Models can spend Experience in order to purchase Advancements – when they do so, their Experience total is reduced accordingly.

ADVANCEMENTS

The more Advancements a model has, the more expensive any future Advancements will be. In the case of models that start with an Advancement (such as a free skill), this should be noted on the gang roster, though in most cases this will not increase the expense of future Advancements.

CAPTURED BY, IN RECOVERY & IN REPAIR

When a fighter goes Out of Action during a battle fought as part of a campaign, there is a chance that they will suffer a Lasting Injury. Many of these will cause them to go Into Recovery and miss the next battle. When this is the case, their In Recovery box is ticked.

Similarly, during campaign play fighters might be Captured by an enemy gang (see page 9) – while this is the case, a note is made in the Lasting Injury/Captured By box of the name of the gang that has Captured them.

Should a vehicle be Wrecked during a battle fought as part of a campaign, there is a chance that it will suffer Lasting Damage. This may cause it to go Into Repair and force both it and its crew to miss the next battle. When this is the case, the vehicle's In Repair box is ticked.

GANG NAME

1.

GANG TYPE

2.

GANG RATING REPUTATION WEALTH

3.

TERRITORIES

6.

STASH

7.

FIGHTER/VEHICLE NAME

8.

TYPE

9.

COST

10.

XP

11.

ADV

12.

REC/
REP

13.

CAPTURED BY/
LASTING INJURIES/
LASTING DAMAGE

14.

THE PRE-BATTLE SEQUENCE

Prior to any battle, there are several important steps that need to take place, as listed below. Some of these only apply during Campaign play, and can therefore be skipped during Skirmish play, as mentioned in the appropriate entries. Whatever the case, this sequence must be followed in the order shown, and must be done while both players are present.

The pre-battle sequence consists of the following steps:

1. Make a Challenge & Stake Territory
2. Recruit Hired Guns
3. Determine Scenario
4. Set up the Battlefield
5. Choose Crews
6. Announce Territory Boons
7. Gang Tactics
8. Deployment

1. MAKE A CHALLENGE & STAKE TERRITORY

For a battle to be fought, a challenge must be issued and accepted. In Campaign play, challenges are handled as described by the Arbitrator, though campaigns will provide guidance. In Skirmish play, a challenge is issued and accepted when two players decide to play a battle.

In Campaign play, an eligible Territory is nominated as the stake for the battle (as described in each campaign). This may be an as yet unclaimed Territory or a Territory controlled by one of the players that their opponent wishes to seize control of, each campaign will specify.

2. RECRUIT HIRED GUNS

Players can spend credits to recruit Hired Guns. In Campaign play, the gang may spend credits from those it has in its Stash. In Skirmish play, any unspent credits left over from creating the gang can be spent to recruit Hired Guns. Additionally, in Campaign play, gangs may be able to recruit Hired Guns through other means, such as House favours or as Boons granted by Territories.

If both players wish to recruit Hired Guns, the player with the lower Gang Rating may do so first.

3. DETERMINE SCENARIO

In Skirmish play, players may simply choose a scenario they wish to play. If they cannot decide, they should roll off to see who decides which scenario is played. In Campaign play, the scenario may be determined by the Arbitrator, though many campaigns include their own Scenario table.

DETERMINING THE ATTACKER & DEFENDER

Many scenarios state that one gang is the attacker and the other the defender. In Campaign play, the player who chooses the scenario is the attacker. In Skirmish play, or when the stake is a Territory neither gang controls, the player who chose the scenario should decide which gang will be the attacker and which will be the defender. If neither player chose the scenario, then both players should roll a D6, with the player who rolls the highest choosing.

HOME TURF ADVANTAGE

The scenario being played may indicate that the defender benefits from the Home Turf Advantage, representing the gang fighting furiously to defend their valuable turf from attackers. A gang fighting with the Home Turf Advantage is far less likely to bottle out and in some cases will fight ferociously until the last.

