



WARHAMMER 40,000 CREATURE FEATURE!

CREATING YOUR OWN ALIEN CREATURES & PLANTS IN THE 41ST MILLENNIUM

by John Shaffer & Ty Finocchiaro

CREATURE AND PLANT CREATOR

STEP 1: PICK SIZE

Choose the size of your creature from the following list at the points indicated. Upgrades may be chosen from the lists below. The numbers after each upgrade/ability represent the cost for Small/Medium/Large creatures respectively. Abilities with a negative number refund the indicated number of points to your creature's cost. **Bear in mind any Creature's cost can never be reduced below 1 point by any means.** Creatures should be modeled on the following base sizes: Small, 25-40 mm; Medium, 40-60 mm; and Large, 60 mm and larger.

Creature Size	Base Cost	WS	BS	S	T	W	I	A	Ld	Sv
Small	3 pts	4	-	3	3	1	4	1	10	6+
Medium	9 pts	4	-	4	4	1	4	1	10	6+
Large	15 pts	4	-	5	5	1	4	1	10	6+

STEP 2: PICK LOCOMOTION

Choose how your creature moves. The numbers after each movement mode represent the cost for Small/Medium/Large creatures, respectively.

Only one movement mode may be chosen per creature.

Quadrupedal	Creature moves as cavalry	3/7/10
Bipedal	Creature movement as infantry	-1/-1
Winged	Creature moves as if equipped with a jump pack	4/10/13
Rooted	Creature is stationary, <i>Fearless</i> , and counts as Flora	-2/-4/-6

STEP 3: PICK ATTRIBUTES

Choose the relevant physical attributes of your creature. The numbers in the right column represent the cost for Small/Medium/Large creatures, respectively. Attributes marked with an asterisk may only be taken once. All others can be taken up to three times each.

Tough*	+1 Toughness	3/3/6
Strong*	+1 Strength	3/3/6
Resilient	+1 Wound	5/10/15
Extra Attack	+1A	3/4/5
Weak	-1 S&T (can only be chosen by Small Creatures/Flora)	-1/-1
Agile*	Fleet of Foot	5/5/10
Armored*	5+ save	2/2/5
Heavily Armored*	4+ save	5/5/8
Predator*	+1 WS	2/2/4
Quick Reflexes	+1 I	1/1/2
Slow-Witted*	Counts as Initiative 1	-1/-3/-5

STEP 4: PICK ABILITIES

Choose any special abilities your creature or flora possesses. You may not spend more than 25 points on abilities for Small and Medium sized creatures and no more than 50 points on Large creatures. No ability may be chosen more than once.

If you choose a creature with the Rooted form of locomotion, reduce the cost of all non-"Flora Only" Abilities by 50%, rounding up, to reflect the disadvantage of their immobility.

Small and Medium Florae may take up to 10 points of discounted or "Flora Only" abilities. Large Florae may spend no more than 20 points on discounted or "Flora Only" abilities. Florae may not take the Hit & Run, Horns/Spiky, Dodge, or Rushing Attack abilities.

ABILITY	S/M/L
ACIDIC BLOOD	4/3/3
BURROWING	3/5/5
CAMOUFLAGE	2/2/3
DEFENSIVE SPINES	3/3/3
DEADLY ATTACK	-1/6/8
DEFENSIVE MANEUVER	3/3/3
DISORIENTING ATTACK	-1/4/4
DODGE	7/7/-
DUPLICATING ATTACK	*1/*1*
ENHANCED SENSES	3/3/3
ENTANGLE	5/5/5
FISSION	-1/3/6
FEARFUL PRESENCE	2/2/2
GAPING MAW	-1/-1/4
HIT AND RUN	5/8/-
HORNS/SPIKY	3/4/5
INTIMIDATION	-1/2/2
LURE	3/3/4
MIND CONTROL	5/5/5
MASSIVE	-1/-1/20
MUSK	5/6/6
PLAGUE-RIDDEN	6/6/6
POISON	6/5/5
RANGED ATTACK	3/3/3
RAZOR SHARP CLAWS/FANGS	6/7/7
REGENERATION	7/7/7
RESILIENCE	5/5/5
RUSHING ATTACK	-1/7/7
STUN	5/5/5
VAMPIRISM	4/4/6
WHIP-LIKE APPENDAGE	2/2/2

* The cost for Duplicating Attack is 1/10 th of the cost of the creature and all of its other abilities.

FLORA ONLY ABILITIES	S/M/L
AGILE FLORA	3/3/3
EXTENDED ATTACK	3/3/3
NO PAIN	2/2/2
SPINE BURST	3/3/3
SPORE CLOUD	2/2/2

ABILITY DESCRIPTIONS

Note. Creatures/Flora with multiple attack options (like Rushing Attack and Horns) may use only one at a time in a single round of hand-to-hand combat.

Acidic Blood

If the Creature/Flora is killed, models in base-to-base contact with it suffer a single S4 hit before the Creature/Flora is removed as a casualty. This ability cannot be combined with the *Regeneration* ability.

