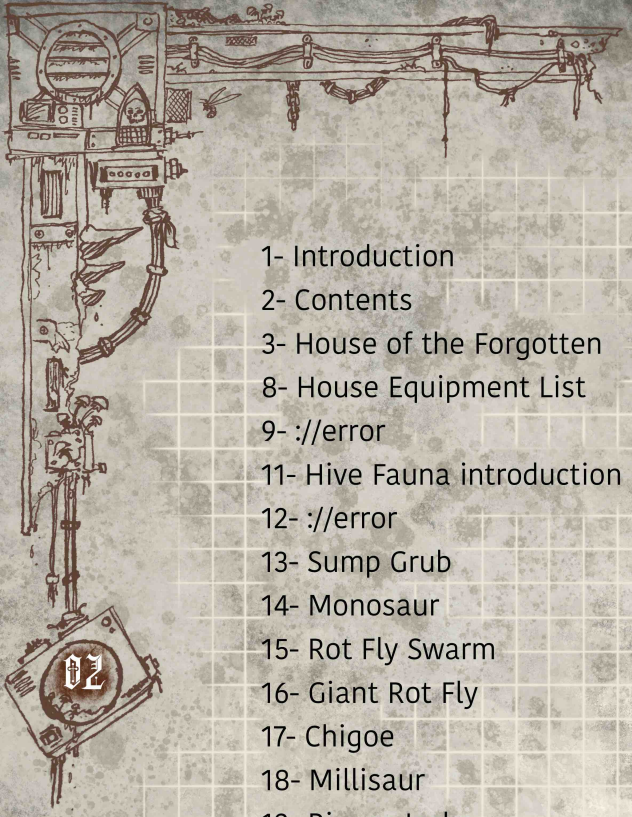
THE BOOK OF LIFE

In the damp depths of Necromunda's hive cities, whole ecosystems of creatures have evolved around primary producers, organisms that are capable of producing energy on their own using chemosynthesis to break down the multitude of chemical and organic waste percolating through to the abysses and mausolea of the underhive. Others consume the very hive itself. Particularly common within the hive are ferromorphic organisms that prey upon and slowly break down the plasteel, ceramite and ferrocrete structures of the seasoned hive areas that have suffered a sufficient loss in atmospheric control and biocidal coatings. These producers are vast genera of fungal organisms, colonial bacteria and chemo-algae. Although common in the ill-maintenance and disrepair of the underhive, these organisms are known to extend to domes ruined by collapse, hive quakes, and entombment.

Some basic life, such as bacteria and algae, are even phototrophic with the ability to photosynthesis using lumens that still burn decades after the hab-blocks and conn tunnels have dropped below even the most desperate of abhuman living standards. The diversity is quite extraordinary and continues to extend due to the nature of the hive. Habitants and off-world travellers have added to its biodiversity from all over the sector, brought in as curio or foodstuff, stowaway or contaminate. Over the centuries this intense environment has shaped the mix of invasive species into a savage and resilient cast of misfits, a mirror to the human populous itself.



Original material gathered and authored by Dr Drake Livingstone.
Collated, compiled and published by Carl R Johnston



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HOUSE OF THE FORGOTTEN

The Ghouls of the Underhive follow the normal criteria for gang creation. Not all the guidelines for gang creation will be detailed hereinafter. Please review the main publications for completeness.

GANG COMPOSITION

- There must be one fighter with the Gang Leader special rule
- The total number of fighters with the Gang Fighter (Ganger) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Ganger special rule. This is without counting Hangers-on or Hired Guns
- One fighter with the Ganger special rule may be promoted to a Specialist during the gang creation for free
- There may never be more Brutes than Warriors
- If the above composition changes during a campaign, you must review the rules for replacing a Leader or retiring and/or hiring new Gangers to correct any imbalance

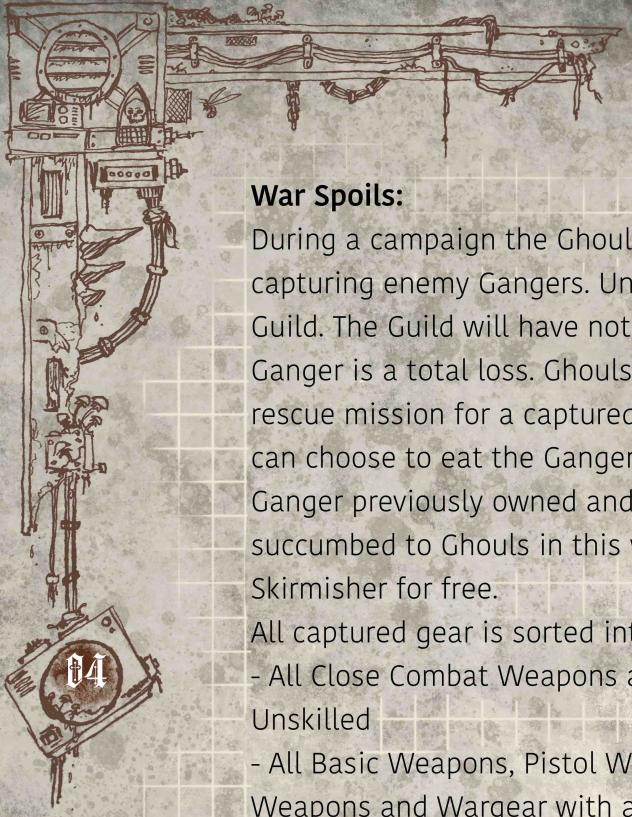
GANG SPECIAL RULES

Organic weapons:
The Underhive Ghouls have innate skills that they can utilise. These are not counted when looking at the maximum amount of Weapons and Wargear or determining the value of the fighter.
Innate skills are listed in each fighters entry
Every fighter also carries equipment that does not cost credits or take up weapon slots. This will be explicitly shown in their entry

Without number:
The Underhive Ghouls have the ability to reinforce their gang each round. Once all the standard actions have been completed in the End Phase, roll a D3. You may return to the board this number of fighters of your choice from the pool of fighters that have gone out of action. If you do not have any or enough out of action fighters corresponding to the D3 result, you cannot bring the full amount of fighters back into play. Reinforcements are deployed using the Infiltrate Skill. They are played as a copy of the chosen fighters profile, however they do not gain any additional experience, injuries, or any other additions or detractors during this or any further respawns during the battle. Fighters with the Gang Hierarchy (Leader and/or Champion) Special Rules cannot be respawned.

"The Imperium of Man has many abhuman species. All are treated as subhuman by most, but some have such incredible ability and talents, they supersede this inherent racism to some degree or another. On the other hand, there are those that are considered little more than scum; an uncanny reminder of the animalistic trait of humanity, regarding those subhumans as something to destroy. Imperial Creed makes them all the easier to vilify."

Drake Livingstone
Quote from,
The Introspective



War Spoils:

During a campaign the Ghouls may attempt to scavenge new gear or steal it by capturing enemy Gangers. Underhive Ghouls cannot however sell these Gangers to the Guild. The Guild will have nothing to do with Ghouls. This doesn't mean a captured Ganger is a total loss. Ghouls will trade for their release directly. Subsequently, when a rescue mission for a captured Ganger is not chosen or is lost, the Underhive Ghouls can choose to eat the Ganger. This allows them to use the Weapons and Wargear the Ganger previously owned and to recruit more fighters. For every enemy fighter succumbed to Ghouls in this way, the Underhive Ghouls Gang may recruit a Ghoul Skirmisher for free.

All captured gear is sorted into three categories: Highly Skilled, Skilled, and Unskilled.

- All Close Combat Weapons and Wargear without a rarity value are considered Unskilled
- All Basic Weapons, Pistol Weapons, Special Weapons, Heavy Weapons, Close Combat Weapons and Wargear with a rarity value of 7 or less are considered Skilled
- Whereas all those with a rarity value of 8 are considered Highly Skilled
- Anything with a higher rarity value than 8 cannot be used by Underhive Ghouls but can be traded or discarded

Once sorted into the gang stash the equipment may be given to Gangers that can normally acquire and use that level of gear. The house weapon list does not adhere to these rules precisely because there are tiered restrictions on gear due to these items always being available. In addition, only armour from the house list can be used.

Forever Outcasts

Underhive Ghouls may never use the trading post or black-market trading post directly. They may not make an alliance with any Gang other than an Outlaw Gang. The latter may trade items with Underhive Ghouls from the trading post or black-market trading post for a 50% finders fee rounding up to the nearest 5 credits.

The Hunger

Any fighter from this Gang may choose to perform a free Feed Action after performing a Coup De Grace Action or Fight Action that results in an Out of Action result. The fighter then may heal D3 flesh wounds.

As I watched over the ghouls, I noticed they bickered and fought over seemingly pointless and foolish things. For example, they scrapped over where they sat as well as spent an inordinate amount of time wrestling over scraps and bones littering their dwelling, despite an abundance of giant rat meat. It was only when the older, you could say higher class ghouls returned to the group from wherever they had been, the animalistic feral streak subdued to a sense of order with cooperation pervading the group. I have no grasp of their language, yet it was clear they are able to communicate ideas and concepts that allow them to trade items and craft gear. Most of what they create is crude (something a child could better) but functional, allowing them to not only survive but thrive. The maturer looking ghouls are treated like royalty by the younger in a subservient relationship with orders passed down. It was difficult to say whether transferral of knowledge was passed down or solely rudimentary tasks. I plan to study these leaders more closely to make my assessment on how truly capable these savages are in organising. For now, it is prudent that I find shelter as I believe that one of the leaders is eyeing me and I don't want to find out if that rusty ol' shotgun it clutches still fires.

Drake Livingstone

'Documenting The Lives of The Underhive'

GHOUL KING.....75 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	4+	4	4	2	3+	2	7+	5+	7+	8+

"Huurrhah Ghouls together strong!"

Ghoul King
Silver Beard
Conn Tunnel 176-B

SPECIAL RULES:

- Gang leader

- Gang Hierarchy (Leader)

- Tools of the Trade

- Group Activation (2)

- Skills:

When recruited the Ghoul King already has a preset of skills consisting of Clamber, Dodge and Overseer. Once levelled up they have the following Skill Access:

Primary - Leadership, Cunning, Ferocity

Secondary - Combat, Agility

- Equipment:

A Ghoul King may purchase weapons and wargear from the High Skilled, Skilled and Unskilled Equipment lists.

- Organic weapons:

The Ghoul King has the Thick Hide Wargear, Chitinous Claws and Pelt Weapons. Also the Ghoul King may swap out the Pelt weapon for Throwing Knives at the normal cost but without using up a weapon slot.



THE TIME HAS COME
GHOUL LEADER PREPARING TO RAID THE LACKLY WASTE FALLS SETTLEMENT



"Get your stinking claws off of me, you damn dirty ghoul"

Dodge Donlan
Counterfeit Lho Dealer
'Deceased'

GHOUL WARRIOR...50 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	3	2	4+	2	7+	5+	7+	9+

SPECIAL RULES:

- Gang Hierarchy (Champion)

- Tools of the Trade

- Group Activation (1)

- Skills:

When recruited the Ghoul Warrior already has a preset of skills consisting of Clamber, Dodge and Sprint. Once levelled up they have the following Skill Access:

Primary - Agility, Combat

Secondary - Ferocity, Brawn

- Equipment:

A Ghoul Warrior may purchase weapons and war gear from the Skilled and Unskilled Equipment lists.

- Organic Weapons

The Ghoul Warrior has the Thick Hide Wargear, Chitinous Claws and Pelt Weapons.

GHOUL BRUTE.....55 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	4	4	3	4+	3	7+	5+	7+	10+

SPECIAL RULES:

- Gang Hierarchy (Champion)

- Tools of the Trade

- Skills:

When recruited the Ghoul Brute already has a preset of skills consisting of Nerves of Steel, Dodge and Unstoppable. Once levelled up they have the following Skill Access:

Primary - Ferocity, Brawn

Secondary - Combat, Agility

- Equipment:

A Ghoul Brute may purchase weapons and war gear from the Skilled and Unskilled Equipment lists as long as they are Close Combat Weapons or Wargear.

- Organic Weapons:

The Ghoul Brute has the Thick Hide Wargear, Chitinous Claws and Savage Bite Weapons.

GHOUL SKIRMISHER...20 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	3	3	1	4+	1	8+	5+	7+	9+

SPECIAL RULES:

- Gang Fighter (Ganger)

- Promotion (Specialist)

- Tools of the Trade (Specialist only)

- Skills:

When recruited the Ghoul Skirmisher already has a preset of skills consisting of Dodge and Clamber. Once levelled up and Promoted they have the following Skill Access:

Primary - Agility, Ferocity

Secondary - Brawn, Combat

- Equipment:

A Ghoul Skirmisher may purchase weapons and wargear from the Unskilled Equipment lists (Specialists May purchase weapons and wargear from the Skilled and Unskilled Equipment lists).

- Organic Weapons:

The Ghoul Skirmisher has the Thick Hide Wargear, Chitinous Claws and Pelt Weapons.

"They make some of the best sport, fast and agile, resilient and cunning enough to give a good chase but not enough to make me sweat. If you want passage here I'd be happy to bag me some extra target practise, if I make a few extra creds at the same time so be it."

Bill Cody
Hive Hunter
South Score A95



SCAVENGED EQUIPMENT LIST

(House List)

UNSKILLED EQUIPMENT LIST

Close Combat Weapons

- Improvised Shiv.....10 credits
- Maul.....10 credits
- Two Handed Axe*.....25 credits
- Two Handed Hammer*....35 credits

Wargear

- Scrap Shield.....10 credits
- Improvised Armour.....10 credits

SKILLED EQUIPMENT LIST

Close Combat Weapons

- Chain Glaive.....60 credits
- Crude Blade.....20 credits
- Paired Meat Hooks*.....35 credits

Pistol

- Reclaimed Autopistol.....5 credits

Basic Weapons

- Sawn-off Shotgun.....15 credits
- Throwing Knives.....10 credits

Wargear

- Reinforced Scrap Shield..30 credits
- Scavenged Explosives.....30 credits

HIGH SKILLED EQUIPMENT LIST

Close Combat Weapons

- Stiletto Sword.....30 credits

Pistol

- Hand Flamer.....75 credits

Basic Weapons

- Autogun.....15 credits
- Polearm/Autogun*.....20 credits.
- Stub Cannon.....20 credits

Wargear

- Incendiary Charges.....40 credits
- Flak Armour.....10 credits

"I'm telling you some crazied little pox covered freak ran off with your stiletto sword! No I didn't pawn it for Second Best. Come on sis look they pushed up through the pipes here like a shadow they were in and out, disappearing off with our gear back down the pipes, no I'm not off mi face, well I am but I know what I saw"

Leilo Savage,
House Escher
Pharmacopeiads



DATA COGITATION IN PROGRESS...



DATA COGITATION IN PROGRESS...

UNDERHIVE FAUNA

Bwha! Hello, its me Dr Drake Livingstone... explorer, adventurer, philanthropist, zoologist, hunter and legendary lover.
If I haven't shot it, skinned it, drawn it, catalogued it or humped it...it probably doesn't exist.
I'm here on Necromunda making a comprehensive study of flora and fauna, risking life, limb and my magnificent moustache!
No corner of the underhive shall go unexplored! Every duct, pipe, tunnel and sump will be examined until my life's work is complete!
Armed with only my sketch book, pen, array of exotic aphrodisiacs and several large caliber weapons, I invite you to join me in my thrilling adventure what ho!
So grab your pith hat and gun, leave your morals at home and away we go!

The great expanse of the hive city allows for a thousand cultures to thrive, mixing and interacting, lives lived, money made, baby's born, troubles brewed and a million other interactions passing by.
This great expanse that is the hive city is easily rivialed by the seemingly endless depths of the underhive beneath it. For all the cultures and all the social interaction, there are as many creatures trying to eat, sleep and breed beneath it. All pitched against one another, a vast melting pot of xeno and native life forms face to face in a artificially constructed biome of harsh, bizarre and dangerous environments.
Many a underhiver has their lives shaped by the fauna, and not just by loosing a limb, Hive Hunters and Dome Runners recce for new game, for food and intel, for sport and for safety. These kinds of careers are common place and are incredibly important to underhive society.
From the social pressures of hive fauna to the science of an entire galaxy spanning system of life that is even more complex to comprehend, Biologis have travelled the stars trying to make sense and catalogue the endlessly diverse life that inhabits it. Taking what they knew from the ancient Terran tomes and remaining life forms they expanded their cataloging system from an individual tree of life to a tertiary system where indivual evolutionary chains become connected to others via convergences in evolutionary pressures and chance genetic similarities. These shared morphologies allowed for an intuitive system to name and catalogue then connect, the more complex job of recording, a new trees of life to the others.
As an example eight legged exoskeletal predatory creatures with a pretence of silk production became Arachnimorph, while small intelligent semi communal omnivorous hairy chordates became Rodentimorphs and so on. Regardless recurring creature templates like these tend to keep a common terra bound low gothic name, in this instance Spider and Rat respectively.
This is far from a perfect system as it is purely superficial and at the end of the day any system is superfluous to the average citizen, that isn't to say citizens don't cause change or conflict in the collection of data that still makes its way into the catalogues. Many colloquialism are so persistent they are recorded along side the morphological names or straight up usurp them, an Ash Clam is well known on Necromunda but telling the Tellic Scavvy they aren't Panners is not going to happen.
After all a Pineapple is neither an apple or a pine tree yet it remains so, and by being so this popular cultivar in Holy Terras biodomes from history immortal has spawned similar looking 'not pineapples' to be named throughout the segmentum.



...ERROR

SUMP GRUB

A catch all term for the worm like creatures that inhabit the dark damp areas of the hive consuming organic matter of any form from garbage to effluence.
A lot of these have unknown life cycles, potentially being the larval stage of other underhive fauna like Rot Fly or Chigoe.
Even though they are slow, soft bodied and easily over looked as they lay still in dark crevices or under trash piles they can be a dangerous encounter to your average ganger as most have either venomous bites or the ability to excrete toxic and corrosive fluids to subdue and help digest their prey. Some have even been seen projecting this horrific liquid several meters.

"Good eatin dem Sump Grubs, a sharp poke'a to pick through the salvage can bag ya a meal fa week, either dat or dey bag you," the scrawny Cawdor cackled clutching at the stump of his missing limb.

