

## Necromunda Rules Review 2005

The Necromunda Rules Review is conducted every two years and is designed to update the rules, make corrections and review and ratify the status of any new or experimental rules. This years review falls into three main sections:

- 1) **Errata.** Corrections and minor changes to the Necromunda Rulebook and any official supplemental material.
- 2) **FAQ.** An official Q&A to help clarify any situations which may not be covered by the main rules.
- 3) **Experimental Rules.** Review status of new and existing Experimental rules.

### ERRATA

*All page numbers refer to the Online rulebook.*

**The Parry (page 24).** Add a sentence to the end of first paragraph.

*You may never re-roll a parried dice more than once.*

**The Bottle Test (page 26).** Remove the Voluntary Bottle Out sub-section and add the following paragraph to the end of the Bottle Test section.

*A player may voluntarily fail a Bottle test if he wishes to do so. In which case there is no need to actually take the test it is assumed to automatically fail as the gangers melt into the shadows and retreat. Note that all the conditions for taking a Bottle test (25% casualties) still need to be met and the bottling player is still classed as losing the game.*

**Jumping (page 27).** Replace the first paragraph in the Jumping section with the following paragraph.

*A model may jump down from a higher level to another. If the height is 3" or less then take an initiative test, a failure means you fell, a success means you have landed safely but may not move further and a roll of one means you have landed and may take the remainder of your move if applicable. A vertical jump over 3" is treated as a deliberate fall and uses the rules in the above damage section as normal. You may deliberately 'charge' another model who is below your model should you wish to, in which case use the rules for falling onto another model as described above.*

**Hand Flamer (Page 38).** On the Hand Flamers profile delete the words *or Close Combat*. Replace the Hand Flamer's special rule section with following text.

*The hand flamer works in exactly the same way as a standard flamer, including the rules for templates. The exception being that the hand flamer is a one shot weapon. Once it has been fired it cannot be used in any other way for the rest of the game. Note; unlike other pistols the hand flamer cannot be used in hand-to-hand combat.*

**Frag Grenade (page 45).** In the Frag grenades profile, under the Special heading, replace *Blast* for *Gas Cloud*. Replace the Frag Grenade's special rule section with the following text.

*Gas Cloud. As the name would suggest, a fragmentation or 'frag' grenade spills its explosive contents over a substantial area, and hence uses the gas cloud template.*

**Heavies (Page 77).** Add 'basic' to the list of weapons a Heavy can be armed with.

**Weapons (page 78).** Replace the lists on page 78 and 79 with the following.

### **Goliath**

House Goliath is fairly balanced between hand to hand and ranged combat, though they favour large powerful weapons.

#### ***Hand-to-Hand Weapons***

Knife  
Club/Maul/Bludgeon  
Massive Axe/Club/Sword  
Chain/Flail

#### ***Pistols***

Stubgun  
Laspistol  
Autopistol

#### ***Basic Weapons***

Autogun  
Shotgun  
Boltgun

#### ***Special Weapons***

Grenade Launcher  
Flamer

#### ***Heavy Weapons***

Heavy Bolter  
Heavy Stubber  
Autocannon

#### ***Leader Only***

Bolt Pistol  
Chainsword

### **Orlock**

Orlock are pretty balanced in hand to hand and ranged weapons with access to a variety of guns and hand to hand weapons.

#### ***Hand-to-hand Weapons***

Knife  
Club/Maul/Bludgeon  
Chain/Flail

#### ***Pistols***

Stubgun  
Laspistol  
Autopistol

#### ***Basic Weapons***

Autogun,  
Shotgun,  
Lasgun

#### ***Special Weapons***

Grenade Launcher  
Flamer

***Heavy Weapons***

Heavy Bolter  
Heavy Stubber  
Missile Launcher

***Leader Only***

Boltgun  
Meltagun  
Chainsword

**Van Saar**

Van Saar are the shooty gang, so they have a distinct bias towards a wide array of firearms. They use powerful and more reliable weapons.

***Hand-to-hand Weapons***

Knife  
Club/Maul/Bludgeon

***Pistol Weapons***

Stubgun  
Laspistol  
Autopistol  
Bolt Pistol

***Basic Weapons***

Autogun,  
Shotgun,  
Lasgun

***Special Weapons***

Plasma Gun  
Flamer

***Heavy Weapons***

Heavy Stubber  
Heavy Plasma Gun  
Lascannon

***Leader Only***

Meltagun  
Plasma Pistol  
Chainsword

**Cawdor**

Cawdor are zealous and righteous fighters, who prefer weapons which allow their fighters to get close enough to enjoy taking their enemies down. Their other weapons are similarly loud, powerful fear-inducing.

***Hand-to-hand Weapons***

Knife

***Pistols***

Stubgun

Laspistol  
Autopistol  
Bolt Pistol  
Hand Flamer

***Basic Weapons***

Autogun,  
Shotgun,  
Lasgun  
Boltgun

***Special Weapons***

Grenade Launcher  
Flamer

***Heavy Weapons***

Heavy Bolter  
Heavy Stubber  
Autocannon

***Leader Only***

Meltagun  
Chainsword

**Escher**

Escher has a strong bias towards hand to hand combat. They have more hand to hand weapons than any other one gang. Their firearms are more elegant guns. They prefer plasma guns for their high power fire.