Agile Flora

Flora only. The plant may hop or crawl D3" each turn. This ability will also allow it to assault D3" each turn.

Burrowing

The Creature/Flora may set up using the *Infiltrators* or *Deep Strike* special rules, but only in scenarios where these rules can normally be used. In other scenarios, the Creature/Flora sets up per the normal scenario rules but may make a free movement (just as it would in the Movement Phase) before the game starts. This ability cannot be taken by winged creatures.

Camouflage

This ability adds +1 to any cover saves. If the Creature/Flora is out in the open, it benefits from a 6+ invulnerable save.

Defensive Spines

Any model allocating attacks at the Creature/Flora suffers a single S3 hit before attacks are resolved.

Deadly Attack

Medium and Large Creatures/Flora only. The creature gives up all other attacks for a single special attack. The attack hits on 5+. The hit is resolved at +2 Strength and ignores armor saves. Invulnerable saves can be taken as normal.

Defensive Maneuver

If the Creature/Flora does not move in the Movement or Assault Phases, it adds +2 to its armor save until the beginning of the controlling player's next turn. While in a defensive maneuver, a creature may not make attacks in close combat.

Disorienting Attack

Medium and Large Creatures/Flora only. This attack may be made in the Shooting Phase instead of making any other shooting attack. Place an ordnance template centered on an enemy model within 12" of the Creature/Flora and roll 2D6. If the number rolled is equal to or higher than the number of models under the template, they become disoriented. Disoriented models move D6" in a random direction (determined by a scatter die) instead of their normal movement in their turn. Normal squad coherency rules still apply to disoriented models. Models may shoot and assault as normal but must pass a Leadership test in order to do so.

Duplicating Attack

Medium and Large Creatures/Flora only. The creature's attacks infect the target with a mutagenic virus that warps the victim's genetic material so it resembles the Creature/Flora. If the Creature/Flora causes at least two casualties (after armor and invulnerable saves) in close combat in a single round, roll a D6. On the roll of a 5 or 6, place one exact duplicate of the Creature/Flora that caused the wounds within 2" of the combat. This duplicate may be placed in hand-to-hand combat but does not count as charging. The duplicate has all of the same characteristics as the original Creature/Flora except it has a single Wound and does not have the Duplicating Attack ability (sorry, no chain reactions).

Dodge

Small and Medium Creatures only. The creature benefits from a 5+ invulnerable save.

Enhanced Senses

Enemy models may not *Infiltrate* within 24" of the Creature/Flora. In addition, the creature can see through 12" of woods rather than the normal 6".

Entangle

This attack has a 12" range and hits on a 4+. If the attack hits, the target model must pass a Strength test (must roll equal to or under its Strength on a D6) at the beginning of its turn or will be unable to move or shoot until a Strength test is passed. Modify the die roll by -1 for each subsequent Strength test. If an entangled model is attacked in hand-to-hand combat, its WS and S are both halved (round up) for the purpose of resolving hand to hand combat only.

Extended Attack

Flora only. Works the same as Whip-like Appendage ability, but the attack range is extended to 6". If using the

trial assault rules, the kill zone is extended to 12".

Fearful Presence/Disturbing Aura

Enemies fighting the Creature/Flora suffer -1 to their Leadership characteristic.

Fission

Medium and Large Creatures/Flora only. If the Creature/Flora is reduced to 0 Wounds, then the model splits into lesser offspring. The offspring have the profile of a Small Creature. All abilities of the parent creature are lost except for the mode of locomotion. If the parent creature is killed in close combat, place the offspring in base-to-base contact with an enemy model that is within 2" of where the parent creature was killed. When Medium Creatures/Flora are reduced to 0 wounds, they produce two offspring. Large Creatures/Flora produce three offspring.

Gaping Maw

Large Creatures/Flora only. Any rolls of a 6 to Wound in close combat mean that an enemy model may be swallowed whole. The controller and the victim both roll a D6. If the Creature/Flora's die roll is greater than the victim's roll, the victim is swallowed whole without recourse or saves. This ability can only be used on creatures that are roughly man sized or modeled on a 40-mm or 25-mm base. Larger creatures like Tau Battle Suits or Hive Tyrants cannot be affected by this ability.

Hit and Run

Small and Medium Creatures only. Winged or Quadrupedal Creatures only. At the end of any Close Combat Phase, if the creature did not flee from combat, it may immediately break from combat and fall back 3D6" in any direction. The models previously engaged with the creature may only consolidate.

Horns/Spiky

Creatures only. The creature gains an additional Attack at +1S on the turn it assaults.

Intimidation

Medium or Large Creatures/Flora only. If the creature does not move, shoot, or assault in its turn, all enemies must pass a Leadership test at -1 to assault the creature. Models that are *Fearless* are not affected.

Lure

Enemies do not receive the +1 Attack bonus when assaulting the Creature/Flora. If assaulted, the Creature/Flora strikes at Initiative 10 for the 1st round of hand-to-hand combat.

Massive

The Creature/Flora follows all the rules for a *Monstrous Creature*. This ability can be chosen only for Large Creatures/Flora.

