MUTANTS AND DEATH RAY GUNS

Science Fantasy Post Holocaust Miniature Rules
First Edition, version 1.1

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INTRODUCTION

To play this game, you'll need a minimum of three six-sided dice, a few miniatures, three measuring sticks and a play surface. You'll also need a few scenic material to represent hills, trees, boulders, ruins and the like. You can just use some paper outlines laid out on the battlefield if you don't have well crafted terrain.

BACKGROUND

It's hard to recognize our world after 200 years of war. The use of nuclear, biochemical and more esoteric weapons of mass destruction reduced major cities to craters of obsidian-like molten concrete and steel. Many lakes and seas have evaporated or are polluted beyond belief, and are now home to mutated animals who could swallow a ship whole.

A new dark age descended upon mankind. Social and technological splendors of the past are no more than myths to the brutal inhabitants of the radioactive wasteland. Society as we know it longer exists. Humanity has regressed to barbarism or, at most, brutal feudalism.

After mankind's self-inflicted downfall, other beings strive for dominance. Humanoid mutants, androids, mutated plants and animals fight each other for the primary resources, namely water, weapons, fuel and food. It's a brutal world that knows no hope or respite. A world with only two kinds of inhabitants: those who perish and those who survive.

FOR PLAYERS OF SONG OF BLADES AND HEROES

This game is based on the *Song of Blades and Heroes* rules engine. The activation, morale and combat mechanics will be familiar to players of SBH. Everything else is different. Some differences will become more evident during campaign play. The emphasis is on ranged combat, although hand-to-hand still plays an important role.

MDRG is a campaign game, meaning that some rules become more important when playing a series of connected scenarios. For example, you'll have to learn to save your resources from one game to another to pay the Upkeep cost (i.e., food, loot or energy cells) of your party.

GAME LENGTH

Once you know the rules and have created your characters, a game requires 30-45 minutes, making it possible to play a short campaign (3 to 5 scenarios) in a single evening.

DICE

MDRG uses standard six sided dice only, sometimes abbreviated as d6. So roll 2d6 means "roll two six sided dice and add the results, generating a number from 2 to 12". Roll d66 means "roll two dice separately, counting the first die as the tens and the second die as the units, thus generating a number from 11 to 66.

SCALE

MDRG recreates the battles of bands of adventurers, survivors and warriors in a post-holocaust, plague-ridden, monster-infested world. You can play with any scale of miniatures (a list of suggested manufacturers is on p.35) The rules are written for two players but it's possible to play with more, randomizing the order of play by drawing cards with the player's names.

One figure represents one creature. One turn represent a few seconds. All distances and ranges are measured with three measurement sticks labeled Short, Medium or Long. Pre-measuring (checking a range before declaring an attack or a movement) is allowed. Players may measure distances at any time. Build your measuring sticks with balsa wood laths, wooden skewers or strip of card as per the following table:

MEASURING STICKS		
	15mm models	25/28mm models
Short	50mm	75mm
Medium	80mm	120mm
Long	120mm	180mm

If you play with 15mm models, the minimum play surface should be 60x60 cms. In 25/28mms, it should be 90x90cms.

BASING SUGGESTIONS

This game has no standard basing rules, as players may already have models based for other gaming systems. As long as all players use the same basing conventions, it won't make much of a difference if the bases are round, square or hexagonal.

For 28mm models, a convenient standard is 20 x 20mm square bases for man-sized models, 20 x 40mm rectangular bases for cavalry models (including most four legged mutated animals), and 25 x 25mm for Big models. Huge models will use whatever base size is needed.

A convenient way to base 15mm models is to use small coins (the author uses one Euro cent coins for all infantry models, and two or five cents coins for larger models). This is cheaper than commercially produced bases and gives some weight to the figure. Coins can be painted and covered with flocking

materials, such as sand or static grass.

Another option is to use washers (the thick ones are heavier than coins). If the model is not big enough to cover the hole, you can fill it with a bit of putty. Coins and washers let you transport your troops in a magnetized toolbox without fear of toppling them over and ruining your precious paint job.

PROFILES

Every model is described in game terms by a profile. Here's a sample:

Sandy "Mindshock" (Upkeep 1 food)		
Type Mutant	Quality 4+	Combat 3
Special Rules	Telekinetic Push, Sharpshooter, Sonic Stunner, 3 cells	

Upkeep: this is used only in campaign games and it shows how much food (or energy in the case of robots) per week the character needs. When the Upkeep cost for a character is not paid, the character will be weaker or may skip a game. For more information, see the Campaign section.

Quality: this is an overall indication of the model's willingness to fight, reaction speed, initiative and morale. It is the number to be rolled on a die to activate the model, so the lower the number, the better.

When it's your turn, you nominate a model that you're trying to activate. You may choose to roll one, two or three activation dice. Every roll that is equal or better to the model's Quality is a success, while every roll that is lower is a failure. You get to do one action for every success. **If you roll two or more failures, the turn passes to your opponent (after the model acts on its one success, if it had one), who gets to nominate one of his models and to activate it**. It is generally wise to start acting with the models with the best (lowest) Quality target numbers.

Combat: this is a measure of how well the model fights. In a fight, this value is added to the roll of a die and compared to the opponent's Combat plus the roll of a die. Combat may be influenced by Special Rules and by the model's equipment.

Special Rules: this is a catch-all category which includes all the extra abilities and special powers of a model. Every special rule describes something that the creature can do in addition to its basic profile. Some Special Rules are detrimental (for example, Slow creatures move less frequently than others).

CREATE YOUR PARTY

Players should decide with how many models they are going to play. The standard game uses five characters per player. This should give you, on the average, games of about 30-45 minutes once you know the rules.

After some games, you can increase the number of models. The rules are simple enough to let you run battles with 15-20 models per side (the board size should be increased proportionally with the number of models, or your characters won't have enough space to take cover and maneuver).

Characters may be any one of the following:

Pure Humans
Mutants (or, Mutated Humans)
Mutated Animals
Mutated Plants
Androids
Robots
Wretched

Every type has a basic Quality and Combat profile and certain advantages and disadvantages. Players may mix different types in their warband as they see fit, or have all members of the party belong to the same type.

All models start with their basic profile, but one model can be upgraded to have a +1 on his Combat score. You can think of this model as your champion, or just the "tough guy" in the bunch.

In addition, one model can be designed as the party's Leader. His Quality target number is reduced by 1, e.g., it becomes 3+ if it originally was 4+, and he gains the Leader special rule.

Both bonuses can be assigned to the same model if the player so wishes. The bonuses can be assigned after special features and Mutations have been rolled up.

Having a Leader bears some disadvantages: the Leader consumes double the number of resources (see Campaigns) and causes Morale rolls if killed. Players may opt not to have a Leader in their party, but it is generally advisable to have one, especially for the lower Quality troops like Mutant Plants and Animals.

Equipment
All characters are assumed to have one hand-to-hand weapon (like a big knife, a sword or a club) or a natural claw/bite attack. This is the default condition and need not be written on the character's profile.

Equipment is rolled on the Equipment Table and is assigned by the player as he sees fit. Equipment can be reassigned to other characters between games.

PURE HUMANS

Pure Humans (Q3+, C2) are members of the *homo sapiens* species untouched by mutation. Humans are better at figuring out and repairing the artifacts left by the old world, and it is generally easier for them to find armor that fits, medicines that still work, and so on. To represent this, human characters make two rolls on the Equipment table and keep both.

In addition, humans make two rolls on the Skills table and keep the best (player's choice) skill rolled. If they roll the same skill twice, they must obviously take that skill.

Purity Squad

If a player designs an all-human party, he has a Purity squad: an organization of humans dedicated to the affirmation of human supremacy.

The party will have one model less than other players. If players have parties of five models each, the Purity Squad will be composed by four Human characters. In a 10 characters game the Human player will have eight characters, but the party gets two additional rolls on the Equipment table. So, in a standard five characters game, a Purity squad is composed of four models but rolls (4x2)+2=10 times on the equipment table. In a 10 characters game, the human player has 8 characters but rolls 20 times on the Equipment table.

In multi player games, Purity Squads will ally with Androids and Robots only.

SKILLS TABLE (ROLL 2D6)

2	Hero
3	Forester
4	Hand to Hand Specialist
5	Free Disengage
6	Savage
7	Sharpshooter or Gunsmith (choose)
8	Stealth
9	Danger Sense
10	Mounted (includes free horse)
11	Steadfast
12	Leader

EQUIPMENT TABLE (ROLL 2D6)

2	Bow and quiver of arrows
3	d6+3 Energy Cells
4	Powered hand weapon, 2 Energy Cells
5	One random Grenade
6	One random Drug, 1 food point
7-8	One random Gun, 1 Energy Cell
9	Herbicide or d6 Food Points (choose)
10	d6+3 Food Points
11	Flak Jacket or NBC Suit (choose)
12	One random Armor

GUN TABLE (ROLL 2D6)

2	Death Ray Gun
3	Web Gun
4	Electrical Gun
5	Sonic Stunner or Shotgun (choose)
6	Pistol
7	Assault Rifle
8-9	Laser
10	Needler
11	Flamethrower
12	Nanite Gun

ARMOR TABLE (ROLL 2D6)

2-3	Heavy Armor
4-5	Laser-Reflective Armor
6-7	Flak Jacket
8-9	Force Field
10-11	NBC Suit
12	Power Armor

GRENADES TABLE (ROLL D6)

1	Psi-neg
2	Fragmentation
3	Plasma
4	Defoliant
5	Sonic
6	Photon

DRUGS TABLE (ROLL D6)

1	Stimulant
2	Radiation Antidote
3	Frenzy Drug
4	Psionicilline
5	Poison Antidote
6	Genetic Booster

MUTANTS

Mutants (Q4+, C3) are a new breed of humans that have been changed by exposure to the mutagenic effects of radiation, pollutants and biochemical warfare.

A Mutant character begins the game with one or two Mutations. Roll a die: on a 1-4 the character has one Mutation, and on a 5-6 he has two. Roll a die again per every Mutation possessed: On a roll of 1-4, roll on the Physical Mutation Table, and on a roll of 5-6, roll on the Mental Mutation Table. A Mutant with Mental Mutations is sometimes known as a "Psyker."

Mutants get one roll on the Skill table and one roll on the equipment table. In some cases, certain Mutations will prevent them from using certain pieces of equipment (e.g. Big creatures will not be able to wear armor or NBC Suits intended for Humans).

Mutationists

A player may opt to design a Mutationist group. Mutationists believe that the mutants are the next step in the biological evolution of life on Earth and that the old races must step aside. This includes robots and androids that were created by the old human race as servants and soldiers, and must therefore share their common fate: to be cleansed from the face of the Earth.

A Mutationist party may include only Mutated Humans, Mutated Animals and Plants. One model of the player's choice receives an additional random Mutation. Roll a die, on a 5+ it's a Mental Mutation.

PHYSICAL MUTATION TABLE (ROLL D66)	
11-12	Absorption
13-14	Amphibious
15-16	Big
21-22	Huge
23-24	Bestial
25	Doppelganger
26	Energy Adaptation
31	Energy Feeding
32-33	Energy Projection
34	Entangle
35	Short Move
36	Photosynthesis
41	Slow
42	Sprint
43	Strong Constitution
44	Clinging
45-46	Poison
51	Quills/Thorns
52	Tough
53	Allure
54	Long Move
55-56	Flying
61	Superior Senses
62	Superior Touch
63	Tailslap
64	Two Headed
65	Weak Constitution
66	Tough

MENTAL MUTATIONS TABLE (ROLL 2D6)	
2	Terror
3	Fear of Fire or Water (50% of each)
4	Phobia
5	Psychometry or Danger Sense (50% of each)
6	Telekinetic Push
7	Telepathy
8	Telekinetic Shield or Healing (50% of each)
9	Telepathic Scream
10	Mind Block
11	Mental Shield
12	Telekinetic Disarm

MUTATED ANIMALS

Mutated Animals (Q4+, C3) were once common animal species that have undergone dramatic evolutionary changes through exposure to biochemical weapons and mutation bombs.

They cannot use weapons and equipment unless they have the Humanoid Mutation. They begin play with a certain number of Special Rules (see below). Mutated animals can gain more Mutations later in the campaign, including Mental Mutations, as result of exposure to Radiation or Gene Booster Drugs. All mutated animals have -2 on rolls to figure out Artifacts (see p.32) and start the game with 1d6 Food Points. Mutated Animals have an Upkeep of one Food Point per game.

A Mutated Animal should choose one of the following "packages" based on its animal species:

Horses: Long Movement and 2 random Mutations.
Canines (e.g. dogs, wolves etc): Long Movement, Superior Senses and one random Mutation.
Felines (e.g. lions, tigers, etc): Long Movement, Danger Sense and one random Mutation.
Monkeys (including apes): ability to use hand-to-hand weapons, including Power Weapons, +2 on climbing rolls, one random Mutation.
Frogs, fish and dolphins: Amphibious rule. They move normally on land (Medium Movement) and have Long Movement in water, plus one random Mutation.
Turtles: Short Movement, Amphibious, Heavy Armor and one random Mutation.
Giant Wingless Mutated Insects: Clinging and two random Mutations.
Giant Winged Insects: Flying and two random Mutations.
Giant Spiders: Clinging, Poison and Entangle , with no random Mutations.
Birds: Flying and two random Mutations.
Flightless Birds: Long move and two random Mutations.
Swine/Sheep: three random Mutations.
Bears: Big and two random Mutations.
Rats: Strong Constitution and two random Mutations.

If a player runs an all-animals party, one of his models (not necessarily the Leader, although this is common) might have the Humanoid Mutation in addition to any other rolled Mutation.

