Qualities and Combats

Q 3+ C 2   Pure Humans

Q 3+ C 3   Clones [per alternate MetA1 start & Paranoia rpg]

Q 3+ C 3   Civilian Robots [per Robot Features Table]

Q 3+ C 4   Replicants [per MetA1 Androids & Blade Runner, i.e., organic]

Q 3+ C 4   Cyborgs [per Deathlok, RoboCop, etc.]

Q 4+ C 2   Wretched

Q 4+ C 3   Mutants

Q 4+ C 3   Mutated Animals

Q 4+ C 3   Androids [per Gamma World, i.e., mechanical]*

Q 4+ C 4   Robots

Q 5+ C 3   Mutated Plants

*: Examples of mechanical Androids include Ash and Bishop from Alien and Aliens and Data and Lore from Star Trek.

Group Size and Value

1d3+3 members worth 400 total points maximum.

Group Type Table (roll 3d6)

3   Random*

4   Mutated Plants

5   Random

6   Androids {The Created}

7   Random

8   Mutated Animals {Zoopremacists}

9   Random

10   Pure (Strain) Humans [Purity Squad] {Knights
     of Genetic Purity}

11   Random

12   Random

13   Mutants (Humanoids) [Mutationists] {Iron
     Society}

14   Random

15   Robots

16   Random

17   The Wretched

18   Random

*: On any result of Random roll 2d6. If that
result is snake-eyes generate your group instead
on the Wretched Friends Table.

Random Group Table (roll 3d6 for each model)

3-4   Android

5-7   Mutated Animal (see sub-table 1)

8-10   Mutant

11-13   Human Type (see sub-table 2)

14-16   Robot

17-18   Mutated Plant

Sub-Table 1 - Animals (roll d66)

11   Horse

12   Canine

13   Feline

14   Monkey or Ape

15   Fish or Dolphin

16   Frog or Toad

21   Turtle

22   Badger or Weasel: Forester, 2 random mutations.

23   Wingless Insect

24   Winged Insect

25   Spider

26   Bird

31   Flightless Bird

32   Sheep or Goat: 3 random mutations.

33   Swine: 3 random mutations.

34   Bear

35   Rat

36   Seal or Otter: Amphibious, 2 random mutations.

41	Wolverine or Honey Badger: Savage, Strong Constitution, 1 random mutation.
42	Bovine
43	Crocodile or Alligator
44	Rabbit or Hare
45	Kangaroo
46	Porcupine or Echidna
51	Salamander or Newt: Amphibious, Short Movement, 2 random mutations.
52	Octopus or Squid: Clinging, Coup de Grace, 1 random mutation.
53	Armadillo: Short Movement, Heavy Armour, 2 random mutations.
54	Snake or Lizard: Short Movement, Clinging, 2 random mutations.
55	Bat: Flying, Danger Sense, 1 random mutation.
56	Crustacean: Short Movement, Heavy Armour, 2 random mutations.
61	Cervine: Dashing, 2 random mutations.
62	Mole or Shrew: Short Movement, Poison, 2 random mutations.
63	Rhino or Hippo: Big, 2 random mutations.
64	Flying Dinosaur: Flying, 2 random mutations.
65	Herbivorous Dinosaur: Big, Tailslap, 1 random mutation.
66	Carnivorous Dinosaur: Long Movement, Dashing, 1 random mutation.

Sub-Table 2 - Humans (roll 2d6)

2-3   Cyborg

4-5   Clone

6-10   Pure Human

11-12   Replicant*

*: When first rolled a Replicant has 3d6 games of life left. After its last fight it dies. Its equipment can be redistributed among its group's survivors.

N.B.: Cyborgs, Clones and Replicants are not Pure Humans and therefore cannot be included in/members of a Purity Squad.

Cyborg rolls: one Skill, one Equipment and one Cybernetic Implant.

Clone rolls: two Skills and one Equipment.

Replicant rolls: one Skill (not one-of-two) and two Equipment.

Wretched Friends Table (roll 2d6 for each model)

2-3   Mutated Plant

4-5   Android

6-10   Wretched

11-12   Robot

Equipment Table (roll 3d6)

3   One random cybernetic implant

4   d6+3 energy cells and javelins

5   Gas mask* or stealth suit** (choose)

6   One random grenade or d6 energy cells (choose)

7   Powered hand weapon or range finder*** (choose)

8   Bow or crossbow (50/50), 1 energy cell

9   Medkit** or one Molotov cocktail* (choose)

10 One random gun, 1 energy cell

11 One random gun, 1 food point

12 Helmet* or blade poison** (choose)

13 Herbicide, 1 food point

14 RPG or grav belt** (choose)

15 One random drug or d6 food points (choose)

16 Flak jacket or NBC suit (choose)

17 d6+3 food points and sling

18 One random armour

*: Gas mask, Molotov cocktail and Helmet are in Apocalypticum.

**: Stealth suit, medkit, blade poison and grav belt grant Stealth, Healing, Poison and Flying respectively.

***: Range Finder: One action to use. Eliminates all penalties on a single ranged attack taken immediately thereafter.

N.B.: If after all equipment and skills have been generated your group still has no energy cells you may trade any one of your equipment rolls for 1d6 energy cells. Likewise, if you don't roll any food points you may trade any one of your skill rolls for 1d6 food points.

Cybernetic Implants Table (roll 2d6)

2   Energy Projection

3   Heavy Armour

4   NBC Suit

5   Danger Sense

6   Super Strength

7   Superior Senses

8   Superleap

9   Long Movement

10   Tough

11   Powered Weapon

12   Advanced Targeting System* + Sniper

*: ATS costs 20 points.

ADDITIONS TO ADVANCES SECTION (2nd Ed. pg 75)

Extra Cybernetic Implant

This advance can be applied to any non-Artificial, non-plant character. The model receives one random cybernetic implant from that table. Re-roll if you get an implant the model already possesses.

Extra Robotic Feature

This advance can be applied only to a Robot character. The model receives one random robotic feature from that table. Re-roll if you get a feature the model already possesses.