RESCUE MISSION

In Campaign play, it is not uncommon for fighters to be taken Captive by rival gangs (see page 9). If one player has Captured a fighter belonging to a rival gang, the player that controls the gang the Captive belongs to may issue a challenge to play the Rescue Mission scenario. If the challenge is accepted, then the Rescue Mission scenario is automatically used for the battle. If the player holding the Captive refuses the challenge, they automatically forfeit the Captive. No Territory is staked on this battle; the Captive is effectively the stake.

4. SET UP THE BATTLEFIELD

The players now set up the battlefield. Some scenarios have special instructions for terrain. The default methods are detailed in full in the *Necromunda Rulebook*.

5. CHOOSE CREWS

After the battlefield has been set up, before gangs can be deployed, players must select their starting crews for the battle ahead. The scenario being played will detail the method of selection to be used, how many and what kind of models can be selected. The selection methods are explained in full in the *Necromunda Rulebook*.

6. ANNOUNCE TERRITORY BOONS

In Campaign play, many of the territories grant a 'Boon' to the gang that controls them, and many of these Boons will have an effect during a battle. Players should announce which, if any, of their Territory Boons grant them a bonus that will have an effect on the upcoming battle at this stage, forewarning their opponent. If a Territory Boon is not announced, it cannot be used during this battle.

In Skirmish play, this step of the pre-battle sequence can be ignored.

7. GANG TACTICS

Each scenario details how many gang tactics each gang gets and how they are selected, with players either choosing the gang tactics they want, or selecting them at random, either by drawing cards from a shuffled deck or by rolling on any Gang Tactics table their gang is allowed to use.

8. DEPLOYMENT

The final step of the pre-battle sequence is deployment, in which the players set their gangs up on the battlefield, ready for the battle ahead. Many scenarios will provide details of the size and location of 'deployment zones', the name given to the areas in which gangs can be set up. For those which do not, the standard deployment rules can be found in the *Necromunda Rulebook*.

POST-BATTLE SEQUENCE

Following any battle, there are several important steps that need to take place, as listed below. Some of these only apply during Campaign play, and can therefore be skipped during Skirmish play, as mentioned in the appropriate entries. Whatever the case, this sequence must be followed in the order shown, and must be done while both players are present.

The post-battle sequence has seven steps:

1. Wrap-up
2. Assign/Reassign Territory
3. Receive Rewards
4. Collect Income
5. Post-battle Actions
6. Update Roster
7. Report Results

1. WRAP-UP

During the Wrap-up, each player checks to see whether any fighters that were seriously Injured when the battle ended, or that fled from the battlefield whilst Seriously Injured, succumb to their injuries, as follows. Additionally, during the Wrap-up players determine whether any fighters are captured by the enemy, as described opposite, after which any vehicles that were abandoned by fleeing crew are retrieved.

Finally, during a battle fought as part of a campaign, it is at the end of the Wrap-up that fighters that were In Recovery are considered to have made a full recovery, and their In Recovery box on the gang roster is cleared.

Players should note that any other events that take place 'at the end of the battle' will also take place during the Wrap-up.

SUCCUMBING TO INJURIES

If a fighter is Seriously Injured when the battle ends, or if a fighter belonging to a gang that had bottled out fled from the battlefield whilst Seriously Injured, roll a D6 for them during the Wrap-up. On a 3 or more, they survive without any further complications, but on a 1 or 2 they succumb to the injuries suffered during the battle and are treated as having gone Out of Action. A Lasting Injury roll is made for them, as described previously.

BEING CAPTURED

If only one gang has models on the battlefield at the start of the Wrap-up, there is a chance that they might 'Capture' a fallen enemy fighter:

Capturing Enemy Fighters: To determine if any enemy fighters are taken Captive, roll 2D6 and add the number of enemy fighters that went Out of Action (including those who have succumbed to their injuries during the Wrap-up).

If the result is 13 or greater (note this target number may change in various campaigns), an enemy fighter has been Captured. Shuffle together the Fighter cards of any enemy fighters who went Out of Action, but not those of any that suffered a Critical Injury or Memorable Death result (they are left where they fell). Draw one of these cards at random – that fighter is Captured. Make a note in the Lasting Injury/Captured By box on the gang roster for the Captured fighter, recording the name of the gang who has Captured the fighter.

