

UNDERHIVE BESTIARY

The Underhive Bestiary is here to cover all sort of eventualities. Bored of gang fights? Try hunting gigantic spiders! Ambushed just once too often? Then go and take it out on the Deviant Scum! The creatures below are presented purely for the use of the Arbitrator and I make no guarantees for the safety of any gangs that tangle with them.

HIVE WORLD VERMIN

Necromunda is totally dominated by the Human species, to the extent that many of the humans in the hive don't really believe in other races any more. However, some of the original inhabitants of the planet still persist, having got inside the hives and found a niche to survive in, mutating and evolving into hideous parodies of their original forms. Other creatures have arrived by hitching a ride in bulk cargo shipments from far-off stars, or were pets and guardian beasts which escaped into the miles of ducts and vents running throughout the hive.

Apart from a few small enclosed gardens and menageries in the Upper Spire, hive world plants and creatures only exist in the dank gloom of the Underhive or out in the ash wastes. These creatures are universally regarded by Necromundans as vermin, or food, depending on how hungry they are.

Rating. Each creature has been given a rating to reflect how tough it is in comparison to a Necromundan gang fighter, or how much it will cost in credits to buy for certain scenarios, or how much the creature's pelt/teeth/bones/flesh, etc., is worth when it is being hunted.

Wolf Spider

M	WS	BS	S	T	W	I	A	Ld
7	3	0	4	3	1	1	1	5

Orb Spider

M	WS	BS	S	T	W	I	A	Ld
3	3	0	3	3	1	1	1	5

Special Rules

Movement. Spiders can move up and down any sloping or vertical surface as if it were open ground. In addition, Orb spiders can use their webs to drop straight down up to 6" per turn for free.

Armour. Giant spiders receive an armour save of 6 on a D6 against any damage they suffer to represent their thick chitin hides.

Webs. An Orb spider's web is equivalent in effect to a hit from a Web pistol and is considered to cover the area within 3" of the spider's starting location. A potential victim that moves into a web has to pass an Initiative test on 1D6 to avoid being entangled. If the victim was running or charging the test is rolled on 2D6 instead. Once the victim is entangled the spider will attack and inflict 1 S3 hit automatically in each close combat phase.

Spiders in Games. Wolf spiders make fine hunting critters to harass fighters in games, not too tough, but good enough to give them a scare. Orb spiders will stay in the same location, lurking in their webs. This means they need to be noted on a map or allocated to specific locations on structures so they can ambush passing fighters or simply wait for them to run into their webs.

GIANT SPIDERS

Rating: 40

Many forms of mutant spider grow to a great size in the Underhive – up to several feet in span. They are so common that they have become traditionally associated with Necromunda and the most famous Imperial Guard regiment recruited on Necromunda is known as the Spiders. Giant spiders can be found throughout the Underhive from the gantries and vents of dome ceilings to the rubble-choked tunnels running beneath the floor.

Different species of giant spider catch food in different ways. Wolf spiders have long legs and chase down their prey before killing it with their oversized mandibles. Orb spiders weave thick, gooey funnel-shaped webs and hide at the end. Many unfortunate fugitives in the Underhive have run into these web-funnels in the darkness thinking them to be tunnels, only to be paralysed and slowly drained dry by the spider. Their gruesome cadavers can sometimes be seen suspended in the decaying cobwebs that hang in the darker recesses of the Underhive.

GIGANTIC SPIDERS

Rating: 250

In the deepest, darkest recesses of the wastes truly monstrous spiders lurk in the eternal night. Gigantic spiders are huge specimens measuring many metres across with massive jaws and a malignant intelligence to match. They are aggressive and extremely territorial so creatures that blunder into their vicinity seldom escape unharmed. Despite the dangers, hunters seek out gigantic spiders for their meat and venom, both of which command a high price in the Underhive. Most valued of all are the Raft spiders which skate the surface of the Sump. Their eyes are crystals as pure and as valuable as diamonds, and innumerable hunters have lost their lives in the Sump chasing the dreams of wealth beyond avarice.

M	WS	BS	S	T	W	I	A	Ld
5	3	3	5	4	4	1	2	7

Special Rules

Movement. Gigantic spiders can move up and down any sloping or vertical surface as if it were open ground.

Armour. Gigantic spiders receive an armour save of 5 or 6 on 1D6 against any damage they suffer to represent their thick chitin hides.