***Hand-to-hand Weapons***

Knife  
Club/Maul/Bludgeon  
Chain/Flail  
Sword

***Pistols***

Stubgun  
Laspistol  
Autopistol

***Basic Weapons***

Autogun,  
Shotgun,  
Lasgun

***Special Weapons***

Plasma Gun  
Flamer

***Heavy Weapons***

Heavy Plasma Gun  
Heavy Stubber

***Leader Only***

Boltgun

Plasma Pistol  
Chainsword

### **Delaque**

#### ***Hand-to hand Weapons***

Knife  
Club/Maul/Bludgeon  
Chain/Flail

#### ***Pistols***

Autopistol  
Laspistol  
Stubgun

#### ***Basic Weapons***

Autogun  
Shotgun  
Lasgun

#### ***Special Weapons***

Flamer  
Plasmagun

#### ***Heavy Weapons***

Heavy Stubber  
Heavy Plasma Gun  
Lascannon

#### ***Leader Only***

Chainsword  
Bolt Gun  
Meltagun

**Minimum Characteristics (page 95).** Add the following text to the bottom of the Characteristic Increase section.

*Minimum Characteristics: Permanent reductions to characteristics, like injuries, cannot reduce a characteristic below the value of 1. Any further reduction to that characteristic is ignored.*

**House Weapons Lists (Page 97).** Replace the House Weapon Lists section with the following texts.

*During the post game sequence your gang may buy as many weapons from your house weapons list as you have credits for. Weapons that are not on your house weapon list are harder to find, but still available to you if you desire them. When your gang leader and any gangers that accompany him go in search of rare trade they may also be looking for weapons not on their house weapons list. This is done in a similar fashion as searching for rare trade and follows all the rules of searching for rare trade items. Your gang leader rolls a d3 and adds all the applicable modifiers. This is the number of items that are offered to your gang leader. Before determining what rare items are offered to your gang leader (by rolling d66) you may instead choose to use one or more of those offers to purchase one weapon not on your house weapons list. Each non-house weapon purchased reduces your rare trade offers by one. Note: Common equipment (like respirators) is considered accessible to every house and does not cause a reduction in rare trade items. In*

*addition, gangs that have a specialized starting weapons list, like Scavvies or Ratskins, treat their weapons lists as a House Weapons list.*

## Necromunda 2005 FAQ

This FAQ is the official FAQ for Necromunda. It has been compiled by the 2005 Necromunda Rules Review by the Necromunda Rules Committee. This FAQ replaces any previous FAQ for Necromunda and will be updated, as needed, by the Necromunda Rules Committee at the advisement of the Necromunda Answer Moderators.

### **ABBREVIATIONS**

This Q&A uses the following abbreviations:

CCW = Close Combat Weapon

HTH = Hand-to-hand

LOS = Line of Sight

NRC = Necromunda Rules Committee (Official GW Rules Committee)

OOA = Out-of-action

ORB = Online Rule Book

SF = Sustained Fire

### **EQUIPMENT**

Q: What is the cost impact to the gang leader who has a ratskin map?

A: According to ORB page 99 the cost of an item that is added to a fighter's cost is the cost of the item paid without the variable component. Since the Ratskin map has a total variable cost you should add the cost paid to the gang leader. In addition, any other items that have only a variable cost will add that cost to the fighter that is equipped with it.

Q: Can Pit Slave Gang armour plates and standard armour from the rare trade tables be combined?

A: According to the Armour rules on ORB page 18 and the Armour Rules in the Armoury on ORB page 48 no reference is made to how much armour a fighter can wear is made. As such, logic would dictate that you can only utilize one item or armour unless the items specifically lists otherwise. The only example at this time is the Enforcer Suppression Shield.

Q: What should the rules for Spook be?

A: Since this was left out in the Outlaw Trading Post Rules because the Wyrd Rules were not finalized yet, here is what should work for Spook:

***Effect:** A dose of Spook will temporarily give a model a minor Wyrd power. Generate the power by rolling d66 on the Wyrd minor powers Table at the start of the game. This may result in a power which is useless on its own, or indeed, no power at all - taking Spook is not what you call an exact science. Even if the model takes Spook twice in a row it will not get the same power.*

***Duration:** A single dose of Spook lasts for the duration of the game.*

***Side-effects:** Daemonic attack! See the Wyrd rules for more details of the peril of the warp. Daemonic attack can occur during the game whenever the Spooker uses their power and rolls a 2 or 12 for their Leadership test.*

Q: Can a hand equipped with a power fist be used to carry another weapon?

A: According to ORB page 35 the Power Fist rules state that 'when not used in HTH the hand with the power fist can be used to carry other items. However, since you can only use one CCW if you are armed

with a basic, special or heavy weapon you do not have to use the power fist, but must say that you are before rolling your HTH dice.

Q: Can a fighter have more than one gun sight and use more than one in the same shooting phase?

A: It is not stated in the ORB but a general rule is that a fighter may be armed with one gun sight per weapon and you may use that gun sight each time that weapon is used.

Q: Can a fighter with a red-dot laser sight turn it off?

A: It is not stated in the ORB but yes, at the start of the shooting phase the fighter may turn off the re-dot laser sight and not gain the benefit of the +1 to hit and the target will not get the dodge chance as well.

