

MUTARDS

No one knows exactly when the first mutants started to appear, but there were rumors about people with strange powers even before the population was expelled from the Megalopoli and thrown out to the Wasteland. Their origins can vary a lot; maybe all the chemical agents and radiation levels that accumulated in the marginal areas back in the days took a heavy toll on their inhabitants, or they might be the flawed outcomes of sinister genetic investigatory experiments, or just plain and simple natural selection. The fact is that their ranks have increased notably since people have been forced to live in the Wasteland.

Mutants are not very popular and most people have reactions that vary from grudging acceptance to hunting posses in some towns. Some individuals with small mutations try to hide their condition to the others, while those far beyond human appearance are shunned even in the most open-minded places. Most mutards have established themselves in their own settlements or gangs, whether to live in peace or to start a “pure” colony populated exclusively with what they see as the next evolutionary stage.

As a rule of thumb Mutards are not very well equipped, as usually nobody trades with them, but they possess a wide array of mutations that can counter that drawback.

Disambiguation: when a given rule refers to Mutards (troop) it will affect the type of miniature with that name. When it refers simply to Mutards, it will affect the gang as a whole.

All Mutards are immune to the effects of Contaminated terrain.

Due to the fact that almost anyone will trade with them, and everything they can get is just garbage, all cutting weapons used by the Mutards will have the *Rust* special rule.

Bobblehead

Among mutards those usually in charge are called Bobbleheads, individuals whose intellect has been boosted beyond human limits. Their superior brains allow them to achieve wonders such as telekinesis, telepathy, mental control... but in exchange for weak and crippled bodies. Some of them have lumps and over-developed brain mass, while others look like parasites attached to a human body. Truth is none of them is pretty.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Bobblehead	3	1	3	2	2	2	4

Weapons: can be equipped with ONE of these weapons:

<i>Small blade</i>	4 pts.
<i>Light mace</i>	3 pts.

Psychic powers: a bobblehead has all the psychic powers detailed in the corresponding section.

Cost: 80 pts.



Mutard (troop)

This is the typical Mutard, someone with a general human appearance but with something *else*. He might have tentacles instead of arms, two heads, fin-feet or the like.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Mutard	2	3	3	3	3	3	3

Mutations: MUST choose at least 1 and up to 3 different mutations paying their point cost.

Weapons: can be equipped with ONE of the following weapons.

<i>Throwing daggers</i>	3 pts.
<i>Small blade</i>	4 pts.
<i>Medium blade</i>	10 pts.
<i>Light mace</i>	3 pts.
<i>Mace</i>	5 pts.

Cost: 12 pts.

Pit beast

Some mutards are quite big and strong creatures, a huge mass of muscles that sometimes reaches 9' high. But for some reason their brains not only haven't increased their size accordingly, but they have grown even smaller. In the typical fighting pits found in many settlements, these Mutards are the usual evil beast held by the local overlord to win every combat, where they are treated little better than slaves.

In a Mutard band, among other people who share their "differences", you could think this situation would be different, but let's get it straight: these fellows are quite dumb and they are only appreciated for the mighty blows they can deliver, so they are usually used as first line fodder with little concern about their safety.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Pit beast	2	5	2	2	6	6	1

Mutations: already has the *Hunk* and *Resilient* mutations (included in the profile) and *Tough skin* (3). It can choose another ONE paying its point cost among *Acid spit*, *Brutal charge*, *Extra limbs*, *Poisoned claws*, *Prehensile limb*, *Sharp tail*, *Sure feet* or *Thorns*, paying its point cost.

Weapons: can be equipped with ONE of the following weapons.

<i>Heavy blade</i>	8 pts.
<i>Mace</i>	5 pts.
<i>Heavy mace</i>	6 pts.

Special rules: *Berserk*, *Mong*.

Cost: 70 pts.

Addler

Contamination, chemical products or radioactivity have taken a heavy toll on some people, to such an extent that they have been turned into little more than empty mindless husks, the closest thing you will find in the Wasteland to a zombie. They are slow and clumsy, but in return they are also tireless and can be really dangerous in large numbers. They attack any living thing they can “sense” nearby... except, for some unknown reason, the Mutards (maybe because they just see them as their own). Although they are usually seen more like things than even beasts, in combat they can be a great asset. They are usually tossed in great numbers against the enemy, to hinder and distract them for a while.

