



ANSWER MODERATOR

FAQ & ERRATA

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ANSWER MODERATION FAQ

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INTRODUCTION

This FAQ Update is a compilation and update to the FAQ in the 2005 NRC Findings. All NRC 2005 items have the following tag [2005] at the end of the question. 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 these rulings to Arbitrator General at sdmeathead@gmail.com

FAQ AUTHORS

The following Necromunda Experts have contributed in one way or another to this FAQ...

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ABBREVIATIONS

The following abbreviations are used throughout this document:

CCW	Close Combat Weapon
HTH	Hand-to-hand
LOS	Line of Sight
NRC	Necromunda Rules Committee (Official GW Necromunda Rules Committee)
OOA	Out-of-action
ORB	Online Rule Book
SF	Sustained Fire

FORMAT

The information contained in this document is the compilation of the 2005 Necromunda Rules Committee Findings, Errata (since then), and FAQ (since then) as determined by the Necromunda Answer Moderators. Errata pertains to direct errors and omissions in the printed rules. FAQ pertains to questions specifically asked and answered by the Answer Moderators.

STATUS

This document is written by Arbitrator General in his role as an Answer Moderator and NRC Member. This means that this document is an official document and all findings in it are to be deemed official. If you have an issue, question, or need more clarification on something in this document please please please email Arbitrator General at sdmeathead@gmail.com and he will gladly discuss the issue with you. Answer Moderators do know a lot about Necromunda, but sometimes they can make an error or oversight of their own.



ERRATA

Errata is errors and omissions in the printed rules.

ORB ERRATA

Page 20...Sustained Fire...third paragraph...Change 'rolling a number of D3s equal to the weapons sustained fire value' to 'rolling a number of D3s up to the weapons sustained fire value'

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

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

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

Page 97...Selling Paragraph 2...Add 'Knives (or other weapons a gang receives for free on their weapons lists) cannot be sold.' After sentence one and before sentence two.

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.'



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ENFORCER GANG (FM1)

Weapons Section...Entry 1...Change 'one member of the squad' to 'one Enforcer'

Weapons Section...Entry 2...Change 'one member of the squad' to 'one Enforcer'

Weapons Section...Entry 4...Change 'Any model' to 'Any member of the squad'

Cyber-Mastiff Entry...Special Rules...Add...Cyber-Mastiffs may not climb ladders.

OUTLAW TRADING POST (FM5)

Outlaw Trade Chart...Bionics...'Remove Bionic Hand'

RATSKIN RENEGADE GANG (FM5)

Ratskin Weapon List...Close Combat Weapons...Change price of Knife from 'Free' to '5'

SCAVVY GANG (FM9)

Scavvy Weapons Descriptions...Scatter Cannon...Change '2" Blast Marker' to 'Ordinance Marker'

SPRYRER GANG ERRATA (FM2)

Leaders, Bottle Rolls and Pinning...Add to end of first paragraph... In the event that more than one Spyrrer has the best leadership the Spyrrer with the most experience points will get the leadership award. If there is still a tie then randomly determine among the eligible Spyrrers.

Orrus Bolt Launchers...Special Rules...Add to end of first paragraph...Orrus bolt launchers are considered basic weapons.

Yeld Laser Gauntlets...Add to end of first paragraph...Yeld laser gauntlets considered basic weapons.



ANSWER MODERATION FAQ

FAQ

Frequently Asked Questions pertain to questions asked of the Answer Moderators and the answers that they were given. The FAQ is divided into sections by topics to help facilitate an easier read.

EQUIPMENT

Q: What is the cost impact to the gang leader who has a ratskin map? [2005]

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? [2005]

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 fighter have more than one gun sight and use more than one in the same shooting phase? [2005]

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? [2005]

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.

Q: Does Underhive 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: 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.



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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: 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 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 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: 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 stricken 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: Can I crotic Slime increase my abilities above the racial maximums?

A: Yes. Per the Outlaw Trading Post rules in FM5 the effects of I crotic 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 Characteric.

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.



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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.

Q: If I capture a fighter and end up retaining his equipment and it is not standard equipment for my gang, like a Redemptionist Eviserator or Scaly Discus can I give them to my fighters to use?

A: No. Although the Capture Serious Injury Result on ORB page 84 states that the captors keep the equipment any equipment that your cannot inherently use, like a Dealque gang getting a Scaly Discus, the equipment is either stashed to trade at a later time or sold at the trading post using normal trading rules. If a weapon has a similar entry on your list, say a Scavy Scattergun and a Ratskin Blunderbuss you can still use it since they have the same basic stat lines, just different names. Basically, treat all non standard equipment as unique equipment. This means that if you cannot already use it you must stash it or sell it. The only reason that stashing the item is included is that you may be able to trade with that gang type at a later time and may want to hold onto it, but you will never be able to use it.