CLAIMING SCRAP

If only one gang has models left on the battlefield at the start of the Wrap-up, they will grab what they can from Wrecked enemy vehicles before leaving the battlefield. That gang adds D3x10 credits to their Stash for each Wrecked enemy vehicle on the battlefield. The Wrecked vehicles are then reclaimed by their gang.

CAPTIVE FIGHTERS

Whilst a fighter is Captured, it is said to be 'Captive'. That fighter is unavailable for battles and post-battle actions as if it were In Recovery. This lasts until that fighter is recovered (as follows) rather than for just one battle. The Capturing gang should make a note in their Stash of the fighter they now hold Captive.

When a fighter is Captured, its gang has a chance to rescue it. The Captured fighter's controlling player may issue a challenge to the gang that holds their fighter Captive to play a Rescue Mission. This supersedes the usual challenge process and the Determine Scenario step of the pre-battle sequence (see page 7) – instead, the Rescue Mission scenario is played.

If a gang does not wish to attempt to rescue a Captive, or if the rescue attempt fails:

- A Law Abiding gang may claim a bounty on a Captive fighter belonging to an Outlaw gang during the post-battle sequence of that battle (see page 11).
- An Outlaw gang may 'dispose' of a Captive fighter belonging to any gang during the post-battle sequence of that battle.
- Any gang may trade a Captive back to the gang it belongs to or to any other gang that wants the Captive, as described on the next page.
- Any gang may sell a Captive to the Guilders as a slave during the post-battle sequence of that battle (see page 10).

If the Captive is still held the next time the two gangs face each other, the controlling player of the gang the Captive belongs to once again has the option to declare that their gang will attempt a Rescue Mission.

TRADING CAPTIVE MODELS

At any time during a campaign, regardless of whether a Rescue Mission has been attempted, the two gangs' controlling players can come to an agreement to make a trade to secure a Captive's return. Additionally, once a Rescue Mission has been attempted and failed, the gang that holds the Captive is free to trade it to any gang they wish.

This trade could be a payment of credits, a trade for another Captive, even surrendering a Territory, a valuable item of equipment, or anything else – it is entirely up to the two players to decide and either gang is free to decline an offer made by the other. If an agreement is reached, the Captive is transferred to the gang that the trade was made with. If the Captive is returned through a trade to the gang it belongs to, it immediately becomes available to the gang once more.

2. ASSIGN/REASSIGN TERRITORY

The player that won the battle takes control of the Territory staked on the battle. In the case of a draw while fighting for control of an uncontrolled Territory, the Territory is not claimed by either player. In the case of a draw during the Takeover phase when a controlled Territory is at stake, the Territory does not change hands.

3. RECEIVE REWARDS

Each scenario shows a list of rewards which the gangs can receive, based on their performance during the battle. Any equipment gained is added to the gang's Stash – it can be distributed to fighters in step 6.

GAINING AND LOSING REPUTATION

Most scenarios contain a number of ways in which a gang can gain or lose Reputation. If a gang both gains and loses Reputation, any gains are applied before any losses.

4. COLLECT INCOME

Each gang collects income from each Territory they control that generates income, as detailed for that Territory. The total amount of credits generated from each gang's Territories is then added to the gang's Stash.

5. POST-BATTLE ACTIONS

During a campaign, each fighter in the gang that has the Gang Hierarchy (X) special rule can make one post-battle action. Each of these actions is carried out one at a time, in an order of the controlling player's choice. Fighters who are In Recovery, or who have been Captured, cannot make post-battle actions. Unless otherwise stated, the same action can be made more than once. The actions below are always available, but others might also become available through special Territories, skills or other means.

