

# NECROMUNDA

## FREQUENTLY ASKED QUESTIONS AND ERRATA

*The Necromunda: Underhive box set is a great introduction to the game of Necromunda, and the rulebook it contains allows players to fight brutal tunnel fights between the two gangs included. In the year or so between the boxed game being released and the subsequent four Gang War supplements being collated into two hardback volumes, the community has provided extensive feedback and we have been able to go back and revise and develop certain elements of the original rules to correct mistakes, clarify rules that were unclear, re-balance rules that were performing better (or worse!) than intended and to generally improve the game experience for everyone. The two hardback volumes are therefore the definitive source for the game's rules, but the rules found in the Necromunda: Underhive boxed set remain a great starting point for those wishing to take up this highly engaging game.*

*This document allows players who don't have access to the hardback volumes to use the contents of the Necromunda: Underhive box to play. It corrects errors in the Necromunda: Underhive rulebook, and furthermore introduces updates to those rules based on player feedback. The first category – the errata – should be used in all games, and the second are recommended to make the game flow better.*

*If the players have access to the hardback Necromunda Rulebook and Gangs of the Underhive volumes, these should be used instead of the softback Necromunda Rulebook found in Necromunda: Underhive, as they represent a lot of hard work on the part not just of the game's creators, but of the community in giving feedback and encouragement, so it can be considered the full, definitive version of the core game.*

*Changes from the previously published errata version are 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..."*

Add the following line to the end of the paragraph:

*"If they do not have sufficient movement to get into base to base contact, they must stop 1" away."*

#### **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 – Crawl (Double)**

Replace the sentence with the following

“The fighter may move up to half of their Movement characteristic.”

### **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 57 – Take Cover (Basic)**

The second sentence should read:

“The fighter moves up to half their Movement characteristic and is then Pinned.”

### **Page 66 – Booby Traps**

Change the second paragraph to the following:

“A booby trap is represented by a marker placed upon the battlefield at the start of the game, after the battlefield has been set up but before deploying any fighters. If both gangs possess and wish to use booby traps, the defender or the winner of a roll-off (if there is no defender) places theirs first.

If any fighter, friendly or enemy, comes within 2" of a booby trap for any reason, they risk setting the booby trap off. Roll a D6. On a 1, the booby trap is a dud and is removed from the battlefield. On a 2 or 3, the booby trap does not go off but is left in place. On a 4, 5 or 6, the booby trap is triggered and will explode. The profiles for booby traps can be found on page 67. The movement of a moving fighter is interrupted whilst this roll is resolved. If the booby trap does not go off, their movement continues after the roll is made. If the booby trap does go off, and the fighter is Pinned or Injured as a result, their movement ends.

Any fighter can target a booby trap with ranged attacks. Doing so has a -1 modifier to the hit roll at Short range, or a -2 modifier at Long range. If the booby trap is hit, roll a D6. On a 1-2, it is unaffected. On a 3-4, it is immediately triggered. On a 5-6, it is disarmed and removed.”

### 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 71 – Needle/Bolter Combi-weapon

The Strength Characteristic of the Needle rifle component of this weapon should be -.

### Page 72 – Plasma/Stub Combi-pistol

Add the Plentiful trait to the stub gun profile.

### Page 73 – Brute Cleaver

The Long Range Accuracy modifier should be -.

### Page 74 – Shock Whip

The Strength Characteristic of this weapon should be S+1.

### Page 75 – Stiletto Knife

The Long Range Accuracy modifier, Strength and Damage Characteristic should be -.

### Page 76 – Flak Armour

Change the second sentence of the second paragraph from:

"Against weapons that use a Blast marker, this is increased to a 5+ save roll."

To the following:

"Against weapons that use a Blast marker or Flame template, this is increased to a 5+ save roll."

### 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 a 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 – Power**

The second sentence should read:

“Attacks made by Power weapons cannot be parried except by other weapons with the Power trait.”

### **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 – Commanding Presence**

Change the text to the following:

“When this fighter activates to make a group activation, they may include one more fighter than normal as part of the group (i.e., a Champion could activate two other fighters instead of one, and a Leader could activate three).”

### **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 – Sprint**

The second line should read:

“This lets them move at double their Movement characteristic for the second Move (Simple) action.”

### **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: RULEBOOK

## ERRATA

### Page 75 – Maintain Control (Simple)

The second sentence should read:

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

### Page 115 – Two-day Events, Equipment

The second sentence should read:

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

# NECROMUNDA: GANGS OF THE UNDERHIVE

## ERRATA

### Page 124 – Blunderbluss

Add the Template trait to the grape shot and purgation shot profiles.

## UPDATES

The following changes can be found in the hardback *Necromunda Rulebook* and *Necromunda: Gangs of the Underhive* and come from a combination for community feedback, re-balancing and clarifications. Using these changes in concert with your *Necromunda: Underhive* box games is not necessary but are recommended to make the game flow better. Some changes include designer notes on how and why the changes came about – these are in italics.

