

Attack Pets

v1.1 by Anthony Case

Ever since the first great transport barges descended on Necromunda to lay the foundations of the hive colonisation pets of all shapes and sizes have always been a popular investment for Necromundans for recreation, work and protection. The most notorious advocates are the warring Underhive gangs who use them as attack pets to intimidate or maul their rivals and for protecting their turf. Through selective breeding the number of viable animal attack pets have soared as well as a proliferation of black market technologies make them an affordable, intimidating and prestigious accessory for any gang leader to own.

Recruitment: Any gang can purchase and sell Attack Pets just like regular equipment. If the number of Attack Pets exceeds 25% of the total gang members then you cannot buy any more. For example, a gang of 9 fighters can purchase up to 2 Pets.

Cretins and Hounds can be bought from the trading post or at the start of a campaign. Nashers and Snapjaws can be bought from the trading post at the expense of a rare trade roll. Cyber-mastiffs, Sentry Drones, Servitors and Servo-skulls are exotic and expensive pieces of kit so your campaign Arbitrator must allocate them to a Rare Trade Chart slot.

Hound

Cost: 25 credits

Hounds arrived on Necromunda together with their human owners when the first civilian barges arrived to populate the planet. They remain the most popular pet throughout most of Necromunda's hives, which is mainly attributable to them exhibiting the widest array of forms and behaviours, but also due to their affection and obedience towards handlers. Due to the popularity of hounds as status symbols among the Underhive gangs every large settlement has established hound breeders and sellers at their trading posts.

M	WS	BS	S	T	W	I	A	Ld
6	4	-	3	3	1	3	1	4

Acute Senses: Hounds have a keen sense of smell that can route out hidden assailants. A Hound's spotting range is equal to its Initiative characteristic multiplied by 2.



Snapjaw

Cost: 30 credits

Snapjaws are a mutant strain of hound evolved through selective breeding to become a distinct subspecies. Although they lack the strength and tenacity of hounds their elongated and sleek frame gives them an exceptional speed and agility. Their name originates from their curious jaw that locks like a clamp when biting prey, this combined with their incredible speed makes them favoured by bounty hunters for chasing fleeing outlaws.



M	WS	BS	S	T	W	I	A	Ld
8	3	-	3	3	1	4	1	4

Acute Senses: Snapjaws have a keen sense of smell that can route out hidden assailants. A Snapjaw's spotting range is equal to its Initiative characteristic multiplied by 2.

Nasher

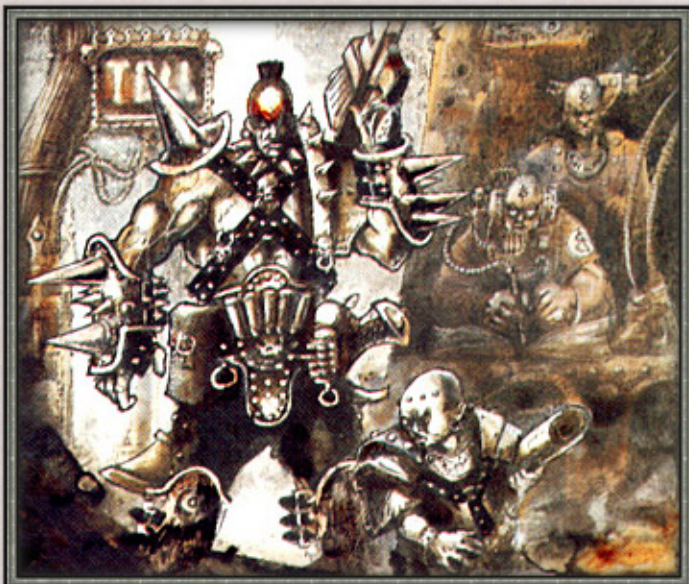
Cost: 40 credits

Nashers are strange vividly coloured creatures that have evolved in the harshest regions of downhive. They are armed with vicious claws and sport a huge gaping mouth which is lined with row upon row of needle sharp teeth that deters larger hunters and allows them to bring down prey many times their own size. Once familiar with a human handler they are docile to firm commands, but they will always remain stubborn and ill tempered beasts.



