

DA GREEN PITZ

Rules for healing 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 state 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 **Dis Is A New Tew Technique** (See page 79 of *Da Uvver Book*).

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 page 79 of *Da Uvver Book* for **Da Patient is Restin'** rules.

3. Whoops, 'E Slipped

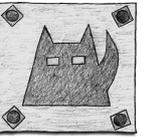
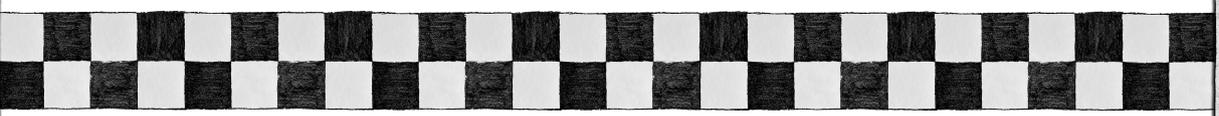
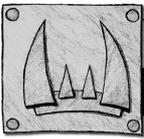
While being anointed, the keepers of the pool let the raider slip and as a result, a different mutation occurred. Roll D3 on the other remaining choices to see what happens.

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 differently.

When a Mutie suffers a Leg Wound for the first time, his first trip to the Pitz is handled as usual. If he sustains a second Leg Wound the mutations he can receive are limited. If the Mutie already has a mount-based Mutation i.e. **Lame Mount**, **Arachnoid Mount**, **Racehorse** or **Toughened Mount**, assuming the model rolls a success on the **Da Anointin'** table, he does not roll for a mutation but instead automatically gains **Spurred Heels**, filling his 2 leg mutation maximum.

If the model gains Spurred Heels on his first leg wound, roll as normal on the Legs Aplenty table, rerolling results of 2 and 3 until a mutation is achieved. 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'.

As a result of certain mutations, it actually becomes impossible for a Mutie to hold any guns, due to the two-handed nature of all the Mutie weaponry. In order to counteract this, a Mutie may take his weapon to the Artisans of the Cognoscenti and ask for the weapon to be adapted to accommodate their new situation, assuming he wishes to continue to use it. This customisation counts as a weapon upgrade as per the rules on page 73 of *Digganob* but no roll on the Gun Upgrade Table is required, although payment is still required.

This generally only applies to **Scything Claw** and **Barnacle Arm** but should the Mutie gain

a second Mutation that makes it impossible to handle a weapon i.e. if he ends up with **Scything Claw** and **Barnacle Arm**, no amount of modifications can allow him to hold a gun safely.

Handy Bugger

1. Roll a D6:

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

4 - 6. Nerve Damage: The Mutie's motor function has suffered and the constant tremors make aiming ranged weapons difficult, suffering a permanent -1 to his **BS**.

2. Scything Claw

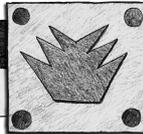
Where once was a hand the Mutie has a wicked curved claw. The Mutie is considered to be armed (ahaha!) with a glaive, except that it only functions at User Strength, not the usual S+1 of a glaive. The Mutie cannot hold a gun or other melee weapon in this hand.

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.

This attack uses the Blast template and can only be attempted in the Shootin' Phase. Roll as you would for throwing a Stikkbomb, including scattering. However, due to the nature of the projectile, it cannot fizzle out and always sprays out in its blast radius, regardless of where it lands. The Mutie cannot shoot any other weapons if he chooses to use his Web Shooters. This ability can be used by a model on Overwatch, as per the normal rules of Overwatch.





If a vehicle is underneath the template, the driver must make a Leadership test in order to see whether he can clear his eyes of the goo before it affects the vehicle. If he fails, the vehicle is considered to be Out of Control as per the normal rules of Vehicle without a Driver (*Da Roolz*, page 34).

The models affected by it are held in place and as such cannot move or shoot but they can still fight in HtH 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 seven, he breaks free of the webbing. Otherwise he remains stuck. A model within 2" can sacrifice his shooting and HtH to pull a comrade free on a 2+ on a D6.

The model begins with one charge in his Web Shooters (a Mutie with this mutation on BOTH arms gains an additional starting charge but cannot roll to recover his charge until he has expended all of them. A D6 is rolled during the recovery phase for the Mutie to see if he can use it again. Note that if the Mutie has this Mutation twice, he does not roll twice to see if he recovers both arms goo supplies.

The Mutie's body can only manufacture so much goo at once.

D6:

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. Handy Spare Hand

The warrior has grown a second hand sprouting from the same wrist.

While it's not dexterous enough to handle a weapon, it certainly has a grip and can hold an extra Scrap counter on the model without penalty.

5. Barnacle Arm

The Mutie has grown a strange bulb like appendage which can fire a biological

The Keepers of the Pool carried Mol away on a makeshift stretcher. His eyes were wide and staring, his hands weakly trying to bat away whatever invisible creatures now besieged his mind. The green waters dribbled from his ears and mouth in between his hacking coughs. Magnus had sent Bwaccus to retrieve the mount that had bolted away when its owner began screaming and begging Magod for mercy. His own mount fidgetted next to him, eyeing the pool with great mistrust.

