

# Stygian Mutations preview

The powers of darkness corrupt the body and the mind. Their manifestation can be attributed to any number of sources. While most wizards close guard such heretic knowledge, a few respectable practitioners covertly support pioneering physicians in the practice of forbidden procedures on the afflicted. Although these illicit operations have been known to successfully remove the taint in certain cases, the only fool-proof way to eliminate the affliction is to send the warp-touched to the pyre. Righteous representatives from the Church of Sigmar continue to purge corruption from the city streets using the traditional technique. Regardless of the Witch Hunter's divine authority, cult networks promoting daemon worship have infiltrated society on every level and mutation still runs rife throughout the Old World. If not cautiously contained then magical devices concocted from wyrdstone and the raw shards themselves pose the same threat.

## Gifted Servants

Mutation is treated as a sign of favour by the servants of Chaos. Heroes from these warbands are subject to the following rules: Cult of the Possessed, Carnival of Chaos, Beastmen Raiders, Norse and Marauders of Chaos. Hired Swords associating themselves with any of these warbands can also be affected as follows because they unwittingly serve the Ruinous Powers!

Whenever an Advance roll results in one of the warband's Heroes or Hired Swords receiving a new skill, then the warrior may instead roll on the Stygian Mutation Chart below. If a 2 or 12 is rolled however, then the model is forced to roll on the chart!

## Abominations

All players make Advance rolls straight after the battle as usual. If a 2 or 12 is rolled on an Advance roll, then the corrupting influence of the Sealed City has caused the model to become a mutant!

Instead of choosing a new skill the Hero receives a mutation instead. Roll on the Stygian Mutation Chart.

Any member of a zealous warband like Witch Hunters or Maidens of Dusk and Dawn that receives a mutation is immediately purged of the taint by his fanatical brethren using sword and flame! Remove the Hero from the roster, his equipment is lost.

The Brood of Ghurash, Skaven and warbands with the

'Fear the Abyss' ambition have a reverence for all things twisted and corrupted by mutations and suffer no penalty for being a mutant.

Any other warband's Hero can usually expect to be cast out from his group by his suspicious peers when word gets around. After a warrior becomes a mutant, the warband leader typically uncovers the truth and wrestles with his conscience to decide whether the infected individual should be drummed out of the warband. Before the start of the next battle take a Leadership test using the characteristic of the warband leader to determine the mutant's fate.

For each mutant the warband is already harbouring and each time the leader had to roll on the Insanity Chart apply +1 to the Leadership test. If the Leadership test is passed, then the mutant is put to death and must be struck from the warband roster sheet and his equipment is discarded. If the test is failed, then the shamed warrior is allowed to remain with the warband. No further test is required unless the warrior receives another mutation. No test is required if the mutant has successfully undergone surgery in the post battle sequence by making a visit to the apothecary. Note that the test is automatically failed, if the leader himself becomes a mutant or already is one!

## Multiple Weapons

While all mutations that can be used in close combat gained weapon profiles, it is possible for a mutant to have three or more usable melee weapons. In this case the model gains one extra attack with the weapon's profile for each weapon beyond the first, not just for the second weapon.

E.g. a warrior with sword, great claw and sharp beak could make all his profile attacks with the great claw and an extra attack with both the sword and the sharp beak.

## Stygian mutation chart (roll D66)

### 11 **Moronic**

The mutant's mind shrivels. The mutant is now subject to *stupidity*.

### 12 **Emaciated Appearance**

The mutant becomes a matchstick figure, sickly thin and bony. Divide its Toughness in half, rounding up.

### 13 **Shrink**

The warrior's body becomes hunched and shrunken. Reduce the mutant's Movement and Initiative by -1.

### 14 **Warty Skin**

The mutant is covered in repellent warts changing the mutant's outward appearance to be most unpleasant. The warrior suffers -1 when rolling to find rare items.

### 15 **Brightly Patterned Skin**

The mutant's skin becomes brightly coloured with contrasting patterns, making it difficult to hide. Unless the mutant is wearing a cloak, enemy models can spot the warrior's skin using twice their Initiative in inches.

