

the

Tome of Ludlins



"It takes all kinds
to make the wastes
a happy place!"



MUTIE MEN AND WOMEN

"Son, do not cry. You are different, offspring, as am I and that is why we are special. Dry your tears. Dry them and shed no more, not for the hurtful words of the samelings. The land has chosen us, oh fruit of my loins. We are raised higher than the normals, and they are our cattle. Tonight we shall dine on the hearts of those who mock you, child of mine, and you shall have the choicest morsels. For why would they taste so sweet if not for us to eat? Why would the land make us varied if we were not intended to be marked? For the land changes and does not like stagnation. A waterhole that does not swirl and remain in flux will sour and become foul. We are like that, my seedling, we are the changed and the new, and we shall conquer, and we shall take the land the samelings deny us and we shall be made kings!"

Mutants abound in the poisoned land of the wastes. They can be born to otherwise healthy parents. Mutagens are active in the atmosphere, especially concentrated in some areas, so mutation can also develop slowly after birth. Mutants are often shunned by the communities that birth them and driven away. These resentful creatures tend to group themselves together into tribes and gangs of their own. Mutie bands often have their own distinct cultures, and often reverse the treatment they themselves faced, practicing infanticide on those born without deformities. However, this is not always the case and many boneyards openly tolerate mutants who don't cause trouble. One paying customer is as good as another. Particularly useful mutants are often sought after for their prowess as body guards, thieves or hired muscle. Then again, equally as often they are sought out as trophies for the huntsman!

MUTANTS

NAME Mutant Hero	APTITUDE	COMBAT	RANGED	DODGE	STRIKE DICE	DODGE DICE	ACTION POINTS	COST
HERO <input type="checkbox"/> SOLDIER <input type="checkbox"/> GOON <input type="checkbox"/>	3	3	3	4	4	3	4	25

NAME Mutie Man	APTITUDE	COMBAT	RANGED	DODGE	STRIKE DICE	DODGE DICE	ACTION POINTS	COST
HERO <input type="checkbox"/> SOLDIER <input type="checkbox"/> GOON <input type="checkbox"/>	2	4	3	4	3	2	3	15

NAME Mutant Specialist	APTITUDE	COMBAT	RANGED	DODGE	STRIKE DICE	DODGE DICE	ACTION POINTS	COST
HERO <input type="checkbox"/> SOLDIER <input type="checkbox"/> GOON <input type="checkbox"/>	3	2	1	2	4	2	4	15

May choose the Bard, Medic or Mechanic skill for free.

NAME Dreg	APTITUDE	COMBAT	RANGED	DODGE	STRIKE DICE	DODGE DICE	ACTION POINTS	COST
HERO <input type="checkbox"/> SOLDIER <input type="checkbox"/> GOON <input type="checkbox"/>	1	2	2	2	2	1	2	5

MUTANT SPECIAL RULES

Mutie Men count as Soldiers. They may of course be female, and the name does not reflect their actual gender. Hermaphrodites are not uncommon, and egg laying mutants not unheard of.

Specialists are just the same as those for a boneyard gang, so come with either Medic, Bard or Mechanic for free.

Dregs are the bottom rung of the ladder and count as Goons, albeit even more useless!

MUTATIONS

A Mutated Hero, Specialist, Mutie Man or Dreg must select one mutation from the disadvantageous mutations list. These are free, they cost zero points to take. Each mutant character must take one.

Players may not select the same disadvantageous mutation twice for any of the members of the gang until all of the disadvantageous mutations have been taken once. The player may not then allocate the same disadvantageous mutation a third time until all have been taken twice. Variety is the defining feature of a Mutant gang after all.

Dodge Dice can never go below 1. Other stats can though!

All mutant characters may then select any number of advantageous mutations, subject to any given restrictions. These are paid for at the points cost shown.

Mutants may then buy attributes, skills, equipment, weapons and the rest just like normal characters, or "filthy rotten samelings" as the mutants call them.

Mutant gangs may also take vehicles, zombies and animals just like a boneyard gang.

MODELLING MUTANTS

At this point its probably worth pointing out that the descriptions of the mutations are just representational. When making a mutant gang, players should feel free to openly interpret exactly how the mutation looks. For example, Horrific Goiters are large protrusions that hamper the mutant and reduces their Aptitude. The same effect might be given by the mutant being densely furred or having a huge fleshy wattle. Equally mutations like Giant Crab Claws could be represented by a distended giant maw with sharp pointy teeth. Its really up to the modeler to assign the features to their mutants as they see fit.

