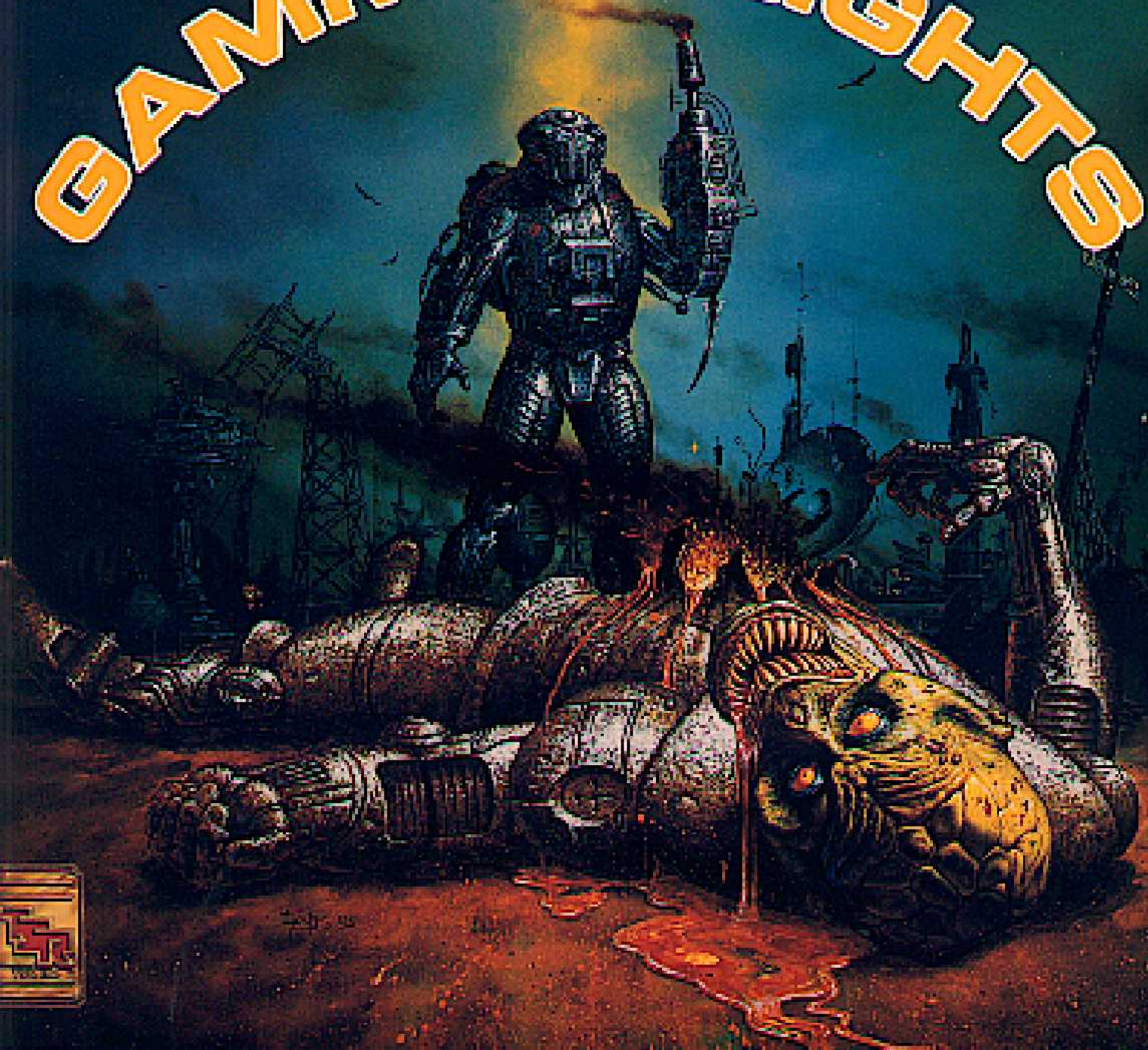
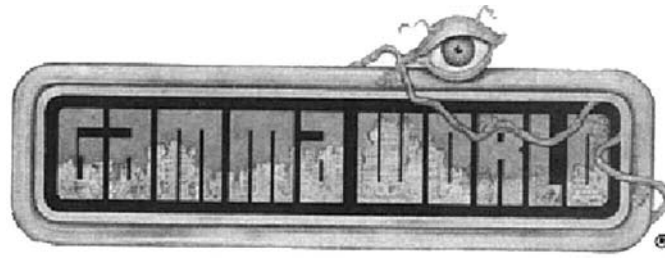




Game Accessory

GAMMA KNIGHTS





Gamma Knights Battle Book

time: the 26th Century

place: the Ruins of Civilization



goal: to survive



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Preface

By the 22nd Century, survival on the battlefield had become an elaborate game of electronic cat-and-mouse. The soldier's most important weapons were not lasers or bombs but the sensors he used to pinpoint the enemy. Battle suits carried batteries of sensors of every variety, scanning every wavelength of the electromagnetic spectrum, the gravity field, sonic frequencies, even sampling the air for tiny chemical fluctuations.

The kill capability of infantry weapons increased to the point where any target which could be located could be destroyed. No amount of armor would stand up under the assault of blaster beams and torc grenades; only a force field could do that, and field generators were too massive to move. Nothing could exist on the battlefield without being detected, identified, and pulverized by fire.

