

Muties

A faction pack for fielding Muties in GCE campaigns.

By Da GCE Kommittee

Version 1.0

Changelog:

Version 1.0 – October 2025

- base faction pack released

Changes from the ORB

- Clarified that Muties aren't subject to pinning
- Provided rules for firing mob members

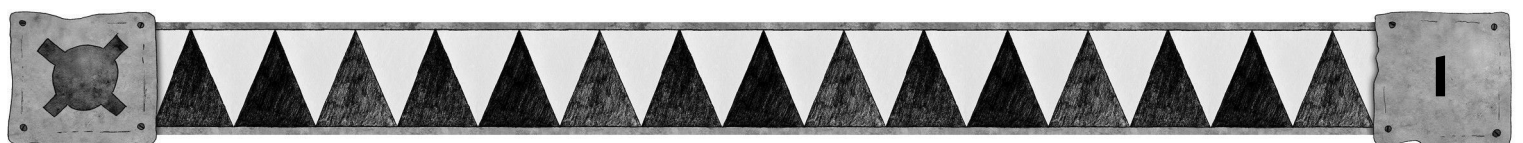
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INTRODUCTION

This is the Mutie faction pack for fielding mounted mutants. It's designed to work in conjunction with the other GCE rulebooks so you'll want to grab copies of those too. You will need the GCE Campaign Book for some elements of these rules.

If you wish to learn more about the Muties of Angelis you'll need a copy of the 1998 Games Workshop book *Digganob*.



THE DEATH OF A WORLD

On many (but not all) Gorkamorka worlds there are people of considerable technological advancement, at least until a space hulk arrives and shatters their existence. The survivors quickly fall from tech savvy Imperial citizens into tribalist, nomadic societies, clinging desperately to the technical vestiges of their forebears.

They make do as best they can, scavenging for the vestiges of the lost technologies amongst their destroyed world as it slowly poisons their very bones. Over time they stop resembling their ancestors, twisting into nightmarish horrors as the pollution, radiation, and disease ravage their gene pool.

The interesting thing about these poor wretches is that as their outward humanity drains away instead they find themselves becoming more introspective, clinging to what made them human on the inside. In many ways they become more human than most humans in the galaxy – despite mutations that would see the Imperium of Man put them to the sword on sight.

Rather than considering the natural world something to be brought to heel, they attempt to build a symbiotic relationship with the creatures of their planet. Rather than treating invention of new devices as techno-heresy they celebrate progress.

It is perhaps just as well, for their sake, that the Imperium of Man rarely has any interest in “dealing with” Gorkamorka worlds!

THE MUTIES OF ANGELIS

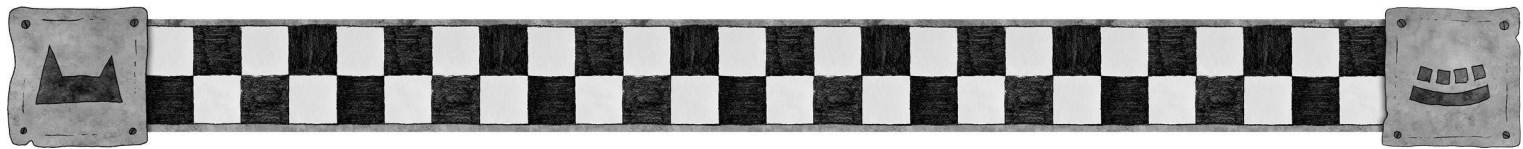
An outside observer might consider the events that occurred on XCV-103 to be an interesting case study. An Imperial survey ship, the ‘Eternal Vigilance’ collided with an incoming hulk, and both vessels ultimately crashed onto the surface.

The survivors of that wreck faced not only societal decline, but genetic decline, as the toxic chemicals and radiation exposure from the crash physically mutated them over generations.

Upon encountering the greenskins it became abundantly clear what had brought down their forefathers’ ship. This resulted in an endless quasi-religious crusade as the “Muties” (as the Orks dubbed them) made vain efforts to claim revenge.

Riding mutant steeds and brandishing weaponry that would make the average Ork Mekboy drool, the Muties of Angelis fight to rid Angelis of the greenskin scourge.





RECRUITING YOUR MOB

When recruiting your mob there are a number of Warrior types available with limitations on the structure of your mob.

First the requirements:

1. Your mob requires 1 Seeker - your leader.
2. Your mob requires 1 Keeper.
3. You must have at least 3 Warriors, including your Seeker and Keeper.

You may include as many Snagas and Unks as you wish.

STATLINES AND COSTS

Seeker - 18 Teef

Mutie raiding parties are led by someone that has proven their prowess and commands the respect of their warriors. That person is your Seeker.

M	WS	BS	S	T	W	I	A	LD
8	4	4	3	4	1	4	1	7 (8)

Leadership: To truly hold the title of Seeker they must first win a battle. Once that happens, they will automatically gain 1 point of Leadership (but may never exceed the stat cap of 10).

Pinning: Seekers are not subject to Pinning.

Equipment: Holy Weapons, Mutie Gunz, Mutie Hand-to-Hand Weapons, Grenades, and Mutie Armour

Keeper - 12 Teef

The weapons and equipment of a Mutie raiding party are tremendously advanced and require specialist knowledge to maintain, tasks handled by your Keeper.

M	WS	BS	S	T	W	I	A	LD
8	4	4	3	3	1	3	1	7

Weapons Expert: Mutie Keepers take meticulous care of their equipment. Each battle a Mutie Keeper automatically passes their first failed Ammo Roll.

Pinning: Keepers are not subject to Pinning.

Equipment: Holy Weapons, Mutie Gunz, Mutie Hand-to-Hand Weapons, Grenades, and Mutie Armour

Snagas - 10 Teef

Fast, wiry, and nimble too.

M	WS	BS	S	T	W	I	A	LD
8	3	3	3	3	1	3	2	7

Pinning: Snagas are not subject to Pinning.

Equipment: Mutie Gunz, Mutie Hand-to-Hand Weapons, Grenades, and Mutie Armour

Unks - 10 Teef

The polar opposite of Snagas – tough, burly, and brutally strong.

M	WS	BS	S	T	W	I	A	LD
8	3	3	4	4	1	2	1	7

Pinning: Unks are not subject to Pinning.

Equipment: Mutie Gunz, Mutie Hand-to-Hand Weapons, Grenades, and Mutie Armour



EQUIPMENT

Each Warrior type has their equipment restrictions listed above. In addition to those restrictions that the following limits apply:

- No more than 2 Gunz-class weapons per Warrior (Mutie Gunz and Holy Weapons)
- Unlimited Hand-to-Hand weapons
- Unlimited Grenades
- Unless a player declares otherwise the Warrior is assumed to be using whatever their model carries. For example if you wish them to fight in Hand-to-Hand combat with the Falchion they have on their back but they're modelled holding a Glaive then you must declare that they're switching weapons before Hand-to-Hand combat begins.

The full rules for weapons and equipment listed below can be found in the armoury appendix of this document.

Mutie Hand-to-Hand Weapons

- Glaive - 2 teef
- Falchion - 3 teef
- Demilune - 3 teef

Note that additional Knives cannot be purchased by Muties.

Mutie Gunz

- Arbalast - 3 teef
- Caliver - 4 teef
- Arqueba - 4 teef

Holy Weapons (Gunz)

- Fusil - 8 teef
- Jezail - 10 teef

Grenades

These prices are for a supply of the grenade type - not an individual grenade. The Warrior may run out of grenades during a game but will have replenished their loadout by the next game.

- Frag - 4 teef
- Krak - 6 teef

Mutie Armour

- Cuirass - 3 teef
- Habergeon - 4 teef



SPECIAL RULES

Muties are a bit of an unusual faction in that they are always mounted, in game terms. As a result several other rules work differently for them. You might find yourself puzzling over some things but you should try to remember that many other things in this game are an approximation - a set of assumptions and abstractions to make the game work. To put it another way - just go with it!

