

CHAOS MUTATIONS

Written by Andrew R Fawcett for www.criticalhit.co.uk

D100	Mutation	D100	Mutation
01	Acid Excretion	54	Limb loss
02	Albino	55	Limb transference
03	Arms elongate at will	56	Long legs
04	Atrophied limbs	57	Long neck
05	Beaked	58	Long nose
06-12	Bestial face	59	Long spines
13	Beweaponed extremities	60	Mace tail
14	Big ears	61	Massive intellect
15	Bird feet	62	Metal body
16	Black skin	63	Mindless
17	Blood Substitution	64	Moronic
18	Breathes fire	65	Multiple arms
19	Brightly patterned skin	66	Multiplication
20	Bulging eyes	67	One eye
21	Burning body	68	Overgrown body part
22	Cloud of flies	69	Pin head
23	Cloven feet	70	Pointed head
24	Cowardice	71	Powerful
25	Crest	72	Prehensile Tail
26	Crystalline body	73	Pseudo-Daemonhood
27	Emits cloud of poisonous gas	74	Quadrupedal/bipedal
28	Enormous flatulence	75	Rapid regeneration
29	Enormous mane of hair	76	Razor sharp claws
30	Enormously fat	77	Rearranged face
31	Extra joints	78	Regeneration
32	Evil eye	79	Rotting flesh
33	Extremely thin	80	Scaly skin
34	Eyestalks	81	Scorpion tail
35	Feathered hide	82	Short legs
36	Featureless face	83	Shrink
37	Furry	84	Silly voice
38	Great fangs	85	Silly walk
39	Great horns	86	Skull face
40	Growth	87	Snake tail
41	Headless	88	Spits acid
42	Hideous appearance	89	Subject to fits
43	Hopper	90	Suckers
44	Horrible stench	91	Tail
45	Huge head	92	Tentacles
46	Hunchback	93	Three eyes
47	Hypnotic gaze	94	Transparent skin
48	Illusion of normality	95	Very agile
49	Invisibility	96	Very fast
50	Iron hard skin	97	Very strong
51	Irrational fear	98	Very warty skin
52	Irrational hatred	99	Vividly coloured skin
53	Levitation	100	Wings

Acid excretion. The creature's skin exudes a repulsive and extremely potent acid, which covers his body like a film of sweat. The creature itself is not affected by this vile substance, however, anyone or anything else may be affected.

Non-magical metallic weapons that hit the mutant have a 10% chance of being destroyed by the acid.

If attacked by an unarmed mutant with acid excretion, non-magical metallic armour will give normal protection against one successful attack, but is then destroyed. An unarmoured opponent successfully hit by an unarmed mutant receives a S3 hit, due to the acid, in addition to the mutant's normal attack. If an attacker is in unarmed combat with the mutant then he receives a S3 hit on exposed flesh that comes into contact with the mutant.

The mutant may not wear non-magical armour or use non-magical weapons.

If faced with steel, or other solid barriers (usually metallic in nature), the creature can dissolve them given time - typically taking 1 turn to penetrate 10cm of steel.

Albino. The creature is a perfect albino with eerie white skin and glowing red eyes. Such creatures generally suffer from poor eyesight, especially in dim light. The mutant loses 1 point of *Toughness* permanently and suffers a -10 penalty to all tests under sunlight conditions.

Arms elongate at will. The creature has a complex system of ligaments and muscle instead of normal arm bones. This peculiar arrangement permits the individual to elongate the arms a distance of 1+D3 yards in order to make a single close combat attack. The victim may not fight back. Having made the attack, the arms immediately withdraw and the target is free to move, shoot, etc as normal next round.

Atrophied limbs. This mutation affects the limbs and/or head resulting in imperfectly formed and often useless body parts. Roll a D6 to see how many parts are deformed.

- 1-3 = 1
- 3-5 = 2
- 6 = 3

Roll a D6 to determine which parts are affected.

- 1 Head. The creature is a moronic pinhead (see moronic).
- 2-4 Arm. One arm is useless.
- 5-6 Leg. One leg is useless. A creature with 1 leg may move at half-rate. A creature with no legs is immobile.

Atrophied limbs results in general loss of coordination and balance. For each limb lost reduce the creature's I and Dex by 10. Limb loss is also indicative of a broader deficiency. To represent this, reduce the creature's *Toughness* by 1 for every 2 limbs lost.