Unknown Cawdor scavenger, 'Documenting the lives of the underhive' by Drake Livingstone

SUMP GRUB

25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
2"	4+	4+	4	3	1	5+	1	8+	5+	5+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Venomous Bite	-	E	-	-	s	-	-	-	Toxin,Melee
Acid Spray	6	8	+1	-	3	1	-1	3+	Rapid Fire (1),Plentiful,Sidearm

WARGEAR Chitin Armour,



MONOSAUR

Visually similar to sump grub the monosaur tends to live in or around water bodies, feeding on carrion or other creatures they can latch onto anything that carelessly come down to the waters edge. They don't have any venomous attacks but they are surprisingly strong for their mass and are armed with hundreds of nanoedged teeth to puncture armour and shear chunks of flesh.
Surprising most monosaur seem to be brightly coloured for an ambush predator, without visible eyes we can only assume these colours are to ward off attacks and not used in mutual display

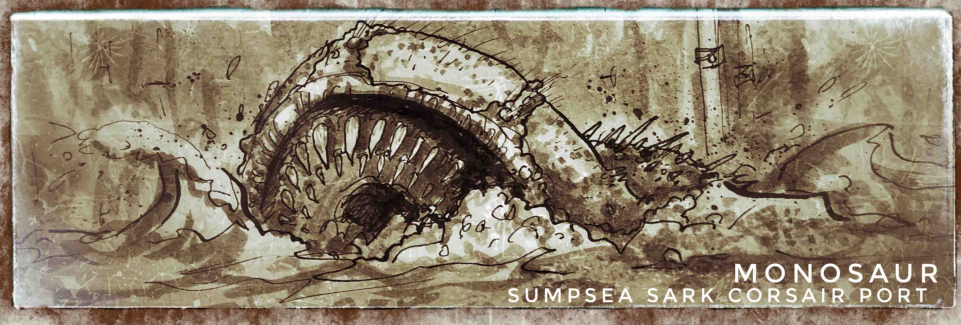
MONOSAUR

25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
3"	4+	4+	4	4	1	4+	2	8+	5+	5+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Savage Bite	-	E	-	-	S	1	-1	-	Rending,Melee
Thrash	-	E	-	-	S	1	-	-	Melee,Disarm,Rending

WARGEAR: Layered Chitin Armour,
SKILLS: Aquatic



Aquatic:
The Fighters Movement stat is doubled when moving in any water based terrain features or hazards. Any negative effects to movement from these features or hazards is also ignored.

"Don't fall in" the ferrywomen laughed as we boarded the rickety barge she flicked a stubbed out Lho into the water and up crested a beast the size of a Goliath Stimmer bristling with more teeth than I could count, it was at this point I had second thoughts about the necessity of this trip.

Egros Vondark, Maxima Coin Guild, Special Envoy, Using the Delta 7 Sump Sea crossing

ROT FLY SWARM

These pests cause an annoyance to everyday life pestering the underhive inhabitants for their food, sweat and blood.
Infesting their food crops and water sources these flys have one more ace of their sleeves to get on the bad sides of most hivers, when times are hard regardless of species these Flys band together into plague like swarms, desperate to feed and reproduce they harry anything that moves, capable of causing serious damage and even death. To add more insult to injury are also attracted to strong electrical surges shorting out exposed conduits and reactors coils plunging whole domes into days of darkness.

"There are alot of tools I find un disposable as a fungus farmer but I couldn't live let alone make a living without my fly-swatter"

Ignus Took,
Fungus farmer,
Harris Hab Dome L115



ROT FLY SWARM — 32mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
6"	5+	5+	2	2	3	2+	3	8+	5+	5+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Savage Bite	-	E	-	-	S	1	-1	-	Rending,Melee
Fly Strike	2	4	+1	-	2	1	-	-	Rapid Fire (2)

WARGEAR

SKILLS Dodge, Evade, Feeble, Flammable , Flight

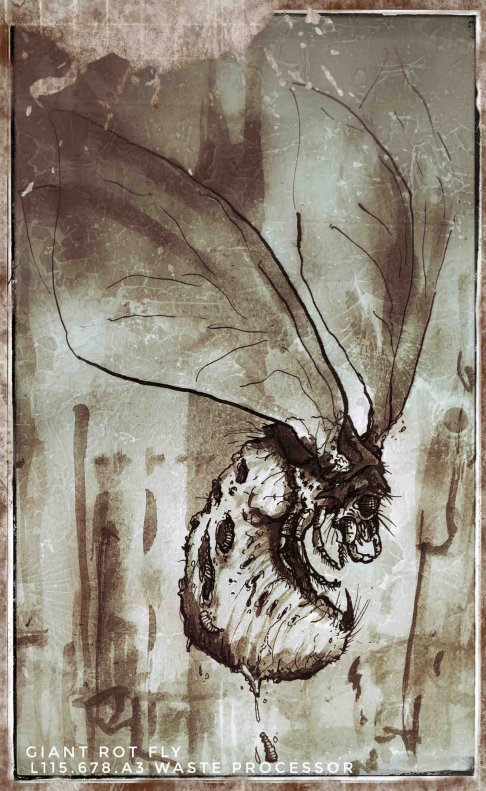
Flammable:
Attacks by blasts, templates and any weapons with the blaze trait cause double damage to this target

Feeble:
This fighter can never cause serious injury or out of action result. If enough Flesh wounds are caused it will still result in an out of action result.



GIANT ROT FLY

A rarity in the underhive Giant rot fly's are a sight to behold, grim bulbous flittering meat bags the size of a mans torso supported by seemingly impossibly small wings. These vascular creatures are a living hive and vector of disease, spending their short lives searching out a creature to parasitise with the next generation of Rot fly. Often the large fleshy body's of these giant flys have them selves been parasitised by smaller species of rot fly leaving them a writhing mass dripping with mucus and maggots. Found hanging from the rafters and overhead cabling of the hives they literally drop down onto their prey so they can rest their wings as much as possible. Once grappling their prey they bite and sting to subdue them into a state of paralyse. Often the victim will come too wounded but un the wiser that they are home to such an abhorrent body horror.



"One well placed shotgun slug - they burst like some kind of foul smelling organic firework, raining indistinguishable meat and maggots alike across a large area of the hive below. When the lead gets sprayed you've probably got that one mate with nerves of steel, well I bet they still run for cover like a little punk when you light one of these grim gut bags up"

Henesy 'dog tooth' Wilson, House Orlock, The Black Chains

GIANT ROT FLY

32mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
6"	5+	5+	3	3	1	2+	1	8+	5+	5+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Chitinous Claws	-	E	-	-	S	1	-	-	Backstab,Melee
Parasitise	E	3	-	+1	S	2	-	5+	Fear,Versatile,Melee

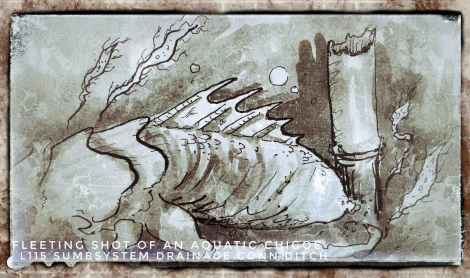
WARGEAR Chitin Armour,

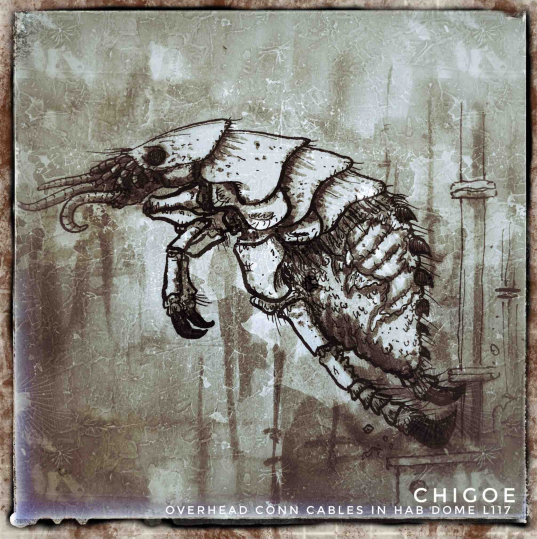
SKILLS Evade, Flammable , Flight

CHIGOE

Mainly passive and shy, Chigoe generally hunt small prey but if forced and hungry will attack large prey like unsuspecting hiver's. Able to move at speed and pounce a few body lengths they grapple their quarry, stinging and filling its prey with a soup of digestive enzymes from their vascular mouth parts.
Once subdued the chigoe will then drink its fluid filled meal until bulbous and swollen, shedding its papery skin so that it's abdomen can expand hugely to gorge it's self as a timely meal is never guarantied. Chigoe mainly rest in the dank scrap piles or broken pipe work on the outskirts of busy settlements due to the increased number of scavengers to prey on. Diverse and adaptable there are many species of chigoe some live almost exclusive aquatic lives in drainage ditch's, having developed lighter rubbery armour and crude fins, others are coated in barbs and spines to increase the armour and breakup their thermal signature.


CHIGOE
A117 SESS PIT SORTING PILES


FLEETING SHOT OF AN AQUATIC CHIGOE
L115 SUMPSYSTEM DRAINAGE CONN DITCH


CHIGOE
OVERHEAD CONN CABLES IN HAB DOME L117

CHIGOE

32mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	4+	5+	3	3	1	4+	1	8+	5+	5+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Chitinous Claws	-	E	-	-	S	1	-	-	Backstab,Melee
Savage Bite	-	E	-	-	S	1	-1	-	Rending,Melee

WARGEAR Layered Chitin Armour,

SKILLS Catfall, Mighty Leap, Spring up

"I used to make chitin armour from chigoes but cheap flak fabric flooded in after the Cadian incident, now all I can offer is the meat which is sub par even for the desperate, I'm getting too old for this dome running anyways, best shuffle off to the sump sea for semi retirement as a scavenger, I think I did pretty well, at my age most people's health is pretty poor, were as I've still got all me limbs, at 35 that's pretty good goin if you ask me."

Farrow Surespear,
Hunter and Dome Runner,
'Documenting the lives of the underhive' by Drake Livingstone

MILLISAURS

Making their home in the sump holes as well as other dark and hidden spots of the underhive these great centipedes are ambush predators who will wait for its prey to draw close before pouncing and delivering a bite full of potent venom, all but the largest and most hardy creatures are rendered insensate within moments to be dragged away and digested at the Millisaurs leisure. No ones quite sure how big these creatures get or if multiple species exist within these size brackets. Commonly in the hive smaller specimen are just known as Young Millisaur. Particularly small ones though are common on fungal farms where they keep pests at bay and are affectionatly known as Minisaur.

"Oddly upon further questioning he seemed quite unable to provide a consistent account of the number and positioning of the creatures legs leaving the true nature of its classification most vexingly undetermined." - Authors footnote

'Documenting the lives of the underhive' by Drake Livingstone

MILLISAUR

40mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
6"	3+	6+	4	4	2	3+	2	6+	6+	7+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Venomous Bite	-	E	-	-	-	-	-	-	Toxin,Melee
Chitinous Claws	-	E	-	-	S	1	-	-	Backstab,Melee
Thrash	-	E	-	-	S	1	-	-	Melee,Disarm,Rending

WARGEAR Reinforced Layered Chitin Armour



YOUNG MILLISAUR

25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	4+	6+	3	3	1	3+	1	6+	6+	7+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Venomous Bite	-	E	-	-	-	-	-	-	Toxin,Melee
Chitinous Claws	-	E	-	-	S	1	-	-	Backstab,Melee

WARGEAR Layered Chitin Armour,

RIPPER JACKS

One of the most feared creatures in the underhive, these monstrosities, many with leg spans as wide as a man is tall, hang from the undersides of abandoned domes in great colonies. While largely content to gorge themselves on the many insects and fungal fruiting bodies that proliferate in these uninhabited voids, when disturbed or when food is scarce they will attack and devour anything that they can latch onto. Especially disturbing is their tendency to go for the eyes and other soft areas such as the mouth and cheeks before going for the throat. However if done with care and precision, it is possible to pick off the weaker members from the edge of a colony without rousing the ire of the swarm, and this of course means there is a robust trade based on these creatures as they are prized for the remarkably light and strong leather that can be made from the wing membrains and the soft fur of the pelt.

RIPPER JACK

25mm

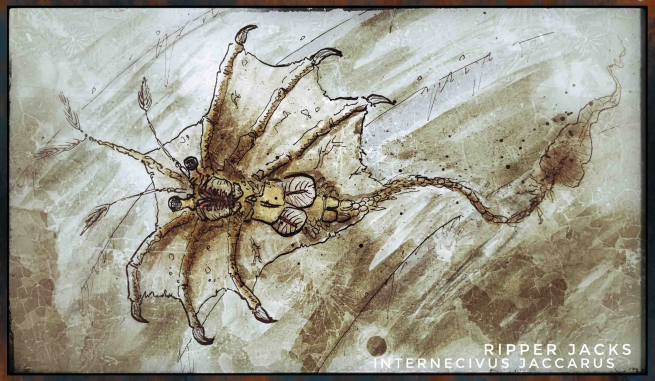
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
8"	2+	6+	2	2	1	2+	1	8+	5+	5+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Chitinous Claws	-	E	-	-	S	1	-	-	Backstab,Melee
Dive Bomb	E	3	-	-1	S	1	-	-	Melee,Versatile,Rending

WARGEAR Thick Hide,

SKILLS Dodge, Evade, Flight, Grapple

Grapple:
When attacking an engaged enemy an initiative check can be taken to attempt to hold on to the enemy fighter. If successful the enemy fighter is unable to flee from combat and any successful hits receive +1 to wound. The enemy fighter must try to break free by performing a strength test at a -1 modifier instead of a reaction attack.



"Now my lord, you will see their true potential. I can assure you they haven't been fed for wee..."

Apocryphal last words of
Aldo Gennaro,
Special Envoy of House Helmawr,
during a demonstration of the combat potential of
Ripper Jacks.

LASH WORMS

About the size of a mans forearm these vicious amphipods lie coiled in the innumerable cracks and crevices of the underhive, their hyper sensitive tail tips resting by the entrance, waiting for the unsuspecting or incautious to wander past. Then they lash out with this razor sharp appendage, flaying skin and flesh before recoiling back into their hiding spots. There have also been unsubstantiated reports of these creatures using this motion to flick themselves high into the air, making them nearly impossible to catch even on the rare instances they are found in the open. These creatures are almost like a giant barnacles feeding then retreating.

LASH WORM

32mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
0"	4+	5+	3	6	1	3+	1	8+	4+	5+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Razor Whip	E	2	-	-	3	D3	-	-	Knockback,Melee

WARGEAR Chitin Armour,

SKILLS Feeble, Infiltrate, Reflex Attack, Withdraw

Reflex Attack:
As soon as an enemy fighter moves into range they are immediately attacked. If the attack fails to hit the enemy may carry on their move. If it does hit their current action ends but they may perform their additional actions if available after the hit is resolved.

Withdraw:
Once this creature has successfully attacked, this has been resolved and the current turn has ended they are removed from the board. They are not counted as a casualty when removed in this way but are otherwise no longer in play.



"I'f yah think ya got Lashworms in your hab son, best just be moving. Saw men tearing der domiciles apart trying to clear em out, all they got for der trouble, was whipped so bad you'd'a though a commissar got em."

Saul Ver'oeven, Hiver 'Documenting the lives of the underhive' by Drake Livingstone

ICROTIC SLIME

Excerpt from The Unicellular Giants written by Dr Egan Larmstrom.

'These giants of the unicellular eukaryotic world are translucent fist sized gelatinous masses that primarily feed on biofilm by slowly expanding over the damp surfaces of the underhive.
To reproduce effectively they need larger food sources.
Capable of sensing the heat from prey animals and their respiration from exhaled gases, Slimes will attach them selves to its victims head as they sleep, absorbing their way into the cranial cavity of the victim the slimes move to a parasitic phase in their life cycle excreting intense psychoactive chemical stimulants that create an unimaginably intense sense of empowerment and euphoria, this causes the host to have no desire to remove the slime and they will violently resist such actions.
Once the eukaryote has control of the host and is receiving a steady supply of nutrients they encyst, which makes them virtually impossible to remove without killing the host, now safe they may reproduce via fission.
Inside the cyst the Slime creates millions of copies of its genetic material through mitotic division, once this karokinesis has produced the needed nuclei the slime forms millions of larval slime through extensive cytokinesis. The Young feed on the host slowly to is demise but they consume on unessential material first shedding from the host over time so as to be distributed as widely as possible even directly onto new hosts.'

"Have you lived? Nah I mean really lived? I've research these incredible creatures my entire life, surely you've read my books, they are the envy of imperialis medicea, so just sit back and relax this is perfectly safe, but before we start please pay your credits."

Egan Larmstrom,
Slime Pusher.

ICROTIC SLIME — 25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
1"	4+	6+	2	1	2	5+	1	8+	3+	3+	10+	

WARGEAR

SKILLS Clamber, Feeble, Intoxicate(Icrotic Slime), Reflex Attack, Withdraw, Infiltrate

Intoxicate (x):
The listed effect (x) i applied on a successful hit by this creature it does not need to wound t ıe target.

Capture creature:
When a fighter charges/fights this creature they may replace the fight action with a capture creature action. To do this they must pass an initiative test, if this fails the creature gets to interrupt with its reaction attack now, if able they must then pass an intelligence check to contain it, if this fails the creature is not captured and the fighters action ends.

FACE EATER

Masters of camouflage this incredibly thin creature is like a tattered piece of fabric more than a motile creature to look at as it lay motionless, sometimes hung from surfaces and railings or just flat on the floor like a discarded cloth.
Going by many names this off world invader from the living nightmare world that is catachan is most commonly referred to simple as a Face Eater. This is a pretty apt name as this creature shows an incredible propensity to latch on the face of it victims, this is made all the more amazing as the face eaters seem to lack any obvious sensory organs, yet with an elastic flex and whip crack speed the face eaters fling them selves towards their prey, latching onto it with a coating of barbed hairs these then tighten as the creature excretes a glue like corrosive fluid. If not removed quickly, which generally requires help, the target will suffer serious repercussions if not death at the hands of the face eater.

"Uhmmmum hum umm hum"

Johny 'No Face' Magee

FACE EATER — 25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
0"	4+	4+	3	2	1	3+	1	8+	3+	3+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Smothering	E	4	+1	-	4	D3	-3	-	Melee, Versatile, Sticky

WARGEAR: Thick Hide,

SKILLS: Flammable , Grapple, Lie Low, Reflex Attack, Camouflaged (10), Infiltrate

Camouflaged (x):
If this creature or fighter does not perform an action for a turn it is considered to be camouflaged untill it decides to perform another action. Fighters can only see through this disguise at (x) inches minus their Initiative. At the start of a battle when deployed camouflaged is considered to be in effect.



RATS

No one can be certain wether convergence has made many creatures evolve with the Rat like traits seen in animals almost everywhere humans have settled or wether these intelligent, cunning and hardy creatures are ancient stowaways from Holy Terra. After all rodent traits are powerful evolutionary tools, in the belly of hive primas there are no less than 160 specie of rat.

What we can say is Giant Rats on Necromunda play an important part in the lives of underhivers both as a pest and a pleasure. Hunted for food, kept as pets, trained for defence, even farmed for milk.

