

Wargames Unlimited Presents

Mutations

A Supplement For No Quarter












The Fantasy Battles Miniatures Wargame




Mutations




The following mutations may be taken by any model with the mutation trait.




Where possible, any mutation that describes a physical characteristic should be represented by an appropriate model.




 <h3>Extra Limb</h3> <p>A model with this mutation has an extra limb which can be very useful in close combat.</p> <p>The model counts as having an additional attack. If the model has no extra attack ability, it gains extra attack (x2). If the model already has an extra attack ability, the level of its attack level is increased by +1 to a maximum of 4.</p> <p style="text-align: right;">6 Points</p>	 <h3>Horns</h3> <p>A model with this mutation has grown some extra horns which provide an advantage when charging into close combat.</p> <p>The model gains an additional CC+1 and ST+1 for the round it charges into combat. This is in addition to any other modifiers normally applied.</p> <p style="text-align: right;">2 Points</p>	 <h3>Corrosive Blood</h3> <p>A model with this mutation developed a very nasty defensive mechanism.</p> <p>For each wound inflicted on a model with this mutation, any other model in base to base contact will be splattered by the mutants blood and take an immediate ST 5 hit.</p> <p style="text-align: right;">1 Point</p>
 <h3>Extra Head</h3> <p>A model with this mutation has an extra head. Apart from the constant bickering between the heads, this mutation does allow the model to keep an extra pair of eyes open for approaching danger.</p> <p>The model counts as always being on hold for the purposes of it being charged by an enemy model. In other words the model may always choose to respond to a charge by shooting (if it has ranged weapons), receiving the charge or flee.</p> <p style="text-align: right;">3 Points</p>	 <h3>Jaws</h3> <p>This model has developed massive jaws which can deliver a powerful attack.</p> <p>Instead of making a normal attack, the model may attempt a bite attack. The attack costs 5 actions (AC) with any normal close combat modifiers still applying.</p> <p>If successful, the model delivers a ST 7 hit on the target model. Normal armour saves apply.</p> <p style="text-align: right;">12 Points</p>	 <h3>Scorpion Tail</h3> <p>This model has developed a large scorpion tail with a deadly sting.</p> <p>The model may make a single extra attack during its activation for 4 actions (AC) at strength 5. If successful, damage may be dealt in the normal way, but the attack also has the poisonous attack ability (detailed below).</p> <p>Poisonous Attack A roll to hit of a natural 1, will automatically cause one wound without having to make a strength (ST) versus toughness (T) roll. Not only is the roll to hit a masterful hit, and thus negates any armour test, the target model automatically suffers one wound.</p> <p style="text-align: right;">4 Points</p>





