

# RAT OGRE PITFIGHTING

## THE BASIC RULES

**Skirmish** – Pitfighting uses the Skirmish Rules from p. 242 of the Warhammer rulebook along with the following amendments:

**No Hiding** – Where are you gonna hide in the pit? Nowhere, that's where.

**No Psychology Rules** – Fight or die. There are no psychology rules in effect. These creatures are hate-filled and blind to reason.

**Breaking From Combat** – If you decide you need to leave combat in order to move away or charge a new target, each and every enemy model you are in base to base contact with gets a free immediate attack of their choosing that hits automatically. If you survive this attack, you may move and charge freely.

**Attacking Models While Prone** – If an enemy is fighting a knocked down warrior, he may attack him to put him out of his misery. All attacks against a knocked down warrior hit automatically. If any of the attacks wound the knocked down model and he fails his armour save, he is automatically taken Out of Action.

A stunned warrior is at the mercy of his enemies. A stunned model is automatically taken Out of Action if an enemy allocates an attack to him in hand-to-hand combat.

Note that a model with multiple attacks may not stun/knock down and then automatically take a warrior Out of Action during the same hand-to-hand combat phase. The only way you can achieve this result is to have more than one of your models attacking the same enemy. So, if the enemy is stunned/knocked down by the first warrior, he can be hit and put Out of Action by the next warrior to attack.

If your model is engaged in close combat with an enemy who is still standing, he cannot attack any other models that are stunned or knocked down, since in reality they will not pose an immediate threat and their companions will try to protect them.

**Rolling Dice** – Due to the varied nature of attacks through mutations and the like, it is very important to declare what attack you are using BEFORE you roll any dice.

For example, if you have a Rat Ogre with a Chainsaw Fist and 2 regular attacks, do not just roll 3D6 and assign them as you wish. Instead, roll a D6 for the Chainsaw Fist and two more for the standard attacks. Using coloured dice can make this a bit easier too, just make sure your opponent is clear as to what's going on!

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## PITFIGHTING RULES

**Which Models enter the Pit?** – All of them. No playing around – every Rat Ogre and Giant Rat must set foot into the pits.

**The Pit** – Mark off a 2' x 2' area as the arena. This arena is where the fights will take place. Within this area you may place a few sparse pieces of terrain like rock clusters, mounds of rubble, ruined structures, a stagnant pool, or anything else that seems appropriate. Designate a pair of 4" areas for each player that'll be placed on opposite ends of the arena to represent the entrance gates. These gates are where all of the Master Moulders' creations will spill forth into the arena.

**Starting** – Roll a D6 to start the game. High roll chooses which gate to deploy from and low roll chooses to go first or second. All movement begins from your gate and every creature you own **MUST** enter the arena during their 1st turn.

**Chucking Boulders and Rocks** – Nearly every pitfight takes place in an area strewn with debris. Rat Ogres instinctively pick up nearby heavy objects and hurl them at advancing combatants. To represent this thrown attack, a Rat Ogre (and Rat Ogres only!) can pick something up and toss it a distance equal to double their Strength characteristic in inches once per turn during the shooting phase. As Rat Ogres have a whopping BS of 0, they can only manage to hit something by rolling a 5+ on a D6. This roll is modified to a 6 if the Rat Ogre moved regularly (no charging or running) during the turn. The Strength of the hit is equal to the Strength of the Rat Ogre who threw it.

You may chuck a rock into close combat if you wish. The problem is that you never really know who it is that's going to be hit! To determine who gets hit, simply use an agreeable random method, factoring in each combatant equally. For example, if there are three possible targets, each model has a 2 in 6 chance of being hit.

You may Stand and Shoot by hurling a boulder at a charging opponent as long as the charger moved over half his Movement value. However, you will need a 6 to hit the charger. You may only Stand and Shoot once, even if several models charge you at the same time.

**Saving Throws** – A Rat Ogre gets an unmodified saving throw of a 6 against ANY hand-to-hand or shooting attack unless otherwise noted. You may use this saving throw against critical hits. This saving throw represents the Rat Ogre swatting boulders out of the air and blocking devastating blows. Giant Rats do not get this special saving throw.

**Winning the Fight** – If, at the start of a turn, one player has 75% or more of his force Out of Action or Stunned (face down), he must take a Rout Test to see if the fight ends. When one side fails a Rout Test, the pitfight is over. The Rout Test is taken using the Leadership value of your Master Moulder, which starts out as 6.

