

MUTATIONS TABLE

D66	MUTATION	DESCRIPTION	COST
11-12	<i>Bestial Face</i>	The mutant has a face that looks like that of an animal	FREE
13	<i>Spikes</i>	The mutant has large spikes all over the body. The mutant gains an armor save of 5+, but cannot wear any other armor (except Chaos armor)	20
14	<i>Mace Tail*</i>	The mutant has a tail with a large club at the end. + 1 Attack in hand-to-hand combat.	15
15	<i>Extra Head*</i>	The mutant has an extra head. The mutant's line of sight is increased by 90°. The mutant may also fire two pistols in the shooting phase, just as if he had the 'Gunfighter' skill	25
16	<i>Extra Fingers*</i>	The mutant has an extra D3 fingers on one randomly determined hand	FREE
21	<i>Centaur Body</i>	The mutant has the body of a horse instead of his own legs. +2 Movement. -1 Initiative. Cannot use Agility skills. Gains 'Bulging Biceps' skill automatically. Cannot be pinned. Cannot move up or down ladders.	NA
22	<i>Extra Eye*</i>	The mutant has an extra eye. + 1 BS	5
23	<i>Claw</i>	The hand on one of the mutant's arms has developed into a large claw. The mutant gains +1S in hand-to-hand combat. However, the mutant may not hold an extra weapon.	5
24	<i>Beak</i>	The mutant has a sharp beak instead of a mouth. +1 Attack in hand-to hand combat.	5
25	<i>Tentacle*</i>	The mutant has a writhing tentacle in addition to his normal limbs. The mutant may re-roll Initiative tests for falling and in hand-to-hand combat may grapple his opponent to reduce his number of Attacks by 1 for each tentacle, to a minimum of 0.	10
26	<i>Hermaphrodite</i>	The mutant is both male and female. As such, any enemy in hand-to-hand must subtract-1 from their attack dice. If this results in a 1 or less after modification, count it as a fumble.	10
31	<i>Foul Stench</i>	The mutant has an unbearable smell that lingers about him and can be smelt from far away. Any enemy that wishes to move within 2" of this mutant must first pass a Leadership test of 2D6. If they fail, place the model exactly 2" away from the mutant.	15

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32	<i>Deranged</i>	The mutant's mind has been all but destroyed Before each game roll a D6: 1. The mutant fears everyone on the battlefield! He treats every gang member (including his own) in the game as a <i>terror</i> causing monster. 2. The mutant is affected by the rules of <i>stupidity</i> for this game. 3. The mutant is affect by the rules of <i>hatred</i> for this game. 4. The mutant is affected by the rules of <i>frenzy</i> for this game. 5. The mutant is very moody today. Roll on this chart at the beginning of every rum for this game. If you roll a 5, then the mutant has the same condition as the rum before. 6. The mutant has gone crazy! For this game only, the mutant is affected by the rules of <i>frenzy</i> and <i>hatred</i> and will automatically pass any leadership tests he needs to make.	FREE
33	<i>Extra Leg*</i>	The mutant has an extra leg. +1M, -1I . If the mutant gets 4 legs or move (from receiving this mutation 2 or more times) then he cannot be pinned.	10
34	<i>Acid Spit</i>	The mutant may spit acid in the shooting phase 40 instead of shooting normally. Roll to hit normally, but with an extra +1 to hit. Range: 6". Strength: 6. Damage: 1. Save Mod: 2. When the mutant charges or when someone charges him, he may spit the acid for an extra hit that is worked out before hand-to-hand takes place.	40
35	<i>Skull Face</i>	The mutant's head is nothing but an empty skull. The mutant causes <i>fear</i> .	15
36	<i>Hideous Appearance</i>	Mutant's face is grossly disfigures. The mutant causes <i>fear</i> .	15
41	<i>Poisonous Fangs/Claws</i>	The mutant has poisonous sacs of venom hidden in his teeth or under his nails. The mutant gets either <i>Muscles</i> +1 Attack in hand-to-hand combat or cause D3 wounds. See later.	10
42	<i>Razor Sharp Fangs/Claws</i>	The mutant has either razor sharp fang or claws. He gains +1 Attack in hand-to-hand combat at +1 Strength. See later.	10