GIANT RAT

25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
6"	4+	6+	3	3	1	3+	1	10+	8+	10+	9+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Jaws	-	E	-	-	3	1	-	-	Melee,Backstab

WARGEAR

SKILLS Nimble , Small Target

PLAGUE RAT

25mm

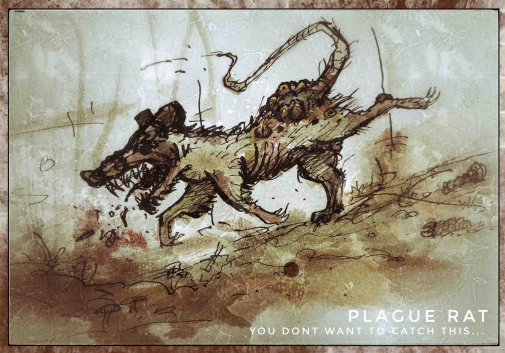
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	4+	6+	3	3	1	4+	1	10+	7+	9+	9+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Jaws	-	E	-	-	3	1	-	-	Melee,Backstab

WARGEAR

SKILLS Diseased, Nimble , Small Target





FERAL RAT SWARM

40mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
4"	4+	6+	2	3	3	4+	1	9+	7+	8+	9+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Skittering Jaws	-	E	-	-	2	1	-	-	Melee,Rapid Fire (2)

WARGEAR

SKILLS Feeble, Flammable , Small Target

"Watcha mean we gotta stuff that explosive in em?! No, I don't want too. Yes I know that we bin trainin dem, but can we at least leave Mr Sniffy Scabs as ee is, we's friends."

Karret Hocks, House Cawdor, Juve Rat Trainer

NEPA GRANDIA

Nepa Grandia are very similar to Terrian Scorpion. Huge claws, barbed tails and impressive armour. Due to their basic structure they likely share the same biological links to the other Arachnimorph of necromunda just as spiders and scorpions do on terra. But unlike them their venom is very mild, they make up for that with raw power.

Preliminary study has shown these creatures keep growing for their entire lives and some specimen have been found with leg spans similar to that of tracked imperial war-machines like the Chimera or Leman Russ. These must have been truly ancient beings to grow so large. For most of their juvenile life they burrow into the soft ash and sand wastes.



GIANT THRESHER SCORPION

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	4+	5+	5	5	3	3+	3	8+	5+	5+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Thrash	-	E	-	-	S	1	-	-	Melee,Disarm,Rending
Acid Flick	3	8	+1	-	3	1	-2	-	Sidearm
Goliath Pincers	-	E	-	-	+1	1	-1	-	Melee
Nepa Sting	E	2	-	-1	4	1	-	-	Melee,Knockback,Versatile

WARGEAR: Reinforced Layered Chitin Armour,

SKILLS: Burrow, Fearsome, Hurl, Nerves of Steel, Semi Aquatic

This burrowing nature means they are quite at home in the collapsed areas of the hives, making homes in tunnels and debris fields. In fact it has forced them to evolve further from the arid landscape of the wastes to the humid and flooded areas of the underhive, the Nepa Grandia have a large set of gill like plates on their underside to supplement their breathing and allow for a completely aquatic existence, even if it does reduce their respiration some what. Adult Nepa seem to prefer hiding in water. When disturbed they erupt violently from there burrows or shallow watery homes. This behaviour has gained them the local name of Threshers in the underhive and with such mass behind their strikes they can easily dismember any underhiver unfortunate enough to be in the wrong place at the wrong time.



YOUNG THRESHER SCORPION

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
4"	5+	5+	3	3	1	5+	2	10+	6+	5+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Chitinous Claws	-	E	-	-	S	1	-	-	Backstab,Melee
Nepa Sting	E	2	-	-1	4	1	-	-	Melee,Knockback,Versatile

WARGEAR: Layered Chitin Armour,

SKILLS: Burrow, Evade, Lie Low, Reflex Attack, Semi Aquatic

Burrow:
These creatures habitually hide beneath the surface. When setting up this creature instead deploy 3 tremor counters. Each tremor counter is set up anywhere on the board within 6" of another. One of the counters should be randomly marked on its underside. When a fighter or other creature moves within 3" of a counter flip it over and discard it, deploying the creature in its place if the marked token is revealed.

Semi Aquatic:
Reasonably at home in the water but not fully adapted they must make the most of both worlds. These creatures will not suffer injury from moving or stay in water features or water hazards. However they still move at a reduced speed while they do..

ARACHNIMORPH

If Necromunda is known for one creature it's Arachnimorphs. Even the militarium regiment of Necromunda is known as the spiders, huge numbers of gangs use spider motifs and there are even cults that worship them. These creatures have permeated Necromunda culture just as much as they unsettle your average human they are seen as a symbol of strength. It's not hard to see why, spend a day clearing a derelict hab block and you'll experience some huge and powerful specimen, that's for sure.

GIANT ARACHNIMORPH

25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
3"	4+	5+	2	2	1	4+	1	8+	5+	5+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Venomous Bite	-	E	-	-	-	-	-	-	Toxin,Melee
Chitinous Claws	-	E	-	-	S	1	-	-	Backstab,Melee

WARGEAR Layered Chitin Armour,

SKILLS Catfall, Clamber

"Why do you have that web solvent we are nowhere near Delaque territory???
What do you mean I don't want to know?"

Skinner Frikx,
House Orlock,
Juve.

ARACHNIMORPH WEAVER

32mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
3"	4+	4+	3	4	1	4+	1	8+	5+	5+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Venomous Bite	-	E	-	-	-	-	-	-	Toxin,Melee
Chitinous Claws	-	E	-	-	S	1	-	-	Backstab,Melee

WARGEAR Layered Chitin Armour, Booby Trap - Web

SKILLS Catfall, Clamber, Infiltrate

Booby Trap - Web (Arachnimorph Weaver):
When the Weaver is deployed it may place the trap within 6" of its self. The Trap has the radius of a 5" blast. If an enemy touches this radius there is a chance they get caught in the trap. For every 1" of the web they move over they must pass an initiative test if they fail they set off the web trap and suffer automatic zero damage hit with the 'Web' trait.Anytime the trap successfully acctivated the Weaver may make a free 6" charge move towards the trapped fighter.



The Necromundan Spiders are a Astra Militarum Regiment drawn from the population of Necromunda hive cities, the harsh lives of the underhivers makes for savage and hardy recruits for the more feral regiments of the Spiders. The upper hives nobility's offer up recruits to the officer cores maintaining Necromundas balance of inequality even within the PDF and off world when the regimental quotas are called upon. The Spiders origin and administrative structure is in the mid and upper spire of Hive Palantine, the Spider Clans gang influences are some what weak in the palantine underhive due to the PDF taking up most of their efforts.

ARACHNIMORPH SPITTER



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
3"	3+	4+	3	3	1	4+	1	8+	5+	5+	10+	0

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Venomous Bite	-	E	-	-	-	-	-	-	Toxin,Melee
Web Spray	2	4	+1	-	3	-	-	3+	Web,Sidearm,Plentiful,Silent

WARGEAR Layered Chitin Armour,

SKILLS Catfall, Clamber, Fearsome

ARACHNIMORPH WOLF



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
7"	3+	5+	4	3	1	4+	1	8+	5+	5+	10+	0

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Venomous Bite	-	E	-	-	-	-	-	-	Toxin,Melee
Chitinous Claws	-	E	-	-	S	1	-	-	Backstab,Melee
Dive Bomb	E	3	-	-1	S	1	-	-	Melee,Versatile,Rending

WARGEAR Layered Chitin Armour,

SKILLS Catfall, Clamber, Fearsome, Mighty Leap, Sprint

GARGANTUAS ARACHNIMORPH



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
6"	3+	5+	6	6	5	4+	3	8+	4+	4+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Venomous Jaws	-	E	-	-	-	-	-1	-	Toxin,Melee
Acid Spray	6	8	+1	-	3	1	-1	3+	Rapid Fire (1),Plentiful,Sidearm
Savage Jaws	-	E	-	-	S	1	-3	-	Rending,Melee
Thrash	-	E	-	-	S	1	-	-	Melee,Disarm,Rending
Swipe	E	2	-	-	3	D3	-	-	Knockback,Melee

WARGEAR Chitin Armour,

SKILLS Clamber, Fearsome, Unstoppable

Giant Arachnimorph:

Even though these are known as giant spiders, that is more so because they are the most common species to grow larger than your face, there are many larger more dangerous things with 8 legs to worry about in the hive.

Arachnimorph Spitter:

This species has special muscular glands in the abdomen that allows it to spit web from its fangs. By oscillating them at a high frequency, the silken glue zigzags into a web as it shoots out over its prey.

Arachnimorph Wolf:

A very nimble species, it catches its prey actively by running it down. Unlike most Arachnimorph it is an aggressive hunter relentlessly chasing its prey.

Arachnimorph weaver:

Preferring the dark, it sets up traps to ensnare a meal, happy to wait motionless for weeks to catch its prey making it very efficient, therefore it needs to eat very little.

Arachnimorph Gargantuan:

It's unknown if this is an undocumented species or if one of the less known Arachnimorph can grow into this monster but story's abound of a Spider the size of a Landraider that haunts the ancient exo vents on the southeastern horn of the sump sea.

Arachnimorph Spectre:

Even more mysterious than the gargant, the spectra is stuff of true legend, the story goes that the spectra moves unnaturally quick from surface to surface stalking its prey. Few tell the tale, even fewer can be trusted, some say it has tentacles instead of fangs, others that it has humanoid hands yet is uncannily xeno, what ever it has, it's fangs or claws can rend through carapace armour like butter as every Hunt team has found out the hard way, in my opinion it's just best to stay away from the Old Mining shafts at 3-07B.

ASH CLAM

Native to the ash wastes found outside the city walls, these huge bivalves have moved in and colonised the lower levels of the underhive.

They sustain their impressive mass, some examples have been reported to weigh more than two grown men, by filtering bio residue out of the dust and debris that accumulates in thick beds at the bottom of the hive, while mostly feeding on the microscopic they will enclose and digest just about anything that ends up in their mouths.

Prized for their succulent flesh, their immobility and passive nature make them an easy harvest for those that live in those desolate areas and their huge striated shells are prized by those in the uphive to use as basins and other water features.

" See, it's easy, stick the hook in, pull it up. Knife in, twist... Easier than most food down here, doesn't even fight back. Just remember, they don't bite but if you happen to have a hand or foot in there when it decides it's done... Let's just say; unless you get real lucky it's time grit your teeth, pray you've got a knife to hand and start thinking about how your gonna square the cost of the prosthesis"

A. Ralston,
Clam Merchant

ASH CLAM OPEN

25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
0"	4+	6+	4	4	1	6+	1	8+	3+	3+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Clamp	-	E	-	-	S	1	-1	-	Disarm,Entangle,Melee,Web

WARGEAR Layered Chitin Armour,

SKILLS Reflex Attack, Feeble

MORPH An Ash Clam may 'open' and 'close' as a single action. If 'Reflex Attack' is triggered an Ash Clam will become 'closed' and if a fighter is hit the Ash Clam will not open until the fighter can free them selves from the effect.

ASH CLAM CLOSED

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
0"	0	0	4	6	3	0	0	8+	3+	3+	10+

WARGEAR Reinforced Layered Chitin Armour

SKILLS Unstoppable

MORPH If attacked the Clam will close if it's not taken out

Design Note on Area Terrain:

As we use minitures to interact with effects like Ash Clams or Weaver Webs, a set terrain feature or area of the board can be designated as an infestation. This whole area can then trigger the desired effects. This can be suitably decorated or just agreed on by the players and marked with a few tokens. Representative minitures can then be used to illustrate the threats and the need for 76 Ash Clam minitures for that one tunnel mission you want to do may be more attainable! Massed threats like this may require some arbitration to make effects some what more forgiving if that would be desirable.

ASH CLAM MORPHOLOGY



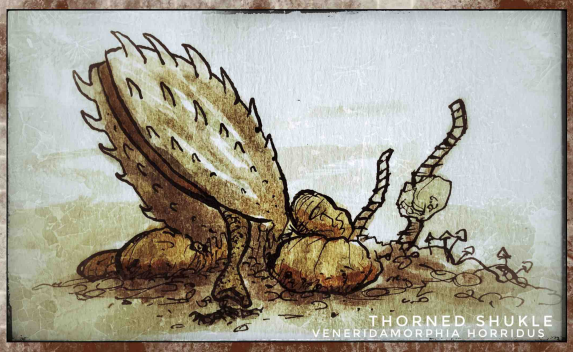
Veneridamorphia sp, are quite common on Necromunda, from the ash wastes to the underhives dead zones, may species have made the hive their home. Evolving to suit many environmental factors that present them selves in the hive city's underbelly. One of the more common is V. gigas, this giant can grow larger than a man but this growth is very slow, as it is primarily a chemosynthe.



Ash Clam primarily reproduce in colony's by asexual means, producing a runner that buds a leathery pod. Fed by the colony until large enough to defend and feed its self were it opens by shedding its outer skin. It is unknown how sexual reproduction is carried out but different colony's have been seen to join their runners, potentially trading material.



V. filamentosus prefers the sumps over just damp. Opening fully to allow planktonic life and inverts to get caught in the keratinous fibre pits inside its mantle. V. tyrannus is less passive than most, laying below the surface of debris fields and ash piles, it is set off like a land mine consuming small creatures or severing limbs off careless hivers. Hence it's common name of Quake Clam.



V. horridus tolerate drier areas, producing a dew to attract smaller creatures that it consumes with its proboscis. Valued as a resource in the hive the less toxic species are gathered for food, their shells also find many uses.





BLINDSNAKE

The Blindsnake is a classic example of Troglofauna adaptation, something quite common in the underhive.
These creatures have a heightened sense of hearing, touch and smell but have lost their under-used senses hence the common name and their lack of pigmentation. They have a chemically unusual venom. Some underhive inhabitants are know to mix the venom with a recipe of dryness fungus to create a charm in the form of a small pouch, this mixture actually enhances latent psychic ability giving the user a very mild form of foresight, gut feeling or deja vu.

"...so as I was saying the old Ratskin tailor said it would be too expensive, dangerous and difficult to make a whole garment, I said what more expensive that getting shot in the head? He took the fabric back off me and we all laughed; So we have a deal my man, I said! Huh..What do you mean I was the only one laughing Scabs?!"

Kal Jericho
Recounting the acquisition of his Jacket.

BLINDSNAKE — 25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
2"	5+	6+	2	2	1	5+	1	8+	11+	8+	11+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Venomous Bite	-	E	-	-	-	-	-	-	Toxin, Melee

WARGEAR

SKILLS Reflex Attack, Small Target

Capture creature:
When a fighter charges/fights this creature they may replace the fight action with a capture creature action. To do this they must pass an initiative test, if this fails the creature gets to interrupt with its reaction attack now, if able they must then pass an intelligence check to contain it, if this fails the creature is not captured and the fighters action ends.



HIVE CHIROPTERMAXIMORPH

Giant Skinwing:

Giant Skinwing have a huge wing span of several meters making them quite an intimidating species, they are the largest flying creature to inhabit the Underhive.

Not aggressive to larger creatures like humans, preying more on small invertebrate life and fungal fruits.

An interesting development is the symbiotic relationship they have with Hive Ghouls, Scouting and alerting them of danger and being trained as 'Pets' they have over come a lot of their fear of humans and are much more likely to attack at will.

GIANT SKINWING

32mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
8"	4+	6+	4	4	2	4+	2	8+	5+	6+	11+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Savage Bite	-	E	-	-	S	1	-1	-	Rending,Melee
Dive Bomb	E	3	-	-1	S	1	-	-	Melee,Versatile,Rending

WARGEAR Thick Hide,

SKILLS Dodge, Evade, Flight

Carrion Bats:

These large flying creatures inhabit the tunnels of the underhive. Living in small colony's and moving as a swarm they hang from the ceilings waiting for the smell of fresh blood to guide them to a meal before the rats pick it clean. This habit makes them unlikely predators and they often flee when disturbed and only tend to attack lone individuals, generally the weak, sick or injured. There feeding habit also promotes the spread of disease, due to the nature of zombification, carrion bats have an affiliation for these walking meal tickets and will often graze off of zombie packs of different types following them as they shuffle through the underhive. This makes getting bitten, how ever unlikely quite worry some. Most bat creatures are favoured eating in Necromunda but the carrion bat escapes that fate, it is instead targeted by the purge squads instead of the hunters.

CARRION BAT SWARM

32mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
8"	5+	6+	2	2	4	4+	3	6+	4+	6+	11+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Skittering Jaws	-	-	-	-	2	1	-	-	Melee,Rapid Fire (2)

WARGEAR

SKILLS Feeble, Flammable , Flight, Nimble , Small Target , Diseased

Dracomilvus:

In the hive depths an abomination lives, it is know or at least commonly agreed on to superficially shares much with other Chiroptermaxis. The more contradictory detail is that it stalks the conn tunnels of the Sump shores, seen in dusky light wading through the shallows and crawling into the larger pipework but never taking flight, due to its huge size.

DRACOMILVUS

50mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
6"	3+	6+	5	5	5	4+	4	6+	3+	6+	11+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Savage Bite	-	E	-	-	S	2	-1	-	Rending,Melee
Thrash	-	E	-	-	S	2	-	-	Melee,Disarm,Rending

WARGEAR Thick Hide,

SKILLS Catfall, Clamber, Evade, Fearsome, Mighty Leap, Nerves of Steel, Unstoppable



DATA COGITATION
INTERRUPTED
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AMBULL

Originally descended from the death world of Luther McIntyre IX the Ambull is now found quite widely distributed throughout the Solar Segmentum, regardless of a ban on their transport. Apparently entrepreneurs felt these creatures could be exploited as labour, security or just curio. This generally ended badly for those involved.

Now there old tunnels are used by many Underhive inhabitants as spacious transportation links, that is until they find out the tunnels aren't old...

Blamed for many a hive quite these creatures can be found living communities off world but this seems less common in Necromunda, this sub species seems to prefer solitude. Adeptus Mechanicus biologis have managed to utilise Ambull as a servitor, the Ambot is an effective mining aim including of Necromunda.

Ironically a live Ambull count destroy serval of it augmented brethren even when the gangs of Necromunda have tinkered with the combat inhibitors.

"Why is the cage empty?"
"I don't understand m'lord we had the bars made to the strongest specifications!"
"...And the floor..?"

Lord Lockheart
Inspecting his imported Ambull

AMBULL

50mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
6"	3+	6+	6	6	7	4+	4	6+	2+	6+	12+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Enormous Claws	-	E	-	-	S	2	-3	-	Melee

WARGEAR Chitin Armour (3+)

SKILLS Infiltrate, Unstoppable



SAVAGE MUTANTS AND FERAL ABHUMANS

In the ruins of Hive secundus lurk the remains of humanity - legend says a savage king rules over the twisted populous that have devolved into little more than ghouls. No one knows how far their influence spreads.
One things for certain the underhive didn't need anymore reasons to carry a bigger gun.

Many sentient threats hide out in the depths of the hive, most keep their distance from humanity, ostracised and hunted they lurk in the shadows eating the scraps of scraps.
But as their numbers grow and pressure is put on their fragmented society, a boiling point is coming where the underhive may face a serious feral abhuman and mutant uprising.
Where Scavvy gangs may not be organised enough to take and hold significant territory the feral need no organisation their hunger, lack of fear and empathy make them a force of nature.
Ghouls have a twisted hierarchy that drives them, other forgotten abhumans, Beastman, Rattlings and Ogryn, have years of repression to spur their resentment and many pose significant threats to your average Ganger when caught in a dark conn tunnel, most not adverse to consuming the flesh of another.