M	WS	BS	S	T	W	I	A	Ld
4	4	-	5	3	1	2	2	4

Disobedient: Nashers are irritable and wild beasts that barely conform to the will of a handler. The mastery range of a Nasher's Handler is halved (round fractions up).



Cretin

Cost: 15 credits

Cretins are the unfortunate souls of the Underhive, either physically or mentally stunted who have little hope of surviving alone in the malignant deadzones. Most end up in the slave markets, but some are able to subsist in the larger settlements by working odd jobs for regular Underhivers in exchange for paltry rations. The more adventurous or those cretinous slaves bought by gangers can sometimes be found running alongside the warring gangs. They commit to servitude where their life is short and has little value, but they can expect decent rations, comradery and a life of excitement that would otherwise never be available to them.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	2	1	4

Equipment: Cretins can be armed with hand-to-hand weapons, pistols, grenades and can use any equipment.

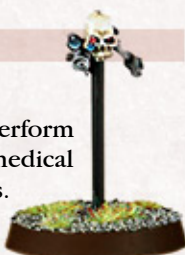
"I'll save ya master!": If the Cretin is within 1" of his Handler and isn't down, broken or involved in hand-to-hand combat then he can attempt to save his master from any attacks by diving into harms way. If the Handler suffers a hit, roll a D6. On a roll of 6 the Cretin performs this daring feat and suffers the hit instead of his Handler. Note in the case of template weapons a diving Cretin will still only suffer a single hit.

Servo-skull

Cost: 120+4D6 credits

Servo-skulls are mechanical drones used to perform a variety of tasks, such as data collation, medical tools, remote auspexes or automated sentries.

They are propelled by anti-gravity engines and controlled by a brainwave up-link that allows them to be directed by thought alone. The servo-skull's sight, hearing, auspex readouts as well as various other sensory information can be viewed or heard remotely making them particularly favoured by the Enforcement and House Delaue agents for intelligence gathering.



M	WS	BS	S	T	W	I	A	Ld
6	-	4	2	2	1	4	-	-

Equipment: Servo-skulls are fitted with a Laspistol, Medipack, Bio-scanner and Refractor Field (5+ special save).

Float: Servo-skulls can move in any direction, though must land at the end of its move. Servo-skulls also ignore the effects of difficult, very difficult and impassable terrain and are immune from falling.

Close Combat: Servo-skulls cannot charge or be charged so will never fight in hand-to-hand combat. Usually ranged attacks fired into hand-to-hand combats can randomly hit any models involved, however, a Servo-skull cannot accidentally hit its Handler in hand-to-hand combat or through a stray shot.

Robotic: Servo-skulls ignore the effects of flesh wounds, are immune from pinning and all Leadership based tests and attacks including all Telepath Primary Powers and the "You can fly..." and Sense Presence Minor Powers, and are immune to Photon Grenades, *darkness*, *gas*, *plague* and *poison* but cannot benefit from any *beal* rules (e.g. Stinger Mould Patches or the Medic skill).

Injury: If the Servo-skull must roll for a serious injury then the initial roll, not sub-roll in the case of a Wounded result, receives a +1 modifier. If a Servo-skull suffers a Wounded serious injury then it can be repaired after any game for a cost of 15 credits per injury.

Cyber-mastiff

Cost: 120+4D6 credits

The cyber-mastiff is an artificial construct designed to obey its preprogrammed handler.

Encased in armaplas and fitted with keen claws and a crushing bite they are ferocious adversaries. Mastiffs are extensively used by the Enforcement and are popular among the Merchant Guild and bounty hunters for hunting down elusive outlaws or for protection. Only gang leaders with the right connections and a sack full of credits can hope to purchase these highly prestigious and deadly attack pets.