Spit Webs. Gigantic spiders can spit a globby mass of threads equivalent in effect to a Web pistol. If the spider attacks a webbed victim in hand-to-hand combat it will inflict 2 Strength 5 hits automatically in each close combat phase.

Terror! Even hardened gang fighters are filled with horror at the sight of a giant multi-legged monstrosity bearing down on them. Because of their horrifying size and appearance gigantic spiders cause fighters to test for *terror* if one is within 8" and in sight. See the Rules for more details on terror.

Pinning. Gigantic spiders are immune to being pinned because of their great size.

Spiders in Games. Gigantic spiders will usually appear singly, though they might be accompanied by a brood of giant spiders they have sired. Gigantic spiders will pursue intruders relentlessly but they aren't stupid: if they are reduced to 1 or 2 wounds or confronted with a weapon which could seriously harm them they will retreat into their lair or try a different approach.

ASH CLAMS

Rating: 10

Ash clams are one of the more outlandish creatures that inhabit the Underhive. How they came to dwell in the desolations of the Underhive is unknown, though they are known to occur in the ash wastes outside the armoured walls of the hive. Ash clams in the Underhive dwell underneath the covering of muck and rubble and are very sensitive to vibrations. Should any creature stray over its hiding place the clam will instinctively react to the vibrations and immediately open its gaping shell, drawing in a shower of loose dirt and anything else that is above it. Ash clams will attempt to consume any living animal that comes too close, but a man is far too big to fit in its shell and will usually be trapped by the ankle or leg until they are freed.

M	WS	BS	S	T	W	I	A	Ld
0	0	0	4	5	1	0	0	10

Special Rules

Grab Attack. If Ash clams are being used in a game then any models on the ground are in danger of being attacked. During your movement phase you must roll a D6 for any model who touches the tabletop during any part of its movement: if you roll a 1 then a clam has attempted to grab that model. The model can make an Initiative test to try and pull their leg out of the clam before it closes. If it succeeds it may carry on with its movement and the frustrated clam



sinks back into the ash. If the model fails then it is caught by the clam and may not move again until freed. If a gang bottles out then any of its models trapped by ash clams will automatically be captured by the winning side.

Friendly models can release anyone who is trapped by killing the clam. If you shoot at the Ash clam then roll a D6: on the roll of a 1, 2 or 3 you will hit the friendly model instead of the clam. If a friendly model moves into base-to-base contact with the trapped model it can attempt to prise the clam's jaws apart by rolling equal to or under its Strength characteristic on a D6.

Ash Clams in Games. Another booby trap monster, though this is a non lethal (just annoying) one. If desired, the frequency of clam attacks could be increased so that they strike on a roll of 1 or 2, or 1, 2 or 3 depending on the scenario being played and how easy it is to stay off the ground.

NECROMUNDAN GAS FUNGUS

Rating: 5 per 1"x1" patch

There are hundreds of kinds of fungus in the Underhive: the dank darkness is a perfect habitat for them. Most are harmless, some are eaten by Scavvies and mutants, and poisons or drugs can be distilled from others. Fungi tend to grow in large clusters often consisting of many different varieties. Gas fungi protect themselves from interference by releasing a cloud of mycotoxins which have variable effects on humans. One of the more dangerous is the dream-spore, which looks like a rainbow-coloured puff-ball. If trodden on, the fungus expels a cloud of hallucinogenic spores that bring nightmarish visions and waking dreams to anyone breathing them. Victims of the dream-spore soon fall foul of the myriad other dangers of the Underhive and are often found drowned in sludge pools, hanging from spider webs, splattered at the bottom of long drops and so forth.

Special Rules

Any model that moves through a patch of fungus during its turn must roll a D6. On the roll of a 1 the model has broken a dangerous gas fungus and is enveloped in a cloud of spores. Place a 2" radius marker over the model. Any other models under the marker may be affected and any models partially under the marker may be affected on a D6 roll of 4, 5 or 6.

Roll a D6 to see what kind of gas is released:

D6 Roll	Result
1-2	Hallucinogen
3-4	Choke gas
5-6	Scare gas

Roll a D6 for each model hit by the gas: if the roll equals or beats the model's Toughness it is affected. If the roll is less than the model's Toughness it is not affected. See the Rules for details of the effects of the various gases. The cloud of spores can last for several turns and should be rolled for on the Gas Grenades Table at the start of each player's turn.