By the 23rd Century, infantry was useless.

The introduction of man-portable force fields in the 24th Century changed that. Once again, the individual soldier in his powered armor equipped with automated weapons was the "queen of the battlefield."

But all of that is history because in the 24th Century the people who built the weapons blew up the world.

Now it is the 26th Century. A strange, new order has risen from the ashes of the old. Scavengers and mutants pick through the ruins in their daily fight for survival. Berserk robots wander aimlessly. Intelligent animals and plants compete with men for supremacy. In this chaotic world, power is the ultimate currency. And the ultimate powers are the gamma knights—beings lucky enough to possess a working suit of the Ancients' powered armor.

Most of the gamma knights are human or nearly so, because the armor was built for human anatomy. They have the same human strengths, weaknesses, and motives as anyone else: they fight for justice, loyalty, power, and money. Each one is an army by himself. Like the great armies of old, many gamma knights are accompanied by whole communities of followers. To them, the gamma knight is like a mobile castle; life in his shadow is secure.

Gamma Knights is a battle game based on the popular GAMMA WORLD® role-playing game. Players control individual soldiers in powered armor or units of unarmored (though sometimes quite well armed) soldiers or robots. Most games can be played in an hour or less.



Game Components

This copy of *Gamma Knights* should include:

- 16-page Battle Rules book (this book)
- 32-page Knights of Gamma Terra book
- 1 folded playing map
- 1 sheet of reference tables
- 24 die-cut, folding playing pieces
- 24 plastic bases for the playing pieces
- 208 die-cut cardboard counters
- 4 dice

If any of these items are missing, write to

Consumer Services
TSR, Inc.
P. O. Box 756
Lake Geneva, WI 53147

If you have questions about this game which are not answered in the rule books, write to the "*Gamma Knights* game editor" (instead of Consumer Services) at the address above. Please include a stamped, self-addressed return envelope with your questions.

Learning to Play *Gamma Knights*

Gamma Knights is an easy game to learn. If you are familiar with the GAMMA WORLD® role-playing game or with other battle games ("wargames") then you will have no problems here.

If you are new to this type of game, start by setting up the map, pieces, and record sheets (see the next section). Then skim through this rules book and get familiar with the terms, concepts, and the pieces. Then try to play the game, either by yourself or with an adventurous friend. Read specific rules in detail as you need to. Don't worry if you make lots of mistakes at first; the rules will quickly become clear as you play and read. Within several turns you should be able to play without looking things up, checking the rules book only in special or unusual cases.

Gamma Knights is played in *scenarios*. Each scenario is a different battle, with different forces and goals. For your first game, play Scenario 1: Knight's Dawn, or Scenario 2: Knights of the Road. They are the simplest and quickest scenarios.

Setting Up the Game

Before playing the game for the first time, separate all the cardboard counters from the frame. Sort them into damage markers, units, and effect markers. Place all the damage markers in a cup, place all the system markers in a different cup, and leave the rest of the counters in the box lid or some other handy place.

Also separate the stand-up playing pieces, fold them in half, and slip them into the plastic bases so they stand up.

Each player controlling a gamma knight or robot also needs a copy of the record sheet.

The *Gamma Knights* Record Sheet

The record sheet displays all the information about a unit's current status. Before playing, make a copy of the appropriate record sheet for each gamma knight or robot in the game (any unit represented by a stand-up playing piece needs a record sheet, as does a fortification or emplacement). Photocopies are best, but any blank sheet of paper can be quickly turned into an adequate record sheet. If you plan to play this game hundreds of times, consider putting a photocopy of the record sheet in a clear plastic sheet protector and writing with a grease pencil or an erasable marker; this way, one sheet can be reused indefinitely.

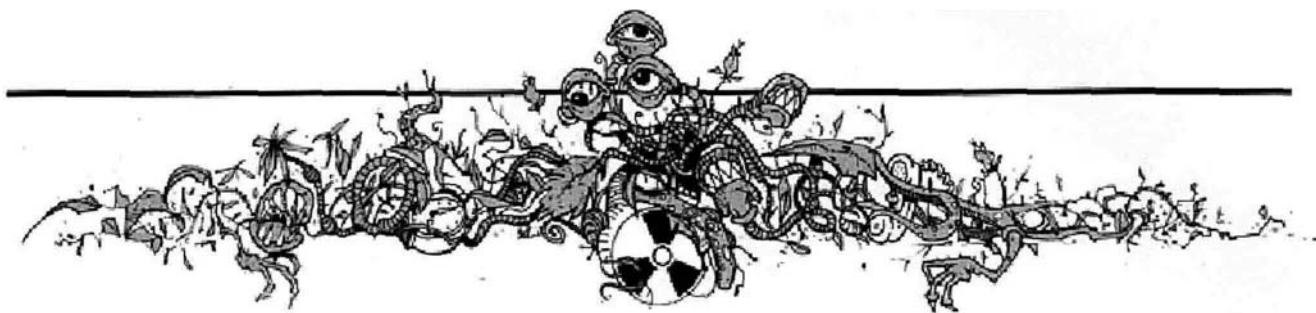
The record sheet is divided into five main areas, each for recording specific, related information: basic facts (APs, armor and signature values, repair values), weapons and ammo, force field strength, suit damage, and special damage/notes.