FERAL GHOUL

25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	4+	5+	3	3	1	4+	1	8+	5+	7+	9+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Chitinous Claws	-	E	-	-	S	1	-	-	Backstab,Melee
Improvised Shiv	-	E	-	-	S	1	-	-	Melee,Rending,Backstab
Pelt	3	6	+1	-	2	1	-	6+	Sidearm,Silent,Plentiful

WARGEAR Thick Hide,
SKILLS Clamber, Dodge

FERAL SCAVVY

25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	4+	4+	3	3	1	4+	1	8+	7+	8+	8+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Axe	-	E	-	-	S+1	1	-	-	Melee,Disarm
Reclaimed Autopistol	4	12	+1	-	3	1	-	5+	Sidearm,Rapid Fire (1)

WARGEAR Chitin Armour

FERAL BEASTMAN



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
4"	4+	4+	4	4	2	4+	1	7+	6+	6+	8+	0

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Two-Handed Axe	-	E	-	-1	S+2	2	-	-	Melee,Unwieldy

WARGEAR Thick Hide

SKILLS Bull Charge

FERAL RATTLING



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
4"	5+	4+	2	3	1	4+	1	8+	6+	5+	6+	0

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Stub Gun	6	12	+2	-	3	1	-	4+	Sidearm,Plentiful

WARGEAR

SKILLS Lie Low

FERAL OGRYN



M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	4+	6+	5	5	2	5+	2	9+	7+	9+	9+	0

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Club	-	E	-	-	S	2	1	-	Melee

WARGEAR Thick Hide

SKILLS Unstoppable

"They say there's a whole civilization of them, hidden below and beside and in between the normal byways of the underhive. Well not hidden exactly, everyone knows someone who's seen them. Children born with tiny horns, too many teeth or feet like stumps. But no one speaks of them if they can help it, a whole world ignored but there just the same. Until one day you stumble too deep, take a wrong turn down an innocuous alley or finally find out what's behind that weird hatch at the back of the hab block. Then you realise just as you can live your whole life never troubling the minds of the Uphivers, they have been there all along. Living, multiplying, building and learning. This is where the wild things are."

THE MUTANT

The imperium of man can be called many things, tolerant is not one, it is with sad irony then that the gargantuan expanse of humanity has created many instance to stoke the fires of this hatred, even with xenos threats on all sides man is still concerned by the perceived purity of its own blood line.

One such example of this corruption, if you will, happens in the density of hive worlds. Recycled air and water along with poor contaminated food takes its toll on the hives inhabitants, mutagenic toxins build up in the environment, permeating every facet of hive life, this causes RNA and DNA damage that leads to serious genetic instability and either death or mutation. These effects accumulate as you move down the hive. Minor mutation is so common that certain disfigurements and deformities are tolerated to a degree, even to uphivers in the Hive City it is not uncommon to see humans blighted beyond the ideal form.

That said mutants are still vilified, if you have the power or influence to buy your passage in life you may survive otherwise you will find your self hunted down and potentially destroyed in accordance with the guide lines and the strict laws of the Hive.

Only those who flee to the very depths of the underhive can hope to escape and start new lives, losing themselves amongst the ever changing squalor.

Some do turn feral, constantly hounded and oppressed they break mentally and can rampage committing atrocities on the surrounding population regardless of their guilt.

Other ferals flee to hermitage where they live out their own attempt at a solemn life.

These mutant settlements can grow, causing clashes between them and other underhivers to flare up.

But most Underhive inhabitants are generally more tolerant of mutants than other hivers. So long as mutants keep a low profile, hiding any grotesquely mutant parts or are playing a useful role in community life, they can live peacefully even along side and inside big settlements.

When it comes to most underhivers there is a strict no questions asked policy, you want something or need a task done, these issues are more important than abhuman or mutant genetics, when basic daily tasks are a struggle to survive.

FERAL MUTIE

25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
4"	5+	4+	3	3	1	4+	1	8+	8+	9+	9+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Mutie Bow	9	18	-	-1	2	1	+1	-	Silent

WARGEAR Thick Hide, Improvised Armour

Bow-Mutie

FERAL MUTIE

25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
4"	5+	5+	4	3	1	4+	1	8+	8+	9+	9+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Axe	-	E	-	-	S+1	1	-	-	Melee,Disarm

WARGEAR Thick Hide, Improvised Armour

Melee-Mutie

ZOMBIES OF THE UNDERHIVE

"I don't like it down ere Mac... What if da Rotters get us..."

"You don't have to worry Spud, Zombies eat brains, you are quite safe."

"Oh ok...thanks Mac dats good to know."

House Goliath, local Purge Squad, Taking the newbie on patrol.

The cycle of human respiration, sunlight on the hive and shifts within manifactoriums causes a rolling convection current that moves air up and down the hive. In the upper hive city massive air filters clear much of the contamination, further up in the spire lumeninator Clarifiers clean the air further.

But within the underhive these systems lay inoperable, long dead from corrosion and neglect. This area of the hive knows the convection current as the lungs of the hive, breathing in and out, yet this breath is not life giving, instead it is feared, drawing in fresh air sometimes but at other times it chokes settlements in toxic manfactorium fumes or dangerous diseases.

There have been a few notable outbreaks of zombie plague in Necromunda, luckily due to the vast nature of the hive and the diversity of life few have done significant damage and most now linger only as a mild annoyance or foot note on the upper hives radar. For the underhivers it is still a serious concern, larger settlements Purge squads stand ready, on hand to fumigate infected settlements in fire and chemical foam, least their settlement be next.

Other causes of zombification are on a much smaller scale, from hive winds bringing through a cloud of Cordycepia that infects the weak or unlucky, to a patrol stumbling headlong into a brainleaf vine.

All zombies behave in a similar fashion, they seek out ways to spread their infection before their body decays beyond use.

How ever savage these outbreaks, this life span, is the limiting factor in zombie plagues, they are generally unsustainable.



UNDERHIVE DRAINAGE
RAW OVERFLOW SECTOR 7F COMPARTMENT 0046B

PLAGUE ZOMBIES

Caused by a pathogen of the same name it has become more commonly known in the hive as the "Curse of Unbelief". This curse was once rife in the underhives of all the major sprawling hive cities on Necromunda.
Just breathing in air tainted by these bloated fettered abominations can cause its on set, while physical contact is even more likely to spread the infection, yet there is no certainty when it comes to the Zombie plague, for it seems that staunch believe alone may not ail the sick of this infection but it certainly reduces the severity of it and may just stop you getting it in the first place.
Zombie Plague is both a physical miasma and warp born condition of the mind, this makes the infection very difficult to fully remove from a population once knowledge of its existence has spread. Because of this though it is believed that the psychically attune can sense and even attain a level of control over these Zombies. Story's still abound of the Ghoul Whisper, Heretic and Rogue Psyker Kerlot Velos.

PLAGUE ZOMBIE 25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
3"	5+	6+	3	4	1	6+	1	8+	3+	3+	11+	0

WARGEAR Rotten Flesh
SKILLS Diseased (PLAGUE)

Shamblers

PLAGUE ZOMBIE 25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
3"	5+	6+	3	4	1	6+	1	8+	3+	3+	11+	0

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Improvised Weapon	-	E	-	+1	S	1	-	-	Melee

WARGEAR Rotten Flesh,
SKILLS Diseased (PLAGUE)

Aggressors

Diseased and Diseased (x)
If any damage dealt by a creature or fighter with the Diseased rule results in an injury roll also roll a D6 (Contagion Roll), on a roll of a 1 the fighter that received the injury must roll on the 'Contagions lasting injury table'. If a fighter is put out of action by that injury roll they must roll on the 'Contagions lasting injury table' as well as the normal Lasting Injury table, regardless of the Contagion Roll. With the Diseased (x) special rule, you still make a contagion roll for injured models but if successful you do not roll on the 'Contagions lasting injury table' instead they receive the listed(x) contagion.

BRAINLEAF ZOMBIE

The greyish vine of the brainleaf is terribly inconspicuous, it's bland featureless appearance and grey colour allow it to blend seamlessly incognito with the rubble of the long neglected areas of the hive.

This plant like life form has a basic intelligence that is contained within each of the spade shaped pads on the ends of its vines, these are vascular in nature allowing the vine to suddenly expand in size and stretch out towards heat sources attaching its 'leaves' ideally to the head of its victims.

These hook on inject a potent cocktail of toxins to momentarily subdue their prey while they inflate, pumping microscopic nerve fibres just below the hosts skin, once inside they connect with the preys nervous system, once the link is made the fibres grow towards the central nervous system until complete control of the host is achieved.

The Brainleafs new zombie is like a mobile life support and defensive system for its young, as the pad matures within the hosts body it has all the fertiliser it needs to start a new Brainleaf colony and while still alive the zombie can protect the fledgling Brainleaf vine until a suitable growth spot is found where the vine will cause the host to dig its own grave and climb in.

Brainleaf plants have been seen parasitising already subdued hosts of other Brainleaf colony's, this is possibly by mistake or possibly to share genetic material, more study is needed.

BRAINLEAF ZOMBIE

25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
4"	4+	5+	3	4	1	5+	1	7+	4+	4+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Fighting Knife	-	E	-	-	S	1	-1	-	Melee,Backstab
Reclaimed Autopistol	4	12	+1	-	3	1	-	5+	Sidearm,Rapid Fire (1)

WARGEAR Flak Armor,

SKILLS

Fresh

BRAINLEAF ZOMBIE

25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
4"	4+	5+	3	4	1	5+	1	7+	4+	4+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Thrash	-	E	-	-	S	1	-	-	Melee,Disarm,Rending

WARGEAR Rotten Flesh

SKILLS Diseased

Putrescent

CORDYCEPIA ZOMBIE

One of the most feared plagues is the Cordycepia Fungus, a parasitic infection that attempts to take control of its host to complete its life cycle and spread. Many species exist, consuming everything from Spiders to Humans.

The Cordycepia Zombies are much more aggressive than Plague or Rotter Zombies as the fungus does not kill the host as quickly, the hosts are still breathing, eating, drinking creatures, but are now at the funguses whim. It then grows rigid plates and vent like towers all over their body.

Once enough have formed the zombie moves to a suitable spot and self destructs, terminating the human part with a chemical that also causes the ripening of the fungal spores packed into its plates and towers. The corpses left by the Cordycepia act as grim totems to its horror, twisted and contorted human forms left dangling from ladders and trusses.

The spores are carried though the lungs of the hive to infect another unlucky settlement. Larger settlements have a heavy reliance on purge squads to clear local infestations of Cordycepia and maintain makeshift lumeninator Clarifiers in the cavernous air conn towers and to a lesser extent tunnels, to best dispel this infection.

CORDYCEPIA ZOMBIE

25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
4"	4+	6+	4	3	1	5+	2	8+	3+	3+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Improvised Weapon	-	E	-	+1	S	1	-	-	Melee

WARGEAR Thick Hide,

SKILLS Frenzy

Immature

CORDYCEPIA ZOMBIE

25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
4"	3+	6+	4	3	1	5+	2	8+	3+	3+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Chitinous Claws	-	E	-	-	S	1	-	-	Backstab,Melee

WARGEAR Reinforced Layered Chitin Armour

SKILLS Fearsome, Frenzy, Diseased (Cordycepia)

Developed

"All right, all right, calm down.
Listen to me.
I'm no stranger to scary situations.
I deal with them all the time.
Now, if you just stick with me, Spud, we're gonna be...
HOLY CRAP, SPUD RUN!!!
I never seen that thing before in my life.
I don't even know what the hell it is!
We got to get out of here Spud!
It's gonna kill us!
We're gonna die!
We're gonna die, Spud!"

Mac 'the wrench' Holser
House Goliath,
local Purge Squad.

ROTTER ZOMBIES

These walking puss bombs are the result of numerous vectors, from Rot fly parasites, to Fat Flukes and Bletchers nematodes, all these creatures eat the host alive often leading to the onset of numerous other infections both parasitic and bacterial in nature.
But none of these infections want a quick death for the host so often the host is left wondering about it a feverish stupor, part comatose from the toxins and damage to their bodies but spurred on to live by their own survival instincts mixed with a cocktail of chemicals that the parasites use to keep their incubator alive.

ROTTER ZOMBIE

25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
3"	5+	6+	3	4	1	6+	1	8+	3+	3+	11+	

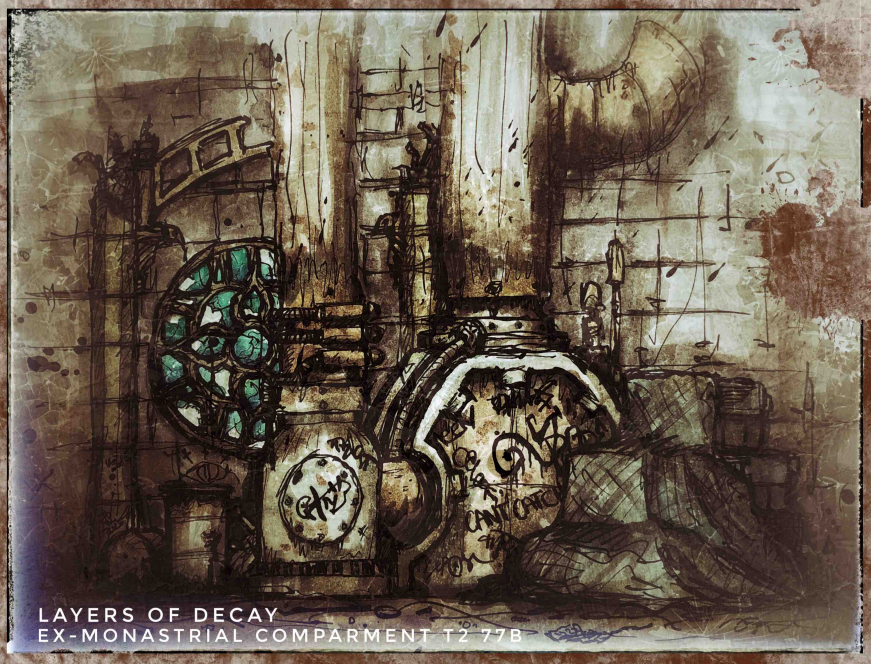
Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Horrific Plea	E	3	-	-	-	-	-	-	Versatile,Fear

WARGEAR Rotten Flesh,
SKILLS Diseased, Feeble

Even when confronted with the least dangerous of the hive zombies it's still best to shoot first.
After all best put the poor creature out of its misery and above all don't touch!

Rule 1
Purge Squad
Lexus Guardian Spear

The layers of construction within the hive cities also leads to layers of decay. Huge populations many left behind and forgotten, fill spaces ripe with squalor serious epidemics aren't far behind. Humans have. Become increasingly resilient to these conditions but it is a never ending arms race between the infected and infection that only brings misery and suffering.



LAYERS OF DECAY
EX-MONASTRIAL COMPARMENT T2 77B



DATA COGITATION IN PROGRESS...

STAR FLYS

One of the few natural wonders of the hive, Star Flys glow brightly by pumping a fluid rich in magnesium ions to the base of the wings, this reacts with enzymes to create a chemoluminescence that is channeled up the wings with fibre optic like structures and dispersed using specialist scales. This creates a dazzling light show as the flies flutter about pulsing their light show to attract mates. The flys are short lived but breed rapidly their young consuming the plentiful fungal and algae matting that cover the damp areas of the hive. It is a common tradition to watch the Star Fly hatch over the rising tides of the Sump as the sluice systems open of an evening.

'It was nice here' Sledge thought to himself as he looked out into the darkness and watched the Starflies dance.

Yllmire is not in fact a nice place, it is a tiny collection of human wreckage clinging to the edge of the great moras of sludge and slime that drained down from the floors above and that stretched away beyond sight. People is probably too polite a term for the beings that live here scratching what little they can to just survive one more day.
But Sledge was from up above, a place of smoke and sparks. Where people with angry faces and cruel hands kept trying to make him into something more to their liking.
"You could put a bullet in one ear and out the other without hitting anything worth having, might as well try it on him first." He remembered that clearly but couldn't quit grasp what it had meant, only that he had liked what came after even less than what went before.
But now he was here where it was warm and wet and no one ever so much as looked at him funny. The fact that this was because he could probably kill anyone in the entire settlement with a slightly agressive sneeze had not permeated his awareness. As far as he knew these where his friends, they gave him food, shelter and little shiny things fished from the muck and if on occasion someone asked him to walk with them when they took their wares to trade or to please have a 'word' with that Cawdor rat who was getting bright ideas well that was fine with him.

He glanced up as one of the outlets gave an almighty gurgle and dumped yet more bile into the pervading sludge sending clouds of glittering insects into the air. Unusually they didn't settle right away but continued to whirl and spin as if kept aloft by some disturbance beyond the initial outpouring. Curiosity was not an emotion Sledge usually found himself given to, in his experience it usually ended in screaming, although his or someone elses was rather more nebulous. But something about the sparkling vortex was making some deep primal part of his psyche sit up and sniff the air, so he set off.

It was a woman, that much was clear, lying in a heap half sunk in the ooze surrounded by a constalation of glowing wings. As he got closer he started to feel decidedly odd, like little sparks where running up and down his veins and it was so quiet. Sledge had never known quite like it. It was like the buzzing that always sat at the base of his skull was gone, cleaned out, silenced. He edged up to her, cautious for possibly the first time in his life and looked down. His first thought was that she was far to fine a thing to be cast aside like he had been. The second was that this made him inexplicably angry. But the anger seemed to be coming from a long way off, dropping fully formed into the new hushed void inside his head. Another strange notion took him and he bent down to pick her up, heading back towards the lamps of Yllmire. The Starflies continued to swirl and glint around them, until he felt her fingers flutter against his arm and heard a whisper inside the still blissfully peaceful cavern of his skull.
"Can you keep a secret?"

Peaceful Minds:
Areas where the Star fly's flutter have a almost mystic calming effect on those that observe them. Any fighter attempting to test their cool during the end phase gets +1 to their roll while within 12" and line of sight of area terrain marked with a Star Fly Swarm.

SLUDGE JELLIES

The common name given to a mixture of creatures of several different family's that inhabit the watery areas of chemical waste, condensate and effluence that litter the underhive. They are a mixture of jelly like creatures, some giant unicellular eukaryotes others are colonial organisms composed of medusoid and polyploid zooid. The common factor of these creatures is there potent sting and translucency. Most struggle to move on land but some can venture on to moist areas close to body's of water to feed on the biofilm that grows at its edge. Not aggressive these primary detritivores will still latch on to people careless enough to swim in these waters and their stings will encourage more to do the same they will happily attempt to dissolve and consume anything organic regardless of how hard it kicks.

"Me officer, no I ain't seen him since last Tuesday when he came storming in here waiving his Stub around accusing me of this, that and the other thing. Bad for business that kind of talk, I'm just making an honest living. Out back? Just the drainage system. Yes, sir. If I hears from him I'll be sure and let you know."