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## GATHERING THE HORDE

**Beginning Funds** – You have 175 gold to start out with. Choose your initial forces and any future additions during a season from this list. You may start any of your creatures off with one mutation attempt if you so desire.

**Rat Ogre: 50 gold**

**Giant Rat: 5 gold**

**Maximums** – At any one time, you may have no more than 4 Rat Ogres and 10 Giant Rats. A Master Moulder must not stretch himself too thin and should concentrate his energies on a select group of stock.

**Retiring** – If you wish, any injured creature on your roster may be replaced with a newly purchased one. Broken and battered Giant Rats and Rat Ogres just won't do well in the pits! The old creature is discarded for no monetary gain and is simply removed from your roster.

**Playing a Season** – To play through a season in Hell Pit, gather some friends and have everyone start up a new stock of creatures using this list. Each participant will play a total of 6 matches that'll make up the season. At the end of the season, compare your Master Moulder ratings (found on the Main Pitfighting Playsheet). Whoever possesses the highest rating is the winner of the season! Or, if you wish, hold a series of single elimination games with no mutations in between matches to determine a winner. This type of gaming is a blast and lends well to league play. More info can be found in the Seasonal Rules area.

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## MUTATING YOUR CREATURES

The life of a Master Moulder is consumed by the need to make his animals more vicious, more deadly, and more horrifying! This procedure is done by introducing foul crossbreeds or performing gut-wrenching surgeries involving finely ground warpstone dust, mutating ointments, and rusted metal. This process takes time to do right, and even then it could end up in disaster as a limb may grow improperly.

**Number of Mutations** – In between each battle at the pits, you may attempt to mutate each Giant Rat once and each Rat Ogre twice, given that you have the funds of course.

**Perverting Nature** – Each Rat Ogre and Giant Rat can only withstand a certain number of surgeries before the beast simply dies. Each mutation you attempt must be assigned to a slot on the creature's body. Once a slot has been filled, it's like that forever. The only way around this restriction is if an arm or tail is torn off in the arena, so choose wisely. The slots are broken down for each creature type to the right.

**Going under the Knife** – To mutate and personalize your critters, simply choose the type of "upgrade" you wish to perform, assign it to a slot, and roll 3D6.

If the result comes up as a triple of any number, something has gone horribly wrong and the experiment has failed. The implant/mutation is useless and atrophied, but still counts as a slot on your creature's profile sheet.

If the result totals 13, the experiment has been blessed by the Horned Rat! The experiment is a success and the mutation only costs half its original value in gold. If you are rolling for two mutations on one creature and you roll a 13 for both mutations, they both only cost you half and you may add +1 to the monster's Strength, Toughness, or Wounds.

Any other result on 3D6 signifies a success.

### RAT OGRE

Head: 1 slot

Chest/Back: 3 slots

Left Arm/Hand: 2 slots

Right Arm/Hand: 2 slots

Legs: 2 slots

Tail: 1 slot

### GIANT RAT

Head: 1 slot

Body: 2 slots

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## LIST OF MUTATIONS

The list of possible mutations is nearly endless, but we had to stop somewhere! When adding a mutation to a creature, be sure to model the extra arm, eyes, head, and so forth. This way, everyone knows exactly what they are going up against. By the end of a Rat Ogre's career, it will truly be a model to remember!

Each mutation/bionic takes up a single slot unless otherwise noted. You may also have multiples of any implant, if you wish, unless otherwise noted. There are two separate lists below, one for Rat Ogres and one for Giant Rats.

### Rat Ogre Mutation/Bionics List:

#### Arm/Hand:

**50 gold:** Extra Arm – add +1 to the creature's Attack characteristic.

**30 gold:** Chainsaw/Rock Drill Fist – upgrade a standard attack to a +1 Strength Attack.

**25 gold:** Razor Sharp Talons/Claws/Blades – upgrade one standard attack so that it may reroll a failed wound attempt.

**25 gold:** Piercing Knife Hand – upgrade one standard attack so that it may reroll the injury roll.

**30 gold:** Tentacle Arm – a single opponent in base contact loses an attack of his choosing. One Per model.

**35 gold:** Flail or Chain Fist – roll one standard attack at +2 if you charged. Works for the 1st round only.

**60 gold:** Crab Claw Arm – +1 to the creature's Attack characteristic. However, this mutation is a special attack that rolls 3D6 instead of a single D6. If all 3D6 hit, then roll to wound at double strength. If 2D6 come up as a hit, then count it as a standard attack.