The record sheet should be completely filled out before the game starts. If an item listed on the record sheet is not available to the gamma knight being used, cross it off with a line drawn through the item. Put an "X" in any excess force field boxes.

System Markers

System markers represent slight alterations to the standard makeup of a gamma knight. Specifically, each marker indicates that a weapon, a system, a section of armor, or a force field is slightly stronger or slightly weaker than expected.

Before starting to play, place the 15 system markers in a cup and shake them up. Each player controlling a gamma knight or a robot has the option of drawing up



to four system markers, before the game begins. Drawing any system markers is optional; a player can draw one, two, three, or four markers, or no markers at all. If a player chooses to draw any markers, he must announce how many he will draw before drawing any, and then he must draw as many as he declared.

After drawing the markers, look at them and then place them on your record sheet in the appropriate section, face down. They are revealed the first time something happens which affects that system. After the marker is revealed and takes affect, it is discarded; each marker can be used only once.

The specific markers and their affects are described below. All of these affects apply to hits against the player holding the marker; a player cannot use a system marker to make his own attacks more effective.

Heavy Armor: This marker lets the player ignore the first hit on his armor. No armor check is made. This stops only one hit from a double hit.

Weak Armor: The first time the player's armor is hit, it takes an extra hit; one hit becomes two, two hits become three. These can still be stopped by armor checks.

Reinforced Weapon, System, or Force Field: The player can ignore the first hit against a weapon, against a system, or against his force field. This marker must be used the first time a hit is scored, it can't be held back to protect a specific item.

Fragile Weapon, System, or Force Field: The first hit against a weapon, system, or force field is increased by one; one hit becomes two, two hits become three. This marker must be used the first time a hit is scored, it can't be held back.

Ammunition

Grenade, micromissile, and minimissile launchers carry a limited supply of ammunition. Each time a missile or grenade is fired, it must be crossed off that unit's record sheet. When all of a unit's launched ammunition is crossed off, that unit cannot launch any more grenades or missiles.

Note ammunition on the record sheet using the abbreviations on the Missile and Grenade Table. Either pencil in a separate abbreviation for each round, or pencil the abbreviation and then make a small box or circle for each round of that type.

The number of rounds carried for each launcher is

specified by the scenarios. When designing your own scenarios, each player rolls two dice for each launcher on his units and subtracts two; that's how many rounds are available for that launcher (if the number of rounds available is more than will fit in the weapon, the excess rounds are lost). The player gets to choose what types of rounds they are. For example, a suit of powered assault armor has both a micromissile launcher and a grenade launcher. If the player rolls 7 and 13, he gets to choose five micromissiles and eleven grenades.

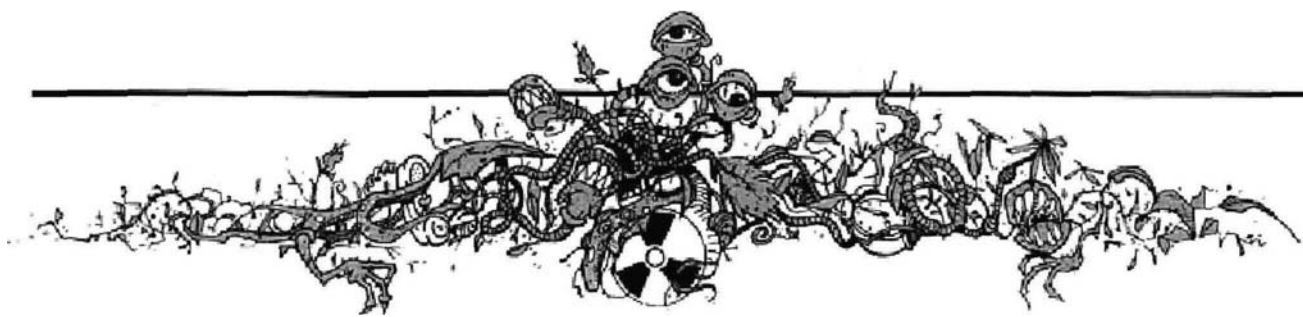
Scale

One turn in *Gamma Knights* represents 60 seconds of real time. One hex measures 25 meters from side to side. Each gamma knight piece represents one suit of powered armor, one robot, one vehicle, at one to twenty creatures without powered armor.

Turn Sequence

Every game turn in *Gamma Knights* follows an identical sequence, listed below. Each step must be performed in order. Players alternate taking turns; the first player completes his turn, then it becomes the second player's turn, then the first player's turn, etc.

1. First Player Turn
 1. Initial Fire Phase. *The first player fires or makes sensor attacks with any units he controls. A unit can fire or use its sensors multiple times if it has enough action points. Any unit which does anything during this phase is in "Attack mode" for the rest of the turn. Units which do nothing this phase are automatically in "movement mode" for the rest of the turn.*
 2. Movement Phase. *The First player moves as many of his units as he wishes and which are capable of movement. Units in attack mode can move one hex for free but no further; units in movement mode can move any distance up to their action point limit.*
 3. Terminal Fire Phase. *The first player fires or makes sensor attacks with units in movement mode. These units can attack once with weapons or sensors for free during this phase, but no more than once.*
 4. Recovery Phase. *The first player repairs damaged systems, recovers disrupted and stunned*



units, regenerates force fields, and removes any temporary weapon effects (smoke, distortion).