ONE MODEL

As mentioned, Muties and their mounts stay together as a symbiotic unit. This is reflected in their statlines. They are treated as a single model and are never separated under any circumstances.

Your opponent cannot, for example, “shoot the mount” - because the mount and the rider are a single unit.

DIFFERENCES FROM NORMAL WARRIORS

All Muties may Run and shoot, although if they choose to do so they incur a -1 to Hit penalty. If you see reference to “Gallop”, this is simply a term for Running (used because it’s not the actual Mutie doing the running!).

Mutie mounts give their riders +1 to their Saving Throw (so without armour a Mutie has a natural 6+ Saving Throw, with the 6+ save that a Cuirass gives they would have a 5+ Saving Throw, and so on).

Muties may naturally carry a single object (such as a scrap counter) without penalty to their Movement. This does not mean they can carry more than one, just that they don’t halve their Movement. In the

equipment section you will find rules for Grip-Nets which allow Muties to increase their carrying capacity.

Muties are exempt from Pinning, as noted under their statlines. Muties cannot climb (e.g. fort walls). Muties may never Hide.

DRIVING MUTIES OFF

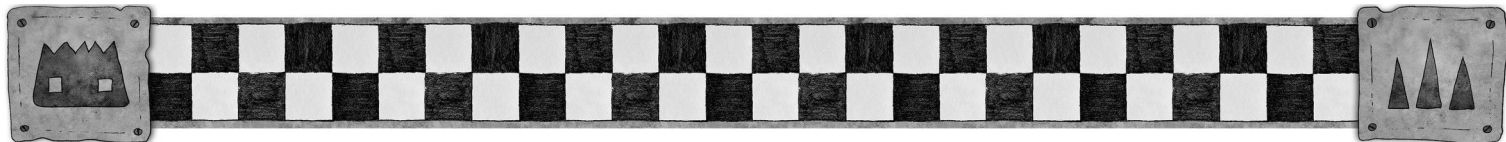
Unless engaged in Hand-to-Hand combat, every time a Mutie takes a hit of any kind they will be automatically moved D3” away from the hit (randomise direction if it’s uncertain).

Anything that causes “the Warrior takes a Strength X hit” effects trigger this rule and the hit does not need to Wound them for the drive back rule to apply.

The effect applies after all other actions have been applied and can cause the Warrior to fall from ledges but cannot cause collisions with terrain (a Mutie’s steed might lose its footing but it’s not going to charge full-pelt into a wall!).

This rule only causes this involuntary movement - it does not affect carrying objects or anything else.





FIGHTING WITH VEHICLE CREWS

Unless a Mutie has the Pounce skill, Muties cannot physically board Vehicles. They can still fight in Hand-to-Hand combat with Drivers and Crew but the following caveats apply:

- A Mutie winning a round of Hand-to-Hand will not automatically throw their opponent overboard (but opponents who go Down will still fall overboard).
- A Mutie engaged in Hand-to-Hand combat with a Vehicle's crew can choose to move away without penalty, much like a boarder can choose to jump overboard in their Movement phase rather than continue fighting. However as they're already overboard they suffer no penalty for this.
- Muties don't stay alongside the Vehicle when it moves (Unless they jump aboard with the Pounce skill). The Vehicle can choose to remain stationary, of course, but otherwise they simply drive away, disengaging from the attacking Mutie.
- Muties that lose a round of Hand-to-Hand combat are moved 2" away from the Vehicle. The Vehicle may not try to Squash the Mutie after they've been pushed away like this (consider it 2.1" if it helps you!). See the example below.

For example:

Vitruvia, a Mutie Keeper, has been unfortunate and lost a round of Hand-to-Hand against an Ork truckk, attacking its crew from the right side. She is moved 2" away from the Truckk's side and her turn ends. In the Ork turn, the truckk can move but cannot immediately try to squash her. Of course, if it managed a tight enough turn it could have a go at squashing her, but it couldn't do so immediately!

CAPTURED MUTIE WEAPONS

Mutie Weapons and equipment cannot be used by other factions. If another faction acquires Mutie weapons or equipment (and assuming that faction can sell things) they can be sold off for their full value, not at half value.

MUTIES AS CAPTIVES

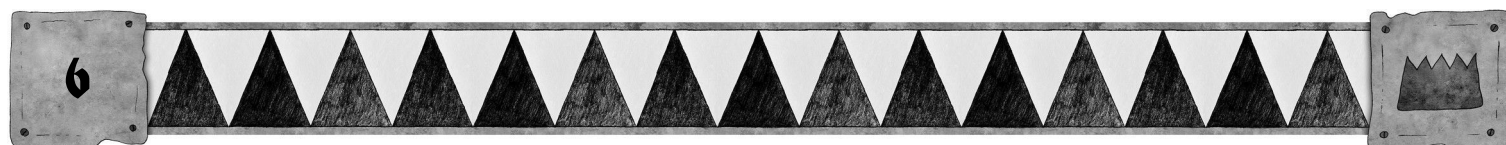
Muties are generally abhorred by other factions and the best a captured Mutie can hope for is a violent interrogation followed by a swift execution. If not rescued at the earliest opportunity your Warrior is dead - no one, including other Muties, will engage in exchanges, ransoming, or any other negotiations (see the Captured Warriors section of the GCE Campaign book). All of their gear is lost, although the Capturing mob may get something out of it (see previous section).

MUTIES WITH CAPTIVES

Captives have to be fed, watered, and kept an eye on. The wasteland is not a forgiving place and another mouth to feed is of no value to them, regardless of affiliation, so Muties will do what they feel they must, as decreed by their tribal elders.

Any Warrior captured by Muties will be put to death unless rescued at the earliest opportunity (Muties will not exchange, ransom, or otherwise negotiate when it comes to prisoners). Essentially if a player's Warrior is captured by Muties and they have the opportunity for a game but choose not to attempt a rescue then that Warrior is dead. This includes captured Muties.

Once killed the Muties receive the cost of the Warrior's weapons, armour, and equipment directly to their hoard. If the equipment is from the pool of Mutie gear then they instead keep it rather than receiving teef.



They may not keep or use any other faction's gear, only Mutie stuff!

Muties do not use Vehicles so they're of even less use to them. The tribal elders require Muties to check over any captured machinery for lost technology prior to disposal though, so there is a brief window of opportunity for the owner to rescue their stricken machine.

As with Warriors, if an attempt isn't made at the owner's earliest opportunity then the Vehicle is permanently destroyed. The most they'll find is a burned-out husk!

The Muties will usually receive a bonus from their tribal elders for this - see the Vehicle owner's faction pack for details of how much that Vehicle is worth (or the GCE Campaign Book section on Captured Vehicles if there's nothing specific in the owner's faction pack). It's usually 3D6 teef but there may be some variance.

POST GAME SEQUENCE

After a game has been completed, a Mutie raiding party goes through the post-game process which involves a number of steps where you determine who survived the game, the experience they gathered, hire new members etc.

These stages must be completed in order, and are:

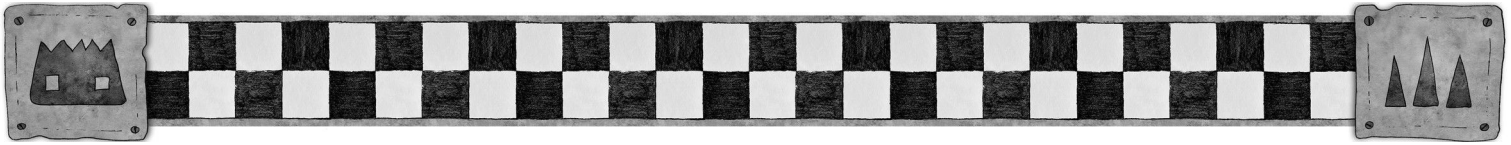
1. Roll **Permanent Injuries** for any Downed Warriors, to see if they survive unscathed, are killed or suffer some kind of debilitating injury
2. Gain **Experience and Skills**
3. Generate **Income**
4. Deal with any **Leadership Disputes** that have arisen.
5. **Spend Resources** to hire new Warriors, buy new equipment, and upgrade weapons.