Addlers are too dumb to cooperate or coordinate their acts, but Bobbleheads seem to be able to control some small groups of these beings. There can only be a maximum of TWO groups of Addlers for each Bobblehead present in the gang.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Addler	1	1	-	1	2	2	-

Weapons: *Claws and teeth.*

Special rules: *Pack, Mong.*

Cost: 6 pts.

Mongrelmorph

Under this wide meaning we can find all those mutant creatures that still keep some resemblance to a dog. They are the usual pets of the Mutards and some of them are trained to fight.

A mongrelmorph's mind is too confusing and alien for a Bobblehead to control it, so they won't be able to use any Psychic power on mongrelmorphs.

	Actions	Combat	Precision	Agility	Strength	Tough.	Tech
Mongrelmorph	2	4	-	7	4	3	-

Weapons: *Claws and teeth.*

Special rules: *Beast, Swift.*

Cost: 20 pts.

MUTATIONS

Every Mutard has some kind of strange mutation, to a greater or lesser extent. After all, they wouldn't be mutants otherwise. Due to the genetic diversity among them, Mutards can't repeat the same mutation more than three times in the same gang.

Able

The mutard is more able than the average. It gets a +1 bonus to the Actions attribute.

Cost: 20 pts

Acid spit

The mutard can spit highly corrosive saliva. When assaulting or being assaulted, a miniature with Acid spit which is not already engaged in Close combat can make a free shooting Action with the following profile: Pen 3, Str 1.

This shoot is not modified by distance or cover, unless the cover is granted by the enemy's equipment (such as a shield, for example).

Cost: 5 pts

Brutal charge

The mutard is able to ram with savage energy when it assaults an enemy. It gets a +1 bonus to Penetration and Strength for each movement Action made to Assault.

Cost: 8 pts

Claws

The mutard has Claws and teeth to fight with. This cannot be used with any other weapon.

Cost: 2 pts

Extra limbs

The mutard has some extra limb that allows it to fight more effectively. It gets a +2 bonus to its Combat attribute.

Cost: 10 pts

Frog

The mutard has incredibly strong legs that allow it to make giant leaps. It gets the Special rule *Jump*.

Cost: 14 pts

Hunk

The mutard has a higher-than-normal strength. It gets a +2 bonus to its Strength attribute.

Cost: 10 pts

Mimetism

The mutard can disguise itself with its surroundings with great skill, maybe changing its skin tones or the like. It gets the Special rule *Camouflage*.

Cost: 5 pts

Organic missile

The mutard is capable of projecting something lethal out of its mouth (or any other body hole) to a notable distance. The only problem is that the mutard usually won't have enough "ammo" for a long combat.

The mutard is considered to have a Ranged weapon without long range (only short and medium) with Range 4/8/-, Penetration 4 and Strength 3, and the Special rules *Pellets* and *KABOOM!!!*

Cost: 10 pts

Poisoned claws

The mutard's body contains a highly venomous poison. This works exactly as the Claws mutation, except for the fact that the attacks made with them also have the Special rule *Poison (2)*.

Cost: 8 pts

Prehensile limb

The mutard has a limb with an outstanding strength or grippers of some kind. One enemy miniature engaged in Close combat with the mutard will suffer a -1 penalty to its Combat rolls. Besides, if that same enemy miniature wants to Disengage from combat, it will suffer a -1 penalty to its Agility check.

Cost: 5 pts

Psychic echo

This mental power has less physical foul effects on the mutard, and its main utility is being used as psychic relays by the greater minds of the bobbleheads. A bobblehead will be able to cast any of its psychic powers (except Psychic barrier) on a mutard with Psychic echo. This power will then be immediately re-cast from this second mutard, with no further Action spending, to another target that is within the power's usual range and line of sight limitations.

This way, a bobblehead will be able to use Enhancement on a mutard with Psychic echo within the usual 12” range, and then redirect the power to any other second mutard within 12” of the one with Psychic echo. Or, likewise, use Mindshock on a mutard with Psychic echo within 6” and in Line of sight, and then redirect it at once against any enemy within 6” and in Line of sight of the one with this power.

Cost: 20 pts

Resilient

The mutard has a higher than normal toughness. It gets a +2 bonus to its Toughness attribute.