#### Chest:

**120 gold:** Internal Chest Overhaul – +1 Toughness, +1 Weapon Skill, +1 Strength. This extensive implant takes up 3 slots.

**65 gold:** Warpstone Tainted Blood – when the creature is wounded, all models in base to base contact suffer a Strength 3 hit.

**60 gold:** Syringe Injectors – may be used at the start of any close combat phase. Carries D3 doses each pitfight. For each use, roll a D6 and consult the chart below. Effects last for one full turn. Only one per model, any more would overload the Rat Ogre and kill it outright!

#### Injection Chart

- 1: Nothing Happens
- 2: +1 Toughness
- 3: +2 Initiative
- 4: +1 Strength
- 5: +6 Movement
- 6: +D3 Standard Attacks

**80 gold:** Piston Enhanced Tendons – +1 Movement, +1 Strength.

**30 gold:** Warpstone Charm Studs – ignore the first wound of the game.

**30 gold:** Metal Plates – reroll any failed saving throws.

**60 gold:** Muscle Mass Increase – +1 Strength.

**50 gold:** Poison Wind Generator – at the start of the model's turn, all models (friend or foe) within 2" of it sustain an automatic Strength 2 hit that ignores ANY saving throws. Occupies 2 slots.

**20 gold:** Spines – all models in base to base contact suffer an automatic Strength 1 hit at the start of each player's turn. Will not cause a critical hit!

**40 gold:** Grafted Head – +1 Initiative.

**25 gold:** Extra Eyes – +1 Weapon Skill.

**70 gold:** Iron Heart – +1 Toughness

**40 gold:** Corrosive Vomit – choose to strike last and make a single attack at strength 10. This attack ignores any and ALL saves!

#### Head:

**40 gold:** Extra Head – +1 Initiative

**25 gold:** Multiple Eyes – +1 Weapon Skill

**40 gold:** Optical Bionics – when chucking rocks, you now hit on a 4+ and a 5+ when moving. If you Stand and Shoot against a charging enemy, you will now need a 5+ to hit the incoming charging model.

**60 gold:** Reflex Chip Implant – always strike first during the 1st round of combat, even if charged.

**25 gold:** Razor Sharp Teeth – make an additional attack at Strength 2.

**20 gold:** Thickened Skull – ignore any head injuries suffered after a game.

**70 gold:** Reduced Pain Receptors – ignore any injury roll of Stunned or Knocked Down of a D6 roll of 4+.

#### Leg:

**20 gold:** Strengthened Legs – +1 Movement.

**25 gold:** Focused Adrenaline Gland – once per game, you may charge at triple movement.

**40 gold:** Extra Leg – make an additional attack at Strength 3.

#### Tail:

**30 gold:** Prehensile/Tentacle Tail – a single opponent of your choosing in base to base contact loses an Attack. The victim may choose which Attack is lost.

**40 gold:** Razor/Bladed/Knife/Bludgeon Tail – make an additional attack at Strength 3.

**50 gold:** Scorpion Tail – make an additional attack at Strength 5. May only be used during the first round of combat.

### Giant Rat Mutation/Bionics List:

#### Head:

**15 gold:** Extra Head – +1 Initiative.

**10 gold:** Multiple Eyes – +1 Weapon Skill.

**15 gold:** Razor Sharp Teeth – make an additional attack at Strength 2.

**20 gold:** Spiked Skull – when model charges, make an additional ramming attack at +1 Strength.

#### Body:

**50 gold:** Scorpion Tail – make an additional attack at Strength 5. May only be used during the first round of combat.

**30 gold:** Metal Plates – gain a saving throw just like Rat Ogres. If this Mutation is taken twice, then you may reroll any failed saves.

**40 gold:** Iron Heart – +1 Toughness.

**20 gold:** Spines – all models in base to base contact suffer an automatic Strength 1 hit at the start of each player's turn. Will not cause a critical hit!

**15 gold:** Strengthened Legs – +1 Movement.

**50 gold:** Poison Wind Generator – at the start of the model's turn, all models (friend or foe) within 2" of it sustain an automatic Strength 2 hit that ignores ANY saving throws. Occupies two slots.

