MDRG CONSTRUCTED PLAY HANDBOOK

Revised version (in playtest now, August 2011)

The following is a point system for Mutants and Death Ray Guns originally designed by Andy Frazer and revised by Andrea Sfiligoi.

MDRG uses a form of semi-random character generation to represent the weird post-apocalypse world where anything goes, and bands are formed by putting together random survivors. The randomness is an inherent part of the game and is meant to represent the unpredictability of the setting and the necessity to make do with whatever forces you may collect out of the irradiated ruins.

Some players have expressed preference for a point system in order to design character profiles closer to the look and feel of their miniatures, so here is a system, currently in playtest at Ganesha central. Please let us know what you think of this. A revised, expanded version will be published in the next issue of Free Hack and, after that, will be made official in a long awaited MDRG supplement.

Standard Play Format

Warbands should be constructed of either 300pts [Standard Format] or 500pts [Marathon Format]. For the entirety of these rules we will assume the players are using 300pts, but the rules for 500pts are the same, you will just have more models.

Regardless of point values, you are limited to the number of "good stuff" shown in the book. For example, if a starting Mutant Plant has 2 physical mutations in the random system, you may choose any mutations and pay points for them, but you are still limited to 2 mutations.

Basic Unit Cost

- **Pure Human** – 25pts [Q:3+/C:2; Pure Human Abilities] May use any Armour, Equipment or Special Rule.
- **Android** – 25pts [Q:4+/C:3; Android Abilities] May use any Armour, Equipment or Special Rule.
- **Mutated Human** – 30pts [Q:4+/C:3] May use any Armour, Equipment, Physical Mutation, Mental Mutation or Special Rule.
- **Mutated Animal** – 25pts [Q:4+/C:3] May use any Physical Mutation, Mental Mutation or Special Rule, According to animal type, some special rules must be chosen to comply with the suggested profiles on MDRG page 8.

- **Mutated Plant** – 16pts [Q:5+/C:3; Photosynthesis, Forester, Short Move, Immune to poison but vulnerable to defoliant and herbicide, -2 to figure artifacts] May use any Plant Physical Mutation, Mental Mutation or Special Rule.
- **Robot** – 35pts [Q:4+/C:4; Artificial] May use any Equipment, Robotic System or Special Rule with the exception of Mounted.
- **Wretched** – 20 pts [Q:4/C:2; Wretched rules/disease; Short Move, Require 2 food points] May use any Armour, Equipment or Special Rule.

Construction Conventions
- Your warband may have one especially dangerous individual, known as your band's Champion. You may add +1 **Combat** to a single model [only] but this model will cost 15pts more than the standard model of its type [as per above]
- You may make one model [only] a **Leader** (with +1 **Quality** bonus) for a [discounted] cost of 15pts.
- These costs are added to the [basic] point value of the model in question. Both abilities may be added to the same model if you wish to do so.

Warband Bonus
Just like in the MDRG rulebook, if you make a warband with all the same type of model in it (i.e. all mutant plants), you receive the bonus stated in the relevant section of the MDRG rulebook, with the following stipulations:

- Any free models are standard models of the type and statistics above, with no additional abilities.
- Any free models are not counted towards an opponent's victory point calculation.
- Free Models **cannot** be enhanced using Victory Points or given any Equipment or Food Points/Energy Cells. However, they do require upkeep like other models.
- Any free Food Points/Energy Cells, Mutations or Equipment, must be randomly rolled before the battle (in front of your opponents), thereby remaining a fair advantage.
- The subject of any mutation must be selected before rolling and any points value of the mutation are added (or subtracted) from the subjects points cost.
- The recipient of any free equipment must be selected before rolling and any points value of the equipment are added (or subtracted) from the subjects points cost.
- All of the warband bonuses are optional and a player may choose not to take the bonus. However, be warned… once the roll is made to decide the mutation etc. that is it… you can't take it back!

Ability Sets and Points Costs

Armour
Flak Jacket [+3pts]
Heavy Armour [+5pts]
Laser Reflective Armour [+3pts]

NBC Suit [+4pts]
Powered Armour [+15pts]

Equipment
Assault Rifle [+11pts]
Bow [+3pts]
Death Ray Gun [+6pts]
Drugs*
Electric Gun [+4pts]
Flamethrower [+7pts]
Force Field [+5pts]
Grenade*
Herbicide [+1pt]

Laser Gun [+9pts]
Mounted [+6pts]
Nanite Gun [+9pts]
Needler [+9pts]
Pistol [+7pts]
Powered Weapon [+6pts]
Shotgun [+6pts]
Sonic Stunner [+8pts]
Web Gun [+12pts]

Mental Mutations
Healing [+12pts]
Mental Block [+5pts]
Mental Shield [+3pts]
Psychometry [+3pts]
Telekinetic Disarm [+12pts]

Telekinetic Push [+12pts]
Telekinetic Shield [+12pts]
Telepathy [+12pts]
Telepathic Scream [+12pts]

Physical Mutations
Doppelganger [+15pts]
Energy Adaptation [+5pts]
Energy Feeding [+2pts]
Energy Projection [+5pts]
Entangle [+15pts]
Explosive Fruit [+9pts]
Flying [+10pts]
Huge [+5pts]
Humanoid [+3pts]