2. Second Player Turn. *The second player repeats all steps of the first player turn.*
3. Turn Advance Phase. *Mark off one turn and begin the next one.*

Action Points

During the Initial Fire and Movement phases of his turn, a player's units fire and move by spending *action points* (APs). The number of action points a gamma knight can spend is listed in each armor description. It varies from a minimum of two for the unpowered suits to a maximum of eight for the top-end suits.

Firing and moving cost APs as shown below;

- Fire a weapon—2 APs
- Make a sensor attack—1 AP
- Enter a hex containing open ground or light woods, or by flying—1 AP
- Enter a hex containing brush, dense woods, buildings, or ruins—2 APs

So, for example, a gamma knight in powered attack armor (six APs) and in attack mode could fire his micro-missile launcher twice and his laser pistol once in the Initial Fire phase, and then move one hex free in the Movement phase. If he was instead in movement mode, he could move through one hex of dense woods, cross two open hexes, and get into a building, then fire one weapon or make a sensor attack in the Terminal Fire phase.

Units in attack mode spend action points only during the Initial Fire phase and units in movement mode spend APs only during the Movement phase. Any APs left over at the end of the phase simply "go away." The unit gets a full allotment of APs again at the beginning of its next turn. Unused APs cannot be saved from turn to turn or traded between units.

Movement

A gamma knight must spend action points to enter a new hex. Hexes containing difficult terrain (dense woods, buildings, ruins, brush) cost two action points to enter. Leaving a gully costs one extra action point (there is no penalty for moving along the gully, only for

climbing to level ground); thus, for example, leaving a gully to enter dense woods costs three action points. All movement costs are summarized on the Terrain Effects table.

Flight

Many powered suits are capable of flight. Flying is faster than moving on the ground, but it also has risks.

When a gamma knight flies, the player must announce whether he is flying NOE ("Nap Of the Earth," hugging the ground and using cover) or at high altitude. Place the appropriate marker on the flying piece. If a gamma knight flies, it can only fly; flying and walking cannot be combined in one turn.

NOE Flight: Flying NOE always costs one action point per hex entered, regardless of the terrain. The flying unit's signature is decreased by two during NOE flight, but it still benefits from the signature of the terrain it occupies (see *Signature* under *Combat*).

High Altitude Flight: Flying at high altitude costs one action point per hex entered, regardless of the terrain. The flying unit also gets a temporary 50% increase in its action points; multiply the unit's APs by 1 ½, rounding fractions up. These bonus APs must be spent that turn flying at high altitude; any unused points left at the end of the Movement phase go away.

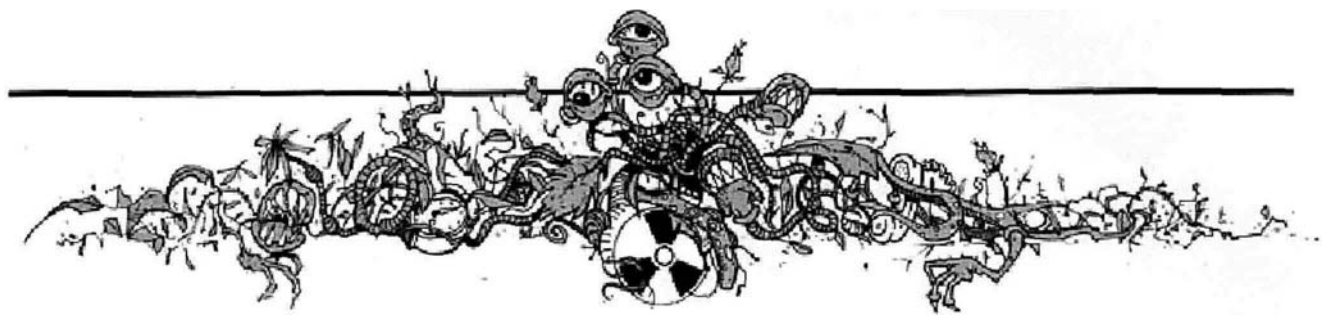
A unit at high altitude can be seen from everywhere on the map and can see everywhere on the map. It receives no signature benefit from terrain and its own signature is reduced by two.

Landing: A flying unit can land only at the beginning of its movement. Thus, once it takes to the air, the unit must remain airborne through the opponent's turn. At the start of its next turn it can either land or continue flying.

Landing costs no action points. If the unit lands, it must land in the hex where it started the turn. Once it lands, the unit can move normally (units in attack mode move one hex, units in movement mode get their full allowance).

Special Movement Cases

If a unit in movement mode does not have enough action points left to enter a final hex, it cannot enter that hex. The exception to this is if the unit does not have enough action points to enter the hex to begin with; a normal foot unit, for example, has only two



action points, which does not give it enough action points to leave a gully and enter ruins. In such a case, a unit can always move one hex, regardless of cost, if it is capable of moving and the hex is accessible.

The action point cost to enter a hex containing an enemy unit is doubled unless the moving unit is flying at high altitude. There is no penalty for leaving an enemy-occupied hex.