ANIMAL PHYSICAL MUTATION TABLE (ROLL D66)	
11-12	Absorption
13	Amphibious
14	Leader
15-16	Big
21	Huge
22	Tough or Humanoid (choose one)
23	Danger Sense
24	Humanoid or Healing (choose one)
25	Doppelganger
26	Energy Adaptation
31	Energy Feeding
32	Energy Projection
33	Entangle
34	Humanoid
35	Tough
36	Photosynthesis
41	Slow
42	Sprint
43	Strong Constitution
44	Clinging
45-46	Poison
51	Quills/Thorns
52	Tough
53-54	Allure
55-56	Flying
61	Superior Senses
62	Superior Touch
63	Tailslap
64	Two Headed
65	Weak Constitution
66	Tough

MUTATED PLANTS

Mutated Plants (Q5+, C3) are plants that gained intelligence and mobility comparable to animals. Some are the descendants of bio-engineered plants created during the Wars as living weapons or as special cultivars designed to fight famine.

Plants receive two Mutations on the Plant Physical Mutation Table, and one on the Mental Mutation table. All Plants have the Forester special rule. They cannot use weapons and equipment unless they have the Humanoid Mutation. All have Short Movement (unless changed by Mutations). Plants are immune to Poison but vulnerable to Defoliant Grenades and Herbicide.

In campaign games, Plants do not need Food Points to survive -- just sun and relatively uncontaminated water.

Mutated Plants have -2 on rolls to figure out Artifacts (see p. 32).

Underdog bonus

Slow and dim-witted, plants are weaker than other characters. You get two Mutated Plant models per model. *For example, instead of playing with two humans and three plants in a five characters game, you'll have two humans and six plants.*

If you have more than 4 plant models in your party, one of them will automatically get the Humanoid Mutation in addition to any other rolled Mutations. You can apply this Mutation after you have rolled up your whole party, and you can't apply it to a plant that is already Humanoid.

Lurkers

If a player runs an all-Plants party, any or all of his Plants may be deployed as Lurkers if the scenario includes any vegetation patch or trees. The player deploys two counters per Plant. One is a dummy counter, while the other has the name of the Plant character. Counters are placed face down and must be of the same size as the bases of the models they stand in for. The presence of Lurkers is revealed when a lurking plant is activated, when the area is attacked by Defoliant Grenades or Herbicide, or when a model of the opponent comes adjacent to the counter. When all Plants are revealed, dummy counters are removed from the board.

PLANT PHYSICAL MUTATION TABLE (ROLL D66)

Roll	Mutation
11	Absorption
12	Leader
13	Humanoid
14	Heavy Armor (i.e. tough bark)
15-16	Big or Medium Movement (choose)
21-22	Huge
23	Danger Sense
24	Humanoid
25	Doppelganger
26	Energy Adaptation
31	Energy Feeding
32	Energy Projection
33-34	Entangle
35-36	Tough or Leader (choose)
41	Slow
42	Medium Movement
43	Strong Constitution
44	Clinging
45-46	Poison or Healing (choose)
51-52	Quills/Thorns
53-54	Allure
55	Nutritious Fruits
56	Superior Senses
61-62	Explosive Fruits
63	Tailslap
64	Two Headed
65-66	Tough

ANDROIDS

Androids (Q4+, C3) are synthetic beings made to resemble humans. Most of them are superficially damaged in some way and the secret to repair them has been lost, so it's generally easy to tell an android from a human.

Androids are Artificial beings: they are immune to disease, Poison, gases, Radiations and mutagens. They do not age, cannot develop mutations and are immune to telepathic attacks.

Android characters make one roll on the Equipment Table. They can use any equipment type. They get one roll on the Skills Table.

In campaigns, Androids derive sustenance from either Food or Energy Cells (player's choice when the character is created, this cannot be changed later).

Android Parties

A player may design a party composed entirely of Androids. Some groups of Androids believe that organic life should be cleansed from the face of earth. In this case, all Androids in the party derive their sustenance from Energy Cells. An entirely Android party receives an additional d6 Energy Cells at the beginning of the campaign or an additional roll on the Equipment Table -- player's choice.

ROBOTS

Robots (Q4+, C4) have the Artificial rule. A Robot gets two rolls on the equipment table, plus one roll on the Robot Features table below.

If robots roll any Drugs, they have an in-built drug injector with one dose left. If they roll any Armor, they receive 1d6 Energy Cells instead.

All weapons rolled are in-built and cannot be lent to other characters. Robots cannot be disarmed. Even if its weapons are in-built, a robot can pick up a weapon from a downed foe and use it like any other character. A Gunsmith model may exchange in-built weapons between Robot models between games.

Robots in campaigns take their sustenance from Energy Cells. A robot requires one Cell per week.

Robots roll normally to figure out artifacts.

Robots are immune to attacks from Needlers.

Robotic Parties

A player may design an entirely Robotic Party, which may include Androids as well. An entirely Robotic Party receives an additional d6 Energy Cells at the beginning of the campaign.

ROBOT FEATURES TABLE (ROLL 2D6)	
2	Steel Plating. Treat as Heavy Armor rule
3	Motion Detector. Negates Ambush bonus on any attack on the Robot.
4	Combat Computer. Combat +1
5	Big or Huge (50% of each).
6	All Terrain Ability. Robot's movement is not affected by difficult terrain.
7	Civilian Robot. Q3+, C3, one roll on the Skills table. Reroll results of Mounted.
8	Superior Software. +2 on rolls to figure out artifacts.
9	Medical Robot. Has injector with d6 random Drugs left. Injector can be replenished with Drugs from other sources (e.g., loot)
10	Long Movement.
11	Intrusion module. Treat as Stealth.
12	Advanced Targeting System. Reduce by 2 any range penalty on ranged attacks.

THE WRETCHED

The Wretched (Q4+, C2) are zombie-like humans mutated by a terrible disease that turns them into living plague carriers. There is no cure for their affliction, and no means of stopping the spread of virus save destroying their bodies with fire.

Wretched look like humans with a sickly complexion. The most unsettling characteristic is that their thick, dark blood oozes from every orifice, including mouth and eyes. After some time, limbs atrophy and flesh starts to fall off, giving the appearance of an "undead" creature.

To represent Wretched in the game, players are encouraged to use modern "zombie" miniatures with most of their bodies intact, or, "convert" normal human models to Wretched by painting rivulets of blood coming out of their mouths, eyes and ears.

Whenever a Human, Mutated Human, or Mutated Animal is adjacent to a Wretched for the first time in a game, the model must make a Quality roll on three dice. On three successes, he is naturally immune to the disease. On any failure, he is infected by the disease. His Quality instantly worsens by 1, his movement is reduced by one category (e.g. from Medium to Short), he has -1 on all Combat rolls and he requires two Food Points per week. The model must pass a Quality roll on one die per week and if the roll fails he dies. Note that this applies only to infected humans, animals and humanoids. The Wretched never roll for death.

Wretched have Short movement and require two Food Points per week in campaign games. Wretched Leaders require two Food points just like regular Wretched. Wretched characters get one Equipment and one Skill roll.

Wretched are cannibals. When they win a battle, every dead opponent (unless a Wretched or an Artificial being) counts as 2 Food Points for them.

A model can be infected with the disease also if he comes in contact with the body of a dead Wretched. Therefore, loot from the body of Wretched models may be picked up and used only by characters who are immune to the disease, Androids, Robots, Plants or characters wearing NBC Suits.

Underdog bonus

If a player designs a party composed exclusively of Wretched, he gets two extra Wretched models. So if players have parties of five models each, his party will be composed by seven Wretched characters.

THE GAME

Every game of *Mutants and Death Ray Guns* is a scenario -- a battle with rules for deployment of models, special terrain that might be present on the tabletop, special objectives or victory conditions, and so on. The following phases describe what happens in a typical game.

DETERMINE ATTACKER /DEFENDER

Both players roll a die. The high roller decides if he wants to be the attacker or the defender.

LAY OUT THE TERRAIN

The defender lays out the terrain, preparing the tabletop and adding scenic features such as hills or woods. The defender must abide by the scenario's rules on terrain placement.

DEPLOY MODELS

The attacker decides which side of the table he'll be entering from. The defender deploys his troops on the opposite side, within a Short distance from the table edge. After the defender has deployed, the attacker does the same.

ACTIVATION

Both players roll a die. The high roller takes a first turn, nominating one of his figures, and rolling one, two or three dice to activate it.

The player chooses how many dice to roll; 1, 2 or 3. The rolls are made against the model's Quality. This means that a model with Quality 3+ will succeed on a die roll of 3, 4, 5 or 6.

When making Quality rolls, regardless of modifiers, **a roll of 1 is always a failure and a roll of 6 is always a success.**

The model can act according to the number of successes rolled, performing one action per success rolled. But if the player rolls two or more failures in the same activation (for example, because he chooses to roll three dice and two of them turn up to be failures), the player's turn ends and play passes to the opponent.

See the table overleaf and read the example for a clarification of how activation works.

ACTIVATION TABLE

Successes rolled	Possible actions
1 failure	Model performs no action; player may nominate another model and try to activate it
1 success	Model performs one action, then player nominates another figure and rolls to activate it
1 success, 1 failure	Model performs one action, then player nominates another figure and rolls to activate it
1 success, 2 failures	Model performs one action, then play passes to the opponent
2 or 3 failures	Model performs no actions, play passes to the opponent
2 successes	Model performs 2 actions, then player nominates another figure and rolls to activate it
2 successes, 1 failure	Model performs 2 actions, then player nominates another figure and rolls to activate it
3 successes	Model performs 3 actions, after that the player nominates another figure and rolls to activate it

The table is easier than it looks. Regardless of the number of dice you roll, you are entitled to one action per success rolled. But if at any point you roll two failures, play passes to the opponent. In all other cases, you can nominate another figure and try to activate it (unless all your figures have already been activated!)

When all of a player's models have been activated, or whenever the acting player rolls 2 or 3 failures, play passes to the opponent.

Example of activation

Player A decides to start his turn by activating one of his model, a human character with a Quality of 3. The player rolls two dice, getting a 4 (a success) and a 2 (a failure). The character is entitled to one action. Player performs the action, then nominates another model, a mutant with a Quality of 4. The player decides to roll three dice and gets a 4 (a success), a 3 and a 1 (two failures). The mutant performs one action and then player A's turn ends. Play passes to player B.

ENDING THE GAME

Play continues until one side is wiped out (all models are killed or run off the table) or until the specific scenario victory conditions are met.

PLAYING WITH MORE THAN TWO PLAYERS

If there are more than two players, randomize the order in which their parties will act. Write the names of the players on cards and shuffle them. When play begins, draw one card: that player will be the defender (placing terrain), the other players will be the attackers (deciding which side of the table they enter from). Each turn, draw cards to randomize the order of action. When a player's card is drawn, that player gets to activate one of his models, and he continues until he has activated all of his models or he rolls two failures on any one activation roll. Then another card is drawn, and so on, until all players have acted.

ACTIVATED FIGURES

An activated figure can perform one, two or three actions. Actions can be used to move or to attack, but **no model can make more than one attack per turn.** Models may spend one extra action on an attack (hand-to-hand or ranged) to reduce their opponent's Combat value by 1 (think of this as taking a few extra seconds to aim the blow or using all of your strength in an all-out attack).

Actions can also be used to pick up objects, to change weapons, to ready them (if the weapon is in a scabbard or holster) and to use mental and physical Mutations. Models enter play with one weapon ready (player's choice: if the model is carrying more than one weapon, put an "R" next to the ready weapon on the character's profile to avoid arguments).

Any figure can "spend" his actions as follows:

Action	Cost
Move once (walk)	1 action
Move twice (sprint)	2 actions
Move three times (run)	3 actions
Short Move through broken terrain	2 actions
Attack in hand-to-hand combat	1 action
Perform a powerful hand-to-hand attack (-1 on opponent's score)	2 actions
Ranged Attack	1 action
Draw/ready a weapon	1 action
Prepare an arrow	1 action
Pick up an object or a rock	1 action
Place object in scabbard, holster, backpack, pouch etc	1 action
Drop an object	0 actions
Go prone	0 actions
Use a Mutation	1 action
Reload a weapon	1 action
Aimed Shot with a ranged weapon (-1 on opponent's score)	2 actions
Disengage from hand to hand combat	2 actions
Break a Transfix or Entangle	2 actions
Stand up after a fall or after going prone	1 action

MOVEMENT

Most models have Medium move. They can move from one end of a Medium stick to the other by spending one action. A few models will be unusually short-legged or long legged (or fast) and be therefore able to move less or more. These models will have the Short Movement or Long Movement Special Rules. Generally, all Mounted models and four-legged animals will have Long Movement.

A model can move less than the full distance if desired, or not move at all.

Movement can't be broken in smaller steps, i.e., you can't move "half" of a Long stick, turn the model and then move the other half. You can put the measuring stick down on the tabletop and move the model from where it is now to any point along the stick, but if you want to do any changes of direction you have to use up another action. In practical play, the only case when this matters is when you need to run past a corner or a foe. Only fast-acting models with good reactions will be able to avoid being intercepted by enemies.

FRIENDLY INTERPENETRATION

Models can freely move through friendly models. This includes routing moves and recoils. If a model's movement is not enough to clear the base of the friendly model, the model must stop before crossing it. No model gets additional free movement by sliding through friendly bases.

A model may recoil through a friendly model but must be able to occupy its own space at the end of the recoil move. If this is not possible, the model falls.

BROKEN TERRAIN

If movement passes through any sort of difficult ground, such as a marsh or a wooded area, the model's speed is reduced by one category (Medium movement becomes Short, Long becomes Medium, and Short needs two actions to move). Models with Forester are not slowed down by woods.

MOVING MODELS WITH LARGE BASES

Some models because of their size must be mounted on larger bases. This means that they will move a bit more than models on regular bases, as a model is moved by placing its base at the end of the measuring stick. This is intentional, do not "correct" it. It is balanced by the fact that models on larger bases can be contacted by more opponents in melee. When your base is very large, many opponents can gang up against you .

MOVING THROUGH DOORS

Regardless of a model's movement, a move alway stops when a model reaches a door or an opening, or when the model has to jump over an obstacle such as a pile of rubble or a fence. The model is assumed to stop at the door and open it, or to cautiously observe the situation before stepping through an opening.