~~Q: Does a Bionic Arm also cancel out the effects of a Hand Injury?~~

~~A: Unfortunately, no. At this time the Bionic Arm does not cancel out the effects of a Hand Injury per its listing on page 50 of the ORB. However, this will be brought to the attention of the next NRC.~~

Q: Can I equip a Grenade Launcher with a Red-Dot Laser Gunsight?

A: Yes. The rules for the Red-Dot Laser Gunsight on page 49 of the ORB list it can be attached to special weapons. The Grenade Launcher is a special weapon.



ANSWER MODERATION FAQ

EXPERIENCE

How many wounding hits can be gained in the following situations? [2005]

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? [2005]

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? [2005]

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? [2005]

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? [2005]

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: 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.



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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).

Q: Do I get experience awards for shots that I take that hit a target and then are saved by the targets armour since I did wound him?

A: Per the Armour Rules on page 18 of the ORB 'If the dice roll is sufficiently high then the wounding shot has struck the armour and not hurt the wearer at all.' This means you do not get the experience award. This also holds true for all game mechanics that prevent a wound from being inflicted, like say event deck cards, wyrd powers, skills, etc.

Q: Do I get any experience from shooting at a fighter that is 'down' already?

A: The only way to get experience from a fighter that is already 'down' is to target them, hit them, and then wound them. When you roll for injury you will receive a wounding hit experience award if the result is 'Flesh Wound' or 'Out-of-Action' as you have further affected the fighter. Keep in mind that this is different then charging a down fighter and if the effects of your 'Flesh Wound' takes the fighter Out-Of-Action you will only receive one award, not two.

Q: If I have a fighter with enough experience that he has all the skills on all three of his skill trees, what happens if earn another advance roll and roll a skill advance?

A: Interesting. Congrats on the fighter getting to around 281+ experience. If this happens follow the precedence of rolling a statistic increase and have both of the statistics already maxed out. This means you may choose any skill. Besides, your fighter is already epic story worthy anyway with his 17+ skills, right?

Q: If my House Gang Juve is say at 12 experience points and gains 21 experience points in a single game for a total after the game of 22 experience points, how are my advance rolls worked out?

A: Per page 86 of the ORB The advance roll at 16 experience points is taken as a Juve advance. The advance roll at 21 experience points (and all others after this) is taken as a ganger advance. For Outlaw gangs and special gangs please refer to their individual rules and follow the above.



ANSWER MODERATION FAQ

GANGS

Q: What happens to the equipment of a standard house ganger whose gang has been outlawed, captured, and then sold into slavery? [2005]

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

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 lose 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.'

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 – ENFORCERS (FM1)

Q: Can Enforcers report gangs to the watchmen? Will the -3 still apply? [2005]

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 Guilders Watchmen afterwards.' Besides, why would the law not want to outlaw a gang that tries to eliminate them?

Q: Can my Enforcer Sergeant be given a plasma pistol and the gang's heavy bolter?

A: Yes. Per the Enforcer Rules the Sergeant has the ability to switch his bolt pistol for a plasma pistol. The Sergeant is also a 'member' of the gang so can be given the gang's 'heavy' or 'special' weapon choice.

Q: If my entire Precinct is called out to fight because my opponent's gang rating is more than twice my Patrol Team's, how does this work with the fact that Enforcers need to rest a game after playing two consecutive games?

A: There is no conflict. If you are using only the 5-man Patrol Team then they have to sit out after two consecutive games; however, if the entire Precinct is called out then the Patrol Team rules are essentially lifted as every Enforcer is mobilized to fight that game.



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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 my Enforcer's Executioner Rounds be fired at fights, say, on the other side of a building from him since the fighter is hidden and the Enforcer Rules state that Executioner Rounds can be fired at hidden models?

A: Good question. The technical answer is yes, but the rules need to be clarified. The intent of the Executioner Rounds is for the Enforcer to be able to fire at a target that they would have LOS to if they were not hidden. This means that if a fighter is hidden, within range, but still in LOS if it were not hidden, then yes, the fighter can be shot with an Executioner Round. Conversely, if the fighter is hidden, within range, but not in LOS if it were not hidden, then no, the fighter cannot be shot with an Executioner Round.

Q: What is the actual armour save rule if my Enforcer with Carapace Armour (4+ save), Suppression Shield (+2 save) is wounded by a fighter using a handbow (mod Carapace to 2+) meaning I would have an armour save of 0+?

A: After great debate, this is not addressed in the rulebook. The way this should be worked out in Necromunda is that although the fighter indeed has a 0+ armour save, you must roll your D6 and get a result of 2+. In the case of armour saves a 1 is always a failed armour save. This applies to all armour save situation and not just the one listed here.

Q: How does the Suppression Field work in HTH with multiple opponents due to only being usable in the forward arc?

A: The Enforcer would get the benefits of the Shield when fighting one or more opponents, and no matter from which direction they charged. There is no facing in close combat.

GANGS – PIT SLAVES (EXPERIMENTAL)

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? [2005]

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? [2005]

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.

Q: Can a Pit Slave that is armed with two pit slave weapons or a Chief with say three pit slave weapons use pistols or grenades?