PERMANENT INJURIES

Follow the rules for Out of Action/Down at the End of a Game in the GCE Campaign Pack for any Warriors that were Out of Action or Down at the end of the game.

When a Warrior dies, their equipment, weapons, armour, etc. are lost and may not be reallocated. Say your goodbyes and scrub them from your roster.





EXPERIENCE AND SKILLS

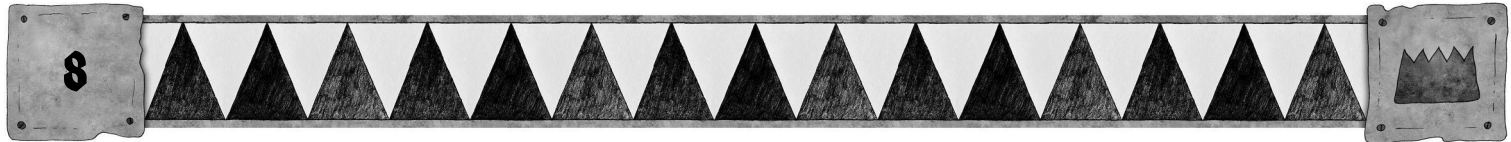
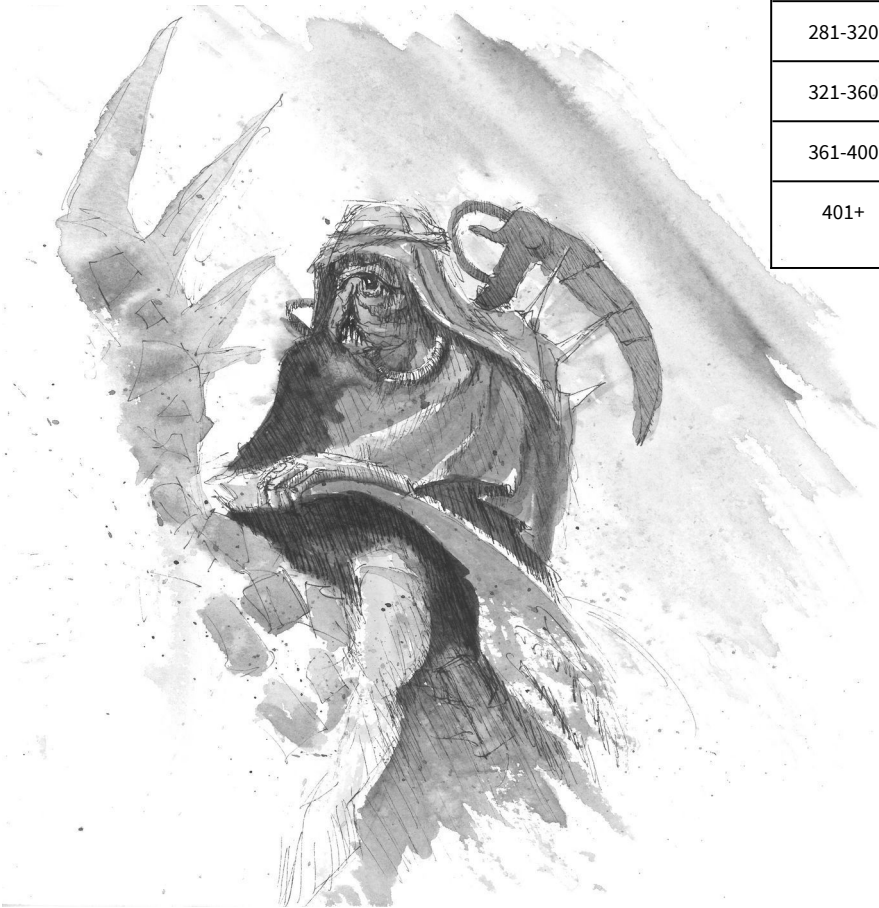
As always, Starting Experience does not provide rolls on the Advance Table – the starting statline for each Warrior type already incorporates the advancements.

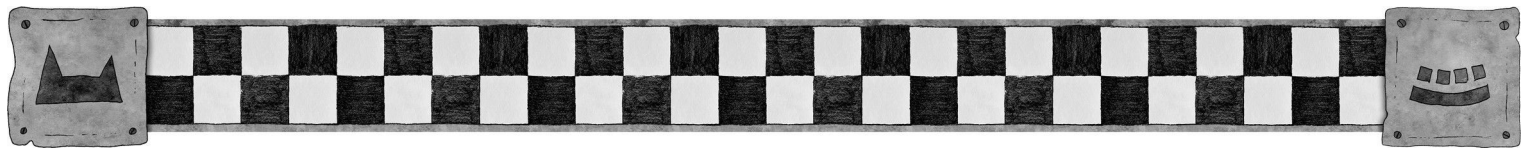
STARTING EXPERIENCE

TYPE OF WARRIOR	STARTING EXPERIENCE POINTS
Seeker	60 + D6
Keeper	60 + D6
Snagas	20 + D6
Unks	20 + D6

EXPERIENCE TABLE

EXP. POINTS	TITLE	NOTES
21-30	Mutie	Unks and Snagas start at this level.
31-40	Mutie	
41-50	Mutie	
51-60	Mutie	
61-80	Avenger	Seekers and Keepers start at this level.
81-100	Avenger	
101-120	Avenger	
121-140	Avenger	
141-160	Vindicator	
161-180	Vindicator	
181-200	Vindicator	
201-240	Nemesis	
241-280	Nemesis	
281-320	Nemesis	
321-360	Nemesis	
361-400	Nemesis	
401+	LOREMASTER	No further advance rolls happen after this point.





ADVANCE TABLE

Republished from the GCE Campaign Book for convenience:

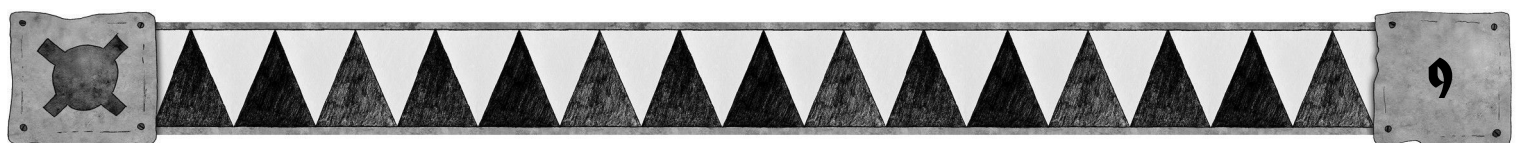
ADVANCE TABLE	
2D6	RESULT
2	Know-wots. Choose <i>any</i> of the skill tables available to the Mob and generate a skill from it.
3-4	Know-wots. Choose one of the standard skill tables for the Warrior type / faction and generate a skill from it.
5	'Arder. Roll a D6: 1-3 = +1 Strength; 4-6 = +1 Attacks
6	'Arder. Roll a D6: 1-3 = +1 WS; 4-6 = +1 BS
7	'Arder. Roll a D6: 1-3 = +1 Initiative; 4-6 = +1 Leadership
8	'Arder. Roll a D6: 1-3 = +1 BS; 4-6 = +1 WS
9	'Arder. Roll a D6: 1-3 = +1 Wounds; 4-6 = +1 Toughness
10-11	Know-wots. Choose one of the standard skill tables for the Warrior type and generate a skill from it.
12	Know-wots. Choose <i>any</i> of the skill tables available to the Mob and generate a skill from it.

