

The Redemption

Who beholding the filth and degradation of the Underhive could doubt that the people of Necromunda have had visited on them a terrible punishment, but not a punishment undeserved. For are not those who dwell in this hive prone to every kind of immorality and excess? The hive is swollen with corruption and it must be cleansed, and made into a realm of piety and purity. So the Cult of the Emperor's Redemption believes.

The Redemption is a cult who believe that the only way to achieve redemption for themselves, Necromunda and ultimately mankind, is to cleanse it of sinfulness. This cleansing is best achieved by fire, which leaves no trace of corruption and by the death of the corrupt so that their taint can not spread from them to others who may yet be redeemed. The redemption is a cult followed by many on Necromunda and beyond but it is not simply the intolerant common followers that are our concern, but the violent gangs of fanatics that follow the Redemption creed into bloody open warfare against the gangs and inhabitants of the Underhive.

Beginnings and Beliefs

The Redemption bases its beliefs on the Imperial Creed which holds that mankind is ruled and guided by The Immortal God Emperor. While the Imperial Creed has definite militant overtones the Redemption has taken it one stage further.

Originating in Hive Primus the original Redemptionists looked at the lives of toil of hive city, the unreachable luxury of the nobles and the violent anarchy of the Underhive and concluded that they were in a living hell. The first Redemptionists were penitents and ascetics who took to practices such as flagellation and fasting with relish. Overtime the cult grew drawing in many who toiled in hive city but also some who ran the works. Slowly the word spread to the gunslingers and holesteaders who dwelt in the dark of the Underhive.

Perhaps it was that contact between the early Redemption and the hives anarchic under belly that changed the cult into the wrathful monster it is now. For it was not long after this point that leaders of the Redemptionist cult began to preach against the corruption that existed around them. No longer was the cleaning and purification of the body and soul merely a matter for the individual; now the purity of all was the concern of all true Redemptionists. There was one obvious source of sin and corruption, from out of which came the foul liquors that rotted the mind and bred wickedness beneath their feet: The Underhive. So the Redemption began its never ending war for purity; purity at any cost.

The beliefs of the Redemption are many and various but the core belief is that The God Emperor of Mankind is manifest proof of mankind's holy destiny to rule the stars. The sinfulness that is all around them keeps mankind from fulfilling its destiny. So the duty of the faithful is to remove the sin which holds back mankind; to cleanse it of its chains of impurity.

Around the core belief of the Redemption there are numerous other pieces of doctrine that make up the basic tenants of faith for a follower of the Redemption: These include numerous rules about behaviour and conduct that include prohibitions against the consumption of narcotics and alcohol, the requirement for daily periods of self flagellation and prayer and the requirement for the righteous to hide their faces (this is famously adhered to by members of house Cawdor, but it is usually only required that followers hide their faces during gatherings and while undertaking holy activities).

Crucially though the Redemption believe that three sins encompasses, and surpass all others. These are the sins of Abomination, Witchery and Heresy. Abomination is sin and corruption made manifest by the distortion and corruption of the flesh into unnatural forms, generally referred to as mutation. Witchery is the ability to use, and use of unnatural powers. Heresy is refusing the truth of the Redemption or working against its holy purpose. As it might be imagined this makes most citizens of the Underhive the worst kind of sinners

The Faithful

The faithful of the Redemption are not merely the masked terrors that reeve through the Underhive. The way of the Redemption has its adherents throughout Hive City. Smelt workers, street hawkers, corpse handlers and slag hawlers all may be followers of the Redemption. Even amongst the ruling houses of Hive City there are believers. Some of the faithful declare there beliefs openly, but there are more who keep it hidden, and only emerge masked and hooded to join there fellows in acts of worship and witch burnings.

Above the faithful are the rulers and guides of the Redemption; the Priesthood. Most people think of the Redemptor Priest at the head of his followers, cloaked in crimson haloed by fire. This though is only half the truth. The Redemption is a powerful organisation, which maintains overt and covert followers throughout the Hive. Priests not only lead Crusades through the Underhive they also pass amongst the ordinary followers of the Redemption, strengthening faith, ensuring that the holy strictures are observed and that the next wave of Crusaders are recruited. Beneath the Priests in authority, but hugely important are the Deacon Redemptors. These members of the priesthood maintain the Redemptions network of support in the Hive. It is the deacons who ensure that funds and equipment reach the militant gangs in the Underhive and that they have sanctuaries to rest in. If the priests redemptor are the thundering voice of the Redemption, then the deacons redemptor are the glue that holds it together and prevents it from consuming itself.