### 16 **Supplemental Leg**

Growing an additional leg, the mutant's Movement is increased by +1. Unfortunately an unnatural number of legs isn't the best base for coordinated movement, thus the mutant may no longer run. He still doubles his Movement when charging as normal.

### 21 **Shark Bite**

See mutations chart on the next page.

### 22-26 **Hideous**

The flesh of the mutant's face resembles a skull, he evolves stalked eyes like a crab or something similar makes the mutant fearsome. See mutations chart on the next page.

### 31 **Great Claw**

See mutations chart on the next page.

### 32 **Hollow Bones**

The Mutant becomes significantly lighter, but also more fragile as it develops a bird-like bone structure. The warrior may re-roll failed Initiative test when jumping and making diving charges, but loses -1 Toughness.

### 33 **Daemon Soul**

See mutations chart on the next page.

### 34 **Tentacle**

See mutations chart on the next page.

### 35 **Blackblood**

See mutations chart on the next page.

### 36 **Spines**

See mutations chart on the next page.

### 41 **Scorpion Tail**

See mutations chart on the next page.

### 42 **Extra Arm**

See mutations chart on the next page.

### 43 **Poisonous Fangs**

See mutations chart on the next page.

### 44 **Scaly Skin**

See mutations chart on the next page.

### 45 **Atrophied Leg**

One of the mutant's legs has become shrivelled and atrophied. Divide the mutant's Movement in half, rounding up.

### 46 **Regeneration**

See mutations chart on the next page.

### 51 **Suckers**

See mutations chart on the next page.

### 52 **Warped Locomotion**

The mutant's legs fuse together and thicken until his lower body resembles a maggot or snail. Reduce the mutant's Movement by -2, but ignore any *knocked down* results he would suffer as if he had the *Jump Up* skill.

### 53 **Acidic Stream**

See mutations chart on the next page.

### 54 **Spiked Tail**

See mutations chart on the next page.

### 55 **Sharp Beak**

See mutations chart on the next page.

### 56 **Atrophied Arm**

One of the mutant's arms has become shrivelled and atrophied. The mutant suffers -1 Weapon Skill and -1 Strength on all attacks made with the arm.

### 61 **Mer-creature**

See mutations chart on the next page.

### 62 **Spit Venom**

See mutations chart on the next page.

### 63 **Crystalline Body**

See mutations chart on the next page.

### 64 **Hulking Brute**

See mutations chart on the next page.

### 65 **Leech Maw**

See mutations chart on the next page.

### 66 **Atrophied Head**

The mutant's head has become shrivelled and atrophied. It loses -1 Initiative and -2 Leadership.

## acidic stream

The mutant can spew forth a vaporous stream of acid, that corrodes armour and burns skin.

Range	Strength	Special rules
special	3	Grown, Breath weapon, Stream, Corrosive

### SPECIAL RULES

**Grown:** The mutation is part of the mutant's body and treated like a normal weapon, which can't be dropped, stolen or destroyed.

**Breath weapon:** A warrior may only have one such mutation and does not suffer penalties for range or moving.

**Stream:** When your model uses this Mutation, draw a line 3" long and 1" wide in any direction from the firer (the line must be absolutely straight). Any and all models in its path are automatically hit.

**Corrosive:** Enemy warriors suffer -2 to their armour save against this attack.

## blackblood

If the model loses a wound in close combat, anyone in base contact with the model suffers a Strength 3 hit (no critical hits) from the spurting corrosive blood.

## crystalline body

The mutant's body becomes living crystal, which is tough, but easily shattered. The mutant's Toughness becomes 6, while its Wounds become 1. Neither of these attributes can subsequently be altered by experience or mutation. If an experience advance indicates a change in one of these characteristics, reroll the advance until a different characteristic advance is obtained.

## daemon soul

A daemon lives within the mutant's soul. This gives him a 4+ save against the effects of spells or prayers.

## extra arm

The mutant may use any single-handed weapon in the extra arm, giving him +1 attack when fighting in hand-to-hand combat. Alternatively, he may carry a shield or a buckler in the extra arm. If a Possessed chooses to do this, he gains an extra attack but still cannot carry a weapon.