Combat

A unit in *Gamma Knights* can attack four different ways: with saturation fire, with pinpoint fire, in close combat, and with sensors.

Saturation Fire is used against a target whose position is not locked in by the attacker's sensors. All units in *Gamma Knights* carry sensors which can locate and identify every other unit on the battlefield, in general terms at least. This is sufficient to concentrate fire in the target's area and inflict at least minor damage.

Pinpoint Fire is used against a target whose position is locked in by the attacker's sensors. Once sensors have locked onto a target, it is almost impossible for weapons to miss. Pinpoint fire is much more dangerous than saturation fire. The trick is getting the target solution ("lock-on").

Close Combat occurs when two or more enemy units occupy the same hex. Close combat is brutal and lethal, regardless of sensor locks.

Sensor Attacks cause no damage by themselves. A sensor attack is simply an attempt to get a sensor lock on the target, preparing the way for devastating pinpoint attacks.

Action Costs for Attacks

Firing a weapon costs two action points, regardless of whether it is a saturation attack or a pinpoint attack.

Close combat is fought in rounds, and each round uses up two actions. Opponents in close combat get to use their full allotment of actions in the fight, however; see *Close Combat*, for full details.

A sensor attack also costs two action points.

Saturation and Pinpoint Attacks

Saturation and pinpoint attacks are both resolved the same way. The only difference is which combat results column is used on the Attack Table. Saturation

attacks use the Saturation Attack column; pinpoint attacks use the Pinpoint Attack column.

To resolve either kind of attack, cross-index the attack strength with the defender's signature and check the appropriate result column. The result will be either "no effect" or some combination of light damage, heavy damage, and sensor lock.

To Determine the Attack Strength:

- attacker's primary sensor value
- + attacker's secondary sensor value
- + attacker's weapon strength
- + dice roll*
- = attack strength

* 2d10 during Initial Fire phase, 1d10 during Terminal Fire phase

The attack strength is also affected by whether the attacking unit is being shot at. If the attacking unit is marked with an "Under Fire" marker, its attack strength is reduced by two.

To Determine the Defender's Signature:

- defender's force field signature
- + defender's armor signature
- + signature of terrain defender occupies
- = defender's signature

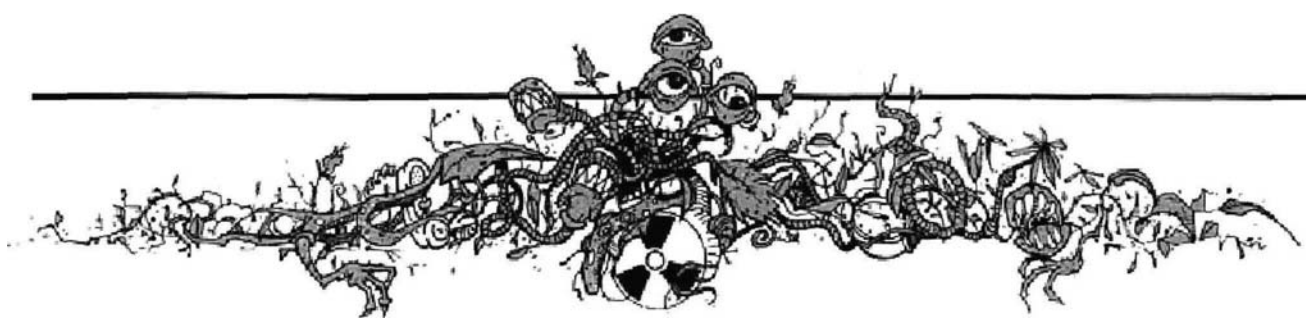
Sensor Strength

The attacker's sensor strength equals his primary sensor value plus his secondary sensor value. If one of these sensors is damaged, its value is 0. If both are damaged, the attacker's sensor strength is 0.

Signature

The defender's signature equals his force field signature plus his armor signature plus the signature of the terrain he occupies. If the defender has no force field, his force field signature is 0. If he is flying NOE, subtract 2 from his final signature. If he is flying at high altitude, the terrain signature is 0 and his final signature is reduced by 2. The defender's final signature value cannot be reduced below 0 or raised higher than 10, as indicated on the combat table.

Force field and armor signatures are noted in the specifications for individual armor suits. Terrain signatures are noted on the Terrain Effects table.



Weapon Strength

Every weapon has a base strength, indicated on the Weapons table and repeated in the individual armor specifications. It also has four ranges, measured in hexes: close combat, short, medium, and long. The weapon's strength is modified by the range of the attack:

- + 5 at close combat range
- + 2 at short range
- no modifier at medium range
- 3 at long range

When counting range, count the hex that the target is in but not the hex that the attacker is in.

Under Fire

Anytime a unit is the target of saturation or pinpoint fire, the attacker places an "Under Fire" marker on that unit. If a unit attacks while it has an "Under Fire" marker, its attack strength is reduced by two. A player removes all the "Under Fire" markers from his own units during his Recovery phase. Only the player who is finishing his turn removes the markers; the player whose turn is just beginning leaves all "Under Fire" markers on his units.

Attack Dice Rolls

During the Initial Fire phase, the attacker rolls two dice and adds the results to his sensor and weapon strength when resolving the shot or sensor attack.