## ***EXPERIENCE***

How many wounding hits can be gained in the following situations?

1. Sustained Fire = 1 wounding hit award per target wounded, even if the target is hit multiple times. If you split your SF shots between 3 targets and wound them all then you would get 3 wounding hit awards.

2. HTH = 1 wounding hit per target wound characteristic that you take (inflict) or flesh wound you inflict. If your opponent has 3W on its profile then you could gain 3 wounding hit awards from it plus any flesh wounds inflicted before taking the fighter out-of-action.

3. Template Weapons = 1 wounding hit no matter how many targets hit. If you hit 4 targets and wound them all with a frag grenade then you get only 1 wounding hit award.

4. Scattered Shots = shots that do not hit your intended target will not yield any wounding hit award for the firing fighter because you did not hit your intended target.

5. Charging a Down Fighter = no wounding hit awards are gained by charging a fighter that is already down.

6. Shooting at a down fighter = if you take the model OOA or inflict a flesh wound with your shot then you would get one wounding hit experience award for affecting that fighter further.

Q: When a Juve gains enough experience to become a ganger do I change his cost to 50 credits on my gang roster for gang rating purposes?

A: According to ORB page 85 the answer is no because 'Once a Juve has earned 21 or more experience points he becomes a fully fledged ganger...Note that his profile stays the same.' Since his cost is part of his profile his cost stays the same.

Q: Do I get experience when I wound a target that I was not targeting? An example is a bouncing grenade or scattering template weapon?

A: According to ORB page 110 it states 'Make a note on the gang roster every time the fighter scores a hit and wounds his target.' Since you did not hit the target you were intending to you would not get experience for the shot.

Q: Do you get experience if you throw a model off of a building or they fail a pin check next to a building edge and are injured as a result?

A: According to ORB page 110 it states 'Make a note on the gang roster every time the fighter scores a hit and wounds his target.' This means that if you throw a fighter off a building then yes you would gain experience, but if the fighter failed a pin test near an edge then you would not.

Q: Do you get Underdog bonuses if the game is a draw?

A: According to ORB page 85 the Underdog Experience Bonus is cut and dry as Win/Lose. Use the Lose category for a draw.

Q: Is the chain/flail category of weapons one handed or two handed?

A: According to the Armour Entry chains/flails are one handed.

Q: What happens when an injury results to a location that has a bionic part already, like an arm wound?

A: Since this is not specifically listed, roll a d6. On a result of 4-6 the bionics are intact and the injury is ignored. On a result of 1-3 the bionic is destroyed. Remove the bionics from your roster entry for the fighter and apply the injury as well.

### **GENERAL**

Q: Where are the old 'Catching Fire' rules?

A: There is no longer any references to catching fire in the Necromunda ORB. Catching fire has been eliminated from the current version of Necromunda.

Q: What happens to the 'equipment' of a target that is freed in a Rescue attempt (Rescue Scenario)?

A: According to ORB page 118 it is stated that a captive has no weapons or other equipment other than the knife he is given. It is generally interpreted that the equipment of the captive is in his possession but unusable until after the game if the captive is rescued.

Q: Is there a maximum number of gang members in a gang?

A: In the Gang Recruitment section of the ORB page 76 lists a minimum gang size and the only limits are the maximum number of Juvies and Heavies that are allowed.

Q: Since there is no maximum to the number of gang members, how many 'heavies' can I have?

A: According to ORB page 76 the maximum number of Heavies that a gang may have is two no matter what the total size of the gang is.

Q: Can the gang member that takes over leadership of a gang through the death of the previous leader go to the rare trade post right away? Does his cost change?

A: According to the gang Leadership article in Fanatic Magazine 1 the answer is right away, assuming that the fighter did not go OOA. In addition, according to ORB page 85 the fighter does not change in cost because 'Once a Juve has earned 21 or more experience points he becomes a fully fledged ganger...Note that his profile stays the same.' Since his cost is part of his profile his value stays the same. This will hold true for gangers promoted to Leaders as well.

Q: Will a Heavy or Juve challenge for leadership or assume leadership of the gang?

A: The Leadership article in Fanatic Magazine 1 states that the gang fighter with the most experience takes over. In the situation where the Heavy or Juve is next in line simply ignore them and select the next 'Ganger' to take over. In the event that a Juve with a higher leadership than the 'leader' advances to become a ganger then he will immediately challenge for leadership. It is generally assumed that a Heavy is too busy maintaining the weapons to want to lead and no ganger would follow a Juve.

Q: When a leadership challenge results in a shoot-out, how is this resolved?

A: According to the Leadership article in Fanatic Magazine 1 you follow all the rules for the HTH leadership challenge. Alternatively it is also easy to use the Shoot-Out scenario as described on ORB page 119 but between the two fighters only.

Q: If my fighter is within 8" of an enemy fighter can I run to get away?

A: No. According to page 10 of the ORB it clearly states that if you approach within 8" of an enemy fighter that you must stop. The only exception to this is if your fighter is broken and is running per the broken rules in the Leadership section on ORB page 25.

Q: Can you charge a model that is hidden or out of line of sight?

