

Cyclopic Chickens

Interloper's two packs of Chickens – Robot-Hunters and Cocked Rifles – give you six foul fowl with which you can terrorize everything from meat packing plants to mutated garden plants with equal vigour.

And playing them in MDRG as a fixed race or species – instead of as an assortment of randomized mutated animals – gives you another option besides the Purity Squad, Android Party or VLL3 Wretched: the Cyclopic Brood.

This is the base for each figure in the Brood:

Q 3+ C 2

All start with: Cyclops (see below) and Humanoid.

Each Cyclopic Chicken then gets the following:

- One roll on the Skills Table;
- One roll on the Expanded Equipment Table; and
- One roll on the Mental Mutations Table.

Cyclops (-3) : Ranged attacks suffer a -1 penalty per range band (i.e., the first range stick is at -1, the second is at -2 and the third is at -3). No shooting beyond three range bands is allowed under any circumstances.

Chickens require food for Upkeep.

In a multi-player game, a Brood of Chickens will only ally with Animal Menageries (but never other Broods of Chickens, as they would fall to squabbling and infighting with each other over pecking order) or Mutationist parties.

A Brood of Chickens gets an additional 1dB food at the beginning of the campaign.