

Map Key

- 1 Central Hall
- 2 Chicken Coops
- 3 Orchard
- 4 Sheep Pen
- 5 Barn
- 6 Healer's Hut
- 7 Sawndraa's Workshop
- 8 Headman's House

# The Village of Soggy Hearth

Map MMFL Muddy Mayhem

1 hex = 10 meters



1 space = 3 meters

**Outside  
of mound**

**MAP MM-3**

# Main Floor

**Muddy Mayhem**

The Mutant Epoch Role Playing Game

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North



W

E

S

M1

M2

M3

M4

M5

M6

M7

M9

M8

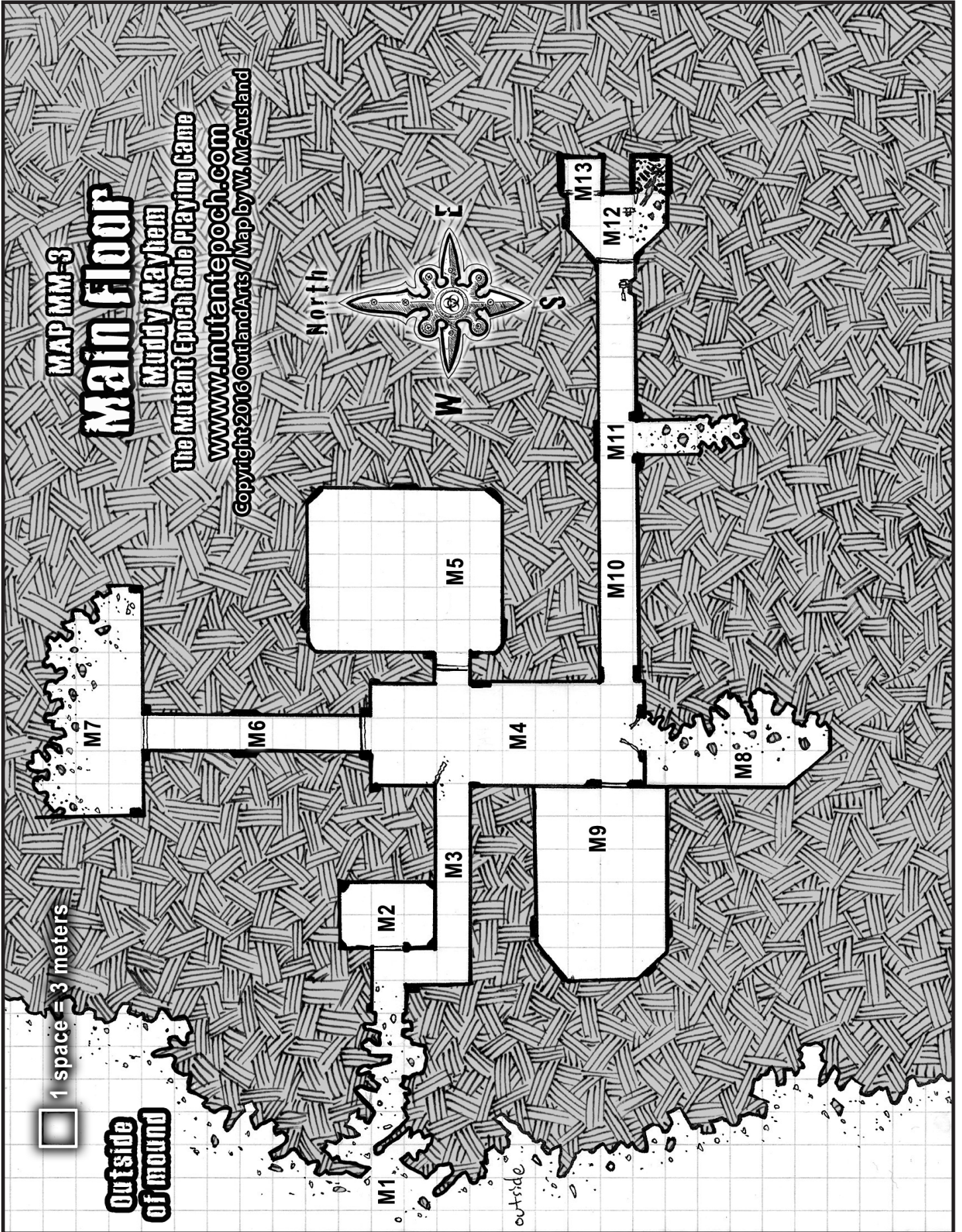
M10

M11

M12

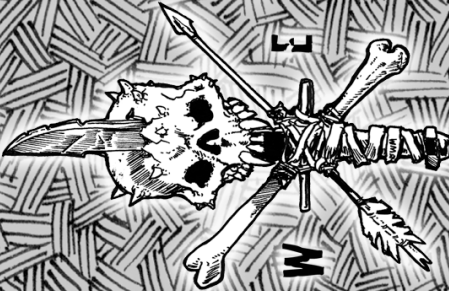
M13

outside





