

Qualities and Combats

- Q 3+ C 2 Pure Humans
- Q 3+ C 2 Clones [per alternate MetAl start & Paranoia rpg]
- Q 3+ C 2 Time-Displaced Humans [per The Savage Afterworld for Mutant Future]
- Q 3+ C 2 Humans Other Than Terran (HOTTT)
- Q 3+ C 2 Cyclopic Chickens
- Q 3+ C 2 Aliens
- Q 3+ C 2 Broken Moon Wizards
- Q 3+ C 3 Civilian Robots [per Robot Features Table]
- Q 3+ C 3 Replicants [per MetAl & Traveller (WD3Op10) Androids, Appleseed Bioroids and Blade Runner & Mutant Future Replicants, i.e., organic]
- Q 3+ C 3 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/Gynoids [per Gamma World, Mutant Future & Rogue Space, 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 respectively, and Data and Lore from Star Trek.

Group Size and Value

1d3+3 models worth 400 total points maximum.

Atts & Dets

Model deductions (Purity Squads, and Alien Legions and Away Teams) and additions (Plant Jungles and Wretched Hordes) cannot reduce your party to less than four characters. But they can increase your group to more than six figures.

Give & Take

If after you've finished randomly generating your party their cost is over 400 points you must give up characteristics from your models to bring them under the allowed maximum value.

Sacrifices must be made in the following order:

1st: Visible Equipment;

2nd: Stowed or carried Equipment (often visible);

3rd: Beneficial Traits (sometimes visible);

4th: Detrimental Traits (occasionally visible);

5th: Skills (rarely, if ever, visible).

Strive to make the models WYSIWYG.

You may take all required reductions away from a single model or selectively remove them piecemeal from some or all of your characters. Your choice.

You may also redistribute equipment and weapons between your characters before making any required

reductions, especially if it will help make the models WYSIWYG.

Mortars & Mass-drivers

Howitzers, mortars, railguns and rockets.

Range finder allows for more accurate targeting of off-board supporting fire.

Group Type Table (roll 3d6)

3	Random*
4	Androids/Gynoids {The Created}**
5	Random
6	Mutated Plants (Jungle)
7	Random
8	Mutated Animals (Menagerie) {Zoopremacists}***
9	Random
10	Pure (Strain) Humans [Purity Squad] {Knights of Genetic Purity}
11	Random
12	Mutants (Humanoids) [Mutationists] {Iron Society}****
13	Random
14	Robots*****
15	Random
16	Aliens (Alien Legion or Away Team)*****
17	Random
18	The Wretched

*: On any result of Random roll 2d6. If that result is either 2 or 12 (snake-eyes or box-cars) generate your group on the Wretched Friends Table.

** : On any result of Androids/Gynoids roll 1d6. On a 1-3 they are energy cell-consuming Flesh-Haters. On a 4-6 they are a mix of food- and energy cell-eating meat-ambivalent 'oids.

*** : After determining the animal type for the first model in the party (on sub-table 1, below) roll 2d6. If that result is either 2 or 12 (snake-eyes or box-cars) generate your group not as a random Menagerie of Zoopremacist Mutated Animals but instead as a party of only that animal type as a breeding-true humanoid species.

Every model in the species party has the Humanoid mutation.

E.g., The first animal in the group is determined to be a Rabbit; if the follow-up 2d6 roll results in either 2 or 12, the Mutated Animal party will instead be a herd of all humanoid Rabbit-people. Or if the first animal type was a Bird or Flightless Bird, followed by either 2 or 12, the group could be an aerie of Eagle-folk or a brood of Cyclopic Chicken humanoids, respectively. Ditto Badger becoming - after either 2 or 12 on 2d6 - a clan of Badger-men. You get the idea.

Alternatively instead of, for example, all Gorilla-men, you could go with a variety of Monkey- or Ape-folk. So Orangutan-, Macaque- and Chimpanzee-folk could be included. Likewise instead of all, say, Adder-men, you could include Cobra- and Anaconda-men in a humanoid snake squad.

**** : On a result of Mutants (Humanoids) roll 1d12 for each model in the party: 1 = Mutated Plant; 2-3 = Mutated Animal; 4-12 = Mutated Human.