DISADVANTAGEOUS MUTATIONS

ANIMALISTIC

Some mutants simply cannot grasp the idea of how technology works, and so are unable to operate even the crudest tools. This Mutant may not drive, nor use any weapon or equipment. They may also not take any Psychological Traits or Professions. However, they may take Beast Upgrades.

ATROPHIED

This character is withered and skeletal. They have very limited motivation due to weak limbs and so lose -1 Action Point.

BLIND

To activate, this mutant must be in base contact with a friendly character. If they are not in base contact then they must skip. They may also not use any ranged weapons.

CRIPPLING DEFORMITY

This mutant's body is so twisted that locomotion is greatly hampered. They may only Move 5cm and may only Charge or Sprint 10cm. Mutants with this mutation may not take any skills or other mutations that increase their speed.

DISTENDED SWELLING

This character is large and ungainly. The mutant takes up an extra space in a vehicle.

ELEPHANTIASIS

This crippling disease causes swelling and hardening of tissue. The character finds normal movement difficult. They lose -2 Combat and -2 Dodge.

EXTRANEOUS LIMB

Useless extra limbs are often found sprouting from unusual places. These vestigial limbs become a hindrance in combat, so the mutant loses -3 Combat.

GIMMEROID

This character lacks any kind of coherent sensibilities and has very little initiative. More often than not they will stand around motionless with a vacant grin pasted on their face. The mutant must pass an Aptitude test against 7 to Activate. If they fail they must remain in place this turn.

HORRIFIC GOITERS

Large growths fester on this mutant. They protrude inconveniently and are very sore so make quick reactions difficult. This mutant loses -2 Dodge and -1 Dodge Dice.

IRRADIATED

Living in the Rad Zones can have the effect of irradiating the flesh. Some "fortunate" few do not perish from this, but remain highly radio active! Any character within 5cm of an Irradiated Mutant during the End Phase takes a shock token. It also effects people in vehicles, unless they are in an Armoured Crew space. This effect is not cumulative, so each character only gets 1 Shock Token no matter how many Irradiated Mutants they touch. The radiation also effects friendly characters, unless they too are Irradiated.

JITTERS

This character shakes all the time. They lose -5 Ranged and find model making really hard.

MINDLESS

This character is a real idiot, with severely hampered mental processes. They lose -1 Aptitude.

NO HEADED

This mutant has its head set into its body. This looks really weird and reduces its ability to see around itself. When they are activated, if they have any shock tokens, they must take an extra one. This is done as they activate and before they spend any Action Points.

ROTTING SKIN

The mutant's skin is putrid, rotten and sore. The mutant has a -3 modifier to any Aptitude tests it is required to make.

ADVANTAGEOUS MUTATIONS

ABLATIVE TISSUE

15/10/5

This mutant has large areas of extraneous flesh that regrow at an amazing rate. Wounds that would normally kill simply blow away chunks of this material. If the mutant is injured, make an Aptitude test against 9. If it passes, the mutant is not injured but instead takes full shock tokens.

BEAST MAN

15/10/5

The mutant grows fur, tusks and often horns. Their legs are often goat like and they find speech difficult. However, their ugliness is more than made up for by their strength and brutality. The mutant gains +3 Combat and +1 Dodge.

BONELESS

16/12/8

This character has no rigid internal skeleton and so is able to squeeze through almost any gap meaning they can even get into otherwise sealed spaces. The mutant may attack characters who are in Armoured Crew Spaces. However, the mutant may not take any equipment, armour or weapons with them. Well, they are allowed a knife, but that's it.

CHEMICAL VOMIT

30/20/10

Like a fly, this mutant is able to regurgitate a potent solvent vomit. This is extremely dangerous. The character may make a special Ranged attack. It has a Range of 10cm and works as if they were equipped with a flame thrower. This obviously does not take up any hands.

CHITINOUS EXOSKELETON

12/10/8

Bony plates and crablike armour cover this mutant's body giving it a high degree of protection. The mutant gains +3 Dodge and +2 Dodge Dice.

DOUBLE MUSCLED

10/8/5

Sometimes mutants have huge muscles, many times larger than normal. These characters are very powerful but lack mobility due to their oversized musculature. The mutant gains +2 Combat and may use the Tin Opener special rule when making any Combat attacks. However, the character loses -1 Dodge.