Mind Control

The Creature/Flora exhibits powerful mind-control abilities. To use this ability, the Creature/Flora may not move, shoot, assault, or make attacks in close combat during its turn. Choose an enemy model within 12". That model must pass a Leadership test. If the model fails, the Creature/Flora may immediately force the controlled model to attack its unit or another unit nearby. Resolve either a shooting or melee attack against the controlled model's unit as normal. If the Controlled model is on its own, it may shoot at or assault a friendly unit if there is one within range. At the end of the turn, the creature relinquishes control over the model and it can be controlled as normal during the owner's turn. This ability has no effect on models that are *Fearless* or that pass Leadership-based tests automatically.

Musk

Enemies suffer a -1 to their Initiative when allocating attacks at the Creature/Flora.

No Pain

Flora only. The creature fights on despite the most grievous of wounds and therefore benefits from a 4+ invulnerable save.

Plague-Ridden

Any model within 6" of the Creature/Flora at the beginning of the creature's Shooting Phase suffers a Wound on a D6 roll of 6. Armor saves are taken as normal.

Poison

The Creature/Flora's attacks in hand-to-hand wound on a 4+ if the Creature/Flora's Strength is less than the target's Toughness. If the Creature/Flora's Strength is greater than or equal to the target's Toughness, resolve attacks normally.

Ranged Attack

The Creature/Flora has some form of ranged attack and counts as having BS3. Choose one of the following.

	RNG	STR	AP	Type
Scatter	-	3	6	Flamer Template
Multiple Shot	12"	3	6	Assault 3
Rapid Fire	24"	4	5	Rapid Fire
Strong	18"	5	4	Assault 1

Razor Sharp Claws/Fangs

Any rolls to hit of 6 in close combat will inflict an automatic Wound with no armor saves possible. Resolve other rolls to hit normally.

Regeneration

At the beginning of the Creature/Flora's turn, roll a D6. On the roll of a 5+, the Creature/Flora restores 1 Wound up to the Creature/Flora's starting number of Wounds. If the Creature/Flora has been slain, make a *Regeneration* roll as normal. If the result is a 5+, the Creature/Flora stands back up with 1 Wound. If the test is failed, remove it as a casualty. Wounds caused by weapons that don't allow armor saves or by weapons with a Strength high enough to cause Instant Death may not be regenerated.

Resilience

From the following list, choose a single weapon type to which the Creature/Flora is resilient. All the weapons that fit into these categories are listed below. The Creature/Flora receives a 4+ invulnerable save against all Attacks made with these weapons. Note that the heavy versions of these weapons (with the exception of heavy flamers) pack enough punch to penetrate the Creature/Flora's *Resilience*. Only one mode of *Resilience* may be chosen.

Solid Slug: bolters, storm bolters, bolt pistols, shootas, sluggas, ripper guns, sniper rifles, and heavy stubbers.

Heat-Based: melta guns, plasma guns, plasma pistols, flamers, heavy flamers, and fusion guns.

Energy-Based: lasguns, laspistols, hellguns, hell pistols, pulse carbines, and pulse rifles.

Rushing Attack

Medium and Large Creatures only. The Creature may sacrifice all of its Attacks in the turn it assaults to inflict a single Attack at +3S which hits on a 4+. Armor saves against a rushing attack are reduced to a maximum of a 4+. If a vehicle is rushed and the armor is not penetrated by the attack, the Creature suffers 1 Wound without recourse to a saving throw of any kind.

Spine Burst

Flora only. Instead of making a shooting attack, place the small blast template so it is centered on the Flora. All models touched by the template suffer an S4 AP5 hit. The spine burst may be used if the Flora is engaged in hand-to-hand combat instead of attacking normally.

Spore Cloud

Flora only. Instead of making a shooting attack, place the ordnance template so it is centered on the creature. All models touched by the template suffer an S3 AP6 hit. The spore cloud may be used if the Flora is engaged in hand-to-hand combat instead of attacking normally.

Stun

This ability is resolved in the Shooting Phase in lieu of making a ranged attack. The stun attack can be made even if the creature is in hand-to-hand combat. All models within 6" of the creature are hit on a 4+. If hit, models must pass an I test or suffer a -1 modifier to both melee and ranged attack dice rolls until the end of the their next turn.

Vampirism

For each unsaved wound the Creature/Flora inflicts, have it make a Strength test by rolling equal to or under its Strength characteristic. The roll of a 6 always fails. If the test is passed, the creature gains +1 Wound. This may not increase the Wounds value of the creature to above twice its starting number of Wounds. If the test is failed, the Creature/Flora loses 1 Wound.

Whip-Like Appendage

The Creature/Flora may make its full number of Attacks in close combat as long as it is within 2" of an enemy model (it need not be in base-to-base contact). These Attacks can be allocated to any enemy model within 2" of the Creature/Flora. Assaulting Creature/Flora with this ability must still move into base-to-base contact with the enemy if they have the range to do so. If using the trial assault rules, extend the kill zone of the creature from 2" to 4".