'Arry Mudd (King of the Golden River)

SUMP JELLY

32mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
1"	5+	6+	3	1	1	5+	1	8+	3+	3+	12+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Flail	-	E	-	+1	S+1	1	-	-	Melee,Entangle

WARGEAR

SKILLS Aquatic, Feeble, Reflex Attack

GIANT SLIME

32mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
2"	4+	5+	2	2	3	5+	1	8+	3+	3+	10+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Acid Spray	6	8	+1	-	3	1	-1	3+	Rapid Fire (1),Plentiful,Sidearm

WARGEAR

SKILLS Aquatic, Grapple

HIVE CONSUMERS

BOREWYRMS

25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
3"	4+	6+	3	4	2	5+	2	7+	5+	4+	11+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Savage Jaws	-	E	-	-	S	1	-1	-	Melee,Shred

WARGEAR Layered Chitin Armour,



Gastrophor (collectible)
Collected for comsumtion or extraction of rare metals. Certain species of gastrophor pearl rare materials in the core of the shell. These can be collected and sorted to create very valuable materials. But it's impossible to tell if the shell is of any value on collection until it is processed. The shell can be sold to dealers or it can be sold to producers. **Dealers** buy at a flat rate of **D3x10** credits depending on current availability.
Producers buy depending on content (roll a D6):
1-3 Iron scrap and entrails = zero credits.
4-5 Rich mixed materials = 10 credits.
6 Pure Crystalline material = 100 credits.

Many creatures dig their way through the rusting heaps of material that lay plentifully around the domes and tunnels of the underhive.
One of the most fecund is the Borewyrm, it's damage can be seen through of the underhive.
It and more commonly its young can be seen crawling around in dim and damp areas looking for organic material to supplement their diets. They must gather quite the selection of material to allow them to synthesise the corrosive compounds that help them to cut into the metal and ceramic hive structures. This is common trait shared by the hives decomposers.
As the hive ages the biocides contained within the structure to prevent such attacks become inactive and many organisms are able to attack it.
Anywhere acidic water pools fungal ferumorphs use symbiotic bacteria to consume metallic minerals in the plasteel and ferrocrete building materials, gastrophor consumes these fungus to build their own ferumorphic structure in the form of a pyrite shell and coat of scales. Some Gastrophor grow large and the flesh is quite edible if somewhat metallic in flavour.

DATA COGITATION
IN PROGRESS...
PARTIAL LOAD...
RECONNECTING...
FAILURE...
CONTACTING
SANCTIONED
TECHADEPT...



THE GREEN MENACE

Not much needs to be said of the green skin menace, so ubiquitous a thorn in the imperium side children learn of them from bedtime story's and Imperial propaganda.
Their hybrid physique makes them one of the hardest known creatures and certainly the hardest complex life form in the Solar Segmentum.
Having been present on Necromunda since the great crusades there is well established protocol for dealing with Ork infestation.
Luckily Necromunda and the hives are in essence an anti Ork environment, the ash wastes are far from suitable breeding grounds and the underhives maintain a vast and complex establish web of organisms that happily eat or out compete Ork reproduction.
Therefore the orks only real bastion is the cave systems of the ash wastes, heading out to scavenge and raid the outer hive walls and settlements where possible. Careful they must be though, the planetary defence force's will be happy to torch these caves at the slightest rumour of Ork activity.

ORK BOY

32mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	3+	5+	4	4	1	4+	2	7+	5+	6+	9+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Shoota	6	18	+1	-	4	1	-	4	Rapid Fire (1)

WARGEAR Flak Armor, Improvised Armour, Thick Hide

Shoota Boy

ORK BOY

32mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	3+	5+	4	4	1	4+	2	7+	5+	6+	9+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Slugga	4	12	+1	-	4	1	-	4+	Sidearm
Choppa	-	E	-	-	S	1	-1	-	Melee,Disarm,Rending

WARGEAR Flak Armor, Thick Hide

Choppa Boy

ORK BOY

32mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
4"	3+	5+	4	4	1	4+	2	7+	5+	6+	9+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Big shoota	12	36	+1	-	4	1	-	6+	Rapid Fire (2)

WARGEAR Flak Armor, Thick Hide, Improvised Armour,

Big Shoota Boy

ORK NOB

40mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	3+	5+	5	5	3	4+	3	6+	4+	5+	9+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Slugga	4	12	+1	-	4	1	-	4+	Sidearm
Big Choppa	-	E	-	-	S	2	-2	-	Melee,Knockback,Disarm,Rending

WARGEAR: Flak Armor, Thick Hide, Improvised Armour, Stikk Bombz

SKILLS: Bull Charge, Unstoppable

ORK GRETCHIN

25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	5+	4+	2	2	1	3+	1	10+	7+	7+	8+	

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Grot Blasta	4	10	+2	-	3	1	-	4+	Sidearm

WARGEAR: Flak Armor, Thick Hide,

SKILLS: Clamber, Lie Low

"At 8 foot tall you'd all be brickin it too, it damn near flipped our Ash Raider over with its bare hands, a guttural roar followed by a hail of lead and we all hit the deck. I crawled into the wind ditch's on Serrano Settlements west wall. Dario made a break for the gate and took a slug to side of his face, I tell you there was little left to recognise him. We all started pulling grenade pins, if it wasn't for the passin Valkyrie me boys an me would of ended up Ork food and the family's in Serrano would have been next."

Sasha Crimm,
Ash Runner,
House Orlock

Ork wargear:

Crude but effective Ork gear is made for the rugged physique of the Ork race, humans will find it very difficult to utilise their gear beyond for scrap parts.

If you wish to use Ork weapons in your games that maybe you've scavenged as a trophy from some unlucky Orks consider consulting your Arbitrator on how best to intergrate them in a fair and fluffy way.

Stikk Bombz:

These huge grenades are chemically crude so regardless of there size they aren't the most dangerous of explosives, it's still eat to duck for cover if your ever unlucky enough to find one lane at your feet.

Stikk Bombz are a Frag Grenade.

UR-GHUL

This xeno race is not known to breed in the hives but a few reports and at least one specimen has been recorded. One quite unbelievable but possible report was that disreputable uphive youths had imported and released Ur-Ghul into the underhive and tracked its progress via Augur-skull. Ur-Ghul's preternatural ability's are supported by its extraordinary sensory array. There face lacks eyes instead a large set of pits that channel deep into the cranial caveity of the creature allowing it to sense, smell, vibration and heat as well as the ebb and flow of the warp. Without their own psychic energies they can track and predict actions and movements to give them an uncanny edge in combat. Adding to this set of ability's the Ur-Ghul have very resilient skin and a flexible skeletal structure allowing for disturbing levels of contortion.

If anyone ever addresses you with any sentence beginning with "Look..".
Brace yourself.
If the speech continues " Look, all you have to do..."
Double your fee.
If on top of deploying this conversational napalm, the person addressing you is quite clearly an Uphiver with a cape tossed over his head, slurring considerably and gesturing to a large rattling crate with what look suspiciously like air holes drilled in the top.
Just turn and walk briskly away.

-R. Muldoon - Private Baggage Courier

UR-GHUL

25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
8"	3+	6+	4	3	3	3+	3	6+	3+	3+	8+	0

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Chitinous Claws	-	E	-	-	S	1	-	-	Backstab,Melee

WARGEAR Thick Hide

SKILLS Catfall, Clamber, Dodge, Evade, Mighty Leap, Spring up



UR-GHUL TRACKING THROUGH AN ABANDONED SERVICE TUNNEL
PURPORTED FOOTAGE FROM EYE OF SELENE

PURE STRAIN

"I heard a rumour that had me question the sanity of my fellow hive citizens. Tyranids here among us... Nothing as heinously xeno could possibly have infiltrated the imperial hive world of Necromunda. Further more this foul xeno could in no way have set up an elaborate and advanced network of gene altered human hybrids bound to serve the whims of its xeno masters. Such rumours are an affront to the God Emperor. I proclaimed to this man; How could what are clearly no more sophisticated that a bunch Sump Grubs, a disease no less, manage such a feat. He had no answers. On leaving the dusty drinking hole I had another rude encounter, I saw a hiver with a curious snake charm, I enquired where in the market he had bought it as I was very found of such creatures, the darnedest thing happened, he hissed at me, shoved the trinket into his coat and marched off the other way! Strange man hissing at me... must really like snakes."

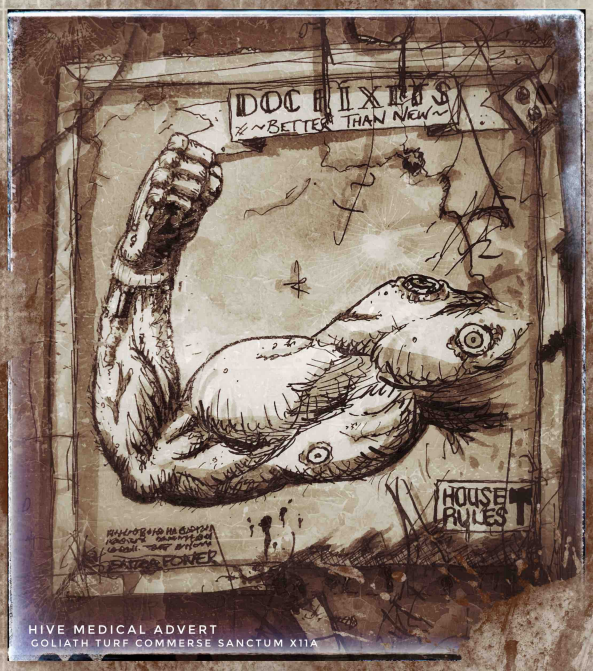
Drake Livingston,
Recounting a trip to Last Lurch Market

On page 100-101 of The Book of Ruin there is an excellent selection of rules for creative types to put together your own horrors of the hive depths, the example shown is of a Pure Strain Genestealer. I would recommend adding that section of rules to your Arbitration kit.



HIVE ADVERTISING FLYER
SHOWING A POPULAR MID TEIR NUTRITIONAL PRODUCT

Deploying mobs, Arbitration and Blip tokens:
In Arbitrated scenarios you can consider deploying creatures as a tool to mix up a mission or balance out a lop sided fight. Another way to use Mobs is to use a set of tokens with names and/or numbers on, placed face down before gangs are deployed, these are not uncovered untill line of sight is drawn to them. Consider having some of these Blip tokens as empty decoys.



HIVE MEDICAL ADVERT
GOLIATH TURF COMMERSE SANCTUM X11A



DATA SINK DETECTED...

SERVITOR AND AUTOMATA

Long forgotten tasks still being carried out, clearing, constructing, sampling and testing all futile at their pace. Clearing debris that continues to be added to by endless decay, the last servitor of a rota continues its task regardless of the hives progression, its brethren broken down, stolen or crushed by hive falls and quakes. Most are little more than ghosts of the hive but some with faulty combat protocol can provide quite the danger.

CONSTRUCTION SERVITOR

Lacking complex combat subroutines will not stop it crushing the life out of something with heavy construction equipment. It is best to keep your distance from a twitchy construction Servitor least it's mistake you for a nail.

COMBAT SERVITOR

Never the most proficient of mankind's weapons they still fill a vitiate role as a platform for heavy weapons, most long spent of ammo, but who wants to go find out.

ROGUE SERVO SKULL

Corrupted or damaged, disconnected or abandoned, some repurposed, some ancient. A common sight in the imperium, not fully understood but still mass produced the seemingly simplistic antigravity generators that propel servoskulls are made and distributed on mass to allow for the construction and use of servoskulls as Scribes, Aurgur, Medicae, Auspex and Point-fire constructs.

ROGUE AUTOMATA

These ancient constructs are mostly found stripped bare, a rotting machine carcass yet still an ominous silhouette to behold. But there is still a chance of coming across a forgotten Giant Automata in the depths of the underhive.
Long forgotten and long corrupted, it's mechanisms grind along with unknown purpose. Most would likely stride right past you like a ghost, but others corroded by the passage of time have become a kin to beasts wrecking havoc on anything or sometimes nothing that it's faulty scanners decide is a threat.

The Flesh is Weak (Automata):
Any creatures with the Automata Skill must pass a willpower check to make an action. They also cannot suffer Serious Injury, instead they take a Flesh wound. Additionally Flesh Wounds do not lower the toughness of creatures with the Automata skill. However they still go out of action once the number of flesh wounds is equal to their toughness.

ROGUE SERVOSKULL

25mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
6"	6+	4+	2	2	1	4+	1	9+	4+	4+	9+	0

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Autopistol	4	12	+1	-	3	1	-	4+	Sidearm,Rapid Fire (1)
Digi Laser	E	3	-	-	1	1	-	6+	Melee,Digi,Versatile

WARGEAR Flak Armor,

SKILLS Dodge, Evade, Nerves of Steel, **Automata**, **Fly**

ROGUE SERVITOR COMBAT SERVITOR

32mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
4"	5+	4+	4	4	2	5+	2	9+	4+	4+	9+	0

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Heavy Bolter	18	36	+1	-	5	2	-2	6+	Rapid Fire (2),Unwieldy
Servitor Combat Weapon	-	E	-	-	S	1	-1	-	Knockback,Melee

WARGEAR Mesh Armor, Ablative Overlay

SKILLS Iron Jaw, Nerves of Steel, Unstoppable, **Automata**

ROGUE SERVITOR CONSTRUCTION SERVITOR

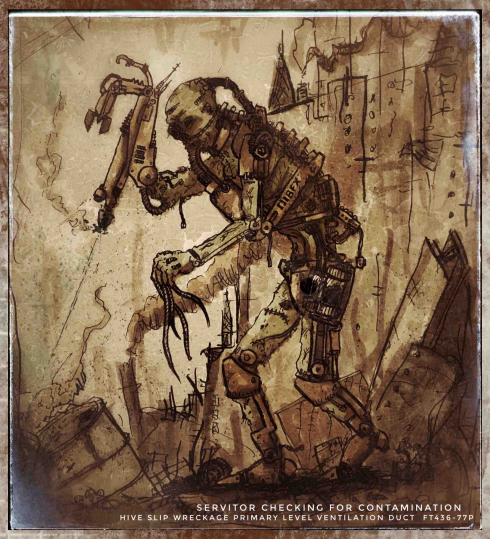
32mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
4"	5+	5+	4	4	2	5+	1	9+	4+	4+	9+	0

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Las Cutter	E	2	+1	-	9	2	-3	6+	Melee,Scarce,Versatile
Servo-arm	E	3	-	+1	S	1	-	-	Melee,Versatile

WARGEAR Flak Armor,

SKILLS Iron Jaw, Nerves of Steel, **Automata**



Hulking:
These Fighters and Creatures ignore the effects of unwieldy.

Designers note:
The profiles in this book are a guide to creating interesting and exciting encounters, there is never hard and fast rules when trying to tell a great story or having fun is concerned. Change things up! If your servo skull model has an autogun or even a melta gun why not use it!

ROGUE AUTOMATA

60mm

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
5"	4+	4+	6	8	8	5+	3	9+	4+	4+	9+	0

Weapon	S	L	S	L	Str	D	Ap	Am	Traits
Heavy Stubber	20	40	-	-1	4	1	-1	4+	Rapid Fire (2),Unwieldy
Augmetic Fist x2	-	E	-	-	S+1	2	-1	-	Melee,Knockback

WARGEAR Carapace Armor - Heavy,

SKILLS Crushing Blow, Hulking, Hurl, Iron Jaw, Nerves of Steel, Unstoppable, **Automata**

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00100000 01100110 01101001 01110110 01100101
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DILAPIDATED SERVOSKULL
STILL OF USE... AT LEAST FOR TARGET PRACTISE

SKULL KING

'Not sure you need to worry about automata like that, humans are the cheapest machines the imperium has, fed and watered, self replicating and with just the right incentive of fear they can do almost anything. Pointed in a direction and given a cycle of perpetual exchange and they'll even think its their idea."

Ol'pep,
House Orlock,
Black Flag Pack,
Retired
Quartermaster

The cogitator matrix used by the imperium is an amalgamation of organic life and electronic technology. Under disrepair, chemical contamination, solar radiation, and warp exposure, these machines attempt to adapt and self repair their systems. This combined with the corruptions transforms and in a way mutates the system by combining technology and contaminants from around them.

Servoskull are particularly prone to this malediction, moving around varied environments, scanning and interfacing with different technology they become corrupted with age or Technovirus. Under certain situations multiple Servoskull fail during uncoupling or during repairs, a mass of mechatendril and electroprobe starts to accumulate. Even Servitors and random sections of machinery or weaponry gets caught up in the mass either by accident or by some strange attempt to become something more.

SKULL KING

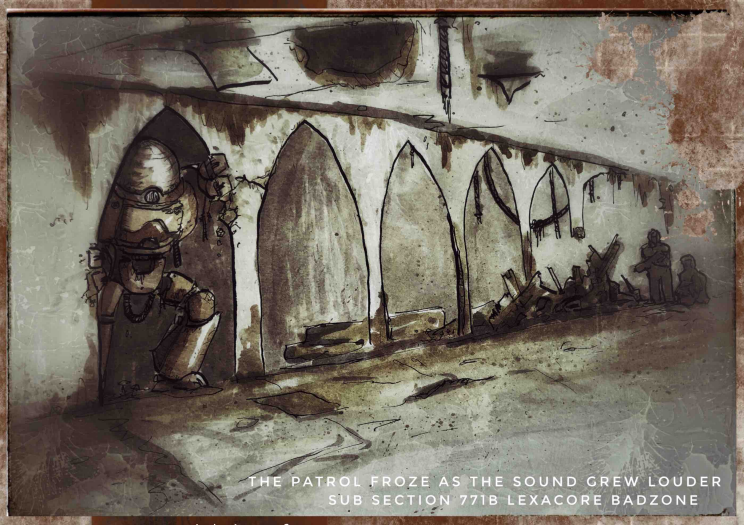
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP
4"	4+	4+	4	4	4	4+	D6	8+	4+	4+	8+	

	Weapon	S	L	S	L	Str	D	Ap	Am	Traits
1	Autopistol	4	12	+1	-	3	1	-	4+	Sidearm,Rapid Fire (1)
2	Flamer	-	T	-	-	4	1	-1	5+	Blaze,Template
3	Mining Laser	18	24	-	-1	9	3	-3	3+	Unwieldy
4	Combi-Weapon - Laser	18	24	+1	-	3	1	-	2+	Combi,Plentiful
5	Combi-Weapon - Plasma	12	24	+2	-	5	2	-1	5+	Combi,Rapid Fire (1),Scarce
6	Inferno Pistol	6	9	-	-	8	2	-3	6+	Melta,Scarce,Sidearm
1	Digi Laser	E	3	-	-	1	1	-	6+	Melee,Digi,Versatile
2	Mechatendrils	-	E	-	-	S	1	-1	-	Disarm,Entangle,Parry,Melee
3	Arc Welder	-	E	-	-	S+2	3	-3	-	Blaze,Melee
4	Clamp	-	E	-	-	S	-	-1	-	Disarm,Entangle,Melee,Web
5	Reinforced Scrap shield	E	2	-	-	S	1	-	-	Melee,Knockback,Assault (Shield)
6	Las Cutter	E	2	+1	-	9	2	-3	6+	Melee,Scarce,Versatile

WARGEAR Flak Armor, Reinforced Scrap Shield , SKILLS Flight, #Error

#Error

Corrupted programming and unsactioned systems warp the cogitators grasp of reason and its actions are irrational and erratic. When The Skull King makes a ranged attack action roll a D3 to find out the number of weapons it will fire, then roll a D6 for each and make an attack with the corresponding ranged weapon. Similarly in close combat roll a D6 for the number of attacks then roll that many Dice to see what close combat weapons are used. Each weapon, ranged and close combat, must have a different target if able.