A: Yes, but this is because a Pit Slave may only ever be equipped with one Pit Slave Weapon. In the case of a chief with a third arm he may have two Pit Slave Weapons still leaving him with one hand to use a pistol or throw a grenade.

GANGS – RATSKIN RENEGADES (FM5)

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? [2005]

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? [2005]

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.



ANSWER MODERATION FAQ

Q: The rules for the Ratskin Renegades in FM5 state that Knives are free? Is this true? [2005]

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? [2005]

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? [2005]

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

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.

Q: Are Ratskins immune to positive treacherous condition like #36: Charge?

A: Ratskins are immune to treacherous Conditions with the following exceptions: Ratskins benefit from 'Long Shadows' and automatically win 'Charge.' In the event that both gangs are Ratskins then neither benefit from 'Charge.'

Q: Can the Ratskin 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.

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: Is a plague zombie considered a friendly model? [2005]

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? [2005]

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



ANSWER MODERATION FAQ

Q: In regards to the mutation 'Wings' does the mutant suffer falling damage? [2005]

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 Scavvies 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? [2005]

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.

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.

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.



ANSWER MODERATION FAQ

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, Scavies 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), Sttop 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.

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 injury 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.



ANSWER MODERATION FAQ

Q: If the boss dies, and another scavvy takes his place, does that scavvy automatically get the Leadership and Followers rules?

A: Yes. Per the Slain Leader rules in the Leadership Article (FM2) *'If the leader of a gang is slain, the gang fighter with the next highest Leadership characteristic takes over the gang, and gains the Leadership skill along with any other special rules and Equipment lists available to the old leader.'* Since the Boss is the leader this would apply to him.

Q: In the unlikely event that I can use a grenade launcher with a fighter with Tox Bombs can I fire the Tox Bombs out of the Grenade Launcher?

A: Interesting. Although not specifically prohibited in the Scavvy Rules of FM9, the Tox Bomb rules state that *'Standard grenade rules apply for throwing a tox bomb.'* This, coupled with the description means that you cannot fire a Tox Bomb out of a grenade launcher.

Q: Can my Scavvy Dogs climb ladders?

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

Q: If I capture more than one fighter can I put them all in the pot? Can I keep "leftovers" for later battles?

A: Per the Cannibals rules in the Scavvy Rules of FM9 you can put as many as you want. As for leftovers, they are not mentioned so you may not keep any leftovers.

Q: In regards to the cost of multiple mutations of the same name, do I have to track dead fighters to increase the costs of the mutations?

A: No. The rising costs of mutations only applies at the time the multiple mutations are purchased. This means that you do not have to track dead fighters, just analyze the fighters in the gang at the time; however, you do not adjust prices down on already purchased mutations. And to round out this question, in the event that a fighter gains a mutation on an advance roll then you add the appropriate cost of the mutation to him without paying the credits.

Q: How often do tox bombs potentially damage people within the radius? Is it a one-time thing when a person moves into it? If they survive having it thrown at or near them, are they forced to move out to avoid further damage, or are they then immune so long as they don't move?

A: Per the Tox Bomb rules *'Leave the Tox marker in place for the rest of the game. Anyone who subsequently moves within 2" may be hit as above.'* This means that any fighter in the radius at the start of the turn or moves within the radius during the turn applies will be hit on a 4+ or 6 if the target has a respirator. Being hit does not move you out of the area and no one appears to be immune.

Q: Is my Scaly encumbered by Scaly Weapons?

A: No. The only weapons that cause encumbrance are those that say they do, like heavy weapons.

Q: Do Scaly Weapons count as heavy weapons, like in the Shoot-Out Scenario?

A: No. Scaly Weapons are just that, scaly weapons. They are their own class as listed in the Scavvy rules of FM9.

Q: Is there any possible way that a Scavvy Gang can use Heavy Weapons? The reason that I ask is that Scalies are somewhat similar in nature to Heavies. For example, would there be any way I could use a looted Heavy Bolter?

A: No. Although Scalies are really tough and strong they are Scalies and not heavies. This means that they cannot use heavy weapons.

Q: If I roll a Mutation for a Mutant that the Mutant already has, do I get to choose the Mutation instead (in the same way as rolling a Skill that the Ganger already has), or do I apply the Mutation a second (third, etc) time?

A: Yes, if you roll a mutation you already have you may pick one from the Advance Roll Table like skills. You cannot apply a mutation a second (or third) time to a fighter per the Scavvy Rules in FO9.

Q: If my Scavvy Mutate is armed has a claw mutation and his club does he count as only being armed with close combat weapons and receive the bonus die in hand-to-hand combat?

A: Yes, as long as a fighter is only equipped with close combat weapons and pistols they will receive the bonus in hand-to-hand combat per the *'Fighting with Two Weapons'* on page 23 of the ORB.



ANSWER MODERATION FAQ

Q: Does my fighter with the eyestalks mutation that is behind cover get the bonus -1 save if he is shot at with a scatter shot from a shotgun?