**15 gold:** Extra Head – +1 Initiative.

**10 gold:** Multiple Eyes – +1 Weapon Skill.

**20 gold:** Extra Arms – +1 to the creature's Attack characteristic.

**30 gold:** Tentacle/Prehensile Tail – a single opponent in base contact loses an attack of his choosing. One per model.

**20 gold:** Warpstone Heart – when the creature is taken Out of Action, all models in base to base contact suffer a Strength 3 hit.

**35 gold:** Explosive Chest Cavity – occupies 2 slots. At the start of a pitfight, roll a D6, note the roll on a piece of paper and place it under a cup. Don't tell your opponent this number. The number represents how many turns remain until the bomb inside the Giant Rat explodes. When the designated turn number comes up, the bomb will detonate. This detonation will take place at the start of the Giant Rat's close combat phase. Every model within 2" takes an automatic Strength 4 hit. If the model is killed before the designated turn arrives, the bomb detonates right then and there!

Either way, the model counts as Out of Action after the bomb goes off and must roll on the injury chart after the game with a -4 modifier. You may only have one of these models in your force at any time.

**10 gold:** Razor Sharp Talons/Claws/Blades – this attack may reroll a failed wound attempt.

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## POST FIGHT RULES

After a game, there are several things to take care of. First and foremost is to see if any of your creatures survived! If you are playing a one-off game and not a season, none of this stuff will be necessary.

**Injuries** – The violence of the pit can wreak havoc on your precious creations. With enough bad luck it is possible for a creature to end up with zero attacks. For each model taken Out of Action during the fight roll 2D6 and consult the following chart:

- 2 – Dead: Remove the creature from your roster.
- 3 – Chest Caved-in: Choose either -1 Toughness or lose one random mutation in the chest\*.
- 4 – Legs Mangled: Choose either -1 Movement or lose your tail mutation\*.
- 5 – Arm Torn Off: Rat Ogres: -1 attack and lose one random arm\*.
- 5 – Arm Torn Off: Giant Rats: Movement is halved or lose one random body mutation\*.
- 6 – Head Bashed: Choose either -1 Initiative or lose a head mutation\*.
- 7-11 – Scratched Up But OK: Nothing happens.
- 12 – Survived Against the Odds: +1 Experience.

\*Note that all Head mutations and Rat Ogre chest mutations lost by injury do not free up a slot, while lost arms and tails do (and can be replaced with another mutation later). Giant Rats count the loss of Chest and Tail mutations as a lost Body Mutation instead (this wound can also be replaced with another mutation later.)

**Experience** – You learn fast in the pits. For every opponent put Out of Action in the arena, the creature gains +1 Experience. Every 4 Experience points gains the creature an Upgrade Point. These Upgrade Points are used to beef up your monsters! Upgrade Points may be spent after any pitfight match and can be saved up for later use. All creatures max out at 40 experience points. No more Upgrade Points can be gained after this point!

Weapon Skill or Movement Increase: Add +1 to the creature's appropriate statistic for **1 Upgrade Point**

Strength, Initiative, or Attack Increase: Add +1 to the creature's appropriate statistic for **2 Upgrade Points**

Wound or Toughness Increase: Add +1 to the creature's appropriate statistic for **3 Upgrade Points**

**Funds Between Games** – Master Moulder's use gold to pay for the raw materials and warpstone pieces necessary for upkeeping their infernal business. Each pitfight generates a certain amount of money gained through gambling, backstabbing, bribes, and donations from aspiring Packmasters. As with everything in Skaven society, nothing is a sure bet. You could win a pitfight match and still come out with less gold than your defeated opponent! To work out how much gold you've received after a fight, carefully follow the directions below:

You automatically get 10 gold for participating. Add an additional 5 gold for each model taken Out of Action during the fight. This is your base pay.

Now, roll a D6 and add any of the applicable modifiers below:

Winning the Match: Add +2.

Each Actual Kill (opponent rolled a 2 on the injury chart): Add +1.

Opponent's Master Moulder Rating is 50 Points Higher: Add +1 (double this if you won the match).

Opponent's Master Moulder Rating is 100 Points Higher: Add +2 (double this if you won the match).

Opponent's Master Moulder Rating is 125 Points Higher: Add +3 (double this if you won the match).