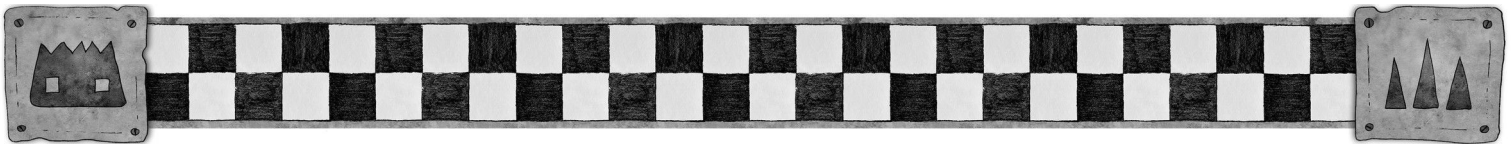
MAXIMUM STATISTICS VALUES

	M	WS	BS	S	T	W	I	A	LD
Seekers	8	6	6	4	4	3	7	3	10
Keepers	8	6	6	4	4	3	7	3	10
Snagas	8	6	6	4	4	3	7	3	10
Unks	8	6	6	5	5	3	6	3	10

SKILL AVAILABILITY

MUTIES						
	Muscle	Ferocity	Riding	Cunnin'	Dakka	Odd
Seeker	X	✓	✓	✓	✓	X
Keeper	X	X	✓	✓	✓	✓
Snagas	X	X	✓	✓	✓	X
Unks	✓	✓	✓	X	X	X





Riding Skills are only available to Muties. Other factions **may not** choose these skills on a result of 2 or 12 on the Advance Table!

RIDING SKILLS	
D6	SKILL
1	Master Rider The Warrior may re-roll Initiative tests. The second result stands.
2	Expert Aim The Warrior does not suffer a -1 Hit Modifier for shooting whilst Running.
3	Sweeping Blow When fighting against enemies on foot the Warrior gains a +1 modifier to their combat score. This does not count against models mounted on Vehicles or steeds of any kind.
4	Pounce The Warrior (and their steed!) may board enemy Vehicles (an Initiative test is required, just as for any normal Warrior attempting to board a Vehicle).
5	Evade The Warrior's Saving Throw is improved by +1 for the purposes of ranged attacks, in addition to the Muties' normal +1 to Saving Throw (see Special Rules).
6	Hit and Run The Warrior may attempt to Squash Warriors on foot, just like a Vehicle can, if they pass within 2" of an enemy Warrior at any point during their Movement Phase. This action is not a Charge and does not prevent the Mutie from using a ranged weapon during their Shooting Phase.

INCOME

If you've read the relevant paragraph of the GCE Campaign Book you'll probably already know this, but it bears repeating - Muties don't literally use Ork teef as currency. The game uses them as an abstraction to represent the system of favours, promises, patronage, bounties, and similar social constructs that Muties operate within.

For example the Seeker of a raiding party might be engaged by one of their elders to attack an Ork convoy and afterwards receive equipment and supplies for doing so. It's also worth considering that the rewards may not be proportional to their success on the tabletop. For example even if the aforementioned attack fails it would still draw focus to the area and away from another - that shift might well have been the elder's intention!

As with other factions, after each battle uninjured mob members may work to produce income for the mob.

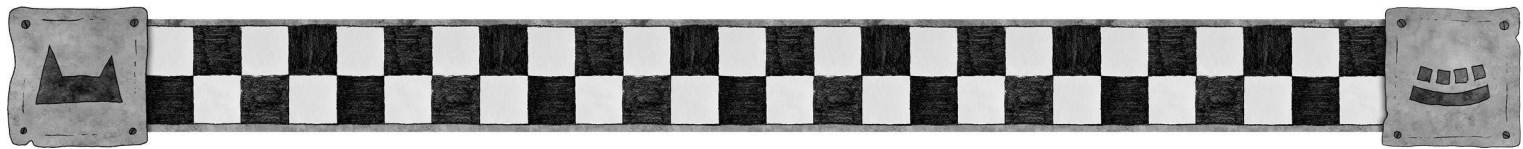
WASTELAND RICHES

After Injuries and Experience, a mob determines the Income and Profit it will receive. Each Snaga and Unk that did not go Out of Action in the game (including if they went Out of Action having been Down at the end of the game) generates 2D6 teef of Income.

'ARD BOYZ BONUS

Taking on a more fierce opponent and winning gets the raiding party an income bonus.





DIFFERENCE IN MOB RATING	BONUS
1-10	+1
11-15	+2
16-20	+3
21-25	+4
26-50	+5
51-75	+10
76-100	+15
101-150	+20
151+	+25

As mentioned above the system for Muties is somewhat more complicated but in game terms they operate much like any other faction. They have incomings and outgoings and this ultimately provides a profit figure. Figure out their total from all their income streams for the game.

This gets compared with the size of the mob which consists of its permanent members. Each warrior on the roster counts as one. Special characters, hired guns, and other temporary mob members do not count towards this count unless otherwise stated.

Find the relevant row and column in the table. Where they cross over that's how much profit the mob gets. There's no addition or subtraction involved here - **the number is how many teef the mob gets to keep.**

	MOB SIZE				
INCOME	1-3	4	5-6	7	8+
0-2	2	2	1	1	0
3-5	4	3	2	1	1
6-8	5	4	3	2	1
9-12	6	5	4	3	2
13-23	8	6	5	4	3
24-38	10	8	6	5	4
39-47	12	10	8	6	5
48-57	14	12	10	8	6
58+	15	14	12	10	8

SCENARIO INCOME

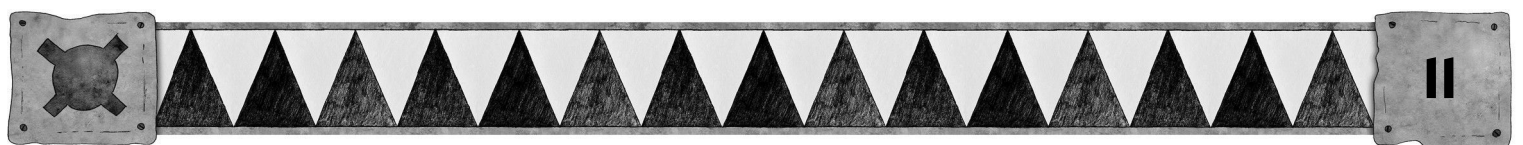
Scenarios often include additional ways for mobs to earn income, often in the form of lovely, shiny scrap! When the game ends you should immediately figure out how much income your mob has earnt from the scenario's loot. Scrap Counters are worth D6 teef each for Muties, unless otherwise stated.

CALCULATE TOTAL INCOME

Add up the various income totals from the sources described above. This forms your mob's total income - this isn't the amount you get to keep!

PROFIT

As in reality whatever a mob earns has to pay for things - it's not all profit.



LEADERSHIP DISPUTES

Despite their disconcerting appearance, Muties are usually a rather civil towards each other when it comes to leadership. They operate more on a basis of skill than swagger, one could say. If one of your Snagas or Unks ends up with a Leadership characteristic higher than that of your Seeker then they will challenge for the role. If multiple Snagas/Unks have higher Leadership than your Seeker then they should run through this process against each other. Once there is a single candidate, *they* challenge the Seeker.

Challenges are quite a formal matter and are taken before the tribe's leaders. They will decide how to proceed (roll a D6):



D6	TRIAL TYPE
1 - 2	Blood! The deciding factor in this leadership contest is which warrior can spill the most enemy blood. In the next battle that both Warriors are able to take part in they will score points for their actions. Each enemy put Down earns 1 point, each taken Out of Action receives 2 points, and if in the post-battle sequence an enemy turns out to be dead then the Warrior responsible receives a further 5 points. The Warrior with the most points takes the role of Seeker.
3 - 4	Fire! This is a more generalised contest - in the next battle whichever Warrior earns the most experience points wins. If the current Seeker is Down or Out of Action at the end of the game (and their Mob wins) then the challenger receives the 10 experience points for winning.
5 - 6	Shooting! This contest is all about accuracy at range and consists of three rounds of shooting. <ol style="list-style-type: none"> 1. A target 12" away 2. A target 12" away whilst Running (-1 to hit, unless the Warrior has the Expert Aim skill, or similar) 3. A small target, 12" away, whilst galloping The Warrior with the most hits wins. In the event of a tie, move the target 6" further away and run through the three rounds again. If one or both of the Warriors lacks a ranged weapon then they can borrow one of their choice from either the Mutie Gunz or Holy Weapons lists for the duration of the trial.