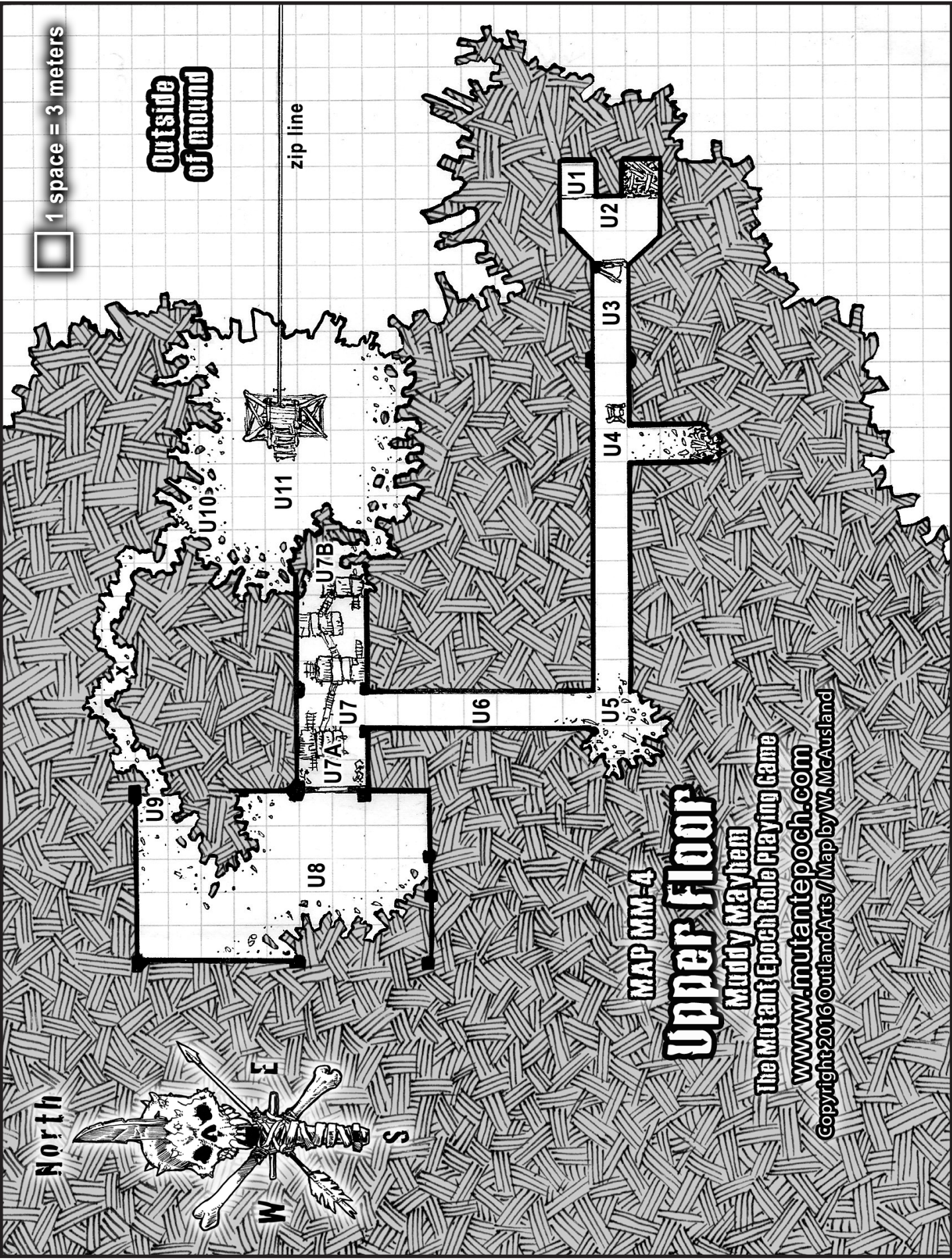
North



1 space = 3 meters

Outside of mound

zip line



MAP MM-4

# Upper Floor

Muddy Mayhem  
The Mutant Epoch Role Playing Game  
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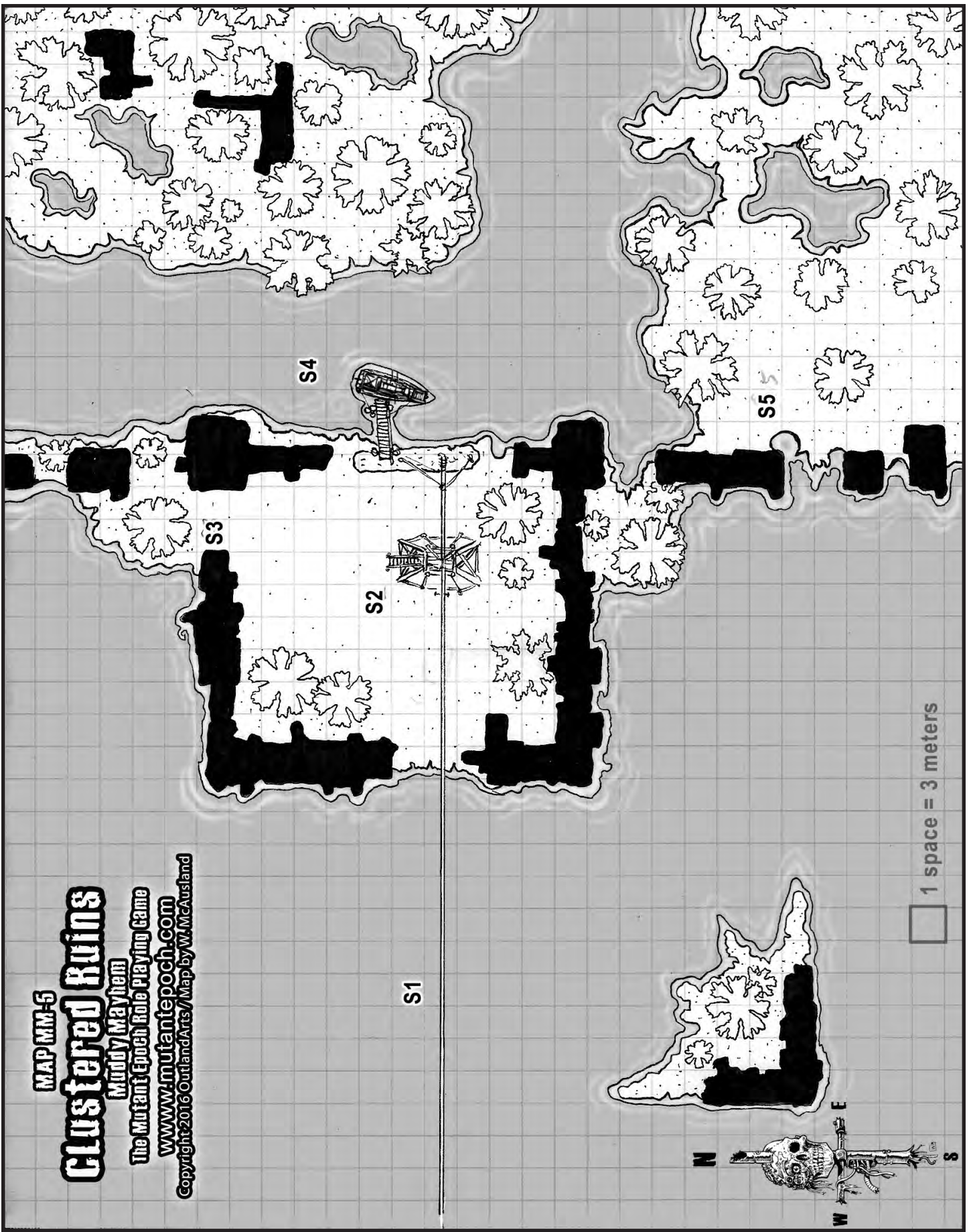
**MAP MM-5**  
**Clustered Ruins**