M	WS	BS	S	T	W	I	A	Ld
6	4	-	5	4	1	4	1	-

Armour Save: Cyber-mastiffs have a 4+ armour save.

Robotic: Cyber-mastiffs ignore the effects of flesh wounds, are immune from pinning and all Leadership based tests and attacks including all Telepath Primary Powers and the "You can fly..." and Sense Presence Minor Powers. Cyber-mastiffs are also immune to Photon Grenades, *darkness*, *gas*, *plague* and *poison* but cannot benefit from any *beal* rules (e.g. Stinger Mould Patches or the Medic skill).

Injury: If the Cyber-mastiff must roll for a serious injury then the initial roll, not sub-roll in the case of a Wounded result, receives a +1 modifier. If a Cyber-mastiff suffers a Wounded serious injury then it can be repaired after any game for a cost of 15 credits per injury.

Sentry Drone

Cost: 40+2D6 credits

Sentry drones are mechanical contraptions fitted with a gun and loaded with a primitive artificial intelligence. They are used throughout the hive as automaton sentries or remote cameras but can also follow simple verbal commands and be guided by optical devices or brainwave up-links. Sentry drones are manufactured in all manner of shapes and sizes, though most that end up in the hands of Underhive gang leaders resemble little more than floating gun mounts with loading bays brimming with ammunition.



M	WS	BS	S	T	W	I	A	Ld
4	-	3	1	3	1	2	-	-

Equipment: Sentry Drones are fitted with Infra-red Goggles and must be armed with a basic weapon. They can also be equipped with additional ammo types and a Weapon Reload.

Float: Sentry Drones can move in any direction, though must land at the end of its move. Sentry Drones also ignore the effects of difficult, very difficult and impassable terrain and are immune from falling.

Close Combat: Sentry Drones cannot charge but can still be charged. However, Sentry Drones do not fight in hand-to-hand combat, instead gang fighters in base-to-base contact with a Sentry Drone can attack it following the Attacking Structures special rules.

Sentry Mode: A Sentry Drone can activate or deactivate sentry mode during the movement phase as long as it was within mastery range. Whilst on sentry mode a Sentry Drone cannot move or pivot, however, the Sentry Drone will automatically go onto overwatch each turn and can make a ranged attack even when outside of its mastery range.

Sentry: If the gang is the defender during a Raid or Rescue scenario then any Sentry Drones can be deployed following the usual rules in addition to the number of sentries and can be deployed even without its Handler. Any Sentry Drones deployed in this way must start the game in sentry mode.

Robotic: Sentry Drones ignore the effects of flesh wounds, are immune from pinning and all Leadership based tests and attacks including all Telepath Primary Powers and the "You can fly..." and Sense Presence Minor Powers. Sentry Drones are also immune to Photon Grenades, *darkness*, *gas*, *plague* and *poison* but cannot benefit from any *beal* rules.

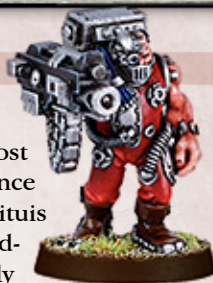
Injury: If the Sentry Drone must roll for a serious injury then the initial roll, not sub-roll in the case of a Wounded result, receives a +1 modifier. If a Sentry Drone suffers a Wounded serious injury then it can be repaired after any game for a cost of 15 credits per injury.

Master Crafted: If you are offered a Sentry Drone then roll a D6. On a roll of 6 you can choose to buy a master crafted variant instead costing 80+4D6 credits. Master Crafted Sentry Drones follow the usual Sentry Drone rules but they receive a +1 bonus to all characteristics except Wounds. They can also be equipped with two basic weapons that must be of the same type but allow the Sentry Drone to re-roll any ranged attacks that failed to hit.