 <h3 style="text-align: center;">Serpent Tail</h3> <p>A prehensile serpent tail can be used to entwine an opponent.</p> <p>A model with this mutation may make a close combat UC4 attack at ST+0. If the attack strikes the target, regardless of damage being inflicted, the target becomes entwined.</p> <p>An entwined target may not move away from the attacking model. As long as the attacking model stays in base to base contact, all other close combat attacks against the target are at CC+1 to hit. The attacking model may end the entwining at any time during its own activation.</p> <p>The serpent tail may not be used against models larger than the model with the mutation.</p> <p style="text-align: right;">6 Points</p>	 <h3 style="text-align: center;">One Eye</h3> <p>The creature only has one eye which adversely affects its depth of perception.</p> <p>The model suffers a CC-1 penalty in melee combat and a RA-2 penalty for all ranged attacks.</p> <p style="text-align: right;">-5 Points</p>	 <h3 style="text-align: center;">Compound Eyes</h3> <p>A model with this mutation has developed the compound eyes of an insect. This mutation does allow the model to keep watch in multiple direction at once for approaching danger.</p> <p>The model counts as always being on hold for the purposes of it being charged by an enemy model. In other words the model may always choose to respond to a charge by shooting (if it has ranged weapons), receiving the charge or flee.</p> <p style="text-align: right;">3 Points</p>
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 <h3 style="text-align: center;">Hooves</h3> <p>A model with this mutation has had its feet replaced with animal hooves.</p> <p>When making an improvised UC3 base strength attack (i.e., the model does not use any additional weapons), any model struck by the attack is knocked prone.</p> <p style="text-align: right;">1 Point</p>	 <h3 style="text-align: center;">Vestigial Wings</h3> <p>A creature with this mutation has sprouted small wings. Although not very powerful, they do allow the creature to make short flying hops.</p> <p>The creature can fly, but it may not spend more than 4 actions (AC) per activation doing so.</p> <p style="text-align: right;">4 Points</p>	 <h3 style="text-align: center;">Rotting Flesh</h3> <p>The creature has rotting flesh that gives off a putrid stink.</p> <p>In each round of close combat all opponents in base to base contact forfeit one action (AC) as they gag on the foul stench.</p> <p style="text-align: right;">3 Points</p>
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 <h3 style="text-align: center;">Buboos</h3> <p>The creature is covered with hideous, suppurating boils.</p> <p>Opponents are at CC-1 to hit in first round of close combat only.</p> <p style="text-align: right;">1 Point</p>	 <h3 style="text-align: center;">Pincers</h3> <p>The creature has pincers instead of hands or claws. The creature gains a strength bonus and a penetration modifier for improvised attacks.</p> <p style="text-align: center;">UC3, ST+1, PE-1</p> <p style="text-align: right;">3 Points</p>	 <h3 style="text-align: center;">Whip Tongue</h3> <p>The creature has a long whip like tongue which may temporarily blind opponents.</p> <p>The model with this mutation may make a UC3 blind attack. No damage is inflicted, but if the attack strikes the enemy model, the enemy model forfeits half of its actions (rounded down) the next time it is activated.</p> <p style="text-align: right;">2 Points</p>
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 <h3 style="text-align: center;">Tentacles</h3> <p>The tentacle mutation allows enemy models to be attacked at a distance.</p> <p style="text-align: center;">UC3, ST+1, Reach 2"</p> <p style="text-align: right;">4 Points</p>	 <h3 style="text-align: center;">Slime Trail</h3> <p>The creature leaves a trail of disgusting sticky and slippery slime behind it as it moves.</p> <p>Opponents attacking the model from the rear 180° are at CC-1 to hit.</p> <p style="text-align: right;">2 Points</p>	 <h3 style="text-align: center;">Venomous Gaze</h3> <p>The creature has a gaze attack that paralyzes or petrifies opponents.</p> <table border="1" data-bbox="1045 1406 1505 1485"> <thead> <tr> <th>UC</th> <th>SR</th> <th>MR</th> <th>LR</th> <th>ST</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">4</td> <td style="text-align: center;">5/+2</td> <td style="text-align: center;">10/+1</td> <td style="text-align: center;">15/+0</td> <td style="text-align: center;">5</td> </tr> </tbody> </table> <p>Special Rules : Poisonous Attack</p> <p><u>Poisonous Attack</u> A roll to hit of a natural 1, will automatically cause one wound without having to make a strength (ST) versus toughness (T) roll. Not only is the roll to hit a masterful hit, and thus negates any armour test, the target model automatically suffers one wound.</p> <p style="text-align: right;">15 Points</p>	UC	SR	MR	LR	ST	4	5/+2	10/+1	15/+0	5
UC	SR	MR	LR	ST								
4	5/+2	10/+1	15/+0	5								

