NECROMUNDA FREQUENTLY ASKED QUESTIONS AND ERRATA V.1

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 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. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in magenta.

NECROMUNDA: UNDERHIVE RULEBOOK

ERRATA

Page 39 – Designer's Note
The second sentence should read:
"When it's not clear how to proceed, both players should discuss what they think is the most sensible solution – and if an agreement cannot be reached, roll off to decide."

Page 46 – Charge (Double)
The second sentence should read:
"They can move within 1" of a standing or Prone enemy…"

Page 46 – Retreat (Basic)
Disregard the second sentence that reads:
"If it is passed, they can make a move of up to D6" – they cannot move within 1" of any other enemies, though."

Page 47 – Moving
This rule has been updated to reflect feedback from players. Replace the first paragraph with the following:

"Fighters move by making actions, and there are a number of actions that enable them to move in different ways, as detailed on this page and the previous page. For example, a fighter might make a Move (Simple) action to advance cautiously, or may make two Move (Simple) actions in quick succession to run forward and cover a lot more ground. A fighter might Charge (Double) to get into combat, or when Pinned or Seriously Injured they may Crawl (Double) to get out of the firing line. When activating a fighter to make any of the previously listed actions, declare a general direction in which they will move, then measure out the movement. A fighter is not obliged to move their full movement allowance, they can move any distance up to their movement allowance, but they cannot move further. Movement need not be in a straight line, a fighter can turn and zig-zag around terrain as appropriate. After moving, a fighter can turn to face any direction.

Sometimes, when you measure out movement, it may become obvious that a fighter does not have as much movement as hoped and will end their movement short of where you had planned. In this case, move the fighter as far as possible in the desired direction, and try to make good use of any available cover!

In the case of a Charge (Double) action, if a fighter has insufficient movement, they will end their move short of combat and often in a very dangerous position!"

Page 69 – Autogun
The Short Range of this weapon should be 8".

Page 69 – Autopistol
The Ammo Characteristic of this weapon should be 4+.

Page 76 – Respirator
The first sentence of the second paragraph should begin:
"If a fighter with a Respirator…"

Page 76 – Stimm-slug Stash
The final sentence of the second paragraph should begin:
"At the start of the End phase…"

Page 78 – Weapon Traits
Add the following weapon traits here:

ENTANGLE: Hits scored by weapons with the Entangle trait cannot be negated by the Parry trait. In addition, if the hit roll for an Entangle weapon is a natural 6, any Reaction attacks made by the target have an additional -2 hit modifier.

FEAR: Instead of making an Wound roll for an attack with the Fear trait, the opposing player makes a Nerve test for the target, subtracting 2 from the result. If the test fails, the target is immediately Broken and runs for cover.

Page 79 – Weapon Traits
Add the following weapon trait here:

RENDING: If the roll to wound with a Rending weapon is a 6, the attack causes one extra point of Damage.

Page 79 – Toxin
The first line should read:
"Instead of making a Wound roll for a toxin attack,"

Page 85 – Iron Will
The first line should read:
"Subtract 1 from the result…"

Page 85 – Rally (Basic)
The first line should read:
"If the fighter is Active, they can make the following action:"

Page 89 – Marksman
The second sentence should read:
"In addition, if the hit roll for a ranged attack made by the fighter is a natural 6 (when using a weapon that does not have the Blast trait), the attack's Damage is doubled (if they are firing a Rapid Fire weapon, only the first hit's Damage is doubled)."

Page 89 – Iron Will
The first line should read:
"Subtract 1 from the result…"

Page 89 – Rally (Basic)
To clarify when this action can be made, the first line should read:
"If the fighter is Active, they can make the following action:"

Page 104 – Crews Table
The header on the left should read:
"2D6"

Page 105 – Setting Up
Add the following line to the end of the 'Setting Up' paragraph:
"The defender then sets up their entire crew within the green deployment zone. Finally, the attacker sets up their crew within the red deployment zone."

NECROMUNDA: UNDERHIVE GANG TACTIC CARDS

'Group Tactics' Tactics Card
Disregard the line that reads:
"Each of them must make the same action."