## great claw

One of the mutant's arms ends in a great, crab-like claw.

Range	Strength	Special rules
Close Combat	As user +1	Grown, Beweaponed Extremity

### SPECIAL RULES

**Grown:** The mutation is part of the mutant's body and treated like a normal weapon, which can't be dropped, stolen or destroyed.

**Beweaponed Extremity:** A warrior may only have one such mutation per hand and may not use any regular weapons or equipment with it anymore.

## hideous

The mutant *causes fear*. See the Psychology section for details.

## bulking brute

The power of Chaos has imbued this warrior with superhuman strength. Stretching skin with the doubling of muscle mass adds +2 Strength but it reduces wit. The warrior suffers -4 Leadership.

## leech maw

The mutant grows a circular mouth full of serrated teeth.

Range	Strength	Special rules
special	As user	Grown, Bite Attack, Serrated

### SPECIAL RULES

**Grown:** The mutation is part of the mutant's body and treated like a normal weapon, which can't be dropped, stolen or destroyed.

**Bite Attack:** A warrior may only have one such mutation. Bite attacks always strike last, even after double-handed weapons.

**Serrated:** The teeth are set with sharp protrusions and serrated edges which inflict serious damage on an opponent, a roll of 2-4 on the injury table is a *stunned* result.

## mer-creature

Both of the warrior's legs and arms warp in such a way that fish-scaled webbed limbs replace them and gills develop allowing him to become aquatic. The warrior can be submerged in water and suffer no injury. Impassable obstacles such as deep rivers, lakes or open sea is treated as difficult terrain by this warrior, and he ignores the penalties for slow moving rivers and ponds normally classified as difficult terrain. When moving on land, the Hero limps in obvious discomfort with a shambling gait, reducing the mutant's Movement by -1.

## poisonous fangs

The mutant can spew forth a vaporous stream of acid, that corrodes armour and burns skin.

Range	Strength	Special rules
Close Combat	5	Grown, Bite attack, Poisoned

### SPECIAL RULES

**Grown:** The mutation is part of the mutant's body and treated like a normal weapon, which can't be dropped, stolen or destroyed.

**Bite Attack:** A warrior may only have one such mutation. Bite attacks always strike last, even after double-handed weapons.

**Poisoned:** If the target is immune to poison, the bite's Strength is reduced to 2.

## regeneration

The mutant can often heal itself from crippling wounds it suffers in battle. When the mutant suffers one or more Wounds, it may try to regenerate the damage. On the roll of a 4+ the mutant has instantly healed itself back to full Wounds. If less than a 4 is rolled, the mutant's regenerative powers have been temporarily exhausted, and it may not attempt further regenerations for the remainder of the battle.

## scaly skin

A fine mesh of reptilian scales spreads across the flesh of the warrior. He receives a natural save due to being warp-touched. The mutant has a 5+ save. This save cannot be modified beyond 6 due to Strength modifiers but any result of 'no save' on the injury chart will negate this 6+ save. Light Armour adds +1 to the save, as does the addition of other armours.

## scorpion tail

The mutant has a long barbed tail with a venomous tip.

Range	Strength	Special rules
Close Combat	5	Grown, Tail, Poisoned

### SPECIAL RULES

**Grown:** The mutation is part of the mutant's body and treated like a normal weapon, which can't be dropped, stolen or destroyed.

**Tail:** A warrior may only use one tail per Close Combat Phase.

**Poisoned:** If the target is immune to poison, the bite's Strength is reduced to 2.

## sharp bite

The Mutant's jaw grows and fills with several rows of strong teeth.

Range	Strength	Special rules
Close Combat	As user +1	Grown, Bite Attack

### SPECIAL RULES

**Grown:** The mutation is part of the mutant's body and treated like a normal weapon, which can't be dropped, stolen or destroyed.

**Bite Attack:** A warrior may only have one such mutation. Bite attacks always strike last, even after double-handed weapons.

## sharp beak

The flesh around the Hero's mouth contorts and hardens forming a long beak like that of a bird or octopus.