BASHING DOWN DOORS

A scenario may feature locked or stuck doors.

A model may try to bash down a door spending one action and rolling a die. He has +1 on the roll if Big, +2 if Huge, +2 if the model is wearing a power armor, -1 if the door is heavy, -2 if the door is a reinforced steel door. If the result is 5+, the door is smashed down. If space allows, two models may cooperate in bashing down the door. They make a group action (a Leader is not necessary for this) and get a +1 on the die roll. Models with battering rams (even improvised ones) may cooperate in bashing down the door. Count the use of a battering ram as a group action, but add a further +1 to the roll.

If the roll is unsuccessful, models may try again later. If an enemy model is standing on the opposite side of the door, after the door is successfully smashed down the model must also win a Combat with the model blocking the door. Make Combat rolls between the model pushing the door open and the model keeping the door shut. Big models get +1 on this roll, Huge models get +2 (assuming they fit in the door.) The winner decides if the door remains shut or opens. The loser recoils or falls if the door opens. Apply no other combat results (i.e., no model can die because the door he's holding is bashed down).

SHOOTING DOORS

Models may also opt to bash down doors by shooting them. Use the same rules as Bashing, above, but add the weapon's Combat bonus to the roll, and ignore modifiers for the character's size or Power Armor.

Whenever a fragmentation or plasma grenade is thrown into a room (for example through a window) roll to see if the door stands even if it's not directly in the blast radius, the blast will likely knock it open.

STAIRS

Stairs count as broken terrain when moving up, and as normal terrain when moving down. If a model does more than one move per turn on stairs, he must make a Quality roll on a die or fall at the end of the move or at the end of the stairs, whichever comes first.

Most stairs in a post holocaust world will be in a bad state of repair. There's a 1 in 6 chance that they will collapse every time a Robot, a Huge model or a model

wearing Power Armor walks on them, and every time they are caught in the blast radius of a Fragmentation or Plasma grenade. If the stairs collapse, the model receives falling damage, plus a C3 attack from the rubble.

LADDERS

Ladders count as broken terrain, unless the model has the Clinging special rule. If a model does more than one move per turn on a ladder, he must make a Quality roll on a die or fall.

Ladders are automatically destroyed if caught in the blast of a Fragmentation or Plasma grenade.

CLIMBING

Some obstacles will have to be climbed. Climbing requires a Quality check on three dice. On two or three successes, the model can climb up or down his whole movement rate. On one success, his movement rate is reduced by one category. On three failures, the model falls after reaching the top of the climb. Any climbing attempt, successful or otherwise, uses up all of a model's actions for that turn.

A model cannot fight while climbing and, if attacked, counts as Transfixed. A model attacked halfway during a climb can immediately declare he's letting go: he falls and potentially suffers falling damage, but counts as Fallen instead of Transfixed.

A model with mental Mutations can attack in psionic combat while climbing.

If a model fails any Morale roll during a climb, the model falls and then, if he survives the fall, completes any fleeing move starting from the point where he fell.

Models with the Clinging special rule do not need to make any climbing rolls and aren't restricted in their choice of actions. They can move and fight as normal while climbing. Models with Clinging do not take damage from falls.

Any model falling in an area occupied by enemies is automatically destroyed. This applies also to models with Clinging.

Four legged creatures with hooves (horses, mules, etc) cannot climb any incline steeper than 30 degrees. Four legged creatures with retractile claws (cats) can climb up trees but not artificial obstacles such as pillars, doors or walls. Snakes and creatures with tentacles can attempt to climb any vertical object they can coil around. A giant snake may coil around a pillar or a tree but cannot climb up a door or a wall.

Climbing models use the following modifiers to their rolls:

Vertical wall: -1
Climber has Clinging: automatic success
Climber has Heavy or Power Armor: -2
Climber is a Mutated Plant: +1
Climber is a Robot: -2

FALLING DAMAGE

If a model falls when at the edge of a cliff, bridge or other elevated structure, he falls for the whole distance. A falling model must make a Quality roll, on one die if the fallen distance is Short, two dice if Medium, three dice if Long. On any failure, the model is out of action. Complete success means that, on its next turn, the model will need two actions to stand up. This is an exception to the standard "standing up" rule which requires only one action to stand up.

MOVING FLYING TROOPS

If a flying model fails to activate, he is counted as being on the ground. If he does one, two or three flying moves, he is counted as on the ground before the movement and at the end of the last movement.

To make things simple, all flying moves are treated as "leaps". the flying model lands at the end of the turn. If a model is activated for three actions, he flies for three actions and lands at the end of the third action. This may seem unnecessary to point out but think what happens when a flyer has to clear a pool of boiling magma!

HAND-TO-HAND COMBAT

A model must be adjacent (in base-to-base contact) with another model to fight. Combat is simultaneous: either model involved in the fight may kill, push away or knock down the other.

Each model involved rolls one die and adds its Combat score. If the result is a tie, nothing happens: the models parried or dodged each other's blows. Beating the opponent's total score means that the opponent falls to the ground if the winner's die score is even, or retreats by one base width directly away from the attacker if the winner's die score is odd.

If an attacker doubles his opponent's score, he has scored a **Kill**. The opponent figure is removed from the tabletop. Trebling his score means a **Gruesome Kill**, which can potentially spread fear among his allies (see the Morale section).

Hand-to-Hand Combat Modifiers
Fighting against more than one enemy: -1 per every adjacent model above the first
Attacking a Transfixed or Fallen/Unbalanced foe: +2 (foe is killed if beaten by 1 or more)
Performing a powerful attack (costing 2 actions): -1 on the opponent's score
Ambush bonus: +1
Mounted model vs non-mounted model: +1
Defending an obstacle or fighting in elevated position: +1
Big model against a normal model: +1
Huge model against a Big or normal model: +1
Pistol-sized firearm used in hand-to-hand: -2
Model wearing Power Armor: +2
Model is Hand-to-Hand specialist: +1
Model is a Sharpshooter: -1

AMBUSH

An ambusher is a model that starts the turn hiding (completely hidden, not just protected by some cover) by woods or some other scenic feature. Ambushers have +1 on their Combat rolls if they shoot missiles from within cover. This is applied only to their first attack, as firing reveals the ambusher's position unless the ambusher is using a Needler.

Ambushers also attack in close combat at +1 in any turn which they started hidden; they rush out of their hiding place to surprise their opponents.

SIZE IN HTH COMBAT

Some models are bigger than man-sized. They have the Big or the Huge special rule. Huge creatures are larger than Big creatures. Whenever a larger creature attacks a smaller one (e.g., a Huge model attacking a normal or Big creature, or a Big creature attacking a normal creature), the larger model has +1 on its Combat score. Smaller than man-sized creatures are treated as normal sized for purposes of this rule.

FALLEN/UNBALANCED MODELS

A model falls to the ground -- lay the miniature on its back -- when its opponent wins a Combat with an even result on the die. In other words, you fall if you lose a Combat in which the opponent has rolled a 2, 4 or a 6.

A Fallen model can attack normally in hand-to-hand any adjacent models. It is attacked at +2 and, if it loses a combat (even by one point), it is killed. If a Fallen model is doubled in combat, its opponent has scored a *Gruesome Kill*.

A Fallen model may spend one action to stand up.

Models may also "hit the dirt" voluntarily to avoid enemy fire. See p. 19.

RECOILING MODELS

A model must recoil when its opponent wins a Combat with an odd result on the die. In other words, you recoil if you lose a Combat in which the opponent has rolled a 1, 3 or a 5.

The recoiling model must be moved one base width directly away from the attacker. The owning player decides the exact direction of the recoil. If the recoil brings the model in contact with any active (i.e. not transfixed) opponent, the enemy model gets one "free hack" attack against the recoiling model. This is rolled like a normal attack, but only the opponent can damage the recoiling model, and not vice versa.

NO SPACE TO RECOIL

If there is no space to recoil (e.g., the model is surrounded by enemies, or is at the table edge, or is with its back against an impassable scenic feature such as a tree or a wall), the recoiling model automatically falls to the ground.

LEAVING HAND-TO-HAND COMBAT

A model who wants to leave a combat can do it freely if the opponent is fallen or incapacitated ("transfixed"). Disengaging from an active opponent is risky. The model must spend two actions to disengage (i.e.,

one action to break away from combat and another action to move) and immediately receives one "Free Hack" attack from each adjacent opponent. This is rolled as a normal attack, but only the opponent can damage the fleeing model, and not vice versa. If the disengaging model wins the die roll, he is free to move away from the opponent.

Note that Fallen or Transfixed models cannot perform free hacks.

Exception: models with the Free Disengage special rule are not attacked when they leave a hand to hand combat, or when a recoil brings them in contact with an active enemy. In other words, models with Free Disengage are immune to Free Hacks.

LEAVING HTH DUE TO A FAILED MORALE CHECK

A character who leaves a fight due to a failed Morale roll (see Morale, p. 21) receives a Free Hack (unless he has Free Disengage) from any model/s he's breaking away from, and is killed (or takes a wound in the case of Tough models) if he loses the Free Hack combat.

RANGED COMBAT

A model armed with a ranged weapon like a gun or a bow, or even a model who picks up a rock and throws it, is able to hit in ranged combat.

Every weapon has a range (Short, Medium or Long) on its profile. The target must be within this range to attack normally. If it lies within double the range, the attack is at -1. If it lies at three times the range, the shot is at -2. If the target lies beyond that, the shot is impossible. Note that most high tech ranged weapons give a bonus to the shooter's roll to represent targeting systems, firepower, etc.

Primitive missiles: The above range modifiers are for high tech projectile weapons and beam weapons like lasers or stunners (i.e., all weapons that use energy cells in this game). Double the penalties for thrown weapons or primitive missiles like bows, crossbows, thrown rocks, etc.

Ranged combat is resolved like regular combat although only the shooter can affect the target. Roll a die for the shooter and a die for the target, adding their respective Combat scores. If the result is a tie, nothing happens. If the shooter wins, the target falls to the ground (if the winning die score is even) or retreats by one base width straight away from the attacker (if the winner's die score is odd).

Falling can also mean that the model voluntarily dropped to the ground to become a difficult target.

Retreating can take the model behind a cover, if cover is available within one base distance from the recoiling model (e.g., a model standing on the corner of a building may recoil behind the corner).

EFFECTS OF RANGED COMBAT

If the shooter doubles the target's score, he has scored a **Kill**. The target figure is removed from the tabletop. Trebling the score means inflicting a **Gruesome Kill** which can potentially spread fear among his allies (see the Morale section for more about Gruesome Kills).

MALFUNCTION OF FIREARMS

Whenever firearms, lasers or other high tech ranged weapons are fired, there is a chance that they will misfire or break. Weapons in a post-holocaust world are all in bad state of repair, with spent power cells and worn out mechanical parts. When a model fires a high tech weapon, roll a colored die together with the combat die. If the two dice come up with exactly the same result, and it is an odd number, the weapon jams. If they come up with the same even number, the weapon breaks. If the party includes a model with the Gunsmith rule, the player can ignore the first jam or broken weapon result that happens in a game.

A jammed weapon can be unjammed by spending one action and making a successful Quality roll on one die. If the Quality roll fails, the model can try again until it successfully unjams the weapon. A Gunsmith model has +2 to Quality for purposes of this roll.

If the weapon breaks, it can be repaired between games if there is at least one Gunsmith model in the party.

MISSILE EXPENDITURE

Whenever a shooter rolls an unmodified 1 on a ranged attack, the shooter has run out of missiles, has depleted an ammo clip or Energy Cell. The shooter can't attack in ranged combat anymore with that weapon until he reloads it. Reloading takes one action and one Energy Cell. Note that models may carry more than one loaded weapon. To keep things simple, we assume that ammo is "one size fits all" and Energy Cells are standard and work with any weapon.

When low tech ranged weapons roll a 1, they can't fire for the remainder of the game. The model has broken his bow or strained his shoulder if he was throwing a rock. As per grenades and other thrown weapons, such as canisters of chemicals and the like, the character's profile will state exactly how many he is carrying.

If a character rolls a 1 when firing a high tech weapon and the malfunction die comes up 1 too, the weapon jams and burns out an Energy Cell.

RANGED WEAPONS TABLE

The following table summarizes ranges and Combat values of ranged attacks. Note that most ranged attacks will have other effects; see the individual descriptions in the Special Rules section.

Weapon	Range	Combat
Thrown rock	Short	user's -1
Javelin, axe	Short	user's
Sonic stunner	Medium	user's
Flamethrower	Short	user's +2
Death ray gun	Medium	user's +2
Bow/crossbow	Long	user's
Pistol	Medium	user's +1
Shotgun	Medium	user's +2
Assault rifle	Long	user's +2
Web gun	Short	user's +1
Quills/thorns	Short	Combat 1
Laser gun	Long	user's +2
Nanite gun	Medium	user's +1
Needler	Medium	user's +2
Electric gun	Short	user's +1
Telekinetic disarm	Medium	user's
Telekinetic push	Medium	user's
Telepathy	Long	user's

LINE OF SIGHT

The shooter must be able to trace a line of sight to his intended target. Draw a straight line from the base of the shooter to the base of the target and if this line goes through any solid obstacle or model, the shot is impossible. The only exception is when a shooter is adjacent (in base to base contact) with a friendly model. The friendly model does not obscure the shooter's line of sight. This means that it is possible to fire a gun or loose an arrow while hiding behind a friend.

TARGETING RESTRICTIONS

The shooter must always shoot at the closest enemy model, but there are exceptions. The shooter can ignore an enemy model who is hiding, fallen or protected by cover. A shooter can also always choose to ignore regular foes to shoot a Big or Huge model, as larger figures will often be considered as more dangerous.

A model throwing a grenade can target any opponent or any point of the tabletop within his range.