**Muddy Mayhem**

The Mutant Epoch Role Playing Game

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1 space = 3 meters





**The Village of Soggy Hearth**  
Player Handout MM-41 Muddy Mayhem  
For The Mutant Epoch RPG Quickstart Rules





**The Mound in Square Lake**  
Player handout MM-2 Muddy Mayhem  
For The Mutant Epoch RPG QuickStart Rules





**The View out the Cave**  
Player Handbook MIM-3 Muddy Mayhem  
For The Mutant Epoch RPG QuickStart Rules



# The Mutant Epoch Quick Start Rules

## Handy Reference Sheet 1

**Table QSR-24**

### Sample Archaic Weapons Listing

Weapon	SV	Rate	Damage	Effective Range <sup>1</sup>	Hands <sup>2</sup>	STR <sup>3</sup>	Ammo	Weight	Value <sup>4</sup>
<b>Human punch or kick</b>	-	1	<b>d6*</b>	melee	1	-	-	-	-
<b>Knife</b>	-	1	<b>d8</b>	3m	1	-	-	250g	d3sp
<b>Dagger/ Bayonet</b>	-	1	<b>d10</b>	3m	1	-	-	500g	d6+1sp
<b>Short Sword/ Machete</b>	-	1	<b>d12+1</b>	melee	1	-	-	1kg	d8+10sp
<b>Long Sword/ Saber</b>	-	1	<b>d20+2</b>	melee	1	20	-	2kg	d12+16sp
<b>Great Sword</b>	<b>+5</b>	1	<b>d20+5</b>	melee	2	34	-	5kg	d20+30sp
<b>Hatchet/ Axe</b>	-	1	<b>d12</b>	4m	1	-	-	800g	d6+2sp
<b>Battle Axe</b>	<b>- / +4</b>	1	<b>d20+2/ d20+4</b>	3m	1 or 2	25	-	5kg	d12+14sp
<b>Javelin</b>	-	1	<b>d12</b>	20m	1	-	-	1kg	d6+2sp
<b>Spear</b>	<b>- / +4</b>	1	<b>d20+1/ d20+4</b>	15m	1 or 2	-	-	2kg	d8+4sp
<b>Bow</b>	-	1/2	<b>d12</b>	40m	2	-	arrows <sup>6</sup>	1kg	d12+10sp
<b>Long Bow</b>	<b>+5</b>	1/2	<b>d20</b>	70m	2	22	arrows <sup>6</sup>	1.5kg	d20+30sp
<b>Crossbow</b>	<b>+8</b>	1/3	<b>d20+1</b>	60m	2	16	quarrels <sup>6</sup>	3kg	d20+40sp
<b>Heavy Crossbow</b>	<b>+12</b>	1/3	<b>d20+5</b>	100m	2	33	quarrels <sup>6</sup>	5kg	2d20+60sp
<b>Sling</b>	-	1/2	<b>d10</b>	20m	2	-	stones <sup>6</sup>	150g	d3+1sp
<b>Club/ Torch/ Gun Butt</b>	<b>- / +2</b>	1	<b>d10/ d10+3*</b>	3m	1 or 2	-	-	700g	d3sp
<b>Shovel</b>	-	1	<b>d10*</b>	2m	2	-	-	3kg	d6+3sp
<b>Pickaxe</b>	-	1	<b>d12</b>	2m	2	-	-	4kg	d8+4sp
<b>Bottle</b>	-	1	<b>d8</b>	3m	1	-	-	500g	d4sp
<b>Pitch fork</b>	-	1	<b>d12+2</b>	10m	2	-	-	2kg	d6+1sp
<b>Rock</b>	<b>- / +2</b>	1	<b>d6/ d6+3*</b>	10m	1 or 2	-	-	1kg	-
<b>Large Rock</b>	<b>- / +3</b>	1	<b>d12/ d12+3</b>	4m	1 or 2	26	-	2kg	-
<b>Huge Rock</b>	<b>- / +4</b>	1/2	<b>d20+3</b>	2m	2	34	-	5kg	-
<b>Crowbar/ Pipe</b>	<b>- / +3</b>	1	<b>d10+1 / d10+4</b>	3m	1 or 2	-	-	2kg	d4+3sp
<b>Chain</b>	<b>- / +2</b>	1	<b>d10/ d10+3*</b>	out 2m	1 or 2	-	-	4kg	d2+2sp
<b>Whip</b>	-	1	<b>d8+wrap<sup>8</sup></b>	out 3m	1	-	-	800g	d3+2sp
<b>Musket</b>	<b>+14</b>	1/3	<b>d20+3</b>	140m	2	-	powder & 1 shot <sup>7</sup>	3.5kg	2d20+120sp
<b>Musket Pistol</b>	<b>+7</b>	1/3	<b>d20</b>	25m	1	-	powder & 1 shot <sup>7</sup>	900g	2d20+90sp

