

Ep

MUTANTS AND MACHINE-GUNS

A GONZO POST-APCALYPTIC RPG

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WHAT IS MUTANTS AND MACHINE-GUNS VERSION 2.0?

Think of Thundarr the Barbarian, Gamma World, Mutant Future, Mad Max, Fallout and post-apocalypse movies and stories.

ALL YOU NEED TO PLAY

This pocketmod, friends, paper, pencil, a few six-sided dice and imagination.

CREATING YOUR CHARACTER

Your character is represented by these four Abilities, they are:

Combat: To do with combat skill.

Physical: To do with physical challenges, stealth, speed and resisting (radiation, poison, etc.).

Mental: To do with problem solving, logic, perception, science and psionic.

Social: To do with negotiation, interaction, and bargain.

To create your character, distribute 8 points between your abilities. The minimum point you can put in ability is 1 and the maximum is 3 for beginning character.

RACE

Pure Human: Roll 1d6+12 HP. You get a +1 XP at the end of an adventure. You cannot get any mutation.

Mutant Human: Roll 1d6+10 HP and gets 2 mutations.

Evolved Animal: Pick an animal (Cat, Dog, Bear: gets Natural Weapon mutation; Bird: Wings mutation; Turtle: Natural Armour mutation). You rolls 1d6+8 HP and gets 2 mutations.

DEFENCE

Defence (DEF) is a Target Number when dealing with attack. All starting character starts with a defence score of 9.

EXPERIENCE (XP) AND ADVANCEMENT

You get 1 to 3 XP based on how hard is the adventure. You then can spend 1 XP to gain 1 HP and/or 2 XP to upgrade an ability by 1 and/or 3 XP to gain 1 DEF (maximum at 13 without armour).

DOING STUFFS

You may be asked to roll the dice to see if your character succeeds in doing something. This is 2d6 roll plus appropriate ability trying to get the **Target Number (TN) or more** to succeed. Refer to difficulty table below:

Difficulty	TN
Very Easy	5
Easy	7
Normal	9
Hard	11
Super Hard	13
Crazy Hard	15

CRITICAL SUCCESS AND FUMBLE

You get a **FUMBLE** on a natural roll of 2 and a **CRITICAL** on a natural roll of 12. A fumble is bad and a critical is good. In combat you automatically miss on a fumble and automatically hit on a critical dealing a double damage.

MUTATION

Make a d66 roll (Roll 2d6, lowest number becomes tens digit while highest number becomes one digit, i.e. you roll a 4,2; the result is 24) and refer to the mutation below. Mutation with asterisk is a psionic power. You must expend 1 HP to use psionic power and you must make a Mental roll against Psionic TN + target's Mental score (if applicable). During your adventure you may be caught with the hazard of radiation and may get 1 extra mutation. If so roll d66 and refer to mutation below.

11 Control Machine* (TN 9): You control 1 machine for 1d3 turn. Range: 3

12 Acid Spit* (TN 9): Produce acid. Cause 1d6 damage. Range: 2

13 Spiky Growth: Roll 1d6, 1-2: Small (1d3 damage), 3-4: Medium (1d6 damage) cannot use armour, 5-6: Large (1d6+2 damage) cannot use armour and you are hideous and scary -1 to any Social roll. Range: 0

14 Detect machine: You detect machine nearby.

15 Detonating Pods: Pod grows 1d3 per day. Pods deal 1d6+2 damage.

16 Energy Blast* (TN 11): You may emit a blast of energy from your hands or other body parts. You deal 1d6+3 damage. Range: 2

22 Dual Brain: You may do a second Mental roll and pick the best one.

23 Empathy* (TN 7): You can read target emotion and feeling.

24 Extra Arms: You can wield an extra weapon and an extra shield or a second 2-handed weapon. You may make another

attack if you choose attack during action phase.

25 Gigantism: +2 damage to any melee attack, you cannot use armour.

26 Life Leech* (TN 9): Deal 1d6 damage as healing. Range: 1

33 Mind Block: Resist any Mental or Psionic attack.

34 Natural Armour: Thick fur, scales, a shell, rubbery skin. Roll 1d6, 1-3: +1 DEF, 4-5: +2 DEF, 6:+3 DEF.

35 Natural Weapon: Claw, bite, horns or other natural melee attack. Deals 1d6+Physical damage if hit successfully. Range: 0.

36 Psi-Charm* (TN 9): Make 1 target to be an ally for 1 turn.

44 Psionic Blast* (TN 9): Target is unconscious for 1d3 turn.
Range: 2

45 Quickness: +2 to Initiative. +2 to any speed roll.

46 Psi-Sense: You sense/detect nearby psionic.

55 Telekinesis* (TN 11): Move object, attack creature, or hurl target. It Deals 1d6+2 damage. Range: 2

56 Enhanced Healing: Spend an action to concentrate and heal 1d6 HP.

66 Wings: You have wings and are able to fly in a short distance. In combat you may move 2 areas instead of 1.

INITIATIVE

Each combatant rolls 2d6+Combat. The highest goes first. Any combatant with the same value act simultaneously.

