

NECROMUNDA ANSWER MODERATION FAQ

INTRODUCTION

This FAQ Update is an update to the FAQ in the 2005 NRC Findings and is to be used in addition to the 2005 NRC Findings. These are all from Specialist Games Necromunda Forum Answer Moderators or NRC Members. Since the answers are from the Answer Moderators, the answers are to be taken as official until otherwise stated by the next Necromunda Rules Committee. It is ok to question these results, just please do it in an appropriate fashion. This document will be updated as needed. Email all questions about this document to Arbitrator General at sdmeathead@hotmail.com

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ORB ERRATA

The following are errors, omission, or correction to the ORB...

Page 23...Second Column...Weapons...Paragraph 3...Change paragraph that starts with 'Bear in mind...' to read 'Bear in mind that a fighter armed with basic, special, or heavy weapons needs at least one hand to carry or use them, so he can only ever have one hand free to carry a sword, pistol, etc.'

Page 34...Chains & Flails...Move Last two sentences in paragraph above special rules to below special rules and title 'Single Weapon'

Page 37...Plasma Pistol...Low Energy...Change Long Range to '6-12'

Page 37...Plasma Pistol...Low Energy...Change Save to '-'

Page 37...Plasma Pistol...Maximum Power...Change Save to '-1'

Page 44...Frag Missile...Change Blast Template to Gas Cloud Template

Page 50...Bionic Eye...Move Paragraph above Special Rules to below Special rules and title "Further Injury"

Page 50...Bionic Leg...Move Paragraph above Special Rules to below Special rules and title "Further Injury"

Page 50...Bionic Arm...Move Paragraph above Special Rules to below Special rules and title "Further Injury"

Page 78...House Orlock Weapons List...Remove one Chainsword (25) and replace with Boltgun (35)

Page 79...House Cawdor Weapons List...Correct Hand Flamer Price is 20

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Page 79...House Cawdor Weapons List...Change Leader Only 'Bolt Pistol' to 'Meltagun' with a Change in cost to '95'

Page 91...Marksman Skill...Seocond paragraph...Change 'normal maximum range' to 'maximum long range'

Page 104...Ratskin Scout...Advance 3 followed by '1'...Change to "+1 Ballistic Skill"

Page 105...Ratskin Scout...Resilience To Injury...Change 'To represent their resilience to injury a Ratskin who goes out of action rolls twice on the Serious Injuries table and the player chooses which result will apply.' To represent their resilience to injury a Ratskin who goes out-of-action may re-roll a result on the Serious Injury Table if he doesn't like the first roll. However, if he chooses to re-roll he must accept the second result.'

Outlaw Trading Post (FM5)...Bionics...'Remove Bionic Hand'

EQUIPMENT

Q: Does Underhiver equipment work in the Ash Waste Territory?

A: Yes. All equipment from the Underhive will work out in the Ash Wastes. ~~Unless~~The Ash Wastes rules may specifically alter the rules for some weapons or equipment.

Q: Do you have to make ammunition check rolls for weapons that you are using in hand-to-hand combat? If so, how and when is this done?

A: No, you do not make ammunition rolls for weapons used in hand-to-hand combat.

Q: If a fighter has 2 bionic arms and is armed with a double-handed weapon, does he get +2 strength and +2 initiative from the bionics since he is using both arms?

A: Hmm...Interesting situation. I would have to say that since the rules do not specifically handle this that only one bionic arm would affect the weapon's strength and the fighter's initiative.

Q: Do the bonuses from a Ratskin Map stack with the bonuses of a Ratskin Scout or Ratskin Gang?

A: No. Page 105 of the ORB handles this situation.

Q: Can you turn off a hot-shot power pack during a game?

A: No, once equipped a hot-shot power pack is always on; however, remember that a hot-shot power pack can be taken off after a game in the post game sequence and switched to another fighter or placed in your stash.

Q: Do massive, two-handed weapons, or weapons that are similar to weapons that have the ability to 'Parry' also have the 'Parry' ability?

A: Weapons that do not say they have a specific ability in their Armoury entry on the ORB do not. Swords, Power Swords, and Chainswords all have the 'Parry' special ability because all have it listed, but their massive counterparts do not, since their armoury entries do not list the 'Parry' ability.

Q: If my fighter is equipped with a Clip Harness and I cut the line, how far do I fall?

A: Per the rules for a Clip Harness in the ORB (page 52) you cannot cut the line yourself, only your opponent can. So, assuming that your opponent cuts the line you would fall the distance you were at when you fell and were caught by the Clip Harness. Although the rules state you are dangling at the end of the line, you are effectively at the same elevation you fell from so follow the rules for falling whatever that distance was.

Q: Does the Ogryn Ripper Gun only have a range of 8"?

A: 8" is the correct range. It was originally written that way and is a basically a short ranged heavy stubber with bonuses to hit at short range.

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Q: Does a Grapnel counts as a basic weapon so that if my fighter is armed with one I cannot get the bonus for being armed with only close combat weapons in hand-to-hand combat?

A: No, the Grapnel is not a basic weapon. ~~And~~ It is a piece of equipment. Per the rules in the Armoury Section on ORB page 52, although the Grapnel can be used as a shooting weapon. ~~since it does state that it "isn't really a weapon" you would still be able to apply the bonus~~ It cannot be uses in hand-to-hand combat.

Q: Can I use Rapid Fire with my Plasma Pistol on High Powered?

A: Yes. ~~but you will only get one shot and not two. Keep in mind that any weapon that needs to recharge after firing on a 'high' setting will allow one shot at 'high' then need to be recharged and not one round of shooting. In this case, using your Plasma Pistol on 'high' would get you one shot then you would need to fulfil the recharge requirements to fire again. This also holds true for the use of gunfighter and most SF weapons with two settings.~~

Q: It states in the Enforcer rules that Cyber-Mastiffs are basically unaffected by flesh wounds, does that mean that they are not pinned either?

A: After discussing this with a few NRC members, it is our assertion that Cyber-Mastiffs are immune to pinning because they are also immune to all psychology. Also, since pinning is a psychological effect of being shot at, a machine construct, aka a Cyber-Mastiff, cannot be pinned. Machines fear nothing because they are programmed not flesh and blood.

Q: Can I equip my heavy with two Plasma Guns so that I can fire on High Energy each turn?

A: Yes. Remember to pay the price of each one though.

Q: Can I shoot another weapon this turn while another I used last turn recharging?

A: Yes, you may use another weapon.

Q: Can the Rastkin Handbow be used in hand-to-hand combat?

A: Although the Ratskin Rules in FM5 state in the 'fluff' that they cannot, the move or fire rules lets me assure you that it cannot. This may or may not be changed by the next NRC but as of now, the Handbow cannot be used in close combat.

Q: Is the Handbow considered a 'silent' weapon?

A: Although not listed in the Ratskin Rules in FM5, the handbow is considered a 'silent' weapon.

Q: What are the rules for the Bionic Hand from the Outlaw Trading Post Rules in FM5?

A: That brings up a very good question. Since there was no Bionic Hand in the original Necroumunda rules prior to Underhive and the Outlaw rules did not include a Bionic Hand it needs to be striken from the Outlaw Trading Post. Additionally, to close the gap the following rules should be added to the Bionic Arm on page 50 of the ORB:

- Change Replacement Text to read "A bionic arm cancels out the effect of one serious arm wound and one serious hand wound injury the fighter has sustained. These injuries must be to the same side, either right or left.
- Move Paragraph above Special Rules to below Special rules and title "Further Injury"

Q: Can I switch equipment on my fighters so that my ganger with a +1BS has good shooting weapons and my ganger with +2WS has only hand-to-hand weapons?

A: Yes, although it is not clearly stated in the ORB you may switch equipment on fighters during the post game sequence as long as the fighter can still use the equipment he is getting. Keep in mind though that certain restrictions still apply. Two specific restrictions are that Enforcers cannot switch equipment and only a Heavy can carry or be armed with a heavy weapon.

Q: If my fighter is armed with a Lasgun can I draw my massive weapon in hand-to-hand combat?

A: Unfortunately no. Per the Weapons rules on page 23 of the ORB in the third paragraph under the heading Weapons specifically says 'Bear in mind that a fighter with a basic, special, or heavy weapon needs at least one hand just to carry it, so he can only ever have one hand free to carry a sword, pistol, etc.' This means that they may not use a massive weapons as they require two hands.

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Q: Can I arm my fighter with more than one basic or special or heavy weapon, or how about with lots of pistols and grenades? How would I fight in HTH?