Gas Fungus in Games. As with Ash clams the frequency of triggering gas fungus can be increased to suit the game. Fungus is a good adjunct to other booby traps like lashworms and Orb spiders, making these fairly innocuous plants quite dangerous. Don't forget that patches of fungus could equally well be growing on buildings and walkways, so wildly hallucinating fighters can be sent hurtling off high edges as well.



MILLIASAUR

Rating: 40

Milliasaurs are hideously mutated and enlarged centipedes which can reach up to two metres in length. They normally live in the darkened recesses and sump-holes that abound in the Underhive. Here they lurk in the moist darkness, waiting for an unsuspecting creature to venture nearby. When their prey is close enough the Milliasaur will dart from cover and sink its poisonous fangs into its prey. The Milliasaur's quick-acting poison will quickly reduce all but the largest creature to a helpless state, so the predator can drag its unresisting victim down into its lair and feast on the body at its leisure.

M	WS	BS	S	T	W	I	A	Ld
4	4	0	1	3	1	4	1	4

Special Rules

Movement. Milliasaurs can move up and down any sloping or vertical surface as if it were open ground.

Poison Bite. If a Milliasaur wins a round of close combat against a foe it will bite them with its poisoned fangs. Each hit scored will automatically inflict a wound without having to roll against the victim's Toughness. Armour saves may still protect a target as normal. If the victim suffers his final wound to a Milliasaur do not roll on the normal Injury Table, instead roll on the table below.

D6 Roll	Result
1-2	<i>No Effect.</i> The Milliasaur's venom fails to paralyse its victim. The model continues to fight just as if he'd suffered a flesh wound, except that he suffers no penalties to BS/WS.
3-6	<i>Out of Action.</i> The victim is paralysed and is severely chewed up by the Milliasaur. The model may survive the experience if it's lucky but it certainly won't be fighting any further. Remove the model as you would any other taken out of action.

Milliasaurs in Games. Beastmaster Wyrd's can also use Milliasaurs as their pets. For the Arbitrator they are useful ambush creatures that will normally lurk and wait for fighters to approach closely before they scuttle out and attack.

CARRION BATS

Rating: 20

These large bats live in the tunnels of the Underhive, where they hang upside down in seething colonies. If disturbed they flutter down the tunnels in a huge squealing swarm. Carrion bats have ferocious Piranha-like jaws but they live by scavenging meat from the kills made by larger creatures. The bats are drawn by the scent of fresh blood and will flutter down to steal a few mouthfuls of flesh before the rats arrive to pick a carcass clean. Underhivers are afraid of carrion bats because their bite carries diseases caught from their scrofulous diet, including the dreaded zombie plague.

M	WS	BS	S	T	W	I	A	Ld
8	3	0	2	2	1	3	1	4

Special Rules

Fly. Carrion bats can fly. This allows them to move up or down levels without having to use ladders. Each 1" of vertical movement up or down uses up 1" of the carrion bat's horizontal movement across the battlefield.

Plague! Any fighters taken out of action by carrion bats must roll a D6 in addition to rolling for serious injuries at the end of the game. On a roll of 1, 2 or 3 the bats were carrying the zombie plague, make a roll for them on the Plague Zombie Infection Table just as if they had been injured by a Zombie.

Carrion Bats in Games. Carrion bats will not usually attack groups of fighters but may attempt to overwhelm lone individuals. Carrion bats pose the biggest threat to models that have gone down, as they will move into hand-to-hand combat with them and take them out of action.

RIPPER JACKS

Rating: 40

Ripper Jacks are dangerous bat-like creatures that normally inhabit the larger abandoned domes in the Underhive. They hang upside down from the roofs in their darkened domains, swooping down on unsuspecting creatures that venture below. Ripper Jacks attack by enveloping the head of their prey with their leathery wings. They then bite and gouge at their victim's eyes, face and neck while maintaining a vice-like grip with their wings. Unless the Ripper Jack is speedily removed its victim will quickly suffocate or bleed to death.

M	WS	BS	S	T	W	I	A	Ld
8	2	0	1	2	1	4	1	4

Special Rules

Fly. Ripper Jacks can fly. This allows them to move up or down levels without having to use ladders. Each 1" of vertical movement up or down uses up 1" of the Ripper Jack's horizontal movement across the battlefield.