A: You can only charge a fighter that you can see or have detected (aka inside your initiative range). This can get tricky, but remember that you declare and move charging models at the very start of the movement phase. In addition, per the charging rules on ORB page 11 you have to declare to your opponent who is charging and who the target of the charge is. If your fighter cannot see the intended target then he would not know to charge it. Keep in mind that as players we know there is a fighter there we want to charge but the reality of the fighter is that he has no LOS to the threat.



Q: If my fighter is 'flying' and hit and pinned, what happens?

A: In the rare event that your fighter can fly, be it a Yeld Spyre or a mutant with wings, and the fighter is hit, then he will also be pinned. Do your best to figure out the height of the 'flying' fighter at the point it was hit and then determine an additional hit on the 'flying' fighter as if they had fallen that distance. In this case though, catfall would not be applicable.

### ***HAND-TO-HAND COMBAT***

Q: When you hit in HTH with two close combat weapons how do I work out which weapons hits?

A: According to page 24 of the ORB, in the section of HTH Hits it states 'If a fighter is using two weapons (one in each hand) then any hits are inflicted alternately, first with one hand and then the other...Any odd hits can be resolved with either weapon.'

Q: When a pistol is used in HTH is the strength of the user or the strength of the pistol used to determine if you wound?

A: This is answered on ORB pages 22 and 23. ORB page 22, Procedure, Step 5. Throw To Wound states that 'The strength value will depend upon the weapon used.' ORB page 23, Wounds, Armour, and Injuries states that 'Once you have established the number of hits, the remaining procedure is the same as for shooting. Refer back to the Shooting section for a description on how to do this.'

Q: If my fighter has two swords and is able to use both swords in HTH do I get two parries?

A: Yes, according to ORB page 24 'In the unlikely event that a model carries two swords it may parry twice - that is, it may force two re-rolls or one re-roll against a model with a single sword.'

Q: If my fighter has two swords and the Combat Skill Parry how many parries to I have in HTH?

A: According to The Combat Skill: Parry description on ORB page 89 you would gain an additional parry. In this case you would get three.

Q: If several HTH combats are occurring within 2" of each other and the first HTH is resolved with one fighter going down or taken OOA, the rules state that 'If a model goes 'down' or 'OOA' then each friendly fighter within 2" must take an immediate Leadership Test' of break, how does this work?

A: You resolve HTH one fight at a time. According to ORB page 25, 'When to Test,' if a fighter goes 'down' or 'OOA' then all friendly fighters within 2" of him must immediately take a leadership tests. Any fighters that break follow the 'Breaking From Combat' rules on page 25 of the ORB.

Q: If a fighter armed with a chain and the parry skill (or a sword) is in HTH with another model with one or more swords, who if anyone will actually get to parry?

A: According to the Armoury Section entry for the Chains and Flails on ORB page 34 it states 'Parry - It is impossible to parry against a fighter armed with a chain - the sword is simply dashed aside.' However, ORB page 24 states in the HTH Parry section that parries cancel each other out. The logical way to handle this is that the chain-wielding fighter cannot be parried and that his parries will be cancelled out by the other fighter's parries. Any parries that the chain-wielding fighter may have after cancelling out parries with his opponent he would then be able to use. HTH is harsh and this will illustrate that fact.

Q: How does my fighter fight when it is considered helpless?

A: Unless otherwise stated, a fighter that is helpless will fight with a WS of 0 and A of 1. Remember that fighter is 'down' is not considered helpless, but follows the rules for being 'down.'

### ***HOUSE WEAPONS LIST***

Q: When is the House Weapons List used?

A: The House Weapons List is used during gang creation and in every post game sequence. The rules start on ORB page 78.

## ***GANG SPECIFIC***

### *General Questions*

Q: What happens to the equipment of a standard house ganger whose gang has been outlawed, captured, and then sold into slavery?

A: Per the 'Claim Bounty' rules on Necromunda ORB page 103 all gear is turned over to get the bounty.

### *Enforcers*

Q: Can Enforcers report gangs to the watchmen? Will the -3 still apply?

A: According to page 2 (FM6, page 27) of the Dead or Alive PDF 'Whenever two players fight out a game of Necromunda either player can decide to report the incident to the Guilder's Watchmen afterwards.'

Besides, why would the law not want to outlaw a gang that tries to eliminate them?

### *Pit Slaves*

Q: What happens when a Pit Slave Gang member with three armour plates, which makes his Initiative 1, gets the Shell Shock Serious Injury, which will reduce his initiative by -1?

A: Since this is not addressed in the ORB yet, just like any situation that would lower a fighter's characteristic below 1, the minimum value is 1 so any further reduction is ignored.

Q: What are the rules for the following Pit Slave Weapons: Buzz Saw, Claw, Hammer, Rock Drill, and Shears?

A: These weapons were originally included in the old Outlanders Rule Book. They will now be covered in the revised Pit Slave Gang list coming to the weekly Fanatic Magazine Section or Play Test Vault near you, hopefully soon.

### *Ratskin Renegades*

Q: In regards to Ratskins Renegades and trading, the rules state that 'For each ganger employed in this fashion you may add a further +1 randomly generated rare item to the list of those offered for sale' but what Ratskins Renegades are gangers?