A: There is no limit to the number of weapons a fighter can be armed with, except for heavy weapons. On page 78 of the ORB it states 'A fighter can carry only one heavy weapon – eg. He can carry a heavy stubber or lascannon, but not both. He can have any number of other weapons.' This means that you could arm your fighter with a Heavy Stubber, shotgun, two plasmaguns, a bolt pistol or two, some frag grenades, a stub gun with dum-dums, a chainsword, and let's not forget his free knife either. Per page 23 of the ORB states you need a hand to carry each basic, special, or heavy it should read that you need a hand to carry or use them all, not one per. Then, if this fighter gets into HTH though he can only use only one of his CCW weapons in the close combat phase. There are also no official rules for slinging weapons or encumbrance other than for heavy weapons. Although you may have a heavy stubber, shotgun, two plasmaguns, two bolt pistols, an autopistol, frag grenades a stub gun and a chainsword please remember that you will need to model all the weapons you are carrying with the exceptions of grenades and things like that that can be concealed and good luck finding the credits to afford all those weapons too.

Q: Are there any rules for slinging weapons so that I can get the extra attack for only being armed with close combat weapons in the hand-to-hand combat phase?

A: No. There are not, nor will there be, any rules for slinging weapons. Per page 23 of the ORB states 'This bonus only applies to fighters armed exclusively with pistols and/or hand-to-hand combat weapons, not to fighters who carry other basic, special, or heavy weapons.'

Q: Can Ictotic Slime increase my abilities above the racial maximums?

A: Yes. Per the Outlaw Trading Post rules in FM5 the effects of Ictotic Slime are temporary has a duration of one game only. If you are referring to the potential 'free' advance keep in mind that it is still an advance and follows all the rules for advances.

Q: If I have a bionic leg and an attack characteristic of '3' already am I limited to the racial maximum of 3?

A: No. Bonuses for equipment and skills and similar effects are not restricted by the racial maximum when they are temporary effects. Per page 50 of the ORB the Bionic Leg only grants you +1 Attacks in hand-to-hand combat and does not add +1 to Attacks Characteristic.

Q: My Skavvy rules list a different price for swords than the Outlaw Trading Post. Which is correct?

A: When the rules for a gang have different costs on weapons than in the trading post then the gang rules should be used for initial gang creation. If the trading rules for the gang state that they trade at the outlaw trading post then after a fighter's first game you may purchase him equipment at the trading post prices. If no trading post rules are provided then the costs for the weapons as listed in the gang rules will always apply.

Q: If I have different types of ammunition for my shotgun and a weapon reload does it count for all ammunition types that I have? What would the weapon reload cost be?

A: A weapon reload is for the weapon. It will add the +1 to each shot that it uses do the different types of ammunition will have adjusted ammunition checks; however, if you fail an ammunition check then your shotgun is out of ammunition no matter how many different types of rounds you have. The cost of the Weapon Reload is ½ the base cost of the weapon per ORB page 99 but the cost of the Shotgun only includes Scatter and Solid shot. To avoid confusion and potentially nasty book keeping the cost of a Shotgun Weapon Reload is ½ the base cost of a shotgun so it is 10 credits. If you have the other ammunition types then you will still benefit from the weapon reload.

Q: In the special rules for the infra red sight on page 49 of the ORB it states that the 'to hit bonus' only applies if the fighter is firing a single shot. Is this referring to the cancelling cover ability, or does the infrared sight have an actual 'to hit bonus' in addition to cancelling cover?

A: No. What this means is that the Infra-Red Sight only cancels '-1' from the cover modifier of the target if one shot is taken. If multiple shots are taken the sight does not work. If the target is in the open then there is no cover to reduce so no modifier is applied to the shot. The other conditions listed in the ORB also apply.

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EXPERIENCE

Q: When I recruit a ganger into my gang, do I roll all the advances up for him since he will have four advances?

A: No. Since a starting ganger (or other fighter) gets 20+d6 to start with, and say rolls a 2, as an example, he would start with 22. Since this is his starting level he would not get to roll an advance until he earns 31 experience points. Also, if you earn enough to gain multiple advances in a single game you get them all.

Q: In regards to Juve advances, why is it that my Van Saar Juve gets one at 16 but my Ratskin Brave does not? Are the Ratskin rules in error and I should use the ORB advance charts?

A: No. The difference is that most gangs that are not created using strictly the ORB, say Ratskin, Spyrers, Scavvies, etc. all have gang-specific advance tables. They have advantages over the six house gangs. One way of balancing the gangs is that typically, specialized gangs do not get the '16' experience point advance roll. In general, if you are not using a standard house gang you must adhere to your gang's rules for advancement purposes.

Q: Do flesh wounds caused by the Malcadon's webbing after the initial hit count as a wounding hit for the Malcadon?

A: No, since the victim causes the wounds struggling free, not the Malcadon.

Q: What happens when I have all my characteristics maxed out and I gain a characteristic increase advance?

A: Although this cannot happen unless you are augmented by bionics and serious injuries, if this does happen then you would be allowed to choose any skill table you can normally choose and randomly determine what skill you gain as if you had rolled a '3-4' or '10-11' on the advance chart. (Seeking NRC 2007 Approval).

GANGS

Q: Can I elect not to pay to feed my outlaws, or just elect to feed only a few of them?

A: Although not specifically addressed in the Outlaw Rules, it does not appear that you have to feed your gang and can indeed feed whomever you want. Although, remember that you must apply the starvation rules to any fighter that was not fed.

Q: What happens to 'Leader Only' weapons on my house weapon list after gang creation?

A: Per the Weapons rules on page 78 of the ORB, after your gang's first game 'Leader Only' weapons move to their appropriate categories on your house weapons list and are accessible by any of your gang members that can use those weapons. I.E. a plasma pistol for a Van Saar gang moves to the pistols list after the first game and any fighter that can use pistols can then have a plasma pistol purchased for them without sacrificing rare trade items.

Q: Can I arm my fighters with common equipment when the gang is first created?

A: No. Per the Gang Recruitment rules starting on page 76 of the ORB no fighter is given the option to buy anything other than their listed weapons restrictions. Additionally, the Trading Post rules starting on page 96 of the ORB clearly states that new recruits cannot be given any equipment until they have fought at least one battle.

Q: If my leader dies can I just buy a new one?

A: No. Per the Gang Leadership article if a leader is slain then the fighter with the next highest leadership takes over. Also, per the NRC 2005 findings you would ignore heavies and juves in selecting the next leader.

GANGS – ASH WASTE NOMADS (FO31)

Q: Can Ash Waste Nomads lose their Ash Waste Territory? If they can loose their Ash Wastes Territory do they then claim a new Ash Waste, or do they roll on The Outlaw Territory Table?

A: No. Think of the Ash Wastes as an area instead and not a true territory. No gang but Ash Waste Nomads Gangs can work the 'Ash Wastes.'

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Q: Can my Ash Waste Nomads still use their Bolters and Heavy Bolters with the new re-write on them?

A: Not at start up, but after their first game then yes. Their equipment and weapons lists are treated as a house weapons list so you would just need to wait until after the first game. This also means that the bolt gun would be a basic weapon for them now instead of a special weapon like it was before.

GANGS – RATSKINS (FM5)

Q: Since Ratskins start with a free club and their weapons list states that a knife is free, does that mean I get any number of knives I want?

A: This is partially correct. The Knife cost should be '5' instead of 'free.' Ratskins start with a free club and knife, but additional clubs are 10 credits each and additional knives are 5 credits each. (Seeking NRC approval)

Q: Can my Ratskins hire an Ogryn?

A: Yes. Per the Ratskin Renegade rules they may hire any hired gun that will work for them and per the Forgotten Gun rules any gang that can hire hired guns may hire one Ogryn Bodyguard.

Q: Does the Ratskin Shaman power 'Curse' from the Ratskin tribe Variations rules prevent me from testing to escape pinning at the start of my turn?

A: Yes. To escape pinning you must take an initiative test. The 'Curse' power means that you fail that test automatically.

GANGS – REDEMPTIONISTS (FO73, not FO28)

Q: When you create a new Redemptionists Gang, are they outlaws?

A: Not necessarily. According to the Dead or Alive article, this is the Arbitrator's Choice.

GANGS – SCAVVIES (FM9)

Q: Can Scavvies loot and destroy territories they capture per the Outlaw rules in the Dead or Alive article or are they limited to the amount or 100 credits, which ever is lower as listed in the Scavvie rules?

A: No. According to the Scavvie rules when they capture a territory they move to it and defile it. If they send one Scavvie to work it the maximum income or 100 credits, which ever is less, is earned and the territory is now a wastes. A Scavvie gang that captures a settlement as a result of a gang fight could move from their wastes to it and then gain 60 credits by sending one Scavvie to work it.

Q: Can you eat the Scavvie Boss using the Cannibals rules?

A: Um, no, although the rules do not specifically state it, since the Scavvie Boss is the leader, he would not throw himself into the soup. (NRC 2005 Approved)

Q: Do Scavvies start with a free club and a free knife?