***** : On a result of Robots roll 1d6 for each model in the party: 1 = Android/Gynoid; 2-6 = Robot.

***** : After determining the alien type for the first model in the party (from the 2d6 Form roll and the 1d6 Provenance roll) roll 2d6. If that result is either 2 or 12 (snake-eyes or box-cars) generate your group not as a random crew of aliens

but instead as a landing party of that alien type alone. (e.g., The first alien in the group is determined to be a Cephalopod; on a follow-up roll result of either 2 or 12 (snake-eyes or box-cars) on 2d6, the Alien Legion party will instead be an Away Team of all Squid-men. Likewise an initial result of Amphibian - followed by either 2 or 12 - indicates an all-, say, Frogmonaut party.

Random Group Table (roll 3d6 for each model)

3-4	Android/Gynoid
5-6	Mutated Plant
7-8	Mutated Animal (see sub-table 1)
9-11	Human Type (see sub-table 2)
12-13	Mutant
14-15	Robot
16-17	Alien
18	Broken Moon Wizard \m/ 666 \m/

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	Time-Displaced
3-4	Cyborg
5-6	Clone
7-9	Pure Human
10-11	Replicant*
12	H0TT

*: When first rolled a Replicant has 2d6 games of life remaining. After surviving its last fight it dies, like tears in the rain. Its equipment can be redistributed among its group's survivors.

N.B.: Cyborgs, Clones, Replicants and H0TT are not Pure Humans and therefore cannot be included in/members of a Purity Squad.

Cyborgs can consume both food points and energy cells for Upkeep.

Cyborg rolls: Two Cybernetic Implant rolls and either one Skill roll or one Equipment roll (choose).

Clone rolls: two Skill rolls and one Equipment roll.

Replicant rolls: one Skill roll and two Equipment rolls.

Wretched Friends Table (roll 2d6 for each model)

2-3 Android/Gynoid

4-5 Mutated Plant

6-8 Wretched

9-10 Robot

11-12 Exotic Alien

Exotic Alien Table* (Roll 1d16 for each model)

- 1 Ammonia-based
- 2 Boron-based
- 3 Chemosynthetic
- 4 Dead
- 5 Elemental
- 6 Energy
- 7 Fungal
- 8 Liquid
- 9 Metal-oxide Based
- 10 Methane-based
- 11 Plant
- 12 Robotic
- 13 Silicon-based
- 14 Software
- 15 Thermosynthetic
- 16 Vacuum

*: These alien types are immune to the V1L3 Disease. All H0TT and all other alien species are open to infection.

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. For now use common sense.

**: Stealth suit, medkit, blade poison and grav belt grant Stealth, Healing, Poison and Flying respectively. The Grav Belt and Medkit have an Upkeep of one energy cell per game in which they're used.

***: Range Finder (5 points): One action to use. Eliminates all penalties on a single ranged attack taken immediately thereafter.

N.B.: If after all equipment, skills and traits have been generated your group still has no energy cells you may trade any one of your skill or beneficial trait roll results for 1db energy cells.

Likewise, if you don't roll any food points you may trade any one of your equipment or beneficial trait roll results for 1db food points.

Again, strive for WYSIWYG.

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 10 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 Civilian Robot or if you get a feature the model already possesses.

Extra Broken Moon Magic

This advance can be applied only to a Wizard character. The model receives one random Broken Moon Wizard spell. Re-roll if you get a spell the model already possesses.

This advance can take a Wizard over his initial number of "spell levels allowed". You are still limited to that number - based on the model's Quality - for each game, but you're now in pick-and-choose country with regard to what spells you want to bring to the table each time. Think of it as though you have a bigger spell book but a constant spell capacity.

N.B.: Cybernetic Implant and Robotic Feature Advances can only be taken if your group includes an Electrician, a Gunsmith or a Mechanic.

Champion [SDG33]

All models within Short distance of the Champion model gain a +1 bonus to Quality Checks. The Champion may also give orders for Group Activations to anyone within Short distance. The bonus from a Champion is NOT cumulative with the bonus from a Leader.