A: The rules on page 9 of the Ratskin Renegades specifically refers to gangers, but no outlaw gang, except outlawed house gangs, have true gangers. Since all outlaws can forage and the rules specifically say that fighters that forage cannot go to the trading post it is logically to say that any member of the gang that did not forage may accompany the leader to the outlaw trading post.

Q: Are Ratskins Renegades Outlaws?

A: Although the rules for outlaws state that Ratskins are 'often' outlaws the 'Bounty' rules in FM5 'Ratskin Renegades' clearly tells me that they are indeed 'always' outlaws.

Q: The rules for the Ratskin Renegades in FM5 state that Knives are free? Is this true?

A: This is a misprint. It should be like all gangs. The first knife on every fighter is free and any additional ones are 5 credits each just like standard house gangs.

Q: The rules for Ratskins are a little unclear about who can work their territory?

A: The outlaw rules specifically mention gangers but no outlaw gang, except outlawed house gangs, have distinct gangers. It is logical to assume that any outlaw that did not scavenge can work their one territory.

Q: What weapons can Ratskins use?

A: The Ratskin rules in Fanatic Magazine 5 clearly states that the Ratskins use their own unique weapons list.

### *Skavvy Gangs*

Q: Is a plague zombie considered a friendly model?

A: Per the Skavvy Rules in Fanatic Magazine 9 'Followers are completely ignored for purposes of Bottle tests, are never counted as the closest model when determining the ability to escape pinning, and do not count for achieving any scenario special victory conditions whether good (capturing or destroying objectives) or bad (losing territory in a gang fight).' So, yes they are friendly models because they fight on the same side, but do not allow you to do anything that a friendly fighter would, like escape pinning.

Q: When does a Skavvy get its first advance roll?

A: Since a Skavvy starts with 10+d6 experience he would get his first advance roll at 21 experience points.

Q: In regards to the mutation 'Wings' does the mutant suffer falling damage?

A: Yes. If a fighter is shot off a ledge then he will suffer damage per the Falling rules on page 27 of the ORB. Also, keep in mind if you are shot while moving and you were in the air then you will fall the distance to the level directly below you. This means if you were attempting to fly from a three-story building to the ground and are shot as soon as you step off the edge and are hit, even just pinned, you would fall 9" to the ground and suffer one strength 9 hit causing d6 wounds.

Q: Since Skavvies mutate on an advance result of 12 what happens to Bosses and Scalies? Do you increase the cost of the fighter? What about second mutations?

A: It would appear that Bosses and Scalies can mutate. In regards to cost, the mutation would not increase the fighter's cost. This would be a double hit from the cost and the experience that earned you the advance you just rolled and got the mutation.

### *Spyrers*

Q: Which territory chart do Spyrsers roll their starting territory on?

A: They are an outlaw gang so it only seems legitimate that they roll on the Outlaw Territory Chart in Dead or Alive! From Fanatic Magazine 6. Keep in mind that Spyrsers do not need their territory and as such it only seems fitting that they would lurk out in the wastes.

Q: Can Spyrsers use territories like vents and tunnels?

A: Yes, but remember that Spyrsers will only start with one random outlaw territory (per Dead or Alive, FM6) and that they do not work any territories. If a Spyser gang manages to capture a Vents, Tunnels, or other special territory then they may use the special rules for the respective territory during games if they elect to move their base of operations there.

Q: It seems strange that Spyrsers are outlaws but cannot choose Outlaw Scenarios, is this still true?

A: Now that the outlaw scenarios have been released in Dead or Alive! In Fanatic Magazine 6, I would say that in addition to the scenarios listed in the Death Stalks the Underhive from Fanatic Magazine 2 Spyrsers could choose The Hit and The Hunters.

### **SCENARIOS**

Q: In a Shoot-Out does my fighter have to draw his primary weapon or can my fighter draw his pistol to get the +1?

A: You do not have to draw your heavy weapon, but remember that by the wording on page 120 of the ORB if you draw your pistol while armed with a heavy weapon you would be +1 for the pistol and -1 for being armed with a heavy weapon for a net result of +0.

Q: Who rolls for scenario if both gangs have the same gang rating?

A: Interesting. According to page 109 of the ORB the gang with the lower gang rating rolls on the scenario chart. Since tie results are not listed each player shall roll a d6 and the low roller then gets to roll as lower gang rating on the Scenario Chart and is treated as the lower gang rating. In the event that the d6 roll is tied simply re-roll until all players have a different d6 result.

### **SHOOTING**

Q: Can I use a grenade or other template weapon to target a spot on the ground or barricade next to a hidden model?

A: You must always target a fighter unless the weapon or scenario allows otherwise. Just because you have a frag grenade and you want to target a hidden model you have no line-of-sight (LOS). Without LOS you cannot elect to throw the grenade at the barricade in front of the hidden model unless otherwise specified (see gas grenades in the armoury section of the Necromunda ORB). This prevents you from targeting the

bulkhead (+1 for a large target) instead of the Juve behind heavy cover that just sprinted 12" (-3 total). The bottom line is that unless the weapon description or scenario allows it you must always target a fighter or objective.

Q: If a fighter is simply standing next to a window can it shoot out it or should I get down to eye level and see what the fighter can and cannot see?