A: No, according to the rules for Scavvies the first club is free, additional clubs are 10 credits each, and a knife would cost 5 credits.

Q: Can my Scavvie Boss use a special weapon from the trading post, or is he limited to his choices on the Scavvie Weapons List in the Scavvie Rules?

A: In general, any gang that has a specialized weapons list will be limited to that list of weapons. The confusion comes with what happens when a fighter gets the Techno Skill: Specialist? Well, then they would get access to special weapons. Since this is unclear at the moment, what should be done is this: per the 2005 NRC findings the Scavvies use their weapons list as a HWL, so the only way for a Scavvie gang to use a standard special weapon, say a flamer, is for someone in the gang to get Specialist. In addition, the Boss does not start with Specialist so would have to get Specialist to use standard special weapons. When rolling an advance for a Leader of a Scavvie gang if you select Techno and gain Specialist, then the restriction on only gangers is removed and the boss can get it. This should hold true for any gang with a specialized weapons list except Ratskins, who cannot get Techno skills. Remember though, the next NRC will rule on this and then we will see how they want to fix this issue.

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Q: Is my 'Pocket Full of Nails' removed from my gang after I use it?

A: Yes. The Pocket Full of Nails is a one use item like stummers, screams, and most drugs.

Q: During a game can I use the Leadership of my Scaly to test for bottling if my leader is down or out-of-action?

A: No. According to ~~the way~~ the Scavvies rules ~~are written~~ in FM9, 'Dumb' means they cannot lead at all; however, if the Scaly is your **ONLY** fighter that is not down or out-of-action then the bottle test can be made against its leadership.

Q: Did they leave out the old Scavvie Ammo Check rules where they had to take ammunition checks on to hit rolls of '1' and '6'?

A: The Scavvie Ammo Rules were changed in the latest version of the Scavvie Gang in FM9 and they no longer are required to roll ammunition checks if they roll a '1.'

Q: The new rules for the Scavvies in FM9 state that the Scatter Cannon uses a 2" Blast Marker. What do I use for this now?

A: Nice catch. The Scatter Cannon, and most likely any other weapon that used a 2" Blast Marker will now use the Blast Marker, not the Ordinance Marker.

Q: For the purposes of hand-to-hand combat does the Scavvie Spear Gun and Scatter Cannon count as 1 or 2 handed weapons?

A: Per the rules on page 23 of the ORB, a Scavvie Spear Gun or Scatter Cannon would require a single hand to hold during hand-to-hand combat, so the Scaly may draw and use a hand-to-hand combat weapon with his remaining free hand.

Q: Is the Scavvie Spear Gun or Scatter Cannon considered a move or fire weapon? The rules do not say this but their description implies otherwise.

A: No they are not move or fire weapons. Although the spear gun and scatter cannon are large and powerful weapons, Scalties are equally as impressive.

Q: Are Plague Zombies affected by psychology tests?

A: No. In the Followers section of the Scavvy Rules they have the ability 'No Fear.' This ability makes them immune to all psychology tests.

Q: Are Plague Zombies affected by Gas grenades?

A: No. The 'No Fear' rules for Plague Zombies makes them immune to Scare Grenades. The 'No Pain' rules for Plague Zombies make them immune to Choke Grenades. The 'Zombie shuffle' rules for Plague Zombies make them immune to Hallucinogen Grenades.

Q: Are Plague Zombies affected by Wyrd Powers:

A: In general, Plague Zombies can be affected by Wyrd Powers and some will not based on what they do. The following Wyrd Powers will not work on a Plague Zombie: Banshee Howl (Minor), Casue Pain (Minor), Hallucination (Telepath), Jog trigger Finger (Minor), Mind Control (Telepath), Sstop Bleeding (Minor), Terrify (Telepath), Throw Voice (Minor), Weapon Jinx (Minor), and You Can Fly (Minor).

Q: When my Scavvy gang moves or captures a new territory and I convert it into a Scrofulous Wastes do I get any benefit from the territory before it is converted?

A: Per the Scavvy Rules in FM 9 you send one Scavvy to work it and get the maximum credits, or 100, whichever is less. Since you have to work it any special rules would apply for it that apply during the post game sequence. So, you could roll to get credits from a 'Friendly Doc' then convert it to a Scrofulous Wastes. However, once you fight your next game the territory is now a Scrofulous Wastes so if it was a 'Tunnels' you would not get the 'Tunnels' benefit.

Q: Can I use a weapon in an arm that has the mutation 'Claw'?

A: No. The mutation of 'Claw' will render the arm a hand-to-hand weapon with a strength of user +1. However, since you only need one arm for a basic or special weapon you can still use a basic or special weapon. If for some reason you have a claw mutation and can use a heavy weapon then you can still use the heavy weapon.

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Q: Does the Discus/Thworing Axe take a hand to use/carry like a basic weapon or are they like pistols? Also, can I buy more of them to get a better ammunition check? What then happens if I fumble with one?

A: Since FM9 does not specifically list them as pistol or basic weapons, but rather they have a statistics line like a grenade they should be treated like grenades. This also means that buying more of them would not help the ammunition check as well. If you fail the ammunition check with them you are out of them for the remainder of the game. If you roll the dreaded '1' followed by a '1' then you injure yourself while throwing it and take a single ST4 hit.

Q: Does the Tentacle mutation take the spot of a hand?

A: since the Scavvy rules in FM9 state that they may complicate the rules and did not provide any solution to this I will posse this to the NRC. For now, I suggest letting a tentacle mutation not take the place of an arm as it is an extra appendage.

Q: Can I arm my 'Scavvie' with Tox Bombs after the first game?

A: No. According to page 7 the Scavvie rules in FM9 the Tox Bomb is on the Grenades and Ammo List and general 'Scavvies' do not have access to the Grenades and Ammo List.

GANGS – SPYRERS (FM2)

Q: How does a Jakara Mirror Shield work against blast and template weapons, surely it cannot reflect a frag grenade that has gone off at its feet and similarly flamers?

A: A Jakara mirror shield cannot reflect area effect weapons (blast, gas, flamer templates) but if the shot comes from the appropriate arc that the mirror shield is in then the save modifier of 4+ can be applied and if successful, the Jakara would still not be pinned. This means that say, a flamer cannot be reflected, but the damage can be avoided on a 4+.

Q: One of the Malcadon Power Boosts grants '+3' to movement but Death Stalks the Underhive (the Spyrer Rules) list the Racial Maximum for Movement is '8,' since the Malcadon starts with a M6, is this a misprint or does the boost allow the Malcadon to exceed the Racial Maximums?

A: Since the Malcadon starts with a base M of 6, this means that the racial maximum of '8' should be '9.' (NRC 2005 Approved)

Q: Since Spyrers only start with their special equipment, if something is 'disarmed' or destroyed, from say an exploding weapon on a failed ammunition check, is that no longer usable, ever again?

A: No, they will be automatically repaired per Death Stalks the Underhive rules for 'Spyrer Weapons.'

Q: If a Malcadon hits a target with his Web Spinners does he gain a wounding hit experience award for it?

A: This is a tough one, the answer is that since the Web Spinner does not cause any wounds from the hit you will not receive a wounding hit award from it, but, all rules for 'down' fighters apply, so the official answer is that a Malcadon that hits with his Web Spin AND entangles the target will get a wounding hit experience award.

Q: If a Jakara reflects a shot from a lasgun does she use her base BS to hit or are all shooting modifiers used too?

A: Yes, a reflected shot still has all range, cover, movement, etc. shooting modifiers applied to it using the base profile of the weapon that fired it. As an example, if a Lasgun shot is reflected at a range of 8" and the firer (now the target) is in hard cover then a '-1' (+1 range, -2 cover) would be applied to the Jakara's BS.

Q: When I pay 5 credits at recruitment to add '+1' experience point to my Spyrer, how is that cost added to the gang rating?

A: Per the Death Stalks the Underhive Article, in the Spyrer Experience System, it clearly states that the cost is added to the base cost of the Spyrer. This means that is you were to purchase 6 experience points for an Orrus his cost would be 215 (185+30).

Q: What weapons do the Orrus, Yeld and Malcadon use in hand-to-hand? Is it just assumed that the suit lets them fight using their basic stats, and that the hand-to-hand benefits of the suit are accounted for in the stat boosts they get (including any extra attacks they deserve)?

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A: That is exactly correct.

Q: An Orrus has twin-linked bolt launchers. How are ammo rolls for these handled? A single to-hit roll is made, but if that comes up a 6 should two separate ammo rolls be made, one for each?