If a new Warrior takes on the role, they stop being a Snaga/Unk and become a Seeker for the purposes of Skills, equipment, and so on. If a Seeker loses then they become a Snaga or an Unk (if their Strength is higher than their Initiative they become an Unk - otherwise they become a Snaga). Any Holy Weapons must also be transferred to the new Seeker.

Finally it's worth stating for clarity - Keepers will never challenge and cannot be challenged for their own role either.

KICKED TO DA KURB

Between games any Unks or Snagas that you wish to remove from your Mob can simply be struck off. You may keep their equipment. Your Seeker and Keeper may not be removed in this manner. If your Seeker's leadership is usurped *then* they may be removed.

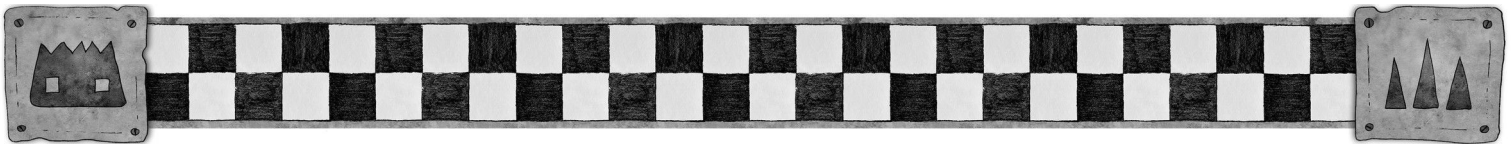
NEW FACES AND NEW GEAR

Once all Leadership disputes have been resolved, new raiding party members can be hired and equipment can be purchased. See the "Recruiting Your Mob" section earlier in this book for the relevant rules.

SELLING (HOARDING & SWAPPING)

Sell weapons and equipment at half value, rounding down. Alternatively you may hoard or swap them around the mob. Hoarded weapons and equipment do not count towards Mob Rating.





WEAPON UPGRADES

Whilst we describe them generically in these rules, Mutie weapons aren't mass-produced - each one is a bespoke creation. They can often be improved upon but this takes the time and attention of an artisan, something that does not come for free. Such artisans have many calls upon their time and bringing the same weapon to them repeatedly tests their patience, costing ever more favour to buy a portion of their attention. There's also no guarantee that their work will yield positive results - they will of course try, but the ultimate success is in the hands of Magod.

Mutie Hand-to-Hand weapons, Mutie Gunz, and Mutie Holy Weapons can all be brought to the artisans and you may bring as many of these weapons to them as you would like between games. Bear in mind that you will need to pay for the artisan's time immediately and if you cannot afford to then you won't get it back until you can. The weapon will sit in pieces on a workbench somewhere until you can afford to pay for the full cost of their time!

The visit cost is added to the weapon's cost (and so affects Mob Rating) and this applies regardless of the outcome of the trip to the artisan.

Each visit always costs at least 1D6 teef (rolled each time) and then the cumulative element is added (starting at 0, adding 2 each time, cumulatively). See the table for the pattern.

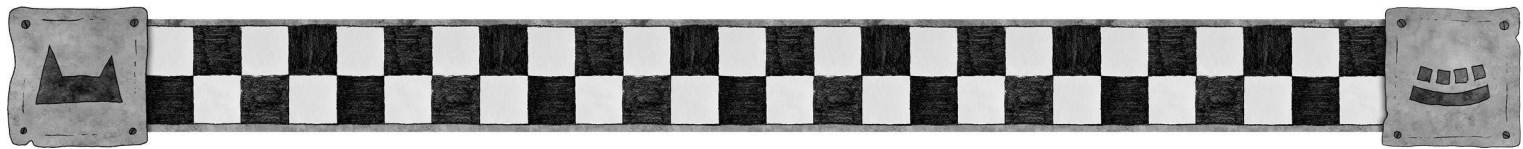
VISIT	COST
1	1D6 + 0
2	1D6 + 2
3	1D6 + 4
4	1D6 + 6
[...]	[...]

Once you have paid for your weapon to be worked on, roll on the relevant table below.

UPGRADE LIMITATIONS

Whilst Mutie artisans are almost mystical in their skills, there are limits, which are noted in the upgrade table. A weapon reaching one of these upgrade caps does not prevent you from bringing the weapon to an artisan for further improvement. However if you roll a capped stat **you may not re-roll**. You aren't paying for new components - you are paying for the artisan's time. You must still add the relevant cost to the weapon's profile, as noted above.





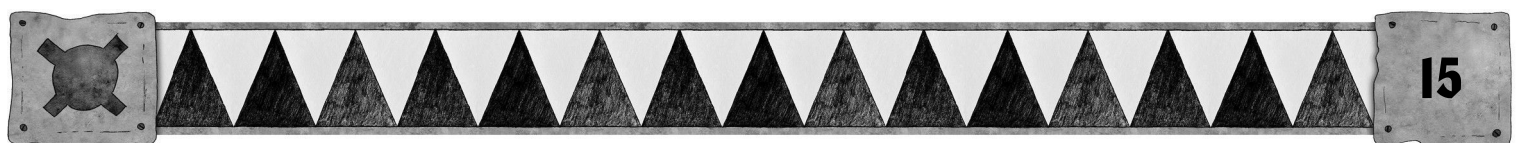
GUN UPGRADE TABLE	
D6	RESULT
1	Malfunction! The upgrade has not gone to plan. Roll on the Malfunction Table and read the rules for Malfunction in the section below.
2	Charge Capacity Improved The weapon's systems have been improved, its batteries upgraded, or perhaps it's just the right incantation to make it fire for longer. The weapon's Ammo Roll is improved by 1, to a cap of a 2+ Ammo Roll.
3	Range Improved The weapon's Short Range improves by D6", its Long Range by 2D6" (roll once for each and apply them – this range increase is not applied each time the weapon is used!). The cap on range improvement is original Long Range + 50%. Once an upgrade hits that cap no further range improvements can be applied.
4	Penetration Improved The weapon's projectiles have been super-charged, adding 1 Strength and -1 Save Modifier to its profile. This improvement can be applied twice before further results of this are ineffective.
5	Rate of Fire Improved The speed at which the weapon is ready for its next shot has been drastically improved, adding a Sustained Fire Dice to its profile. Once a weapon has 2 SFD it cannot receive further Rate of Fire improvements.
6	Optics Upgraded The weapon's sighting system has been modified. Roll on the Gun Sight Table below. There is no limit on how many times this upgrade can be applied but if you roll the same type of gun sight the weapon already had, the result stands.

