

RICK NEWDAWN AND THE ROBUSTA ROBOTS.

A retro SF setting for MMzero to play vintage space adventures.

We are far away in the future : in the year 1999 !

There is the peace on Earth because men and women of our blue planet are smart and beautiful.

But sometime, they have to fight against giant creatures or creations made by mad scientists... but you know: that's life !

The science is almighty, you can do what you want if there is "atomic" or other word with "ic" in the name of your creation.

We can find other races on every planet of the Solar System : Communists on Mars and Nazis on the Moon... And maybe some beautiful and dangerous Amazons on Venus...

And it's simple to go to the other side of the galaxy as it's simple to cross a road.

You are in the future of the movies and the pulps of the 50's and 60's !

| Equipement and food | |
|--|--|
| 1. Old fruits d4, a box of toothpicks d6, a foldable shovel and a watch | 11. Army rations d6, low atomic battery d4, a shark repellent spray d8, a robot dog with a secret compartment |
| 2. Some kind of living cheese (must be a french one) d6, a dice, a gasoline lighter, a piece of soap d6 and a cigar box d4 | 12. Salted pork and noodles d6, a military uniform, some flasks with an unclear liquid d6, the Holy Book of an alien strange religion |
| 3. Cold slices of an old pizza d4, a hand mirror, a picture of a baby cat, a walking trashcan robot | 13. Marmelade and toasts d8, a backpack, some precision tools, an alien multiform clothing d8 |
| 4. Lean meatloaf d6, an electric screwdriver d6, a towel and binoculars | 14. Liver pate and rusks d8, an universal translator d6, rain coat, rain boots, an atomic scooter d6 |
| 5. Butter scones and a bottle of milk d6, a false mustache, a very fashionable game bag, some tape roll d8 | 15. Energized drinks and cereal bars d6, an alien universal duck caller d8, a false psychologist's diploma, night vision glasses |
| 6. Kind of alien slugs with a creamy sauce d8, wire rope d8, phosphorescent tubes d6, a banana bag, some carnival firecrackers d6 | 16. Alien cucumber from outer space d6 (regenerate 1 dice level/day), a motion detector d6, a white blouse, an alien temperature regulator pseudopod d6 |
| 7. Old cans without sticker d6, a flashlight d6, a sleeping bag, a crowbar | 17. Cheeseburgers in spray d6, a common object generator d6, a space police badge, a pair of rollerblades |
| 8. Dried food d8, a pair of communicators, a camping tent, a mechanical mule | 18. Redwine and beef sandwich d4, a smoking or a gala dress, a space shuttle (4 seats), a computer robot almost miniature |
| 9. Ginger bread and spread chocolate d6, a jerrycan of petrol d6, a portable phone d8, Mars postcards d4, an astronaut suit | 19. Christmas food under vacuum and a little bottle of Champagne d4, a jet pack d8, a pack of tiny spy robots d6, a laser fishing pole d6, anti-radiation underwear |
| 10. Grand'Ma's apple pie and Grand'Pa's hooch d8, a box with some flashing lights wich makes some bips and some zaps, a map of an unknown planet, cook's tools | 20. Food pills d8 (encumbrance 0), a black slab with the words "Don't Panic !" written in yellow, anti-grav' suit d6, the endless mug of eternal coffee, a 3 seconds rewind time device d4 |

| Wealth and valuable | |
|--|--|
| 1. A bag of marbles d8 | 11. Collecting baseball cards worth National Currency Bills d8 |
| 2. Alien glassware d4 | 12. Local Coins d8 |
| 3. Baubles d4 | 13. A strange blueprint of a crazy machine made by a mad scientist worth International Values d8 |
| 4. A piece of fabric worth Baubles d8 | 14. National Currency Bills d6 |
| 5. Baubles d6 | 15. International Values d4 |
| 6. Baubles d8 | 16. International values d6 |
| 7. Local Coins d6 | 17. Galactic Credits d4 |
| 8. Silver candlestick worth Local Coins d8 | 18. An alien collecting toy worth Galactic Credits d6 |
| 9. Local Coins d8 | 19. A dedicated 4D picture of Rick Newdawn, National Currency Bills d8 |
| 10. National Currency Bills d4 | 20. A one use alien's pill of infinite knowledge, Interstellar Gems d4 |

| WEALTH SCALE (kind of geographic scale...) |
|---|
| Baubles (use as CP) |
| Local Coins (use as SP) |
| National Currency Bills (use as EP) |
| International Values (use as GP) |
| Galactic Credits (use as PP) |
| Interstellar Gems (use as MP) |
| to be more simple : baubles, coins, bills, values, credits and gems ! |
| |

