

# HIVE OF THE DEAD ERRATA

**How many times can I fire my weapon in a combat round?**

The number of times you can fire your weapon per combat round is equivalent to the number listed under your Attacks statistic. Your starting Attacks value is 1.

**How and when do you use a medi-pack?**

You can use a medi-pack after any combat you survive to restore your Wounds to their initial level.

**What are the stats for the Bolt Pistol?**

	S	D
Bolt Pistol	4	4

**The vox-unit is impossible to operate as you don't have a full power pack by that stage of the adventure.**

Use any power pack – even if it isn't fully charged – but it drains it completely regardless of how many shots are left.

**I've found a book of matches with Septus Knights printed on the front but it doesn't tell me how many matches are remaining.**

There are seven matches left in the book of matches.

**I'm playing with the Advanced Rules and at the start of the adventure, I fight against some zombies but don't have a close combat weapon. How do I damage them?**

Use your fists.

	S	D
Fists	*	x0.25

NB. Your fists always do 1 damage regardless of your strength score.

**The close combat damage rules are confusing. Can you explain them?**

Due to an error with the **Advanced Rules**, the resolution of combat damage is incorrect. A close combat weapon deals damage as a proportion of the wielder's strength – for example, a zombie's claws have a damage modifier of x0.5 meaning it deals damage equal to half its Strength value. The zombie's Strength is 2 so the claws deal 1 damage, causing 1 wound.