



DA GREEN PITZ

Healing Tables for Mutie Raiders

Matt McPherson is possibly the only person on the planet to have played quite so much wargames without spending a single penny on models. He wasn't allowed to buy the silly models but he was allowed to buy books, which began a lifelong love affair with gaming systems, breaking gaming systems and huge amounts of background material for even the tiniest most insignificant thing.

When Ben asked me to commandeer his barely used Muties for Gorkamorka, I was delighted as the painting and tedious gluing bits were already done. However when it came down to the rules of the game, Muties have had a lot left out for what was supposed to be an extensive expansion of the game, one of which was the "Dok's Serjery" table. No Mutie healing rules exist and the books explicitly states that Doks never work on Muties.

Given the huge cost of individual Muties, rebuilding even one lost warrior can take many games. So to aid the healing process, I present for your consideration, the bounty of the Cognoscenti: The Green Pits of Magod!

Like all mobs, Muties sustain injuries, get captured etc.. But there are no official rules for getting a Mutie all patched up and with good reason, no Dok would ever work on a Mutie and few have ever even had the stomach to dissect one, let alone try and do a bit of serjery.

However, it's been rumoured that when a Mutie is hurt, he returns to the Cognoscenti and asks for them to allow him to bathe in the waters that once gave the Muties their strength and their lives: The Green Pits of Magod.

Mutations

There are four possible sites for Mutation on a Mutie (In terms of Leg Wound, Muties legs and their Mounts legs are considered interchangeable for purposes of a wound.)

1. Handy Bugger

For Muties whose questing has cost them an arm (Arm Wound)

2. Legs Aplenty

For Muties whose legs are in need of some TLC (Technetium Laced Compounds)

3. Boiled Brainpan

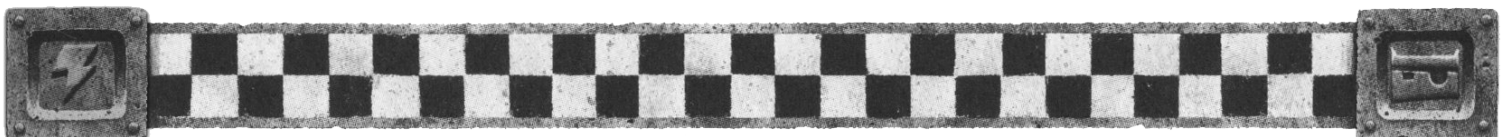
Soak away those headaches and replace them with cool tumours instead.

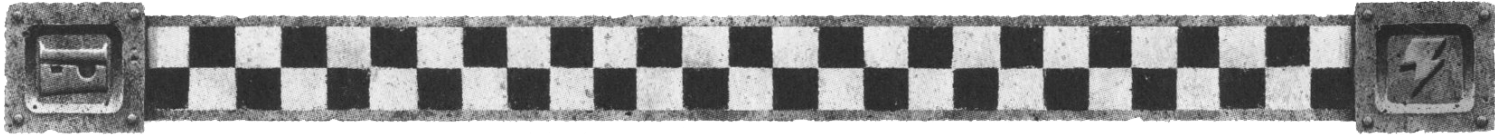
4. Heart of Goo

For the Mutie who is, at his core, made of glowing green liquid.

Da Anointin' Process

In order to be healed and fully experience the healing power of Magod, the Mutie must place the affected part within the Pools of the Cognoscenti. Each of the above, corresponds to the normal Orky tables. Pick one as you would for an Ork wound.





There are several possible outcomes for any anointin' (**D6**):

1. Kill it With Fire

The Mutie has mutated radically, even by Mutie standards. Consult the **Freaks! table** to find out what fate befalls the warrior when the warrior is next used in combat, as per the rules of *Eksperiments*.

2. Exhaustin' Ceremony

The anointin' took a long time and has sapped the stamina of the raider. He needs a bit of a lie down and time to acclimatise to his new situation. See *Da Uvver Book* for **Da Patient is Restin'** rules.