Beaked. The creature has a horny beak similar to that of a bird and as a result he may not wear a closed helmet. In hand-to-hand combat the mutant may make a *bite* attack instead of a weapon attack.

Bestial face. This mutation changes the facial structure so that it resembles that of a beast. Apart from leaving its victim in a state of sickening ugliness this mutation is neither harmful nor beneficial. A few examples are: face of an ant, ape, bull, goat, horse, lion, rat, snake.

Beweaponed extremities. The creature's arms or normal manipulative limbs are formed into the shape of clubs, often with spiky nodules or exposed bone. Although useless for holding weapons, these do make excellent hand-weapons in their own right, so that the creature need never worry about counting as improvised in combat.

Big ears. This mutation affects the tissue of the ears, which become swollen and prominent. This is rather inconvenient to put it mildly, making it almost impossible to wear a helmet for instance! However, the creature's

hearing becomes quite acute, so that the slightest sound can be easily detected. The creature gains +20 to all listening tests.

Birds feet. The creature suffers from a mutation that leaves the feet clawed and scaled like those of a bird. This confers no advantage or disadvantage but is unattractive and difficult to hide.

Black skinned. This is an abnormal mutation affecting the skin structure. All light reaching the skin is completely absorbed, without reflecting even the tiniest amount. The creature is seen only as a black shape, with no actual detail or structure apart from a pitch-black outline. This does not affect the creature in any way, other than making it totally invisible in darkness. The creature gains +20 to hide tests.

Blood Substitution. The mutant's blood is replaced with something entirely different. Roll a D6 to determine the nature of the change.

- 1-2 Leeches or Maggots. Whenever the mutant is wounded, a stream of squirming maggots pours out of the wound. Although this is revolting it grants no real beneficial effects.
- 3 Acid. The mutant's blood is replaced by a potent acid. Any opponent who wounds the mutant will suffer from a Strength 3 hit due to the squirts of acidic blood.
- 4 Protoplasm. A translucent slime oozes from the mutant's wounds (increase the mutant's Toughness value by 1). Should the mutant die, the slime coalesces into a single mass of protoplasm and will fight anyone it comes across (treat as an Amoeba WFRP p231.)
- 5 Molten Metal. Whenever the mutant is wounded, molten metal jets from the wound (increase the mutant's Toughness value by 1.) Any opponent wounding the mutant takes an immediate Strength 3 hit. The molten metal will also ignite any flammable substances within a 4 yard radius of the mutant. When the mutant is killed it will explode, causing one Strength 4 hit on everyone within 8 yards.
- 6 Electricity. When the mutant is wounded by a metal weapon, the electricity in its bloodstream causes one Strength 3 hit to its opponent. This increases to Strength 6 if the mutant's opponent is wearing metal armour. Magical equipment subtracts D3 wounds from any damaging electrical hit.

Breathes fire. This terrible mutation permits the creature to breathe flame. Fire breath can be used in close combat, in place of all of its attacks, or at a distance with a maximum range of 10 yards. The fire has a Strength equal to the mutant's.

Brightly patterned skin. The creature has a brightly patterned skin, striped, spotted, multi-colored, etc. Such mutations are odd looking, even occasionally attractive, but are only superficial. They have no associated advantages or disadvantages.

Bulging eyes. This mutant has huge, goggling, frog-like eyes. Aside from looking rather strange, this mutation confers the advantage of the skill *Excellent Vision*.

Burning body. The creature's body chemistry is distorted in a very strange and unnatural way, the skin burning constantly. A creature with a mutation of this kind is invulnerable to normal fire and takes only half damage from magical fire. In close combat the creature's immense body heat causes discomfort and panic in opponents who must deduct 20 from their 'to hit' dice. Any wounding hits inflicted by the mutant automatically cause +1 damage above normal. The mutant can only use magical artefacts; non-magical things just burn away.

Cloud of flies. This mutation is especially unpleasant, affecting the skin in such a way that the flesh becomes loose and putrescent. The creature is permanently surrounded by a great swirling mass of flies which live off its disgusting hide. The flies not only feed from the semi-liquid mess, but lay their eggs upon it and maggots can be seen wriggling beneath the skin. The flies do give one advantage however; any hand-to-hand opponent will be so disoriented that he suffers a -10 'to-hit' penalty as flies gather around his mouth, crawl around his eyes and fly up his nose.