TARGETING PSIONIC ATTACKS

Psionic attacks like those made by using the Telepathy Mutation have no target restrictions at all. Psionic combat, anyway, has no effect on mutated plants and any Artificial model. These models can still be affected by telekinetic powers such as Telekinetic Push and Telekinetic Disarm. It is possible to make an Aimed Shot with a psi power, representing extra concentration spent on the attack.

SHOOTING INTO OR OUT OF HAND-TO-HAND COMBAT

Neither the target nor the shooter may be engaged in Hand-to-Hand combat. In other words, you can't shoot if someone is engaging you in Hand-to-Hand, and you can't shoot someone who is in Hand-to-Hand combat with one of your allies, because you might hit your friend. This also applied if the intended target is adjacent to a fallen foe. In reality, the two could be wrestling on the floor, or the fallen model may be holding onto the standing character's legs and so on. A shooter cannot shoot an enemy who is in contact with a fallen friend though, as the risk of hitting his friend remains.

If a shooter is in Hand-to-Hand combat with only a Fallen foe, the shooter can fire missiles as normal, including shooting at the Fallen foe in contact with him.

FALLEN MODELS AND GOING PRONE

Fallen models are targeted at -1 by ranged attacks, unless the shooter is within Short distance (in that case, the modifier doesn't apply).

A Fallen model may shoot normally with a high tech ranged weapon and at -2 with a bow or other primitive ranged weapon. A model may declare that he is "hitting the dirt", going prone on the ground to avoid enemy fire. This action can be performed freely (i.e., it costs zero actions to go prone).

COVER

If a target is visible but partially obscured by a scenic item, the model is said to be under cover and the ranged attack is at -1. A model completely obscured by a scenic feature is not a valid target (see Line of Sight, p. 18).

WOODED AREAS

Wooded areas always count as broken terrain, reducing movement by one category. In addition, a model outside a wood cannot shoot a model inside the wood. A model inside the wood can shoot out of it at +1 (Ambush bonus) if it is adjacent to the internal edge of the wooded area.

Two models that are both inside the wooded area can target each other only at Short range with a -1 cover modifier.

AIMED SHOTS

A Model can spend two actions to perform an Aimed Shot, giving -1 to the opponent's Combat score. Note that giving -1 to the opponent's score is better than having a +1 to your score, as the chance of a Kill result increases.

RELOADING

A model who runs out of ammo and has a spare Energy Cell may replace it by spending one action.

When firing a bow or a crossbow, it takes one action to load a missile and one to loose it. So a bow armed character rolling three actions can use one to load the bow, one to loose the arrow and another to load the bow again. Bow armed characters begin the game with loaded bows.

THROWING ROCKS

Models without ranged weapons can pick up rocks and throw them. It takes one action to pick up a rock (or to ready it from a bag) and one to throw it. Use the character's Combat score at -1, Short range. A character who rolls a 1 when throwing a rock has strained a shoulder or the like and is no longer able to use thrown weapons until the end of the game, or until he is given one dose of Stimulant or he is healed with the Heal psionic power.

SHOOTING AT MULTIPLE TARGETS

It is possible to shoot at two or three different targets assuming that each target is within one Short move from the previous. The second and third attack rolls are at -1 and they cost one action each to perform. It is perfectly legal for a player who has rolled multiple actions to make one combat roll and decide whether to make another after seeing the results of his first shot. Shooting at multiple targets is only possible with high tech weapons. The model still counts as performing one attack per turn.

SIZE IN RANGED COMBAT

If a model attacks in ranged combat any large (Big or Huge) model, the attack gets +1 on the die roll.

Ranged Combat Modifiers Table
Target behind cover: -1
Shooting at double range: -1 (-2 with primitive weapons like bows and thrown spears)
Shooting at triple range: -2 (-4 with primitive weapons like bows and thrown spears)
Target is Big or Huge: +1
Target is Transfixed: +2
Target is Fallen: no modifier up to Short range, -1 otherwise, Target killed if beaten
Aimed Shot: -1 on opponent's Combat score
Laser, Needler, Flamer, Shotgun or Death Ray gun: +2
Pistol, web gun or electric gun: +1
Photon Grenade Blast: +4
Fragmentation or Plasma Grenade Blast: +3
Sharpshooter: +1
Hand to Hand Specialist: -1

AREA EFFECT ATTACKS

Some attacks like grenades and a few mutant powers affect all the targets in a blast radius. The player throwing the grenade decides on a point of impact for the grenade and places one end of a Short stick on the point of impact. All models (including friendly models or even the model who initiated the attack himself!) within this blast radius are attacked. One separate attack is rolled for every target, as it may well happen that a model is shredded by a grenade and another rolls to the ground unhurt.

Area effect Psi-powers use the Combat score of the user but ignore the target's armor, cover, force field, and size modifiers if any. Plants, Androids and Robots are immune to telepathic attacks.

Grenades: all grenades can be thrown up to Long range (no multiples). Range modifiers do not apply to grenades. The Combat roll doesn't use the thrower's C score. It uses the grenade's C score against the C score of any target in the blast radius: C4 for Fragmentation, C5 for Plasma, C2 for Defoliant, and C2 for Photon. Note that Grenades that are resisted with a Q roll (e.g, Psi-Neg) need not to make a Combat roll: all models in the blast radius must make a Q roll or suffer the effects.

Size modifiers do apply to grenades attacks, as larger models will be hit by the blast and shrapnel in more parts of their bodies.

Cover counts only if cover is within the grenade's point of impact and the target. Armor and Force Field count, unless the grenade description says otherwise.

It's not possible to do an aimed shot with a grenade.

Knockback from Grenade blasts: Fragmentation and Plasma Grenade throw their targets through the air. If a model is beaten in combat by a Grenade and not killed, the opponent can place the model anywhere within the grenade blast radius or just outside of it, so that the model's base is in contact with the outer edge of the blast radius. If the grenade attack's die score was odd, the model is standing: it means that the model jumped away at the last moment and/or landed on his feet. If the die is even, the model falls; it's been thrown by the concussive force of the blast.

For other effects, see the individual descriptions under Special Rules.

TRANSFIXED MODELS

As a result of psychic combat or when hit by sonic grenades or sonic guns, some models may be Transfixed. Transfixed models cannot move and are attacked at +2 in Hand-to-Hand and Ranged Combat. They count as helpless and are killed if beaten even by a single point in combat. A Transfixed model cannot move even if it fails a Morale roll -- if this happens, the model is automatically removed from play.

To break the Transfix status, a model must spend two actions. This represents the character using his inner resources to come to his senses. If the Transfix is caused by a Mental Mutation, the model will automatically break free of the Transfix effect if the psionic model is killed.

A model will automatically recover from Transfix status if he is given a dose of Stimulant (see drugs, p.24).

MORALE

A Morale check is a special kind of Quality check, rolled on three dice. On one failure, the model must immediately make one move towards the closest table edge, or (player's choice if both are possible) towards the closest terrain feature able to provide cover, unless said terrain feature is already occupied by one or more enemies. On two failures, the model must make two moves towards the table edge or terrain feature; on three failures, it automatically runs away and the model is removed from play.

Models that run off the table are removed from play. They count as killed for purposes of calculating who won the present scenario but in a campaign they survive the battle and will be able to fight in the next game as normal.

A fleeing model must run towards the closest table edge or cover, but while doing so he must stay at least one Short move away from any active enemy (Fallen or Transfixed enemies, dead enemies, and any enemies the fleeing model is disengaging from do not count for purposes of this rule). If this is impossible, the fleeing model is destroyed.

A fallen model **with no enemies in contact** will use the first of his compulsive movements to stand up. So if the model rolled one failure it will just stand up, if it rolled two failures it will stand up and make one fleeing move. If it rolled three failures, the model is automatically out of action. In all other cases (transfixed, fallen with adjacent enemies, etc) a model failing any Morale check is killed.

If a model is in contact with an active opponent and fails a Morale roll, it runs away, disengaging from Hand-to-Hand combat. The opponent immediately gets a Free Hack and if it wins the running model is killed. If the model wins the Free Hack, the model manages to run away. It may still be killed because it cannot move without coming within Short range of an active enemy.

Slow creatures who get two failures on a Morale roll move double. Fear makes them surpass their limitations.

A player may have his models run off the table voluntarily at any moment, as per normal movement rules.

WHEN TO MAKE MORALE CHECKS

When a gruesome kill happens, all friendly models within Long distance from the kill must make a Morale check.

A model must also make a Morale check when charged by an opponent with the Terror special ability.

All models in a Party must make a Morale check when a friendly model with the Leader special rule is killed.

All models in a Party must make a Morale check when their original number is first halved, rounding fractions down. *For example, a Party of five models will test when reduced to two.* If the number is halved again, the models need not to make another morale roll.

GROUP ACTIONS

A character with the Leader special rule may give an order to 2-5 figures to move as a group. The figures must be in base to base contact with each other and be within Long distance of the Leader. The leader must be diced for before moving the group. The leader pays one action to give the group move order. Giving the order ends the leader's actions for this turn, so if you want to move your leader, you need to move him before doing a group action with his followers.

The grouped figures may move and act in any way the player wants. The group makes only one activation roll -- on one, two or three dice as normal-- but uses the worst Quality in the group. *So if you have a group of three humans with Q3+ and a mutant with Q4+, you must roll 4+.* If the rolls are successful, all the models in the group are entitled to move, attack etc as normal. It is NOT mandatory that all models in a group perform the same action.

REGROUP

A special case of the above is the REGROUP order. The leader can give this order to any number of models within Long distance from him. Giving the Regroup order costs one action to the Leader. There's no need for the models to be adjacent when the order is issued.

All models part of the regroup order act as a group move (thus they are activated on a single roll using the worst Quality in the group) and must end their move in base to base contact with at least another. During a Regroup, models cannot attack, shoot or use psionics.

CONCENTRATED FIRE

A group of shooters may concentrate fire against a target to increase their chances of bringing him down. A Leader must spend an action to give the concentrated shooting order. The shooters must be within the Leader's Long command radius. Up to five models may participate in a Concentrated Shooting. Instead of making a single combat roll for every shooter, make a single die roll, using the worst Combat score in the group of shooters. The target receives -1 on its Combat score for every shooter beyond the first. The Aimed Shot bonus cannot be applied to concentrated shooting.

All modifiers apply as normal. If a modifier applies to anyone in the group, it applies to the concentrated shooting as well.

For example, if the target counts as under cover for one of the shooters, it counts as under cover for the concentrated fire as well.

SPECIAL RULES

Special Rules are all the things that make one model different from another. Models will have a Special Rule in their profile, representing a skill or a piece of equipment or Mutation they possess. There is no need to study all the Special Rules in the game. Read them only when they apply to one of your models.

ABSORPTION

The model with this Mutation can harmlessly absorb one energy type. Any attack with said energy type will have no effect at all on the character. Roll a die to determine what energy is absorbed:

1) Heat (includes Flamethrowers and Plasma Grenades);
2) Lasers
3) Death Rays
4) Sonic Energy (includes attacks from Sonic Grenades and Stunners);
5) Electricity
6) Kinetic Energy (includes falling damage, all HTH attacks, Needlers and bullets, Fragmentation Grenades).

A model with Absorption cannot have Energy Adaptation, and vice versa. The type of energy absorbed is rolled at character creation and cannot be changed later.

ALLURE

The mutant can secrete a pheromone spray or enticing perfume that distracts organic creatures. Allure has a range of one Short radius around the model and affects any non-artificial model in the area unless they are wearing a NBC suit or Power Armor.

Models in the area must pass a Quality check on one die. Those who fail, have -2 on all Quality checks for the remainder of the turn.

AMPHIBIOUS

Amphibious models may cross rivers, lakes, bogs, swamps and any kind of water terrain with no movement penalty.

ANIMAL

Use this rule to represent trained but normal, non-mutated animals in scenarios that require them. Animal models cannot receive advances in campaigns. Animals cannot use any equipment. Animals automatically rout when the last non-animal model in their party is killed. Animals in campaigns have a weekly Upkeep of one Food point. Animals can be sacrificed to generate two Food Points each!

ARTIFICIAL

Artificial models (non-living creatures such as Androids or Robots) are immune to poison and do not suffer Gruesome Kills (treat a gruesome kill as a normal kill as nobody is shocked by seeing a robot explode or fizzle to death). Artificial models do not make Morale rolls for Gruesome Kills or Terror. They make normal Morale rolls for the loss of a leader or if the party is reduced to 50%; their "programming" kicks in and tells them that in some cases it is better to run away and "live to fight another day".

ASSAULT RIFLE

The model is armed with an assault rifle (+2 to ranged Combat, long range). The character needs two hands to use the rifle. The rifle cannot be used in HtH combat.

BESTIAL

The mutant devolves into an animalistic shape and stance. Character loses the use of hands (which become hoofs or paws) and walks on all fours. Movement becomes Long if it wasn't already. The model can no longer wear armor or use equipment meant for humans. He is still affected by things that affect humans, such as drugs.

BIG

Big creatures (anyone over 2 meters tall) have +1 in Hand-to-Hand versus smaller folk, but are targeted at +1 by ranged attacks. See Huge for even bigger models.

BOW

A bow can be used in ranged combat. It has a range of Long. It is a primitive weapon (penalties for shooting at double or treble range are doubled).

It takes one action to load the bow (taking an arrow from a quiver and nocking the bow) and one action to fire the bow. The same rules can be used to represent a crossbow.

CLINGING

Models with the Clinging special rule can walk on walls, ceilings and trees. Examples from the animal kingdom include giant lizards, centipedes and spiders. Models with Clinging do not take damage from falls. A model on a wall counts as in higher elevation against a creature on the ground.

DANGER SENSE

Foes do not get an Ambush bonus (see p.16) when attacking a model with Danger Sense.

DEATH RAY GUN

A Death Ray gun is a pistol-sized weapon that gives +2 to Ranged Combat and is Lethal against any organic target. Robots, Androids and models protected by Force Fields are completely immune to Death Rays. A Death Ray pistol requires a lot of energy and it automatically depletes an Energy Cell every time that it is fired. This means that it must be reloaded after each attack. Death ray guns have medium range and can't be used in HTH.

