



Did You Hear That?

Underhive Bestiary Pt. 1: Creature Generator

By Nick Jakos

Now that most rules from the Outlanders book have been republished, I thought it was time to revisit the Necromunda Bestiary, which has provided a wealth of interesting and exotic games over the years. This new and improved Bestiary includes the Creature Generator, to make any oddball creature you might want to throw at your gangs inspired by John Shaffer's Creature Generator for Warhammer 40k back in White Dwarf #291. Part one of the Bestiary is the creature generator itself and next time, we'll revisit the old Bestiary with a few nasty new additions.

Necromunda is a planet totally decimated by industry. Once a vibrant world of ocean and forest, centuries of human habitation have left the surface a scorched desert of ash and the sky a swirling cloud of toxic fumes. The planet is covered almost completely by a thick veil of clouds which have choked out most of the planet's life. Still, some of the original inhabitants survived, albeit in a dramatically different form, having made their way into the hives and mutated over thousands of years. While the surface of the planet is unable to support most life, the dank gloom of the Underhive allows many creatures to thrive.

Most life on Necromunda is monitored closely by the ruling houses, who authorize regular sweeps through the hive cities and spyres to remove pests. This means the Hive City and the Spyre are nearly devoid of plant and animal life, save for the few domesticated animals and the occasional garden dome. The Underhive, however, is far too massive and dangerous to sweep thoroughly, so creatures of all kinds

make their home in the wastes between settlements. To Underhivers, most creatures are little more than annoyances. Some creatures, however, stir fear into the hearts of settlers and there are stories of truly nightmarish creatures living out in the darkness.

HIVE WORLD VERMIN

The creatures of Necromunda's Underhive serve a number of important roles. Ratskin's are quite dependant on giant rats for food and clothing, while Scavvies make use of various fungi and spores. Some creatures are worth their weight in creds, while others are so dangerous and legendary, few have ever seen them and lived to tell about it. Of course, all of these creatures are regarded by most Necromundans as food, no matter how dangerous or slimy they may be.

VERMIN SPECIAL RULES

The following special rules apply to creatures included in the Bestiary and those you create.

Rating. When generated, each creature is given a point rating to reflect how tough it is compared to a normal gang fighter. This rating also reflects the cost of the creature to buy for certain scenarios and the number of creds it is worth when killed.

Damage. Creatures do not take damage like normal gang fighters and can never be pinned. When reduced to zero wounds, they do not make an injury roll. Instead, they are killed outright. Though plants may sometimes react to being fired upon, they can only be destroyed by attacks from flamers.

Leadership. Beasts have no leadership value, as they rely entirely upon instinct. They are

immune to all psychology and never take leadership tests of any sort.

Infestation. Some areas of the Underhive are so overrun by certain creatures that anyone moving into the area is in danger of being attacked. Small and medium creatures may use this special rule at the Arbitrator's discretion. In an infestation, the Arbitrator places as many creatures on the board as he wishes, before any other deployment takes place. These models represent areas of infestation and do not move on their own. Instead, for the remainder of the game, any fighter that moves within 6" of one of these infestation markers must roll a D6. If the model rolls a 1, he is immediately attacked by a monster of the type indicated by the marker. After the attack, the creature will scurry away, though the infestation marker will remain in play for the rest of the game.

Experience. Creatures do not gain experience in any way. Fighters wounding creatures gain experience as normal, though no experience is gained by destroying plants.

THE CREATURE GENERATOR

The creature generator is a simple way to create any plant or animal for Necromunda. All you need to do is follow the four steps below and you have your creature. The generator can create either plants or animals. When generating a plant, it is purchased in 1"x1" patches, and you multiply the rating by however many square inches of the board the plant takes up.

Step 1: Select Size and Profile

You must first choose the size of your creature and its profile. There are four choices. Small creatures are those smaller than a man and can be based on anything smaller than the standard 25mm base, such as a penny. Medium creatures are those the size of a man or slightly larger, based on 25-40mm bases. Large creatures are anything larger than that.