Cost: 10 pts

Runner

The mutard has strong legs that allow it to reach faster speeds. It gets the Special rule *Swift*.

Cost: 10 pts

Sharp senses

The mutard has almost supernatural senses that allow it to move more precisely. It gets a +2 bonus to its Agility attribute.

Cost: 8 pts

Sharp tail

The mutard has a sharp tail capable of delivering mighty slashes against its enemies.

If it wishes to, the Mutard can roll ONE extra die each Action turn when it uses a Combat Action, which will be considered a tail attack with the stats of a Small blade (but it doesn't count as a separate weapon to calculate equipment limits) and a -1 penalty to Combat in this extra tail attack. The Mutard will have to choose which one of the results will it use for its opposed Combat roll.

As this is supposed to be an attack made simultaneously with the Mutard's regular attack, a miniature that gets any bonus to its basic Attack for having Assaulted, being Enhanced or the like, will also be able to benefit from those bonuses to the tail attack as well as to the regular one.

Cost: 10 pts

Sonar

The mutard has the ability to pinpoint its enemies on the surrounding area, even without a direct line of sight towards them. The mutard has a full arc of vision of 360^a (instead of the usual frontal 180^a) and, besides, when making a Charge, it will always be considered to all purposes that it could see its target at the beginning of all its Actions.

Cost: 5 pts

Sticky

The mutard exudes some kind of sticky substance all over its body. This miniature gets the Special rule *Creeper*, and every rival in base contact with it who tries to Disengage from combat will get a -3 penalty to its Agility check.

Cost: 8 pts

Sure feet

The mutard has an extra leg, or maybe its limbs are abnormally wide or with claws to grab onto any surface. It gets the Special rule *Offroad*.

Cost: 6 pts

Thorns

The mutard's body is covered with a great number of thorns or spikes, that can be shot at great speed against the enemy. It can spend an Action to shoot the thorns, that have these statistics: Range 4/8/12, Penetration 3/2/1 and Strength 2.

Cost: 6 pts

Tough skin (X)

The mutant has some thick skin that gives it Armour 1, 3 or 5. Each Armour value counts as a different mutation when it comes to calculate the gang's mutations limit.

Cost: 5, 10 or 20 pts.

PSYCHIC POWERS

A Bobblehead can spend an Action to automatically use a psychic power. No power can be cast twice on the same miniature on the same game Turn. These powers have a maximum range, beyond which they can't be used. Unless stated otherwise, these powers don't need Line of sight to the target.

Disarm

The Bobblehead can try to disarm a disengaged enemy miniature in Line of sight using telekinesis. To avoid losing a weapon, the target miniature must pass a Strength test. If failed, one of his weapons (Bobblehead's choice) will fall to the floor, and must spend an Action to get it back.

Range: 12 inches

Enhancement

The Bobblehead can enhance other miniatures by raw psychic energy. This power will grant a +3 bonus to Combat, Precision or Tech to a friendly miniature. That miniature will enjoy the granted bonus from this power until it is used for the first time, in which moment it will be spent and lost. Until this happens, the miniature will not be able to benefit from this power a second time, even if applied to a different Attribute.

Addlers have a weaker mind, easily manipulated, so this power will allow the Bobblehead to enhance a whole bunch of Addlers instead of only one.

Range: 12 inches

Master of puppets

The Bobblehead can get inside the mind of other Mutards, taking actions in their name. The Mutard chosen with this power will be able to make a free Action immediately.

Addlers have a weaker mind, easily manipulated, so this power will allow the Bobblehead to control a whole bunch of Addlers instead of only one.

Range: 12 inches

Mindshock

The Bobblehead can unleash a psychic wave to fry an enemy's brains. It can be used to eliminate a disengaged enemy miniature in his Line of sight. The Bobblehead makes an opposed Strength roll against the target's Toughness. If the mutant gets the same or better result, the target will go down.

Range: 6 inches

Psychic barrier

This power creates a barrier of pure energy that grants Armour 5 to the Bobblehead. From that moment, if the Bobblehead wants to keep this power active he will have to spend one Action each turn to do so (i.e., he will only have two Actions each subsequent turn). The Bobblehead can choose to stop this power at the beginning of any following Action Turn, not being able to use it again until the next Turn.

Range: -