| Mêlée weapons | |
|------------------------------|-----------------------------|
| 1. Cudgel d4 | 11. Hudge monkey wrench d8* |
| 2. knife d4 | 12. Fireman Axe d8 |
| 3. hammer d4 | 13. Electrical stunner d8 |
| 4. Machete d6 | 14. Mechanical gloves d8 |
| 5. knuckleduster d6 | 15. Hedge trimmer d8* |
| 6. Tonfa d6 | 16. laser whip d10 |
| 7. baseball bat d6 | 17. Pickaxe d10* |
| 8. Bowie knife d6 | 18. Two handed mace d10* |
| 9. Alien ceremonial wand d6* | 19. Chain saw sword d10* |
| 10. Cavalery saber d8 | 20. Alien mêlée weapon d10 |

* advantage to damage, disadvantage to stat check

| Missile weapons | |
|--|--|
| 1. darts d4 (box d6) | 11. Ionic riffle d6 (ammo d10) |
| 2. throwing knives d4 (belt d8) | 12. Flamme thrower d8* (fuel d8) |
| 3. Alarm gun d4* (cartridge d6) | 13. Explosive grenade d8 (belt d6) |
| 4. Self defense mini gun d6 (ammo d6) | 14. Sniper riffle d8 (ammo d4) |
| 5. Hunting bow or crossbow d6 (arrows d10) | 15. machine gun d8 (ammo d8) |
| 6. Electrified net d4 | 16. Alien disintegrating gun d10 (ammo d4) |
| 7. Sonic grenade d6 (belt d6) | 17. Plasma machine gun d8 (ammo d8) |
| 8. Automatic gun d6 (ammo d6) | 18. Antimatter grenade d10 (belt d6) |
| 9. Laser blaster d6 (ammo d8) | 19. Gatling d10 (ammo d8) |
| 10. Shotgun d8* (ammo d6) | 20. Bazooka d10* (missile d4) |

* advantage to damage, disadvantage to stat check

| Armor | |
|---|--|
| 1. Motorcycle helmet d4* | 11. Mail armour d8 |
| 2. Leather jacket d4* | 12. SWAT protective gear and riot shield d8 |
| 3. Riot shield | 13. Healing armour d8 |
| 4. Light magnetic field d4* | 14. Heavy magnetic field d8* |
| 5. Arms and legs kevlar protections d6* | 15. Space police suit d8 |
| 6. Metalworker working suit d6 | 16. Alien cloack d6* |
| 7. Football protection d6 | 17. Exo skeleton d6 (+3 FO) |
| 8. Motorcycle suit d6 | 18. Hightech armour d10 |
| 9. Bullet proof vest d6 | 19. Magnetic shield generator (count as shield with a d6 dR) |
| 10. Alien living armour d6 (regenerate 1dice level/day) | 20. Space commando armour with shield d10 |

* combine with other armour to step up the dR (max d10)

You can see that most of things have a dR.

For some stuff it could mean the quantity (food for exemple: "sandwich d4" means the number of sandwich you have), the using until it breaks or the level of the battery (or gasoline)... But the dR rule is quite the same than in MMz.

Magic rules.

There is no wizard or sorcerer but you can have the same effects with the crazy science of the mad scientist and with the alien abilities or technology.

Mad scientists use INT to cast effects with strange stuff.

It works like the spellcaster's rules, but instead of spells you write mad science effects and it's perfect !

Maybe you can use funny names to create your "spells ", for exemple instead of "telepathy" prefer something like "atomic helmet of mind reading version 2".

Mad scientists can use complex technological things with a dR as focus.

People who use alien abilities or technology use WIS.

It's quite the same than the mad scientists but they use alien stuff as focus (even weapon, armour, food...).

Chaos dR

1 Power surge : Nothing happens, but you regain your HP

2 Mistake : The effect is reversed or dramatically altered

3 Mutation : It works but leaves you with a scar, deformity or oddity.

4 Out of order : It works but you can't use this stuff or ability until a full night's sleep or repair

5 Drain : Lose points in a random stat equal to the initial HP cost. Recover 1 per day.

6 Pyrotechnics : Loud, flashy and mostly harmless.

7 Weak effect : Effects, area, number of targets are halved.

8 Lack of control : It works but with a negative and annoying side effect.

9 Power leak : It works if you pay the HP cost again

10 Delayed action : It takes effect... d4 turns from now.

11 Bad aim : It affects another target of your choice

12 BAM ! The effects, number of targets, or size of the area are doubled.