'Scrag' Tactics Card
Replace the line that reads:
"Play this card after both gangs have been set up at the start of the battle, before the first round begins. "
With:
"Play this card after one of your fighters puts an enemy out of action in close combat."

NECROMUNDA: UNDERHIVE QUICK REFERENCE SHEET

'Fight' Action
Replace the header that reads:
"FIGHT (DOUBLE)"
With:
"FIGHT (BASIC)"

NECROMUNDA: UNDERHIVE FIGHTER CARDS

ERRATA

Skullshank (Leader) Fighter Card
The stubber component of Skullshank's combi-pistol should have an Ammo characteristic of 4+.

Brakk Fighter Card
Brakk's stubber should have an Ammo characteristic of 4+.

Page 39 & Page 70 – Lasgun
Q. The stats given for the lasgun on page 39 differ from those given later. Which are correct?
A. The stats given on page 70 are correct.

Page 46 – Actions
Q. When activating a fighter, do I have to declare both actions at once?
A. No, if you declare a Simple or Basic action you fully resolve that, then move on to the fighter's second Simple or Basic action. If however you are making a Double action, declaring and resolving that uses up both actions!

Page 58 – Target Priority
Q. When making a Ranged Attack, can I ignore Prone fighters for the purposes of Target Priority?
A. Good question. When a fighter is Prone, they are either Pinned or Seriously Injured. Often, a Pinned fighter can be ignored, as they are likely to be behind cover and harder to target, meaning that another fighter may be easier to hit. However if that is not the case, for instance, if the required hit roll for a Pinned fighter is the same as a fighter further away, the Pinned fighter takes priority. When a fighter is Seriously Injured, they do not represent the most obvious threat, therefore they can be freely ignored.

Page 62 – Leading By Example
Q. Does this rule only apply to Cool checks made as part of a Bottle test, or all Cool checks?
A. This only applies to Bottle tests.

Page 70 – Grenade Launchers:
Q: Do grenade launchers follow the same rules for grenades when they run out of ammo after a failed Ammo check?
A: No, an Ammo check fail on a grenade launcher might represent a weapon jamming or some other minor malfunction, but we can assume the wielder carries sufficient ammo for the battle and if they are able to clear the fault then they are able to reload. This is factored into the cost of the weapon.

Page 79 – Rapid Fire (x)
Q. If attacking with a pistol in close combat, can I use the Rapid Fire (x) trait?
A. You can indeed.

Page 85 – Iron Will
Q. In *Gang War*, this skill says to "subtract 1 from the result of any Bottle tests…" Which is correct?
A. Gang War is correct, obviously adding 1 to the result isn't much of a bonus!

Page 95 & Page 105 – Setting Up
Q. Which colour deployment zones are for the attacker and which are for the defender?
A. Red deployment zones are for the attacking gang, green is for the defender.

Melta Trap, Frag Trap & Gas Trap Cards
Q. Can any fighter make this action?
A. Yes, so long as they are Active.

NECROMUNDA: GANG WAR

ERRATA

Page 23 – Visit the Trading Post
The heading ("Visit the Trading Post") should simply read "Trade", to be consistent with how it is referenced elsewhere.

Page 26 – The Showdown
The steps the gangs should follow in preparation for the showdown are:
2, 4, 5 and 6 of the post battle sequence.

Page 36 – Suspensors
Replace the description of what this item does with:
"An Unwieldy ranged weapon fitted with suspensors is far more manoeuvrable. Firing it becomes a Basic action rather than a Double action."

Page 37 – Weapon Traits
Add the following two weapon traits here:

ENTANGLE: Hits scored by weapons with the Entangle trait cannot be negated by the Parry trait. In addition, if the hit roll for an Entangle weapon is a natural 6, any Reaction attacks made by the target have an additional -2 hit modifier.

FEAR: Instead of making an Wound roll for an attack with the Fear trait, the opposing player makes a Nerve test for the target, subtracting 2 from the result. If the test fails, the target is immediately Broken and runs for cover.

