

# DOCTOR ARACHNOS

ROGUE DOC, HANGER-ON

DOCTOR ARACHNOS, ROGUE DOC

100  
CREDITS

| M  | WS | BS | S | T | W | I  | A | LD | CL | WIL | INT |
|----|----|----|---|---|---|----|---|----|----|-----|-----|
| 5" | 4+ | 4+ | 3 | 3 | 1 | 4+ | 2 | 8+ | 7+ | 7+  | 6+  |

| Weapon                 | Rng |     | Acc |   | Str | AP | D | Am | Traits                  |
|------------------------|-----|-----|-----|---|-----|----|---|----|-------------------------|
|                        | S   | L   | S   | L |     |    |   |    |                         |
| Laspistol              | 8"  | 12" | +1  | - | 3   | -  | 1 | 2+ | Plentiful, Sidearm      |
| Medical mechadendrites | E   | 3"  | +1  | - | -   | -1 | - | -  | Melee, Toxin, Versatile |

**WARGEAR:** Bio-scanner, mesh armour, respirator  
**SKILLS:** Medicae

Doctor Arachnos works out of the Six Clans 'Cutting Room' in Dust Falls. Both Proctor Clause Bauhein and Mistress of Coin Melerva pay the Doc well for his services, and even Narco Lord Balthazar Van Zep has been known to go to him to save the life of an especially valued associate. A slightly sinister figure, no one quite knows where Arachnos comes from, he just turned up one day in Dust Falls with his surgical assistant, Craven Bonesaw, in tow – the small misshapen creature thought to be the product of one of Doctor Arachnos' experiments. However, good medical aid is hard to come by in the underhive, especially of the kind Arachnos offers, and so he does a fine trade in digging out bullets and patching up ruptured organs.

The Doc also has a healthy sideline in genhancements and organ grafting. For a modest fee, Doc Arachnos will cut an underhiver open and make 'improvements' to their physiology. Most often, these are purely practical – like implanting a Goliath pulmonary system to allow the patient to breathe toxic air, or a set of Phyrr cat eyes so they can see in the dark. More rarely, gang leaders come to Arachnos looking for cosmetic enhancements such as ripper jack teeth or ash devil claws (which look scary but make opening a bottle of Wild Snake a small feat!). Of course, all these exotic components need to come from somewhere, and the Doc regularly signs on with gangs going down into the depths of the underhive. While Arachnos can, and does, pay for unusual organs procured by gangers, he prefers to extract them himself – rather than receive them in the battered remains of a Corpse Starch ration tin wrapped in whatever dirty rag the gang could find.

## SPECIAL RULES

### DOCTOR ARACHNOS

**Medical Mechadendrites:** Doctor Arachnos' medical mechadendrites allow him to turn any location into an impromptu operating theatre. During the Recovery phase, if Doctor Arachnos is within 3" of a Seriously Injured friendly fighter, instead of making a Recovery check for the fighter, you can make an Intelligence check for Doctor Arachnos. If the check is successful, the fighter immediately recovers from their Serious Injury just as if they had rolled a Flesh Wound on the Injury dice. If the check is failed, the fighter goes Out of Action instead. Doctor Arachnos can only aid one fighter in this way each round.

**Part of the Crew:** Unlike other Hangers-on, this fighter is always ready for a fight. As long as this fighter is part of the gang roster, they are treated just like a regular Ganger for the purposes of selecting a crew. Therefore, this fighter may be chosen or randomly selected as part of their gang's starting crew just like any other Ganger. However, just like any other Hanger-on, this fighter cannot gain any Experience or Advancements and, should they suffer a Lasting Injury that would make a change to their Fighter card, this fighter is removed from the gang roster just like any other Hanger-on.

**Rogue Doc:** Doctor Arachnos is a Rogue Doc Hanger-on, as described in *Necromunda: Gangs of the Underhive*, and in the Hangers-on section of each of the *Necromunda: House of...* supplements.