GIANT CRAB CLAWS 20/15/10

Having huge armoured claws really makes a difference in a fight, but makes it really difficult to lace up your shoes. This mutant gains the Truck Stopper special rule when making unarmed combat attacks. They also gain +5 Combat. However, they may not use any weapons or equipment that must be held in the hands, nor may they drive.

HYPER MOBILE 15/10/5

This character is very difficult to pin down, as they can bend into virtually any shape. They gain +5cm to their Sprint and +2 Dodge.

MIMIC 40/35/30

Shape shifters and face dancers are rare and scary abominations. They morph into the semblance of their prey, infiltrating gangs to reveal themselves at the worst moment.

Before the game the mutant's controller notes down one character who they are mimicking. The mimic is then not placed on the table during setup.

When the mimic character is due to Activate each turn it may attempt to reveal itself. This cost 1 Action point to do. The player must pass an Aptitude test against 6. If they pass they may swap the designated target character model for the mimic model. Pick the target model up and replace it with the mimic model.

The player controlling the target may then place their character on the board. Roll a D10 and consult the following chart to determine where the model is placed.

- | | |
|-----|---|
| 1 | The character may be placed anywhere on the board by the character controlling the mimic. This may not be inside a vehicle. |
| 2-3 | The character must be placed any there along the board edge furthest from the mimic. |
| 3-6 | The character may be placed any there along any board edge. |
| 7-9 | The character may be placed any there within 10cm of the mimic. |
| 10 | The character may be placed anywhere on the board. |

This can mean that a player uses a character, then in the mimic's turn they reveal themselves. In this case when the character is put on the board they count as not having been activated this turn and may be used again, even though they have already been used, then the mimic used, then the character used again. Obviously the trick with this is for the mimic to be placed at the least opportune time for their enemy.

OVERCHARGED METABOLISM 15/10/5

Having an hyperactive metabolism really speeds a character up. They gain +1 Action Point. However they lack concentration and can not use any ranged weapons. This does not include Chemical Vomit, which can still be used.

SPINY PROTRUSIONS 10/8/5

Boney spikes protrude at every angle from this mutant's body. They are very sharp but also restrict movement. The mutants gain +4 combat but loses -1 Dodge.

TENTACLES 10/5/3

Tentacles are used to hold things. The mutant gains an "extra hand" with which to hold things. Tentacles also offer an advantage in combat, so the mutant gains +1 Combat bonus.

THIRD LEG 20/15/10

Unlike having an extraneous limb, a third leg actually increases the mutant's speed. Also popular with the ladies. The mutant may add +10 to its Move, Charge and Sprint.

TWO HEADED 10/8/5

Two heads are better then one! The Character gains +1 Combat, +1 Ranged and +1 Dodge

WERE FORM 10/8/5

Come the full moon its all hairy and howling. Were forms are a mutant that can transform into a beast. A mutant who has a were form gains a second profile for free. A Dreg gets a Pet or Riding Beast profile, a Mutie Man or Specialist gain a Hunting beast profile, and a Mutie Hero may choose any of the beast profiles. Both forms must pay for their upgrades separately and must conform to the normal rules for their type. A Wereform beast does not require a handler.

A Werebeast may switch between forms by spending 1 Action Point and passing an Aptitude test at difficulty 6. When changing all characters who are not mutants within 10cm and line of sight gain a shock token, as its really horrific to watch!

WIERDING

15/10/5

There really are some wired things out in the wastes, not least the naissant and burgeoning psychic abilities that are manifesting amongst humanity. Characters with the Wierding mutation behave in unfathomable ways, using their abilities almost at random. Characters with this ability must roll on the following "wierding table" when they activate each turn. If they are unable to fulfil the criteria for the action then they may be used normally during the turn.