A: No. Per the wording of the Eyestalks mutation in FM9 it is a cover modifier and the Scatter Shot rules on page 40 of the ORB states that Scatter Shot *'The hundreds of pellets ricochet around and often score hits on partially concealed targets. When firing a scatter shot, disregard any cover modifiers for hitting the target – the hundreds of pellets saturate the area with shot and can catch partially concealed targets as if they were in the open.'*

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

A: When the rules for a gang have different costs on weapons then in the trading post then the gang rules should be used for initial gang creation. If the trading rules for the gang rules 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.

GANGS – SPYRERS (FM2)

Q: Which territory chart do Spyrers roll their starting territory on? [2005]

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 Spyrers do not need their territory and as such it only seems fitting that they would lurk out in the wastes.

Q: Can Spyrers use territories like vents and tunnels? [2005]

A: Yes, but remember that Spyrers will only start with one random outlaw territory (per Dead or Alive, FM6) and that they do not work any territories. If a Spyrer 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 Spyrers are outlaws but cannot choose Outlaw Scenarios, is this still true? [2005]

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 Spyrers could choose The Hit and The Hunters.

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.



ANSWER MODERATION FAQ

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 if 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)?

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 says 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.

Q: If I win a game with my Spyrer gang and there is a leadership experience award and my entire gang has the same leadership, who gets it?

A: Hmm...this seems to have been left out of the new rules. Check the Errata, but until then the Spyrer with the most experience points will get the leadership award. If there is still a tie then randomly determine among the eligible spyrers.

Q: Are Yeld Laser Gauntlets considered basic or pistol weapons?

A: Although not specifically listed, Yeld Laser Gauntlet are basic weapons.

Q: Are Orrus Bolt Launchers considered basic or pistol weapons?

A: Although not specifically listed, Orrus Bolt Launchers are basic weapons.



ANSWER MODERATION FAQ

Q: The Jakara sword has a listed strength of User +1 and a save modifier of -1. If the Jakara gains a strength increase does the save modifier increase as well?

A: In general, if a weapon has a set save modifier it does not matter what the strength is. This means that no matter the strength of the Jakara the save modifier will always be -1.



ANSWER MODERATION FAQ

GENERAL

Q: Where are the old 'Catching Fire' rules? [2005]

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)? [2005]

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? [2005]

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? [2005]

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? [2005]

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? [2005]

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? [2005]

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? [2005]

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? [2005]

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? [2005]

A: In the rare event that your fighter can fly, be it a Yeld Spyrer 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.



ANSWER MODERATION FAQ

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.

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: 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: 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?

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: 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.



ANSWER MODERATION FAQ

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

A: All measurements in Necromunda should be taken edge of base to edge of 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.

Q: How is falling worked out as the rules in the ORB are a little confusing?

A: Per page 27 of the ORB if a fighter falls he will take a single hit at the strength of the height of the fall. If the fall was 0-3" then it will deal 1 wound. If the fall was 3"-12" then it will deal D6 wounds. If the fall was 12"+ then the fighter is automatically taken out of action with no roll to wound or number of wounds and regardless of the fighters number of wounds. It should also be noted that once you fall you get no saves. You cannot dodge or use armour or similar save methods.

Q: Do you always roll on the Outlaw Scenario chart when an outlaw gang is involved?

A: No. The player with the lower gang rating rolls on their appropriate Standard of Outlaw Scenario Table from FM6 or the Scenario Table on ORB page 109.



ANSWER MODERATION FAQ

HAND-TO-HAND COMBAT

Q: When you hit in HTH with two close combat weapons how do I work out which weapons hits? [2005]

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? [2005]

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? [2005]

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 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? [2005]

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? [2005]

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? [2005]

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.'

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.

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 then 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 then all 'down' in this hand-to-hand combat phase are they are 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.



ANSWER MODERATION FAQ

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.

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.

Q: At what point are follow up moves made after defeating all opponents in H2H? At the end of the combat phase (after all combats on the table have been played through), or immediately after the last fighter is taken out (before moving onto the next combat)?

A: The rules do not say what order close combats are fought. Maybe they do, but I couldn't find it. Since the player can choose the order he moves his models, and shoots his models, he should also choose the order of close combats (Note, this is different from choosing the order in which the combatants fight in a close combat, that is covered in the rules).



ANSWER MODERATION FAQ

Q: Additionally, if the latter is the case, then can a fighter moving into combat with his follow up move prevent the auto-OOA of a downed friendly, even if he moved into the combat after said friendly went down (i.e., despite the fact that he can't attack or do anything else that turn because, as the LRB states, he doesn't have the time, he can still find the time to prevent his comrade being bludgeoned in the face)?

A: For a variety of reasons already discussed, and a few more like Panic checks, Outnumbering in close combat, etc., do not perform Follow-ups until the end of the close combat phase, after all close combats have been completed. If there is a reason it might matter, roll a die to see who goes first. This should rarely be the case.