TRADE

There are two types of Trade action; 'Regular Trade' and 'Black Market Trade':

- A fighter belonging to a Law Abiding gang may make a Regular Trade action and visit the Trading Post, increasing the gang's chances of finding Rare items as described on page 12.
- A fighter belonging to an Outlaw gang may make a Black Market Trade action and visit the Black Market, increasing the gang's chances of finding Rare and Illegal items as described on page 12.

Alternatively, a Leader or Champion belonging to a Law Abiding gang may attempt to make a Black Market Trade action:

- Make an Intelligence check for the fighter making the action. If the check is passed, the gang may purchase items from the Black Market. If the check is failed, it cannot.

However, when a fighter belonging to a Law Abiding gang visits the Black Market, they will find it harder to access Rare and Illegal items. Black marketeers are often unwilling to sell their most valuable goods to those who cannot be vouched for by mutual contacts.

Finally, a Leader or Champion belonging to an Outlaw gang may attempt to make a Regular Trade action:

- Make a Cool check for the fighter making the action. If the check is passed, the gang may purchase items from the Trading Post. If the check is failed, it cannot.

However, when a fighter from an Outlaw gang visits the Trading Post, they will find it harder to access Rare items. It is often hard for the criminal classes to move around freely and find those items readily available to others.

SELL TO THE GUILDERS

The fighter can sell any number of Captive fighters to the Guilders – as long as the Captive's gang has had a chance to rescue them (see page 9):

Each Captive fighter is worth half of their total Cost (50%) when sold as a slave, round up to the nearest 5 credits – add these credits to this gang's Stash. The Captive fighter's controlling player should be informed as soon as possible, and must delete the Captive fighter from their roster.

CLAIM BOUNTIES

As described on page 9, Law Abiding gangs can claim bounties for any enemy fighters belonging to Outlaw gangs that they have Captured (providing the Captive's controlling player has had the opportunity to attempt a Rescue Mission, as described in the *Necromunda Rulebook*). The bounty for a Captive fighter is equal to that fighter's full Cost – this many credits are added to this gang's Stash. The Captive fighter's controlling player should be informed as soon as possible, and must delete the Captive from their roster.

'DISPOSE' OF CAPTIVES

As described on page 9, Outlaw gangs can dispose of any enemy fighters they have captured, providing the Captive's controlling player has had the opportunity to attempt a Rescue Mission. How the fighter is disposed of varies depending upon the type of gang in question. Some captives are sacrificed in dark rituals, others are eaten, and yet more simply disappear. Whatever the case, the Captive's controlling player should be informed as soon as possible that their fighter has been disposed of, and must delete that fighter from their roster.

MEDICAL ESCORT

The fighter escorts a critically injured fellow gang member to the Doc. Select one other fighter or crew in the gang that suffered a Critical Injury during the battle and pay 2D6x10 credits from the gang's Stash. If the gang does not have sufficient funds, or does not wish to pay the full amount, no roll is made and the fighter or crew dies. Otherwise, roll a D6 on the table below:

D6	Result
1	Complications: The model dies.
2-5	Stabilised: Roll a D6 – treat this as being the second dice of a D66 roll, the first roll automatically counts as having been a 5. Apply the appropriate result (of between 51 and 56) from the Lasting Injuries table for fighters or Crew Injury table for a vehicle's crew.
6	Full Recovery: The model goes Into Recovery, but suffers no lasting effects.

NEGOTIATE REPAIRS

The fighter accompanies the crew of a vehicle that has suffered Lasting Damage to the Chop Shop. Select one vehicle in the gang that has sustained Lasting Damage and roll a D6 on the table opposite to determine the cost of repairs. If the gang wishes to meet this cost, it pays with credits from its Stash and all Lasting Damage previously sustained is removed from the vehicle. If the gang does not have sufficient funds, or does not wish to pay the amount, the vehicle is not repaired and the Lasting Damage it has sustained is not removed:

D6	Result
1-3	Almost Like New: The repairs cost half (50%), rounding up to the nearest 5 credits, of the vehicle's Cost (including upgrades but not including Wargear and weapons), but the vehicle isn't quite the same. Replace all Lasting Damage the vehicle has previously sustained with a Persistent Rattle.
4-5	Quality Repairs: The repairs cost half (50%), rounding up to the nearest 5 credits, of the vehicle's Cost (including upgrades but not including Wargear and weapons).
6	Superficial Damage: The repairs cost a quarter (25%), rounding up to the nearest 5 credits, of the vehicle's Cost (including upgrades but not including Wargear and weapons).