Servitor

Cost: 80+2D6 credits

Servitors are mindless human drones almost more machine than flesh. They were all once criminals sentenced to Servitude Imperpituis and handed to the tech-priests to be mind-wiped, reprogrammed and cybernetically enhanced. Apart from their programming they possess only basic instincts and logic reasoning as all traces of personality, self-awareness and freewill are destroyed by the procedure. Most servitors are designed for simple repetitive tasks, however, some are grafted with weaponry and programmed with the specialist knowledge to use them effectively. They are commonly used by the Enforcement or powerful guilders but they also occasionally turn up in the downhive markets.



M	WS	BS	S	T	W	I	A	Ld
4	1	1	4	4	2	2	1	4

Bionics: Servitors are immune from *darkness*, *gas*, *plague*, *poison* and Photon Grenades and have a 5+ armour save.

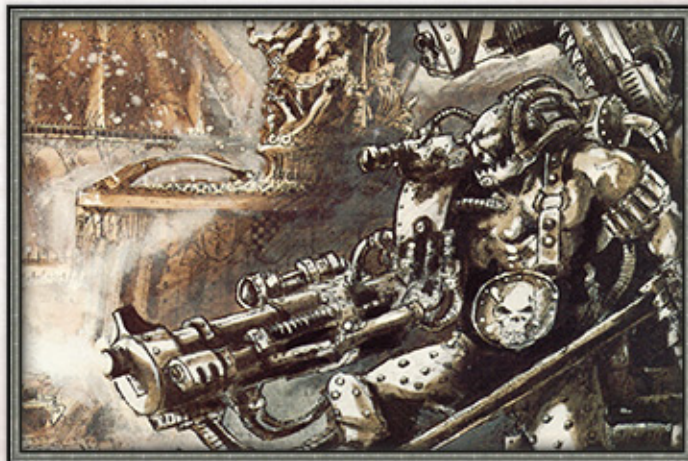
Mindless: Servitors ignore the effects of flesh wounds and are immune from pinning, *nerve*, *fear* and *terror* tests.

Programming: After buying a Servitor you must decide whether it is a Gun-servitor or Combat-servitor. Once this decision has been made it cannot be reversed.

Gun-servitors must be equipped with either a basic, special or heavy weapon. The Servitor cannot be given a weapon that the gang does not have access to. For example, a Ratskin Renegade does not have access to special or heavy weapons so the Servitor can only be armed with a basic weapon. If the Servitor is equipped with a heavy weapon then it reduces the amount of active heavy weapons other gang members can use by 1 (i.e. House gangs can only ever use up to 2 active heavy weapons at any one time). Gun-servitors receive a +3 Ballistic Skill bonus and the Bulging Biceps skill.

Combat-servitors must be equipped with 2 pit slave weapons. Combat-servitors receive a +4 Weapon Skill characteristic bonus and a +1 Attacks characteristic bonus.

Injury: If the Servitor must roll for a serious injury then the initial roll, not any Wounded sub-rolls, receives a +1 modifier.



Special Rules

Handler: After buying an Attack Pet you must select one gang member to be its Handler. A gang member can only be the Handler of a single Attack Pet at any one time. If a Handler dies then you must select a new Handler to take over. If at the start of your turn a Handler is out of action and his Attack Pet is still in play then the Pet is also removed from the table unless it is currently involved in hand-to-hand combat.

Deployment: Attack Pets must be deployed within 2" of its Handler and following the usual scenario deployment rules. If the Handler is using any special deployment rules (e.g. Vents, Tunnels, Infiltrate) then the Pet can also be deployed together with the Handler and in the case of Tunnels and Vents do not count for the purpose of any model limits.

Movement: Attack Pets are moved independently following all of the usual rules for gang fighters.

Mastery Range: During the din of battle Attack Pets have to rely on their Handler to command it to perform specific actions. Each Handler has a mastery range allowing him to affirm control which is a number of inches from the Handler equal to his Leadership characteristic. Pets can only perform the following actions when within mastery range.