3. Whoops, 'E Slipped

While being anointed, the keepers of the pool let the raider slip and as a result, a different mutation occurred. Roll **D3** on the other remaining choices to see what happens.

4 - 6. Praise be to Magod!

The Mutie has been blessed with a new adaptation. Roll on the relevant table to find out what.

The Keepers of the Pools require a tithe be paid towards the Cognoscenti for the use of the Pool, ensuring only Muties who contribute to the grand designs of Magod can acquire his blessings. Roll **D6** to find out the teef cost and add this to the warrior's total cost.

Muties can mutate both their arms individually, the legs can handle the strain of two mutations but their head and their torso can only take one. Determine arm mutations as left or right as normal but leg mutations are handled without a roll as they may apply to either the mount or

the rider. In any case the individual warrior can only have 2 mutations on the legs table. i.e. it is possible to have both *Arachnoid Mount* AND *Racehorse* but adding on *Spurred Heels* after that would not be allowed. This is largely due to the strain placed on the Muties' metabolism by these rapid alterations. Any more added on top of these and their genetic code begins to crumble and the Mutie begins to resemble squig puddin'.

Handy Bugger

1. Melted Fingers

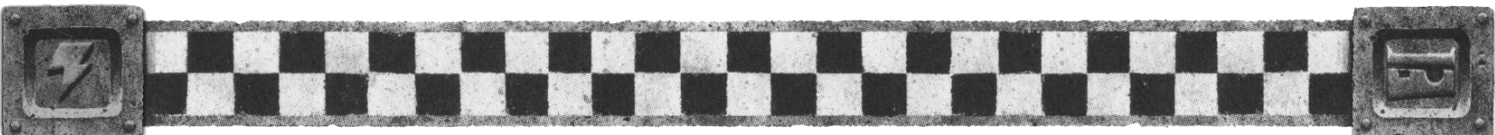
The Mutie's fingers have been fused together by the pools and as such he suffers a -1 penalty to his WS.

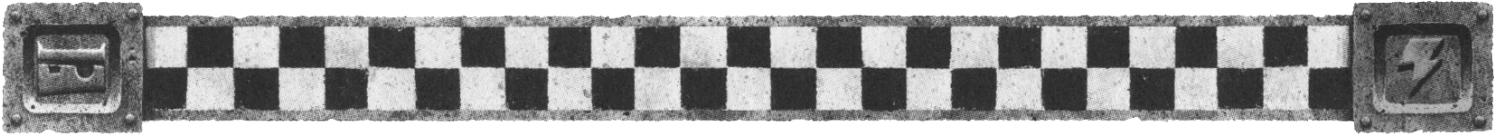
2. Scything Claw

Where once was a hand the Mutie has a wicked curved claw. The Mutie is considered to be armed (*ahaha!*) with a glaive, except that it only functions at **User Strength**, not the usual **S+1** of a glaive. The Mutie cannot hold a gun or other melee weapon in this hand.

3. Web Shooters

With great power, comes great awesome! This Mutie can go web go and can fire a glob of viscous fluid from a gland in his wrist. The models affected by it are held in place and as such cannot move or shoot but they can still fight in hand-to-hand combat at **-1 WS**. The affected model rolls a **D6** and adds his strength at the start of his turn. If this exceeds a total of 7, he breaks free of the webbing, otherwise he remains stuck and may reroll in his next turn. A model within 2" can sacrifice his chance to shoot or fight in hand-to-hand in order to





pull a comrade free on a **2+** on a **D6**.

A **D6** is rolled during the recovery phase for the Mutie to see if he can use it again:

1. The Mutie has exhausted his current supply of goo and must wait til his next battle before it can be used again.

2-5. Nothing yet, reroll during the next recovery phase.

6. The mutie can fire again on his next turn.

4. Sticky Fingers

Strange little pads now adorn the Mutie's hands allowing him to easily hold a piece of scrap in his hand in addition to the one tied to his mount with no further penalty.

5 . Barnacle Arm

The Mutie has grown a strange bulb like appendage which can fire a biological grappling hook that acts just like a Mutie stranglehook. The Mutie cannot hold a weapon in this hand if he has the mutation.