COMBAT

Combat is represented in a battlefield of 6 areas with letter from A to F. You position your character in area A, B, C while

enemy will be positioned at D, E, F. Combat is conducted in turns. Every turn, each combatant follows as the phase below:

1. Move: Move 1 area forward or backward or skip this phase. *Note: You may move in an area containing enemy but may not move pass it. Range 0 is where you stand; range 1 is 1 area in front/back of where you stand, etc.*

2. Action (Pick one)

a. Attack: If your weapon is in ranged, make a Combat roll against target's DEF. If successful, you roll for weapon damage.

b. Psionic: If in ranged, reduce 1 HP and make a Mental roll against Psionic TN + target's Mental score (if applicable). If successful, the psionic manifest.

c. Use an item: Use an item on range 0 to 1.

d. Equip weapon: Change equipment.

e. Reload: Refer to *Reload* section below.

f. Other action: Picklock, operate a computer, etc.

3. Flee: You may flee if you are in area A or F. You then make a Combat roll against 5 + enemy with the highest Combat score in the battlefield to succeed.

4. End of turn.

RELOAD

During combat whenever you rolled a double (i.e. 5, 5; 4, 4, etc.) you are out of ammo (except for double 6). You need to reload on the next turn providing that you have a 'reload' which you cannot find easily in the wasteland.

HEALING

Resting a full evening recovers full HP. Resting for a few minutes recovers 1d6 HP.

WASTELAND ECONOMY

In the wasteland people barter their goods. Goods are measured with Trade Unit (TU). One gold piece is equal to 1 TU.

EQUIPMENT TABLE

You start with 2d6 (+2 for Pure Human) gold pieces.

Melee Weapon	Range	Damage	Trade Unit
Unarmed	0	2	0
Knife, Dagger	0	1d6-2	1
Hand Axe, Club, Light Hammer, Mace, Short Sword	1	1d6	2
Spear (thrown, must pick Range:2)	1	1d6	3
Battle Axe, Military Pick, Broad Sword	1	1d6+2	6
Great Sword, Maul, Pole arm, Great Axe	1	1d6+3	9

Ranged Weapon	Range	Damage	Trade Unit
Bow (one shot, must reload next turn)	2	1d6	6
Pistol	2	1d6	8
SMGs	2	1d6+2	9
Shotgun	2	1d6+3	10
Heavy Shotgun	2	1d6+4	12
Machine-gun	3	1d6+4	15

Rifle	4	1d6+3	14
Heavy Machinegun	3	2d6	n/a
Minigun	3	4d6	n/a

Armour	Note	Trade Unit
Leather Jacket, Shield	+1 DEF	5
Flak Jacket, Chain Mail	+2 DEF	10
Scale Mail	+3 DEF	15