Size	Profile:	M	WS	BS	S	T	W	I	A	Ld	Points
Plant		-	-	-	3	3	-	-	-	-	1
Small		-	2	-	2	2	1	4	1	-	5
Medium		-	3	-	3	3	1	4	1	-	10
Large		-	4	-	4	4	1	4	1	-	20

Step 2: Select Movement

Next you have to choose how your creature will move. Of course, a creature may only choose one type of movement. Plants are always immobile.

Type:	Points:	S/M/L
Immobile: 0"	0/0/0	
Crawler: 6"	5/10/15	
Flyer: 8"	15/20/30	

Step 3: Select Traits

Now pick the creature's traits and modify its profile. Note that the trait "weak" reduces both the Strength and Toughness of the creature. However, a creature may be weak *and* have an increase to either Strength or Toughness. Traits marked with an asterisk may only be taken once. Others may be chosen up to three times.

Trait:	Effect:	Points:S/M/L/P
Agile	+1 M	5/10/15/-
Armored*	5+ Save	5/10/15/-
Hostile	+1 A	5/10/15/-
Resilient	+1 W	5/10/15/-
Predatory	+1 WS	5/10/15/-
Quick	+1 I	5/10/15/-
Slow-moving	-1 M	-1/-1/-1/-
Slow-witted*	I=1	-1/-1/-1/-
Strong	+1 S	5/10/15/1
Tough	+1 T	5/10/15/1
Weak	-1 S/T	-1/-1/-1/-

Step 4: Select Abilities

All you have to do now is choose your creature's special abilities. Small and medium creatures may have up to 50 points of abilities while larger creatures have no limit. Just be reasonable and remember not to abuse your power as an arbitrator!

Plant Abilities	Points:
Curative	3
Deadly Thorns	10
Dense	free
Enslave	15
Fluoresce	1
Gas	3
Rubbery	1
Spew	1
Thorns	3
Toxic	3
Vines	3
Volatile	3

treated as in partial cover when shooting from long range.

Defensive Spines Pts: 5/10/15

When charged, the creature gets an automatic hit at its strength value before the combat is resolved.

Creature Abilities	Points: S/M/L
Acid Blood	5/10/15
Burrow	5/10/15
Camouflage	5/10/15
Defensive Spines	5/10/15
Divide	10/20/30
Dodge	10/15/-
Drag	10/15/20
Enhanced Senses	5/10/15
Entangle	5/10/15
Envelope	5/-/-
Fear	-/15/20
Grab Attack	5/10/15
Hidden	10/-/-
Hit & Run	10/-/-
Horns / Spikes	5/10/15
Ignore Terrain	5/10/20
Leap	5/10/-
Lure	5/10/15
Musk	5/10/15
Pack Hunter	5/10/-
Paralyzing Sting	10/20/30
Plague-ridden	10/20/30
Poison	10/15/2
Ranged Attack	5/10/15
Razor Sharp Fangs	10/15/20
Regeneration	10/15/20
Resilient	-/10/20
Restricted	free
Rush Attack	-/10/15
Severe Injury	10/20/30
Single Strike	free
Skate	5/10/15
Slash Attack	10/15/-
Stun	5/10/15
Tentacle Attack	10/20/30
Terror	-/1/30
Vice Grip	5/-/-
Web (per 1"x1")	5/5/5

ABILITIES

Acidic Blood Pts: 5/10/15

If killed, the creature causes a S3 hit to any models in base to base contact.

Burrow Pts: 3/5/10

At the end of its movement phase, the creature may dive underneath the tabletop and reemerge at the end of its next movement phase anywhere within 24" of its previous location.

Camouflage Pts: 3/5/10

Small creatures always count as hidden as described on page 11 of the Necromunda: Underhive book. Medium or large creatures are

Divide Pts: 10/20/30

When the creature suffers its last wound, roll a D6. On the roll of a 1-2, the creature is killed. However, on the roll of a 3-6, it is replaced with two creatures of the same type.