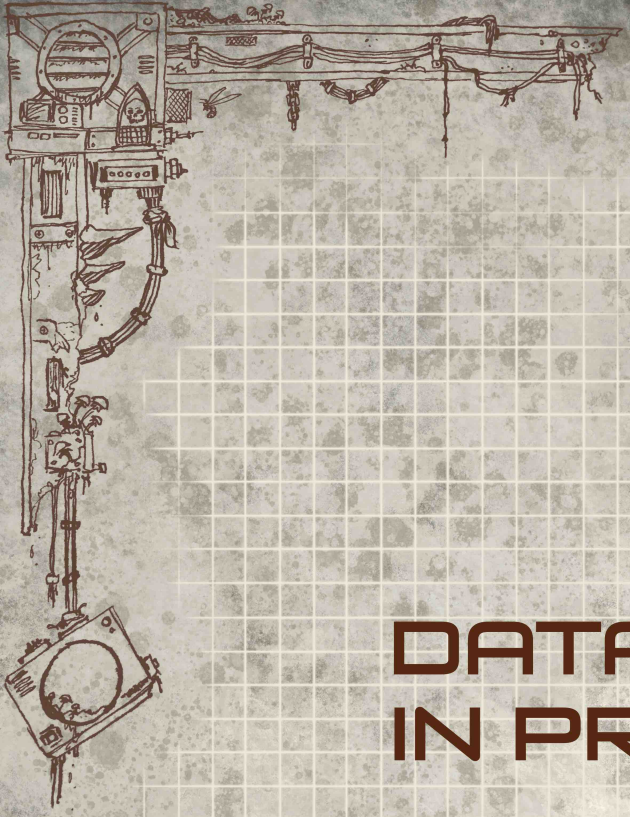
A rare sighting of an ancient Rogue Automata



TECHNOFETISH

Once human but now more machine than man, rampant modification has led to the obsession, from the flesh is weak and that the blessing of the. Ominsaar to a loss of humanity and disconnect from reality. Techofetish live for cybernetic enhancements and rare technology

DATA COGITATION IN PROGRESS...



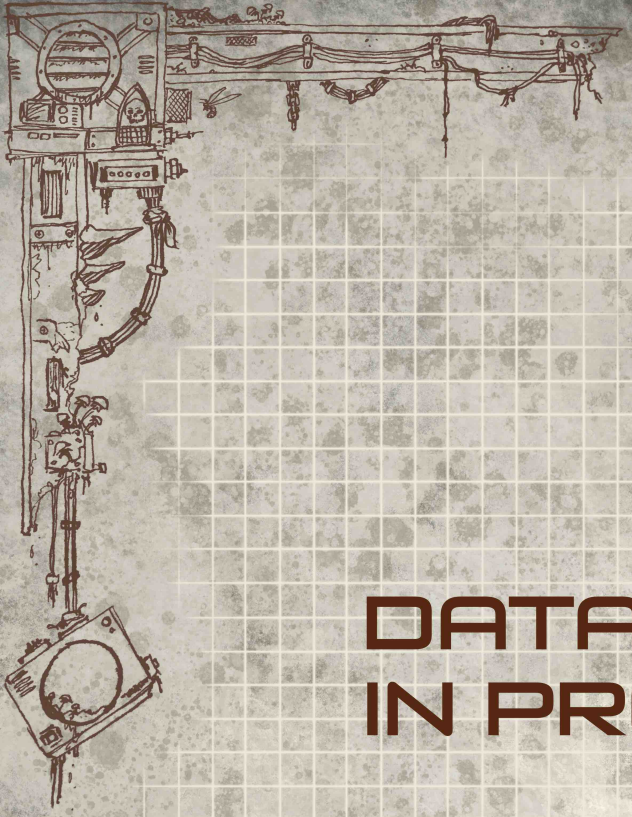
DATA COGITATION IN PROGRESS...



DATA COGITATION IN PROGRESS...



DATA COGITATION
IN PRO{/A±...
ERROR STATE
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DATA COGITATION IN PROGRESS...

UNDERHIVE FLORA

"You known that interesting plant you got to go out front of the shop, I swear it asked me to feed it?!"

Trader
Audred Seymaw

To catalog the underhives less motile life forms we will refer to them as Flora, regardless of their taxonomy, just as long as superficially they sit closer to a grouping like plant or fungal life than animal life.

The vast melting pot of Necromundain, Xeno and Terran life has created a impossibly complex web of taxa.

From the vast numbers of imported products that enter Necromunda via the Eye of Selene or local house spire docks, to those smuggled in under the nose of House Helmawr, multiplied by the many century's of Necromundan colonisation there are many private specimens brought in for scientific or economic benefits that have found their way out side of confinement and into the underhive. From Hydro Domes to more modest grow facilities the hive does require a certain level of farming to sustain its population and economy. These are another source of containment failure that has lead to the proliferation of life in the underhive,

Able to survive on the vast wealth of nutrient rich fluids dripping and condesating down into the many derelict and abandoned spaces. This water collects in ditches and sumps to create great variation in habitat.

Many of these spaces still have there automated environmental systems running, pumping in air and lumens glaring allowing for photosynthetic life to flourish.

In next few pages we will explore some of the species that I have encountered that are remarkable for their use, threat or proliferation.

Collection (Flora or Fauna).

Collection is considered a simple action. To perform this action the fighter must be within 1" of the target. Each collection action gathers 1 specimen unless otherwise stated. If you do not have adequate storage when you repeat the action the previously collected item will be dropped. If a friendly model is within 1" and has storage it can instead be passed on.

If something can be collected it will have the collection rule in its profile entry page, otherwise it might have the capture rule or if it has no use it will have neither.



OVERGROWN XENO FLORA
PARTIALLY COLLAPSED HYDRO DOME EXO-9959F

RUBBER MOSS

With traits similar to lichen and mosses this Eukaryote unsurprisingly grows as a carpet, it has a tough but stretchy leathery outer skin with spongy flesh filled with gaseous bladders. These bladders form as the moss uses a symbiotic bacteria to help it breaks down the chemical material around it creating a mix of carbon dioxide, hydrogen sulphide gas. As the gas builds up under pressure, trapped in the moss, it becomes quite turgid. This gives the moss a ready source of carbon and it's tough skin plus gaseous and acidic interior make it quite unpalatable to most of the hives consumers. This also has a side effect that larger creatures that may wish to eat the moss, can explosively decompress it when they disturb it with enough force. This causes no real harm but is enough to scare off a hungry Wrack Rat or unbalance a running human, which unsurprisingly in the precarious terrain of the underhive often resulting in disastrous consequences. Due to its chemosynthesis most of these rubber moss species do not favour or even need light so it can often be found growing in the dimly lit catwalks of hab dome buttresses or the walkways down the sides of conn tunnel sluice ways and these are places it is best not to fall off if you like being alive.



Rubber Moss Area:
Areas designated as Rubber Moss can be risky to cross. To be safe the fighter must slow their movement by 50 percent, rounding down, if you don't wish to risk triggering the moss. Otherwise each time a move action comes in contact with or starts on an area of Rubber Moss the fighter must pass an initiative test, slipping on the moss and becoming pinned if it fails. If the failed roll was a 1 the moss explosively decompresse launching the fighter D3 inches in the direction of a scatter dice. This can cause them to strike an obstacle or fall off a ledge and take damage.

If a fighter is forced to become Pinned by an attack while on Rubber moss they automatically set of the decompression.

Shooting damage does little to effect Rubber Moss, but template or blast weapons will clear an area equal to the maximum width and length of the template that passes over them. If these weapons have the defoliant ability then the whole area effected is destroyed as the defoliant spreads setting of a reaction that kills the moss. Afighter on the moss when this happens becomes pinned.

GAS FUNGUS

The collective term for a variety of somewhat unrelated fungus that convergent evolution has given the ability to release their spores along side chemically potent gases.
The effects of the Gas Fungus are as varied they are shaped, some not having any clear benefit to the fungus at all from empowering you to confusing or straight up killing you, it certainly is a risky business taking your chances in a field of fungus your not familiar with.

Gas Fungus Area:
When moving through or stopping in an area of Fas Fungus there is a chance they are releasing spores, roll a D6, if you moved into and stop in the area you are effected on a 4+, otherwise if you passed through ending your move outside the area of the gas fungus your only effected on a 5+. If affected roll once more to determine the effects the toxin had on you:

1- Grabbing your throat you desperately gasp for air the intoxicating fumes make you collapse. You are seriously injured.
2- Retching at the smell and itching sensation of breathing the spore you vomit, unfortunately it's a lot of blood. Suffer a flesh wound.
3- Wow these mushrooms are colourful, maybe to colourful, why is the air colourful, and my hands? Oh now there melting! You hallucinate and count as broken.
4- Why do these fungus have eyes? And why are they looking at me, no wait they are looking through me at my very soul! You breakdown and gain a madness token.
5- The rich smell of fungus calm your nerves and focuses your mind. For the remainder of the battle you gain +1 cool and will to a maximum of 4+.
6- Raw fungal fumes rush into your bloodstream like a hit of the finest stimm credits can buy. For the remainder of the battle you gain +1 strength and toughness to a maximum of 5+.



BIO-WIRE

"You saw a little bush.
You swore that bush was somebody creeping up on you. A perfect soldier in that war would have been someone with no imagination what so ever.
But we all had to much imagination."

Correspondent about watching over the fields of bio-wire from the trenches.
Roy Henley, CAWW1 division Veteran, Necromundan Spiders

Known in the underhive as wire weed, this plant is a gene edited creation, of mankind. The product of extensive work to create a cheap and effective organic barbed wire that can be genetically manipulated to grow to the shape it is required in any given campaign.
Because of this it has found its self an invasive species in many environments. Growing out of control within the tight confines of the underhive it offers just another obstacle to exploration or more importantly escape.
When the shots start flying or a hungry millisaur is attacking you, trying to leap or dodge a bunch of wire weed might seem the lesser of two evils. Yet it is all too easy to snag some clothing or trip up on the wire weed, it only takes a small fumble and the dense tangle of filament coated in wicked claw like hooks will easily ensnare and incapacitate you.
Sadly after slowly wasting away from dehydration or starvation as your tattered limbs burn from infection and the acrid excretion of the bio wire, taking a bullet might have been mercy.

Dangerous Terrain (Wire weed):
Even moving slowly through wireweed is often not enough to escape injury. Dense and highly resilient to damage it is often best avoided.

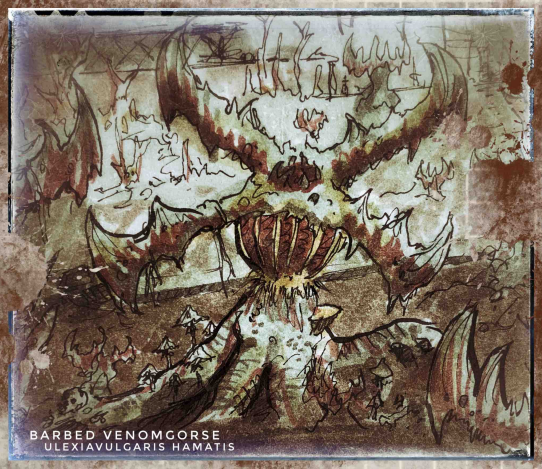


Moving through an area designated as wire weed can only be done at half speed (down to a minimum of a 2" move action), as each move action is completed you must roll two damage dice and compare the results below:
- **2 out of action results:** You get caught up in the tangled wire and must free your self carefully. Become Pinned, no crawling.
- **2 serious injury results:** You fall in the tangle of wire and are badly hurt. Become seriously injured, no crawling.
- **2 flesh wound results:** You mishandle the wire and it cuts deep into an exposed area. Suffer a flesh wound.
- **Any other result:** Success a clear path! Move forward an additional 1".

To damage the wire weed only template and blast weapons can be used with the defoliant ability that hit effect the weed. Clear an area equal to maximum width and length of successful attacks.

GRAPPLE WEED

Heavily vibration sensitive this plant like organism is far from immobile, it's web of smaller tendrils create a detection and entrapment system like a spiders web. The small tendrils whip out towards vibrations, coiling on contact with a heat source and contracting to hold it still. Once several tendrils have reacted and are being pulled at the Grapple Weed actives it's real weapon, huge vascular limbs which end in woody mace like heads studded with thick hooks and thousands of root hairs. These rise up out of the protective base of the plants core and strike out in the direction of the struggling prey, once these have struck down the hapless creature the root hairs grow directly into it to make the most of its meal. Some species are even known to drag them selves around to find or chase a meal.



SHARDWRACK SPINES

The crystalline shardwrack is a difficult life form to remove one it infests an area, it's main reproductive towers can grow serveral story's tall. Huge ballooning masses that litter the sides of the shard become engorded with fluid until bursting point. Once ready high up sacks burst spreading shards over a large radius. The lower sacks remain dormant for much longer, the skin becoming turgid and tort. When a creature moves to close the shard wrack pumps a final burst of fluid into its adjacent sacks, bursting them open at ballistic speed, raining the razor sharp shards at the foe.

Rules:
See page 64-65 of the book of perils for rules on using these 3 Flora.



BARBED VENOMGORSE

The intimidating crowns of the venomgorse are nothing to fear as they act as a condensation trap and spore tower, the real threat it's the innocent looking root network. Covered in hair thin spikes and wire like tendrils moving near a venomgorse can be a costly mistake. Ensnaring small prey with ease and delivering a toxin that almost instantly starts to inhibit and break down ATP, hapless victims may not make it more than a few feet before they collapse, not dead but exhausted. Unable to move their body's are enveloped and dissolved by the root system.



FLASH FIRE FUNGUS

Plump with gas the Flash Fire Fungus produces large amounts of methane gas as a bioproduct of it respiratory action, it stores this gas in the heads of its fruits. As they bloat and pressurise the fungus ripens the heads so that they burst with the slightest of interference, firing spores over a huge area. Due to the gasses involved if a spark or flame is introduced the Flash Fire Fungus can be quite explosive. Especially as bigger species grow to the size of a large canid.

Flash Fire Fungus area:

As stray shots rang out, one ignited the FFF, the resulting explosions collapsed half the conn tunnel.

When making shots within or near FLash Fire Fungus any shots that miss are subject to the stray shot special rule targeting the fungus, any template or blast weapons that touch the fungus also effect them when hit. When one is hit roll a damage dice:

- Flesh wound result: Ignition! The fungus goes up in flames. Anything in base contact suffers a hit with the blaze trait.

- Serious injury result: Eruption! The fungus sprays out flaming gas. Scatter a small blast 1" from the fungus. Any hits cause a strength 2 hit with the blaze trait.

- Out of action result: Explosion! The a huge burst of flame balloons out from the fungus. Scatter a large blast 1" from the fungus. Any hits cause a strength 3 hit with the blaze and knock back (1) trait.

If one fungus burns another they will chain react! Once hit they are removed from play. Using defoliant won't stop them exploding.



NEEDLE MOSS

"Shocking..."

Grub 'Large' Huksly, Master Shaker Coin Guild, His remarks After pushing a debitor onto a patch of Needle Moss

Oddly for a piece of flora known as needle or spike moss it is exquisitely soft to the touch, but only if done with care, as the soft coat of dense hair hides the cigar shape electroplaxes that channel sodium ions to create and store a powerful electric charge.

Each electroplaxes is tipped with a needle like structure that acts as both trigger and conductor, some set to discharge and others to absorb and ground the charge.

The fur of the needle moss has incredible insulating properties, so much so that when say a random Sump croc or Scavvy unsuspectingly steps on the pad, charge from the electroplaxes is able to arcs from one too another through other reasonably good insulators like the clothing or armour of a errant ganger, scaring, stunning or killing the creature and providing the moss with ample fertiliser.

The moss can only grow where there is adequately mineralised water available and where enough air flow stops excess debris from building up and grounding the trap. Hive Lung tunnels and sump sea shores are both common places to see needle moss. Once discharged, dried and processed it makes excellent insulation or more generic padding.

Needle Moss Carpet:

Any fighter or creature that moves onto a needle moss carpet they take D3 hits from the following profile:

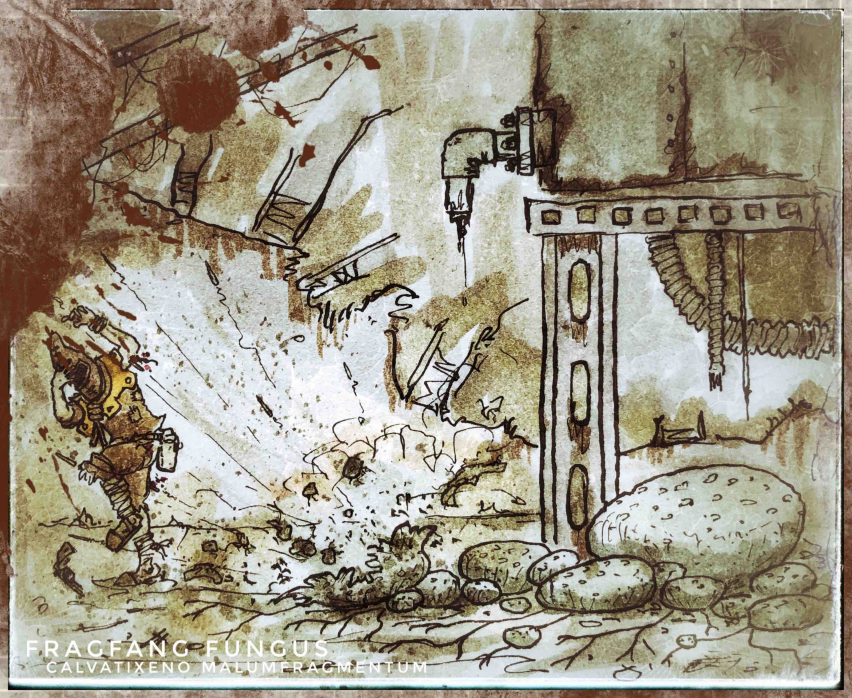
	Range		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**D**	**Ap**	**Am**	**Traits**
Spike Moss Discharge	-	E	-	-	2	1	-2	-	Concussion,Shock,Melee,Single Shot

Once discharged the Needle Moss is harmless. It can be destroyed or safely discharged by blast and template weapons, or other weapons with the blaze, gas or defoliant trait.



FRAGFANG FUNGUS

The dome like fruits of the Fragfang grow near intermediate water sources like leaking pipes, cracked Sterling-still plates and nutrient storage tank.
Growing as large as a Pyrr cat these fungus are instantly recognisable but they still find them selves causing issues for hivers due to both having a reliance of a steady water supply. Inexperienced hivers often end up pockmarked with spikes by misunderstandings the reach and trigger mechanism of the fragfang. Just below the ash and detritus layer or twisting through the grated floors the mycelium create a huge pressure sensitive web that requires multiple contacts to set off. With either a crude intelligence or just a sophisticated evolutionary response to stimuli the Fragfang pressurises and ruptures a pod pointing the pressure in the direction that it sensed movement. Each pod is a duel purpose mechanism of a fluid and gas filled muscular bladders, highly vascular flesh and chitin needles with molecular metal edges. The chosen pod is weaponised by the surrounding pods as they contract forcing an massive increase to the other pod, simultaneously the appropriate side is weaken by a sudden mass collapse of enzyme rich vacuoles. This stops the fungus doing undue damage to its self and concentrating the force of the eruption directly at the unfortunate prey.