Envelop. Ripper Jacks attack in a special way. This attack is made in the hand-to-hand combat phase instead of fighting in close combat normally. Ripper Jacks never fight in the hand-to-hand combat phase, even if charged by an enemy model, it being assumed that they will simply flit out of the way, although enemy models can shoot at them normally. Instead, a Ripper Jack that is in base-to-base contact with an enemy model in the hand-to-hand combat phase is allowed to attempt to envelop the opposing model's head.

Roll a D6 for each Ripper Jack that is attacking an enemy model. If the roll is greater than the victim's Initiative, or a roll of 6 under any circumstances, then the Ripper Jack has enveloped its target. Models may only be enveloped by one Ripper Jack at a time, though several Ripper Jacks could attempt to envelop a victim – the rest would have to go and find another victim. An enveloped victim falls to the ground and may not move or shoot until he dies or the Ripper Jack is pulled off. If the victim is engaged in hand-to-hand combat he counts as having WS 0 and may not parry.

Roll 2D6 for the model in the recovery phase. If the score is less than or equal to the model's Strength it has pulled the Ripper Jack off and killed it (remove the Ripper Jack model from play). If the score is greater than the model's Strength then the Ripper Jack remains firmly attached and the victim suffers a S4 hit with no armour save allowed. Models reduced to 0 wounds by a Ripper Jack are automatically taken out of action.

Models may aid friends that are being attacked by Ripper Jacks. To do this the friendly model must be in base-to-base contact with the Ripper Jack's victim in the recovery phase. If this is the case the friendly model may add his Strength to that of his companion when working out if the Ripper Jack is removed.

Serious Injuries. If a model is taken out of action by a Ripper Jack do not roll on the usual Serious Injuries Table, instead roll on the Ripper Jack Injury Table below.

D66	INJURY
11-16	Dead
21-23	Head wound
24-26	Blinded in one eye
31-36	Old battle wound
41-46	Full recovery
51-56	Impressive scars
61-66	Horrible scars

Ripper Jacks in Games. Beastmaster Wyrds can train Ripper Jacks to fight for them. In games Ripper Jacks will aggressively seek out and attack fighters wherever they can.

BRAIN LEAF

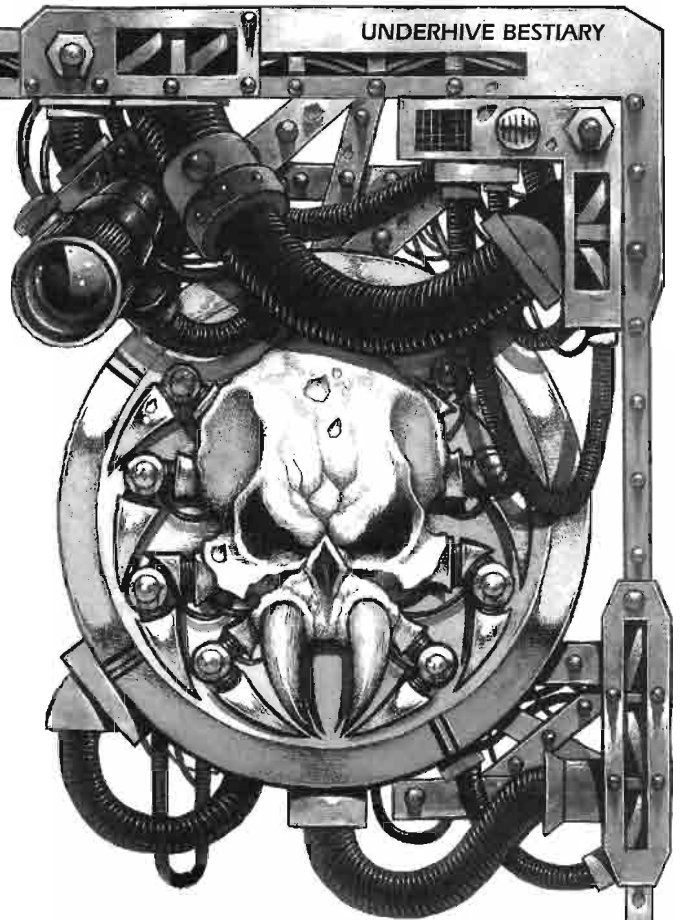
Rating: 30

The brain leaf is a most extraordinary plant and seems to possess a form of intelligence, albeit of a fairly low, instinctive level. The plant itself is vine-like and has a greyish colouring that enables its tendrils to remain inconspicuous amongst the tumble of rubble and waste in the Underhive.