A: That is not correct. Per the Spyrer Equipment rules in the Spyrer Rules from FM2 an Orrus has 'Bolt Launchers' that roll once to hit and then twice to wound. If you were to roll a '6' to hit then you would still roll twice to wound since you rolled once to hit.

Q: Can a Malcadon remove the webs from a webbed ganger, in the same way a web pistol can be used to un-web a webbed ganger?

A: No. Malcadon Web Spinners and Web Pistols are two different items. Additionally, the Spyrer Equipment Rules from FM2 for Malcadon Web Spinners say nothing about freeing their own webs either.

Q: What happens if a Spyrer gang happens to get additional equipment from say a scenario or credits from loot counters?

A: Nothing. Spyrers have no need for those things. They are on a specific mission. You may either put it all in your stash as 'trophies' or just erase them, but they will have no effect on the Spyrer gang.

Q: A Spyrer Gang starts with a Jakara at a cost of 195 (Cost 195 + XP 0 = 195 to GR). The Jakara earns 100 XP. (Cost is now 195 + XP 100 = 295 to GR). The Jakara dies. The gang goes back above the wall upstairs and gets another Jakara with 100 XP. (Cost is 195+(5x100)+XP 100 = 795 to GR). Is this right?

A: No. When a Spyrer Gang gets back above the wall and decides to return to the Underhive, in your example you would get to take a new recruit Jakara with the same 'initial' cost as the one that was killed. This is per the Spyrer Vow rules in FM2.

Q: If a Spyrer rolls on a skill and gets a useless skill (e.g.: something related to using parries on a model that never gets any parries) do they re-roll it until they get something they can use?

A: Unfortunately, unless the Spyrer rule in FM2 specifically say to re-roll the result you must take the result rolled. Necromunda is full of fighters with unique skill combos and fighters with skills that they may never use. That is the beauty of the randomness of Necromunda.

Q: What is a Malcadon Equipped with? The rules state web spinners but what else is he equipped with as he is a HTH fiend and should have more weaponry?

A: According to the Spyrer rules a Malcadon is equipped with a web spinner, Malcadon Armour, Bio-Booster, Filter Plugs, and Photo Contacts.

GENERAL

Q: When do I have to exchange/ransom back/sell into slavery captured fighters? Is this done before or after income?

A: This is done during the post game sequence. This means that it can be done anytime, so you could work territories and go get rare trades etc. in an attempt to get things to trade for the fighter, but remember that the captured fighter will not assist you in your post game sequence though.

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NECROMUNDA ANSWER MODERATION FAQ

Q: How do injuries influence the maximum value of a fighter's characteristics?

A: According to the Serious Injury Chart in the ORB (page 84) most injuries that reduce a fighter's characteristic state 'characteristic is reduced by -1.' This means that their current profile is reduced by 1. Now, with that being stated, the rules for Stinger Mould in the Ratskin Renegades article (Outlaw Trading Post rules section) stated that it is possible to cure one serious injury. This means that a previously sustained serious injury will be removed and the -1 will be reversed. It is not covered anywhere in the ORB, except in the Characteristic Increase section (page 87) that you may not increase a characteristic beyond its maximum value. Utilizing that rule as a guide, until the NRC can review this, I would recommend that your arbitrator in your campaign use one of the two following resolutions:

- 1 – When a serious injury is cured that will take a fighter's characteristic over its racial maximum, the characteristic increase is ignored.
- 2 – When a fighter takes a serious injury his current and racial maximum for that characteristic is reduced. In the event that the serious injury is 'cured' by any means, then the reductions are removed.

Q: What happens with an outlaw that did not get 3 credits spent on them in the post game sequence?

A: They follow all the rules for starvation as listed in the Dead or Alive article, which contains the outlaw rules. Keep in mind that each outlaw does not need to earn 3 credits, just have 3 credits spent on them.

Q: Do special saves such as those from the Dodge and Step Aside skills stack? So for example, if in HTH combat I failed my Step Aside save, could I then attempt a save with Dodge?

A: Yes, there is no restriction on the amount of separate special save rolls allowed.

Q: The rules say that if you start a new gang you may hire old gang members from the same House. What about items that can only be in your stash like auto-repairers, can you purchase those from an old gang as well?

A: No. You can only re-hire gang members and their equipment at the time the old gang was disbanded. Since equipment such as auto-repairers and isotropic fuel rods are not attributable to a single fighter they may not be brought along with them.

Q: If I am pinned during my turn by overwatch fire do I escape pinning automatically at the end of my turn in the recovery phase?

A: No, in order to escape pinning in the recovery phase you must start the turn pinned per the Pinned Fighters Rules on page 18 of the ORB.

Q: Do my beasts that I get from the Bestiary roll injuries during the Post Battle Sequence?

A: That is not strictly defined. If your campaign arbitrator is allowing you to keep them from game to game then they should, other wise they will follow the rules for followers as defined in the Scavvie Rules as 'Followers gain no Experience and will be present for just a single battle, even if they survive. After that they drift back into the wastes again. This isn't a problem as there will always be more for the next fight.'

Q: If my beast is hit and wounded does he roll for Injury?

A: Yes, Beasts need to roll on the injury table when wounded.

Q: What happens when my entire gang is down or out-of-action and I am required to take a bottle test? Do I automatically fail it since I have no fighter's that are not down or out-of-action?

A: Yes, you would automatically fail the bottle test. Per the Bottle Test rules on page 26 of the ORB you need a Leadership value to roll equal to or lower than to pass a Bottle Check. If there is no fighter left in a gang who can provide a Leadership value for the test (i.e. all the remaining fighters on the board are either Down, Broken, Followers, Ripperjacks, etc.), then there is no value to roll against. The roll would automatically fail and the gang would automatically Bottle. Keep in mind though that some scenarios, like Caravan, do not allow one side to Bottle and in these instances you would continue with each of your phases and end each of your turns in the same way as normal.

Q: If a pinned model fails a Leadership test, does he still break even though according to the pinned rules he cannot move?

NECROMUNDA ANSWER MODERATION FAQ

A: Per the rules on page 25 of the ORB, the rules for broken fighters are "worked out immediately" thus overriding those for pinned fighters.

Q: Does a fighter with 'Hatred' always have to charge their hated opponent?

A: Per the Hatred Rules on page 31 of the ORB you do not have to charge your hated opponent; however, you must always use your follow-up move at the end of hand-to-hand combat to get closer to your hated opponent.

Q: Hatred allows me to re-roll any Attack dice in my first round of combat with my hated opponent. Does this also allow me to re-roll a die that was re-rolled due to parry?

A: Unfortunately no. Per the NRC 2005 Findings you will see that a die can only be re-rolled once.

Q: What is the order of Hatred and Parry Re-Rolls in hand-to-hand combat?

A: Per the Hatred rules on page 31 of the ORB you must re-roll your attack dice with Hatred first to determine what your actual combat result is. Then, per the Parry rules on page 24 of the ORB you can parry a die of your choice. Keep in mind that you may not re-roll a parried die more than once per the NRC 2005 findings that changed Parry to read 'you may never re-roll a parried die more than once.' This was added so that a fighter with 3 parries versus an opponent with one attack could not force that die to be re-rolled three times.

Q: Can I use the Marksman Skill with my lasgun in a Ratskin Gang, can I ever get a plasmagun?

A: Ok, this is a tough one. When your gang rules put a weapon in a category other than what the weapon is listed in the ORB Armoury Section it stay the same in the ORB Armoury Section for skills and equipment use. Also, if a fighter gets the Specialist Skill he will be able to use any Special Weapon in the ORB Armoury Section. In this case, if your gang rules have other or different Special Weapons then you may also use those since 99% of the time those weapons are ORB Armoury Section Basic Weapons anyway.

Q: Is my gang rating based on the fighters that participate in a game or my entire gang?

A: Per the 'Playing a Campaign Game' rules on page 109 of the ORB your gang rating is your total gang rating. This is determined first, prior to rolling for injuries, scenario, etc.

Q: Can I have fighters voluntarily sit out of a game?

A: No, barring injury rules and scenario rules, every fighter must participate in game at the start. This means you cannot leave fighters at home unless their 'Old Battle Wound' acts up or if the scenario randomizes your fighter selection.

Q: How do I measure distances vertically for sensing fighter with my initiative?

A: All measurements in Necromunda should be taken edge of base to edge of base base. This means that if your fighter is above another fighter on a walkway then you need to measure from the base of your fighter to the base of the fighter below. Generally speaking the bulkheads are roughly 2.5 inches tall, so a standard Initiative value of '3' would spot the fighter below. Using any other measurement besides base-to-base (excluding grenades from higher to lower) would place too much stock in modelling strange poses for fighters and arguments over true distances. Additionally, movement should be measured spot on base to spot on base. This way the model does not travel farther than its movement.