A: ORB page 13 states that 'Each model can shoot once in the shooting phase so long as he can see a target and assuming he has a suitable weapon and isn't fighting in HTH combat (as described later).' You should get down to eye level and see what you can see from your fighter's perspective. I recommend a simple little tool called a dental mirror. It is a small mirror on a stick. It is good for seeing in the tight quarters of Necromunda terrain.

Q: What shooting skills can I use when I am on Overwatch?

A: Since Overwatch is a special shooting rule and the wording of the shooting skills on page 91 of the ORB only Marksman and Crackshot can be used when you are on Overwatch because the others state 'shooting' phase. Keep in mind though that you still must target the closest threat and use all other shooting rules.

Q: If a model in hiding wants to shoot at a model that is on Overwatch, and the model on Overwatch wants to shoot him as soon as he pops out of cover, who gets to shoot first? Or does it take place Simultaneously?

A: This seems confusing, but is actually simple. Since the Overwatch shot would be taken as soon as the fighter becomes visible the hidden fighter gets his shot off first because the hidden fighter must shoot to forfeit its hidden status in this case. Therefore, if the Overwatch fighter was the target and ends up still in Overwatch after the hidden fighter resolves his shot then the Overwatch fighter could fire back as the hidden fighter is now visible. Basically, Overwatch cannot stop a hidden fighter from taking his shot because you need to be able to see a target to shoot at that target per ORB page 13.

Q: If a fighter with the Agility Skill Sprint is attempting to run more than 10" but is shot by a person on Overwatch, does the penalty for "fast moving target" apply even though the model was shot before he moved 10"?

A: Maybe. Per the Overwatch rules on page 21 of the ORB the all modifiers are applied to the shot at the moment it is taken. If the Sprinting fighter had moved 10" or more when the over-watching fighter takes his shot then yes, otherwise no.

Q: What modifiers apply to an Overwatch shot taken at a fighter that is trying to get to cover, starts in the open, and is shot before it gets to cover?

A: According to the Overwatch rules on page 21 of the ORB 'Work out the shot as normal, there is a special -1 hit modifier for shooting at an emerging or disappearing target whilst on Overwatch. This applies when the target is emerging from a position where he can't be seen or is attempting to move to where he can't be seen, presenting a fleeing target to the firer.' With this being stated, if the target starts in the open and is attempting to get to cover then they will get the appearing/disappearing modifier.

Q: Do Overwatch modifiers stack or do I use only one?

A: All Overwatch modifiers stack.

Q: What happens if a gas grenade goes off in a fighter's hands?

A: Follow the rules for Wild Grenades & Shells d6 result of '1' on page 29 of the ORB. It states 'Place the template directly over the model and work out damage normally.'

## **SKILLS**

Q: Can a fighter with the Stealth Skill: Infiltration set-up in hiding?

A: Only if the scenario allows it.

Q: Does the Stealth Skill: Infiltrate allow my opponent to set-up his fighters in my deployment zone, on objectives, and at the edge of a board they need to exit?

A: Although it is beardy, this tactic is legal as long as the rules for the Stealth Skill: Infiltration as listed on ORB page 90 are followed. Remember that the infiltrating fighter must be set-up out of site of any enemy fighters so try to limit the spots the infiltrators can use if your opponent is being beardy.

Q: When I invent something with the Techno Skill: Inventor how do I determine what is invented?

A: That has been cleared up in the description of the Techno Skill: Inventor on page 91 of the ORB.

Q: If my fighter invents a 1-in-a-million weapon can I choose whatever weapon I want to? So, I could choose a 1-in-a-million needle rifle?

A: When you invent a 1-in-a-million weapon you have to roll on the chart on page 54 of the ORB to see what type of weapon you have invented. You then get to choose the actual weapon out of the type you roll. This means that you could not invent a 1-in-a-million Needle Rifle, as it is a Rare Weapon that acts like a Special Weapon for skills and other rules.

Q: What shooting skills stack with each other?

A: The following shooting skills can be used together: Hip Shooting, Fast Shot, and Gunfighter. Fast Shot and Rapid Fire do not stack, even if the fighter is stationary. For obvious reasons Hip Shooting and Rapid Fire do not stack. In addition, each shot is taken one at a time and not altogether. This means that if a weapon runs out of ammunition or explodes then you lose the remaining shots. Also, if you are using Gunfighter and Rapid Fire and the first shot explodes and pins you then you will not get to use the remaining shots since you were pinned.

Q: I understand that the Shooting Skill Fastshot cannot stack with the Shooting Skill Rapid Fire, but that Shooting Skill Fastshot CAN stack with the Shooting Skill Gunfighter, how is this resolved?

A: This situation would yield one shot per pistol per Attack Characteristic. Remember that to use the Shooting Skill Gunfighter you must only be armed with pistols and CCWs. An example is a fighter armed with a Bolt Pistol and Auto Pistol, Shooting Skills Gunfighter and Fast Shot, and an Attack Characteristic of 3 would get three shots with the Bolt Pistol and three shots with the Auto Pistol. Each shot is worked out one at a time.

Q: Does the Stealth Skill Ambush allow you to go into Overwatch in any circumstance that you can become hidden, specifically, can I move up to 4" and then go into both hiding AND Overwatch, effectively ignoring the ruling that you must remain stationary to go into Overwatch?