The Attack Pet can declare charges and use its follow-up to move into further hand-to-hand combats. Attack Pets outside of mastery range cannot declare charges or move into new hand-to-hand combats, but they can still fight in hand-to-hand combat as normal.

The Attack Pet can fire any equipped ranged weapons. Attack Pets outside of mastery range cannot ever make a ranged attack unless specifically noted otherwise.

The Attack Pet can hide and go into overwatch following the usual rules. An already hiding Attack Pet can remain in hiding even if its Handler moves outside of mastery range.

The Attack Pet can use its handler's Leadership characteristic for any *fear* or *terror* tests.

Pinning: Gang members ignore Attack Pets for the purposes of the pinning rules. Pets can be pinned as normal, however, a Pet can attempt to escape pinning early if it is within mastery range. Note this is instead of the usual rule allowing fighters to escape pinning early if a gang member is within 2". Attack Pets within mastery range can use their Handler's Initiative characteristic when testing to escape pinning.

Nerves: Gang members ignore Attack Pets for the purposes of causing *nerve* tests if they go down or out of action and Pets are immune from ever having to take *nerve* tests.

Scenarios: Attack Pets do not count for the purposes of any scenario fighter limits, cannot pick up any loot counters and do not contribute towards any winning or losing conditions including for the purposes of any Bottle tests.

Captivity: Attack Pets are fiercely protective of their master. As long as the Pet did not go out of action, roll a D6 if the Handler suffers a Captured serious injury. On a roll of 5+ treat it as a Full Recovery result instead. For the purposes of captivity Attacks Pets count as their Handler's equipment.

Gang Rating: Attack Pets never gain experience and for the purposes of the gang rating have 0 Experience points. The cost of an Attack Pet is added to its Handler cost.

Upkeep: Any extra upkeep expenses for Attack Pets are considered to be taken into account in the gang's usual income expenditure. However, if the Handler is suffering from starvation then his Attack Pet will also suffer from the same negative effects.

Injuries: Attack Pets follow all of the usual injury rules. If an Attack Pet is taken out of action then use the following table to determine the extent of the Attack Pet's serious injury. Note a characteristic cannot be reduced to below 1.

Attack Pet Serious Injuries

D6	Result
1-2	Dead: The Attack Pet is killed in action. Strike it from the gang roster.
3-4	Wounded: The pet survives but is weakened by the wound. Roll a D6: 1: -1 Movement 2: -1 Weapon Skill and -1 Ballistic Skill 3: -1 Strength 4: -1 Toughness 5: -1 Initiative 6: -2" mastery range (to a minimum of 2")
5-6	Full Recovery: The Pet suffers a mild wound from which it makes a full recovery.

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Attack Pet Skills

Any gang member that is currently a Handler of an Attack Pet and rolls a Skill advance can choose to roll on the Attack Pet Skills table. Any bonuses affect all current and future Attack Pets but only those the Handler is currently master of.

[1] **Control Mastery:** The Handler's Leadership is tripled for the purposes of working out his mastery range.

[2] **Attack Mastery:** The Attack Pet receives a +1 Weapon Skill or Ballistic Skill bonus (choose which) and a +1 Initiative characteristic bonus.

[3] **Survival Mastery:** A Handler whose Attack Pet did not go out of action can avoid a Captured result on a roll of 3+ instead of the usual 5+ and will treat any Dead rolls as a Full Recovery result instead on a roll of 6.

[4] **Protector Mastery:** If the Handler goes out of action then leave the model in play as he will still affirm his usual mastery range. You can choose to remove the Attack Pet at the start of any of your turns.

[5] **Independence Mastery:** If the Attack Pet starts the turn outside of mastery range then roll a D6. On a roll of 4+ the Pet can act just as if it was within mastery range.

[6] **Pet Mastery:** The Handler can be the master of two Attack Pets which count as a single Pet for purchase limits.