Amongst all the followers of the Redemption there is one name that cannot be ignored; House Cawdor. House Cawdor, also known as the House of the Redemption, has become utterly pervaded by the teachings of the Redemption. All members of the house hold to the strict codes of conduct imposed by the Redemptionist creed. All members of the house wear masks to hide their features and there holdings in Hive City are run along strict Redemptionist codes. Similarly the Underhive gangs loyal to Cawdor are similarly pious and intolerant. Fanatical as they might be House Cawdor are still one of the six industrial houses of Hive Primus. Extensive industrial contracts tie Cawdor to the other

houses, the Guild and the nobility of the Spire. While Cawdor sponsors destructive Crusades they are still part of the established order of the hive; as piously militant as business allows them to be. This has of course made some particularly stringent Redemptionists denounce House Cawdor as false devotees and even attempted to raise crusades to burn their holdings. Given the influence that House Cawdor has with the Priesthood of the Redemption such actions are usually swiftly and bloodily cut short.

Burnt Flesh

In the Underhive the word of the Redemption is carried by fire and blood. It is the ultimate aim of almost all Redemptionists to do the holy work of their Crusade by physically cleansing their Hive of abominations, witches and heretics. If this impulse grips a group of faithful then they may take up their weapons and descend on holesteaders, gangers and settlements with indiscriminating fury. More worrying perhaps are the Crusades. Lead by members of the priesthood crusades are no simple gatherings of the faithful bent on violence they are purposeful and powerful. The purpose of a Crusade is to kill, destroy and burn but with purpose: A crusade usually raised for a reason, such as to cleanse a particular area, or destroy a den of witches and mutants. On occasion though a Crusade goes beyond its purpose and begins roaming the Underhive burning all they find until their numbers dwindle and the flame of that Crusade flickers out.

The Redemptionists – Gang List

The Redemptionist gang list allows you to create a gang that is flexible but focused. Lacking the heavy and special weapons of other gangs the redemptionists work best at short range and in close combat. They are more than capable of excelling on these terms, with flamers and exterminators, the enemy that allows redemptionists to get close is likely to come off worse. The presence of zealots also make a redemptionist gang a formidable in close combat even before you consider the possibilities of differently armed crusaders, deacons and brethren.

This is not to say that redemptionists can't churn out effective mid ranged fire power. The inclusion of deacons gives a Redemptionist player access to a very diverse set of equipment and Deacons should not simply be viewed as flamer bearers. They have access to weaponry and skills that makes them excellent mid ranged or close combat based gang members; after all they alone (apart from the lone Priest) have access to bolters, swords and chain swords.

The redemptionist list presented below, however, offers two important choices. You can either take the path of the Crusade or that of the Mob. Led by a Redemptor Priest the Crusade has access to deacons with their specialised equipment, the crusade also may take more Crusaders within its ranks. This makes a crusade a smaller, more reliable gang with access to capable fighters and a good range of equipment. A Mob is a Redemptionist gang that is not led by Priest and has no deacons. Made up mainly of devotees with some zealots and crusaders, the Mob does not have access to as much equipment as a crusade. The mob does, however, have the advantage of large numbers allied to an effective Leadership for bottle tests. A bit less stable than a Crusade a Mob is nonetheless a potentially powerful gang.

Special Rules

The following special rules apply to Redemptionist gangs.

Recruitment

Unlike most other gangs there is a distinct choice to be made when you start collecting Redemptionists. This is the choice between whether your gang is going to start as a Mob made up of the faith crazed masses, or whether it is going to be a Crusade lead by the priesthood of the Redemption.

Mob or Crusade

If you do not include a redemption priest to lead you gang it is a Mob. If you do include a Priest the gang is a Crusade.

Mob

A Mob is a gathering of the Redemption faithful that has a common purpose: to rid the underhive of the witch, the mutant, and the corrupt. In game terms a Mob is usually a

large gang with numerous Devotees, Crusaders and Zealots, but without the stability and skills of the Deacons or a Priest.

- A starting gang without a Priest is a Mob.
- A Mob may not include any Deacons.
- A Mob must include one Devotee for every Crusader or Zealot. If this is not the case then only Devotees may be recruited until this ratio is restored.
- Only half of a Mob may be made up of Crusaders and Zealots.