Range	Strength	Special rules
Close Combat	As user	Grown, Bite attack, Armour piercing

### SPECIAL RULES

**Grown:** The mutation is part of the mutant's body and treated like a normal weapon, which can't be dropped, stolen or destroyed.

**Bite Attack:** A warrior may only have one such mutation. Bite attacks always strike last, even after double-handed weapons.

**Armour piercing:** The target suffers -2 to his armour save against attacks with a beak.



## spiked tail

The warrior grows a flexible tail with a mace-like bony tip.

Range	Strength	Special rules
Close Combat	As user	Grown, Tail, Concussion

### SPECIAL RULES

**Grown:** The mutation is part of the mutant's body and treated like a normal weapon, which can't be dropped, stolen or destroyed.

**Tail:** A warrior may only use one tail per Close Combat Phase.

**Concussion:** When using a spiked tail a roll of 2-4 is treated as *stunned* when rolling to see the extent of a model's injuries.

## spines

Any model in base contact with the mutant suffers an automatic Strength 1 hit at the beginning of each close combat phase. Spines will never cause critical hits.

## spit venom

The warp-touched Hero's mouth has grown special glands which secrete sticky blobs of contact venom. Aside from a gruesome aftertaste the warrior is immune to this poisonous discharge which he can spit in globules.

Range	Strength	Special rules
4"	5	Grown, Breath weapon, Poisoned

### SPECIAL RULES

**Grown:** The mutation is part of the mutant's body and treated like a normal weapon, which can't be dropped, stolen or destroyed.

**Breath weapon:** A warrior may only have one such mutation and does not suffer penalties for range or moving.

**Poisoned:** If the target is immune to poison, the spit's Strength is reduced to 2.

## suckers

The warrior's limbs are covered in adhesive suckers. The mutant automatically passes Initiative tests when climbing.

## tentacle

One of the mutant's arms ends in a tentacle.

Range	Strength	Special rules
Close Combat	As user-1	Grown, Beweaponed extremity, Grapple

### SPECIAL RULES

**Grown:** The mutation is part of the mutant's body and treated like a normal weapon, which can't be dropped, stolen or destroyed.

**Beweaponed Extremity:** A warrior may only have one such mutation per hand and may not use any regular weapons or equipment with it anymore.

**Grapple:** The mutant may grapple his opponent in close combat to reduce his attacks by -1, down to a minimum of 1. The mutant may decide which attack his opponent loses.

## A Visit to the Apothecary

Medical treatment is far from an exact science in the Old World, and most people have justly learned to fear a visit to the Physician's Guildhouse. Patients of the Old World doctor are likely to face bleeding, amputation, under-anaesthetized (a few pulls on a liquor bottle if they're lucky!) surgery, and worse in the course of their treatment. Yet, amazingly, they sometimes emerge from these treatments in better health. Medicine may not be pretty, but it is occasionally effective... and it is often the only alternative to life as an invalid or, in the case of those carrying the taint, a fiery death at the hands of the zealous.

Yet, if medical practice is unsightly in the case of the professional guilds of Old World's cities, it is horrendous in most parts of the the Sealed City, be it a ramshackle shop in the expeditional outpost, an unsettling Skaven laboratory or the cave of a trollish butcher. No respected surgeon would practice in such a place, and so the task of mending the wounded is often taken up by wanted men, unlicensed apprentices, and charlatans out to make a few coins off of another's misfortune. Luckily there are a few better educated and equipped surgeons, which tend to be more competent as well as way more expensive.

Over the course of a warband's career, it is quite likely that Heroes will suffer injuries that will leave them diminished in ability. If you wish, you may send a Hero to a physician rather than have him look for a rare item during the post battle sequence. Even warriors who went out of action in the last battle may go to the physician (they are quite possibly in urgent need!) for treatment.

You may only attempt to get treatment for one wound, condition or mutation at a time and only one attempt at treatment per Hero may be made during each post battle sequence. The cost for treatment is 20 gold crowns or 50 gold crowns, if the warrior wants to visit a specialist. Each treatment permits one roll on the Limb Surgery Chart in order to treat the patients affected body part or Brain Surgery Chart in the event of a mental condition (specialists let you re-roll the 2D6 once, but the second result stands even if it is worse). This money must be paid before rolling on the table because all physicians demand payment in advance, while the patient is still capable of doing so!