During the Terminal Fire phase, the attacker rolls only one die and adds it to his sensor and weapon strength.

A "0" on the die always counts as 10, not zero.

Rolling Doubles: If the attacker rolls doubles when resolving any weapon or sensor attack, he can roll a third die and add that result to his attack strength, too. If the third number rolled is a triplet (the same number as the other two), he can roll a fourth die, and so on.

Launchers

Grenade launchers, micromissile launchers, and minimissile launchers work slightly differently from line-of-sight weapons like lasers and blasters.

A launched weapon must have a primary target.

chosen by the attacker. This primary target is any other unit *or empty hex* that the attacker can see.

The attack strength against the primary target is the weapon's blast strength plus two dice (two dice are used in both fire phases). This number is found on the Attack Table column corresponding to the terrain in the target hex. Use the Pinpoint Attack Results column if the attacker has a sensor lock on the target, otherwise use the Saturation Attack Results column.

The attacker also makes saturation attacks against any other (*secondary*) targets within the weapon's radius of effect. The radius of effect centers on the primary target. The blast strength is reduced by two for every hex of range from the primary hex to the secondary target. So, for example, a high explosive micromissile has a blast strength of eight in its primary target hex. Against a secondary target two hexes away, it has a blast strength of only four. Use the Attack Table column which corresponds to the terrain in the secondary target hex. However, if the primary target hex or another hex along the line of sight from the primary target hex to the secondary target hex has terrain that provides better protection against the blast than the secondary target hex terrain, the secondary target always gets the benefit of the better terrain. (In other words, if there are trees in the way, they still soak up some of the blast.)

If the dice roll for the primary attack is a two or three, the weapon is a dud and has no effect. No secondary attacks are carried out. Rolls of doubles and ones have the normal effects.

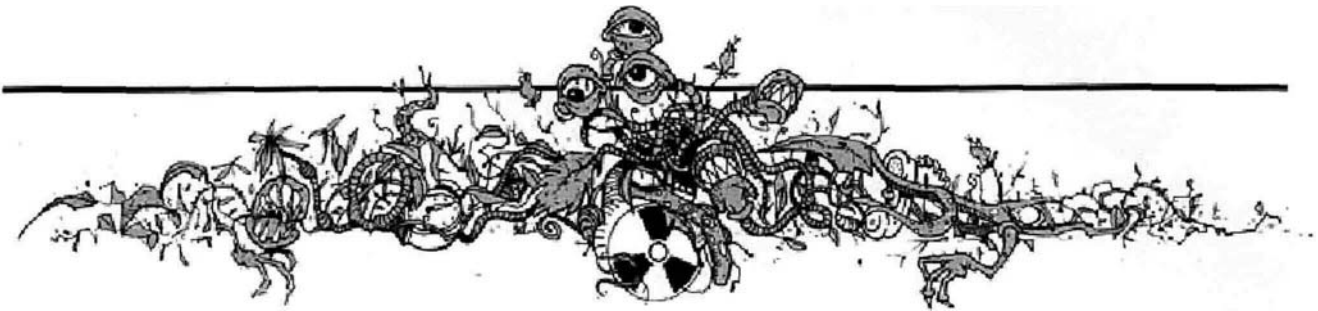
A target lock can be gained as a result of the primary attack, but never as a result of a secondary attack.

Sensor Attacks and Lock-ons

One of the most decisive factors in this type of combat is gaining precise information about the location of the target. Better information allows the attacker to construct a *targeting solution*, also called a *sensor lock-on*. This in turn lets him make deadly pinpoint attacks.

In order for sensors to lock onto a target, the attacker must have working sensors (sensor value 1 or more). A sensor lock-on can be gotten two ways: as a result of either a saturation attack or a sensor attack.

Achieving a lock-on in a saturation attack is outside the player's control. Some combat results on the Saturation Attack table include targeting solutions. A sen-



sor lock-on achieved this way is identical in every respect to a lock-on from a sensor attack.

Sensor Attacks

To make a sensor attack, the attacking unit must be able to see its target. The target's signature is determined the same as in a weapon attack (force field signature plus armor signature plus terrain signature). This is compared to the attacker's sensor strength on the Sensor Attack table. The attacker then rolls two dice; if his dice roll equals or exceeds the number from the table, his sensors lock onto that target. If his dice roll is less than the number from the Sensor Attack table, the attack has no effect.

This dice roll can be modified. If the sensor attack is happening during the Terminal fire phase, the attacker rolls only one die, not two. If the target of the sensor attack is marked "Under Fire," the attacker gets a +2 bonus on his dice roll.

Losing a Sensor Lock-On

A sensor lock-on can be lost four ways. If the targeted unit moves out of the attacker's line of sight, the lock-on is lost. Also, if one or both dice roll a 1 during a pinpoint attack, the attacker loses his lock-on against that target. Third, if a unit's primary or secondary sensors are damaged, lock-ons may be lost. The player rolls one die for each lock-on; it is lost on a roll of 1-5 and maintained on a roll of 6-10. Finally, if a unit loses both its primary and secondary sensors, all lock-ons are lost.

As soon as a lock-on is lost, the lock-on marker is removed from the target.