Q: What happens to my charging fighter if he is hit by over-watch fire and pinned? Can he test to escape at the end of the turn?

A: Work out the overwatch shot per the Overwatch rule on page 21 of the ORB. If the charging fighter is pinned then they are pinned where they are stopped per the Overwatch rules. Per the pinning rules on page 18 of the ORB the fighter must be pinned at the start of the turn to 'automatically recover at the end of the turn.'



ANSWER MODERATION FAQ

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.

Q: If my hired gun dies in a fighter do I still pay his fee in the post game sequence?

A: No. The hired gun rules are worded a little weird. The Hire Fee rules on page 100 of the ORB means that you must pay the hire fee in each post game sequence in order to use the hired gun in your next game.

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.



ANSWER MODERATION FAQ

INCOME/TRADING

Q: How many credits do I get if I sell a knife? [2005]

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? [2005]

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? [2005]

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.

Q: When is the House Weapons List used? [2005]

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

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 'gangers' 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: 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.

Q: If you roll a drug on the Outlaw Trading Post do you have to actually buy it for it to then become a common item for your gang?

A: You do not have to buy it for this result to apply now and in the future.



ANSWER MODERATION FAQ

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.

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: 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.



ANSWER MODERATION FAQ

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 twos, 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: If my fighter is armed with an autogun, sword, and his free knife and I run out of ammo with the autogun, can I then fight with both close combat weapons in hand-to-hand?

A: No, per the Fighting With Two Weapons rules on ORB page 23 'This bonus only applies to fighters armed exclusively with pistols and/or hand-to-hand combat weapons, not to fighters who carry basic, special, or heavy weapons.' Although you have run out of ammo you are still carrying the autogun.

Q: If my fighter is armed with an autogun, sword, and his free knife and my autogun explodes per Ammo Rules on page 21 and Exploding Weapons rules on page 28, can I then fight with both close combat weapons in hand-to-hand?

A: Again, no, per the Fighting With Two Weapons rules on ORB page 23 'This bonus only applies to fighters armed exclusively with pistols and/or hand-to-hand combat weapons, not to fighters who carry basic, special, or heavy weapons.' Although your autogun has exploded you are still carrying it.

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.

Q: What can my fighter with an Old Battle Wound do in the post game sequence if he did not participate in the game because his injury is acting up?

A: Per the ORB page 92 'Each ganger who survives the game without going out-of-action can generate income from any one of the gang's territories.' This means that they may take part in the income part of the post game sequence and therefore all other normal parts of the post game sequence. Additionally, Old Battle Wound on page 84 of the ORB states '...is unable to take part in the forthcoming battle.' No part of this is contradictory so if a fighter's OBW acts up and he did not participate in the game then he is still able to participate in the post game sequence.



ANSWER MODERATION FAQ

Q: If my fighter with a hand injury sustains a further hand injury are the -1 WS from each injury applied?

A: Yes. Multiple injuries to the same to the same 'injury location' are cumulative. To avoid further debate, please remember that every time you are injured you need to note it on the fighter's roster as each is a separate injury. When an injury is 'healer' then it is removed. Also, if you put a bionic part on it then the injury is cancelled out.

Q: If my fighter rolls a 'Multiple Injuries' result and one of the follow-up injuries is another 'Multiple Injuries' do I re-roll them?

A: No. Per page 84 of the ORB you only re-roll 'Dead' and 'Full Recovery' results. This means that you apply the second (or more) Multiple Injuries Results by continuing to roll additional injuries.

Q: What happens when an injury results to a location that has a bionic part already, like an arm wound? [2005]

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.

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.



ANSWER MODERATION FAQ

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 totally 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.

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.

Q: How is flying movement worked out?

A: There are two places that flying movement is specified for fighters. The two locations are the Spyrer Rules and the Scavvie Rules. The basic premise of flyong movement is that you may still walk or run and the type of movement may be combined. So you can fly and walk or fly and run or fly and charge. The basic idea is that if your movement paid is more than your base movement then you must declare you are running. All normal rules for running, charging, etc. apply. In no case can you move farther then you would be allowed to normally. The movement all both cases is worked out as follows:

Upwards: Movement upwards by a Yeld or Mutant with Wings is made at a ratio of 2" per 1" (2 to 1) moved. This means that you may fly up 3" by spending 6" of movement.

Horizontal: Movement at the same level, say across a gap by a Yeld or Mutant with Wings is made at a ration of 1" per 1" (1 to 1) moved. This means that you may fly over a 2" open gap, say from the side of a building to a walkway by spending 2" of movement.

Downwards: Movement down by a Yeld or Mutant with Wings in made at a ration of ½" per 1" (0.5 to 1) moved, but a maximum distance of twice the vertical distance is applied. This means that if you are on say level 2 (6" high) you may move up 12" down away from your starting point. Keep in mind though that you may not move more than normal movement rules apply (running, sprint, etc.) for your fighter.

Q: If I fire a grapnel this turn and am pinned next turn, what happens, do I still move and then am pinned in the new location?