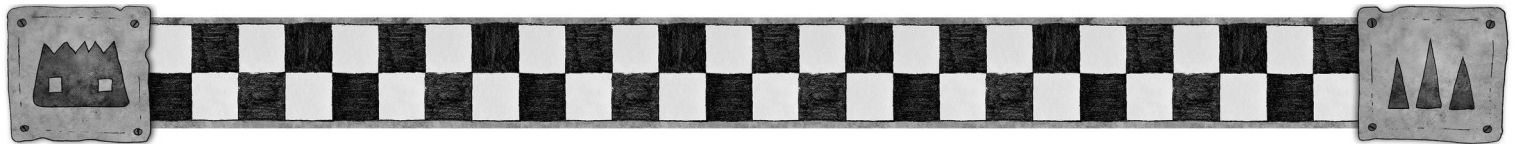
If a weapon's optics have been upgraded roll on the table below:

GUN SIGHT TABLE	
D6	RESULT
1	Telescopic Sight The weapon's Short Range counts as doubled for the purposes of determining Hit Modifiers, but only if the Warrior did not Run (i.e. did not Gallop) in their Movement phase.
2	Range Finder The weapon's sighting system has been upgraded with a heads-up display providing motion compensating data. The wielder ignores Hit Modifiers for fast moving targets (such as thrusting Vehicles).
3	Monocular The weapon has been paired with a monocle-style accessory sight providing excellent accuracy when stationary. If the Warrior does not move during their Movement Phase then they add a +1 Hit Modifier to all shots made with this weapon and an additional +1 Hit Modifier when setting Overwatch.

MALFUNCTION!

Whilst unlikely, mistakes happen. The precise nature of what's wrong with your ranged weapon won't be clear until your Warrior attempts to use it during a game. When you attempt to use the bodged Weapon, roll on the Malfunction Table below. Once you have discovered the nature of the problem you can take it to an artisan to be repaired for free. You may not take a malfunctioning weapon to an artisan until you have attempted to use it in a battle.

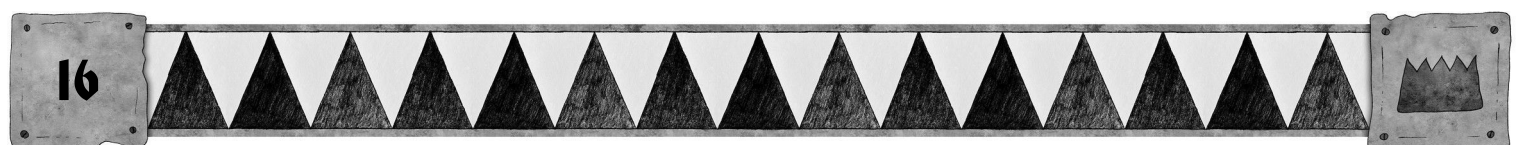


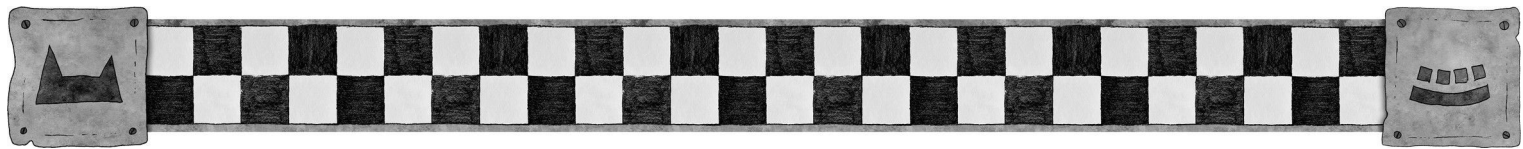


MALFUNCTION TABLE	
D6	BODGE
1	Just Don't Ask Where to even start. That bit wasn't supposed to fall off and there's this whole section missing... The Weapon is unusable.
2	Bits Left Out It turns out the parts left over weren't spare... The Weapon shoots once like normal then falls to bits in the Warrior's hand.
3	Sights Bodged It's fine if you squint, I guess? Short and Long Ranges reduced by half (rounding down).
4	Aim Bodged The trigger feels all wrong and it's bucking like a panicked Mutie steed! All shots made by the Weapon are at a -1 to Hit.
5	Rapid Fire Mechanism Bodged The Weapon loses its Full Auto function (Sustained Fire Dice). If it didn't have one to begin with, it now requires an Ammo roll every time the Weapon is fired.
6	Ammo Feed Bodged Any Ammo rolls automatically fail. You should still roll the dice to test against the Exploding Weapons rules (see the GCE Core Rules).

HAND-TO-HAND WEAPON UPGRADE TABLE	
D6	RESULT
1	Slight technical issue... The artisan re-assembles the weapon only for it to completely fail to power up. You will receive it back after your next game, repaired but not upgraded.
2	Lightweight The weapon has been modified to reduce its weight, adding +1 Initiative to the wielder during Close Combat (for the purpose of draws).
3 - 4	Sharpened Blades Tweaking the characteristics of the blades on the weapon the artisan coaxes further penetration from the weapon. It receives a +1 Strength bonus. This upgrade can be applied twice.
5	Suspensors The weapon dances in the wielder's hand, moving with tremendous fluidity. The wielder adds +1 to their Attacks characteristic when using this weapon in combat. This upgrade can be applied twice.
6	Turbo-charged The weapon's lethality has been drastically increased. It now has a Damage characteristic of D3. This upgrade cannot be applied a second time.

The Malfunction Table above does not apply to Hand-to-Hand weapons, for obvious reasons. The rules for problems with those are listed in the table.





ARMOURY APPENDIX

Notes

- Weapons that use the user's Strength characteristic will note this "AU" ("As User").
- Sustained Fire Dice – Weapons with these will have how many listed as "SFD" (e.g. "1 SFD").

HAND-TO-HAND

Knives

Muties not armed with anything else will use a Knife to fight.

Range	Hit Modifier	Strength	Save Mod	D	Ammo Roll	Notes
-	-	AU	Var	1	N/A	N/A

Glaive

Chainsaw-style weapons are truly nasty, and Muties make considerable use of them for that very reason.

Range	Hit Modifier	Strength	Save Mod	D	Ammo Roll	Notes
-	-	AU+1	Var	1	N/A	Horrendous Damage

Horrendous Damage: if a Warrior using a Glaive Wounds an opponent that causes them to roll on the Injury Table, roll one extra dice. This does not stack for additional Wounds (i.e. if you would normally roll twice, instead roll three times).

Demilune

The Demilune gets its name from the semi-circular blades found at each end of its handle. Vicious things that are excellent for evening the odds when outnumbered, if a bit cumbersome.

Range	Hit Modifier	Strength	Save Mod	D	Ammo Roll	Notes
-	-	AU	Var	1	N/A	Double-handed, No secondary attacker bonus

Double-handed: A Warrior needs two hands (or equivalent) to use a Demilune in Hand-to-Hand Combat. If they don't have two functional hands they cannot use this weapon and equally if they're using this weapon they cannot use any other weapons at the same time. If an arm wound or similar means that the Warrior has two different Strength characteristics, use the higher of the two.

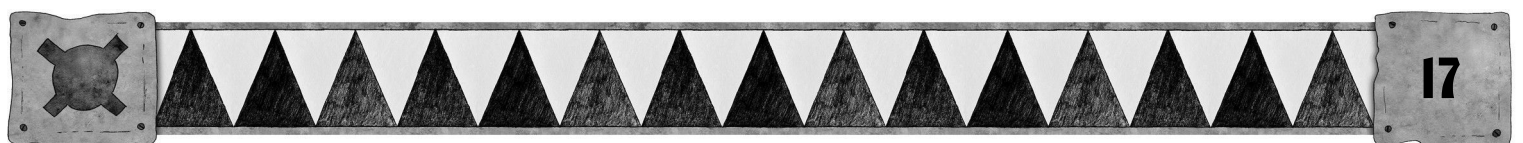
Secondary attackers: Demilunes negate all bonuses associated with Multiple Combatant situations if the wielder is the defender. If a Warrior using a Demilune is outnumbered in Hand to Hand then the usual bonuses their opponents would receive do not apply!