Fragfang fungus area:
If a fighter moves within range of the Fragfang there is a chance it erupts, roll a dice for each movement action that brings you or keeps you within range of the fungus, on a 4+ it erupts. If you drop down, fall or go prone into range it erupts on 2+. The Fragfang Fungus attacks with the following profile:

	Range		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**D**	**Ap**	**Am**	**Traits**
Fragfang Eruption	-	T	-	-	2	1	-	-	Template,Scattershot,Concussion,Knockback



FLAG WEED

This mat forming Cyanobacteria looks more like a algae or lichen growing as a large sheet, it's happy hanging from cables or rails and on walls and gantries. Theses Cyanobacteria in their wild form are no good for eating but can be refined into a potent toxin capable of damaging other flora. **Collectible.**

Fungus Farmer (Flag Weed):

Often the prople doing the crafting aren't the people doing the collecting, end of the cycle if you've got a skill you can fall back on best let someone else do the dieing. A set of Flag weed can be traded when purchasing ammo with the defoliant trait to reduce its cost by 50% rounding up to the nearest 5 cred.

BLACK BULLET FUNGUS

Another common mushroom in the hive found growing in small patches, it shiny black sphere like fruits are about the same size as a pistol caliber bullets. Dried out it can be used as an excellent fire tinder or rehydrated to create a Tea. The fresh fungus is dense and is often chewed as it is quite edible and has a very mild stimulant effect that is effective at reducing fatigue. **Collectible.**

Fungus Farmer (Black Bullet Fungus):

Common in damp and ruined areas it only holds value due to its popularity.
A set of Black Bullet Fungus sells for D3 x 5 credits.

Consume (Black bullet fungus):

Once per battle fresh bullet fungus can be picked and consumed as an action to heal one flesh wound.

PHOSFERN

A beautifully fluorescent fern like Flora it thrives in radioactive zones. It seems to draw up larger amounts of radium and depending on the concentration of other compounds like phosphorus and zinc with in its tissue it glows either green or blue as the radium excites the nitrogen and phosphorus rich surface of the fern. Serving little direct purpose these ferns can be used as a sign of leaking radiation from a reactor or waste treatment pipe if other means are unavailable. Ratskins are know to plant them around such hazards so that they can track this invisible threat.
Collectible.

Phosfern field Rad Zone:

If a fighter passes through or stops in a Phosfern field there is a high chance they become irradiated. Roll a damage dice for each move action that brings them in, or keeps them in contact with the Phosfern field Rad Zone, any out of action results will gain them the Diseased (Rad-Shambles) condition.



BLOOD FUNGUS

Prone to growing on fresh corpses at a frightening rate, nothing is wasted in the underhive, with blood fungus and rot fly consuming any meat left out alomost before it can even rot. It's incredible efficiency means it has become farmed using the byproducts of other food and disposal industries to grow trays of blood fungus converting inedible meat products into nutrient dense fungus. **Collectible.**

Fungus Farming(Blood Fungus):

A collected sample of blood fungus can be dried and used to seed a fresh body. If any of your fighters suffer a warriors memorable death, bleed out on the doc's table or get too wasted on Rot-Gut, you can use one collected blood fungus to grow a crop of blood fungus and sell it for D6 x 10 credits at the market.

GLOW ROT

Producing an eerie phosphorescent glow this mushroom is a very common chemosynth in underhive. It is often seen growing in huge fields on the dank rusting decks of the underhive. Caution should be used as it can be a sign of unstable flooring as it is a very effective consumer of not organic compounds, happy eating the metals from the hive it's self. Due to its diet it's best not to roll around in this fungi if it can be helped, it's acrid secretions can create a temporary but incredibly intense burning sensation to the skin and eyes. Not all Glow Rot is as corrosive as others but it's probably best to get a prospect to check for you.

Glow Rot area:

If you become pinned in an area of Glow Rot, roll 2 damage dice:

- 2 out of action results: You really hit the motherload shame it's an acrid gloop coating every inch of you. You suffer a hit with the blaze trait (you aren't literally on fire but it sure feels like it)

- 2 serious injury results: You burst a juicy one! Shame about your eye sight. You take a hit with the Flash trait (no initiative test can be made to stop it's effects).

- 2 wound rolls: Is it ok it got in my gun? Make an Ammo check.

Glow rot can be destroyed but the secretions are still present and good luck cleaning that up..

MUSH CAP

This slightly sweet tasting fungus is a popular food stuff in the underhive because of its starchy consistency and unusually mild metallic notes. It is one of the most commonly Aeroponically grown crops in the underhive, as it's sells for a fair price for its ease of growth. Wild Mush Cap have become quite rare and farmers will pay a lot for fresh genetic material and other just to eat them as they swear by the wild ones having a richer flavour and particular kind of stimulating property. **Collectible.**

Fungus Farming(Mush Cap):

A crop of wild Mush Cap sells for 2D6 x 10 with minimum price of 30 credits.

DRAKKA VINES

The pods of the Drakka brew to become a fairly potable liquor. With a distinct taste that can be enhanced with the correct processes, it is just as easily ruined. A staple at many a marketplace due to these agreeable properties. **Collectible.**

Fungus Farmer (Drakka Vine Pods + Mush Cap)
When one sample of each is added to the stash you can combine them to create a bottle of Second Best. If the gang has any of the following Hangers-on: Dome Runner, Rogue Doc, Slopper, Hive Hunter, they can brew a Wild Snake.

SOUR CAP

The name of this fungus fruit comes from its sharp flavour, tangy with a vinegary aftertaste and aroma, especially its older fruits past their best.
This flavour profile gives away their antimicrobial property's, yet Sour caps are collected primarily to eat as on their own they can't do much for an infection but when combined with Tar Wrack weed and some bandage they create a impromptu suture capable of stemming blood flow and cleaning a wound. **Collectible.**

TAR WRACK

A Black lumpy algae like growth that covers the shores of the sump sea and other consistent areas of deep water. Capable of dealing with huge quantities of toxicity and thriving, the Tar Wrack is the ultimate survivor. It contains symbiotic bacteria in its pneumatocysts that break down compounds helping create energy and further protects the wrack from even more toxins.
The wrack in turn protects the bacteria by secreting a tar like ooze that creates a environment inside its bladders unfit for most other microbe competitors that might invade them. **Collectible.**

Fungus Farmer
(Sour Cap + Tar Wrack)
When one sample of each is added to the stash you can combine them to create a Wound Suture if the gang has any of the following Hanger-on:
Dome Runner, Rogue Doc, Slopper, Hive Hunter.



CONSUMABLE PRODUCTS COLLECTED IN THE HIVE
DERROUS MORNING MARKET FOOD STALL DURING SETUP



BANDOLIER WRACK

Eaten for its high iodine and potassium content it can also help with certain radiation sickness. It's reasonably nutritional and not completely disgusting so is quite a popular food stuffs in the wettest areas of the underhive. All Wrack Algae have bubble like bladders called pneumatocysts but this wrack is more like a chain than the normal pad or oar with bulging bladders scatter across it, in bubble wrack the whole Wrack is a giant chain of these pneumatocysts. **Collectible.**

RUST BRACKET

One of the most prolific Ferromorphic fungal life forms, breaking down the mineral rich material of the hive and strengthening the chitin of its upper surface with it. Often seen growing like a set of semi circular shelves running up the underhive walls and pillars. Rust brackets contain an LPA mimic that can protect from apoptosis after radiation exposure when prepared correctly. **Collectible.**

Fungus Farmer (Bubble Wrack + Rust Bracket)
When one sample of each is added to the stash you can combine them to create a Rad-Sink Suppository if the gang has any of the following Hanger-on: Dome Runner, Rogue Doc, Slopper, Hive Hunter.

SULPHUR WRACK

Even without decomposing this weed stinks with its huge production of hydrogen sulphide gas. Large areas of dying sulphur wrack can produce dangerous clouds of gas, but this is uncommon, more often it's just aggravating. The more interesting effect of the sulphur wrack is the mix of other toxic compounds that make it inedible raw but when it is processed correctly with Rock Rot bracket it produces a cleansing compound that can effectively counteract a wide variety or organic toxins. **Collectible.**

ROCK ROT BRACKET

This spongy tasteless fungal mass grows on the decaying bodies of other fungus, preferring Rock Fungus as its primary host. Its spores can lay dormant for years, getting washed up of blown along, settling and waiting for a host to grow up along side it. This potential host may then draw it up with other nutrients where it infects it but does little more remaining dormant until the host is killed or dies naturally. It then gets the best possible head start on decomposing it's host. **Collectible.**

Fungus Farmer (Sulphur Wrack + Rock Rot Bracket)
When one sample of each is added to the stash you can combine them to create a Toxzorb Stimm if the gang has any of the following Hanger-on: Dome Runner, Rogue Doc, Slopper, Hive Hunter.

HYDRAPHUR TRUMPET PLANT

Rumored to have been collected by the the Ecclesiarchy and grown as a symbolic plant, the trumpet shaped plant representing the verbalised spread of their teachings. Likely an escapee of a hydrodom high society collection, it now grows pretty rarely in the correct habitat. It's large trumpet shaped traps maybe large enough to comsume a person the plant is only interested in eating small inverts and filtering air of vapour and organic matter. The large traps have a wet sticky interior with a ciliated epiphyllum that transports anything that gets stuck into the core. A process of tempture flux happens inside the trumpets causes a very mild circulation of air, this along with sweet and meaty odours draws its food into the trap. **Collectible.**

Fungus Farmer (Hydraphur Trumpet)
This plant has an unusual property when dried and treated with the correct chemicals it is highly pyrophoric. With an Ammo Jack Hanger on a portion of this plant can produce a set of Improvised Explosives with the Limited trait.
You can further enhance these Explosives with other compounds:
Plus Flag weed = add Defoliant trait
Plus Sulphur Wrack = add Gas trait
Plus Blood fungus = add Diseased trait
Plus Phosfern = add Rad phage trait
Plus Hydraphur Trumpet = add
(You may reroll the blast size dice.)



EUISMOD ALCYONEUM ARBORIA

This Tree like plant is crystalline in structure. It's canopy is made up of sheets of spiny grids of interlocking crystals that draw an electromagnetic charge. It's original home world has been lost to the ravages of time but must have been rich in ionic storms. It now grows happily on the outskirts of the hives ruinined base where its known as Ice Pine. Close enough to the protective interior of the underhives structure and humidity but within range fo the influx of ionicly charged air from the storm ravaged ash wastes. The plant will also grow well where ancient plasma conduits flux and discharge, arcing through the air the Euismod Alcyoneum canopy conducts this charge into its truck and grounds it, some how drawing off the charge and gaining energy. It's intense electromagnetic field can effect all sorts of equipment. Any plasma weapon, melta weapon, power weapon or other high technology is effected within 12".
Melta, Rad, Plasma: Any Ammo check results in a damage roll vs the user
Power weapons: Loose the power trait and AP
Energy shields: Do not function

CONTAGIONS
LASTING INJURY TABLE

Roll a D66 and apply the results to your fighter when you suffer the Disease effect.

11 - Toxic Cocktail
12-14 - Plague
15-21 - Cordycepia
22-26 - Thirst
31-33 - Rotter Infection
34 - Rad Shambles
35-36 - Rexx
41-46 - Volaflex
51-53 - Chunder
54-56 - Red Hole
61-65 - Itch
66 - Adrenaline Kick

Curing diseases

A strong constitution and faith can often be enough to stop even serious illness in the underhive.

Test willpower with a -4 modifier to reset the advance of your illness.

Alternatively for the average Ganger a visit to a rogue doc at the market is a more realistic response.

Fighters can visit the marketplace and buy a cure for credits:

Tox-Out - 100 Credits - 0 Rarity

Cure-XL - 50 Credits - 9 Rarity

If the gang has a Rogue Doc hanger on they can get hold of Cure-XL at rarity 7 and Tox-out for 80 Credits.

These are applied to the fighter between games and are stored in the stash. Roll a D6 when the treatment is applied of a roll of a 1 the treatment failed.

Once cured you loose all gained effects of the disease both positive or negative. This can include multiple lasting injury's.

Too far gone.

If a fighter becomes a zombie they cannot be cured. During the next battle they are deployed as a npc mob.



Toxic Cocktail

Oh this looks bad... Roll twice and apply both, rerolling 11.

Plague

Why to I miss my father so much? At the start of the next battle gain +1 toughness, at the end of that battle roll a D6 to test for Zombification on a 5+ the fighter succumbs to Plague and become a zombie. If they survive they gain +2 toughness. Repeat the Zombification test at the end of every subsequent battle with a 3+ to succumb to plague.

Cordycepia

Stop talking to me...I'm not aggressive...don't touch me I'll kill you! At the start of the next battle gain +1 strength, at the end of that battle roll a D6 to test for Zombification on a 5+ the fighter succumbs to Cordycepia and become a zombie. If they survive they gain +2 strength +1 attack. Repeat the Zombification test at the end of every subsequent battle with a 3+ to succumb to Cordycepia.

Thirst

So thirsty... Once inflicted with thirst they gain the 'manic drink' basic action, if the fighter becomes within LOS of water or similar semi potable fluids they muct roll a D6 when active, on a 6+ they must use their action to move towards it in as direct a route as possible without falling to there death, they will still move out of cover any into the line of fire. They may then use the new action to recover 1 flesh wound. At the start of the next battle the condition will have worsened and they will now have to test if they are in LOS of another fighter(friend or foe) on a 5+ they must move towards and charge if possible attacking them in melee with their bare hands, they may use their new action in place of a the free coup de grace action, combining the effects of both.

Rotter Infection

Why are parts falling off?

At the start of the next battle roll D3 Lasting injury only counting conditions numbered 46-56. You gain all of the effects rolled and Count serious injury rolls as flesh wounds. Repeat this every battle. If you gain the same condition three times you succumb to the Rotter infection and become a Rotter Zombie.

Rad-Shambles

Oh man I don't feel so good... at the end of each activation make a special injury dice roll, out of action results count as a flesh wound all other results are ignored. At the start of the next battle out of action and serious injury rolls count as a flesh wound all other results are ignored. If after all this your fighter still isn't cured at the start of the next battle roll a injury dice if it rolls a flesh wound they are cured and gain a permanent +1 tougness, if they roll any other result they suffer a memorial death lasting injury result. Their irradiated body left to the rats.

Rexx

You wanna fight, I wanna fight, is it hot in here, what you looking at. Fighter gains +1 move and attack but -1 WS -1 BS -1 Int. At the start of the next battle they gain an additional +1 move and attack but -1 WS -1 BS -1 Int and must move towards and try to charge the enemy with every action.

Volaflex

Just dont think to hard, concentration brings on the shakes. Before making a shoot action roll a dice, on a 5+ the fighter convulses while making the shot, roll a scatter dice, using the arrow pick the closest fighter friend or foe in LoS, change the facing and resolve the shot at the new target, changing facing for every each shot if using a rapid fire gun.

Chunder

Vomit with attitude. When you move into base contact with another model roll a dice, on a 4+ any remaining actions are lost and you vomit on the fighter using the Acid Spray attack. If the wound roll was successful the target gains the Chunder disease condition.

Red Hole

The fighter must stop frequently while they sort them selves out. If your fighter moves more than half their move characteristic rounding down during a single activation they must go prone.

Itch

How embarrassing. The fighter suffers -1 cl and wil. At the start of the next battle they suffer an additional -1 cl and loose the use of any leadership skills.

Adrenaline kick

The fighters system fights back. Gain +1 move +1 initiative +1 cool +1 attack for the rest of the battle, this effect cannot be stacked.





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YAMMA-NAX DUST HAB HIVE EXIT

ARMOR

Thick Hide:

Life in the depths of the hive can be harsh, most creatures develop a multitude of defences against the many threats both chemical and physical. One of the most common is naturally resilient skin and flesh that can shrug off even savage blows.

A fighter with 'Thick Hide' Armour has a 6+ save that cannot be reduced by the AP of close combat attacks unless the attack has the 'Power' trait.

This armour comes in two kinds, the kind that is innate to the user. Armour like this can be stacked with another more conventional armoured suit like flak or mesh armour. The other kind is where the skin of a creature is used to make armour, this is still a worn layer but is very thin and can worn under a conventional set of armour.

Improvised Armour:

The hive its self is decaying, constantly raining down debris on the levels below, this creates an abundance of scrap, unsurprisingly humans, abhuman and other sentient abominations alike fashion crude armour out of this kind of material. Bulky and unrefined it offers limited protection at the cost of restricting the movement of the user.

Improvised Armour is bolted over an existing set of clothes or armour, adding to its resilience. Fighters that use improvised armour have +1 armour save for each layer of improvised armour added to their suit. They may add a maximum of 3 layers to their armour as long as their armour save is no greater than a 3+.

Each layer has a down side, it reduces the users movement stat by 1. This can become so heavy that the user can no longer move.

In addition each time a fighter using Improvised Armour suffers an out of action result for a ranged or close combat attack one layer of their armour is destroyed.

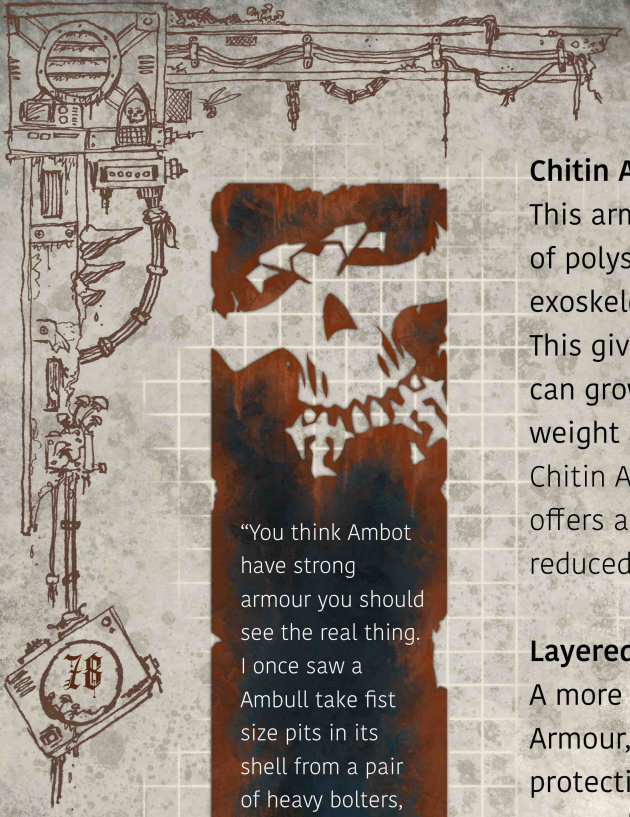
Reinforced Scrap Shield:

Further building on a Scrap Shield the fighter produces a more sturdy and effective fighting shield. This does come at the cost of mobility but the upsides are much better protection and a hefty enough shield to knock back an aggressor.