A: No, the Stealth Skill Ambush simply allows you to go into hiding and Overwatch at the same time. This means that a stationary fighter would not have to wait one turn after hiding to go into Overwatch. The Overwatch rules on page 21 of the ORB clearly state that you normally would need to go into Overwatch and not do anything else that turn.

Q: Can a fighter with the Stealth Skills Dive and Ambush move 8" and hide per Dive then go into Overwatch per Ambush?

A: No, the Stealth Skill Dive does allow you to move and go into hiding and Ambush does allow you to go into hiding and Overwatch at the same time; however, per the Overwatch rules on page 21 of the ORB only a stationary fighter can go into Overwatch.

Q: If a fighter with a sword (or ability to parry) charges with the Ferocity Skill Berserk Charge and the Combat Skill Counter Attack and his parries are cancelled, does he effectively receive the 'lost' parries back in the form of attack dice from the Counter Attack Skill?

A: No. Since you are using the Ferocity Skill Berserk Charge you have already given up your ability to parry. Also, since you are not parrying you cannot cancel out your opponent's parries and you do not have any parries for your opponent to cancel.

Q: Does a fighter who has the Ferocity Skill Impetuous have to use the 4" follow-up move to move closer to another target?

A: No. The follow-up rules as listed on page 24 of the ORB do not require you to use your follow-up to move closer to another target.

Q: Does a fighter who has the Combat Skill Feint allowed to roll his attack dice then decide to roll additional attack dice?

A: No. Per the HTH rules on page 22 of the ORB you roll attack dice first so you need to allocate any parries to attack before you roll.

Q: Timing wise, which happens first, the Combat Skill Disarm or the Agility Skill Jump Back?

A: Since on page 89 of the ORB the Agility Skill Jump Back states that if the Initiative Test is passed the HTH opponents are left behind there would be no one to use the Disarm Skill on at that point. Although they both state 'at the start of HTH' the Agility Skill Jump Back would disengage the fighters and end the HTH phase meaning it should take place first.

Q: Can the Combat Skill Disarm be used each turn to destroy multiple items from one fighter or can it be only used at the start of the first combat with an opponent?

A: On page 89 of the ORB it clearly states that the Combat Skill Disarm can be used against one close combat opponent at the start of the HTH combat phase. This means that if the fighters are still in HTH in the next turn then you may attempt to use your Combat Skill Disarm again.

Q: Say, Player A has a ganger in Overwatch. Player B has a Juve and a Ganger behind a building, not to be seen by Ganger from A. Now, Player B's Ganger and Juve want to hop to some other building. Player B moves Juve first, he gets spotted by Player A's over-watch ganger. Player A doesn't know if Player B will still move his ganger or not after the Juve, but obviously he wants to shoot the Ganger more than the Juve. So, the Juve moves in front of A's Ganger and gets behind the other building. Now, Player B decides not to move the ganger. Player A says: 'Ah, but I still saw that Juve dash passed my over-watcher, so I'm going to shoot at him nonetheless'. Is he still entitled to do this?

A: No. Over-watch interrupts the movement phase and happens as movement takes place. Remember also, that page 21 of the ORB also states that 'work shooting out as normal' so all shooting rules like LOS and closest target would still apply.

Q: For the above, is B's movement phase over or not?

A: If the player moves onto his shooting phase he cannot continue to move, but per ORB page 21, Overwatch interrupts the movement phase, not ends it.

Q: Slightly different scenario: A has an over-watcher, B's Juve and Ganger are positioned in the same way as before. B wants to move his 2 models, but he won't be able to make it to some other cover behind a building. So, B moves his Juve, ending his move in front of the over-watcher. Again, A's hoping for a shot at the Ganger rather than the Juve, so he waits. B decides not to move his ganger in front of the over-watcher. A again says: 'Ah, I haven't shot, so I'm going to shoot your Juve anyway, since he's right in front of my anyway, disregarding the fact his move is already over and you moved another model too.' Is this possible? Again, the same question at two different stages: during B's movement phase, or when B has moved all his models and movement phase is actually over.

A: Ok, technically the Juve has already moved, but since over-watch follows all normal shooting rules per ORB page 21 the over-watcher could say, hey, I am shooting the Ganger as he moves, you measure and the Juve is closer so he gets shot. This is the whole theory behind tactically placing models. You must shoot the closest threat, aka the Juve.

Q: If my fighter is standing still and is charged I can shoot the charging fighter, right?

A: This is not a Necromunda rule. The only way to do this in Necromunda is for the fighter that is being charged to have been placed in over-watch per the rules on ORB page 21 the turn before.

## ***TERRAIN***

Q: Can you move up and down through the ladders on the bulkheads?

A: As a general rule it is assumed that all ladders grant access to the floors above and below them, otherwise, why would there be a ladder there anyway?

Q: What happens when a fighter gets pinned behind cover, say a barricade?

A: Well, think of it this way. All players play differently. The school of players that uses markers to represent 'pinned' and 'down' do not have this problem because other fighters can still see the 'pinned' or 'down' fighter behind the barricade. Those of us, myself included, places a model on its back if 'pinned' and face down if 'down;' however, we need to remember that shots can still be taken at the 'pinned' or 'down' fighters as if they were standing. Status of a fighter does not affect its cover modifiers because they are now 'harder' or 'easier' to see when placed on their sides. Technically there is no mention of placing figures prone in the ORB, but rather to note it on your gang roster.