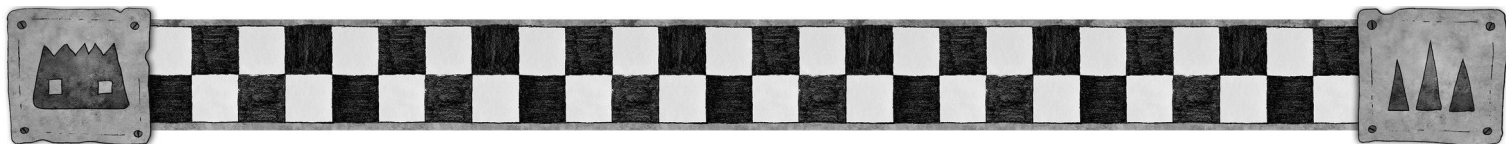
Falchion

An elegant weapon for a more civilised age, the Falchion is a power weapon suited for skilful swordplay.

Range	Hit Modifier	Strength	Save Mod	D	Ammo Roll	Notes
-	-	AU +1	Var	1	N/A	Special Block

Special block: Falchions have a parry ability, similar to that of Warriors equipped with shields. A Warrior using a Falchion may choose to force a Hand-to-Hand opponent to reroll their highest scoring Attack dice once per round. If their opponent has a shield (or parry ability) these cancel each other out and neither Warrior can force a re-roll. If facing an opponent equipped with a shield then they must roll a D6 each round of combat - on a 1 the Shield is unusable for the rest of the game (it will be repaired for free before the next game).





MUTIE GUNZ

All Mutie Gunz require two hands to use. As usual if a weapon has Sustained Fire Dice they are indicated in the Notes section ("1 SFD").

Arbalast

Often a coil gun, although not always, the Arbalast is a versatile and dependable weapon.

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 12"	12" - 24"	+1	-	4	-1	1	4+	

Caliver

The Caliver allows its bearer to hose down targets with an energy beam. Be careful not to cross the streams!

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 12"	12" - 18"	+1	-	4	-2	1	4+	1 SFD

Arqueba

Effectively an energy shotgun, allowing its wielder to put a substantial hole in most targets with ease if they can get close enough!

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 6"	6" - 12"	+2	-1	5	-3	1	6+	

MUTIE HOLY WEAPONS

All Holy Weapons require two hands to use.

Fusil

A Mutie carrying a Fusil can lob huge bolts of energy that explode causing tremendous damage, particularly to lightly armoured targets.

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 12"	12" - 18"	+1	-1	4	-1	D3	4+	2" Blast Template

Blast: The Fusil uses a 4" blast template and affects Vehicles and models on foot like other template weapons do (see GCE Core Rules). Shots from the Fusil will scatter like grenade throws do if the shot misses. When rolling for scatter a HIT and a 6 does not trigger an Unreliable Explosives roll - instead the shot hits nothing and the Warrior must take an immediate Ammo Roll.

Jezail

A classic plasma weapon, the Jezail is usually seen in the hands of a Mutie Keeper, whose technical skills can limit the risk of pushing the temperamental weapon too far.

Two fire modes: Before attempting a shot with a Jezail, you must choose which fire mode you are going to use - autofire or overload.

Recharge time: Regardless which mode you choose, the Jezail will take one turn to recharge. This is a passive action and does not require the Warrior to do anything - they can use other weapons, perform other actions, etc.. Once a turn has passed the Jezail is ready to be used again.

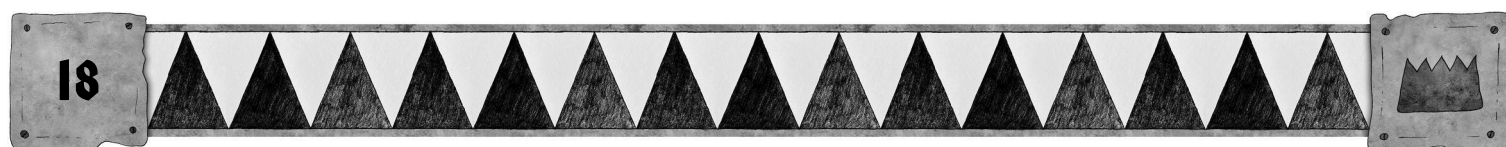
Autofire

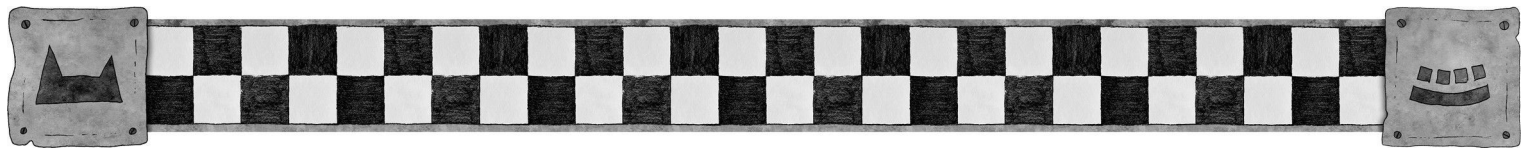
Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 6"	6" - 24"	+1	-	4	-1	1	4+	1 SFD, 1 turn recharge

Overload

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
0" - 6"	6" - 24"	+1	-	7	-2	1	4+	1 SFD, 1 turn recharge, may explode

May explode: When fired in overload mode, any Ammo Roll that is failed with a 1 will cause the weapon





to explode, inflicting a S6 hit on the Warrior and rendering the weapon useless for the rest of the battle. It will be repaired by the next game without cost.

For example, Stasimus, a Mutie Seeker, fires his Jezail in overload mode. He rolls a 2 on his Sustained Fire Dice and takes his two shots. He rolls 4 and 6 to hit, triggering an Ammo Roll, which he rolls a 1 for. The weapon explodes, but even his high Toughness cannot save him from being Wounded. He fails his 6+ save from his mount and rolls on the Injury Table. Out of Action! Oh dear...

Another example - Virtruvia, a Mutie Keeper, opts for overload mode with her Jezail. Unfortunately she gets a JAM! result on her Sustained Fire Dice and has to take an Ammo Roll, getting a 1. Fortunately this is her first Ammo Roll of the game and her Weapons Expert ability allows her to ignore it. The level of care she shows for equipment pays off and the Jezail is usable again after having recharged for a turn.

GRENADES

Mutie grenades do not double as clubs, unlike the grenades used by Orks! However what they lack in blunt force trauma they make up for in utility.

Greater accuracy: If a Mutie grenade scatters you may choose to reroll the D6 used to determine how far off target it is. The second result stands.

Grenade range: range is determined by the thrower's Strength. Take the user's Strength characteristic, multiply it by 2, and then add 2". For example a Warrior with a Strength characteristic of 4 could throw a Stikkbomb up to 10" (4 x 2, +2").

Frag

A standard fragmentation grenade - drop one into a group of enemies and watch them panic!

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
G	-	-	-	3	-1	1	Auto	2" Blast Template, Greater accuracy

Krak

These usually take the form of a shaped charge for burning a nasty hole in an armoured target.

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
G	-	-	-	6	-3	D6	Auto	Greater accuracy

ARMOUR

Cuirass

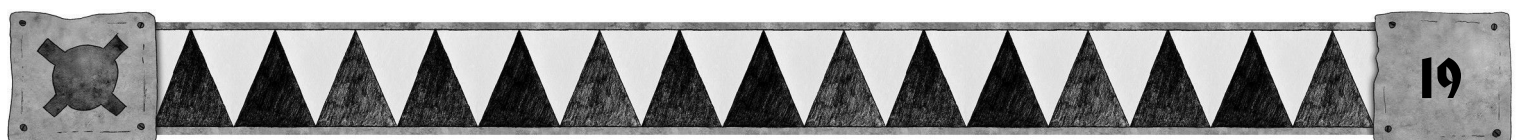
A light, padded breastplate. Its primary function is to deflect incoming projectiles away from the wearer but it is also capable of absorbing some of the energy of a melee attack, and harmlessly dissipating the rest.