Mob Leadership: A Mob uses the highest Leadership of any of its members for bottle tests. This Leadership has a positive modifier depending on the number of Redemptionist gang members on the table (who are not broken or down) at the start of the turn that the point that the bottle test is taken:

Number

<u>Of Redemptionists</u>	<u>Leadership</u>
1 to 4	Gang automatically Bottles Out
5 to 8	+1
9 to 12	+2
13 to 16	+3
17 +	+4

Note that no matter what modifier is applied the maximum Leadership used for a bottle test is 10.

Crusade

A crusade is a group of devoted followers gathered under the leadership and teaching of the Priesthood. This is not a zealot mass simply driven by hatred, it is a band of warriors driven by dogma and faith to pursue a war against what they see as the enemies of mankind. In games terms a crusade is usually smaller than a Mob but better equipped and more stable thanks to the presence and influence of the members of the Priesthood who are numbered among them.

- A starting gang that includes a Priest to lead it is a Crusade.
- A Crusade must include one Crusader or Devotee for every Priest, Deacon or Zealot. If this is ever not the case only Crusaders or Devotees may be recruited until this condition is met.

Crusade Leadership: A crusade uses the Leadership of its Priest for Bottle tests. If the priest is Out of Action use the highest Leadership of any of the Deacons in the gang. If there are no Deacons on the table use the next highest Leadership in the gang.

Campaign Casualties and Recruitment

If a Mob gang later recruits a Priest it becomes a Crusade and all of the rules for crusades immediately apply to them.

If a gang has does not have a the correct proportion of each type of gang member, because of casualties, they must recruit until the correct balance is restored: In a Mob, for example, if there is not a Devotee for every Crusader or Zealot you can only recruit

Devotees until there is at least one Devotee for every Crusader or Zealot. If a Crusade does not have a Devotee or Crusader for every Priest, Deacon or Zealot only Devotees and Crusaders can be recruited until this ratio is restored

The Death of a Priest

If the Priest leading a Crusade is killed the Deacon with the Highest Leadership immediately becomes a Priest and all of the Special rules for Priests apply to him. If a Priest is killed and there are no Deacons in the Crusade the gang immediately becomes a Mob and all of the rules for Mobs apply to it.

Income and Territory

Redemptionists have no territory and do not gain income in the same way as other gangs. Redemptionists gather supplies and donations from the faithful who dwell amidst the Underhive. This and the fact that the only needs of a Redemptionist are enough food to stave off starvation, and bullets for the sacred guns, make it easier for a gang to be sustained on the donations of the faithful.

- A Redemptionist gang gains D3 multiplied by the number of members in the gang. This is not looked up on the income table – it simply goes straight into the gang's stash.
- The presence of a Priest adds +1 to the roll.
- If the gang ever captures a territory they do not gain any of the normal benefits from it. Each captured territory simply adds +1 to the D3 rolled for income in the post game sequence of the game in which it was captured. After this it has no additional effect.
- If a Redemptionist gang would normally lose a territory to an opponent (in scenarios like Gang Fight) they do not gain any income in the post game sequence of that game and may not make any rolls on the rare trade chart. The gang that would have gained the territory gains a random new territory from the territory table on pages 102 and 103 of the Underhive rulebook.
- If a Redemptionist gang would not be able to gather income from a territory they have a -1 modifier to the D3 they roll to determine their income after that game.

Weapons, Equipment and Trading

Redemptionists use the standard trading chart from pages 104 to 107 of the Necromunda Underhive book. If a Redemptionist gang is outlawed it will still use the standard trading chart. Redemptionist gangs can only buy additional equipment from the Redemptionist weapon lists and may not acquire or use weapons which are not on this list. The exceptions to this rule are one in a million versions of these weapons and power weapons. Rare trade grenades (smoke, plasma etc) can be used by Priests, Deacons and Crusaders. They may use the Trade chart but are only ever offered D3 items. Redemptionist gangs may recruit extra members after each game.

The Gathering of the Redeemed

The death of the faithful only serves to fuel the belief of the devout and may attract new Devotees to join a gang. So as redemptionists fall others take their place. After a game

in which a Redemptionist of any type dies (11-16 on the serious injury chart) roll a D6 for each member of the gang who died. On a 4+ the gang gains a Devotee armed with a knife for free. Additional equipment may be given to the new Devotee using the gangs stash or income.