HAND-TO-HAND COMBAT

Q: When a model fighting with two close combat weapons only scores one hit, which weapon is used to determine wounding? Can I choose?

A: Per page 24 of the ORB, it states that odd hits can be made with any of the two weapons used. This means that you can choose the weapon that you hit with since one hit is an odd hit, and it is also logical that you would hit with your best weapon.

NECROMUNDA ANSWER MODERATION FAQ

Q: If my fighter had a Strength of 4, had a bionic arm (+1S), and was using a massive club, which gives him an effective Strength of 7, would his attacks be considered 'High Impact?'

A: According to the High Impact rules on ORB page 17 the weapon needs to be S7. Since the attack is at S7 it would be a high impact hit, but remember that in hand-to-hand combat taking a fighter down usually means out-of-action, so this might not be that important; however, this will be effective in a multiple combat hand-to-hand combat.

Q: My fighter is engaged in a hand-to-hand combat with more than one fighter, say three, I understand that if I take one of them 'down' he is not removed because he has friends in the fight. I also know that I have to fight each opponent, so, if I manage to take them all 'down' in this hand-to-hand combat phase are they taken out-of-action?

A: Yes, you are correct. The fighters in the hand-to-hand combat that do not go out-of-action and are only taken 'down' as a result of the combat remain in the combat until the end of the hand-to-hand combat phase. If you are lucky, or skilled, enough to take all three of them down then at the end of the phase there are no friendly fighters in the hand-to-hand combat to protect them and they are taken out-of-action. Keep in mind that you do not get any extra experience or wounding hits for doing this as you have already taken them down earlier.

Q: What happens when I charge a fighter that is already 'down'?

A: The fighter is automatically taken out-of-action at the start of the HTH phase. This means that you must move your fighter to get to the down fighter, must spend your entire turn doing nothing else, then, at the start of the HTH phase the fighter is taken out-of-action, and then your fighter may take its follow-up move. In addition, since the fighter was already down you do not get a wounding hit experience award either.

Q: I know that the 2005 NRC findings addressed this issue, but can I charge a fighter that is hidden or out of my LOS?

A: After further review, here is the revised findings...

Hidden Fighter – You may not charge a fighter that is hidden. By definition a hidden fighter is not a valid charge target. If he is inside your initiative range then he is not hidden and you can charge him. However, if you have a declared charge against another fighter and your movement makes a hidden fighter 'detected' or rather, makes him lose his hidden status then he is still not a valid charge target for that charger, but he may be the target of the next charger since his is no longer hidden. Remember that charge movement is declared and happens on a one at a time basis before compulsory and regular movement per the rule on pages 10 and 11 of the ORB.

Not hidden, but no LOS – As for fighters that are not hidden, but are not in your LOS then you can charge them. Necromunda is a changing battlefield where your knowledge as a player and that of the fighters themselves is not logically associated. The target needs to use the game mechanic of 'Hiding' instead of just getting out of LOS to avoid charging.

Q: What happens when a fear (or terror) causing fighter declares a charge and the target fails his test and runs away?

A: Per the Fear (and Terror) rules on page 30 or the ORB the test is taken as soon as the charge is declared as long as the charging fighter has the charge distance to get to the intended target. Per the charge rules on page 11 of the ORB if you do not have the distance to engage your target you are moved your charge distance and stop and can do nothing the rest of the turn. This means that if the fighter that fails his fear (or terror) test is still within your charge distance then you can still charge them, otherwise you move your charge distance and stop.

Q: If my ganger is in H2H with 2+ enemy models and puts the 1st enemy down or OOA, do the other enemy models take break tests due to a friend within 2" going down or OOA, or are they immune as they are in the combat?

A: Per the rules on page 25 of the ORB, each fighter within 2" has to take an immediate Leadership test if a friendly model is taken down or out of action, there are no exceptions for being in hand-to-hand combat.

NECROMUNDA ANSWER MODERATION FAQ

Q: During hand-to-hand combat with multiple fighters, if a model downs an opponent or takes him out of action resulting in another breaking his nerve, will the fighter still get a free hit on the breaking enemy fighter even if he's probably busy fighting off other opponents?

A: Yes, the fleeing fighter will still receive the free hit irrespective of how many fighters his opponent is in hand-to-hand combat with. Note that if the fleeing enemy fighter is wounded and taken down or out of action, any of his friendly fighters within 2" will also have to take another Leadership test to keep their nerve.

Q: If I have sold my fighter's free knife (or club) and am charged when only equipped with a lasgun, how do I resolve the hand-to-hand combat since I do not have my knife?

A: In the weapons rules on page 23 of the ORB it states that every fighter is assumed to have a knife tucked away. What this means is that even though you have sold your 'free' item for whatever reason, you would fight with your base A and S and not receive the two-weapon bonus if only armed with say a pistol.

HIRED GUNS

Q: Is the Hired Gun Ratskin Scout immune to Treacherous conditions like other Ratskins?

A: Yes. He is a Ratskin after all. In addition, for those of you who track injuries to hired guns he should also have the ratskin trait of resilience too.

Q: Now that the Giant Rat was revised in the Bestiary Rules (Part 1-3) what stats and abilities do my Beastmaster Wyrd's Giant Rats use?

A: I will posse this to the 2007 NRC, but for now you must use the Giant Rat Rules as stated in the Wyrd Rules.

Q: Can a hired gun be considered the highest leadership if the leader is down or out-of-action?

A: No. Although the Bottle Test Rules on ORB page 26 state *'If the gang's leader is out of action or is down, then the player may not use his leadership to take the test. Instead, use the highest Leadership characteristic amongst those of the remaining fighters who are neither down nor out of action.'* The hired guns section on page 100 of the ORB states *'Hired Guns don't belong to the gang they fight with and they don't usually help the gang except by fighting. This means that Hired Guns don't count as members of the gang for purposes of collecting income or for deducting cost of living expenses.'* This all means that they are not part of the gang, period. You cannot use their leadership as they are not part of the gang.

INCOME

Q: How many fighters can I send to work territories and how many territories can I control?

A: You may only send a maximum of 10 'gangsters' to collect income from your territories because you can only work a total of 10 territories; however, you may control an infinite number of territories. A single territory may only be worked once per post game sequence.

Q: When an outlaw gang gains another territory and decides to loot it, can they foraging after that, go trading, etc?

A: Yes. Per the "Gaining Additional Territory" section of the Outlaw rules it only states that when you obtain a new piece of territory you either loot it or move to it. If you loot it you may still forage, send gangsters to accompany the gang leader at the trading post, and other post game sequence events, that is as long as the fighter is still eligible to do such actions (i.e. did not go out-of-action).

Q: If an outlaw gang decides to occupy a new territory can they loot their old hideout or is it just deleted?

A: No. Per the 'Gaining Additional Territory' section of the Outlaw rules the current territory is simply abandoned and crossed off the gang roster.

NECROMUNDA ANSWER MODERATION FAQ

Q: When I loot an Archeotech Horde Territory, do I double the maximum of 2D6x10 or do I use the special rules maximum of 6D6x10?

A: When you loot a territory you get double the maximum value of its base listing. This means that an Archeotech Horde would yield 2D6x10 = 120, then doubled for 240 credits. Keep in mind that all special rules are ignored when you loot a territory with the exception of Scavvies who have specific looting rules.

Q: For weapons that inflict multiple damage (meltagun, krak, etc), when is the damage dice rolled?

A: The damage dice is applied for each successful wound scored. So the process is: roll to hit, roll to wound, roll saves, roll damage dice, roll injury dice.

Q: Can outlaw special fighters or outlawed house gang heavies work territories?

A: Yes. When a gang is outlawed the status of ganger does not come into play in regards to foraging and working territories. Outlaws may only work one territory. This also means that they could send a Juve instead as well. Just keep in mind that some outlaws say specifically who can and cannot forage/work territories.

Q: Does the Giant Killer Income bonus apply to Outlaws? If so, how is this worked out?

A: Yes. The giant Killer Income bonus listed on page 93 of the ORB does apply to outlaws. Since outlaws do not 'wash' their income through the chart of page 93 of the ORB it is applied straight to their stash. Please also remember that the Giant Killer Income Bonus only applies if you were the low gang rating AND won the scenario.

INJURY

Q: My leader takes a shot. I roll a '6' to hit with my bolt gun. I roll a '1' for my ammunition check and then follow that with a roll of '1' again. I roll for injury from the exploding weapon and am not hurt. That is fine, but I am within 1" of an edge and fall and end up being taken out-of-action. The injury result is 'bitter enmity,' so, whom do I hate?

A: I would say that he would hate the intended target in this case. Any other choice would be a little too much of a stretch.

Q: In regards to 'Bitter Emnity,' if a fighter hates 'Gangs Leader' is that the leader at the time he took the injury, or just the current Leader of that gang?