RADIATION

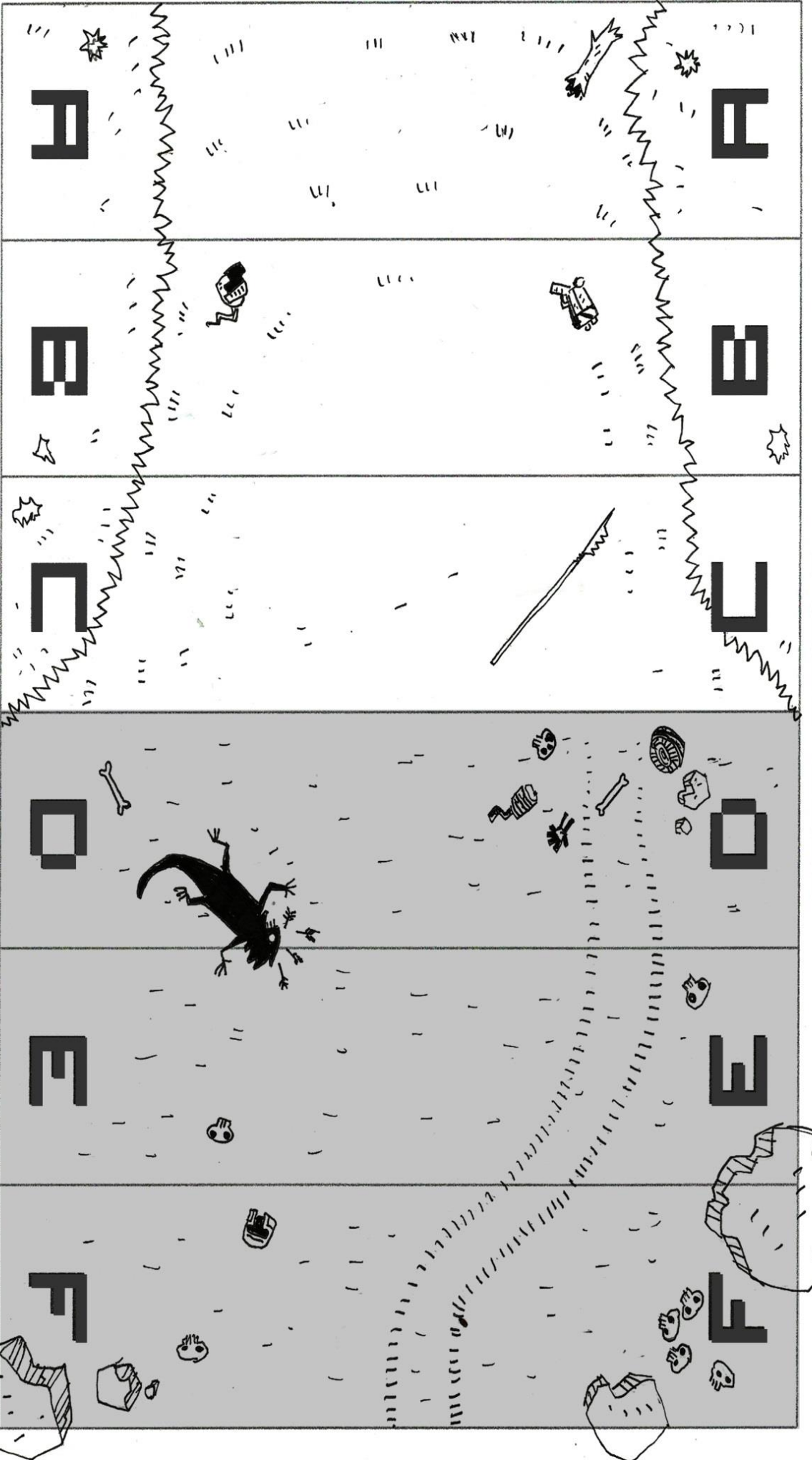
Radiation is divided into Level 1 (TN 7), Level 2 (TN 9), Level 3 (TN 11), and Level 4 (TN 13). When radiation hits, you need to make Physical roll against radiation level. If failed, you will gain Radiation Point (RP) equal to the level. When it reaches 10, for Pure Human, they will die. Mutants instead, for each tens of RP they will gain 1 random mutation but upon reaching 40 RP, the mutants will also die. Radiation may be reduced by injecting ancient chemical called AntiRad (reduce 1d6 RP) which is hard to find.

CRITTERS

Spike Mushroom. Combat: 1 DEF: 5 HP: 5 Range: 0 Damage: Spike (1d6). This spiky fungus usually spotted in group of 2 to 4.

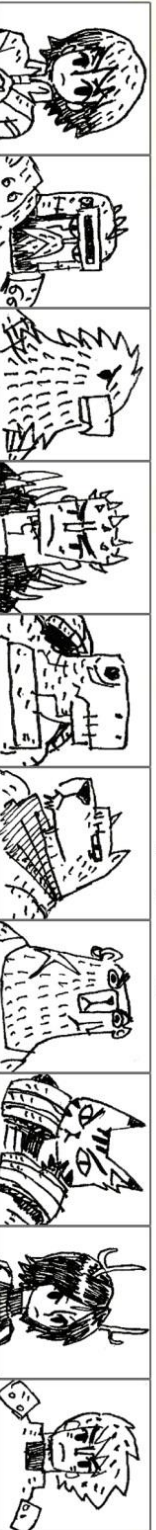
Porker. Combat: 3 DEF: 9 HP: 10 Range: weapon used Damage: weapon used. A warlike military mutant pig.

BATTLEFIELD

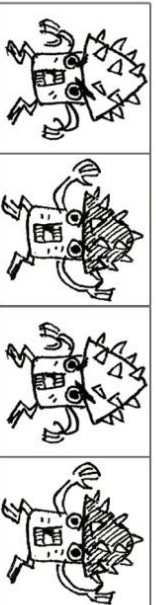


BATTLEFIELD

PLAYER TOKENS Cut the tokens and store them to play this game forever!



CRITTERS TOKENS



MUTANTS and MACHINEGUNS Character sheet

Name		Race	
Abilities			
COMBAT	PHYSICAL	MENTAL	SOCIAL
HP		Defence (DEF)	Experience Points (XP)
Armour			
Weapons/Range/Damage			
Mutations/Psionics			
Equipment/TU		Notes	

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