<sup>1</sup> The range shown is the effective range, but all weapons can go double this with a reduction of half the shooter's total SV, plus, half the damage on strikes. Additionally, all physical weapons can be thrown or shot farther or lesser than the effective range shown, depending if the user's strength score is lower or higher than average. Example: A character has a strength of 45, which adds 20% to the range of his spear, thus 15m +20%=18m range. See table QSR-4 page 5, Trait Modifiers, for the strength modifiers to range.

<sup>2</sup> This is the number of hands needed to effectively wield the weapon, especially to load it in the case of bows and crossbows. A strong person can hold up and fire a crossbow in each hand; however, this feat requires a strength score of 50 or better, and the cumbersome weapon loses -10 SV, plus, the off hand (if the character is not an ambidextrous shooter) suffers an additional -20 SV.

<sup>3</sup> User of weapon must have shown strength to employ or suffer a -20 SV penalty, however one could use 2 hands on a heavy 1 handed weapon to avoid penalty. If no number given, then STR is not an issue.

<sup>4</sup> The value shown is the number of silver pieces needed to purchase or sell the item in a market place. The fluctuation is due to bartering and product availability, the mood of the vendor, etc.

<sup>5</sup> Refers to pikes, included in the Hub Rules and not shown here.

<sup>6</sup> Bows and longbows come with a quiver and 20 arrows. Crossbows come with a case and 20 quarrels. Slings come with a pouch and 50 rounded stones.

<sup>7</sup> Musket weapons come with a powder horn and 24 rounds of shot in a leather pouch, plus ram rod and wadding.

<sup>8</sup> Wrap: On a strike, user can coil whip around a log, weapon, limb, leg or other pipe-like shape. 70% chance wrap holds. Held victim needs to make strength based HC to pull free each round, with a victim of less strength than whip user forced to make a type E hazard check, while equal or stronger victims only a type B HC to break free. Person with a leg wrapped must make a type C agility based HC or fall over.

\* Can be used to produce stun damage for non-lethal attacks using the same dice, modifiers, and skill bonuses as a lethal attack by this weapon

/ When shown for both SV and Damage the backslash differentiates between one handed or two handed use of a weapon, while a backslash under Rate shows a fraction, with 1/2 meaning one shot every second round, or 1/4 meaning one shot every fourth round, which reflects weapons that are slower to reload, cock, aim and fire. Pikes show normal SV bonus and then a close in, less than 1m range melee penalty.