Fear the Witch, Burn the Mutant, Purge the Unclean

If a Redemptionist Gang is facing an opponent that includes a Wyrd, Mutants (Scallies do count as Mutants), Ghouls, or Zombies they may re-take any Bottle test that they have to make.

The entire gang is also affected by *Hatred* when facing opponent that includes a Wyrd, Mutants (Scallies do count as Mutants), Ghouls, or Zombies. Note that *Hatred* does not affect the Leadership used to take Bottle tests for the gang.

Hired Guns

Redemptionists shun all those who do not share their holy work. A redemptionist may never use hired guns of any kind unless it is specifically specified in the Hired Guns rules.

Bounty

Redemptionists are considered dangerous and destructive fanatics and so the Guild will pay a bounty equal to the experience of any redemptionist killed or captured and turned in by a House gang.

Capture

If a redemptionist is captured by another gang the redemptionists may only attempt a *Rescue* mission. They may not pay a ransom or exchange prisoners.

Members of other gangs who are captured by redemptionists are automatically burned for their sins (along with all their equipment) unless they are rescued. If a gang includes a Priest they may attempt to convert the captive to the Redemption (see the Priest special rules). If this fails the captive and all his equipment will be burned.

0-1 Priest – 160 creds

Redemptor Priests are the heart of the Redemption. Full members of the ruling Priesthood of the Redemption they command fear and awe from their followers. Skilled warriors and orators the presence of a Redemptor Priest is enough to fuel fires of violent hatred that can lay waste to settlements and bond together the followers of the Redemption into a cohesive crusade bent on cleansing the Underhive of sin and corruption.

M	Ws	Bs	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Weapons: A priest may be given any equipment chosen from the Priesthood section of the Redemptionist weapon list and may take items from the Ammo, Grenades and Modifications list.

Special Rules

Recruitment - Crusade: If a Redemptionist gang includes a Priest it becomes a Crusade and may include Deacons amongst its number and must have a Crusader or Devotee for every Priest, Deacon and Zealot.

Leadership: A priest of the Redemption demands absolute obedience from his flock and inspires awe and fear amongst those who follow them. Redemptionists within 6" of the Priest may use his Leadership value when they take Leadership tests.

Pinning: A Redemption Priest may always attempt to recover from pinning even if the does not have a member of his gang within 2" of him.

Redeemer: If a Crusade captures a member of another gang the Priest may attempt to convert them to the Redemptionist cause. The redemptionist player rolls 2D6 and adds the Priest's Leadership value to the score. The player of the captured gang member rolls 2D6 and adds the gang member's Leadership to the score. If the Priest's score is higher than the captive's they become a convert. If the prisoner's score is higher than the priest's they refuse to convert and they, and their equipment are burnt.

A priest may not attempt to convert scavies, mutants or wyrds or spyers but may attempt to convert ratskins.

If a priest is converts a prisoner copy his characteristics, skills, experience and injuries etc over to the Redemptionist roster. All of the convert's weapons and equipment are burned and destroyed (tainted instruments of sin that they are). The convert is reequipped from the Redemptionist's Stash and/or new weaponry bought from the Crusader and Devotee Weapon List. The convert must be represented by a Redemptionist model. The convert counts as a Crusader and use may only gain skills as a crusader from now on.

Inspire: The mere presence of a Priest is enough to exalt his followers to incredible efforts. If a Priest is present on the table (even if they are Down or Pinned) they may use one of the following abilities in their turn. They may only use one each turn but may use the same inspiration several times over the course of a game. In order to use any of these inspirations the Redemptionist player merely has to declare that they are doing so:

- *Tenacious:* A model that is pinned and more than 2” from a fellow gang member may attempt to recover from pinning. Alternatively a pinned model within 2” of a fellow gang member may automatically recover from pinning.
- *Fearless:* A model that fails a Leadership test (not a bottle test) may re-take the test immediately.
- *Indomitable:* A model may re-roll its Recovery test, though the second result must stand even if it is worse than the original result.

Deacons - 60 creds

Deacons are those members of the Priesthood who attend to the secular affairs of the Redemption: Gathering the faithful to the words of Priests, maintaining the network of supporters and hideouts that allow the Redemption to exist. They are the glue that holds the Redemption together, and ready to be lead to purity by the Redemptor Priests. Utterly loyal the deacons have access to the best weapons the priesthood can supply.