Marking Lock-ons

Whenever a unit gains a lock-on against a target, place a lock-on marker on that target and note the marker's ID on the attacker's control sheet. In small games, it is useful to distribute the lock-on markers sequentially at the start. For example, give Tom's suit of scout armor lock-on markers A through D. If Tom uses those same markers throughout the game, everyone will have an easier time remembering whose they are. In games with lots of units, this may not be possible.

Multiple Lock-ons

Some advanced suits of powered armor can maintain more than one lock-on at a time. The scout armor mentioned above, for example, can maintain four lock-ons simultaneously. Each lock-on is independent of the others; they are gained and lost individually.

Line of Sight

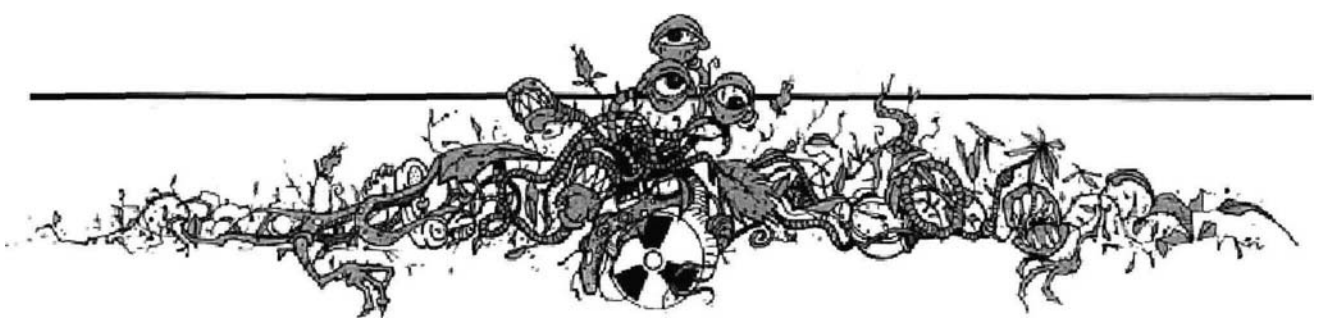
A line of sight (LOS) is a straight line which extends from the middle of an attacker's hex to the middle of the target's hex. Every hex crossed by this line is part of the line of sight.

An attacker must have a clear line of sight (LOS) to his target in order to attack with any weapon or sensor. The only exception is secondary attacks from launched weapons; secondary targets are attacked regardless of whether the attacker could see them. However, there must be a clear line of sight from the primary target to the secondary target.

If the exact line of sight is in doubt,, stretch a rubber band from the center of the attacker's hex to the center of the target's hex. A line of sight is blocked if one or more of the following situations applies. Conversely, if none of these situations applies, the line of sight is clear.

- LOS is blocked if it crosses a building hex or a dense forest hex.
- LOS is blocked if it crosses more than three light forest hexes.
- LOS is blocked if the target is in a gully and the attacker is not on a hilltop or slope, or in a hex adjacent to the target. The same applies if the positions of attacker and target are reversed.
- LOS is blocked if it crosses a slope or hilltop hex and neither the attacker nor the target are on slope or hilltop hexes.
 - LOS is blocked if the attacker is on a hilltop hex and the defender is not, and the LOS crosses more than one hilltop hex. The same applies if the positions of attacker and target are reversed.

Line of sight is always reciprocal; if the attacker can see the target, the target can see the attacker.



Close Combat

If a unit ever enters a hex containing an enemy unit, close combat must occur.

Close combat is resolved as soon as the moving player finishes moving units into the enemy-occupied hex. If only one unit is attacking, the close combat is resolved when that unit enters the hex. If more than one unit is attacking, the combat is resolved as soon as all the attacking units have entered the hex.

Close combat is resolved in a series of rounds. Each round costs two action points. A unit in close combat gets to use its full allotment of action points, regardless of how many points it might have spent moving into the hex. Once a unit has used up its APs in close combat, it cannot make any more close combat attacks that turn, even if enemy units are still attacking.

Units which moved into the combat hex are attackers; all enemy units in that hex are defenders.

Attack Sequence: The defender gets the first round of attacks, the attacker gets the second, and then they continue alternating until every unit has either used up all of its APs or has been destroyed.

Attack Conditions and Modifiers: Combat is resolved normally in close combat. Everyone involved gets the +5 attack strength modifier for fighting at close combat range. If launched weapons are used, every unit in the close combat hex is a secondary target (except the primary target), including the unit that launched the weapon. A unit in close combat can make saturation attacks, pinpoint attacks, or sensor attacks. AH attacks must be directed against enemy units in the same hex.

Close Combat Weapons: Many units are equipped with weapons that are useful only in close combat: things like vibro blades, energy maces, and hammer hands. These weapons are listed on the Close Combat Weapons Table.

A unit in close combat can use a close combat weapon if it has one. Close combat is the only time these weapons can be used. The unit being attacked can fight back with any weapon it has, not just with a close combat weapon. Units can switch weapons from round to round.

After Close Combat: A unit that moved into an enemy-occupied hex for close combat cannot move any further that turn. If units of both sides survive the fight, the defenders can move away on their next turn

or stay and fight another close combat. If all the defenders are destroyed, other units friendly to the attackers can now move through the hex without stopping (remember, close combat takes place *during* the Movement phase, not after it).