Surgery is available to desperate enough mutants in cases such as when a limb has been altered, a singular growth has sprouted, or the warrior's mind has been corrupted. In this case the model has to consult the Mutation Surgery Chart. If the warrior bears no other taints after the surgery is successfully completed, he is no longer considered a mutant.

### Limb Surgery Chart (roll 2D6)

The following injuries can be treated: Leg Wound, Smashed Leg, Hand Injury.

- 2-3 **Someone fetch a priest...** The unfortunate patient has expired due to excessive blood loss. The Hero is dead and must be stricken from the warband roster sheet, but his equipment is retained by the warband.
- 4 **This has got to come off.** The surgeon has felt the need to amputate ostensibly to 'keep the rot out' and the warrior loses the treated limb(s).
- 5-6 **Sorry lad. Done my best.** The surgery was unsuccessful, and the warrior must miss the next battle while he recovers.
- 7-8 **No Luck.** The surgery was unsuccessful.
- 9-10 **Mind you stay off it for a bit.** The surgery was successful! The warrior may remove the injury and its adverse effects from his profile. He must, however, miss the next battle while he recovers.
- 11-12 **Shallaya be praised!** The surgery was a complete success! The warrior may remove the injury and its adverse effects from his profile.

### Amputations

Due to injuries and 'successful' surgery a warrior may lose one or more limbs with the following effects.

**One arm lost:** The warrior cannot use a weapon with this arm anymore and may not use two-handed weapons unless he has an extra arm.

**All arms lost:** The warrior cannot use weapons with his arms anymore and all attacks are treated as unarmed, unless he has a bite attack or tail. Additionally he suffers a -3 penalty on all climbing tests.

**One leg lost:** Halve the warrior's Movement (round up).

**All legs lost:** Unless the warrior has a clockwork prosthesis and uses an orichalcum token before the game, he always counts as being *knocked down* and may not stand up.

## Brain Surgery Chart (roll 2D6)

The following injuries can be treated: Madness and Nervous Condition.

- 2-3 **Someone fetch a priest...** The physician has been a bit too zealous in his treatment. The Hero is dead and must be stricken from the warband roster, but his equipment is retained by the warband.
- 4-5 **Erm... That's not right.** The treatment has not only failed to help the warrior, it has actually worsened his condition! The warrior is now subject to stupidity. If the warrior was being treated for *stupidity*, there is no change in his condition (except perhaps, a bit more drooling than usual).
- 6 **A bit unhinged, that one.** The treatment has failed, and the warrior emerges from the procedure as something of a raving lunatic. The warrior's Initiative suffers a -1 penalty (down to a minimum of 1). He is now so unsettling to behold that he *causes fear*.
- 7-8 **Sorry lad. Done my best.** The treatment was unsuccessful, and the warrior must miss the next battle while he recovers.
- 9-10 **A bit of rest and you'll be fine.** The treatment was successful! The warrior may remove the injury and its adverse effects from his profile. He must, however, miss the next battle while he recovers.
- 11-12 **Shallaya be praised!** The treatment was a complete success! The warrior may remove the injury and its adverse effects from his profile

## Mutation Surgery Chart

The treatment of a mutant doesn't differ much from the apothecary's usual surgery work, but 'success' may have a different meaning. The following mutations can be treated via surgery:

**Atrophied Arm/Leg, Great Claw, Tentacle, Warped Locomotion.** Roll on the Limb Surgery Chart, but treat any rolls of 9+ as "This has got to come off".

**Extra Arm, Poisonous Fangs, Scorpion Tail, Spiked Tail, Spines, Suckers, Supplemental Leg, Warty skin.** Roll on the Limb Surgery Chart, but treat any rolls of 4 as "Sorry lad, done my best".

**Atrophied Head, Daemon Soul, Moronic.** Roll on the Brain Surgery Chart as normal.