Opponent's Master Moulder Rating is 150+ Points Higher: Add +5 (double this if you won the match).

Finally, consult the income chart below to see how much gold you take home after transport, food, and other miscellaneous costs. Add this to your base pay for a grand total!

Modified D6 roll	Gold	Modified D6 roll	Gold
1	20	6	70
2	30	7	75
3	40	8	80
4	50	9	85
5	60	10	90

**Leadership Increase** – After each fight in the pits, your cunning Skaven intellect will pick up a few new tricks and ploys. Roll a D6. Add +1 to this roll if you won the match. If the result is a 6, your Leadership value increases by 1 point, up to a maximum of 8.

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## SEASONS IN THE PIT

**Seasons** – A Master Moulder and his creations only head to the pits every couple of months. A "season" in Hell Pit is roughly 2 years. During this period, a Master Moulder can expect to participate in about 6 matches. At the end of a season, the Master Moulder evaluates his work, selling off profitable creatures to the highest bidder and keeping a few of the best specimens for himself.

To play through a season in Hell Pit, gather some friends and have everyone start up a new stock of creatures using the force list. Each player will play a total of 6 matches that'll make up the season. At the end of the season, compare your Master Moulder ratings. Whoever possesses the highest rating is the winner of the season! Or, if you wish, hold a series of single elimination games with no mutations in between matches to determine a winner. This type of gaming is a blast and lends well to league play.

**Multiple Seasons** – If you want to play multiple seasons to follow the career of a Master Moulder, do the following at the end of each season:

A Master Moulder has to make a living, so 75% (rounding down) of your creatures must be sold off at the end of a season. One of these creatures **MUST** be a Rat Ogre. To avoid any sneakiness, no new critters may be purchased before you are forced to sell off your monsters at the end of a season!

Collect 50 gold for each Rat Ogre and 5 gold for each Giant Rat as a base price, then add 5 gold for each pitfight the creature has fought in and 2 gold for each Experience point to arrive at a total price. Here is this formula broken down:

**Rat Ogre: 50 + (Number of fights survived x 5) + (Experience Points x 2) = Total gold you receive.**

All that's left to do now is adjust your Pitfighting sheet, find some promising new stock, mutate more creatures, and jump right into the next season!

**The Ravages of Time** – For those of you game-crazed Skaven players out there, a Rat Ogre has a lifespan of 5 seasons in the pits. After the fifth season, you must retire the Rat Ogre. You cannot sell it! The Rat Ogre remains on as a personal bodyguard and symbol of your prowess! Giant Rats have a lifespan of 3 seasons, and can be sold when retired.

**Optional Events Chart** – If you want to add a fun, but highly random factor to your games, then roll 2D6 on this chart between each and every match of the season right after the fight. The chart represents some of the horrid and wonderful things that can happen in Skaven society!

A special thanks goes out to Master Moulder Snivlott for coming up with this chart. See, we read your letters!

- 2: Assassin Attack – Forfeit the next match (no gold afterwards!) while you replace your staff!
- 3: Robbed – Lose 1D3 x 10 gold and randomly distribute it to another player.
- 4: Sickness – One random creature on your roster misses the next match.
- 5-9: Business as Usual – No effect.
- 10: New Litter – Gain 1D3 Giant Rats for free!
- 11: Smart Bet – Gain 1D3 x 10 gold and one random player loses that much gold!
- 12: Nature's Way – Gain a free mutation worth up to 50 gold with no surgery roll necessary!

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## RAT OGRE MUTATIONS:

### ARM AND HAND MUTATIONS:

50 gold: Extra Arm - add +1 to the creature's Attack characteristic

30 gold: Chainsaw/Rock Drill Fist - Upgrade a standard attack to a +1 Strength Attack

25 gold: Razor Sharp Talons/Claws/Blades - Upgrade one standard attack so that it may re-roll a failed wound attempt.

25 gold: Piercing Knife Hand - Upgrade one standard attack so that it may re-roll the injury roll.

30 gold: Tentacle Arm - A single opponent in base contact loses an attack of his choosing. One Per model.

35 gold: Flail or Chain Fist - Roll one standard attack at +2 if you charged. Works for the 1st round only.

60 gold: Crab Claw Arm - +1 to the creature's Attack characteristic. However it is a special attack that rolls three dice instead of one. If all three dice hit, then roll to wound at double strength. If two dice come up as a hit, then count it as a standard attack.