6. UPDATE ROSTER

During this step of the post-battle sequence, gangs can dispose of dead and injured fighters, scrap damaged vehicles, purchase new equipment and models, and more. During this step, players should follow this sequence:

- Clean House
- Visit the Trading Post
- Gain Boons from Territories
- Distribute Equipment
- Purchase Advancements
- Update Gang Rating

A. CLEAN HOUSE

After any battle, a gang is likely to have dead fighters to dispose of, injured fighters to retire, and wrecked vehicles to sell for scrap. This process is generally referred to as 'cleaning house'.

Dead fighters or vehicle crew are simply deleted from the roster. If their gang had at least one fighter on the battlefield at the end of the battle, or if the fighter was taken to the Doc but still died, all of their equipment (except for armour) is added to the gang's Stash. Otherwise, the dead fighter's equipment is lost. If a vehicle crew, the vehicle is added to the gang's Stash and can be given to a new crew.

Also at this point, the controlling player can choose to retire fighters or vehicle crews – usually because Lasting Injuries have rendered them unfit for battle. These fighters are deleted from the roster, and their equipment is added to the gang's Stash. Equipment in the gang's Stash can be sold or transferred to a new fighter in the next step. If a vehicle crew, the vehicle is added to the gang's Stash and can be given to a new crew.

Finally, the controlling player can choose to scrap any vehicles that have sustained Lasting Damage. A vehicle is worth a quarter of its total Cost (25%) rounded up to the nearest 5 credits (including upgrades but not including Wargear and weapons) when sold as scrap. These credits are added to the gang's Stash. When a vehicle is scrapped, any upgrades it had are lost, though Wargear and weapons are added to the gang's Stash. The crew must be either given a new vehicle or one must be purchased for them or they are retired.

B. VISIT THE TRADING POST

The gang can visit the Trading Post to spend its hard earned credits in any of the ways described below, allowing them to hire new fighters and buy or sell equipment. The actions can be made in any order and, unless specified, there is no limit to how many times a gang can perform each one. Any spent credits are deducted from the gang's Stash; any gained credits are added to the gang's Stash.

Hire a Fighter: The gang can hire a new fighter or crew from its House List, paying for them as they did when founding the gang. No equipment is purchased for this fighter or crew – they receive equipment in the next step.

Purchase a Vehicle: The gang can purchase any new vehicle from its House List, paying for it as they did when founding the gang. No upgrades are purchased for this vehicle – it receives upgrades in the next step.

Note that, when hiring new fighters or purchasing new vehicles, the Gang Composition rules and any restrictions detailed in the gang list must be honoured.

Recruit Hangers-on & Brutes: The gang can spend credits to add a Hanger-on or a Brute to their roster. Their Reputation must be sufficient to allow this.

Sell Unwanted Items: Any items in the gang's Stash can be sold. The item is deleted from the Stash, and the gang gains its value in credits, minus D6x10 (to a minimum of 5 credits).

Note that equipment granted as a Territory Boon cannot be sold during the same post-battle sequence.

Purchase Equipment: Equipment can be purchased for any model from its own Equipment List at the price shown (this cannot be added to the gang's Stash during this post-battle sequence). A gang can purchase Common equipment from the Trading Post, at the price shown, adding it to its Stash. This action cannot be used to purchase Rare or Illegal equipment.

Seek Rare Equipment: This action is only performed once and is done to determine the availability of Rare items on offer at the Trading Post or the Black Market. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Regular Trade post-battle action.
- +1 for each Champion making a Regular Trade post-battle action.
- +1 for every full 10 Reputation the gang has.
- -2 if an Outlaw gang is attempting to purchase Rare items from the Trading Post.
- -1 if a Law Abiding gang is attempting to purchase items from the Black Market.
- +/-X as from a specified special rule.