The brain leaf's tendrils are rather plain and smooth, but at the end of each is a single leaf. Each leaf is a macro-cell and forms part of the plant's intelligence. The leaves are equipped with rasping hooks and intrusive nerve bundles that become attached to a living creature if it moves close enough. The leaf injects its victims with complex fibres that speed throughout the victim's nervous system until they become mindless tools that the plant can use.

Although not highly intelligent the brain leaf plant is able to use its victims in a sensible and rational way and the poor slaves are normally used as compost or protection for new seedlings. Once a brain leaf has attached itself to a host it is able to detach from its parent vine, leaving the plant to grow another leaf in its place.

M	WS	BS	S	T	W	I	A	Ld
0	4	0	0	4	3	0	1	-



Special Rules

If a model approaches within 6" of a brain leaf plant it will automatically be attacked by one tendril and you must fight a round of close combat in the next hand-to-hand combat phase. If the model beats the brain leaf in close combat then he escapes it and may either hit the plant in order to destroy it or use his follow-up move to get out of the plant's range. If the plant scores any hits it will attach a leaf to the target and, unless the victim makes an armour save, he automatically goes down regardless of Toughness or wounds.

Roll for the brain leaf's victim in subsequent recovery phases as normal for models that are down. If the victim rolls a 1 he escapes the clutches of the brain leaf but suffers a flesh wound in the process. On a 2-5 the victim remains down. On a roll of 6 the leaf has successfully taken the model over and the Arbitrator controls it from now on.

A model that has been taken over by a brain leaf cannot recover on his own and will be permanently lost from the gang if he doesn't get help. Fortunately the brain leaf's control sensitises the victim so much that a single wound inflicted on him will always take him out of action. Once the victim is out of action the leaf will drop off and die but a Serious Injury roll must be made for the victim as normal. If the victim hasn't been taken out of action by the end of the game then it's 'adios' as the victim wanders off to do plant-like things.

Brain Leafs in Games. Once a victim has been taken over by a brain leaf you should feel free to use him in any way which is not self-destructive, using any weapons or equipment he has to attack or defend himself with. Usually the plant will simply want to kill as many creatures as possible in close proximity to itself for the nourishment, but come up with anything you like as motivations. Maybe the brain leaf wants to be dug up (carefully) and moved, or maybe it wants protection from all these gangs running roughshod over its territory.



NECROMUNDAN GIANT RATS

Rating: 35

The Underhive contains a warren of disused and decaying tunnels and sewers that are infested by swarms of rats. There are many different mutant sub-species of rats on Necromunda and their individual physiology varies immensely. Giant rats can grow anywhere up to 4 feet long (not including their tail), while the huge razor-sharp fangs of some of the larger creatures can reach to well over a foot. Necromundan rats exhibit a form of low animal cunning and have incredibly fast natural reactions. These combine to give them an almost supernatural ability to dodge any attack that is aimed at them.

M	WS	BS	S	T	W	I	A	Ld
6	4	0	3	2	1	3	1	4

Special Rules

Dodge. Rats receive a special form of unmodified 4+ save on 1D6 against any damage they suffer to represent their ability to dodge attacks. The save may be used against any ranged or hand-to-hand attacks, but not against special attacks that do not normally allow an armour saving throw.

Giant Rats in Games. Beastmaster Wyrds can use giant rats as their pets but they are also useful Arbitrator creatures for just about any scenario. Giant rats will rove around in packs and attack anything they can pull down between them.

SLUDGE JELLIES

Rating: 60

Sludge jellies are venomous stinging jellyfish that live in the sludge seas and also in pools of industrial effluent which are common all across the Underhive. Sludge jellies that live far out in the sludge seas or old creatures that have been growing in stagnant pools for centuries can be very large indeed, but most are about 1 to 3 feet across. They are disgusting, squidgy, balloon-like creatures with many thin trailing tendrils sprouting from beneath them. Sludge jellies can instinctively sense any disturbance in their liquid dwelling places and will suddenly float to the surface and catch anyone at the edge of the pool with their tendrils. Sludge jellies paralyse their victims with their tendrils then drag them down into the goo to be digested later.