### ***TERRITORIES***

Q: What scenarios can I use Vents and Tunnels in?

A: Take a look...

Scenario	Attacker <sup>2</sup>		Defender <sup>2</sup>	
	Vents <sup>3,4</sup>	Tunnels <sup>4</sup>	Vents <sup>3,4</sup>	Tunnels <sup>4</sup>
Ambush	Yes	Yes	Yes <sup>1</sup>	Yes <sup>1</sup>
Gang Fighter	Yes	Yes	Yes	Yes
Caravan	No	No	No	No
Hit and Run	Yes	Yes	No	No
Loot & Pillage	Yes	Yes	No	No
Raid	Yes	Yes	No	No
Rescue	Yes	Yes	No	No
Scavengers	Yes	Yes	Yes	Yes
Shoot Out	No	No	No	No
The Hit	Yes	Yes	No	No
The Hunters	No	No	No	No

#### Notes

1. Only defender groups that he rolled a '6' for during deployment.
2. Vents and Tunnels do not allow you to field more fighters then the scenario allows and only a total of three fighters.
3. Vents allow fighters to be deployed to any floor above the ground level. This includes on bridges.

As fighters emerge from tunnels and vents they do not have to emerge at the same point and only need to follow the rules set forth in the territory descriptions on page 94 of the ORB.

Q: How many fighters can I set-up using Tunnels and Vents?

A: Three per territory per ORB page 94.

Q: Can a fighter with the Techno Skill: Fixer that is working an Archeotech Horde use his Fixer skill to change a roll of 3d6x10 to 2d6x10?

A: This would seem logical but the specific wording on Fixer on page 91 of the ORB implies that you can re-roll your roll not change the number of dice. This means you could re-roll the 3d6 but not change 3d6 to 2d6.

### ***TRADING POST***

Q: How many credits do I get if I sell a knife?

A: Per the rules for Selling on page 97 of the ORB you get half the value. Half of 5 is 2.5, which would round to 3 credits profit earned. As a side note, it should also be noted on your gang roster that if you sell your 'free' knife that you should no longer have a knife. One knife comes free to each gang member as they are recruited and are not a free source of constant income.

Q: Can a non-outlaw gang trade at the Outlaw trading post?

A: No they cannot.

Q: If my gang became outlawed then found a drug fixer and then paid off my guild price, can I still buy the drugs from my fixer?

A: Interesting. I would say not without a house rule because the spirit of paying off your guild price brings you back into the hive and not the outlaw wastes therefore cutting your ties to the outlaw trading post.

## **WEAPONS**

Q: Can the flames from the 'flamer' template shoot through a solid barrier or bulkhead?

A: A solid bulkhead cannot be shot through and no attempt can be made otherwise because you need LOS to target per the 'Who can Shoot' rules on page 13 or the ORB.

Q: How are partially hit targets worked out when a flamer targets a fighter partially behind a solid bulkhead?

A: Partially hit targets follow the rules for partially hit targets on ORB page 20. Even though the bulkhead is solid the target is still partially hit. Follow the rules and see if the subsequent rolls are successful.

Q: How are hits worked out with a flamer when the target is up a level or two from the firing fighter?

A: First of all, remember that you need to follow the 'Who can Shoot' rules on page 13 of the ORB. Secondly, if you can see the target, most walkways or 'level' flooring will get the target partial cover, but if the target is under the template he is hit. Remember that a flamer ignores cover so the walkway would not prevent the target from being hit.

Q: Does the Scaly Scatter Cannon scatter if you miss with it?

A: Yes, unless otherwise specified any weapon that uses a template will scatter if you fail to hit your intended target per the 'Blast Weapon' rules on page 19 of the ORB.

Q: The reference sheet does not list SF for the Plasmagun but ORB page 42 states that it does, which is correct?

A: Yes, it does have one sustained fire dice per page 42 of the ORB on both settings. Summaries tend to be misleading in wordings, not always contain all the data needed, and frequently are wrong. The Armoury section of the ORB that starts on page 32 is correct for all weapons as far as I can tell. The weapon summaries will be fixed eventually, but for now, the ORB is correct. Whenever there is a difference between the rules and the reference sheets the rules in the ORB are to be followed.

## **EXPERIMENTAL RULES**

The following categories are for the supplemental materials for Necromunda published by Specialist Games, be they from Fanatic Magazine, Fanatic Online, or the Play Test Vault. All other existing rules articles should be considered optional or house rules.

### *Official as of the 2005 Necromunda Rules Review*

- Online Rule Book
- Gang – Ash Waste Nomads
- Gang – Enforcers
- Gang – Ratskin Renegades (Ratskin Renegades)
- Gang – Skavvies
- Gang – Spyrers (Death Stalks the Hive)
- Hired Gun – Ogryn Bodyguard
- Hired Gun – Wyrds (Wyrd and the Wonderful)
- Rules – Gang Leadership
- Rules – Blind Fighting (Night Fighting)
- Rules – Outlaws (Dead or Alive and Ratskins)
- Rules – Treacherous Conditions
- Special Character – Kal Jerico

### *Remaining Experimental as of the 2005 Necromunda Rules review*

- Gang – Redemptionists.