A: No. If you are pinned prior to moving then you are pinned in place. The Grapnel rules on page 52 of the ORB state that 'In its following movement phase the model may winch itself to the position of the marker, and this counts as the model's move for that turn.' Since you are pinned you have no movement.



ANSWER MODERATION FAQ

Q: How do lifts and elevators work in Necromunda?

A: There were old rules in the Outlanders Rule Book. They are in the beginning of the book with the armoured bridges as well. Here they are revised so that everyone can use them...

Elevators and Lifts: If you and your opponent agree that a piece of terrain is a lift or elevator then the following rules apply. Fighters may use the elevator or lift to move between levels at a faster rate. Fighters may use elevators or lifts to move up or down one level at the cost of 1" of movement. You may move to or get off of an elevator or lift as part of your movement and may even use it to charge. Since you pay movement to use an elevator you fighter is considered to have moved if you use the elevator or lift, even if you were not the one to use it. This means that you could not leave your heavy on a lift then have a Juve move it up or down then use the new position to allow your heavy to fire his weapon.

Armoured Bridge: The armoured bridge is a bridge that has sides and provides cover to users. No matter where a fighter is located on the bridge he will always be considered to be in at least partial cover if a shot is lined up on them from the same level and across one of the edges. Shots that are lined up on a fighter from below are always considered to be taken into full cover. Shots that are lined up on a fighter from above follow all normal shooting cover rules. In addition, a fighter never needs to test for falling no matter where they are on the armoured bridge as there is always a railing, armour, cover, etc. for him to hold onto or dive behind.



ANSWER MODERATION FAQ

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? [2005]

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? [2005]

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.

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.



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.

Q: What are the victory conditions of the Outlaw Scenario: Caravan?

A: The Attacker wins if any fighters reach the Caravan. The Defender wins if no fighters reach the caravan.

Q: In the Hit-And-Run Scenario there are a few missions that my opponent can deny me victory by not setting up a fighter, is this supposed to be the case?

A: No. This is an oversight. In this scenario, or any other, that has a specific mission 'element' and the mission is selected prior to gang set-up, the mission 'element' must be placed as soon as possible. As an example with the Hit-and-Run Scenario if the mission is Bushwacked then the leader must be set-up first. In the event that a mission 'element' has something that would prevent it from participating and that is triggered, say an 'Old Battle Wound' that is failed then a new mission 'element' is selected. The basic idea is that the mission must be allowed to be played so mission 'elements' need to be legitimate and present at the start of the game.

Q: During the Shoot-Out scenario, in the Fast Draw phase, if one of my gangers gets shot and is down, does the rest of the gang take Nerve Test? Or is the entire Fast Draw phase resolved before making any Leadership rolls?

A: Per the Shoot-Out rules on page 119 of the ORB the Fast Draw phase is a special phase where all shots are taken at once. This means that you shoot in order per the scenario rules, then *'Once all fighters have shot the normal sequence of play resumes. Each player rolls a D6, and the player that scores the highest gets the first turn.'* This means that no nerve tests are taken. The shoot-out is meant to be nasty. Just look at the rules and you will see it allows fighters to shoot each other at the same time and the only way not to get your shot off is to be shot first, so there are no nerve tests taken.



ANSWER MODERATION FAQ

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? [2005]

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 armory 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? [2005]

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? [2005]

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? [2005]

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"? [2005]

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? [2005]

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? [2005]

A: All Overwatch modifiers stack.

Q: What happens if a gas grenade goes off in a fighter's hands? [2005]

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.'



ANSWER MODERATION FAQ

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

A: Yes, you may use another weapon.

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.

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. This means: 1 shot or 1SF or 2SF or 3SF (assuming the weapon had that many SF). The sentence about the number of shots means that if you elect to use SF, you have to fire as many times as the SF rolls. In other words, you choose to roll two SF dice with your Heavy Bolter, and get 5 shots. You have to take all five, even if the first takes out my only viable opponent. You still roll for the always fun possible ammo checks.



ANSWER MODERATION FAQ

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 measured 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: Hmm. 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).

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.

Q: For reference, which weapons are classified as 'silent' weapons?

A: Per the Raid Scenario on page 117 of the ORB silent weapons are Needle Weapons. So, therefore, combining the rules the following weapons are to be considered 'silent' weapons:

ORB: Auto Pistol (with Silencer), Needle Pistol, Needle Rifle, Stub Gun (with Silencer)

FM5: Handbow

Q: Does a hand-to-hand combat block line-of-sight (LOS)? Basically, can I shoot through it?

A: To establish if you can take a shot at any target you need LOS. Page 18 of the ORB states 'the fighters are actually ducking, diving, and rolling about in a whirlwind of action.' This, coupled with the fact that you randomize hits when shooting into HTH means that you cannot draw LOS through HTH as HTH will not allow you to see the target on the other side of it.



ANSWER MODERATION FAQ

Q: What happens my fighter takes a shot with a Grenade Launcher equipped with a Red-Dot Laser Gunsight, I score a hit, and then the target rolls a '6' to spot the dot?