6. Armed and Dangerous

The Mutie's wound is healed and an a truly great blessing has been given: a third arm!

The Mutie now for all intents and purposes has an extra arm meaning he can wield a two handed weapon and a one handed weapon simultaneously or three one handed weapons. Also the Mutie no longer has places he cannot scratch.

Legs Aplenty

1. Lame Mount

The mount's legs have withered and as such is now has its movement permanently reduced by **-1"**.

2-3. Spurred Heels

The Mutie has evolved sharp spikes on his achilles tendons, perfect for driving his mount on. The warrior gains **+1"** to his basic movement.

4. Arachnoid Mount

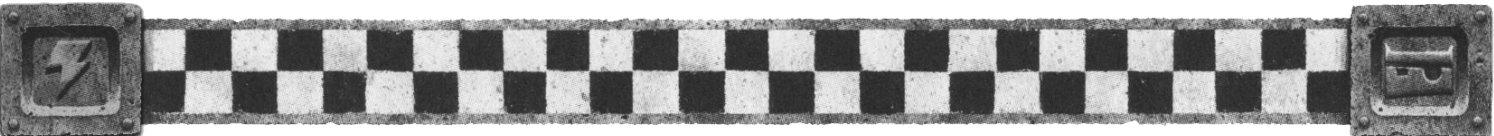
The mount has developed strange legs with extra joints and greater dexterity. The Mutie can treat difficult terrain as normal terrain for purposes of movement and very difficult terrain as difficult. Impassable terrain is still impassable as the mount and rider are too heavy to actually scale walls and cliffs with this ability.

5. Toughened Mount

The pools have cooked the mount to the point where it no longer feels fear. Warriors with this skill are no longer subject to the normal Mutie driveback rules.

6. Racehorse

The mount has been slimmed, refined and bred for speed. As a result it gains **+2"** to its movement but at a cost. It is much more skittish than the average mount and takes **D3+2"** inches driveback instead of the normal **3"**.





Boiled Brainpan

1. Lightly Sautéed

For the moment, consult the squig brain table. A more thorough reimagining is underway.

2. Glowing Eyes

The headwound is gone but for some reason, the only blessing Magod has bestowed is the ability for the Mutie to never have to worry about reading during a power cut.

3. Bone Horns

The Mutie sprouted a huge pair of bone horns. He may use them in a special bull-like charge in hand-to-hand combat. When the warrior charges he receives **+1 Attack** for his horns.

4. Vibrant Fringe

The Mutie has grown a huge fringe that flares out when he is angry or threatened. He gains **+1 Leadership** and a callback for Jurassic Park 4.

5. Eye See You

The Mutie grows a third eye on a stalk on top of his head. He gains **+1 BS** and his fire arc is increased by 90 degrees. this does not remove a headwound or blinded eye.

6. That's a Mouth?!

The Mutie's face has become wildly altered by the process, even by Mutie standards. The model now causes **Fear**. This mutation stacks with *The Thing* to produce **Terror**.

Heart of Goo

1. Freak!

Roll on the *Serious Injury Table*, rerolling results of Dead, Captured, or Bitter Enmity.

2. Tail

The Mutie has sprouted a tail. Unfortunately it seems to have a mind of its own and gets caught up in the mount's legs when charging. The warrior loses **2"** from his maximum charge distance.

3. Stink Gland

The Mutie has developed a gland that lets him release a fine mist of an overpowering stench. Treat as *Fungus Bref Lungs*.

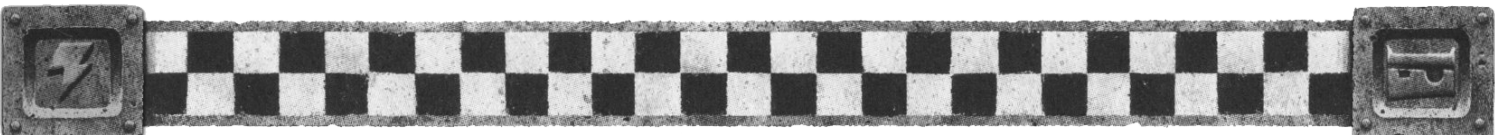
4. The Thing

Tentacles and weirdness abounds as the Mutie gets in touch with his inner eldritch abomination. The model now causes **Fear**, unless it already caused Fear, in which case it now instead causes stark raving **Terror**.