### HEAD MUTATIONS:

40 gold: Extra Head - +1 Initiative

25 gold: Multiple Eyes - +1 Weapon Skill

40 gold: Optical Bionics - When hucking rocks you now hit on a 4+ and a 5+ when moving. If you stand and fire against a charging enemy, you will now need a 5+ to hit the incoming charging model.

60 gold: Reflex Chip Implant - Always strike first during the 1st round of combat, even if charged.

25 gold: Razor Sharp Teeth - Make an additional attack at Strength 2.

20 gold: Thickened Skull - Ignore any head injuries suffered after a game.

70 gold: Reduced Pain Receptors - Ignore any injury roll of Stunned or Knocked Down of a D6 roll of 4+.

### CHEST MUTATIONS:

120 gold: Internal Chest Overhaul - +1 Toughness, +1 Weapon Skill, +1 Strength This extensive implant takes up 3 slots.

65 gold: Warpstone Tainted Blood - When the creature is wounded, all models in base to base contact suffer a Strength 3 hit.

60 gold: Syringe Injectors - May be used at the start of any close combat phase. Carries D3 doses each pitfight. For each use roll a D6 and consult the chart below. Effects last for one full turn. Only one per model, any more would overload the Rat Ogre and kill it outright!

1: Nothing Happens / 2: +1 Toughness / 3: +2 Initiative / 4: +1 Strength / 5: +6 Movement / 6: +D3 Standard Attacks

80 gold: Piston Enhanced Tendons - +1 Movement, +1 Strength

30 gold: Warpstone Charm Studs - Ignore the first wound of the game

30 gold: Metal Plates - Reroll any failed saving throws

60 gold: Muscle Mass Increase - +1 Strength

50 gold: Poison Wind Generator - At the start of the model's turn, all models (friend or foe) within 2 inches of it sustain an automatic Strength 2 hit that ignores ANY saving throws. Occupies 2 slots.

20 gold: Spines - All models in base to base contact suffer a Strength 1 hit at the start of each player's turn. No critical hits.

40 gold: Grafted Head - +1 Initiative

25 gold: Extra Eyes - +1 Weapon Skill

70 gold: Iron Heart - +1 Toughness

40 gold: Corrosive Vomit - choose to strike last and make a single attack at strength 10. This Ignores any and ALL saves!

### TAIL MUTATIONS:

30 gold: Prehensile/Tentacle Tail - A single opponent of your choosing in base to base contact loses an attack. The victim may choose which attack is lost.

40 gold: Razor/Knife/Bludgeon Tail - Make an additional attack at Strength 3.

50 gold: Scorpion Tail - Make an additional attack at Strength 5 during the first round of combat only.

### LEG MUTATIONS:

20 gold: Strengthened Legs - +1 Movement.

25 gold: Focused Adrenaline Gland - Once per game you may charge at triple movement.

40 gold: Extra Leg - Make an additional attack at Strength 3.



MOULDER CLAN NAME: \_\_\_\_\_ LD: \_\_\_\_\_ WINS: \_\_\_\_\_ SEASON: \_\_\_\_\_ MATCH: 000000 GOLD: \_\_\_\_\_

Total of all Creatures costs + Gold in Reserve + (Wins x 5) = MASTER MOULDER RATING: \_\_\_\_\_

RAT OGRE'S NAME: \_\_\_\_\_ Total Cost: \_\_\_\_\_

M WS BS S T W I A  
0

Slots	Part	Mutations and Enhancements	Cost
<input type="checkbox"/>	HEAD	_____	_____
<input type="checkbox"/>	CHEST	_____	_____
<input type="checkbox"/>	R ARM	_____	_____
<input type="checkbox"/>	L ARM	_____	_____
<input type="checkbox"/>	LEGS	_____	_____
<input type="checkbox"/>	TAIL	_____	_____

EXPERIENCE	Opponents Killed	# OF FIGHTS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RAT OGRE'S NAME: \_\_\_\_\_ Total Cost: \_\_\_\_\_

M WS BS S T W I A  
0

Slots	Part	Mutations and Enhancements	Cost
<input type="checkbox"/>	HEAD	_____	_____
<input type="checkbox"/>	CHEST	_____	_____
<input type="checkbox"/>	R ARM	_____	_____
<input type="checkbox"/>	L ARM	_____	_____
<input type="checkbox"/>	LEGS	_____	_____
<input type="checkbox"/>	TAIL	_____	_____