A: He will hate the gang leader at the time of the bitter enmity injury result.

Q: If I have a fighter with an Old Battle Wound and I elect to send him into a game and his OBW prevents him from participating, can I send another fighter in his place?

A: There is actually no issue here. Per the Scenario section of the ORB on page 109 you roll for OBWs prior to selecting the fighters that participate in the scenario. This means that the fighter with the OBW that failed his OBW roll would not be a legitimate selection to participate in the scenario.

Q: What is the proper way to deal damage?

A: The proper order per ORB page 18 is: Roll to Hit, Roll to Wound, and then apply Damage through the Injury Roll(s). In the event of a target fighter wearing armour the armour rules on ORB page 19 modify this to: Roll to Hit, Roll to Wound, Roll Armour Save, and then apply Damage through the Injury Roll(s).

Q: How many flesh wounds does it take to take my fighter out-of-action?

A: Per the injuries section of the ORB (page 17) each flesh wound will reduce a fighter's WS and BS by -1. When a fighter's WS AND BS are at 0 then the fighter is immediately taken out-of-action.

Q: What happens to a fighter that is shot while injured by a needle rifle? Does he start rolling on the normal injury chart, or continue to roll on the needle chart, or both?

A: A fighter that suffers his final wound from a toxic dart will always roll on the Needle Injury Chart, even if later wounded by a conventional weapon. However, if a fighter is already down and later receives a wound from a toxic dart, the fighter will only roll on the Needle Injury Chart during the recovery phase if the injury result was Sedated or Comatose.

NECROMUNDA ANSWER MODERATION FAQ

Q: In the Needle Weapon's Injuries section it states that the injured fighter rolls on the chart both when the injury is inflicted and in subsequent recovery phases. Do you continue to roll on it every recovery phase even if a 1-2 No Effect result is rolled?

A: No, a 1-2 result means the toxin "has no effect or wears off" so because the fighter has overcome the effects of the toxin you no longer roll on the needle Injury chart, just as if a Flesh Wound result on the standard Injury chart is rolled.

Q: If my fighter takes more than one injury, say five, do I roll once in the recovery phase or five times and apply all the results individually?

A: No matter how many times your fighter was injured, if the fighter is down they roll 'a' D6 in the recovery phase per the Injury Rules on page 17 of the ORB.

Q: What happens if a fighter has multiple Old Battle Wounds?

A: Make multiple rolls for each of that fighter's Old Battle Wounds. For example, if the fighter has three Old Battle Wounds, roll a D6 three times. On the roll of a 1 on any of the three D6's, the fighter's old wound is playing up and he is unable to take part in the forthcoming battle. Remember, Old Battle Wounds only affect that next battle. You would roll anew for each subsequent battle, even if you rolled multiple ones.

Q: How does my fighter with a head wound act when used as a Sentry in a scenario?

A: This is a tricky one. The rules for Stupidity and Frenzy are spelled out clearly and the Sentry rules are spelled out clearly. He is what happens. After you select the fighter to participate in the game or they are randomly selected for the game roll to determine if the fighter suffers Stupidity or Frenzy. If the fighter suffers stupidity then you must roll his stupidity roll at the start of each turn and he will also be limited by the sentry rules. If the fighter suffers frenzy then all rules for Frenzy and being a sentry apply. Keep in mind that frenzy is based on closest target and Sentries are usually not aware of targets so just because a raider is within the Frenzied fighter's charge range does not mean that they are aware of him.

Q: How does a fighter with a head wound act in a Shoot-out?

A: This is another tricky one. The rules for a head wound apply first. Roll to see if your fighter is Stupid or Frenzied. If your fighter is stupid then roll like normal during the Build-Up turns and when the shooting starts roll right before he shoots to see if he will shoot. If your fighter is frenzied then he will charge his opponent once he can, but since the Build-Up is a special phase he will act normal and then once the shooting starts he will charge an opponent, assuming any are left, once the Gang Fight aspect of a Shoot-Out starts. He may shoot when it is his turn to shoot if the fighter normally could.

MOVEMENT

Q: Do you measure the height up and down a 2" barrier as part of the distance moved when crossing such an object? Or do you simply measure half total intended move distance horizontally from A to B?

A: According to ORB page 12, if the obstacle is between 1" and 2" you give up half your total movement to cross it so the distance does not really matter as you pay half movement and cross it. Remember that the penalty is half your total movement, not 2". It is not stated, but it can be assumed that obstacles over 2" cannot be crossed.

Q: Can dogs (cyber-mastiffs) climb Ladders?

A: At this time no. In the future this may be addressed.

Q: Can my fighter spin to any facing and still go into overwatch or do I have to spend a turn spinning first?

A: Although the ORB states that a fighter may do nothing in the turn that they go into overwatch, spinning is not defined as an action. So, you may 'spin' your fighter at the start of his turn to face any direction he wants without being classed as moving prior to going into overwatch.

NECROMUNDA ANSWER MODERATION FAQ

Q: I know that I can charge up a ladder, but what is the movement cost to do that and can a fighter block the top of the ladder?

A: Yes you can charge up or down a ladder. Ladders are considered 'Open Ground' per the Movement rules on page 10 of the ORB and the Terrain rules on page 12 of the ORB. Also, per the Terrain rules on page 12 of the ORB 'You can also move through doors and hatches without slowing your speed.' Now, as for whether a fighter can block a door or hatch the answer is truly up to your group unless it is the carded terrain. Original, carded Necromunda scenery was assumed to have hatches at the top of all ladders that you could get through. Your individual scenery may be different, but for ease of game play it should be assumed that hatches and doors cannot be blocked without a house rule. In the instance that a fighter is at the top of a ladder, since ladders are open terrain, a fighter can be charged from below or above and the target cannot block the door without a house rule. The bottom line is this situation is not covered in the ORB and therefore open ground rules apply from page 10 and 12 of the ORB.

SCENARIOS

Q: In a rescue mission, is the captive's equipment returned?

A: According to the Rescue Mission rules in the ORB (page 118) and the Captured! Serious Injury Result in the ORB (page 84) a successfully rescued captive will also retain his equipment. In addition, if a captured fighter is released during the Rescue Scenario then he is free to go and has his equipment, but is not allowed to use it. This is an oversight in the wording of the Rescue Scenario, but it is also just a mechanic of the game and may not seem logical.

Q: If my captured fighter is released during a Rescue Scenario and then goes out-of-action, what happens to him?

A: Per the Rescue Scenario rules in the ORB (page 118) if you free the captive and he is taken out-of-action he is no longer the captive. He will be treated as a normal fighter that had gone out-of-action.

Q: Can I attempt a second Rescue Mission if my first Rescue Mission is unsuccessful?

A: Sorry, but you only get one chance to run a Rescue Mission. According to the Serious Injury Chart in the ORB (page 84) if you fail to ransom, exchange, or run a successful Rescue Mission then the captured fighter is at the mercy of his captors. They take possession of all their equipment then can sell them into slavery or throw them in their mines. Keep in mind, you may ask your opponent to allow you to run a second Rescue Mission, but basically your opponent is only obligated to exchange mutual captives then ransom back other captives then, lastly, run the Rescue Mission.

Q: In the Outlaw Scenario 'The Hit' the outlaw gang has the chance to 'steal' half the income of their opponent. What if the opponent does not or will not collect income this post game sequence?

A: If the opponent does not or cannot collect income then you still get half of it, meaning, half of nothing is nothing. No one said that the Underhive is a fair place now did they. Unfortunately, per the Scenario rules it even states that this is scenario may not yield the attacker too much money.

Q: In the Outlaw Scenario 'Loot & pillage' the attacker can steal loot counters and any loot captured is deducted from the defender's income. In the event that not enough income is generated, the defender must loot a territory. How does this work, basically, who chooses the territory and then what happens to extra income? Here is my example: Gang A is an outlaw gang and attacks Gang B, a lawful gang. Gang A puts the hurt on Gang B and gets 100 credits worth of Loot. Gang B is only able to work territories for 60 credits and has a stash of 20 credits. This is 80 credits, which is then given over to the attacker, what happens next?

A: Per the Outlaw rules and the Loot & Pillage Scenario rules here is what would happen next. Gang B has two options. Option 1 – sell enough equipment to get 20 more credits. Option 2 – loot one of his territories. Gang B would get to choose which of his territories he loots. Any additional credits are income credits and are still the property of Gang B. Once the 100 credits are paid, since Gang B is a lawful gang, the rest will be cross-referenced with the income chart to get profit. If Gang B was an outlaw gang then the process would be the same, except that the income would not be cross-referenced with the income chart. This is a harsh scenario some times.

Q: Can I use grenades in a Shoot-Out?