### Page 70 – Lasgun

The Short Range of this weapon is changed to 18”.

### Page 76 – Chem-synth

The second paragraph should read:

“At the start of their activation, an Active or Engaged fighter with a chem-synth can choose to make an Intelligence check. If the check is passed, any Gas or Toxin weapons they use until the end of their activation are enhanced and the target’s Toughness is reduced by 1 when resolving those attacks.”

**Designer’s Note:** *With Chem-synth no longer requiring an action it can be used every turn without penalty. It still requires a check, but this has been changed to an Intelligence check from Cool, to better represent the aptitude required to enhance a gas or toxin.*

### Page 76 – Stimm-slug Stash

Change the first sentence of the second paragraph to begin:

“Once per game,...”

**Designer’s Note:** *The change to once per game is one based upon feedback from the community. A Stimm-slug Stash is a powerful boost to any fighter and one best saved for the right tactical moment.*

## Page 78 – Blaze

Change the text to the following:

"After an attack with the Blaze trait has been resolved, roll a D6 if the target was hit but not taken Out Of Action. On a 4, 5 or 6, they catch fire – place a Blaze marker on their Fighter card.

When activated, a fighter with a Blaze marker suffers an immediate Strength 3, AP -1, Damage 1 hit before acting as follows:

- If Pinned the fighter immediately becomes Standing and acts as described below.
- If Standing the fighter moves 2D6" in a random direction, determined by the Scatter dice. The fighter will stop moving if this movement would bring them within 1" of an enemy fighter or into base contact with impassable terrain. At the end of this move, the fighter may choose to become Pinned. The fighter may then attempt to put the fire out.
- If Engaged or Seriously Injured, the fighter does not move and attempts to put the fire out.

To attempt to put the fire out, roll a D6, adding 1 to the result for each other Active friendly fighter within 1". On a 6 or more, the flames go out and the Blaze marker is removed. Pinned or Seriously Injured fighters add 2 to the result of the roll to see if the flames go out."

**Designer's Note:** *The changes to Blaze better represent the perilous situation of being set on fire. A fighter with a Blaze marker now suffers a hit and must move in a random direction BEFORE attempting to put out the flames. This results in at least a turn of negative effects before the flames are put out.*

## Page 79 – Toxin

Change the text to the following:

"Instead of making a wound roll for a Toxin attack, roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, make an Injury roll for them (regardless of their Wounds characteristic). If the roll is lower than the target's Toughness, they shrug off the toxin's effect."

**Designer's Notes:** *The changes to Toxin clarifies and smooths out the process to determining if an Injury roll is made.*

## Page 79 – Unwieldy

Change the second sentence to:

"In addition, a fighter who uses a weapon with both the Unwieldy and Melee traits in close combat cannot use a second weapon at the same time – this one requires both hands to use."

## Page 79 – Versatile

Change the text to the following:

"The wielder of a Versatile weapon does not need to be in base contact with an enemy fighter in order to Engage them in melee during their activation. They may Engage and make close combat attacks against an enemy fighter during their activation, so long as the distance between their base and that of the enemy fighter is equal to or less than the distance shown for the Versatile weapon's Long range characteristic. For example, a fighter armed with a Versatile weapon with a Long range of 2" may Engage an enemy fighter that is up to 2" away.

The enemy fighter is considered Engaged, but may not in turn be Engaging the fighter armed with the Versatile weapon unless they too are armed with a Versatile weapon, and so may not be able to make Reaction attack.

At all other times during this fighter's activation, Versatile has no effect."

**Designer's Notes:** *Versatile weapons give a fighter the ability to engage enemy fighters outside of base to base contact, eliminating the chance of reaction attacks in most instances. This adds an extra element to Versatile weapons that allow them to fill a distinct niche.*

### **Page 85 – Bulging Biceps**

Change the text to the following:

“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 can carry.”

### **Page 85 – Fearsome**

Change the text to the following:

“If an enemy wishes to make a Charge (Double) action that would result in them making one or more close combat attacks against this fighter, they must make a Willpower check before moving. If the check is failed, they cannot move and their activation ends immediately.”

**Designer Notes:** *Fearsome now only triggers if a charging fighter had enough movement to Engage the fighter with the Fearsome skill. If they do not, then the fighter still moves towards their target, potentially leaving them in an exposed position.*

### **Page 85 – Unstoppable**

Change the text to the following:

“Before making a Recovery check for this fighter in the End phase, roll a D6. On a 4 or more, one Flesh Wound they have suffered previously is discarded. If they do not have any Flesh Wounds, and the result is a 4 or more, roll one additional dice for the Recovery check and choose one to discard.”