Cloven feet. This is another common Beastman mutation. The creature has feet cloven like those of a goat. In addition, legs are often hairy and sometimes the whole torso may be goat-like.

Cowardice. The creature will never willingly enter close combat and if charged will run away if possible. Its CI will be halved for *fear* or *terror* tests.

Crest. This mutant has a huge crest like that of a bird.

Crystalline body. The creature's body appears to be made from a form of living glass. It is tough but flexible. The creature's toughness is increased by +2. At the same time its wounds are halved.

Emits clouds of poisonous gas. The creature emits noxious gases from one or more of its bodily orifices. Each cloud is D4 yards in radius. The creature can emit a single cloud during any round that it feels threatened if it rolls over its CI. There are 5 different types of gas. Roll for each cloud as it is emitted.

- 1-2 Poisonous. T test or lose 1 wound.
- 3-4 Paralysis. T test or become paralysed for D3 rounds.
- 5 Noxious. Causes sickness and dizziness. T test or suffer -10 to any tests for 2D6 rounds.
- 6 Oily black gas. Same effects as a *Mystic Mist* spell.

Enormous flatulence. This is a singularly embarrassing mutation that affects the digestive system. Periodically the creature produces an unexpected, involuntary and very loud noise. This happens on any turn 10% of the time. In a tense moment the creature must roll under its CI to avoid letting rip. Needless to say this gives away its position.

Enormous mane of hair. The creature sports an enormous mane like that of a lion. This may extend to the head generally, which may be lionish with a great deal of facial hair.

Enormously fat. This mutation affects the creature's metabolism so that it becomes enormously fat and bloated. The mutant gains +1T but -1M and -1OI.

Evil eye. This weird mutation enables the creature to make a single gaze attack instead of normal shooting. The gaze has a range of 8 yards - the creature must roll 'to hit' as normal. If hit by the evil eye, a character's karma will be severely disturbed, suffering a -10 dice modifier on all shooting and hand-to-hand combat rolls for 1 minute.

Extra joints. This mutation endows the limbs of the creature with extra joints in its arms or legs. Despite making the individual appear rather odd, this confers no real advantage/disadvantage.

Extremely thin. The creature is unnaturally thin and emaciated, bones protrude through skin, ribs stick out like keys on a piano, eyes bulge comically. Such creatures have their strength reduced by 1 (to a minimum of 1).

Eyestalks. This mutation deprives the creature of normal eyes, replacing them with stalk eyes like those of a crab. Such creatures cannot wear closed helmets.

Feathered hide. This is a mutation which affects the creature's skin. The creature is covered with feathers, often of a garish pattern, and may have vestigial wing membranes between arm and body.

Featureless face. This rather sad mutation leaves the creature with no facial features at all. Such creatures are blind. They are forced to eat and breathe via an additional orifice, often situated upon some hidden or embarrassing part of the body.

Furry. The creature's body is covered in long, dense fur. Its features and even general shape are completely obscured.

Great fangs. The creature has huge fangs. These are so large that the creature can use them in close combat (+1 A) without having to count as improvised weapons.

Great horns. This mutation is fairly common amongst beastmen. Huge pointed horns grow menacingly from the creature's skull. This confers the same advantages as great fangs. As a result the mutant cannot wear any head protection at all, unless it is a Chaos helm.

Growth. Unnatural growth affects the creature's body, so that it becomes D3+1 times larger than normal. Characteristics are altered as follows.

Growth	M	WS	S	T	W	I	Dex
x2	x1.5	+10	+1		x1.5	-10	-10
x3	x2	-	+2	+1	x2	-20	-20
x4	x2.5	-10	+3	+2	x2.5	-30	-30

Characters cause *fear* due to their enormous size. The mutant will have difficulty fitting into normal-sized dwellings and may have some difficulty in using equipment and weapons. The GM will have to improvise in situations not covered here.

Headless. The creature has no visible head, all of its normal cranial organs and functions are accommodated within the torso.

Hideous appearance. This mutation leaves the creature in such a disgustingly sickening condition that it causes *fear*.

Hopper. The creature has but a single huge foot, moving along by hopping. This does not affect movement other than making it impossible to scale ladders.