WIERDING TABLE

- | | |
|----|---|
| 1 | A massive cerebral heamorage causes the mutant to stagger. The mutant must make a Aptitude test against 7 or become injured. |
| 2 | The mutant shifts perception and appears to teleport. Place the mutant anywhere within 50cm and line of sight. Place a shock token on the mutant. |
| 3 | Wailing and gnashing its teeth, the mutant emits a psychic howl. All mutants on the table with the Wierding power take full shock tokens, including this mutant. |
| 4 | In a frenzy for the taste of flesh, the mutants grows in ferocity. If the mutant moves into combat this turn they will gain D10+D10 Combat bonus to their first attack. |
| 5 | Manifesting a charge of energy, the mutant hurls a ball of energy, or some other devastating projectile attack. During the turn, the mutant may make a single Ranged attack against a model within 20cm. It is one shot with a ranged bonus of D10+D10 and costs 1 Action Point |
| 6 | Life force surges through the weirdling. If any friendly models are injured and within 15 cm, the mutant may attempt to heal one of them. This works as if they had the Medic ability and were in base contact, but costs no Action Points. The mutant also gets +D10 bonus to their Aptitude. |
| 7 | The mutant becomes the medium for telekinetic powers of technomancy. If any friendly vehicles are damaged and within 15 cm, the mutant may attempt to fix one of them. This works as if they had the Mechanic ability and were in base contact, but costs no Action Points. The mutant also gets +D10 bonus to their Aptitude. |
| 8 | The mutant phases at the quantum level and is able to apply more probability to desired outcomes. They gain +2 Action Points for this turn. These Action Points may not be spent on Shooting attacks. |
| 9 | Maintaining a stasis field, the mutant shifts their corporeal form out of alignment with our perceived dimensions. The mutants may not do anything this turn. Any model within D10+5cm may not activate in their coming turn. That is, all characters and vehicles in the field must miss their next activation. Equally, they may not be harmed in any way and may be moved through as if Difficult Terrain. |
| 10 | Demonstrating eerie psychotelepathic control, the mutant lashes at the minds of its attackers. If the mutant has any shock tokens, remove one for each enemy character within 30cm and allocate them to those characters, starting with the closest and working away from the mutant. |

Mutants:

The mutants are not really a faction as such, or even a gang. More a group of similarly afflicted unfortunates thrown together by shared circumstance who congregate about the Great Vent.

The Mutants are a byproduct of the Renaissance in a more literal sense than any other inhabitant of the wastes, bearing the physical deformities inflicted by the background radiation so prominently that they have become their defining feature. Few mutations are beneficial, most are crippling afflictions, or at best horrifying abnormalities, although a rare few can be put to practical use, mainly in the field of dismembering ones prey.

The mutants have no distinct hierarchy or leadership. They exist as a gestalt organism, a shambling herd. Migrating about their lands grazing. Grazing on human Flesh. The mutants are not just an unsightly rabble of freaks, but a horrendous pack of ghouls, incapable, or unwilling to subsist from agriculture or scavenging, preferring to prey on their fellow man.

What makes them all the more hideous is that most are not mindless zombies, but fully sentient beings with a grim understanding of the atrocities they commit on a daily basis. This not only makes their sickening acts of survival pre-mediated murder, but ensures that they can make use of their victims technology.

Whilst they lack the resources or know how to develop a great deal of technology themselves, they are never short of vehicles looted from their last meal.

Where it not for the resources to be found around the great vent few would venture near it, and the mutants would have no source of sustenance. It is man's greed that keeps him coming to the Vent seeking riches and thus keeps the mutants fed, ensuring they remain not only as grim sentinels watching over their radioactive realm, but also as a harsh reminder of the consequences of man's continued greed.



*"We invest in weapons.
Cheaper than buying meat."*

FAIR TRADE

The low hum of the generator was punctuated by the occasional pop and fizz of the aging strip-light that illuminated the cavernous trade-station. Behind a desk littered with countless curios and artefacts, Otto Goldman rolled his tongue around his lips as he reviewed his account books.

A sharp electronic buzz brought him swiftly from his reverie, the light on his ageing intercom blinking in time to the atonal bursts. Goldman flicked the receive switch and a familiar voice laced with static emanated from the speakers

"Visitors, Boss, it's Crank's crew... say they've got some shiny trade goods for you." The low drawl of Goldman's enforcer Basker filled the room. "Want me to send 'em down?" Goldman grunted his approval and quickly secreted his account book and the choicer items from his desk.

Minutes later a pneumatic hiss heralded the arrival of Crank and his scavenger party. Few wasteland mutants could be considered pleasing to the eye and Crank and his men were no exception. Crank limped into the dusty bunker, one leg grossly muscular and the other two spindly atrophied limbs, his voluminous robes concealed the larger part of his misshapen body but his silhouette left no illusion that beneath the verminous cloak Crank was far from human. Flanking either side of the scavenger were two equally misshapen brutes, their own ragged apparel covered in a carapace of crude rusted metal armour.