Dodge Pts: 5/10/-

Small and Medium creatures only. The creature's natural speed allows it a 5+ unmodified save throw against any hits. This save may not be used against an attack that would not normally allow a save throw.

Drag Pts: 1/5/10

The creature may drag a model considered 'man down' up to its strength value in inches during the movement phase. This counts as hand to hand combat.

Enhanced Senses Pts: 3/5/10

When attempting to spot enemies in hiding, etc, the creature is treated as having 3x its initiative.

Entangle Pts: 5/10/15

The creature uses an attack like that of a Web pistol as described on page 38 of the Necromunda: Underhive book. The entangle attack has a range of 8" and hits on a 4+.

Envelop Pts: 5/-/-

Small creatures only. The creature rolls a D6 when charging. If the roll is greater than the victim's initiative, a roll of 6 always works, then the creature has enveloped the target's head. Only one model may envelop the target at a time. An enveloped victim will fall to ground unable to move or shoot until the creature is dead. If charged while enveloped, the victim fights with a WS of 0 and may not parry.

An enveloped victim may attempt to free itself during the recovery phase by rolling 2D6. If the score is less than or equal to the victim's toughness, the creature is pulled off and killed. If the score is greater, the model suffers a hit at the creature's strength. Models reduced to 0 wounds

by an enveloping creature are automatically taken out of action.

Friends of the victim may charge in and help remove the creature. In the recovery phase, the friend's Strength is simply added to the victim's when working out if the creature is removed.

Fear **Pts: -/15/20**
Medium or large creatures only. The creature causes *fear* as described on page 30 of the Necromunda: Underhive book.

Grab Attack **Pts: 1/5/10**
The creature may grab its prey if within 2". The victim may escape if it passes an initiative test. If grabbed, the model may not move, though he may attempt to free himself in the hand to hand combat phase by rolling a D6 and adding his strength. The creature rolls 2D6 and picks the highest, adding its strength. If the victim's score is higher, he is freed. Friendly models may attempt to free the victim by moving into base to base contact and rolling a D6 higher than the creature's strength.

Hidden **Pts: 5/-/-**
Small creatures only. The creature is always treated as in hiding. If attacked in hand to hand combat, it has a 3+ save throw.

Hit & Run **Pts: 5/-/-**
Small creatures only. The creature may break from hand to hand combat without suffering a free hit from its opponent.

Horns / Spikes **Pts: 3/5/10**
When charging, the creature gets 1 extra attack.

Ignore Terrain **Pts: 5/10/20**
The creature may move over obstacles or terrain without penalty. This does not include liquid.

Leap **Pts: 5/10/-**
Small or medium creatures only. The creature uses a powerful muscle spasm to leap an additional 6" in its movement phase. This counts as charging if leaping into base to base contact with an enemy.

Lure **Pts: 3/5/10**
The creature has an Initiative of 10 for the first round of combat. In addition, models charging the creature may not use a charge bonus.

Musk **Pts: 3/5/10**
Models moving within 2" of the creature must take an immediate leadership test. If failed, the model must stop dead in its tracks and may not complete its movement.

Pack Hunter **Pts: 3/5/-**
Small or Medium creatures only. When attacking a single model with a group of two or more of the same creature, each has 1 extra attack.

Paralyzing Sting **Pts: 10/20/30**
If the creature wins a round of hand to hand combat, roll a D6 for each hit it has made. On a 4+, the enemy is man down. This attack takes the place of a normal wound and has no lasting effects.

Plague-Ridden **Pts: 5/10/15**
A model wounded by a plague-ridden creature must roll a D6. On the roll of 4-6, the wound is clean. However, on the roll of 1-3, the creature has passed the plague on and the victim must roll on the Zombie Plague Table below.

D6 Roll Result

1	Clear. No symptoms of the Zombie Plague appear
2-3	Sickness. The victim falls ill and must miss the gang's next fight.
4-6	Zombie Time. The victim becomes a zombie and is either killed by his own gang, or it wanders off into the wastes.