M	WS	BS	S	T	W	I	A	Ld
0	3	0	1	2	1	-	D6	0

Special Rules

Sludge Pool. Sludge jellies live in sludge pools. A sludge pool can be represented on the table by a circular piece of card approximately 1" radius, although at the Arbitrator's discretion the pool can be larger. The pool should be placed in a position where it is likely to get in the way, in the middle of a route of attack for example. The sludge jelly cannot leave the pool but should a model move within 2" of the edge of the pool the jelly will suddenly float to the surface and make a surprise attack with its tendrils.

Paralysing Sting. When a model moves within 2" of the sludge pool the sludge jelly will make its attack. The sludge jelly has engaged the model in hand-to-hand combat and therefore the model may not complete his move nor can he shoot this turn. The sludge jelly has D6 Attack dice for its whipping tendrils and adds +1 to its combat score due to surprise. The model under attack may not parry.

If the sludge jelly wins the combat then roll a D6 for every hit and on any roll of 4+ the victim is paralysed and effectively down and though it may not move, armour saves apply as normal. A sludge jelly which survives losing in hand-to-hand combat or fails to paralyse its victim will sink down into the sludge pool at the end of the hand-to-hand combat phase and can attack again next turn if anyone is close enough.

Gooing Gooing Gone. If it succeeds in paralysing a model the sludge jelly can drag the victim 1" per turn towards its pool. If this pulls the model within the sludge pool then at the end of the model's next turn it is automatically killed as the jelly sinks to the bottom of the pool with its food.

Friendly models can only help the paralysed model by killing the sludge jelly by shooting it (risky) or attacking it in close combat (even more risky). If they kill the jelly before the end of the victim's turn leave the victim 'down' on the table and start making recovery rolls for it as normal. Should a paralysed model go out of action he need not roll on the Serious Injury Table. A paralysed model will always recover fully after the game has ended.

Sludge Jellies in Games. In order to use sludge jellies for their greatest paranoia value place a number of innocuous, empty slime pools around the table and have just a few occupied by jellies. If you want to be really unpleasant introduce a few jellies in combination with the 'Bubbling Slime' results on the Treacherous Conditions Table. In a sea of goo or pit of despair any models paralysed would be killed immediately – and don't forget the jellies can reach up to 2" from the surface of the sludge!

FACE-EATERS

Rating: 20

Face-eaters are some of the most unpleasant vermin to be found in the Underhive. They are a highly dangerous life form which was deliberately imported from the death world of Catachan. They were originally released into heating vents in an effort to prevent deviant scum and vermin using the miles of pipes to move around the hive. The face-eaters flourished in the warm, moist conditions and became a problem in their own right within months. A subsequent eradication campaign has ensured that they are only found in the Underhive now, where the harsh conditions keep their numbers in check.

Face-eaters can lie in wait practically anywhere but prefer to hang from girders where they appear to be innocent scraps of cloth to anyone looking at them from a distance. Anyone foolish enough to approach a face-eater will have to be extremely agile as the face-eater uses a powerful muscle spasm to propel itself at its victim's face. If the face-eater lands on target it wraps itself around its victim's head, attaching itself with hundreds of minute and viciously sharp hooks and spines. Powerful digestive enzymes start to eat away the victim's features. It is almost impossible to detach a face-eater without seriously damaging its prey in the process.

M	WS	BS	S	T	W	I	A	Ld
0	3	0	3	2	1	5	1	10

Special Rules

Leap. A model that approaches within 4" of a face-eater will immediately be attacked. With a powerful muscle contraction the face-eater leaps at the model, who has to roll under his Initiative on a D6 to avoid the attack. A face-eater that misses its target should be placed within 1" of the model that it was attacking, and will spring again in its next turn.

If the face-eater hits, the model will immediately take a Strength 3 hit with no armour save possible unless it has a fully enclosed helmet. Models may only be enveloped by one face-eater at a time, though several face-eaters could attempt to envelop a victim – the rest would have to go and find another victim.

At the beginning of each of the model's subsequent turns he may try to pull the face-eater from his head. Roll a D6: on the roll of a 6 the face-eater has been pulled off and is killed. Otherwise the model will take another Strength 3 hit and will move in a random direction during his next movement phase. This continues until the face-eater is removed and killed or the victim is taken out of action by the face-eater. Once a face-eater has taken one victim out of action it will creep away into a dark corner somewhere to digest its meal and will not attack again for several hours.