A: Yes. There are no limits on what weapons can be used in a Shoot-Out per page 119 of the ORB. Remember to watch your grenade templates for friendly fire too.

NECROMUNDA ANSWER MODERATION FAQ

Q: If I am armed with a heavy weapon and a pistol in a Shoot-Out can I opt to use my pistol instead of my heavy weapon?

A: Sure. Per page 120 of the ORB the only limiting factor is in the shooting order. You get a '+1' modifier if shooting a pistol and a '-1' if armed with a heavy weapon. Remember that you need to still apply the '-1' if armed with a heavy weapon even though you are using your pistol instead.

Q: In a Shoot-Out, if I am throwing a grenade and my score is tied with another fighter in the fast draw phase, who goes first?

A: Good question. ORB page 120 states that in the Fast Draw of a Shoot-Out Scenario when there is a tie in score the shots are simultaneous with the only exception being that a pistol will fire first. With this in mind a grenade is not a pistol so the grenade would be thrown after pistol shots were resolved and at the same time as the basic, special, and heavy weapon shots.

Q: In the Ambush Scenario can I set-up my attackers in cover and hiding?

A: There is no mention of hiding in the Ambush Scenario on page 115 of the ORB so attackers cannot set-up in hiding, but they may be set-up in cover. The only way that attackers could not be set-up in cover would be if the table is not set-up with terrain (cover) in areas that the set-up listed distances allow for set-up.

SHOOTING

Q: If I am using sustained fire, and fail an ammo roll, do ALL the shots still fire? Do I need to roll individually for each shot in turn in case it jams?

A: Since there are no 'jam' results anymore and just ammunition checks, the way that sustained fire (and multiple shots) is resolved is as follows:

1. Roll appropriate number of SF shots
2. Take each shot one at a time
3. Apply ammunition checks as needed
4. Resolve wounding results
5. Take next shot

If at any time in step 3 you run out of ammunition then that will be your last shot. Each shot is worked out separately and in order. Each one has its own set of modifiers and targets may get pinned, downed, taken out-of-action, and even break as a result of the previous shot. Work out those mechanics then take the next shot. If you run out of targets then you must still roll a D6 for each remaining shot and roll ammunition checks when applicable.

Q: How is spacing worked out on bridges and ledges with regards to testing for falling when shot?

A: In general, the measurement is the edge of base to edge. On the walkways provided with the Necromunda Terrain if you are in the center of the walkway you will generally not have to test to fall if you are shot and pinned, but that might not be the case with everything that is scratch built.

Q: When a model tests for falling having been shot within 1 inch of the edge, how do barriers such as handrails affect this roll - (solid walls would mean no edge hence no roll)?

A: According to ORB page 27 there is no mention of what barriers may or may not do. In the old rules from outlanders there were rules for an armoured gantry, the brown bridge. Those rules stated that you could re-roll a test for falling if you failed. Generally, if there is a barrier you will not fall, be it a rail, crate, or something else. Just use your best judgement or a d6 result of 4+ if you and your opponent cannot agree.

Q: The 2005 FAQ confuses the overwatch and movement modifier. There was a lot of debate about physics and real world gunshots, but what should it really be in game terms?

A: Sorry for the confusion. Overwatch shots take the entire movement into consideration. Since the fighter will be moved to a certain place on the game board the overwatch shot will indeed interrupt the shot but will take the entire motion into consideration. So, in the event that the target was supposed to move 10" or more then the -1 for a fast moving target will apply. This ruling supersedes that section of the 2005 FAQ.

NECROMUNDA ANSWER MODERATION FAQ

Q: If I need a 7+, say a '6' followed by a '4' to hit my target, do I need to roll ammunition check if I do not roll a '6' on the second 'to hit' die?

A: According to the ammunition check rules in the ORB (page 21) you are required to take ammunition checks if you roll a '6' to hit. Since you are trying to get a lucky or spectacular hit then you must roll a '6' to even get to roll the second shot. This means that you will be required to take an ammunition check.

Q: My friends keep saying that I need to keep track of my shots, where can I find those rules?

A: Those rules can be found in the 'Ammo Rolls' section of the ORB on page 21.

Q: Do I have to shoot at a pinned fighter if he is the closest target?

A: Yes. According to the Closest Target Rules on page 13 of the ORB you may only pass up a close target for an easier target far away. Since a pinned fighter is still a threat you would need to fire at the pinned fighter.

Q: Do I have to fire all my Sustained Fire Shots or can I elect to only take one shot?

A: Per the Sustained Fire Rules on page 20 of the ORB you may either take one shot or you may roll your sustained fire dice to determine the number of shots you take. If you elect to use sustained fire then you must roll that many shots.

Q: If I am hit and not wounded can I still attempt my unmodified save to avoid being pinned?

A: yes, regardless of whether you are wounded or not you may attempt your unmodified save to avoid pinning.

Q: Can my heavy move and still fire his basic, special, or pistol weapon or throw a grenade when he has a 'move or fire' weapon too?

A: Per the Armoury Rules in the ORB if you are armed with a 'move or fire' weapon and other weapons and have moved this turn then you could fire the other weapons and not the 'move or fire' weapons.

Q: Can a model with Fast Shot, Rapid Fire or Gunfighter spread their shots between models within 4" of each other, like you can with sustained fire?

A: Each shot fired is considered to be taken and worked out completely separately, you are free to target any enemy fighters with each shot following the usual targeting rules.

Q: If my fighter is Frenzied and doubles his attacks does that mean that he can fire that many more times with say, his lasgun?

A: No. Per the Frenzy on page 31 of the ORB states that Frenzy is a special state. This means that only the Frenzy rules as outlined may be used. If you want to use your lasgun then you need to use option 7 and attempt to gain control of your fighter so that he can act normally.

Q: If my fighter throws a grenade off the edge of a building at a target on a lower level, how do I measure distance?

A: Interesting. Per the ORB distances are measure from base-to-base, but there was a Warhammer 40K article released during 40K's 2nd Edition Era that stated grenades thrown from higher ground measured distances horizontally. This was to give an advantage to a thrower that was on higher ground. As for shooting pistols and other guns the distance was still measured base-to-base. I will let your group decide as I kick this up to the 2007 NRC for review.

Q: Do I have to shoot at a down fighter if he is the closest target?

A: Hmmm. That is interesting. Per the Closest Target Rules on page 13 of the ORB you may only pass up a close target for an easier target far away, so yes; however, a down fighter is not a threat. At this time I will leave it up to your individual group to decide and will kick it up to the 2007 NRC to adjust it to allow for passing up a down fighter like everyone already does anyway. (Seeking NRC approval).

NECROMUNDA ANSWER MODERATION FAQ

Q: If I have Rapid Fire or Gun Fighter or any other ability/skill that allows me to fire more than once per round can I change the setting of a weapon in the middle of my shooting? More specifically, with a plasma pistol?

A: No. You set the power of your weapon the moment you fire it and it means on that power setting the entire phase. As an example, if you had Rapid Fire and a plasma pistol and took your first shot at the low energy setting then your next shot would also be at the low energy setting. You may not abuse the rules and fire your first shot on low energy then your second shot on maximum energy. This will also hold true with shotguns meaning that they must fire the same type of shells and may not select between different shells etc.

SKILLS

Q: Do the modifiers for multiple fighters with the Armourer Skill stack in a gang?

A: Yes, but the maximum effect is a 2+ ammo check.

Q: The wording of the armourer skill implies that if ONE of your gangers gets this skill, that ALL of your gang may add +1 to their ammo rolls. However, this seems a little over the top. The wording could be taken to mean that any ONE ganger gets to add +1 to their ammo rolls, even though the wording seems to imply the first option (everyone adds +1).

A: Page 91 of the ORB states the following: *'The armour checks all the weapons being used by the gang before the battle starts. Any model in the gang may add +1 to any and all Ammo rolls (including a roll to determine if a weapon explodes). A roll of 1 is always a failure regardless.'* This means that all fighters in the gang add +1 to their ammunition checks. In addition, all armourer skills stack, so if your gang had two armourers in it then all fighters would add +2 to any and all ammunition checks.

Q: What happens when a fighter has medic (and can use it) and I have a fighter with a trait that allows them to re-roll and injury result, more specifically, can I use the medic skill to re-roll a Ratskin resilience (or similar effect)?

A: No you cannot. In general, you may only re-roll a result once, with one outcome. This means that you would pick either medic or resilience to re-roll the injury result and cannot then use the remaining trait/skill to re-roll the result.

Q: With Rapid Fire, can I take shots with two different pistols? I.E. If I have Rapid Fire: Plasma Pistol can I take two high-powered shots with Rapid Fire?