A fighter armed with a Reinforced Scrap Shield gains +1 save from ranged attacks to their front arc and 2+ save from close combat attacks to their front arc. The shield also confers the Scrap Shield Bash attack. Even though it is wargear it is so large and heavy that it needs the control of one arm and so takes up one of the fighters weapon slots.

"They think we're pinned down, ha Grux tear the door off that shack. Right lads single file let's mess these fools up!"

Darrak Sluuga, House Goliath Forge Boss, Bottlenecked at conn tower A11X3



"You think Ambot have strong armour you should see the real thing. I once saw a Ambull take fist size pits in its shell from a pair of heavy bolters, as the dust settled the only blood I saw had come from the heavy bolter operators, they had been very messily eaten, the sadest part about it, damn Ambull ate the Bolters too."

Ol'Salty Malloy,
House Orlock,
Retired

Chitin Armour:
This armour is grown from a fibrous substance generally consisting of polysaccharides, which is the major constituent in most creatures exoskeletons along with the cell walls of fungal like organisms. This gives a naturally light but resilient armour to the creatures that can grow it. Easily harvested, the plates can be crafted into light weight armour.
Chitin Armour offers a 6+ Armour Save vs Ranged attacks. It also offers a 6+ Armour Save vs Close Combat Attacks that can't be reduced below 6+ unless the weapon has the power trait.

Layered Chitin Armour:
A more complex and extensive set of plates than standard Chitin Armour, some creatures simply grow more chitin to gain more protection. Craftsman on the other hand will use more material and an overlapping set of layers to give more protect to the user.
Layered Chitin Armour offers a 5+ Armour Save vs Ranged attacks. It also offers a 5+ Armour Save vs Close Combat Attacks that can't be reduced below 6+ unless the weapon has the power trait.

Reinforced Layered Chitin Armour:
Ferromorphs add additional metals into the mix of their chitin to create more resilient plates. When building with chitin similar effect can be achieved by mixing materials.
Reinforced Layered Chitin Armour offers a 4+ armour save vs Ranged attacks. It also offers a 4+ Armour Save vs Close Combat Attacks that can't be reduced below 6+ even if the weapon has the power trait.

Chitin Armour (x):
Some hive monstrosity have huge carapace capable of shrugging off huge hits with regeneration to match. Creatures can have a value (x) next to their chitin armour to show the total value of the save, this kind is too heavy for normal gangers to use.

Rotten Flesh:
Zombification is a real threat in the underhive, not that you can consider it a perk but, the soup like nature of zombies makes them rather immune to most kill shots, significant sections need to be removed to stop the rest staggering along regardless.
Creatures with the Rotten flesh armour have a special 5+ unmodifiable save vs ranged weapons and a special 6+ unmodifiable save vs close combat attacks. This save can be taken in addition to any other armour save they may have.

WEAPONS

Basic Weapons

Weapons	RS	RL	AS	AL	S	AP	D	AM	Traits
Compound Bow -	12.	24.	-1.	-	3.	-	1.	2+	Silent.
Compound Bow - Poison Tip -	10.	20.	-1.	-	3.	-	1.	4+	Silent, Limited, Toxin.
Compound Bow - Ceramite Tip -	14.	28.	-1.	+1	3.	-1	1.	4+	Silent, Limited.
Compound Bow - Hunting Tip -	12.	24.	-1.	-	3.	-	1.	4+	Silent, Shred, Rending.
Cross Bow -	9.	18.	+1.	-	3.	-	1.	2+	Silent, Plentiful.
Cross Bow - Poison Bolts -	8.	16.	+1.	-	3.	-	1.	4+	Silent, Limited, Toxin.
Cross Bow - Explosive Bolts -	6.	12.	+1.	-	3.	-	1.	4+	Knockback, Blast(3), Limited.
Cross Bow - Hunting Bolts -	9.	18.	+1.	-	3.	-	1.	4+	Silent, Shred, Rending.
Stub Rifle -	12.	30.	-	-	4.	-	1.	4+	
Stub Rifle - Flechette -	16.	48.	+1.	-	3.	-	1.	4+	Shred, Rending.
Stub Rifle - Reactive Slug -	8.	26.	-	-1	5.	-1	2.	6+	Knockback, Limited.
Stub Rifle - Powder Blast -	12.	30.	-	-	3.	-	1.	5+	Defoliant, Flash.

Pistol Weapons

Weapons	RS	RL	AS	AL	S	AP	D	AM	Traits
Stub Carbine - Full Auto	4.	12.	+1	-1	4.	-	1.	6+.	Sidearm, Unstable, Rapid Fire(2).
Stub Carbine - Burst Fire	12.	24.	-	-	4.	-	1.	5+.	Rapid Fire(1).

Melee Weapons

Weapons	RS	RL	AS	AL	S	AP	D	AM	Traits
Chitinous Claws -	-	E.	-	-	S	-	1.	-	Melee, Backstab.
Crude Blade -	-	E.	-	-	+1	-	1.	-	Melee, Rending, Parry.
Hunting Knife -	-	E.	-	-	S	-1	1.	-	Melee, Rending, Backstab.
Improvised Shiv -	-	E.	-	-	S	-	1.	-	Melee, Rending, Backstab.
Paired Meat Hooks -	-	E.	-	+1	S	-1	1.	-	Melee, Disarm, Parry, Paired.
Reinforced Scrap Shield Bash -	E.	1.	-	-	S	-	1.	-	Melee, Knockback, Versatile, Assault Shield.
Poison Throwing Spear(melee) -	E.	1.	-	-	+1	-	1.	6+	Silent, Toxin, Fragile.
Throwing Spear(melee) -	E.	1.	+1	-	+1	-	1.	5+	Silent, Fragile.
Torch Sword -	E.	1.	+1	-1	S	-1	2.	-	Melee, Blaze, Parry, Versatile.
Weedwhacker -	E.	1.	-1	+1	S	-1	1.	-	Melee, Defoliant, Versatile.

Thrown Weapons

Weapons	RS	RL	AS	AL	S	AP	D	AM	Traits
Improvised Explosive -	-	Sx2.	-	-	4	-	1.	5+	Grenade, Knockback, Blast(D6").
Pelt (rocks and scrap) -	Sx1.	Sx2.	+1	-	S	-	1.	5+	Grenade(replenishing), Silent, Plentiful.
Poison Throwing Spear -	Sx1.	Sx3.	+1	-	S+1	-	1.	6+	Silent, Toxin, Single Shot(collectible), Fragile.
Throwing Spear -	Sx1.	Sx3.	+1	-	S+1	-	1.	5+	Silent, Single Shot(collectible), Fragile.

Booby Trap Weapons

Weapons	RS	RL	AS	AL	S	AP	D	AM	Traits
Man Trap -	-	-	-	-	4.	-1.	2.	-	Single Shot(rearm), Web, Silent.



WEAPONS TRAITS

Single shot (rearm)
After this weapon has been fired or set off, a fighter that is holding or otherwise within 1” of the weapon and not engaged may perform the rearm Simple action. Once rearmed the weapon can be fired again.

Single shot (collectible)
After this weapon has be fired or set off, if the original owning fighter is within 1” of where the weapon struck or missed its target they can collect the weapon without expending an action. Once collect the weapon can be fired again. Tokens will be of use when using a collectible weapon.

Fragile
When this weapon is used roll an firepower dice as normal even if it is a melee weapon, If the dice shows an out of ammo result and the ammo check is failed the weapon has broken and cannot be used again.

Grenade/Grenade(replenishing) - (amended grenade rule)
Despite being Wargear, they are treated as ranged weapons, a fighter equipped with such a weapon may throw it as a shoot (basic) action. Grenades short and long range is a multiplier of the fighters strength. A fighter can only carry a limited number of grenades. When used the Firepower dice is not rolled instead an ammo check is made. If it fails the fighter is out of grenades and cannot use this weapon again unless they collect or are given more. Grenade weapons with the replenishing trait can be reloaded as a action just like a normal ranged weapon.



EQUIPMENT

Hunting Pack
A suitably sized pack favoured by Domerunners and Hivehubters due to its light weight and compact size. Limited to one per fighter this item allows you to store one more harvested or captured item.

Rad-Sink Suppository
Inconveniently large but reliably effective. This one use item can be discarded to reroll the diseased dice when taking a radiation illness or to reroll the injury dice when hit by a radiation weapon.

Sling Pack
A crude tanned chitin sling strap and pouch. Using a simple technique used by ratskin hunters to silently hunt small prey. This item gives the fighter the Pelt attack action without using a weapon space, perfect for distracting guards or just braining someone with a rock.

Toxzorb Stimm
A duel action chemical that stimulates liver function and bonds to a wide range of toxic compounds. This one use item can be discarded to temporarily add +1 to your tougness value when resolving a toxin or gas attack.

Wound Suture
Absorbent and antibacterial from the blend of fungal chemicals. This one use item can be discarded to remove a flesh wound.

WEAPON ACCESSORY

Bi-Pod
- Any weapon with the Rapid fire trait
A collapsible gun stand. When firing from base contact with cover the shooter adds +1 to their fire power dice result when making an aimed shot. This cannot increase the shot count higher than is normally possible for a given weapon.

Extended Magazine
- Any basic or heavy, Auto, Bolt and Stub weapon
A well made reliable and extended magazine. Adds +1 to ammo check rolls when using a weapon with Extended Magazine.

Promethium advanced pressure gauge
- Any Flame weapon
An advanced pressure system for Flame weapons designed to be used by Servitor due to increased risk of exsplosive decompression. Adds 3” to the range of the weapon but also the unstable trait.

TRADING POST

The following should be added to the various trading post lists.

Basic Weapons

Item	Price.	Rarity.
Compound Bow -	15 credits.	Common
- Ammo - Poison Tip -	25 credits.	Rare (8) Escher (common)
- Ammo - Ceramite Tip -	20 credits.	Rare (8)
- Ammo - Hunting Tip -	10 credits.	Common
Cross Bow -	15 credits.	Common
- Ammo - Poison Bolts -	25 credits.	Rare (8) Escher (common)
- Ammo - Explosive Bolts -	30 credits.	Rare (8) Orlock (6) Cawdor (6)
- Ammo - Hunting Bolts -	10 credits.	Common
Stub Rifle -	25 credits.	Common
- Ammo - Flechette -	15 credits.	Rare (7) Delaque (common)
- Ammo - Reactive Slug -	30 credits.	Rare (9) Orlock (7)
- Ammo - Powder Blast -	20 credits.	Rare (7)

Pistol Weapons

Item	Price.	Rarity.
Stub Carbine -	65 credits.	Rare (8)

Melee Weapons

Item	Price.	Rarity.
Chitinous Claws -	5 credits.	Common
Crude Blade -	20 credits.	Common
Hunting Knife -	20 credits.	Rare (6)
Improvised Shiv -	5 credits.	Common
Paired Meat Hooks -	40 credits.	Rare (8) CGC (common)
Torch Sword -	40 credits.	Rare (9) Van-Saar (6)
Weedwhacker -	55 credits.	Rare (8)

Thrown Weapons

Item	Price.	Rarity.
Poison Throwing Spear -	30 credits.	Rare (8) Escher (common)
Throwing Spear -	10 credits.	Common

Wargear

Thrown Weapons

Item	Price.	Rarity.
Improvised Explosive -	30 credits.	Common

Booby Trap Weapons

Item	Price.	Rarity.
Man Trap -	15 credits.	Rare (7) Goliath (common)

Personal Equipment

Item	Price.	Rarity.
Hunting Pack	20 credits.	Common
Rad-Sink Suppository	45 credits.	Rare (7)
Sling Pack	10 credits.	Common
Toxzorb Stimm	50 credits.	Rare (7)
Wound Suture	30 credits.	Common

TRADING POST

The following should be added to the various trading post lists.

Weapon Accessories

Item	Price.	Rarity.
Bi-Pod (basic, special, heavy weapons only)	20 credits.	Common
Extended Magazine (basic and heavy auto/bolt/stub)	30 credits.	Rare (6)
Promethium Advanced Pressure Gauge (flamers)	50 credits.	Rare (8)

Armour

Item	Price.	Rarity.
Chitin Armor	10 credits.	Rarity (6)
Improvised Armour	20 credits.	Common
Layered Chitin Armour	20 credits.	Rare (8)
Reinforced Layered Chitin Armour.	85 credits.	Rare (10)
Reinforced Scrap Shield	30 credits.	Rarity (6) Goliath (common)
Thick Hide	10 credits.	Rarity (6)

HUNTERS TRADING AND CRAFTING POST

USING CREATURES

In this supplement we will introduce a large number of creatures, Flora and fauna, both mobile and immobile. Most will have a fighter card and are controlled just like a fighter, able to complete the normal sequence of events. Other will just have a description and will either be a static enemy, terrain feature, collectible, or mixture of all of these. When using and deploying these they will either be controlled by the arbitrator or the players. If there is no arbitrator and the players would prefer guidance and impartiality this page will cover some basic rules for using mobile creatures. In the rules text we will call all of the different types collectively as Mobs.

Deployment:

Immobile mob should be placed with terrain unless the scenario requires otherwise. Mobile mobs can also be placed during deployment or they can be deployed on the fly from a predetermined pool of enemy's. This can either be done by the arbitrator to suit the mission, as a form of balence, or as a reward. Otherwise the players can deploy them in two ways.

Pool deployment:

After fighter placement the creatures can be split into two even sized pools, one for each player. Every turn each player places a new creature onto the board using the infiltrate rule. If the creature already has this rule the creature can be placed anywhere. The creatures turn priority is always after all other players unless otherwise stated.

Blip deployment:

Blip tokens represent the possibility of an encounter, skittering and russling noises, flashes of heat or other potential life signs on an auspex. Each token has a number (1-3) on its underside, placed face down they are randomised.

1- False alarm, an odd shadow, leaky pipe or clattering air duct caught you out.

2- A lone creature appears from the detritus.

3- A group of creatures or is it a giant creature, appears from the darkness!

After fighter placement a number of blips can be collected into a pool and either used by the arbitrator or split into even sized pools, one for each player. Players then take it in turns placing blips using the infiltrate rules. When a fighter is active any blips that come into line of sight are flipped and resolved. Roll a D66 on the Mob tables at the back of the book or create a custom mob table's with the monsters you have to hand.

Baseing and tracking effects:

It is recommended that Mobs are based separately from terrain so they can be removed when interaction is finished. Furthermore I would recommend that mobile mobs are based like fighters. Where as static mobs are based on square bases. This way they can be stacked up to create carpets of terrain or spread out to create mine fields and as section are interacted with or killed they can be removed or marked easily. When using terrain features with built in mobs more tokens will be required to track stats. Custom tokens for status effects or custom actions maybe preferable and ready markers for each mobile mob will be the most commonly used tokens used to track effects.

USING CREATURES

Behavior

If a Arbitrator or other neutral player is not available you can roll to tell how a mob will act towards your fighters. There will be two sets of behaviour rules available, a simplified set and an RPG set. Both can be used in campaigns or one off games.

Simplified Behaviour

When activating mobs each player takes it in turns starting with the player who started activating their fighters first(they are team A and the other player team B) to pick an enemy mob.

Roll a D3 to determine its target:

1= Nearest fighter

2= Nearest team A fighter

3= Nearest team B fighter

Action one (check in order):

-if engaged it fights

-If the creature is in range to charge its target it try's.

-if not it moves towards its target.

Action two (check in order)

-if engaged it fights

-if not it fires a ranged weapon

-if it has no ranged weapons or is out of range it moves towards its target.

RPG Behaviour Set (work in progress):

This behaviour set uses the same rules for selecting mobs and targets, but it differs greatly when making actions (check in order against your dice roll).

-if engaged:

1-flee 2-fight 3-fight 4-fight 5-fight 6-defend(+1 save)

-if close (within charge range):

1-move to cover 2-charge 3-charge 4-shoot if not charge 5-shoot if not charge 6-fall back

-if in cover:

1-hide(go prone) 2-shoot if not move towards 3-shoot if not move towards move towards 5-move towards 6-change cover

-if in the open:

1-move to cover 2-move towards 3-shoot if not move to cover 4-shoot if not move towards 5-fall back 6-fall back

-if hidden:

1-Lurk 2-move towards but stay hidden 3-move towards but stay hidden 4-move towards 5-climb upwards if not move towards 6-climb upwards towards

-if raised up: 1-climb down 2-shoot if not move to cover 3-shoot if not move towards 4-shoot if not climb down 5-hide(go prone) 6-fall back

UNDERHIVE EXOTIC BEASTS

Mans best friend is a saying that holds some truth even in the depths of the underhive, canids have come with man to almost every corner of the imperium. But these creatures have not faired quite as well to the harsh lives lived by most imperial citizens. Instead off world exotic creatures or sturdy natives are more common companions. It is not uncommon to see hivers with avids or rodentia perched a shoulder and the gangs of the underhive are no different. They just tend you prefer a more sturdy stock of creature. Goliaths, for instance, are famous for their croc farms. Story's persist of them being originally drawing stock wrestled from the forgotten waterways of the underhive deep. Escher uphive biologists on the other hand have imported various exotics to test and manipulate for their extensive industrial needs. Spare or test stock being sent down to the underhive. There Kymeric constructs are both terrifying and fantastical to behold.

For most gangers though a creature drawn from the same stock they grew up in is a more likely outcome. For a lot of underhivers nothings to weird, from raising Sump Grubs to Riding millisaur, if you've been around long enough you've probably seen it once or twice.

CREATURE MARKET

Regular Pets

Creature	Price.	Rarity.	House.	Max.
Sheen Bird	90 credits.	Rare 12.	Cawdor.	2
Giant Rot Fly	70 credits.	Rare 10.	Cawdor.	1
Cephalopod Spekter	100 credits.	Rare 11.	Delaque.	1
Millisaur.	180 credits.	Rare 12.	Delaque.	1
Phyrr Cat	120 credits.	Rare 12.	Escher.	2
Chigoe	80 credits.	Rare 11.	Escher.	3
Sumpkroc	130 credits.	Rare 11.	Goliath	1
Cyber Mastiff	100 credits.	Rare 10.	Orlock	3
Young Thresher Scorpion.	130 credits.	Rare 13.	Orlock	1
Cyberachnid	75 credits.	Rare 10.	Van Saar	3
Arachnimorph Wolf.	140 credits.	Rare 12.	Van Saar.	1
Giant Skinwing	150 credits.	Rare 12.	Any.	3
Caryatid	0 credits.	Rare 15.	Any Leader	1
Ripper Jacks.	70 credits.	Rare 13.	Any.	1
Giant Rat	X credits.	Rare x	Any.	1
Arachnimorph spitter	80 credits.	Rare 11.	Any.	1
Ash Mutt.	X credits.	Rare x	Any.	3

Personal Pets

Creature	Price.	Rarity.	House.	Max.
Giant Arachnimorph.	60 credits.	Rare 10.	Any.	1
Lash worm				
Sump Grub				
Rough Snake				
Giant Rat				
Sheen Bird				
Young millisaur				



CREDITS
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TRANSMISSION INCOMING... EXPECTING MORE DATA SOON...