Horrible stench. The creature's metabolism is savagely distorted, producing a variety of fetid and unpleasant odors. Roll a D6 to establish the range of the stench in yards. All models within this range are subject to a disadvantageous -10/-1 modifier on all dice rolls.

Huge head. The creature has a vast, balloon-like head that wobbles ridiculously on top of its narrow, deformed shoulders. 20% of all body hits, and 10% of all arm hits, actually hit the head instead. The mutant may only wear a helmet which is part of a suit of Chaos Armour.

Hunchback. This mutant has a terrible, conspicuous and ugly hump right in the middle of its back. Although gross and a great inconvenience to its tailor, this mutation in no way affects the creature's fighting prowess.

Hypnotic gaze. This is a very special power which enables a creature to transfix an enemy to within a maximum range of 12 yards. The target must pass a WP test or become prone. The target may try to shake off the effects if a WP test can be passed each round.

Illusion of normality. The mutant appears to look very normal, until anyone comes into close contact with him. Then the full horror of the mutant becomes apparent.

Invisibility. By some freak of cell structure this mutant appears invisible. The GM must carefully record the creature's position at all times. Only by using equipment, carrying things, etc. will the mutant give itself away.

Iron hard skin. The creature has hard, chitinous, often warty or scaly skin. This counts as an additional +1 armour points to all locations.

Irrational fear. This mutant suffers from a severe disorder that renders it subject to *fear* against one of the following.

1. Any creature larger than itself
2. Any creature of its own race
3. Creatures making loud noises
4. Plants
5. Other mutants

Irrational hatred. The creature has a mental disorder similar to irrational fear but this time manifested as hatred. Use the chart for irrational fear to establish what the creature hates (see above).

Levitation. The creature may levitate by up to 1 yard from the floor and also move horizontally at normal move rates.

Limb loss. The creature loses 1 or more limbs determined as follows. Roll a D4.

D4	Result
1	Both arms
2	Both legs
3-4	One Arm

See the Atrophied Limbs section for a description of the effects.

Limb transference. This is a common mutation. Creatures have their limbs swapped around. Not only limbs but also facial features can be affected. Determine how many parts are affected with a D6.

D6	Result
1-4	1 part
5	2 parts
6	D3+1 parts

Determine which parts are affected with a D10:

D10	Result
1-2	Head
3	Eyes
4	Mouth
5-7	Arm
8-10	Leg

Determine the location the part is moved to as follows:

D10	Result
1	Head
2	Chest
3	Back
4	Stomach
5	Hip
6	Groin
7	Elbow
8	Knee
9	Hand
10	Foot

Long legs. The creature has enormously long legs. This is quite advantageous in some situations, allowing the creature to traverse difficult ground and obstacles with only half the normal penalty.

Long neck. The creature has a long, giraffe-like neck. This can be useful in some situations e.g. for looking into high-up windows.

Long nose. This mutation endows the creature with a large, bulbous, extremely long nose or snout. There is a 10% chance that the nose is extremely sensitive and therefore gives the mutant the benefits of the skill *Follow Trail*.

Long spines. The creature's body is covered with long spines or spikes. Any close combat opponent will find it difficult to get near the creature and must subtract -10 from 'to hit' rolls.

Mace tail. The creature has a tail, often with a knobby or spiked end rather like some dinosaurs. This can be used in close combat, giving an additional *tail lash* attack.

Massive intellect. This mutation boosts the creature's intelligence by +20. The mutant may well suffer from perceptible bulging of the cranial region.

Metal body. The creature's skin is formed from some sort of naturally deposited metal, making them very tough indeed! The creature has +1 Toughness.

Mindless. The mutant is totally without a brain. It will obey the commands of anyone within 10 yards - usually the nearest but if two are equally close determine randomly. The creature is too thick to respond to psychological threats. Intelligence is 0. The mutant is too stupid to even leave combat unless told to.

Moronic. The creature is congenitally dense. The intelligence score remains as normal, but every time the creature uses a piece of equipment it must pass an Intelligence test to accomplish the action correctly. This applies no matter how simple the item e.g. door handle, picking something up, sword.

Multiple arms. This creature is blessed with extra arms. These enable additional close combat weapons to be carried and hence give additional attacks. Only one weapon may be used during shooting however.