The result is the Availability level – the higher it is, the rarer the equipment that is on offer. The gang can now purchase Rare items from the Trading Post or Black Market with a Rarity value equal to or lower than the Availability level. Any items that are purchased are immediately added to the gang's Stash.

Seek Illegal Equipment: This action is only performed once and is done to determine the availability of Illegal items on offer at the Black Market. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Black Market Trade post-battle action.
- +1 for each Champion making a Black Market Trade post-battle action.
- +1 for every full 10 Reputation the gang has.
- -2 if the gang is a Law Abiding gang.
- +/-X as from a specified special rule.

The result is the Availability level – the higher it is, the more illegal the equipment that is on offer. The gang can now purchase Illegal items from the Black Market with an Illegal value equal to or lower than the Availability level. Any items that are purchased are immediately added to the gang's Stash.

C. GAIN BOONS FROM TERRITORIES

Some Territories grant a gang Boons in the form of additional recruits, Hangers-on, or equipment. Any available Boons the gang wishes to claim are claimed now.

D. DISTRIBUTE EQUIPMENT

Any equipment currently held in the gang's Stash can now be distributed among its models. Weapon choices must respect any restrictions noted in a model's entry within their gang list. Also, the limit of no more than three weapons for fighters must be adhered to, with Unwieldy weapons taking the space of two.

Once any equipment has been added to a Fighter card or Vehicle card, the card's Credits cost is updated accordingly. If the model is equipped with an item that has two different costs – one in the model's own Equipment List and the other in the Trading Post – the value in the model's own Equipment List takes precedence.

Players are reminded that no fighter can discard a weapon or Wargear that grants the Mounted condition once added to their Fighter cards. Remember as well that fighters with the Tools of the Trade special rule can have multiple Fighter cards, each representing a different set of equipment.

E. PURCHASE ADVANCEMENTS

In Campaign play, each player can use this step of the post-battle sequence to spend Experience, allowing their fighters to purchase Advancements (see page 14).

F. UPDATE GANG RATING

Re-calculate the gang's Gang Rating, and update the roster accordingly. Note that this is not done until this step of the post-battle sequence, meaning that any other references to the Gang Rating in the post-battle sequence are referring to the Gang Rating prior to this step.

POST-BATTLE ACTIONS TIMINGS

Much as players may wish otherwise, sometimes there isn't always time after a battle to fully resolve all the post-battle actions – when this occurs there are a couple of different options. Some players like to roll everything in front of their opponent and then go away and decide exactly how to spend their credits and XP, while others prefer to resolve all these in the pre-battle sequence of their next battle.

In the end, these options all work as long as both players and the Arbitrator (in Campaign play) agrees.

7. REPORT RESULTS

Finally, the players should report the outcome of the battle to the Arbitrator of their campaign, who will update the campaign stats accordingly. The report should contain: which gangs fought, the outcome of the battle (i.e., who won), which Territory the victor gained control of, how many enemies each gang took Out of Action and the final Gang Rating and Wealth of the gangs.

GAINING EXPERIENCE

During any battle, a fighter (including vehicle crew) can gain Experience in a number of ways. The standard ways in which Experience is gained are detailed here. Experience is also gained by completing scenario objectives – these will be detailed in the scenario. Players should note that, for the purposes of gaining Experience, vehicle crew are considered to be fighters.

A model gains 1 Experience (XP) if their action directly causes an enemy fighter to go Out of Action or an enemy vehicle to become Wrecked. This could be an attack, a Coup De Grace, or anything else, so long as the enemy is taken Out of Action or becomes Wrecked immediately as a result of the action itself and not later on in the battle as the result of something else. For example, if an attack leaves a fighter Seriously Injured and they later go Out of Action in the End phase, no XP is gained. If an action causes multiple enemies to be taken Out of Action – for example, if a fighter throws a grenade that takes out two enemies – XP is gained for each.

