

MUTANT CRAWL CLASSICS

ROLE PLAYING GAME

TRIUMPH & TECHNOLOGY
WON BY MUTANTS & MAGIC



MUTANT CRAWL CLASSICS



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COMPATIBLE WITH

**DCC
RPG**

**2nd
printing**

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FOREWORD

My name is James M. Ward, I'm a good friend of Mr. Wampler's and I also had the pleasure and honor of writing the very first post-apocalypse role-playing game in GAMMA WORLD. I wrote that in the late '70s because I had a love for that style of literature. That was in the very early years of role playing. As you can imagine, a lot of fun concepts have been added to role-playing games since then. What you hold in your hands in this volume is state-of-the-art material allowing beginners to easily figure out how to role-play. This volume also allows experienced players a view into the post-apocalyptic genre.

I make it a point to read all of the new post-apocalypse style role-playing games that come out onto the hobby market. This one does an unusually good job of covering all of the disaster genre concepts as well as adding new material for the game master to use to keep the game fresh.

In the 1970s when I made my apocalypse game I added mutations of many types. Jim Wampler's version does the same, but his mutations are described in stunning detail; leaving no doubt as to what the mutation does. In the 35 years of post-apocalypse game design one would think there was no possible new mutation idea to be explored. This game breaks new ground in mutations and adds a power level other games couldn't manage.

The game mastering sections are very complete and fun to read. Any novice game master is going to find setting up a Mutant Crawl Classics game an easy and enjoyable task.

If I was a player or a Game Master and tired of the same old monsters and treasures I would pick this game up in a second and be able to start running the game after just a few days of reading this material. Believe me when I say I know the science fiction and science fantasy genre. This is some of the best material I've seen in years.

His creatures are interesting and tough. All too frequently in the current style of monster creatures, the beasts are weak and easy to destroy. That isn't the case in this game's set of creatures. The monster short hand is clear and concise and very easy to use. The creatures themselves are fun and provide lots of interesting role-playing situations for the game master and his players. In fact, I found myself wishing there were even more of those type creatures in his list of monsters.

James M. Ward

Designer of METAMORPHOSIS ALPHA, the first science fiction RPG, and GAMMA WORLD, the first science fiction post-apocalypse RPG



You're no hero.

**You're a wasteland wanderer:
a mutant,
a seeker,
a robot-killer,
a stoic shaman guarding
forgotten ancient sciences.**

**You seek triumph and technology,
winning it with mutations and
magic, soaked in the radiation
and quantum fields of
the altered, the savage,
the semi-sentient, and the
artificially intelligent.**

**There are artifacts of the ancients to be won
in the taboo lands, and you shall have them...**

**MCC RPG is a complete role playing game
of 1970s post-apocalyptic science-fantasy**

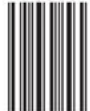


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