A: Good question. This is how it will be worked out. Since the Red-Dot Laser Gunsight rules on ORB page 49 state that rolling a '6' means the fighter ducks (or whatever) and avoids the shot then you treat the shot as if you had missed. Since there is blast weapon (grenade launched grenade) involved simply follow the rules as if you had missed and scatter the shell from the target accordingly.

Q: If I moved this turn because I shot a Grapnel last turn, can I still shoot this turn?

A: Yes. You may still shoot this turn, but you are counted as if you had moved this turn, because you did when you winched yourself up.

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 so 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 the 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? [2005]

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? [2005]

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 face is actually over. [2005]

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.



ANSWER MODERATION FAQ

SKILLS

Q: Can a fighter with the Stealth Skill: Infiltration set-up in hiding? [2005]

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? [2005]

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? [2005]

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? [2005]

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? [2005]

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? [2005]

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? [2005]

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? [2005]

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? [2005]

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.



ANSWER MODERATION FAQ

Q: Does a fighter who has the Ferocity Skill Impetuous have to use the 4" follow-up move to move closer to another target? [2005]

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? [2005]

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? [2005]

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? [2005]

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: If my fighter is standing still and is charged I can shoot the charging fighter, right? [2005]

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.

Q: If my fighter has two swords and the Combat Skill Parry how many parries to I have in HTH? [2005]

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: 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.



ANSWER MODERATION FAQ

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 your 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.

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.

Q: If a fighter has Sprint, Ambush, and Dive with a MA of 4 can I sprint 12" then use Dive to go into hiding and then Ambush to go into Overwatch too?

A: No. Per the Overwatch rules on ORB page 21 you cannot move and go into Overwatch in the same turn.



ANSWER MODERATION FAQ

Q: If a model cannot move 2" away from his hand-to-hand opponent, because of obstructions or other models being in the way, can it still use the Jump Back skill?

A: According to the Jump Back rule, ORB Pg. 89. in order to Jump Back, the fighter is going to need 2" of space to get away from his opponent. Note, the rule says the model is leaving any hand-to-hand opponent behind. If he were completely surrounded by hand-to-hand opponents, he could still jump back. If he had his back against the wall (literally), or other models were in the way, he could not jump back. The model is going to be able to use Jump Back, except in special circumstances; mainly very confined terrain and/or lots of models in the way. In general, models should be able to use their hard earned skills. That should be the default. Also, the model may not Jump Back into hand-to-hand with another enemy model. If this is the only path open to him, he could not Jump Back. If players cannot decide on an obvious path of retreat for the model Jumping Back, they should use a die roll to randomly determine the direction.

Q: If I hurl an opponent with the Hurl Opponent Skill or Pit Slave Claw can I throw the target at another fighter I'm in close combat with? How is this worked out?

A: Yes, you can. Work out the hit as per the Hurl Opponent Skill rules on ORB page 90. If the target fighter is pinned as a result of the hurl then your close combat with that fighter continues. If the target fighter is injured as a result of the hurl then you will not fight him in close combat.

Q: If I hurl an opponent with the Hurl Opponent Skill or Pit Slave Claw can I throw the target at another close combat? How is this worked out?

A: Yes, you can. Work out the distance thrown per the Hurl Opponent Skill rules on ORB page 90. If the distance gets to the other close combat then randomize who is hit like shooting into a close combat.

Q: If I have Bulging Biceps and Hip Shooting does it mean that I can run and shoot with my heavy weapon at a -2? How about a Move or Fire Weapon, like the grenade launcher?

A: Per the Hip Shooting Skill on page 91 of the ORB it specifically states '*Note that it is impossible to run and shoot with a heavy weapon, even with the Hip Shooting skill.*' This means that you cannot run and shoot with a heavy weapon. Per the Bulging Biceps Skill on page 90 of the ORB the move-or-fire restriction is lifted so you can move and shoot with the move-or-fire weapons at a -2 plus other applicable modifiers.

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: 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: 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.



ANSWER MODERATION FAQ

TERRAIN

Q: Can you move up and down through the ladders on the bulkheads? [2005]

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? [2005]

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.

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.



ANSWER MODERATION FAQ

TERRITORIES

Q: What scenarios can I use Vents and Tunnels in? [2005]

A: Take a look...

Scenario	Attacker ²		Defender ²	
	Vents ^{3,4}	Tunnels ⁴	Vents ^{3,4}	Tunnels ⁴
Ambush	Yes	Yes	Yes ¹	Yes
Gang Fight	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.
4. 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? [2005]

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? [2005]

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.

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 means 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.

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.



ANSWER MODERATION FAQ

Q: What is the base cost of a Juve that I get for 'free' from a Settlement?

A: Although you pay no credits (except to arm him) a 'free' Juve from a Settlement Territory will still add 25 credits as his base cost to the gang rating and in the calculation of the fighter's costs.

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 gangers 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.

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 $2D6 \times 10 = 120$, 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.