DOPPELGANGER

The character with this ability can transform into a perfect copy of any organic creature he is adjacent to. Equipment is not copied -- only Quality, Combat and inborn Special Rules/Mutations are copied, including size and movement abilities. The model must spend two actions to activate this ability. The model remains in the copied form until he is killed, knocked down in combat or the player decides to revert to the original form. A Doppelganger always reverts to his original form between scenarios. Reverting to the original form takes no time and is automatic, but can be done only when it's the player's turn to act.

The model cannot copy Artificial beings. The model will instinctively know if he can copy a being as long as he has a Line of Sight to the model -- i.e., the model doesn't need to move adjacent to a creature to know if he'll be able to copy it or not. If the model copies a Wretched, he becomes a carrier of the Wretched disease unless he is already immune, and when the character reverts to his original form the character must still roll for infection since he was touching a Wretched.

When a Doppelganger copies a mutant with a variable mutation, he copies the mutation as it is at the moment of copy, e.g., if he copies a mutant with Absorption, he will absorb the same energy type.

If the copied creature is under the effect of a Drug, the Drug effect will be copied as well.

DRUGS

A few drugs left by the ancients can still be found in the ruins of the old world. Roll on the Drugs table to see what kind of drug is found.

All effects last for one whole game (drugs 5 and 6 last indefinitely). All the drugs work automatically on Humans, on a 3+ on Mutants and on a 5+ on Mutated Animals. Drugs have no effect on Plants, Androids or Robots. The Genetic Booster doesn't work on humans.

Drugs take one action to consume and they take effect immediately. Multiple doses taken in the same game are not cumulative.

DRUGS TABLE

1	**Stimulant**: gives +1 to Quality rolls for the duration of one game. Can be used as a Food point in campaigns. It can also be used to heal any amount of Quality lost in combat by Tough models.
2	**Radiation Antidote**: gives +2 to radiation checks for the duration of one game.
3	**Frenzy Drug**: gives +1 in hand to hand combat for the duration of one game.
4	**Psionicilline**: gives +1 to psionic combat, even if the character has no mental Mutations. In other words, the character receives a +1 to any psionic combat rolls.
5	**Poison Antidote**: heals any Quality lost to poison.
6	**Genetic Booster**: a Mutated Animal or Mutant taking this drug may develop a random Mutation on the die roll of 4+. If a Mutation is indicated, rol a die. On a 1-4, it is Physical. On a 5-6, it is mental. The effects are permanent. Model will count as Transfixed for a turn by the pain of the transformation.

ELECTRIC GUN

An Electric gun attacks at +1 in ranged combat. Its range is Short, and it is Lethal against Robots and Androids. It can be used at -1 in Hand-to-Hand combat.

ENERGY ADAPTATION

When the model is first attacked by any energy type weapon, the model becomes immune to that type of attack for the remainder of the game. A model can have only one type of Energy Adaptation. If the Mutation is rolled more than once, re-roll the duplicate. The power "reboots" between games. *For example: if a model is attacked with a Flamethrower and becomes immune to heat energy, in the following game he will not be immune to flames.* The model is always immune to the first energy type he is attacked with.

Energy types that can be absorbed are:
1) heat (includes Flamethrowers and Plasma Grenades);
2) Lasers;
3) Death rays;
4) Sonic (includes Sonic Grenades and Stunners);
5) Electricity.

A model with Energy Adaptation cannot have Absorption, and vice versa.

ENERGY FEEDING

The model can derive sustenance from Energy Cells. In campaigns, he can use Energy Cells as Food Points. He can still eat normal food. In addition, the model can spend one action to deplete one Energy Cell from an adjacent model. The model may deplete a Cell from a weapon or a Cell in the target's equipment or any Cell carried by the target-- his choice. This effect is automatic. All it takes is that the model must be adjacent. The model can also deplete Energy Cells in Robots, Androids (only those who do not feed on organic food) and Power Armor. In these cases, the model shuts down if the last Energy Cell is depleted (if a Robot is carrying more than one Energy Cell, he's supposed to have a backup capacity and until the very last Cell is depleted, the character will function as normal. See Power Armor, p.28.

ENERGY PROJECTION

The model can shoot energy from his hands or eyes. Roll a die to determine the energy type:
1) Sonic (treat as Sonic Pistol)
2) Kinetic (treat as Firearm);
3) Electricity (treat as Electric Gun);
4) Radiation (Short range, target makes a Radiation Check);
5) Flames (treat as a Flamethrower);
6) Light (treat as a Laser Gun).

The power doesn't use Energy Cells. If the model rolls a 1 when attacking, he can't use it for the remainder of the game. Energy Projection must not roll for malfunctions and enjoy the same Combat bonuses and range of equivalent weapons. The model needs two Food Points per week.
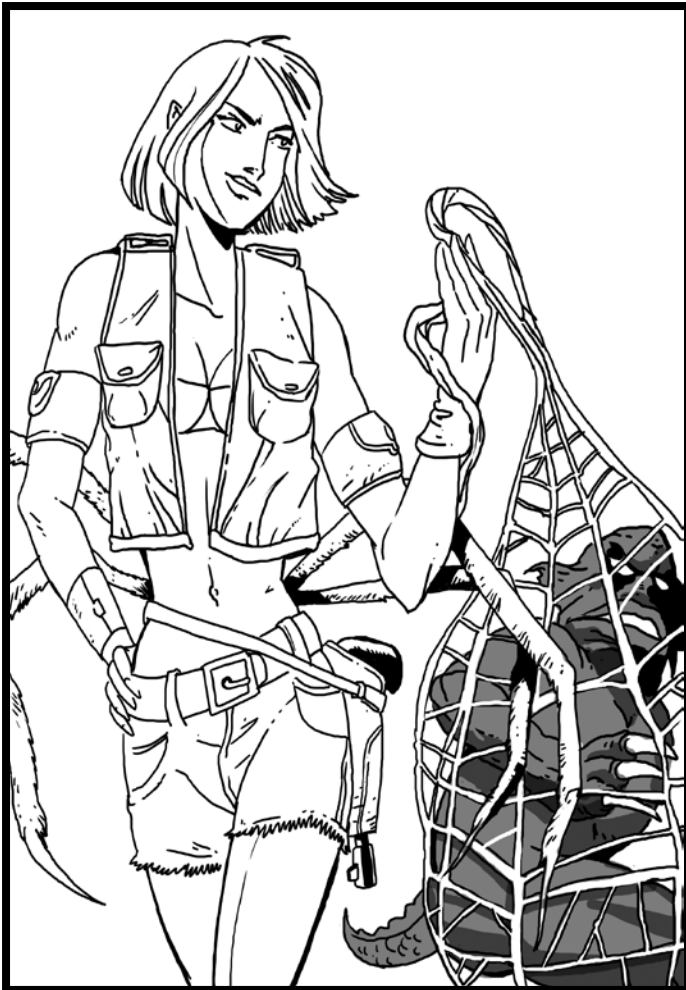
ENTANGLE

The Entangle special rule represents the ability to shoot spiderwebs or any other attack that could glue an opponent on the spot or hinder his movement. Range is Short if one action is used to perform the attack, Medium if two are used, and Long if three are used. The target must make a Quality roll on one, two or three dice (one die per action used by the attacker using Entangle). If any Quality roll fails, the model is Transfixed. The entangle is physical, not psionic, in nature and it is **not** automatically broken if the entangler is killed, like it would happen on a Transfix caused by telepathy.

EXPLOSIVE FRUITS

The mutated plant produces seeds or fruits that can be thrown over Medium range as C4 Fragmentation grenades with Short blast radius. The plant produces d3 such grenades per game. The grenades can also be used by friendly adjacent models who pick the fruits and throw them. This assumes that the plant is letting the model pick the fruits, of course! If the plant is killed or Transfixed, anyone can pick up an explosive fruit by spending one action adjacent to the plant.

FEAR OF FIRE

Model must make a Morale roll on three dice every time he is attacked with a Flamethrower or by a Mutation with flame effects.

FEAR OF WATER

Model must pass a Quality roll on one die to move through any water terrain, including bogs, marshes, swamps and fordable rivers. If the Quality roll fails, the model cannot cross that terrain that turn. The model does not lose his action and can opt to move elsewhere. A roll is not needed if the model is already halfway through water terrain or when crossing a bridge.

FLAK JACKET

A model wearing a Flak Jacket has +2 to Combat when attacked by pistols, shotguns, assault rifles, and Fragmentation Grenades.

FLAMETHROWER

A flamethrower has short range and gives +2 to ranged combat. If the target is adjacent to another model beyond short range, both models are hit (roll separately against each). Targets with Fear of Fire must make a Morale roll on three dice. Targets in NBC suits have +1 on Combat when attacked with a Flamethrower.

FLYING

Flying models can freely move above obstacles such as trees, boulders etc. Flying models always land at the end of their move. Combat between flying and ground models is conducted as normal. Since they land to fight, a flying model takes no special damage when he falls during combat, even when the combat is between two aerial combatants (the models are assumed to have means to stop the fall). For more about Flying movement, see p.15.

FORCE FIELD

A Force Field is a generator that surrounds the user with a skin-tight energy field that deflects incoming attacks. Roll a die every time that the wearer loses a combat. On a 5+, the attack is negated and the combat is a draw, and no recoil or falling effect is applied to the wearer. On a 1, the force field uses up one Energy Cell and stops working until the Cell is replaced.

FORESTER

Foresters suffer no movement reduction when crossing woods of any kind.

FREE DISENGAGE

A model with Free Disengage doesn't receive a Free Hack when leaving a hand-to-hand combat engagement.

GRENADE

The model is armed with a Grenade that can be thrown up to Long range (no multiples). Grenades have a blast radius of Short. The player indicates the point where the grenade is thrown and places the end of a Short measuring stick there. The stick shows the blast radius. Any model caught in this area is attacked by the grenade. Every grenade has a different Combat score and effects as per the following table. To randomly generate what kind of grenade a model possesses, roll one die on the following table.

GRENADES TABLE (ROLL D6)	
1	**Psi-neg**: Any mutant caught in the blast radius must pass a Q test on one die or become unable to use Mental Mutations until the next game. No combat roll is necessary -- all psionic mutants caught in the blast must pass the Q test.
2	**Fragmentation**: any model in the blast radius is attacked with Combat 4. Treat as kinetic damage. Any model who falls or recoils must be moved just out of the blast radius. This represents either the model jumping away at the last moment or being thrown by the force of the explosion. The model is moved by the opponent.
3	**Plasma**: any model in the blast radius is attacked with Combat 5. Treat as fire damage, with additional blast effects as Fragmentation, above.
4	**Defoliant**: Treat as a plasma grenade with Combat 2. Any Plant caught in the blast radius must make a Quality roll on one die or be instantly killed.
5	**Sonic**: any living model except Plants caught in the blast radius must make a Quality roll on one die or be Transfixed. Models in Power Armor and Artificial models are unaffected.
6	**Photon**: Photon grenades have Combat 3 and are Lethal against any model not protected by a Force Field or Power Armor.

GUNSMITH

The model can repair high tech weapons. A party that includes a Gunsmith model ignores the first malfunction it gets in a game. See Malfunctions p.17.

HAND-TO-HAND SPECIALIST

The model is specialized in hand-to-hand combat. He receives +1 in hand to hand combat and -1 when attacking in ranged combat.

HEALING

A model with this Mutation can psionically heal any damage, quality loss due to poison, disease or any other cause, or even make a character snap out of transfix state, or revive a knocked out model. The model attempting to heal must be adjacent to his patient and make a Quality roll. If the patient suffers from multiple ailments, each success will heal one of them. If the healer rolls any ones, though, he has empathized with the patient so much that he loses one point of Quality until the end of the game. If the healer's Quality becomes 7 or worse, the healer dies immediately.

Healing works only on living willing targets, including Plants and Animals. It has no effect on artificial beings. Healing can heal the wretched's disease from a character who has contracted it in the current game.

Wretched cannot be healed. If a Wretched model were healed, he would die immediately.

HEAVY ARMOR

This rule represents a suit of plate armor or a natural armor such as a dinosaur's hide or a carapace. Anytime the model is beaten in Combat by only one point, the model does not Recoil or Fall; the armor turns the opponent's blow and the Combat round is a draw.

Any model wearing Heavy Armor cannot benefit from the Stealth rule and has -2 on Quality for purposes of Climbing rolls.

HERBICIDE

A canister of this powder can be thrown as a grenade to Medium range (no multiples) and with a Short blast radius. Any Plant in the blast area must pass a Q check on one die or be instantly killed. Herbicide has no effect on other types of characters. Herbicide will turn any wooded area into broken terrain (i.e. it still reduces movement but does not obstruct line of sight).

HERO

Heroes always roll one automatic success, regardless of their Quality. So if you activate a Hero on two dice, you roll only one and assume that the other die rolled a 6. In addition, once per game, a Hero can re-roll one die roll, be it a Combat or Quality roll. The result of the second die roll is final, even if it is worse than the previous one.

HUGE

Huge creatures (beings over 5 meters tall or wide) have +1 to hit smaller models (this includes models with the Big special rule) and are targeted at +1 by ranged attacks.

HUMANOID

The plant or animal with this Mutation evolves into an anthropomorphic shape. The model can now use hand-held equipment like a human. He still cannot wear armor made for humans. Character's movement rate becomes Medium. If the model didn't have equipment, it receives one roll on the Equipment table.

LASER GUN

Model armed with a Laser pistol make ranged attacks at +2 unless the target is wearing Laser-Reflective Armor or Power Armor. Laser pistols have Long range and can be stopped by force fields.

LASER-REFLECTIVE ARMOR

A model wearing this suit negates the +2 bonus of any laser fired at him. This armor can be worn in addition to a Flak Jacket or a Heavy Armor.

LEADER

Any friendly model within Long distance from a Leader has its Quality and Morale rolls increased by one. When a Leader dies, though, all friendly models must make a Morale roll. The effects of multiple leaders are not cumulative. So if a model lies in the range of two Leaders, its Quality is adjusted by 1, not 2. Note that models with the Leader special rule are not mandatory in a party.