Poison **Pts: 5/10/20**
Any hits caused by the creature will automatically wound. If the victim suffers his final wound to a poisonous creature, roll on the table below.

D6 Roll Result

1-2	No effect. The creature's venom fails to take effect. The model continues to fight on as though it suffered a flesh wound, though it does NOT subtract 1 from WS/BS.
3-6	Out of Action.

Ranged Attack **Pts: 5/10/15**
The creature can make a ranged attack of up to 8" that hits on a 4+ with a strength of 3. This may be combined with the poison ability.

Sharp Claws/Teeth Pts: 5/10/20

The creature may re-roll the injury dice when rolling injuries it has inflicted. You must accept the second roll, regardless of the result.

Regeneration Pts: 5/10/20

At the end of the creature's turn, it may roll a D6 to regain any wounds it may have lost. On the roll of a 4-6, the creature regains 1 wound up to its starting value.

Resilient Pts: -/10/20

Medium and large creatures only. when reduced to 0 wounds, the creature makes an injury roll on a D6. A roll of 1 is a flesh wound, 2-5 is man down and 6 is out.

Restricted Pts: 1/3/5

The creature is restricted to one area of the board. You must choose one of the following areas: liquid, ground level or above ground level.

Rushing Attack Pts: -/10/15

Medium and Large creatures only. When charging, the creature may double its attack during the first round of combat.

Severe Injury Pts: 10/20/30

The creature causes particularly lethal injuries focused on the head or face. When rolling a serious injury for models taken out by a creature with this ability, roll on the chart below instead of the normal serious injury chart.

D66 roll Result

11-16	Dead
21-23	Head Wound
24-26	Blind in one Eye
31-36	Old Battle Wound
41-46	Full Recovery
51-56	Impressive Scars
61-66	Horrible Scars

Single Attack Pts: Free

The creature has only enough strength or stamina to make a single attack. After it has attacked once, the creature is removed from play.

Skate Pts: 5/10/15

The creature is able to move over liquid of any depth as though open ground.

Slash Attack Pts: 5/10/-

Small or Medium creatures only. The creature has a whip-like appendage that allows it to attack at a range of up to 2". The victim may attempt to

dodge the hit by passing an initiative test. If failed, the victim suffers 1 S3 hit.

Stun Pts: 5/10/20

When charged by an enemy, the creature will attempt to stun him. The enemy must pass an initiative test or their WS and BS is reduced to 1 for one full turn.

Tentacle Attack Pts: 10/20/30

The creature has D6 attacks. These attacks have a range of up to 2", but still count as hand to hand combat.

Terror Pts: -/-/30

Large creatures only. The creature causes *terror* as described on page 30 of the Necromunda: Underhive book.

Vice Grip Pts: 5/-/-

Small creatures only. When the creature charges, it will attempt to squeeze or eat the victim. The victim may avoid the creature by passing an initiative test. If failed, the model will immediately suffer one hit at the strength of the creature. Until the creature is removed, the victim must roll a D6 at the beginning of his turn. On the roll of a 6, the victim has removed and killed the creature. On the roll of 1-5, the model suffers an additional hit at the creature's strength. During its movement phase, the victim move its normal distance in a random direction. If the victim is taken out, the creature will remain where it is and feed, having no further effect on the game.

Web Pts: 1 per 1"x1"x1" web

If a web is entered by a model, he must pass an initiative test or be trapped as though hit by a web pistol as described on page 38 of the Necromunda: Underhive book.

PLANT ABILITIES

Curative Pts: 3 per 1"x1"

A model who moves into contact with a curative plant and does not shoot or fight in hand to hand combat may roll a D6 during the recovery phase. On the roll of a 6, the model regains one flesh wound up to its starting value. On the roll of a 1, the plant is poisonous and the model suffers another flesh wound.