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43	<i>Very Long Legs</i>	The mutant has legs that are nearly twice the length that of a normal man. +1 movement per pair of legs. Can use Agility skills.	15
44	<i>Horns</i>	The mutant has large horns protruding from his head. +1 Attack when charging into hand-to-hand combat.	10
45	<i>Wings</i>	The mutant has large wings. The mutant can fly up to his Movement characteristic in a turn, or double that if he runs or charges (flaps). The mutant must land at the end of his move. Flying upwards costs 2" per 1" up, flying down costs 1/2" per 1" down.	30
46	<i>Prehensile Tail*</i>	As 'Tentacle' mutation.	15
51	<i>Extra Arm</i>	The mutant has an extra arm. He may use an extra weapon in hand-to-hand combat for each extra arm.	10
52	<i>Obese</i>	The mutant is immensely fat. -1M, +2T. Cannot use Agility skills.	10
53	<i>Eye Stalks</i>	The mutant's eyes stick out on long stalks. The mutant's line of sight is increased by 180 and he can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is in cover.	10
54	<i>Armored Hide</i>	The mutant has rock hard skin and bone. The mutant gets a saving throw of 5+ on a D6. This can be modified in the usual way. In addition, you may choose to re-roll on the Serious Injury table for this mutant if you do not like the first result. You must accept the second roll.	30
55	<i>Blood Lust</i>	If an enemy in hand-to-hand combat goes down, the mutant gorges on his opponent and may not make a follow up move. The mutant may not do anything for the next turn. However, the victim of this attack automatically gains two serious injuries (re-roll any full recovery or survives against the odd results).	25
56-61	<i>Weapon*</i>	One of the mutant's weapons has become fused with with his arm. Chose which weapon you want. No one may ever use the disarm skill to get rid of this weapon. You may not use a bionic arm to discard this mutation. IF the weapon is a heavy weapon then the mutant no longer counts as encumbered in hand-to-hand combat.	N/A

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62	<i>Daemonic Face</i>	The mutant's face is that of a daemon of the Chaos god he worships. The mutant causes <i>terror</i> as well as <i>fear</i> .	N/A
63	<i>Immense Muscles</i>	The mutant's muscles bulge dramatically. +1 Movement, Strength, Toughness and Wounds. -1 Initiative. Cannot be pinned. Can use muscle skills. anyone who attacks a mutant with this mutation gets an additional +1 to hit (or a +1 to their dice roll in hand-to-hand).	50
64	<i>Regeneration</i>	The mutant's wounds heal quickly. In the recovery phase the mutant may recover any lost wounds on the 06 roll of 4+ (roll for each wound caused separately). He may even do this if he is out of action. Also, any roll this mutant must make on the Serious Injury table is ignored on a D6 roll of 4+ (except Captured results).	30
65	<i>Multiple Mutations</i>	The mutant has D3+1 mutations. Roll for them randomly.	N/A
66	<i>Choose</i>	Choose one of the mutations from above.	N/A

- * Mutations marked with an asterix are cumulative (e.g.) if a mutant gets more than one head then he increases his line of sight by 90° for each extra head.
- * The cost column on the Mutations table is for all those Scavvy players out there who want more choices for their mutants. Note that some are not available because they are to strange to occur naturally.
- * If you roll a mutation that you already have that is not cumulative, then you may re-roll, but if you roll another mutation that you already have that isn't cumulative, then you get no mutation.
- * If a mutant gains both razor sharp fang/claws and poisonous fangs/claws then he only gets 1 extra attack at + 1 Strength that causes D3 wounds.