# The Mutant Epoch Quick Start Rules

## Handy Reference Sheet 2



Table QSR-25

### Sample Relic Weapons Listing

Weapon	SV	Rate	Damage	Range <sup>1</sup>	Hands <sup>2</sup>	STR <sup>3</sup>	Ammo/Duration	Weight	Value <sup>4</sup>
Pump Shotgun	+20	1	3d10	30m	2	20	8 shotgun shells	4kg	1300+d1000sp
Auto Pistol	+12	2	d20	250m	1	-	pistol ammo/ 20 round clip	1.1kg	1400+d1000sp
Assault rifle	+12	3	d20	900m	2	18	rifle ammo/ 30 round clips	5kg	2000+d1000sp
Stun pistol	+15	1	2d20 stun	200m	1	-	power cell/ 40 shots	1.9kg	1500+d1000sp
Laser carbine	+25	1	2d20+10	2km	2	-	power cell / 20 shots	3.5kg	5000+2d1000sp

<sup>1</sup> The range shown is the effective range, but all weapons can go double this with a reduction of half the shooter's regular SV, plus, half damage on strikes.

<sup>2</sup> The number of hands needed to effectively wield the weapon, especially to load it in the case of bows and crossbows; however, a strong person can hold up a carbine or shotgun in one hand and fire it, or possibly hold one assault rifle in each hand as she storms into a room. This feat requires a strength score of 50 or better, and the cumbersome weapon loses -10 SV. Plus, the off hand (if the shooter is not an ambidextrous) suffers an additional -20 SV.

<sup>3</sup> The user must have sufficient strength or suffer a -20 SV penalty; otherwise, to avoid a penalty, the weapon requires two hands if it is normally a one handed weapon. If no number is given, then strength is not an issue.

<sup>4</sup> The value shown for relic weapons is the silver pieces one gets for selling a relic weapon. These weapons are almost never available for purchase, and if so, are double the value an adventurer gets for selling it. This price reflects a workable, but empty relic; no sane adventurer would sell a loaded weapon.

**Stun weapons** do non-lethal damage. Unconscious victims sleep for d100+20 minutes (20 rounds in a minute). When the victim wakes, the stun damage totally dissipates.

*Note: The TME Hub Rules has 47 types of archaic and 49 types of relic weapons*



Table QSR-26

### Sample Armor Listing

Armor type	Defense Value	Movement	Weight	Cost	Comment
None	0	-	nil	nil	Either naked or in regular clothing
Furs, Skins or Hides	-3	-0.25m	1kg	d8+4sp	Flammable, add +1 dmg per round of burning
Leather Jacket *	-5	-0.25m	2kg	d12+8sp	
Leather	-10	-0.25m	4kg	d20+14sp	
Heavy leather	-14	-0.5m	7kg	d20+30sp	
Studded Leather	-12	-0.5m	5kg	d20+20sp	
Lizard Scale	-11	-1m	5kg	d20+18sp	
Brestplate*	-15	-0.5m	10kg	2d20+70sp	
Part Plate	-25	-1.5m	24kg	d100+140sp	
Junk Armor	-12	-0.5m	4kg	d20+14sp	
Heavy Junk Armor	-17	-1.5m	18kg	d20+70sp	
Scrap Relic	-20	-0.75m	3kg	2d100+400sp	
Sports Padding	-18	-0.75m	3kg	200+2d100sp	
Ballistic Vest *	-4 / -20 vs. bullets	-0.25m	1kg	300+d1000sp	
Riot Armor	-25	-0.5m	5kg	400+d1000sp	

\*This armor can be worn over other tight fitting body armor, thus adding the DV and any movement penalty.

Shields	Defense Value	Movement	Weight	Cost	Comment
Standard Shield	-5	-0.25m	3kg	d10+4sp	
Junk Shield	-6	-0.5m	6kg	d12+7sp	
Ballistic Shield	-5 / -22 vs bullets	-0.5m	3kg	300+d1000sp	

Helmets	Defense Value	Movement	Weight	Cost	Comment
Junk Helmet	-3	-0.25m	1.5kg	d10+9sp	
Iron Helmet	-4	-0.25m	1.5kg	18sp	
Army Helmet	-5	-0.25m	2kg	200+d100sp	