ANSWER MODERATION FAQ

WEAPONS

Q: Can the flames from the 'flamer' template shoot through a solid barrier or bulkhead? [2005]

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? [2005]

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: Can a hand equipped with a power fist be used to carry another weapon? [2005]

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 use 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: How are hits worked out with a flamer when the target is up a level or two from the firing fighter? [2005]

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? [2005]

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? [2005]

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 I 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.

Q: Is the chain/flail category of weapons one handed or two handed? [2005]

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

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 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 remained 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: 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.



ANSWER MODERATION FAQ

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.

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.

Q: Are weapons that have an ammo check of 'auto' one-shot weapons?

A: No. Per the Ammo Check rules on ORB page 21 weapons listed with 'Auto' ammo checks will always run out of ammo (without rolling) if a '6' is rolled to hit with them.

Q: In older versions on Necromunda the Plasma Pistol got 1SF on High Energy, is this still the case?

A: No. Per the Plasma Pistol rules on ORB page 37 they do not get any sustained fire dice.



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.

ASH WASTES SETTING – FO93

Q: Can Riders on Gigantic Beasts use Riding Skills?

A: Yes. Per the Riding Skills on page 39 of the Ash Waste Rules 'Any fighter that is designated as a rider can take riding Skills.'

There is not a limitation on what size beast it is.

Q: In the Bounty Hunter Gang Income Chart there is a reference to Novice Bounty Hunters, are these Mercenaries?

A: Unfortunately that is a misprint. As such, please change the Income Chart result of 1 as follows:

Arrested: While searching for work/collecting bounties the gang member is actually accused of having a price on his head and thrown into jail. If this gang member is a 'leader' or 'specialist' then he is released with no further effect. If this gang member is a 'bounty hunter' then he is thrown in jail and you must pay 20 credits to get him out of jail. He will remain in jail until you pay the credits. He will still affect your gang rating until you pay the price. ~~If this gang member is a 'novice bounty hunter' then he is thrown in jail and you must pay 10 credits to get him out of jail. He will remain in jail until you pay the credits. In addition the young punk needs to be taught a lesson. The 'novice hunter' immediately rolls once on the serious injury chart and applies the result. Re-roll death and captured results as he is only getting a beating.~~

RAPIER RULES – FM1

Q: If the Rapier runs out of wounds do I roll on the injury chart?

A: No. Per the Rapier rules in FM1 you follow the 'Attacking the Rapier' rules on page 7. Once a Rapier takes a wound you roll once on the Malfunction chart at the start of each of your turns.

Q: The Rapier rules state that all hits in hand-to-hand combat are automatic. What does this mean?

A: Per the 'Attacking the Rapier' rules in FM1 you may only attack the Rapier if there are no other fighters in close combat with the Rapier, aka the controller. If you are alone in close combat with a Rapier and you have a WS3 and roll a 4 you would hit the Rapier 7 times. You then must roll to injure the Rapier 7 times. If you get at least one wound then you will only force the Rapier to roll on the malfunction chart at the start of its turn.

Q: Does a Heavy need to remain stationary to use the Rapier Remote?

A: The Rapier rules in FM1 do not address this issue. This means that you do not have to remain stationary to use a Rapier Remote; however, as with other situations in Necromunda you may not run and use a Rapier Remote. Treat using the Rapier Remote like a shooting action.

Q: How long is a Rapier under the control of an enemy fighter if they got into base-to-base and rolled the required 5+?

A: The Rapier rules in FM1 do not address this directly. Keep in mind that only a Heavy can use a Rapier, so even if another fighter got into base-to-base with it, only a heavy can operate it. So, assuming that an enemy heavy got into base-to-base with the Rapier and then rolled a 5+ he could use it the rest of the game as long as he is in base-to-base with the Rapier. The rules say nothing about the enemy fighter taking the Rapier at the end of the game, so in the spirit of Necromunda you would love to steal the Rapier in this way, but instead the Rapier reverts to its original owner at the end of the game.

Q: Can you 'Disarm' a Rapier?

A: Um, no. Disarm can only be used against weapons in the hand-to-hand combat. The Rapier is a weapon, but is treated like a piece of equipment. You cannot target a Rapier with the Disarm skill.

Q: Since you can technically wound a Rapier, does it need to test for pinning, can it be pinned?

A: How would that happen? No. A Rapier is a piece of equipment and cannot be pinned.



ANSWER MODERATION FAQ

Q: If my fighter already has a Talisman from my opponents Rapier and he obtained it using the IFF Talisman Rules, can I obtain another and hand it off to another of my fighters?

A: No. There are no rules in Necromunda for handing over items you are carrying other than Loot Counters.

Q: How long is my IFF Talisman good for? A game or the life of the Rapier?

A: Good question. The Rapier rules in FM1 do not address this, but in the spirit of Necromunda the Rapier's gang would be smart enough to know that one or more IFF Talismans are gone and switch it up. This means that IFF Talismans are only good for one game.

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.