A: No. Rapid Fire requires that both shots be taken with the same weapon. Not the same type of weapon. In addition, this is why the shots are rolled one at a time because if you run out of ammunition on the first shot there is no second shot with Rapid Fire. Also, the only way to take multiple shots with two pistols is to have Gunfighter. And conversely, this should hold true for Fast Shot as well.

Q: Can I use Counter Attack against my opponent if he is using a chain or flail? And if so, does that mean if my Scavvie with three arms, three swords, and the 'Parry' skill is fighting an opponent with a chain that he would get 4 extra attacks?

A: No. The underlying rule is that Chains/Flails are impossible to parry as listed in their special rules. Impossible to parry does not mean the same as parries are cancelled.

Q: Can Berserk Charge and Frenzy be combined? If so, how does it work?

A: No they cannot. You cannot double the same thing more than once and in this case it is the Attack Characteristic. Also keep in mind that you double your Attack Characteristic then add the bonus for only being equipped with close combat weapons, when applicable.

Q: If my fighter has the Counter Attack skill and 2 parries, and both parries are cancelled by my opponent in H2H, do I get 1 bonus attack or 2?

A: Although the wording of the Counter Attack Skill on page 89 of the ORB seems to only allow one counter attack bonus attack, all cancelled parries will add attacks. Your fighter would get two in this example.

Q: How does 'Pinning' and Nerves of Steel work?

A: Per the pinning rules on page 18 of the ORB, if you fighter is pinned at the start of his turn and he can test to 'Escape Pinning' and fails that die roll then he can re-roll it with Nerves of Steel.

NECROMUNDA ANSWER MODERATION FAQ

Q: If my fighter is taken out-of-action and then in the post game sequence he rolls his injury and it is captured and then his skill roll for experience gained in the last game gets him the Escape Artist skill is he automatically set free?

A: There has been some heated debate on this in the past, but here is the cut and dry answer. Per the Post Battle Sequence Rules on page 109 of the ORB you determine injuries first then apply experience and applicable advances. This means that the captured result is applied first. In the apply experience part of the post game sequence the fighter manages to receive the Escape Artist Skill. Per the wording of Escape Artist on page 90 of the ORB 'This model may never be captured after a battle. If you roll 'Captured' result on the Serious Injuries table then the fighter escapes unharmed together with his equipment.' Now, if you read this you did not have the skill when you rolled on the Serious Injury Table so you are still captured and follow all rules for being captured.

Q: Does a fighter with Escape Artist get captured by a Bounty Hunter?

A: No. According to page 90 of the ORB Escape Artist states 'This model may never be captured after a battle. If you roll a 'Captured' result on the Serious Injuries table then the fighter escapes unharmed together with his equipment.' Then, according to page 103 of the ORB Bounty Hunter 'Capture' states: 'If a Bounty Hunter takes an enemy 'out-of-action' in hand-to-hand fighting the enemy fighter is automatically captured at the end of the game. Rather than rolling on the Serious Injury chart after the game, the fighter is automatically taken captive regardless of which side won the game or whether the Bounty Hunter survives.'

Q: Can my fighter use his Inventor or Medic skill and still collect income or go to the trading post with my leader?

A: After scouring the ORB the answer is: Yes, you may use inventor and/or medic and then collect income from a territory (if the fighter is a ganger) or accompany the leader to the trading post. These skills do not limit your post game sequence activities in their descriptions on ORB page 91. The only limiting factor is that a fighter that was taken out-of-action cannot collect income or go to the trading post. ORB page 92 states that fighter that went out-of-action if a game cannot collect income.

Q: If my fighter is shot at 'Extreme Range' by a fighter with Marksman does my Evade skill give me any bonus?

A: Yes. Although the Evade skill only lists Short and Long Range modifiers on page 90 of the ORB the Marksman skill on page 91 of the ORB modifies normal maximum range. Normal maximum range is the maximum long range so the Evade Long Range '-1' would apply.

TERRAIN

Q: In the Terrain section of the 2005 NRC FAQ, the question on pinning is a little confusing. Does this mean that a fighter that is pinned stops where it is then? Doesn't this conflict with the pinning rules in the ORB?

A: Sorry for the confusion on this one. ORB page 16 does say 'As soon as a fighter is hit the model is knocked over and placed face up. We say the model has been pinned by enemy fire.' This means that the fighter IS placed on its side. Since the fighter is placed on its side all modifiers to hit as it lays there will then apply, meaning if it is out of LOS due to the barricade, as mentioned in the 2005 NRC FAQ entry, it could not then be shot at.

TERRITORIES

Q: Can a non-Ash Waste Nomad Gang work an Ash Wastes Territory?

A: No. In addition, a non-Ash Waste Nomad Gang cannot possess an Ash Wastes Territory. If they gain one as a result of a game or special event then they instead gain an Old Ruins Territory as described in the ORB.

Q: Does the outlaw territory Fungus Grotto "avoid starvation" rule mean that I do not have to pay 3 credits per outlaw?

A: Yes, but keep in mind that you have to send a qualified fighter to work the territory to gain its benefits.

NECROMUNDA ANSWER MODERATION FAQ

Q: Can my gang simply give up and abandon a territory?

A: Are you insane? Just kidding. There is no viable reason that your gang would abandon a territory. Your gang may have as many territories as you can get your hands on, but can only work a maximum of 10 in the post game sequence.

Q: In the NRC 2005 Findings, in the Territories Section there is a chart. Can I bring three fighters per Vents or not?

A: Ah, I see. There is an error. Note 2 of the Tunnels and Vents Scenario applicability should have 'per territory controlled.' Sorry for the confusion. If you had two tunnels and a vents then you could bring six fighters through tunnels and three through vents, but only if the scenario allowed you to bring nine or more fighters.

Q: How do I get new territories?

A: The easiest way is through the gang Fight Scenario. There are other scenarios out there and the Ratskin Scout/Map ways, but typically the only way to gain additional territory is by fulfilling the conditions listed in the Gang Fight Scenario.

WEAPONS

Q: If I run out of ammunition with Grenades do I cross them off my gang roster?

A: No, grenades are like all other weapons in Necromunda. When you run out you will grab more from your hideout in time for the next game. In addition, when you run out-of-ammunition with grenades you only run out of the type that you were using at the time of the failed ammunition check. Ammunition rules can be found in the ORB on page 21.

Q: If my weapon explodes based on a failed ammunition check, the rules on page 28 are not too clear, is the weapon permanently destroyed?

A: No. Although it is unclear in how page 28 will be interpreted by individuals, the 2005 NRC determined that the spirit of the rules as they were written was that the weapons were not usable for the remainder of the game and will be repaired in time for the next game. It is too much of a hit to a gang to have the weapon permanently destroyed.

Q: Where are the rules for catching fire? The old rules had fighters hit by flame weapons that were not wounded could catch fire?

A: Sorry, there are no longer any rules for catching fire In Necromunda.

Q: Does a Plasma Gun get sustained fire dice on low power too?

A: No, the Plasma Gun only gets sustained fire on the high energy setting.

Q: Does my Grenade Launcher come with any Grenades when I purchase it?

A: Per the Armoury Section of the ORB grenades for a grenade launcher are extra. Sorry.

Q: If my fighter is armed with a Grenade Launcher and has Grenades, can I also throw Grenades?

A: Yes, but this is a little tricky. So, by the Ammunition Check Rules on page 21 of the ORB if you run out of ammunition with Grenades you only run out of those types of Grenades. This will hold true for thrown grenades, but when you run out of ammunition by failing an ammunition check with a Grenade Launcher not only are you out of those types of grenades, but also cannot use the Grenade Launcher further.

Q: If I equip a fighter's arm that has say an arm wound, is the power fist at S-1?

A: No. Per page 35 of the ORB the Strength of the Power Fist is a set value and not dependant on the fighter that is using it.

Q: The Frag grenade gets to use the Gas Cloud, shouldn't the Frag Missile too?

A: The Frag Grenade was updated to the Gas Cloud because its old template was eliminated and it only has S3. I seem to remember discussing this on the NRC and it should have been changed on both.

NECROMUNDA ANSWER MODERATION FAQ

HOUSE RULES FAQ

This section is intended to answer questions raised in the articles written and published by Fanatic that have house rules status.

SCENARIOS

Q: In 'The Fight Before Fistmas' from FO86 one of the presents is a Cyber-Mastiff. I am not playing an Enforcer Patrol, how does the Cyber-Mastiff work since I do not have the resources to maintain it?

A: Using the Forgotten Guns article from FO86 as a guide you will need to roll a D6 at the end of the game if the Cyber Mastiff was taken out-of-action. On a result of '1' it is destroyed and removed from the roster. On a result of '2-3' the Cyber Mastiff has sustained damage but must miss one game while it is repaired. On a result of '4+' the Cyber Mastiff is fine and may participate in the next game.