The Leader's bonus does not count if the Leader is on the ground or if the model cannot see the Leader (the model cannot trace a line of sight to the leader). Enemy models do not obstruct line of sight from a model to his Leader. Thus, you count your bonus even if you can't see your leader because he is surrounded by enemies. The leader bonus doesn't count for other Leaders. A Leader may also attempt *group activations*, rolling to activate a group of 2 to 5 models with a single die roll. See p.22

Leaders generally require a higher Upkeep cost than normal models. See the campaign rules on p.31

LETHAL

Lethal models kill an opponent of a certain type, race or category just by beating him in Combat (no need to double his score). The weapon or Mutation profile will specify who it is Lethal against. For example, a Death Ray Gun is lethal versus organic creatures, and an Electric Gun is Lethal versus Androids and Robots.

LONG MOVE

Models with the Long Move rule use the Long measuring stick when moving.

MENTAL SHIELD

The character has a +2 to C when attacked in psionic combat with any Telepathic power. Telepathic powers have the word "Telepathic" or "Telepathy" in their name.

MIND BLOCK

The model is totally impervious to Telepathy. He cannot attack or be attacked in Telepathy combat.

MOUNTED

Mounted models ride some sort of steed, be it a horse or other riding creature. Mounted figures have +1 on their Combat score in hand to hand versus any non-mounted figure their size or smaller. They have Free Disengage versus any non flying, non-mounted opponent, unless the opponent is a robot with Long Movement.

Mount and rider are treated as a single entity in the game. You don't need separate models.

NANITE GUN

A Nanite gun has a +1 ranged combat bonus and has Medium range. It sprays an aggressive colony of nanites (molecule-sized robots) which starts to chew through the target. Nanites are specially damaging against machines. Any Robot, Android or model wearing Power Armor beaten by one point must instantly roll one die. On a 4+, the model is Transfixed.

NBC SUIT

A NBC suit gives its wearer +2 on Radiation Checks and immunizes from gases and disease. It is partially heat resistant and gives +1 to Combat when resisting flame attacks. The suit can be worn in conjunction with other types of armor.

NEEDLER

A Needler is a pistol that fires hundreds of tiny needles at the target. Needlers have Medium range and give +2 to the firer's Combat score. Needlers are completely ineffective against models wearing Power Armor and Robots. Needles are poisoned -- roll a die every time an organic, non-plant model is beaten by a needler, on a 4-6 the model must make a Quality roll on three dice. On three failures, the model dies immediately. On two failures, it passes out and can be revived by a shot of Stimulant or by Psi-Healing. On one failure, the model's Quality worsens by one until the end of the scenario or until given a dose of Stimulant.

Needlers are silent. A hiding model can fire a Needler without giving out his position.

NUTRITIOUS FRUITS

The Mutated Plant with this special rule produces highly nourishing fruits at incredible speed. In campaigns, the plant produces the equivalent of one food point per game.

PHOBIA

The model has one irrational fear that cripples him. Roll a die on the following table to see what the object of the character's fear is. The model treats the object of his fear as if that model had the Terror special rule.

PHOBIA TABLE
1) Mutated Plants
2) Humanoids
3) Artificial beings
4) Animals, mutated or otherwise
5) Wretched
6) Humans

PHOTOSYNTHESIS

The mutant takes sustenance from the sun, like a plant, and does not require Food Points in campaigns. The model is affected by Herbicide and Defoliant Grenades as if he were a plant.

PISTOL

A Pistol has +1 to C, Long range, and can be used in HTH combat at -2. It is used one-handed.

POISON

Models with Poison have a venomous natural attack or use poisoned weapons. Roll a die every time a poison attack wins a combat roll; on a 6 the target's Quality number goes up by 1. If it ever reaches 7, the model dies. Poison has no effect on Androids, Robots and Plants.

POWER ARMOR

During the war, Power Armor was the ultimate in protection of the armored infantryman. The few models left are prone to malfunction. Anyway, a model wearing Power Armor is still a force to be reckoned with. A model wearing Power Armor has +2 in hand-to-hand Combat and when defending against ranged weapons (i.e., the model adds +2 to his Combat roll when being shot at, but not when shooting). The model is completely immune to Needlers, gases and ranged primitive weapons such as bows, thrown stones and javelins. The model ignores movement reduction from terrain. The model ignores any combat effect if beaten by only one point.

Any time that the model rolls two or more ones on an activation roll, the Armor shuts down and the model is immobilized. If armed with a ranged weapon, the model can still use it against any target in range. Even if immobilized, the Power Armor continues to give its Combat bonus.

A suit of Power Armor requires an Upkeep of two energy cells per game.

POWERED WEAPON

A Powered Hand-to-Hand weapon is surrounded by a force field able to cut through steel like butter. It gives +2 in Hand-to-Hand combat unless the opponent is wearing a force field, and has an Upkeep of one Energy Cell per game.

PSYCHOMETRY

The model rolls at +2 when figuring out artifacts.

QUILLS/THORNS

Long quills, spikes or thorns grow from the character's body. The character cannot wear any armor, Flak Jacket or NBC Suit. Every time another model (including a friendly model) comes in contact with the model, he receives a Free Hack with C1 from the quills. The model can shoot his quills in ranged combat. Treat as a Short range, C1 attack. The model cannot run out of ammunition.

SAVAGE

Savage models inflicts Gruesome Kills just by doubling the opponent's score (i.e. they don't need to treble it-- every kill counts as Gruesome).

SHARPSHOOTER

The model is a ranged combat specialist, having +1 to hit with ranged weapons but suffering -1 in Hand-to-Hand combat.

SHORT MOVE

The model uses the Short measuring stick when moving.

SHOTGUN

A Shotgun must be used with two hands. It has Medium range and hits at +2. If the target is adjacent to another model beyond Short range, both models are hit (roll separately against each) as the pellets spread.

SLOW

Slow models can only make one movement per turn, regardless of how many activation successes they roll. Note that a model may be Slow but be capable of Long Movement; slow reactions, long legs! The only time a Slow model can make two movements in a turn is when it is fleeing due to a failed Morale roll.

SPRINT

Once per game, the character can make two moves on a single move action. So if a model performs three actions, he could move a total of four moves. His movement rate (Short, Medium or Long) is unaffected.

SONIC STUNNER

A Sonic Stunner has Medium range. A model beaten in combat by a Sonic Stunner is Transfixed. Artificial models, Plants, models in NBC suits and Power Armor are unaffected.

STEADFAST

Steadfast models have +1 on Morale rolls.

STEALTH

A model with Stealth can move silently across the battlefield, using available cover to its advantage. As long as the model is adjacent to any scenic feature that counts as cover, the model cannot be targeted by any ranged attacks. Note that there is no need for the cover to be between the Stealthy model and potential shooters -- as long as the Stealthy model's base is in contact with a scenic item, he can't be targeted.

Living (not Artificial) Stealthy models can be targeted by psionic attack if the psionic has the Telepathy power.

Stealthy models using firearms will give out their position and therefore lose their Stealth ability until they move again. So a model with Stealth that remains stationary and fires a gun becomes a valid target. A model with Stealth that fires and then moves reactivates its Stealth ability and cannot be targeted.

See also Needler and Superior Senses.

STRONG CONSTITUTION

Model has +1 on all Quality rolls to resist poison, gases, radiation and diseases, including the disease carried by the Wretched.

SUPERIOR SENSES

A model with Superior Senses negates the effects of Stealth (i.e., he can spot Stealthy characters as if they didn't have the Stealth ability).

SUPERIOR TOUCH

Model has +2 on rolls to figure out artifacts.

TAILSLAP

The model has a vicious tail attack that can knock enemies down. Every time an enemy recoils from a model with the Tailslap special rule, roll one die. On a 1, the model falls instead of recoiling. Use this rule only if the recoiling model is the same size or smaller as the model with Tailslap.

TELEKINETIC DISARM

This Mutation can be used to disarm an opponent. The mutant must spend one action to use the power; the target must pass a Q test, at +1 if Big, +2 if Huge, +2 if wearing Power Armor. If the roll fails, the target is disarmed and the weapon thrown up to Long distance away. The psionic decides where the weapon lands (place a counter there) but cannot place the weapon out of the tabletop. If the weapon is a grenade, there is a 1 in 6 chance of it exploding at the end of the movement. High tech weapons thrown in water have a 50% chance of breaking down.

TELEKINETIC PUSH

Use the same Q test as Telekinetic Disarm above. If affected, the target is pushed up to one Short distance away (the psionic player moves the model) and there is a 50% chance that the target will fall. This ability can be used to push away a model in Hand-to-Hand combat, even a model in combat with the mutant himself! The model moved away from close combat receives a Free Hack as normal.

TELEKINETIC SHIELD

The Psyker with this ability can use an action to erect a force shield around himself. The shield negates any ranged physical attack on the Psyker. If the model does any action other than being motionless and concentrating on the shield, or is attacked in Hand-to-Hand combat, the shield automatically collapses.

Energy weapons (Lasers, Sonic, Electric and Death Ray guns) are NOT stopped by a Telekinetic Shield. The Shield will stop primitive thrown weapons, javelins, rocks, arrows, bullets, Defoliant, Plasma and Fragmentation grenades.

TELEPATHY

The character can engage others in mind-to-mind combat. If both attacker and target have the Telepathy ability, both can affect the other. Otherwise, it works like a round of Ranged Combat in which only the shooter can affect the target.

The attack hits at Long distance, requires one action and uses the model's basic Combat score. If the telepath wins, the target is Confused (-1 to Q rolls until he spends one action to regain his senses; a confused Leader loses its bonus and cannot give group orders). If the telepath doubles the Target, the target passes out (until a dose of Stimulant is injected). If he trebles the target, the target is mind controlled by the telepath until the end of he game or until the telepath is killed, knocked out or mind-controlled, whichever comes first. Controlled models have -1 on all Quality rolls and -1 on C, but can otherwise act normally and use all of their abilities and equipment (as part of the controller's party). The telepath must keep concentrating on the model and cannot use his Telepathy on any other target without letting go the controlled model.

Telepathy doesn't affect Artificial models. Normal target restrictions do not apply to telepathy attacks.

TELEPATHIC SCREAM

The model can use two actions to send out a telepathic "scream" from his mind. The attack affects any organic target, excluding Plants, in a Medium radius from the model. Treat as a Telepathy, above, rolling separately an attack against any model affected. Telepathic Scream will not mind-control targets: they are confused or knocked out as per telepathy.

TERROR

Some models exude Terror. Any model wishing to enter Hand-to-Hand combat with a Terror-inspiring foe must pass a Quality roll on a die. If the roll fails, the model can do another action but it cannot move into hand to hand combat with the terrorizing model. When Terror-inspiring models charge, any model they move intocontact with must immediately make a Morale check. The check is made when the Terror-inspiring model declares his intent to move adjacent to the model. If the model makes the roll, it becomes immune to further Terror effects from that enemy. Models with Terror are themselves immune to the effects of Terror.

TWO-HEADED

The model has two heads. Model's Q worsens by one, as the two heads have conflicting personalities. The model has +1 to telepathy combat. The model may have extra mental Mutations: roll d6-4 to see how many.

TOUGH

Tough models are hard to kill. When a Tough model receives a Gruesome Kill, it is treated as a normal kill. The model dies but there is no Morale effect. When they receive a normal kill result, the models are just wounded. The models are not removed but their Quality target roll goes up by one. When Quality becomes 7+, the model dies.

As reminders of a model's wounds, you can use wound markers shaped like drops of blood or red plastic rings that you can put on the model.

WEAK CONSTITUTION

Model has -1 on all Quality rolls to resist poison, gases, radiation and diseases. In campaigns, the character has an Upkeep of 2 Food Points per week, and dies if underfed.

WEB GUN

A Web gun projects a mass of sticky webbings that solidify into steel-like threads around the target. It gives +1 to ranged Combat and cannot be used at all in Hand-to-Hand. If the target loses the combat, it is Transfixed. The target can spend two actions to break free. Web guns have Short range. Note that models with Mental Mutations can use them freely when Transfixed by a Web Gun.

CAMPAIGNS

A campaign is a series of interlocked battles. Every game in a campaign is a randomly-determined scenario with different victory conditions and consequences on the party. Parties will try to collect loot, find artifacts and food, and their models may become heroes or gain new Mutations.

When a certain number of scenarios (as arranged by the players, we recommend three to five) have been played, the Campaign is over and the player with the highest number of victories is the winner.

FEEDING YOUR CHARACTERS

Every model has an Upkeep cost, which is the number of Food Points (or energy cells in the case of robots and some androids) he/it will consume in a week. When there isn't enough food for all characters, the player will have to decide who goes underfed. Underfed characters will have -1 on their Combat score. Underpowered robots will have -1 on their Quality rolls. If a model goes underfed for two games in a row, he leaves the party (in the case of a Robot it simply shuts down and can return to later games if the player finds enough Energy Cells).

Energy Cells may also be depleted during the game by the use of powered equipment. In some cases, players will have to decide whether to leave the Robot or the Laser Gun home when they go adventuring!

UPKEEP OF LEADERS

Leaders who consume Food Points/cells will require one more than normal: leaders take the lion's share of loot and are generally better off than others. An underfed Leader will fight normally but will lose his Leader bonus. Even if underfed, leaders will never desert the party.

AFTER THE BATTLE

All models of the winning party who ran off the table will automatically survive to fight in the next game. Make a Quality roll on three dice for any model eliminated during a game:

SURVIVAL TABLE	
3 successes	Model survives with minor injuries and will fight normally in next game
2 successes	Model is wounded, he will be at -1 on Quality rolls in next game
1 success	Model skips next game, and then gets back in action as per 2 successes above
3 failures	Model is dead

Things are different for the party that lost the game. All models who ran off the table during a battle will automatically survive to fight in the next battle. All models killed during the game are dead.