In addition to the above, a model gains 1 additional XP if they take an enemy Champion or Leader Out of Action.

Finally, a model who Rallies and returns to the fight (see the *Necromunda Rulebook*) gains 1 XP for overcoming their fear and returning to the action.

ADVANCEMENTS

At the end of a battle, during the post-battle sequence, each player has the chance to purchase Advancements for any of their models by spending some or all of the Experience (XP) that model has accrued. The XP cost of these Advancements is shown on the following tables. The model's card is updated accordingly with the Advancement taken, the model's XP is reduced by the amount spent to purchase the Advancement, the model's total number of Advancements is increased by one (on the gang roster) and the model's Cost is adjusted by the amount of credits shown, which will in turn increase the Gang Rating.

The more experienced a model is, the more certain Advancements cost to purchase in terms of XP. The cost of each characteristic Advancement of the same type taken is increased by 2 XP for each instance after the first. For example, a Champion may increase their Initiative by 1 for 5 XP, but to increase it by 1 a second time will cost them 7 XP. Juves and Prospects however are particularly fast learners, and as a result they suffer no such penalty on characteristic increases; they may increase a characteristic any number of times (up to the maximum – see the *Necromunda Rulebook*) for the basic XP cost shown each time.

Cost	Advancement (Leaders, Champions, Crews, Prospects, Juves & Specialists)	Cost Increase
3 XP	Improve the fighter's Willpower or Intelligence characteristic by 1.	+5 credits
4 XP	Improve the fighter's Leadership or Cool characteristic by 1.	+10 credits
5 XP	Improve the fighter's Initiative characteristic by 1.	+10 credits
5 XP	Add 1" to the fighter's Movement characteristic.	+10 credits
6 XP	Improve the fighter's Weapon Skill or Ballistic Skill characteristic by 1.	+20 credits
6 XP	The fighter gains a random skill from one of their Primary Skill Sets.	+20 credits
8 XP	Increase the fighter's Strength or Toughness characteristic by 1.	+30 credits
9 XP	Choose a skill from one of the fighter's Primary Skill Sets.	+20 credits
9 XP	The fighter gains a random skill from one of their Secondary Skill Sets.	+35 credits
12 XP	Increase the fighter's Wounds or Attacks characteristic by 1.	+45 credits
12 XP	Specialists only: Promote the fighter to a Champion. They gain a random skill from one of their Primary Skill Sets.	+40 credits
15 XP	The fighter gains a random skill from ANY Skill Set.	+50 credits

GANGERS

Whilst Leaders, Champions, Prospects, Juves and Specialists are central to a gang's narrative, Gangers are its 'supporting cast'. As such, they spend Experience and gain Advancements in a simplified manner.

If during the post-battle sequence a Ganger has gained 6 XP or more, the controlling player must roll 2D6 on the table below, and then update the Ganger's Fighter card and their Cost accordingly, before finally reducing their XP by 6.

2D6	Advancement (Gangers, not including Specialists)	Cost Increase
2	The fighter becomes a Specialist.	N/A
3-4	Improve the fighter's Weapon Skill or Ballistic Skill characteristic by 1.	+20 credits
5-6	Increase the fighter's Strength or Toughness characteristic by 1	+30 credits
7	Either add 1" to the fighter's Movement characteristic, or increase their Initiative characteristic by 1.	+10 credits
8-9	Improve the fighter's Willpower or Intelligence characteristic by 1.	+5 credits
10-11	Improve the fighter's Leadership or Cool characteristic by 1.	+10 credits
12	The fighter becomes a Specialist.	N/A

Specialists: Two of the results on the table above allow a Ganger to become a Specialist. They are still a Ganger, but from now on gain all the benefits of being a Specialist, as described in their entry in their Gang list.

MAXIMUM CHARACTERISTICS

Each of a fighter's characteristics has a maximum value. In addition to these maximums, no fighter may improve their Movement, Strength or Toughness characteristics more than twice beyond that given in the basic profile for a fighter of their current category. No fighter may improve their Wounds or Attacks characteristics more than once beyond that given in the basic profile for a fighter of their current category.