D6	Result
1-4	2 extra arms
5-6	4 extra arms

Multiplication. This bizarre mutation enables the creature to spit into two or more entities for a limited time. This can be done only in moments of stress - if the creature is fired upon for example. At such times roll a D6, a score of 6 indicates that the creature has split into D6 additional parts, each identical to the original. All personal possessions, clothing and weapons are also duplicated. At the end of D6 turns the creatures reunite into a single entity at a point equidistant between all the parts. As long as one part survives the mutant is restored to full health. This can only happen once a day.

One eye. This mutation gives the creature a single large eye like a cyclops. Eyesight is unimpaired, except that all shooting becomes more difficult and shots over short range are subject to a further -10 'to hit' modifier.

Overgrown body part. Throw a D10 and a D6 to determine the part affected.

D10	Part	D6	Growth	Bonus (if any)
1	Arm	1-2	x2	none
		3-4	x3	+1 S
		5-6	x4	+2 S, -10 I, -10 Dex
2	Arms	1-2	x2	+1 S
		3-4	x3	+1 S, +1 A
		5-6	x4	+2 S, +1 A, -1 I, -10 Dex
3	Leg	1-2	x2	half movement
		3-4	x3	-10 WS and half movement
		5-6	x4	-20 WS and half movement

4	Legs	1-2	x2	M +1
		3-4	x3	M +2
		5-6	x4	M +3
5	Head	1-2	x2	no effect
		3-4	x3	-20 I
		5-6	x4	-40 I
6	Hand	1-2	x2	no effect
		3-4	x3	no effect
		5-6	x4	+1 S, -20 I, -10 Dex
7	Hands	1-2	x2	no effect
		3-4	x3	+1 S, -1 I, -10 Dex
		5-6	x4	+1 S, -2 I, -20 Dex
8	Foot	1-2	x2	-1 M and -10 I
		3-4	x3	-2 M and -20 I
		5-6	x4	-3 M and -30 I (min M of 1)
9	Feet	1-2	x2	-10 I
		3-4	x3	+1 M and -20 I
		5-6	x4	+2 M and -30 I
10	Torso	1-2	x2	+1 S
		3-4	x3	+1 S, +1 T, -1 M
		5-6	x4	+1 S, +1 T, +1 W and half movement

Pin head. The creature has a tiny head barely big enough to support its shrunken little face. Intelligence is reduced by -10.

Pointed head. The creature's head is pointed in such a way that makes it difficult to obtain a decent helmet. This affects Intelligence, reducing the creature's normal score by -10.

Powerful legs. The creature has immense kangaroo legs and can leap a clear distance equivalent to its normal movement allowance, either vertically or horizontally. Normal movement (by hopping) is unaffected.

Prehensile tail. The creature has a mobile tail, easily able to wield an additional close combat weapon.

Pseudo-Daemonhood. The mutant's physical appearance changes to that of an archetypal Daemon. The mutant grows to 1.5 times its size and develops wings (there is a 25% chance that the mutant can fly as a *swooper*, otherwise the wings are just for show), a tail, and horns. The mutant now causes *fear* in living creatures under 10' tall.

Quadrupedal/bipedal. If normally bipedal the creature becomes quadrupedal, losing the use of its arms. If normally quadrupedal the creature becomes bipedal, gaining the use of arms.

Rapid regeneration. This is a very useful mutation that affects the creature's metabolic functions and ability to heal itself. A creature which has taken wound damage will automatically recover 1 wound per turn until it reaches its normal total. This ability is no use once all of the creature's wounds are gone - in which case the individual is dead and cannot regenerate.

Razor sharp claws. The creature has steely claws that can be used in close combat instead of another weapon. The mutant need never count as using improvised weapons in close combat.

Rearranged face. The creature's features are all jumbled up - the eyes may be below the mouth, the nose on the forehead, the mouth positioned vertically, etc.

Regeneration. This is a similar mutation to rapid regeneration, although not quite as effective. If the mutant suffers wound damage, but still has at least 1 wound left, it can try to regenerate 1 wound at the beginning of its turn. Roll a D6 - if the score is 5 or 6 one wound is recovered, otherwise there is no change but the creature may try again next turn. This power cannot be used by a creature with zero wounds - such a creature is dead and beyond regeneration.