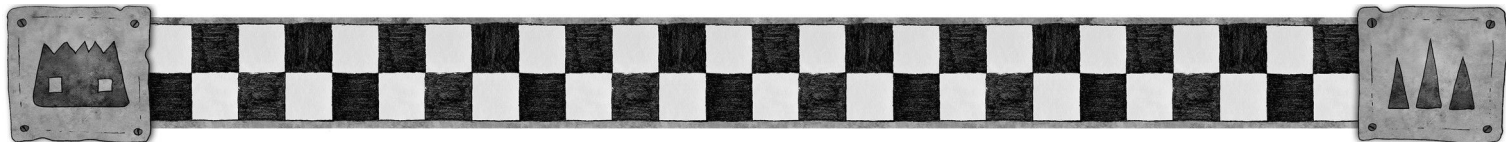
A Cuirass confers a 6+ Saving Throw.

Habergeon

Essentially an expanded Cuirass, the Habergeon incorporates shoulder plates and greaves, to protect the arms and legs. While this does make it bulkier than the Cuirass, the weight is offset by the lightness of the materials used, so overall mobility is not impaired.

A Habergeon provides a 5+ Saving Throw.





MUTIE EQUIPMENT

Binox

A catch-all term referring to a handheld, optical magnification device. Binox come in a wide variety of configurations. Mechanical or digital, one lens or two (or more, depending on the requirements of the user), telescopic or compact, functional or decorative, the purpose remains the same; to enhance the user's view of distant objects.

In scenarios that use reinforcement rules, a Warrior equipped with Binox adds +1 to whatever roll is needed to for that Warrior (and any group he is with) to arrive on the board.

Grip-net

Heavy duty mesh netting or a series of short rope loops attached to the saddle of a Mutie's mount, a Grip-Net enables the rider to securely attach almost any item they find it necessary to carry.

A Warrior with a Grip-Net increases their object carrying capacity by 1 (e.g. for scrap counters).

Stranglehook

As with many items used by Muties, the Stranglehook can vary wildly in its form, but the function remains the same. Most commonly it is a length of monomolecular cable made into a lasso for the purpose of entangling and dragging a target without necessarily causing them harm. They are typically used to pull enemies off walls or vehicles.

A Mutie equipped with a Stranglehook may make a special shooting attack using the following profile:

Range		Hit modifier		Strength	Save Mod	D	Ammo Roll	Notes
Short	Long	Short	Long					
8"	-	-	-	-	-	-	-	Special

A Stranglehook may target individual models which are mounted on a Vehicle (including the Driver), but suffers a -2 to hit modifier if doing so.

A model hit by a Stranglehook is dragged D6" directly towards the Mutie. If dragged from a Vehicle, the model rolls a D6 and suffers a S3 hit on a 4+. If dragged off a wall or other elevated position, they suffer fall damage as normal (1 Strength per inch fallen usually). If dragged into base contact with an enemy model, a round of Close Combat is fought as normal, with neither model counting as Charging.

Once used, the Stranglehook is gathered up and can be used again in subsequent turns.

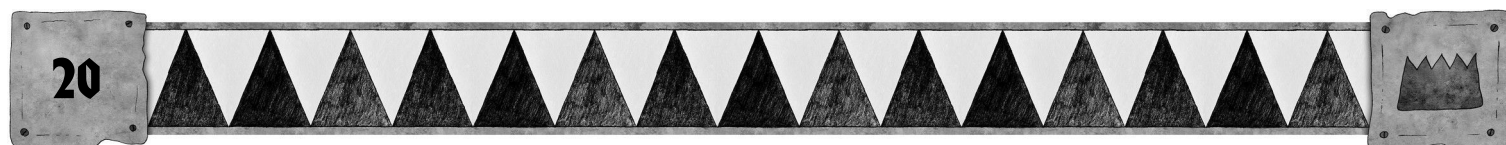
Pharmacopaeia

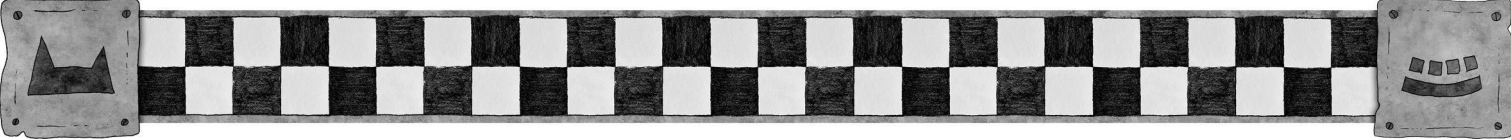
A surgically-attached medical device, the Pharmacopaeia triggers when it senses that the wearer's vital signs are in decline. Once triggered, the device injects a cocktail of stimulants and adrenal fluid into the body, allowing the wearer to fight on through injuries which would ordinarily incapacitate them.

The first time a Mutie with a Pharmacopaeia is injured, you may roll 2 dice on the Injury Table and apply the lower result. Once triggered a Pharmacopaeia is useless for the rest of the battle and a Mutie cannot be equipped with more than one Pharmacopaeia.

Surveyor

The Surveyor is an active scanning unit, which detects signs of life in the proximity of the user. It can be as simple as a series of flashing lights on a small disc, or a





larger device displaying detailed imagery on an interactive display.

Enemy models may not Hide within 12" of a Mutie with a Surveyor. If the scenario allows the enemy to use a hidden set up, a Mutie with a Surveyor can reveal any markers within 8" at the start of their turn.

Obliviator

A shaped explosive charge which focuses all the force of its detonation in a single direction, designed for the sole purpose of penetrating armour. Due to the dangerous explosive power, Obliviators are not fully assembled until they are deployed. This process does not take a long time, but does demand the focus of the user, lest the charge detonate preemptively.

An Obliviator may be attached to any target that uses Armour and cannot defend itself (such as an uncrewed Vehicle or a fort gate). The Mutie must move into base contact with the target vehicle or gate in the Movement Phase, and the user may make no other Shooting attack in the same turn. Triggering the Obliviator is resolved as a single attack which automatically hits the target at Strength 8. If the armour of the target is penetrated, roll D6 times on the Damage Table. When targeting a vehicle with an Obliviator, the user may choose which location is hit.

Obliviators are a single use item. Once used they are removed from the mob roster.

Strobor

A Strobor is designed to disorientate and blind an opponent with focussed light which is intensely bright, flickering at high speed, multicoloured, or some combination thereof. Some are cumbersome objects, with separate battery packs connected by cables to the light array, and others are more compact and sleek, such as in a short rod containing the power source, lights, and controls all in one.

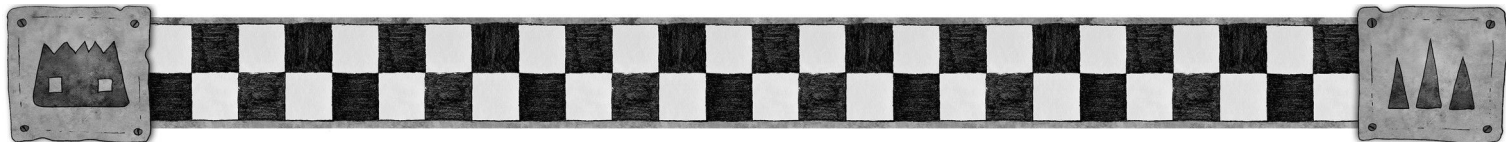
A Mutie equipped with a Strobor may, instead of firing a weapon in the Shooting Phase, target a single enemy within 12", who is facing the Mutie (that is, the Mutie is in their front 90 degree firing arc). The target Warrior must take an Initiative test (roll equal to or under its Initiative on a D6), or become subject to the *Stupidity* rules for D6 turns.

Reload

Reloads come in as many varieties as there are weapons. Loose batteries to be repacked into reusable magazines or carried in bandoliers, disposable energy cells, canisters of liquid fuel, and even spare parts for components of a weapon which may be prone to damage or malfunction. All serve the same purpose; keep the weapon firing.

Each reload is for a specific weapon, chosen at the point of purchase. The Mutie with the Reload ignores their first failed Ammo Roll.





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