If a roll on the Advancement table for a Ganger has no option but to increase a characteristic beyond its maximum, treat it as a roll of 12 instead.

SKILLS

Skills can be obtained by Leaders, Champions, Prospects, Juves, Crews and Specialists. The skills that are available are divided into a number of universal Skill Sets, as presented in the *Necromunda Rulebook*. In addition, most gangs have their own unique Skill Set that represents the unique character of that gang or the House to which it belongs. These Skill Sets are presented alongside that Gang list.

Each gang fights in its own way, and this is reflected by the Skill Sets that are available to the fighters that make up that gang. All fighters have different levels of skill access depending upon their type and the gang to which they belong; for example, a House Goliath Forge Boss (Champion) can gain Brawn skills more easily than a House Escher Little Sister (Juve). In each Gang list, and for certain other types of fighter (Exotic Beasts and Brutes for example), details are given showing the Skill Sets available to those fighters. Fighters have Primary access to some Skill Sets, and Secondary access to others. Certain fighters can access skills from other sets, but to do so is more expensive in terms of XP.

GAINING A NEW SKILL

Whenever a fighter gains a new skill, it will either be chosen by the controlling player or determined randomly. How a new skill is determined will depend upon how much XP has been spent to gain the skill or if the skill is Primary, Secondary or neither, as detailed in the Advancements table on page 14.

Choosing a Skill: Choosing a skill is a simple matter of selecting a desirable skill from one of the Skill Sets available to that fighter.

Gaining a Random Skill: Every skill in each Skill Set is numbered between 1 and 6. When a fighter gains a random skill, the player chooses a Skill Set to generate that skill from and rolls a D6. This roll determines which skill from the chosen Skill Set the fighter gains. If the fighter already has that skill, or cannot take that skill, simply re-roll the D6 until a skill the fighter does not have or can take is rolled.

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

ERRATA

PAGE 42 – MODELS & FIGHTER CARDS

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

- **Needler:** Add the 'Silent' 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 close combat 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.

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.

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 errata or an FAQ 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 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 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 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 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 Flayer:** 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 '-'.
- **Bolt Pistol**
 - **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.

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.

Q: *What categories of weapon can the different Enforcers have from the Trading Post?*

A: Any. Enforcers are able to access any weapons required to uphold the law. As such, they have no restrictions based on type – the restrictions within the Gang List are based on official role. Weapons acquired elsewhere, such as those bought from the Trading Post and/or Black Market, represent non-standard equipment acquired by precinct commanders for a specific purpose. In essence, and at the Arbitrator's discretion, an Enforcer can use any type of weapon they can get their hands on.

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.

Q. *Can I use magnacles on the charge?*

A. Yes.

Q. *Can you buy skills for Palanite Enforcer Patrolmen directly as they have Primary and Secondary skills listed?*

A. No, you spend XP in the same way as for a normal Ganger; the skills are listed in case they become a Specialist.

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. *Can a fighter in an Enforcers gang be promoted to become a Subjugator mid-campaign?*

A. No, a fighter may be made a Subjugator only when they are first recruited to the gang, as it requires special training to be a Subjugator.

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 close combat attack, the hit roll is a natural 1, the attack automatically misses, regardless of any modifiers that may apply.

PAGE 62 – 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). 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.

NECROMUNDA: HOUSE OF CHAINS

ERRATA

PAGE 129 – DJANGAR 'GUNFISTS'

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.

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 D 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		Str	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.

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 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.'

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.

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		Str	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. Klovis 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. Klovis 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 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		Str	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 20 – 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 Wyrđ (House of Shadow, page 86) – 150 credits'

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 to 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 Arbitrators may dictate certain conditions to be used.

OTHER ERRATA

NECROMUNDA: RAGNIR GUNNSTEIN

Amend Ragnir Gunnstein's Fighter card as follows:

Skills: Add the Munitioneer skill.