

## Kovoss Kryptics

When the DGB announced that they were amending the longstanding rules excluding mutant players from the leagues, the various campaigners for mutant rights celebrated their great victory. Then the Kryptics arrived and started to play, and they were all forced to have a bit of a rethink. It wasn't just that the only person from the team who ever gave interviews was the head coach – a wiry, crazy looking old man with glasses and insane hair. It wasn't even the fact that the other teams which faced them seemed to think that entirely new levels of violence were acceptable. It was the fact that the players themselves seemed to change so very often. True enough, it was difficult to say anything for sure in a team made up of genetic experiments, but from week to week, the roster never seemed to stay the same.

Persistent rumours suggest that 'Dr' Kain, their head coach, was in the habit of recycling players who displeased him, though nothing has ever been proved. Nonetheless, the Kryptics have perhaps one of the most conflicted fan followings of the leagues, concerned at their apparent exploitation but still happy to see them do well.

To the established teams, one team of muties is much the same as the next, and they are all a nightmare to play against. It is perhaps this difficulty, rather than any official policy, which leads to the increased levels of violence used against them.

### [BOXOUT] Team Rule – Boiled Down

In a league, a mutant team Coach may choose to boil down any players he no longer needs, whether they are dead or not. This is done during the step on dealing with player fatalities. Recycling living players earns the Coach 7mc instead of the usual 5mc because their organs are more easily reusable. If he recycles dead players then they are worth 5mc as normal. [/BOXOUT]

## Picking a Team

A mutant team does not have a fixed player roster to choose from like most teams. Instead, use the rules below to design the players you want.

When you have created your players, you have a 100mc budget to buy as many as you want for your team. You may also purchase Coaching Dice, DreadBall cards, cheerleaders, assistant coaches and any other standard non-player team bonuses at **double** their normal cost. Note that the cost for these is also doubled if purchased between matches during a league. Costs for MVPs and Free Agents are not doubled.

## Brewed in a Vat

Since time immemorial people have wanted to be stronger, faster or simply better. Some tried fad diets, rigorous exercise, brain training or meditation. Still others turned to science for the answer. For generations, learned men and women have strived to understand the body in all its intricacies so that they could manipulate the most basic of life's building blocks. It took centuries of endeavour, but in the end the scientists finally achieved their goal. Within their grasp was the means to create any form of life they chose and to manipulate it in any way. Naturally, it was banned almost immediately.

However, once something has been invented it is very hard to uninvent it again, and backstreet "mutie parlours" began to spring up on the dangerous planets at the edge of civilised space. Rumours abounded about slaves being brewed in vats for the sex trade or the asteroid mines – willing drones who cared about nothing except fulfilling their designated role. In some ways, the perfect citizens.

Recent changes in the law have brought some of this technology back a little closer to the mainstream. Now, under strict guidelines, certain cosmetic and elective changes are allowed. Now children can be designed for height, intelligence, hair colour, or any other feature. Now those Coaches with enough cash can create exactly the players they need.

The process begins with a basic human template. This is the most easily grown and most easily manipulated. That is the reference point. This can then be modified by adding different limbs, head or legs depending on the intended role the player will take. Any parts that are not upgraded will remain outwardly human, though there may be internal improvements as well. Whether the end result is still human or not is the matter of some debate.

## Perfection by Design

In game, a Coach can create the player(s) they want by using the following system.

Importantly, the crowd is expecting to see a team of *mutants*, and you can't disappoint the crowd. For this reasons, whatever combinations you choose for your players, you must always make sure that:

- Each player has at least one upgraded body part.
- No two players in the team have exactly the same set of upgrades.

Start by choosing the player role you want to create. Read through the options for that role listed in the upgrade tables over the next few pages, and choose which you want to add to the player. Each upgrade is listed with the cost in Megacredits that will be required to apply it. The total cost of each player will be the normal baseline cost of that player, plus the cost of any upgrades taken. That player's stat line will be the basic stat line listed for that role, modified by their upgrades.

Each part (head, arms, etc) may only be upgraded once. Some upgrades affect both arms/legs, others only one. In either case, only one upgrade from each area may be taken. The limit of one upgrade per area also applies to Internal and Additional upgrades.

When you upgrade a body part you should change the player's model accordingly. This gives a great opportunity to have some fun with your models, and really create some bizarre and memorable characters for your collection. Internal upgrades of course do not *require* modelling, but you can have a lot of fun trying to decide how best to portray them on your players.

The following upgrades are available. You cannot mix options from different roles on the same player – even the DGB has limits!

## Guard

	Move	Strength	Speed	Skill	Armour	Starting Cost	Notes
<b>Guard</b>	5	4+	4+	4+	4+	11mc	

Upgraded body part	Upgrade type	Stat/Ability changes	Cost
<b>Head</b>	Grogan	<i>Threatening</i>	4
	Nameless	<i>Alert</i>	1
<b>Arm(s)</b>	Tentacle	<i>Gotcha!</i>	4
	Teraton	3+ Strength, <i>Keeper</i>	8
	Z'zor claw	3+ Strength	3
<b>Internal</b>	Enhanced muscle density	<i>Grizzled</i>	4
	Skeletal reinforcement	<i>Can't Feel A Thing</i>	3

## Jack

	Move	Strength	Speed	Skill	Armour	Starting Cost	Notes
<b>Jack</b>	5	4+	4+	4+	4+	7mc	

Upgraded body part	Upgrade type	Stat/Ability changes	Cost
<b>Head</b>	Compound eyes	<i>360 Vision</i>	2
<b>Arm(s)</b>	Z'zor blade	<i>A Safe Pair Of Hands</i>	2
<b>Torso &amp; Legs</b>	Yndij	<i>Move 6, Duck &amp; Weave</i>	5
<b>Additional</b>	Kraaw wings	<i>Jump</i>	2
	Sphyr tail	<i>Tail</i>	2
<b>Internal</b>	Enhanced twitch response	<i>Stretch</i>	2
	Accelerated regen	<i>Quick Recovery</i>	3

## Striker

	Move	Strength	Speed	Skill	Armour	Starting Cost	Notes
<b>Striker</b>	5	4+	4+	4+	5+	11mc	

Upgraded body part	Upgrade type	Stat/Ability changes	Cost
<b>Head</b>	Judwan	<i>Alert</i>	1
	Asterian	<i>Taking A Dive</i>	4
<b>Arm(s)</b>	Judwan	<i>Long Arms</i>	4
<b>Additional</b>	Veer-myn tail	<i>Tail</i>	2
<b>Internal</b>	Augmented focus	3+ Skill	4
	Accelerated metabolism	Move 6	3