If you wish, any model that moves into base-to-base contact with someone who has a face-eater attached to his face may attempt to pull it off. If a fighter is attempting to pull the face-eater off, roll a D6. If there is only one model attempting to pull the face-eater off you will need to roll a 6, with two models you will need a 5+, with three models a 4+ and so on. However, because of the face-eater's vicious lacerating spines any model who is trying to pull off a face-eater will take a S2 hit and if the face-eater is pulled off, its victim will immediately take another Strength 3 hit as the hooks and spines pull away half his face. Models won't be pinned by these hits because they are effectively in close combat.

Camouflage. Face-eaters are very well camouflaged and hard to recognise. To represent this face-eaters always count as hiding, so a model can only ever spot a face-eater if it is within a distance equal to or less than its Initiative.

Serious Injuries. If a model is taken out of action by a face-eater do not roll on the usual Serious Injuries Table, instead roll on the Face-eater Injury Table, below.

D66	INJURY
11-16	Dead
21-23	Head wound
24-26	Blinded in one eye
31-36	Old battle wound
41-46	Full recovery
51-56	Impressive scars
61-66	Horrible scars

Face-eaters in Games. Face-eaters can be represented by a flat blob of blu-tak or plasticine which is stuck to the head of the model under attack. Either decide on a lurking place for face-eaters before the game or use some other random means to decide when a model is attacked, like the use of cards in the *Purge!* scenario.

LASHWORMS

Rating: 10

Some areas of the Underhive are infested with lashworms, strange creatures that arrived on Necromunda in spore form among textile cargoes from the Jubilon sector. Lashworms live in crevices where they wait, tightly coiled until a victim approaches close to them. The sensitive tip of the lashworm's tail protrudes almost invisibly from the creature's hiding place. Any vibration, such as a person moving nearby, will trigger the lashworm to attack, which it does by whipping out its long, flexible tail and slashing a morsel of flesh off its victim. The lashworm's tail coils round its catch and pulls it back into the lashworm's lair to be digested. The worms themselves are small, coiling up to the size of a man's fist. Lashworms do not move, act immediately and instinctively and are almost impossible to kill because they are usually so deeply embedded in cracks and crevices.

M	WS	BS	S	T	W	I	A	Ld
0	3	0	1	3	1	0	1	0

Special Rules

Slash Attack. The lightning-fast strike of a lashworm is not resolved like a normal hand-to-hand combat. Instead a potential victim is attacked as soon as it moves within 2" of the lashworm's location. The victim must pass an Initiative test to avoid the tendril, failure means it hits them and inflicts 1 S3 hit. If the Slash misses or fails to wound the lashworm will fight during the hand-to-hand combat phase of the turn as it flails around trying to take its pound of flesh. Once a lashworm has inflicted a wound it will retreat inside its lair to digest its meal, making it virtually invulnerable to attack. The 'worm won't attack again while it's digesting, a process that can take several hours.



Hidey-Hole. Lashworms conceal themselves well so they cannot be attacked until they have attacked a model themselves. Lashworms normally receive an armour save of 3, 4, 5 or 6 on a D6 against any damage to represent the protection they gain from being concealed in a hole or crack. If they retreat inside their holes lashworms effectively have a 3+ armour save on 2D6.

Lashworms in Games. As they are immobile and hidden, lashworms are best represented by declaring areas to be 'worm infested'. Any models moving in the area risk being attacked. D6-3 is a good number of assailants but you could vary the number according to circumstance or whim (D6 - a model's Initiative characteristic for example, or 2D6 -3 if the model is running).

RUBBER MOSS

Rating: 1 per 1"x1" patch

There are many types of lichens and mosses covering the ruined domes. By far the most annoying of them all is Rubber moss which carpets large areas. Although the moss is not dangerous in itself, it has a very effective defence mechanism; its growth is thick, incredibly bouncy and highly unstable!

Special Rules

Any model that moves over Rubber moss may move up to 2" per turn without penalty: if they are moving any faster then you must roll a D6, on the roll of a 1, 2 or 3 the model has started to bounce and is moved D3" in a random direction, determined by rolling the Scatter dice. If the model lands on some more Rubber moss then he will bounce a further D3". This continues until the model lands on solid terrain.