REPLACING DEAD MODELS

After a scenario, you get replacements for your dead models. The replacements can be of the same or of a different type, as you see fit. If you lost the game you lose the equipment and loot carried by the dead models. Your opponent will pick them up as spoils of war. Your replacement models have equipment as normal but will not have any Food Points or extra Energy Cells with them: they only have the Cells in their weapons.

If you won the scenario, your surviving models improve through experience.

ADVANCES

Every time you win a battle, you receive one Advance for one of your characters. No model may receive the same advance twice. So, for example, if you win two consecutive battles, you can give a new Mutation to one of your mutants, but you must give another advance (including a Mutation) to another character before you can assign another Mutation to the same character.

Extra Mutation

This advance can be applied only to a Mutated Plant, Mutated Animal or Mutant character. The model receives one extra random Mutation (mental or physical, player's choice) from the appropriate table.

Extra Skill

The model receives one random extra skill from the skill table. Re-roll if you get a skill that cannot be applied for some reason.

Extra Equipment

The model receives a random piece of equipment as a gift from its community. Roll on the equipment table to find out what. Re-roll if you get a piece of equipment that the character can't use.

Extra Food

The model receives 1d6+2 Food Points. The Food Points can be shared in any way the player wants but, if the model is underfed, the Food Points must first be used to pay for his Upkeep.

Extra Energy Cells

The model receives 1d6+1 extra Energy Cells.

Increased Quality

The model's Quality number is adjusted by 1. Models may receive this advance only once.

Combat Bonus

The model's Combat score goes up by 1. This advance can be taken only once per model. A model that received a Combat bonus at character creation can't receive it again.

Extra Follower

This advance is not applied to one of your character but to the whole party. Your party gains one extra model. He/it starts with a basic Quality and Combat scores but he carries no equipment, no energy cells and no food. A party may take this advance multiple times only if its current number is five or less. The extra follower is replaced if killed. If you choose to have a Mutated Plant as an extra follower, you receive two.

FIGURING OUT ARTIFACTS

The technology of the old world is often unfathomable and mysterious for the creatures of the post-holocaust world. Whenever a piece of equipment is found, the first model to pick it up must roll to understand how it works. Roll two dice and add the character's modifier in figuring out artifacts (+2 if Human, -2 if Mutated Animal, +2 if Robot with Superior Software, +2 if model has Superior Touch, +2 if model has Psychometry).

If the result is 4 or less, the item is not in working condition or is destroyed by clumsy handling. If the artifact is a Grenade or a Gun, there is a 1 in 6 chance that it will go off against the character with its normal effects. Use the weapon's Combat bonus, added to a die roll, against the character's Combat roll to see if the character is hurt.

If the result is 5 to 8, the model doesn't understand if or how the artifact works. The object can be handed to another character who might try to figure it out.

If the roll is 9+, the artifact is figured out and can be used immediately (if a weapon or drug) or in next game (if a suit of armor, NBC Suit, etc). In the case of weapons, there is a 50% chance that the weapon won't have any power cells.

Attempting to figure out an artifact takes one action. If a character has already the same equipment, there is no need to roll.

Primitive weapons are not artifacts. Everyone knows how to use a bow or a javelin.

RADIATION CHECKS

Radiation can be shown on the board by placing danger signs on burnt out areas with very little vegetation. Any organic model stepping into an irradiated area must pass a Quality check on three dice, at +2 if he has taken a Radiation Antidote, and at +2 if he is wearing a NBC suit. On three failures, the model dies immediately. On two failures, the model's Quality decreases by one permanently. On one failure, the model's Quality decreases by one for this game, but goes back to normal if the model uses two Food Points after the current scenario.

Artificial models are unaffected by Radiation. Mutants exposed to radiation may get a new random Mutation if they roll three successes. Roll a die, on a 4+ the model gets a random Mutation appropriate to his type. The Mutation appears in the next game.

Models may be irradiated also as result of the Energy Projection Mutation.

SCENARIOS

A campaign is composed of a series of battles. Every battle will have different set-up conditions and different consequences upon the characters.

To determine what kind of scenario will be fought, a player should roll on the Scenarios table after players have picked their parties.

SCENARIO TABLE (ROLL D6)	
1	Smoke on the Water
2	Battle in the Orchard
3	Rustlers
4	Artifact Hunt
5	Military Installation
6	Radioactive Wasteland

SMOKE ON THE WATER

This scenario takes place around a well, a river or a lake. The parties have discovered a source or relatively unpolluted water and fight for its possession.

If the battle is around a well, it should be placed in the middle of the board.

If the battle is around a body of water, up to one third of the game board can be covered by water terrain. If it is a river, there must be a bridge in the middle of it or at least one fordable area (you could place small stones crossing the river to show the fordable area). The river can have a maximum width of one Short.

Two to four obstacles (such as rocks, tree trunks or heaps of debris) must be placed on the tabletop. All obstacles must be at least one Short distance away from the water and at least one Long distance from any other obstacle.

When the scenic items have been laid out on the battlefield, both players roll a die to see who is the defender and who is the attacker. The attacker chooses which side of the table he will enter from. The defender deploys his troops anywhere from the opposite baseline to the obstacles (models can be declared to be hidden behind the obstacles).

The winner of this scenario is the player who drives off the table or kills all of the opponent's party. The winner receives 1d6 Food Points from the water.

If Wretched are present and they fall in the well or in the water, the water is infected and gives no points.

In any case, the winner receives an advance and may collect loot from dead foes.

BATTLE IN THE ORCHARD

The battlefield should be set up to represent an orchard with vegetables and fruit trees. If you don't have model trees, you can improvise with a few twigs from the garden (you can hold them in place with a bit of plasticine). There should be at least 6-8 trees on the battlefield ad they should be as evenly spaced as possible. Vegetable patches can be represented with cardboard outlines covered in flock.

The parties have stumbled upon fresh food and a battle takes place. The defender may deploy his models anywhere on the board as long as his models are at least one Long from the sides of the tabletop; after he does so, the attacker will decide from which side his party enters the board. The attacker may opt to split his force any way he sees fit, so he could have two models entering from one side, two from another, and so on. Mutant Plants may be deployed as Lurkers using dummy counters.

One randomly-determined tree on the board is a mutant plant with extremely nourishing fruits. Models may climb up the mutant tree (with a Quality roll or with the Clinging or Flying special rule) to pick one of its fruits. Any organic model who eats a fruit will have +1 to his Quality rolls for the remainder of the game.

The winner of the scenario receives d6+2 Food Points, one advance and loot from dead opponents.

RUSTLERS

Divide the battlefield evenly in two and place a cattle pen in the center of the board. Add 4-6 scenic items at least 1 Short away from the cattle pen. The cattle pen is placed by the defender and should have a roughly rectangular shape. Every side of the fence should be at least one Long away from any board edge. Scatter 2d6 animal counters (small coins will do) inside the pen. These counters represent livestock (you can substitute proper livestock models if you have them. Time to use that converted two headed calf!). Parties must steal cattle, hens, etc. To steal cattle, a model must move adjacent to a counter. Every model can carry only one counter. The party that manages to catch more wins. Every cattle counter counts as two Food Points in a campaign.

ARTIFACT HUNT

The parties have stumbled upon ancient ruins that contain technological items. The defender should place at least five obstacles (piles of rubble that can be modeled with polystyrene chips glued onto a piece of card). Obstacles must be at least one Long from any other scenic item or any edge of the board.

Every obstacle has a 1 in 6 chance of containing one random artifact (make one roll on the Equipment table to determine what it is). A model adjacent to the rubble may roll this 1 in 6 chance by spending two actions digging.

Unfortunately, every pile of rubble is also home to a colony of mutant termites that may attack the character. Every time the player rolls a die to find the artifact, if he rolls a 1 he stirs the termites instead. The termites teleport under the character's skin and crawl their way to his brain or internal organs (or CPU in the case of a Robot). The model must pass one Quality roll on one die at the beginning of every turn or die. The character can be saved only by being injected a dose of Stimulant. Robots can't be saved. The character is at -1 on all Combat rolls while the bugs are burrowing inside of his body.

If no pile contains any artifact, the last pile on the board will automatically contain a random artifact that can be found by spending the usual two actions digging. There is the usual 1 in 6 chance of stirring up the termites.

In this scenario, players deploy at two opposing table edges, the defender deploys first after the attacker has chosen which side of the table he wants to enter from.

The winner of the scenario receives the loot and one advance.

MILITARY INSTALLATION

The parties have stumbled upon ruins that once were a military installation. The ruins are rich in weapons but there is also a chance that the installation's surveillance bots come alive and attack them.

A military installation scenario is best designed as a series of "rooms". Only the floor and some walls remain. There should be piles of rubble everywhere on the board. The board must contain six to eight areas of rubble, and these areas must be at least 1 Short wide. Every area has a 1 in 6 chance of containing a weapon cache, and a 1 in 6 chance of containing some active surveillance systems.

If a weapon cache is present, roll a die, on a 1 roll once on the Grenade table, on a 2-4 roll on the Gun table and on a 5-6 roll once on the Armor Table (all tables are on p.6), to determine the content of the cache. If the cache contains any equipment that requires Energy Cells, roll a die, on a 3+ the cache contains 1d6 Energy Cells.

If the die roll indicates the presence of a surveillance system, roll one die, re-rolling any 1s or 6s, and that will be the surveillance system's Quality score. Roll another die and halve it, rounding up, and that will be the surveillance system's Combat score. Any model stepping on the area will be attacked by the surveillance system. Roll a die, on a 1-4 the surveillance system's weapon counts as a Laser Gun, on a 5-6 it counts as a Web Gun. The surveillance system will always attack the closest target regardless of size or cover. The surveillance system will always activate on three dice as soon as a model steps on the area, regardless of whose turn it is. If it rolls two or more actions, it will perform a power attack or aimed shot. The surveillance system shuts down if it ever rolls a double 1 on its activation roll.

The surveillance system can be shot at and damaged (use its Combat score to determine effects of hits. If it is beaten in combat, its Quality goes down by one, and if it is doubled in combat, it is destroyed.

The winner of this scenario receives the loot and one advance.

RADIOACTIVE WASTELAND

The two parties meet in a barren, irradiated wasteland. One third of the board must be composed of irradiated terrain. The defender prepares the terrain and the attacker decides from what side of the board he will enter. See radiation checks, p.33.

The winner of the scenario receives one advance.

FREQUENTLY ASKED QUESTIONS

If I roll only one die to activate my figures, I can't roll two failures so the turn doesn't pass to my opponent. What gives?

This is called "playing safe". The turn passes to your opponent when all of your figures have acted

When does the Leader bonus count?

The Leader bonus counts when models within Long distance can see the Leader. The bonus doesn't count if the models cannot see the Leader (so you can't hide your Leader in the woods and continue to give orders) or if the leader is fallen, killed, mind-controlled or Transfixed.

Enemy models do not obstruct the line of sight between a soldier and his leader, so you still count the Leader bonus even if your leader is surrounded by foes.

Does the Leader bonus count on Quality rolls to use Mutations or psi powers?

Yes .

Does the leader bonus count on himself? Does the Leader bonus count on other Leaders?

No to both questions.

Can I use my Hero's automatic success on a Radiation check?

Yes.

Does the Leader bonus count on Radiation checks or on Quality checks made to resist stunning, poisoning, etc?

No.

Can I feed my human models to my Wretched?
No. Gimme a break. You can eat the opponent's, though.

For any other clarification, join the Song of Blades yahoo group NOW.

SOURCES OF FIGURES

Post-holocaust gaming is popular and many manufacturers sell 15mm, 20mm and 25/28mm models that could be used in a MDRG game. In addition, a lot of fantasy, science fiction and modern-day models can be easily converted. Here's a tentative list in no particular order:

www.splinteredlightminis.com: a 15mm fantasy range that includes a lot of beastmen that could be used as humanoid mutated animals.

www.15mm.co.uk: a large SF 15mm range that includes a lot of humans, mutants **and aliens.**

www.rebelminis.com: 15mm humans and zombies that could be used as wretched.

www.kremlinminiatures.co.uk : a 15mm science fantasy range that will be the basis of MDRG's first supplement, "Assault on Neo Tokyo".

www.em4miniatures.com: lots of 28mm models perfect for humans, robots, androids etc.

www.blackhat.co.uk : several "civilian" models in the 28mm superhero range could be perfect Wretched.

www.hasslefreeminiatures.co.uk: 28mm human adventurers and zombies that are just perfect for MDRG.

www.hydraminiatures.com: fantastic 28mm robots, plants, SF humans with a retro feel.

http://shop.ramshacklegames.co.uk: 28mm post apocalyptic humans.

www.madpuppetminiatures.com : excellent range of mutants and humans in 28mm.

http://shop.eastridingminiatures.co.uk: gangsters, pulp style humans and zombies that would fity well in a game of MDRG.

www.copplestonecastings.co.uk : excellent 28mm human scavengers and wretched.

www.peterpig.co.uk: 15mm troopers in combat dress/NBC suit.

www.pig-iron-productions.com : 28mm post apocalyptic human troopers.

www.rhmodels.com: 20mm modern and near-future.

www.elhiemfigures.com: 20mm modern, zombies, some horror figures.

www.dark-age.com : post apocalyptic 28mm miniatures with a fantasy flavor based on designs by popular illustrator Brom.

www.mirliton.it: excellent range of post-holocaust survivors in 28mm.

OPTIONAL CHARACTER CREATION SYSTEMS

The randomness of MDRG is meant to represent that life isn't fair -- more so, in a post atomic wasteland. Survivors have to make do with what they have, and sometimes it's not much. Some players dislike this randomness and prefer to have more control on the abilities of their characters. One optional system is that a player picks two things (including Mutations, robotic features etc) and then his opponent picks one for him. This makes character creation longer and almost a game in itself.

THE AUCTION SYSTEM

Under this option, players alternate in creating characters. Mutant Plants are rolled in couples.