5. Second Heart

They say a true warrior's fighting spirit resides within his heart and this Mutie has twice the fight! In a manner similar to the *Fuel Injection Implant*, the Mutie can choose to engage his second heart to give him greater fighting ability.

At the start of the warrior's turn, you must declare whether the Mutie will try to get pumped up or not and if so roll a **D6**. On the score of a 1, the Mutie suffers a





heart attack and goes down.

On a 2+, the heart kicks in seamlessly and the Mutie gains **+2" Move**, and **+2 Initiative** for the duration of the turn.

6. Bone Armour

Rather than have all the squishy bits on the outside, Magod has blessed the warrior with a toughened bone exoskeleton. The Mutie gains a bonus of **+3** to his Toughness but suffers a **-1** penalty to his Initiative.

Freaks!

Occasionally a dipping goes badly wrong. Roll on this table to find out how your own personal freak gets along (**D6**).

1. Unstable Genetic Code

The mutie appears to have evolved a functioning mutation but his biology can't quite keep up with the changes. The next time the Mutie enters combat he suffers from Graft Versus Host Disease (in the case of some Mutations, this is quite literal!) and goes Out of Action immediately.

2. Prophet of Magod

The Mutie has been blessed with visions of the glorious one. Unfortunately, they're a bit distracting and so he needs someone nearby to keep him grounded in the current battle. A model must be within **2"** for him to successfully run or shoot. Melee combat is unaffected as even religious visions are less important than that choppa coming for your head.

3. Touched By Magod

Magod has deemed the Mutie unworthy

of his blessing and has sapped at his lifestuff as punishment. Model suffers **-1 Toughness**.

4. Goo on the Brain

The Mutie's ears didn't shut fast enough when he plunged in and he has a large quantity of toxic sludge inside his skull. Treat as having a headwound.

5 - 6. Smoothskin

The Mutie has had some of his natural Mutie beauty taken away and is somewhat shunned by his mob. Treat as having an *Old Battle Wound* to see whether the mob allows him to participate in the coming battle. After all, who'd want to be seen with a Smoothskin like that, all pink and small teethed. The Mutie also loses **-1 Leadership**. Ain't no one gonna take orders from a Smoothskin!