EXPERIENCE	Opponents Killed	# OF FIGHTS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RAT OGRE'S NAME: \_\_\_\_\_ Total Cost: \_\_\_\_\_

M WS BS S T W I A  
0

Slots	Part	Mutations and Enhancements	Cost
<input type="checkbox"/>	HEAD	_____	_____
<input type="checkbox"/>	CHEST	_____	_____
<input type="checkbox"/>	R ARM	_____	_____
<input type="checkbox"/>	L ARM	_____	_____
<input type="checkbox"/>	LEGS	_____	_____
<input type="checkbox"/>	TAIL	_____	_____

EXPERIENCE	Opponents Killed	# OF FIGHTS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RAT OGRE'S NAME: \_\_\_\_\_ Total Cost: \_\_\_\_\_

M WS BS S T W I A  
0

Slots	Part	Mutations and Enhancements	Cost
<input type="checkbox"/>	HEAD	_____	_____
<input type="checkbox"/>	CHEST	_____	_____
<input type="checkbox"/>	R ARM	_____	_____
<input type="checkbox"/>	L ARM	_____	_____
<input type="checkbox"/>	LEGS	_____	_____
<input type="checkbox"/>	TAIL	_____	_____

EXPERIENCE	Opponents Killed	# OF FIGHTS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GIANT RAT'S NAME: \_\_\_\_\_ Total Cost: \_\_\_\_\_

M WS BS S T W I A  
0

Slots	Part	Mutations and Enhancements	Cost
<input type="checkbox"/>	HEAD	_____	_____
<input type="checkbox"/>	BODY	_____	_____

EXPERIENCE	Opponents Killed	# OF FIGHTS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GIANT RAT'S NAME: \_\_\_\_\_ Total Cost: \_\_\_\_\_

M WS BS S T W I A  
0

Slots	Part	Mutations and Enhancements	Cost
<input type="checkbox"/>	HEAD	_____	_____
<input type="checkbox"/>	BODY	_____	_____

EXPERIENCE	Opponents Killed	# OF FIGHTS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

All Mutations + (Experience x 2) + Number of Fights = A Creature's Total Cost

GIANT RAT'S NAME: Total Cost:

M WS BS S T W I A

0

SLOTS PART MUTATIONS AND ENHANCEMENTS COST

HEAD

BODY

EXPERIENCE Opponents Killed # OF FIGHTS

GIANT RAT'S NAME: Total Cost:

M WS BS S T W I A

0

SLOTS PART MUTATIONS AND ENHANCEMENTS COST

HEAD

BODY

EXPERIENCE Opponents Killed # OF FIGHTS

GIANT RAT'S NAME: Total Cost:

M WS BS S T W I A

0

SLOTS PART MUTATIONS AND ENHANCEMENTS COST

HEAD

BODY

EXPERIENCE Opponents Killed # OF FIGHTS

GIANT RAT'S NAME: Total Cost:

M WS BS S T W I A

0

SLOTS PART MUTATIONS AND ENHANCEMENTS COST

HEAD

BODY

EXPERIENCE Opponents Killed # OF FIGHTS

GIANT RAT'S NAME: Total Cost:

M WS BS S T W I A

0

SLOTS PART MUTATIONS AND ENHANCEMENTS COST

HEAD

BODY

EXPERIENCE Opponents Killed # OF FIGHTS

GIANT RAT'S NAME: Total Cost:

M WS BS S T W I A

0

SLOTS PART MUTATIONS AND ENHANCEMENTS COST

HEAD

BODY

EXPERIENCE Opponents Killed # OF FIGHTS

GIANT RAT'S NAME: Total Cost:

M WS BS S T W I A

0

SLOTS PART MUTATIONS AND ENHANCEMENTS COST

HEAD

BODY

EXPERIENCE Opponents Killed # OF FIGHTS

GIANT RAT'S NAME: Total Cost:

M WS BS S T W I A

0

SLOTS PART MUTATIONS AND ENHANCEMENTS COST

HEAD

BODY

EXPERIENCE Opponents Killed # OF FIGHTS

All Mutations + (Experience x 2) + Number of Fights = A Creature's Total Cost