After all characters have been rolled up and equipment assigned, players bid secretly for control of a character. Players have 100 bid "coins" each and whoever bids more coins on one character gets it. If two or more players bid the same amount of coins, ALL players get another round of secret bidding. If at the end of the second bid possession of the character is still unassigned, the high bidders roll a die.

A player may bid 0 coins. A player without coins cannot bid and must take whatever characters the others will leave to him. This system is recommended for multi-player campaigns.

PRE-ROLLED CHARACTERS

Here are a few prerolled characters that you can use if you are in a rush, or as an alternative to the character creation systems. You can play them as they are, or pick a profile from one squad and one from another, as long as you don't have more than one Leader and one character with a Combat bonus.

Human party (purity squad)

Karl (Upkeep 2 food)		
Type Human	Quality 2+	Combat 2
Special Rules	Hth specialist, 1 frag grenade, flak jacket, 4 food, Leader	

Fiona (Upkeep 1 food)		
Type Human	Quality 3+	Combat 2
Special Rules	savage, herbicide, psionicilline, 2 food	

John (Upkeep 1 food)		
Type Human	Quality 3+	Combat 3
Special Rules	sharpshooter, combat bonus, laser gun, 3 cells, 2 food	

Mike (Upkeep 1 food)		
Type Human	Quality 3+	Combat 2
Special Rules	Gunsmith, needler, 4 cells, 2 food	

Android party

Helmut (Upkeep 3 cells)		
Type Android	Quality 4+	Combat 4
Special Rules	power armor, artificial, savage, combat bonus, 3 cells	

Otto (Upkeep 2 cells)		
Type Android	Quality 3+	Combat 3
Special Rules	artificial, needler, 2 cells, steadfast, leader	

Franz (Upkeep 1 cell)		
Type Android	Quality 4+	Combat 3
Special Rules	artificial, stealth, herbicide	

Karla (Upkeep 1 cell)		
Type Android	Quality 4+	Combat 3
Special Rules	artificial, gunsmith, flak jacket	

Angela (Upkeep 1 cell)		
Type Android	Quality 4+	Combat 3
Special Rules	artificial, sharpshooter, pistol, 2 cells	

Humanoid warband (Mutationist party)

Ralph Rad (Upkeep 2 food)		
Type Mutant	Quality 3+	Combat 3
Special Rules	energy projection (radiation), savage, leader	

Grak the Lizard (Upkeep 1 food)		
Type Mutant	Quality 4+	Combat 4
Special Rules	tailslap, telepathic scream, sharpshooter, combat bonus, laser, 2 cells	

Harry "the merman" (Upkeep 1 food)		
Type Mutant	Quality 4+	Combat 3
Special Rules	amphibious, gunsmith, laser, 2 cells	

"The Leech" (Upkeep 1 food or 1 cell)		
Type Mutant	Quality 4+	Combat 3
Special Rules	energy feeding, savage, 1 frag grenade	

Sandy "Mindshock" (Upkeep 1 food)		
Type Mutant	Quality 4+	Combat 3
Special Rules	telekinetic push, sharpshooter, sonic stunner, 3 cells	

Robotic Party

CL-A-2WS (Upkeep 2 cells)		
Type Robot	Quality 3+	Combat 5
Special Rules	all terrain ability, powered hth weapon, leader, combat bonus, artificial	

C-PE8 (Upkeep 1 cell)		
Type Robot	Quality 3+	Combat 3
Special Rules	civilian robot, danger sense, web gun, 3 cells, artificial	

2G-UNS (Upkeep 1 cell)		
Type Robot	Quality 4+	Combat 4+
Special Rules	all terrain ability, 3 cells, artificial	

1G-alpha (Upkeep 1 cell)		
Type Robot	Quality 4+	Combat 4+
Special Rules	superior software, laser, 1 cell, artificial	

Robodoc 12 (Upkeep 1 cell)		
Type Robot	Quality 4+	Combat 3
Special Rules	medical robot, 2 cells, 1 frenzy drug, 1 radiation antidote, 1 genetic booster, artificial	

Mutated Plant party

Mangrove

Type Plant	Quality 4+	Combat 3
Special Rules	Leader, Telepathy, Amphibious, Forester, Short move	

Oak

Type Plant	Quality 5+	Combat 3
Special Rules	Heavy Armor (bark), Big, Forester, Short move	

Cactus

Type Plant	Quality 5+	Combat 4
Special Rules	Quills/Thorns, Combat bonus, Sprint, Telekinetic push, Forester, Short move	

Pear-tree

Type Plant	Quality 5+	Combat 3
Special Rules	nutritious fruits, telepathy, explosive fruits, forester, short move	

Mushroom

Type Plant	Quality 5+	Combat 3
Special Rules	poison, allure, mental shield	

Fir

Type Plant	Quality 5+	Combat 3
Special Rules	humanoid, pistol, forester, strong constitution, mind block, 1 cell	

Zotz

Type Plant	Quality 5+	Combat 3
Special Rules	forester, short move, energy feeding, absorbtion (death rays), telekinetic shield	

Heather

Type Plant	Quality 5+	Combat 3
Special Rules	danger sense, clinging, healing, forester, short move	

Violet

Type Plant	Quality 5+	Combat 3
Special Rules	forester, short move, allure, superior senses, mental shield	

Rose

Type Plant	Quality 6+	Combat 3
Special Rules	forester, short move, quills/thorns, two headed, telepathic scream	

Animal warband (Mutationist party)

Purceddu (pig) (Upkeep 2 food)

Type animal	Quality 4+	Combat 3
Special Rules	weak constitution, absorbtion (electricity), amphibious, 6 food	

Master (dog) (Upkeep 1 food)

Type animal	Quality 3+	Combat 3
Special Rules	long move, leader, superior sense, allure, 2 food	

Urs (bear) (Upkeep 1 food)

Type animal	Quality 4+	Combat 3
Special Rules	big, poison, quills/thorns, 1 food	

Cheddar (rat) (Upkeep 2 food)

Type animal	Quality 4+	Combat 4
Special Rules	combat bonus, strong constitution, energy projection (sonic), tough, 3 food	

Martin (sheep) (Upkeep 1 food)

Type animal	Quality 4+	Combat 3
Special Rules	flying, psychometry, sprint, 3 food	

Wretched party

Jake (Upkeep 2 food)

Type Wretched	Quality 3+	Combat 3
Special Rules	short move, disease, combat bonus, leader, sharpshooter, assault rifle, 7 cells, 2 food	

Bill the Bear (Upkeep 2 food)

Type Wretched	Quality 4+	Combat 2
Special Rules	short move, disease, forester, 1 genetic booster, 1 food	

Smasher (Upkeep 2 food)

Type Wretched	Quality 4+	Combat 2
Special Rules	short move, disease, hth specialist, powered hth weapon, 2 cells, 1 food	

"Eel" Emerson (Upkeep 2 food)

Type Wretched	Quality 4+	Combat 2
Special Rules	short move, disease, free disengage, 1 food	

Donald (Upkeep 2 food)

Type Wretched	Quality 4+	Combat 2
Special Rules	short move, disease, forester, assault rifle, 1 cell, 1 food	

Tamlyn (Upkeep 2 food)

Type Wretched	Quality 4+	Combat 2
Special Rules	short move, disease, gunsmith, 2 food	

Orson (Upkeep 2 food)

Type	Quality	Combat
Special Rules	short move, disease, savage, flak jacket, 1 food	

QUICK REFERENCE SHEET

RANGED WEAPONS TABLE

Weapon	Range	Combat	Notes
thrown rock	short	user's -1	1 action to pick up,1 to throw, range modifiers doubled
javelin, axe	short	user's	range modifiers doubled
sonic stunner	medium	user's	target transfixed if beaten; artificial, plant, NBC/power armor unaffected
flamethrower	short	user's +2	NBC resists at +1. Beyond S range, any model adjacent to target may be hit, roll separately. Targets with Fear of fire must pass a Morale roll.
death ray gun	medium	user's +2	target killed if beaten unless artificial/protected by force field; burns 1 cell/use
bow/crossbow	long	user's	range modifiers doubled, 1 action to load, 1 to loose,
pistol	medium	user's +1	can be used in HTH at -2
shotgun	medium	user's +2	beyond S range,any model adjacent to target may be hit,roll separately.
assault rifle	long	user's +2	
web gun	short	user's +1	target transfixed if beaten, can still use mental Mutations
quills/thorns	short	C1	cannot deplete ammunition; C1 free hack in HTH
laser gun	long	user's +2	C bonus doesn't apply against targets with laser-reflective armor
nanite gun	medium	user's +1	Artificial/power armor target is Transfixed on 4+
needler	medium	user's +2	robots/power armor unaffected. Organic non-plant models poisoned on a 4+ (Q roll, death on 3 failures, knockout on 2, -1Q on 1 failure).
electric gun	short	user's +1	lethal against artificial, can be used in HTH at -1
telekinetic disarm	medium	user's	target must make Q roll or be disarmed
telekinetic push	medium	user's	target must make Q roll or be thrown, falls on 4+
telepathy	long	user's	artificial models unaffected; target confused if beaten, knocked-out if doubled, mind controlled if trebled
psi-neg grenade	long	N/A	short blast radius; any psionic in blast unable to use psi if Q test failed
frag grenade or explosive fruits	long	4	short blast; recoiling or knocked down targets moved outside the blast
plasma grenade	long	5	short blast radius, fire damage, blast effect as frag above
defoliant grenade	long	2	short blast radius, fire damage, plants in blast killed if Q test failed
sonic grenade	long		artificial/power armor unaffected, others in blast radius transfixed if Q test failed
photon grenade	long	3	lethal unless target protected by power armor or forcefield

Firearm Malfunction

Roll colored d6 with attack die
Both dice score 1= weapon jams, burns 1 Cell
Both dice score same odd number= weapon jams
Both dice score same even number= weapon breaks
Gunsmith in the party: ignore first malfunction
1 action + Q roll to unjam weapon (+2 if Gunsmith)
Broken weapon is repaired by Gunsmith between games

Activation procedure

Roll Q+ on 1,2 or 3 dice. Every success= one action. Two failures = turn over. 1 always fails. 6 always succeeds.

Action costs

1 move = 1 action
1 attack= 1 action
1 power attack or aimed shot= 2 actions
leaving HTH combat= 2 actions
standing up= 1 action
using Mutation = 1 action
reloading weapon= 1 action

HTH Combat procedure

Adjacent models roll 1d+Combat factor.

HTH Combat modifiers

Fighting multiple enemies: -1 per extra enemy
Mounted vs non-mounted: +1
Big or Huge vs normal: +1
Huge vs Big or normal: +1
Attacking Transfixed or Fallen: +2 with quick kill
Defending obstacle/higher ground: +1
Power attack: -1 on opponent's C (2 actions)
Ambush bonus: +1

Ranged Combat Procedure

Shooter and target roll 1d+Combat factor
Only shooter can affect target. Firearms may make second attack at -1 against another target within 1 S

Ranged Combat Modifiers

Target at Range x 2= -1 (-2 if primitive weapon)
Target at Range x 3= -2 (-4 if primitive weapon)
Target behind cover= -1
Target Big or Huge= +1
Target Transfixed= +2
Target Fallen= -1, no modifier if firer is within Short
Aimed shot= -1 on Target's C (2 actions)
Sharpshooter: +1
HTH specialist: -1

Combat results

Beaten with odd number on die= recoil.
Beaten with even number on die= knocked down
Doubled= killed
Trebled= Gruesome Death
Beaten by Lethal= killed

When to test Morale

Charged by Terrifying enemy
Loss of a Leader
Witnessing Gruesome Death within 1L distance
Party reduced to 50%
Subject to Phobia/fear of fire

Morale test procedure

Roll Q+ on 3 dice
3 successes= model stands
1 failure= 1 fleeing move
2 failures= 2 fleeing moves
3 failures = destroyed

Morale modifiers

Steadfast= +1
Within 1L of active, visible Leader: +1

Bashing down doors

Roll d6, +1 if model is Big, +2 if Huge,+2 if power armor, -1 if door is heavy, +1 if using ram; on a 5+ door is smashed

Character creation summary

Humans Q3 C2, roll 2 skills keep 1, 2 equipment, upkeep 1 food
Mutants Q4 C3, 1 skill, 1 equipment, 1-2 Mutations, upkeep 1 food
Animals Q4 C3, rules according to species, d6 food, no equipment, upkeep 1 food
Plants Q5 C3, forester, no equipment, 2 physical 1 mental Mutations, no upkeep
Androids Q4 C3, artificial, immune to telepathy, 1 skill, 1 equipment, upkeep 1 food or 1 cell
Robots Q4 C4, artificial, immune to telepathy, 2 equipment, 1 robot feature, upkeep 1 cell
Wretched Q4 C2, short move, 1 equipment, 1 skill, disease, cannibal, upkeep 2 food

Add leader rule (leader, +1 to Q) and combat bonus (+1 to C) to a single model, or assign each bonus to a different character. Leader not mandatory.

Figuring out artifacts

Roll 2d6
+2 if human/superior software
+2 if superior touch/psychometry
-2 if animal or plant
4 or less: item not working, 1 in 6 of weapon going off against character
5-8: character can't operate artifact
9+: character can operate artifact

Upkeep

Plants: none
Robots: 1 Cell
Androids: 1 Cell or Food
Wretched: 2 Food
Leaders: 2 Food or 2 Cells as appropriate
Humans, Mutants, Mutated Animals: 1 Food
Power Armor: 2 Cell
Powered HTH Weapon: 1 Cell
Mutant with Energy Projection: 2 Food
Mutant with Energy Feeding: 1 Food or 1 Cell

MUTANTS AND DEATH RAY GUNS

PARTY RECORD SHEET

Name:	
Food Points:	
Energy Cells:	
Loot:	

Name:		Upkeep:
Type:	Quality	Combat
Special Rules		

Name:		Upkeep:
Type:	Quality	Combat
Special Rules		

Name:		Upkeep:
Type:	Quality	Combat
Special Rules		

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Special Rules		