As he drew closer to the desk, Crank held out one gnarled hand to his nearest warrior. "Item please, now if so kind". The twisted figure beside Crank dropped an old mil-pattern rucksack off his shoulder and with a crab like claw pulled out a smooth ovoid device. Its surface, back and shiny like some metallic beetle, was criss-crossed with thin silver veins of circuitry and laced with scarlet wires. In its centre a small vid screen was surrounded by buttons.

Crank took the device and placed it reverently on Goldman's table.

"You give us much for this, is good. Pre-war worth much to you?"

"That depends," Goldman retorted, "Largely on what it is. What does this thing do?"

Crank's single yellow eye widened in a puzzled stare.

"Is old tech, pre war, very good, worth much?"

"Yes, but what does it do? Can't say I've seen one of these before. Where'd you find it?"

"Long off, western radlands... old bunker, techroom. Is before war, is good?"

Before Goldman could reply, Crank's other accomplice bent double and groaned deeply before spewing forth a noxious stream of bilious green vomit.

"You're going to have to clean that up, Crank. What's up with him?"

"Him sick all trip back", Crank replied, swaying slightly and leaning against Goldman's desk.

"I don't know Crank, looks like junk to me and I can't buy it if I don't know what it is fella. 'Ere, let me have a good look at it, see if I can figure it out." Crank nodded and pushed the black device across the desk.

Goldman picked it up and weighed it carefully in his hands, rotating it around, viewing it from every angle... eventually he found what he was looking for. Sliding across a small switch connecting the silver network the device crackled and sparked.

Its vid screen lit up, casting a sickly green glow over Goldman's face that mirrored Crank's deathly pallor.

"Hmmm... Well it might still work, Crank... you found this in the radzones, yeah? Westlands?" "Yes, place call Silo 5, old army, many dead bones. Bad death for norms"

Goldman listened absent-mindedly as he flicked his finger over the keypad, trying to find out which of the buttons, their function text long since worn away, activated the mysterious device.

"You didn't find this in the glass zones did you, Crank?"

Crank nodded. As the terrible realisation dawned on Goldman, the ovoid object displayed a mute forecast via a scrolling LED readout

"Counter unit 2874, Running activation protocols... scanning area... ambient environment dangerous, personal protective equipment recommended. 5 rads per hour... Area scan complete... scanning bio units..."

Goldman relaxed slightly. Crank's gang seemed to have stumbled on a military radiation dosimeter, if only he could keep his cool and convince the shambling idiots it was worthless there was a tidy profit here.

The device continued to slowly bleep, an ominous electronic pulse echoing Goldman's own heartbeat...

"Personnel scan complete, lethal exposure detected... eight hundred rads per hour recommendation...to avoid panic do not inform servicemen..."

As if on cue there was a crash as the rearmost of the mutants collapsed to the floor, twitched before finally laying still. Goldman forced himself to maintain his business man's poker face, even one hundred rads per hour would soon kill a human and while Crank's gang were harder than trueborn men even their beastlike forms couldn't compete with such a ravaging atomic force.

Crank turned to attend to his comrade, staggering on his misshapen limbs while beside him the second mutant dribbled vomit and staggered slightly.

"Listen, Crank. This is junk, old friend, but I know you normally get good salvage. Tell you what, I'll give you eight barrels of fuel and a crate of ration tins, but you gotta get your guys out now man, you're wrecking my store," offered Goldman, pleased with the knowledge he'd never have to part with his side of the deal.

"Crank agree deal, you good man Goldman, I send boys to pick up stuff before lastlight," grunted the mutant. Goldman restrained himself from making his customary handshake to seal the deal and dropped the rad counter into a drawer in his desk before writing out his promissory note to Crank.

As the two mutants dragged their unconscious comrade out of the trade emporium, Goldman turned his attention back to his ledger and mused over the deal. He'd miss Crank but the device was a small goldmine and would allow him to conduct his own deep scavenging missions in complete safety with prior warning of the unseen killer of gamma radiation.

Opening a bottle of vodka to celebrate his good fortune, Goldman drank deeply and thought of the future fortunes he would find with this new treasure offering him a safe route through the wasteland. Deep within the desk's drawer the sinister black device readout continued to flash a digital death sentence.

"Final diagnostic, scanning self, unit 2874 emitting three hundred Rads per hour, recommend immediate shutdown and shielded disposal protocols, failure to so may result in rapid user fatality..."