 <h2 style="text-align: center;">Spines</h2> <p>A creature with this mutation is covered with sharp spines that may injure opponents that come into contact with them.</p> <p>Any enemy model that charges or is charged by a model with this mutation, takes a single ST3 hit when it first makes base to base contact.</p> <p>Models which attack using reach weapons and maintain a distance between model bases will not suffer a spines hit.</p> <p style="text-align: right;">3 Points</p>	 <h2 style="text-align: center;">Hideous Visage</h2> <p>This creature suffers from a seriously hideous face, it is even more repulsive than its fellows.</p> <p>In the first round of close combat an opponent loses 3 actions (AC) as he hesitates.</p> <p style="text-align: right;">1 Point</p>	 <h2 style="text-align: center;">No Head</h2> <p>The mutated creature has no recognisable head which it can articulate to look around.</p> <p>The creature is at CC-1 to hit when it uses ranged attacks.</p> <p>The creature only has a 180° field of view in front.</p> <p style="text-align: right;">-4 Point</p>
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 <h2 style="text-align: center;">Skull Face</h2> <p>A model with this mutation has a skull face. Any model wanting to charge the mutated model must make a basic command (CO) test before engaging.</p> <p>If the test is failed, the model may not approach within 2" of the mutated model.</p>  <p style="text-align: right;">5 Points</p>	 <h2 style="text-align: center;">Uncontrollable Flatulence</h2> <p>This model is blighted with appalling, noisy and uncontrollable flatulence.</p> <p>Any enemy model which starts its activation within 3" of a model with this mutation will forfeit 3 actions (AC).</p> <p style="text-align: right;">5 Points</p>	 <h2 style="text-align: center;">Explosive Tendency</h2> <p>A model with this mutation may explode when killed.</p> <p>When a model with the explosive tendency mutation is reduced to zero wounds, it will explode on a D10 roll of 5 or less.</p> <p>Center a 2" blast marker on the model killed. All models, friend or foe, covered by the template will take a ST4 hit. Models partially covered will be hit on a D10 roll of 5 or less.</p> <p style="text-align: right;">4 Points</p>
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 <h2 style="text-align: center;">Obesity</h2> <p>Massive obesity makes a creature almost impossible to push back.</p> <p>A model with the obesity mutation may not be pushed back in close combat.</p> <p>If the model with the obesity mutation attempts to push back an opponent, it gains an additional +1 to its push attack roll on top of all other modifiers.</p> <p style="text-align: right;">1 Point</p>	 <h2 style="text-align: center;">Fangs</h2> <p>Vicious fangs protrude from the mouth of this creature.</p> <p>A model with the fangs mutation gains an additional free ST4 hit in conjunction with its first close attack each activation.</p> <p>This attack may only be used once per model activation.</p> <p><i>Example: A model with fangs attacks an enemy in close combat. It makes a UC4 attack with its sword. If the attack hits, the target also takes an ST4 hit from the fangs.</i></p> <p style="text-align: right;">2 Points</p>	 <h2 style="text-align: center;">Mace Tail</h2> <p>This model has a mutated tail that terminates in a nasty mace type weapon.</p> <p>A model with a mace tail may make a tail attack for 5 actions (AC).</p> <p>A tail attack starts directly to the center rear of the model and sweeps around in a 180° arc to the front of the model. When the tail attack is declared, the path of the tail (either to one side or the other of the model) is announced. The tail attack automatically strikes all models within 1" of the base of the model at a normal strength (ST). Armour saves may be taken as normal.</p> <p style="text-align: right;">9 Points</p>
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 <h2 style="text-align: center;">Magical Immunity</h2> <p>The magical immunity mutation has been bestowed on this creature making it almost invulnerable to magical attacks.</p> <p>Any directly targeted magical attack against the model with this mutation or the unit it is attached to will be negated on a D10 roll of 5 or less.</p> <p style="text-align: right;">12 Points</p>	 <h2 style="text-align: center;">Scaly Skin</h2> <p>A model with the scaly skin mutation is very resistant to damage.</p> <p>The armour value for the model is not modified by the strength or penetration modifier of an attack.</p> <p style="text-align: center;">Fixed Armour Save</p> <p style="text-align: right;">18 Points</p>	 <h2 style="text-align: center;">Uncontrollable Teleportation</h2> <p>A creature with this mutation has a tenuous link to reality, it may disappear and reappear at any moment.</p> <p>At the start of the mutated models activation, roll a D10. On a roll of 5 or less, the model will teleport D5" in a random direction.</p> <p>If the model teleports onto or touching any model, both will take a ST4 hit. If the teleport results in contact with an enemy model, the teleporting model counts as charging.</p> <p>Use the normal deviation rules to determine direction and distance. The model may be moved as normal after the teleportation.</p> <p style="text-align: right;">-6 Points</p>
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Cut out these images and use them to back the mutation cards.

Plastic card sleeves can be used to extend the life of the cards. Transparent card sleeves are available from Ultra Pro (<http://www.ultrapro-storage.com>) and via many retailers.