Deadly Thorns Pts: 5 per 1"x1"

Models attempting to move through a patch of deadly thorns must roll a D6 to avoid being

injured. On a roll of 6, the victim escapes injury. However, on a roll of 1-5, the victim takes a single wound at the strength of the plant. Models not taken out of action will be pinned, while those taken out of action will be caught in the razor sharp thorns and killed instantly.

Dense **Pts: 0 per 1"x1"**
The plant is made up of dense leaves, brambles or vines and counts as difficult terrain.

Enslave **Pts: 15 per 1"x1"**
If a model comes within 2" of a plant with this ability, he will automatically be attacked and must fight in the next hand to hand combat phase. If the plant wins combat, it will automatically take the victim down regardless of the model's toughness or number of wounds. These plants always have a WS of 4.

In each of the model's subsequent recovery phases, roll as normal for the model taken down. On the roll of a 1, the victim escapes and may continue as normal. On the roll of 2-5, the model remains down. However, on the roll of a 6, the model is taken over by the plant and is controlled by either an arbitrator or alternating players. Models enslaved in this way will never act in a self destructive manner.

A model taken over cannot recover on his own. Fortunately, the plant's hold on the victim leaves him so weak that a single wound inflicted on him will take him out of action. If a victim is left under the control of a plant at the end of the game, he will wander off into the wastes to do whatever it is that plant infested zombies do.

Fluoresce **Pts: 1 per 1"x1"**
The plant shines brightly and illuminates the entire area. Models among fluorescent plants may not hide among them. The light given off by the plants is bright enough to block line of sight.

Gas **Pts: 3 per 1"x1"**
When moving within 1" of the plant, a model must roll a D6. On a 1, the model has triggered a small cloud and is affected by a gas chosen from page 46 of the Necromunda: Underhive. This trait may be combined with the trait 'Spew', though it will no longer be triggered by proximity as described above.

Rubbery **Pts: 1 per 1"x1"**
Models moving in a Rubbery patch up to 2" have no problem. As soon as a model moving more

than 2" touches or passes over a rubbery plant, roll a D6. On the roll of 4-6, the model goes on as normal. On the roll of a 1-3, the models is bounced D3" away in a random direction. The model will continue to bounce until it lands on solid ground. If the model hits anything, it will immediately suffer a hit equal in strength to the distance it moved with the last bounce. Other fighters hit by a bouncing model will also take damage. If a model falls onto a rubbery patch it is not wounded, but will bounce 2D6" and take damage equal to half the last distance it bounced, fractions rounding up.

Spew **Pts: 1 per 1"x1"**
At the beginning of each turn, roll a D6. On the roll of a 6, the plant erupts in a cloud the size of the gas cloud template. This cloud works exactly like a smoke bomb as described on page 47 of the Necromunda: Underhive book.

Thorns **Pts: 3 per 1"x1"**
A model attempting to move through a patch of thorns must roll a D6 equal to or under his toughness or he will be cut. The thorns cause D3 flesh wounds immediately, each reducing WS and BS by 1 as normal. If a victim is brought down to 0 for both WS and BS, it will be overcome with the pain of the thorns and be taken out of action. Due to the nature of the cuts, armour saves may be taken with a +1.

Toxic **Pts: 3 per 1"x1"**
Must be taken with the 'Spew' or 'Thorns' trait. When taken with the 'Spew' ability, any models covered by the cloud will suffer one S3 hit, unless they can avoid the poisonous gases by passing an initiative test. If paired with the 'Thorn' ability, a model who suffers any flesh wounds as a result of moving through the patch will suffer an additional S3 hit automatically.

Vines **Pts: 3 per 1"x1"**
The plant consists of several vines that stretch over the ground, extending the range of any effects by 6" in every direction.

Volatile **Pts: 3 per 1"x1"**
If the plant is hit by shooting, it may explode. Roll to wound the plant as normal. If wounded, the plant explodes in a blast the size of the gas cloud template causing 1 Strength 3 hit to anything in the blast. Models partially covered by the template are hit on a roll of 4+ on one D6. The explosion may also cause other volatile plants to explode.