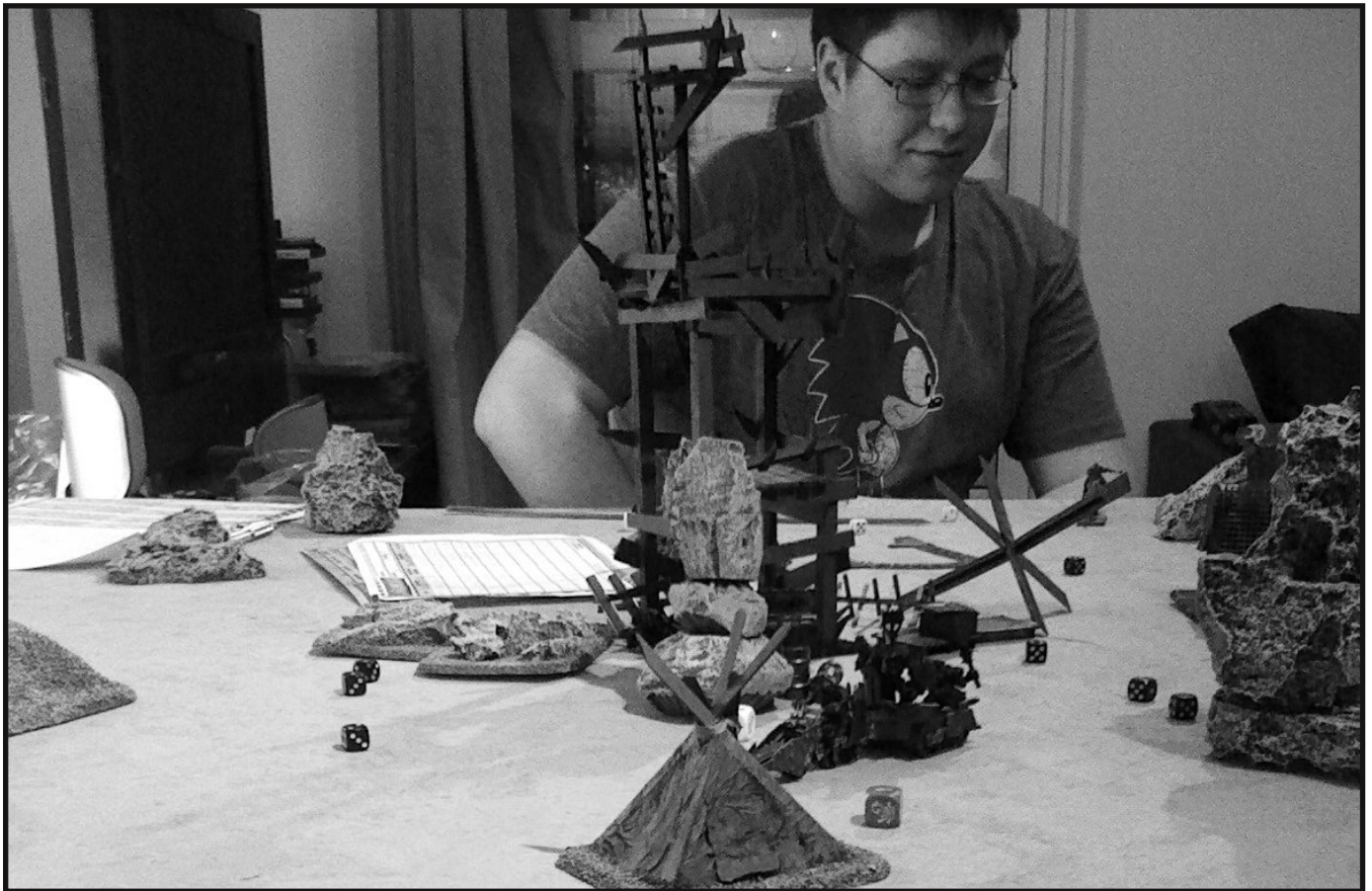
As normal with the rules of *Corrective Serjery*, a Mutie can undergo an anointin' to repair damage done when he rolls *Kill it With Fire!* on the Anointin' table.

Da End

So there you have it folks! The secret anointing process of the Mutie raiders. Infused with divine vigour and the blessing of Magod running through their veins, the Muties are out to capture all the Tek they can lay their hands on. How about starting with that big statue that the Orks worship so much...?

-Matt





Matt leading his mob, the Questers of Magod, in a daring raid against some local Orks.

Magnus carefully took the reins of his trusted steed and began the descent down the steps carved into the side of the pool.

He twitched as the green waters began to lap around his waist and his steed reared and tried to flee but he calmed it and led it on until he was standing shoulder deep in the waters. As the waters lapped around him, he filled his lungs deeply and plunged his head underneath, his skin beginning to shine with a pale green light. His lieutenant watched intently as the waters began to churn and pulled the mount under. It was in the hands of Magod now.

The mount broke the surface and fled up the stairs of the pool, racing for the

daylight. The pool flashed brilliant green and then stilled. For a moment, nothing happened. Then with a splash, an arm grabbed the side of the pool. And then another. And then another. Hacking and wheezing, Magnus dragged himself from the pool and stared in wonder at the blessing Magod had given him. He would put it to great use in his Quest.

"Keeper!!" he rasped.

"Y-Yes Seeker?" Statistix was rooted to the spot.

"I think I will need...another sword."