Page 39 – Weapon Traits
Add the following weapon trait here:

RENDING: If the roll to wound with a Rending weapon is a 6, the attack causes 1 extra point of damage.

Page 39 – Toxin
The first line should read:
"Instead of making a Wound roll for a toxin attack,"

Page 40 – Bulging Biceps (Brawn)
Replace the explanation of how this skill works with:
"This fighter may wield an Unwieldy weapon in one hand rather than the usual two. Note that Unwieldy weapons still take up the space of two weapons with regards to how many a fighter may carry."

Page 40 – Connected (Savant)
Replace:
"Seek Rare Item"
With:
"Trade"

Page 43 – Mighty Leap (Agility)
Replace the explanation of how this skill works with:
"When measuring the distance of a gap this fighter wishes to leap across, ignore the first 2" of the distance. This means a fighter with this skill may leap over gaps of 2" or less without testing against their Initiative. All other rules for leaping over gaps still apply."

Page 43 – Savvy Trader (Savant)
The first line should read:
"When this fighter makes a Trade post-battle action (see page 23)…"

Page 53 – Sneak Attack
The heading here should be larger, both the "Sentries" and "Raising The Alarm" sub-headings are part of the Sneak Attack section. When a scenario states that the Sneak Attack rules should be used, that means the Sentries and Raising The Alarm rules are also in use.

Page 59 – Reputation
The first line should read:
"If more defenders escaped than went Out of Action, the defenders gain 2 Reputation. If more defenders went Out of Action than escaped, the attackers gain 1 Reputation."

Pages 62 and 64 – Crews
In each case, add the following before the first paragraph:
"This scenario uses the rules for Sneak Attacks (Sentries & Raising the Alarm) on page 53."

Page 64 – The Captive(s)
The last sentence of the 'Captives(s)' section should read:
"In a skirmish battle, the attacker picks one of their fighters at random to act as the Captive."

FREQUENTLY ASKED QUESTIONS

Page 12 – Campaign Newsletter
Q. This section suggests a leaderboard based on Gang Rating or Turf Size, but the Apotheosis section on page 26 specifies that the Top Dogs are determined by Reputation with Rating as the tie-breaker. Which method is correct and is it possible to use different methods as this appears to suggest?
A. Reputation is indeed what matters and is used at the end of the campaign to determine who the Top Dogs are, so page 26 is correct. But mid-campaign it is fun to include other ways of ranking gangs, and this section aims to give some ideas to use in newsletters.

Page 22 – Deploy
Q. This section mentions setting up both crews and gangs. Which is correct?
A. Crew. As always, players select and set up a crew for the game.

Page 24 – Stash
Q. Can a new fighter be equipped with weapons and wargear held in the gang's Stash?
A. Yes. As well as being redistributed amongst other fighters, a new fighter may be equipped for free from the gang's Stash, providing of course that normal restrictions on weapon type are followed. For example, a newly hired Goliath Juve cannot be equipped with a heavy bolter from the Stash. Simply delete the items from the Stash and add them to the new fighter's Fighter card.

Page 27 – The Effects of Downtime
Q. In Step 2, any captives still held are returned for half their Credits value. Who pays this?
A. *In the downtime between campaigns, friends and family club together to raise the ransom. They can't pay in full but the captor doesn't care, they are sick of feeding their hostage by now and keen to be rid.*

Page 39 – Rapid Fire (x)
Q. If attacking with a pistol in close combat, can I use the Rapid Fire (x) trait?
A. *You can indeed.*

Pages 46 and 50 – Gangers: Equipment
Q. Here and in the corresponding text in the Escher section on page 50, it states "They can be equipped with Armour…", but no price for Armour is given in the whole book. It appears that only Leaders and Champions can have Armour, and they start with it. Is there a section on Armour missing?
A. *At present Gangers cannot buy Armour, but in the future more options will be introduced.*

GOLIATH GANG TACTICS CARDS PACK

ERRATA

A Good Day
The text on this card should read:
"Choose a Champion or Leader model in your crew. Tuck this card under that fighter's card. For the duration of the game, Cool checks for other fighters from your gang have a +2 modifier if they are within 3" of the chosen Champion or Leader."