He raised his eyes to look at the large hanging scrolls that had been affixed near the ceiling. Statistix was nervously holding Magnus's glaive, looking for all the world like he'd never seen one before. The pools made even the hardest warriors nervous. It was as close as you could be to being in the presence of Magod without having one of the Greenflesh slit your throat. One of the guardians of the pool and nodded to the Seeker. 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

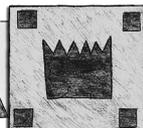
steed reared and tried to flee but he calmed it and led it on until he was standing shoulder deep in the waters. As the waters lapped around him, he filled his lungs deeply and plunged his head underneath, his skin beginning to shine with a pale green light. His lieutenant watched intently as the waters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

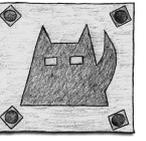
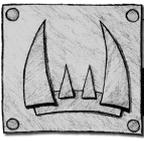
The mount broke the surface and fled up the stairs of the pool, racing for the daylight. The pool flashed brilliant green and then stilled. For a moment, nothing happened. Then with a splash, an arm grabbed the side of the pool. And then another. And then another. Hacking and wheezing, Magnus dragged 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 glaive."





grappling hook just like stranglehook available in the Mutie equipment table (see page 71 of *Digganob* for the Stranglehook rules).

The Mutie cannot hold an unmodified gun or a melee weapon in his hand if he has the mutation.

6. Armed and Dangerous

The Mutie's wound is healed and 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 loses **1"** from it's **Basic Movement**.

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 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 mutation are no longer subject to the normal Mutie driveback rules.

6. Racehorse

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

Boiled Brainpan

1. Religious Epiphany

The Mutie has experienced Magod while in the pools, possibly in the act of drowning and as a result, certain problems arise.

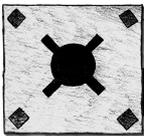
Roll D6 on the table below in order to find out what's going through his mind:

1-4: Vow of Pacifism: The Mutie has experienced Magod and he has told him not to fight. The model effectively suffers from *Stupidity*. The warrior can make a leadership test as per normal to resist the effects of this but at a -1 penalty. It's tough to ignore the Word of Magod.

5: Vow of Vengeance: The Mutie has experienced Magod and has been instructed to exact his violent revenge on Magod's enemies. The Mutie *Hates* all mobs he fights against, except other Mutie mobs. Magod would never instruct a Mutie to willingly fight another Mutie mob.

6: Vow of Zealotry: Magod has told the warrior what he wishes to be done and that is to pursue the cause with the greatest of





fervour. The warrior is under the rules of *Frenzy*. The model can make a Leadership roll to resist the effects of this but at a -1 penalty. The Word of Magod is hard to question.

2. Compound Eyes

The Mutie now has large, dome-like compound eyes, similar to those found on insects. This causes no particular benefits or penalties but does make watching 3D movies an exercise in futility.

3. Bone Horns

The Mutie has grown huge horns on his forehead and gains an extra HtH attack when he charges into close combat.

4. Vibrant Fringe

The Mutie has sprouted 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 increases his fire arc by 90 degrees. This does not remove a headwound or already blind eye. However, a Mutie with this mutation can suffer 3 blinded eyes before he is forced to retire.

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** or **Impressive Scars** 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 brain of its own and gets caught up in the legs when charging. The model loses 4" from its maximum run and charge distance.

3. Stink Gland

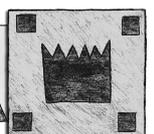
The Mutie has developed a gland that lets him release a fine mist of an overpowering stench. All warriors in HtH combat with the model fight at **-1 WS** as a result of the wicked whiff.

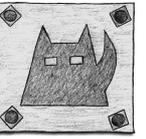
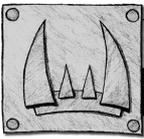
4. The Thing

Tentacles and weirdness abounds as the Mutie gets in touch with his inner eldritch abomination. The model now causes *Fear* and if it can already cause *Fear* (as a result of **That's a Mouth?! or Impressive Scars**), 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! The model can choose to engage his second heart to give him greater fighting ability. At the start of a turn, the Mutie declares he will try and get pumped up. On a 2+, the heart kicks in seamlessly and the Mutie gains **+2" Basic Movement**, and **+2 Initiative**. On a 1, the Mutie suffers a heart attack and goes down.





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 has his **Toughness** value replaced with a 6 but suffers a -1 penalty to his **Initiative**.

This mutation overrides the normal maximum **Toughness** for a Mutie and he cannot gain any further advancements in **Toughness** unless he falls below the set Maximum of 4 through injuries. Follow the normal rules for coping with an advancement in a stat in which you have reached your maximum. Mutie's with this mutation are still subject to the normal driveback rules.

Freaks!

Occasionally a dipping goes badly wrong. Roll on this table to find out how your own personal freak gets along. 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 **Da Anointin'** table.

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 vitality as punishment. The 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 toothed. The Mutie also suffers **-1 Leadership**. Ain't no one gonna take orders from a Smoothskin!

Da End

So there you have it folks! The secret anointing process of the Mutie raiders. Infused with divine vigor 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