<u>M</u>	<u>Ws</u>	<u>Bs</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
4	3	3	3	3	1	3	1	7

Weapons: Deacons may be given any equipment chosen from the priesthood section of the Redemptionist weapon list and may take items from the Ammo, Grenades and Modifications list.

Special Rules

Recruitment - Crusade: You may only include Deacons if you have a Priest leading the gang. You must also have one Crusader or Devotee for every Deacon you have in the gang.

Crusaders – 50 creds

Crusaders are members of the cult of the Redemption who have taken the crusader vow and been marked by the white hot brand as those who have devoted themselves to cleansing the Underhive. Proven warriors crusaders are the dangerous, violent heart of a Redemptionist gangs.

<u>M</u>	<u>Ws</u>	<u>Bs</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
4	3	3	3	3	1	3	1	7

Weapons: Crusaders may be given any equipment chosen from the Devotee and Crusader section of the Redemptionist weapon list and may take items from the Ammo, Grenades and Modifications list. Note only Crusaders may take basic weapons from this list.

Special Rules

Recruitment: If the gang is lead by a Priest you may have any number of Crusaders. If you do not have a Priest leading the gang you may only have one Crusader for each Devotee you have in the gang.

Devotees – 25 creds

Devotees are followers of the Redemptionist creed. They may be drawn from any walks of life. From iron workers to vermin hunters, these men and women make up the vast majority of followers of the redemptionist creed. Made up of those of many ages and dispositions devotees have been touched by the need to repent and redeem themselves by making war on the impure and corrupt. Drawn to the words of a Priest or gathered together by their shared fury, devotees make up the violent masses of the Redemption.

M	Ws	Bs	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Weapons: Devotees may be given any equipment chosen from the Devotee and Crusader section of the Redemptionist weapon list. Devotees may not take items from the Ammo, Grenades and Modifications list. Note only Crusaders may take basic weapons from this list.

Zealots – 60 creds

Zealots are crazed fanatics who are consumed by righteous hatred. Redemptionists believe that zealots have been touched by holy fury that has raised them up to become scared avatars of hatred that exist only to bring purification and death.

M	Ws	Bs	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Zealots may only have one of the combinations from the Zealot weapon list and may only take an exterminator from the Ammo, Grenades and Modifications list.

Special Rules

Frenzy: Zealots are subject to the rules for *Frenzy*. This overrides all rules for Hatred unless the Zealot's frenzy is kept under control by passing a Leadership test at the start of the turn.

Redemptionist Weapon Lists

The Priesthood

Priesthood Hand to Hand Weapons

Club, Maul, or Bludgeon 10 creds
Double handed weapon* 15 creds
Sword 10 creds
Chainsword* 25 creds
Chain, Whip, or Flail 10 creds.
Knife 1st free, 5 creds per additional knife.

Priesthood Pistols

Hand Flamer 20 creds
Auto pistol 15 creds
Bolt Pistol 25 creds
Las Pistol 15 creds
Stubber 10 creds

Priesthood Basic Weapons*

Lasgun 25 creds
Autogun 20 creds
Shotgun 20 creds
Boltgun 35 creds

Priesthood Special Weapons

Flamer 40 creds
Meltagun 95 creds.

Devotees and Crusaders

Devotee and Crusader Close Combat Weapons

Club, Maul, or Bludgeon 10 creds
Double handed weapon* 15 creds
Chain, Whip, or Flail 10 creds.
Knife 1st free, 5 creds per additional knife.

Devotee and Crusader Pistols

Autopistol 15 creds
Stubber 10 creds

Crusader Basic Weapons* (Crusaders only)

Autogun 20 creds
Shotgun (with solid and scatter shells) 20 creds

Zealot Weapons:

2 Flails, Whips of Chains (scourge) 20 creds
Double handed weapon* (executioner) 15 creds
Evisterator * (fury) 30 creds
2 Knives (purifier) 5 creds

Ammo, Grenades and Weapon Modifications

Frag grenades 30 creds
Krak grenades 50 creds
Dum dum rounds for stub gun 5 creds
Hot shot shotgun shells 5 creds
Bolt shotgun shells 15 creds
Manstopper shot gun shells 5 creds
Exterminator (may only be attached to weapons marked with a *) 15 creds.