A model that is being bounced around by Rubber moss can bounce into walls. If this happens he will take a hit with a Strength equal to half the distance that he rolled for his bounce (rounding up). Once the model has finished bouncing he counts as being pinned. On the bright side, a model falling from a building, walkway or other high point onto a patch of Rubber moss won't be hurt, but will bounce 2D6" in a random direction. Unfortunately the model will take damage as if he had hit a wall when he lands.

Rubber Moss in Games. Rubber moss is most useful for locating underneath or on top of gantries and buildings where it can send fighters bouncing to their doom. You can also use pits full of Rubber moss as interesting booby traps to bounce victims 2D6", a good one for the *Lord of the Spire* Arbitrator scenario.

SPINE CRYSTALS

Rating: 5 per 1"x1" patch

These are not really plants but mineral growths. They occur around the edges of effluent pools, discharge outlets and wherever pollutants have been accumulating for a long period of time. They are very much like coral, consisting of a dense entanglement of crystals which are brittle and razor sharp. It is impossible to hide amongst, and very dangerous to move through a dense clump of crystal fungus unless protected by armour. The crystals will inflict thousands of tiny cuts and scratches which will soon become festering sores due to the toxic and corrosive nature of the chemicals from which they grow.

Special Rules

Because of the dangerous nature of the spines, it is impossible to 'hide' in a spine crystal outcrop.

Spine crystals are very difficult to move through and the razor sharp spines can easily inflict nasty wounds, therefore spine crystals count as difficult terrain.

Any model moving through an outcrop of spine crystals must roll equal to or under their Toughness on a D6 to avoid damage. If they fail they will suffer D3 flesh wounds, each one reducing their BS and WS by 1 for the rest of the game. If the model's BS and WS are reduced to 0 it loses consciousness due to loss of blood and goes out of action. Armour saves can be taken against the flesh wounds and due to the nature of the cuts add a +1 modifier to the saving throws.

WIRE WEED

Rating: 15 per 1"x1" patch

Some old derelict industrial plants and some functioning authority establishments on Necromunda are defended by belts of bio-wire, a genetically altered death world xeromorph. Some spores have also escaped over the centuries and dense clumps of bio-wire are occasionally encountered in the Underhive or the ash wastes. These clumps of wild bio-wire are known on Necromunda as 'wire weed'.

Bio-wire was originally grown as a form of military defence, a sort of living barbed wire, but infinitely worse. Bio-wire is very tough and regenerates quickly. Its sharp thorns can pierce armour and lacerate exposed flesh to the bone. Wire weed also secretes an acidic sap which will reduce those unfortunate enough to become entangled in it to skeletal remains within minutes.

M	WS	BS	S	T	W	I	A	Ld
0	0	0	6	4	-	0	0	-

Special Rules

Wire weed is very, very dangerous to move through. If a model is foolhardy enough to attempt this feat then roll a D6 as soon as he has moved into the wire weed and at the beginning of every one of the model's turns as long as it is within the weed. On the roll of a 6 the model survives for the moment and takes no damage. On the roll of 1-5 the model will take a single Strength 6 hit and will become pinned if not taken down or out of action. If the model is armed with a normal sword he may add +1 to his dice roll. Models armed with chainswords, power swords and power axes add +2 to the dice roll. Models that go out of action while in the weed will be killed instantly; effectively they always get a 'Dead' result on the Serious Injury Table.

A model armed with a flamer or hand flamer may use it to burn a path through the wire weed so it can move through it unhindered. However, the model will be required to make an Ammo roll for the weapon every turn that it remains in the weed. If using such a weapon the model will be unable to shoot while in the weed.

Flame weapons, Plasma grenades and heavy plasma guns can also be used to destroy wire weed. Wire weed has a Toughness of 4 and any weed under the template or marker will be destroyed automatically if it suffers a wound. Wire weed doesn't burn very well and will not catch fire!

Wire Weed in Games. Wire weed is very nasty, dangerous stuff and scares players silly (it's that go out of action and you're dead part). The fact is it's not a problem if you don't go in it, and most of the time you should ensure it's possible to avoid wandering through wire weed by taking a different route. On the other hand if players always avoid wire weed combine it with some nearby gas fungus or Rubber moss to send them into it.