*Note: The TME Hub Rules contains 29 types of body armor, 10 shields and 11*



# The Mutant Epoch Quick Start Rules

## Handy Reference Sheet 3

### Table QSR-28 Strike Potential, Critical Strikes & Fumbles

d100 Strike Roll	Strike Potential
01	Critical strike, see table QSR-29, below
02-05	Automatic strike
06-95	Normal striking and missing range
96-99	Always a miss regardless of attacker's SV
00	Fumble, see table QSR-30, below

### Table QSR-29 Critical Strike Results d10

d10 Result of Critical Strike	
1,2	Double random damage by this attack mode
3,4	Maximum damage by this attack form, plus random damage by attack
5,6	Maximum damage by this attack, plus stuns* opponent for one round
7	Maximum damage by this attack, plus stuns* opponent for d4 rounds
8	Maximum damage by this attack, plus stuns* opponent for d6 rounds
9	Double maximum damage
10	Double maximum damage by this attack, plus stuns* opponent for 2d10 rounds

\*Stun results in the target falling back d4 meters, if possible, and staggering about trying to stay conscious and upright. If the stun duration is more than 10 rounds, the victim collapses and slowly tries to get up. In all cases, he or she is +30 SV to strike. A stunned being cannot use mental mutations.

### Table QSR-30 Fumble Results d10

d10 Result of Fumble	
1,2	Thrown off balance, bad footing, bad approach; next round, all attacks are -20 SV.
3,4	Delay* due to slip, over swing, stumble, weapon jam, etc; lose chance to strike next round.
4-6	Long delay* as delay above, but lose next two rounds
7,8	Mishap! Due to a fall, impact, error, mental lapse, mistaken identity or another reason, this attack is re-rolled but made against a random friendly target or innocent bystander within range. If no such target exists, then the strike is accidentally made against yourself.
9	Exposed! Left wide open, or moved from cover, dropped guard, distracted. Enemies strike on their next attack at +20 SV.
10	Disaster! Roll as a Mishap, 7,8 above, plus Exposed, 9.

\* Delay results apply to physical attacks only, and not to the use of mental mutations.

### Table QSR-31 Strike Value Modifiers

Melee Combat (range 3m or less):	Strike Value Modifier
Target has back turned and is totally unsuspecting	+40
Target has back turned, but is already engaged in combat	+30
Target is unconscious or sleeping, tied down, immobilized, etc.	+80
Target is blinded	+40
Target is sitting down	+15
Target has fallen on ground	+10
Target fleeing from attacker, back turned	+20
Target is on moving machine or animal mount	-10
Target defending from wooden wall	-20
Target defending from stone or metal wall	-25
<b>Attacker</b> making fighting withdrawal (moves backward half movement rate)	-10 SV/ +10 SV to be struck
<b>Attacker</b> using off-hand	-20
<b>Attacker</b> using a two handed weapon in one hand (requires STR 50+ to avoid penalty)	-10

Missile Combat:	Strike Value Modifier
Target with back turned and unsuspecting	+40
Target unaware of attacker's presence	+30
Target in arrow slit, stone or metal construction	-40
Target in arrow slit, wooden construction	-30
Target defending from wooden wall, palisade, wagon	-20
Target Defending from stone or metal wall, behind vehicle	-25
Target using vegetation for cover	-10
Target in fox hole, trench or ruin rubble, firing at you	-20
Target prone	-15
Target around corner and is exposing head and shoulders to fire	-15
Target is fleeing or charging in straight line away from or toward shooter	normal
Target dodging away or toward shooter, half movement rate	-20
Target is zigzagging, somersaulting, dodging, etc. move quarter rate	-40
Target is unconscious or sleeping, tied down, immobilized, etc.	+60
Target is blinded	+40
Target is sitting down	+15
<b>Firing</b> while walking	-10
<b>Firing</b> from moving animal or ground machine	-10
<b>Firing</b> while running or dodging	-15
<b>Attacker</b> using off-hand	-20
<b>Attacker</b> using a two handed weapon in one hand (requires STR 50+ to avoid penalty)	-10
<b>Firing</b> from stable machine, such as hover car, stabilized helicopter	normal