Rotting flesh. This mutation causes the flesh to rot visibly upon the creature's body. This is a sickening sight and the creature smells pretty awful as well, digits may be missing from hands and feet, the face is barely recognisable and internal organs may be seen poking through ruptures in the weakened flesh. The mutant suffers -10 initiative, -1 S, -1 T and Fellowship becomes 10. Additionally, the mutant now causes *fear* in living creatures under 10' tall.

Scaly skin. The creature's skin is scaly like that of a reptile (treat as leather armour on all locations.)

Scorpion tail. The creature has a tail like that of a scorpion, equipped with a barbed sting. The mutant gains an additional *tail lash* attack (A+1.)

Short legs. The creature's legs are amazingly and improbably short (M-1). All difficult and very difficult ground counts as twice as difficult for this mutant.

Shrink. The creature is shrunken and generally small and shrivelled. To determine the extent of shrinkage roll a D3+1, the amount shown is the fraction of the creature's normal size - i.e. 2 = 1/2, 3= 1/3, 4=1/4. Consult the chart for effect. No characteristic may fall to below 1.

Size	Move	Strength	Toughness	Wounds	Initiative
1/2	-1	-1			
1/3	-1	-1	-1	-1	+10
1/4	-2	-2	-2	-3	+20

Silly voice. The mutant speaks with a squeaky, stuttering, trumpeting, honking or other unusual voice. The mutant speaks with a squeaky, stuttering, trumpeting, honking or other unusual voice (-10 penalty to all Fellowship tests.)

Silly walk. An extreme mannerism in the creature's perambulatory technique endows it with a ridiculous gait.

Skull face. The creature has a head in the form of a skull and cause *fear* in living creatures under 10' tall as a result.

Snake tail. This mutant has a tail terminating in the head of a snake. With such a tail the creature may make an additional close combat attack at the creature's normal strength.

Spits acid. This unusual mutation allows the creature to spit corrosive acid at a distance of up to 10 yards, using BS to determine whether the acid has struck its target, causing a Strength 3 hit. This ability cannot be used in hand-to-hand combat.

Subject to fits. This creature is subject to fits brought about by stress. When it is charged the creature makes a CI test. If the score is greater than the cool the test is failed and the creature is thrown into a compulsive fit rendering it completely useless. This lasts until a 6 can be rolled on a D6 at the beginning of a subsequent round.

Suckers. The creature's limbs and body are entirely covered with powerful suckers. The mutant can use these suckers in close combat to attach itself to its opponent, which it does automatically when scoring a hit (whether or not the hit caused damage is immaterial). Once the creature is attached it gains a +25 bonus to WS whilst the opponent suffers a -20 penalty to any attacks against the mutant. A 'suckered' opponent can only break free once it manages to wound the mutant. This mutation also allows the mutant to scale vertical walls.

Tail. The mutant has a long tail.

Tentacles. Instead of arms this creature has long curling tentacles. These function in the same way as normal manipulative organs.

Three Eyes. This common mutation endows the mutant with three eyes. This makes it very hard to buy spectacles, but makes no difference to the creature otherwise.

Transparent Skin. This is a fairly nauseating mutation rendering the creature's skin and much of its organic tissue completely transparent. Deeper organs can clearly be seen pulsating and throbbing away - quite disconcerting in fact! Anyone viewing this must pass a Cool test or be under the influence of *fear*.

Very Agile. The creature is astoundingly fast and agile and gains +1 M and +20 I.

Very Fast. This creature can perform actions at incredible speeds. To an observer, the creature appears as a blur, moving too fast for the eye to follow. The creature moves two times as fast as normal (movement x2), and may strike in combat two times as many blows (attacks x2).

Very Strong. The creature is fabulously strong for its racial type. Add +D3 points onto its strength characteristic. Such creatures are usually large and well muscled, with bulging torsos and huge crushing hands. Creatures with a +3S add +1 to toughness as well.

Very Warty Skin. This mutation affects the creature's skin, which becomes covered in large, ugly warts (Fel - 10).

Vividly Coloured Skin. This affects skin pigmentation. Not only can skin be coloured in any one of a number of vivid and unusual colours, but it might also be striped, spotted, or patterned in some entertaining fashion.

Wings. The creature acquires a pair of wings which can be used to fly. These may be feathered, bat-like or reptilian in form. Roll a D6: 1-2 fly as *lander*, 3-4 fly as *hoverer*, 5-6 fly as *swooper*.