Nutritious Fruit [+2pts]
Photosynthesis [+2pts]
Poison [+3pts]
Quills/Thorns [+7pts]
Superior Senses [+3pts]
Superior Touch [+3pts]
Tail Snap [+3pts]
Terror [+15pts]
Two-Headed [+7pts]

Robotic System
Advanced Targeting System +10 pt
All-Terrain +3 pts
Combat Computer: +15 pts
Civilian Robot 5 pts + skill cost
Intrusion Module +3 pts

Medical Robot +3 x drug dose
(maximum 6 doses)
Motion Detector +3 pts
Steel Plating +5 pts
Superior Software +6 pts

Special Rules

Danger Sense [+3pts]
Fear of Fire [-5pts]
Fear of Water [-5pts]
Forester [+3pts]
Free Disengage [+3pts]
Gunsmith [+2pts]
Hand-to-Hand Specialist [+2pts]
Hero [+15pts]
Leader [+15pts]
Lethal [+3pts]
Long Move [+10pts]

Phobia [-5pts]
Savage [+3pts]
Sharpshooter [+2pts]
Short Move [-3pts]
Slow [-5pts]
Sprint [+2pts]
Steadfast [+3pts]
Stealth [+3pts]
Strong Constitution [+3pts]
Tough [+15pts]
Weak Constitution [-3pts]

Constructed Game Campaign Rules

The following are the Victory Point value for constructed campaigns.

- 5 VP for winning the scenario, plus any bonus Food Units/Energy Cells/Equipment given as rewards for the scenario.
- The point values for free Equipment are added to the model the equipment is given too, or can be converted into a like number of Food Units or Energy Cells [1 point = 1 Food Unit/Energy Cell]. This must be determined before the next battle as Equipment **cannot** be stored.
- +1 VP per enemy model killed (remember free models don't count)
- +1 VP for each enemy model that runs off the table (remember free models don't count)
- Any Food Units/Energy Cells carried by killed models are forfeit to the winning team. They may use them at the end of the battle to feed their troops.
- New Equipment, Mutations and Special Rules can be purchased, provided the model you want to enhance, has access to the set in question
- A model can gain a +1 Quality, or +1 Combat, for 15VPs
- Additional Food Points and Energy Cells can be purchased at a rate of 1VP per unit (expensive, but then these things are rare, it's why the factions are fighting)
- Points spent in this manner are added directly on to the points cost of the model
- Any unused Food Units/Energy Cells must be carried by a model [increase its points value by 1 point per unit] or divided up between several models, before the next battle
- Unspent Victory Points can be saved and carried over to the next battle

Surviving the Battle
Models that are killed cannot spend Victory Points to enhance their abilities.

A model that was killed during the battle need only make a single Quality check [on 1D6] after the battle, if they fail, they are killed, if they pass, they survive, and can be enhanced along with other models.

A model that has been infected by the Wretched must still roll their check for the disease. They will also remain in the group (draining resources and potentially infecting others) until they are destroyed, when they can be replaced by a healthy model.

Replacing Killed Models
Players can replace their killed models between battles. They may simply replace the model with an identical model with the same stats, or they can generate another model using the point value of the one killed. However, special equipment and Food Points/Energy Cells are lost, though the player can replace these with abilities up to the original points value.
Replacement models still cost upkeep in Food Units/Energy Cells [see below].

The Upkeep Phase
The Upkeep phase [between battles] when in a constructed game should occur in this order.

1) Each player calculates Victory Points
2) Players roll to see if killed models survive
3) Players can enhance surviving models, by spending Victory Points.
4) Players replace killed models [as per above]
5) Players pay upkeep for each model (if the group does not have enough Food Points/Energy Cells, they may use any unused Victory Points to buy Food Points/Energy Cells at a rate of 1VP = 1 Food Point or Energy Cell)
6) Models that cannot pay their full requirement of upkeep suffer the effects of being **Underfed**
7) If a model cannot consume their full number of Food Points/Energy Cells, they must consume as many as possible. They cannot consume "No Food Points/Energy Cells", just because they cannot consume their full upkeep requirement, a model must consume as many as possible until there are no Food Points/Energy Cells remaining. However a player may decide which models go **Unfed**.
8) Unlike in "Random Games", in "Constructed Games", **Underfed** models do **not** leave the group

Random Format Warbands vs. Constructed Format Warbands
It is possible to pit random warbands against constructed warbands. The rules are slightly different.

1) Decide on the number of models to be used.
2) The Random Warband generates as per the rules in the MDRG rulebook
3) The Constructed Warband generates as per the MDRG Constructed Handbook, but gets 50pts per Model [free models generate no additional points] on the random team. The Constructed player is not

required to field the same number of models as the Random Warband (they may have more or less).

4) Warband bonuses are computed using the rules in the MDRG Constructed Handbook (i.e. extra models are of a have base stats and have no equipment/special abilities) for Constructed Bands and the MDRG rulebook for Random Bands.

5) If the Random Warband player wins a scenario, the Food Points/Energy Cells **and** Equipment, of any killed Constructed models become available to the Random Warband's player.

6) If the Constructed Warband player wins a scenario, they follow the constructed campaign rules to determine the number of victory points.

7) Unlike a Constructed Warband, all models in a random Warband are counted towards Victory Points, **including** those that were added to the band for free.