Redemptionist Experience**Starting Experience**

The starting experience for members of a Redemptionist gang is as follows:

Devotee	0
Crusader	20+D6
Zealot	20+D6
Deacon	60+D6
Priest	60+D6

Devotee to Crusader

When a devotee gains 21+ experience they may become a Crusader and therefore access the skills and equipment allowed to Crusaders. In a gang led by Priest a Devotee automatically becomes a Crusader when they reach 21 experience points. In a gang that is not led by a Priest a devotee may only become a crusader if this will not cause there to be more Crusaders and Zealots than Devotees. If at a later time the promotion of the devotee will not affect the required ratio of Devotee's to other gang members, then the devotee will become a Crusader.

Experience Advance Table

Experience Points	Title	Notes
0-5	Redeemed	Starting level for Devotees
6-10	Redeemed	
11-15	Redeemed	
16-20	Redeemed	
21-30	Redeemed Brother	Starting Level for Crusaders and Zealots
31-40	Redeemed Brother	
41-50	Redeemed Brother	
51-60	Redeemed Brother	
61-80	Exalted Brother	Starting Level for Priests and Deacons
81-100	Exalted Brother	
101-120	Exalted Brother	
121-140	Exalted Brother	
141-160	Exalted Brother	
161-180	Exalted Brother	
181-200	Exalted Brother	
201-240	Redeemer	
241-280	Redeemer	
281-320	Redeemer	
321-360	Redeemer	
361-400	Redeemer	
401+	High Redeemer	Anyone that reaches this level may not improve any further.

Advances

Redemptionists use the normal Gang Advance roll table. The only difference is that Redemptionists have a maximum Leadership of 10, not 9 as is the case for most other gangs.

Skill Types Available

Devotee: Ferocity

Crusader: Combat, Ferocity, Shooting.

Zealot: Combat, Ferocity.

Deacon: Combat, Ferocity, Shooting, Techno.

Priest: Agility, Combat, Ferocity, Muscle, Shooting, Techno.

Note: If a member of your gang gets the Specialist skill he would gain access to the Priest Basic and Special Weapon Lists

Weapons of the Redemption**Eviscerator**

The eviscerator is a huge double handed chain sword favoured by the zealots of the Redemption. An eviscerator's double set of contra rotating teeth can rip through even the toughest mutant hide and bone, tearing an enemy to pieces with a single blow. The size and weight of the weapon mean that it can only be wielded in both hands and even then the wielder is limited to making wide swings and heavy, overhead cuts with it.

Special Rules

The eviscerator is so heavy and dangerous that it is impossible to parry. However, the eviscerator does not encourage a very elegant fighting style and so in the case of a draw the model with Eviscerator will automatically lose and suffer 1 hit regardless of the combatants Initiative scores.

Range	Strength	Damage	Save Mod.
Close Combat	As user+3	D3	-3

Special Rule: May not be parried.

Exterminator

An exterminator is not really a weapon as such. It is nozzle attached to a small canister of fuel. This is attached to a larger weapon such as an autogun, great sword, or eviscerator, giving the wielder a single shot flamer to use at close quarters.

Using an Exterminator

An exterminator may only be attached to those weapons specified in the Redemptionist Weapon lists.

During the shooting phase a model can fire its Exterminator. It may not fire any other weapon.

Flamer: The effects of an exterminator are exactly the same as those of a flamer.

One Shot Weapon: An exterminator may only be fired once per game.

FAQ

Q: Do you have to feed your Redemptionist gang like normal outlawed gangs from the income gathered (2 creds per ganger) or do you just get the Income directly to spend?

A: The rules as written do not intend you to use the Outlaw Foraging and Starvation rules. You get the income to spend without deducting for food for your gang members. An average per game income is 30.

Q: Can I only buy three weapons, new gang members or rare trade items?

A: A Redemptionist gang can buy as many new weapons, gang members and pieces of equipment as he can afford. A Redemptionists priest however is only ever offered D3 items of rare trade and this cannot be increased by sending other gang members with him to trade.

Q: Zealots description talks about frenzy overriding hatred, but the hatred inspiring rules have been removed in this version. Mistakenly copied, or is hatred rules left out in error?

A: The rules for inspiring hatred have been removed but a zealot's frenzy overrides the hatred that results from the gang fighting a gang that contains wyrds, mutants, ghouls or zombies, or hatred that is caused in any other way.

Q: I'd like to know if the Priest "Inspirations" can only be used on one model per turn?

A: A Priest may use a single inspiration pre turn and each inspiration only affects a single model.