← To Tangle Bay

To Steel Mill ←

To Soggy Hearth →



Barter River

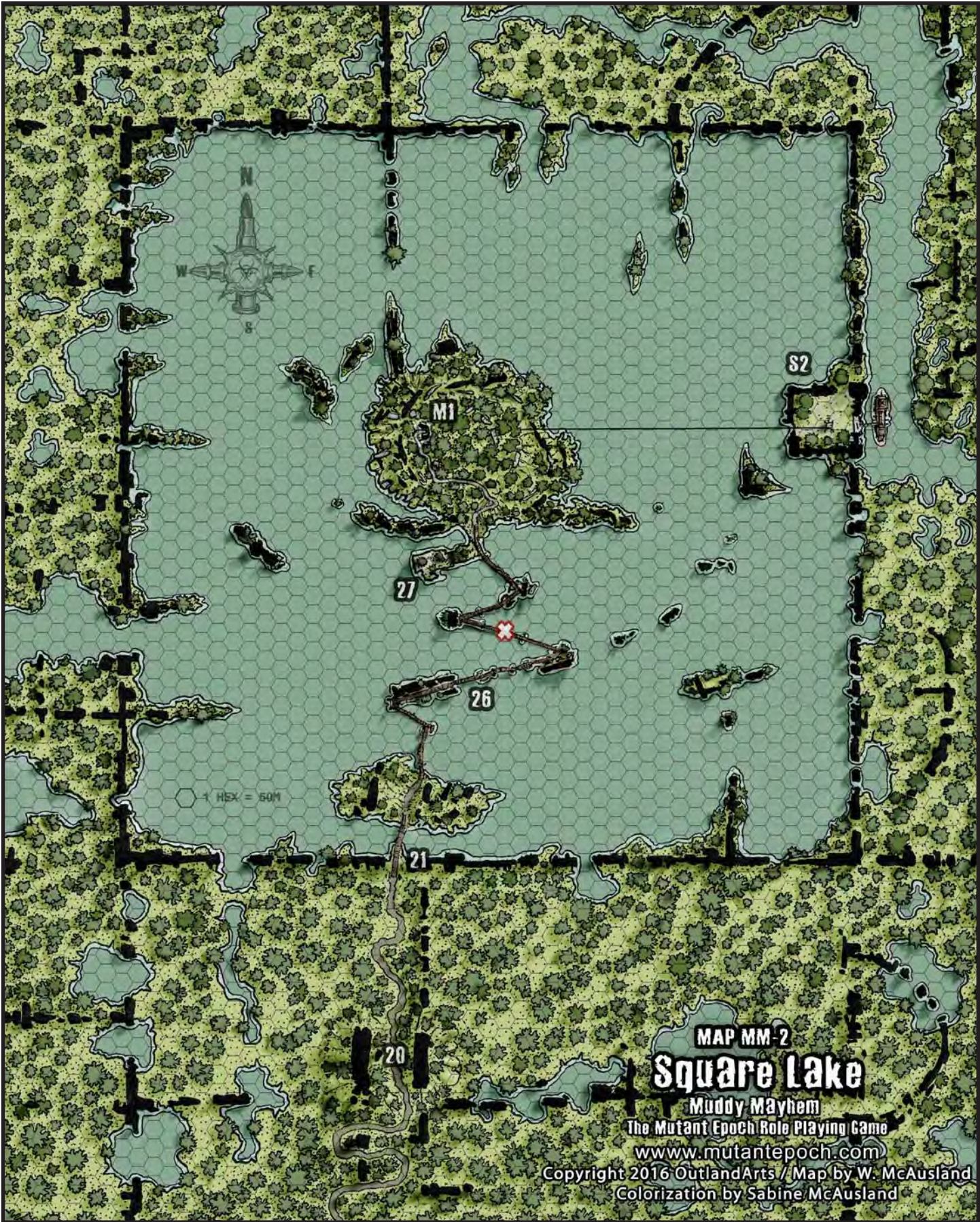
# Sandbarra

1 hex = 5 meters

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**MAP MM-2**  
**Square Lake**

Muddy Mayhem

The Mutant Epoch Role Playing Game

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