Damage

The damage caused by an attack is summarized on the Attack Table. Five different types of results are listed on the table.

No Effect: The attack missed its target completely or bounced off without causing any damage.

T (Targeting Solution): By steadily adjusting the fire and observing its effect, the attacker's sensors managed to lock onto the target.

L (Light Damage): The target suffers light damage—draw one light damage marker for each L listed. This result applies only if the unit has no force field.

H (Heavy Damage): The target suffers heavy damage—draw one heavy damage marker for each H listed. This result applies only if the unit has no force field.

(0-8): If the target has an operating force field, it takes this many hits.

Force Fields

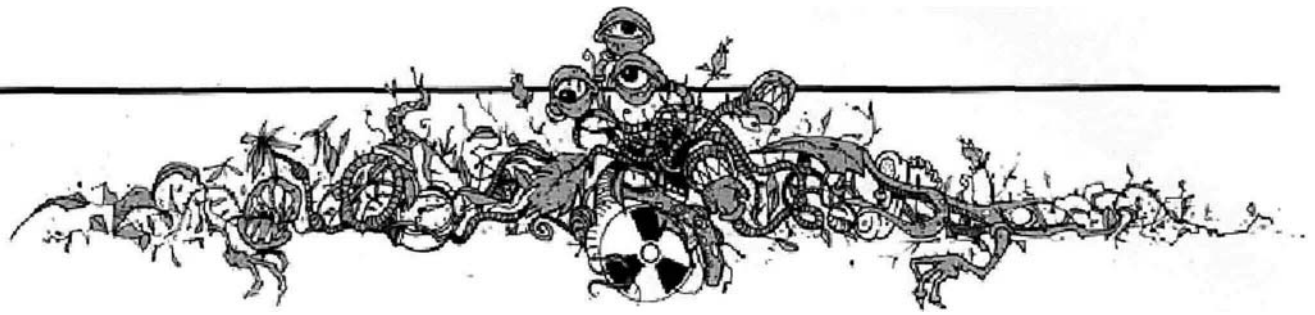
A force field is the best protection a gamma knight can have. As long as the force field is operating, almost nothing can penetrate it.

The strength of a force field is measured by how many *hits* it can take. This is represented by the damage boxes in the force field section of the unit's record sheet.

Each time a force field takes a hit, the player crosses off one of his force field damage boxes. If the force field takes more than one hit, the player must cross off one box for every hit.

When the last box is crossed off, that unit's force field is wiped out for the rest of the game.

Excess Force Field Hits: If a force field takes more hits than it can absorb in one turn, the excess hits become light damage markers. For example, assume that a suit of scout armor has only one force field box remaining. It takes three hits from a laser. The player crosses off that box and his force field is destroyed. The player must also draw two light damage markers to account for the remaining damage.



Regenerating Force Fields: All force fields constantly regenerate themselves. A force field that is still functioning recovers one hit during its Recovery phase. Either erase a crossed-off box or add another box to the record sheet. A force field never regenerates itself to be stronger than, when it started. Once a force field is completely knocked out (all its damage boxes are gone), it does not regenerate for the rest of the game.

Force Field Limitations: A force field stops almost every type of incoming energy: kinetic, electro-magnetic, atomic, thermal, etc. For very practical reasons, however, it does not stop visible light (so the person inside can see), sound (so he can hear), gravity (so he can move), or mental energy (no one saw the need, before the apocalypse).

Because of these limitations, some weapons are unaffected by force fields. They never inflict hits on force fields, but always cause damage markers to be drawn (or inflict special damage). These weapons are described fully under *Special Weapon Effects*.

Damage Markers

At the start of the game, place all the damage markers in a cup and shake them up. When a unit is damaged, one player holds the cup in the air and the affected player draws damage markers randomly.

The damage markers are double sided. The yellow side is light damage, the red side is heavy damage. Always draw markers one at a time, to avoid getting too many. Heavy damage markers must be drawn first, to avoid confusion.

Put the markers on your record sheet with the appropriate side up as they are drawn. They take effect in the order they are drawn. After the markers are drawn and their effects are resolved, they remain on the record sheet as a reminder of the damage.

The first hit damages a weapon, system, or armor section, the second hit destroys it. Mark the first hit with an "x", the second hit by filling in the box completely.

Each of the specific effects is explained fully below.

Light Damage Effects

Close Combat Weapon Hit: Any one close combat weapon is hit. If damaged, it cannot be used until repaired. The player who controls the damaged unit

chooses which weapon is affected. If the unit has no close combat weapons or they have all been destroyed, treat this as a "Weapon Hit."

Helmet, Torso, Right Arm/Leg, Left Arm/Leg Hit: The unit suffers one hit to the named area. The player checks to see if the armor withstood the hit (see *Armor*, below). If it does, the hit is ignored. If not, the damage marker is placed on that portion of the record sheet.

Launcher Hit: Any one missile or grenade launcher is hit. If damaged, it cannot be used until repaired. The player who controls the damaged unit chooses which weapon is affected. If the unit has no launchers or they have all been destroyed, treat this as a "Weapon Hit."

Masking System Hit: The unit's masking circuitry is hit. If damaged, the signature of the armor (but not the force field) is reduced to zero until repaired. If the unit's masking system is already destroyed, treat this as a torso hit.

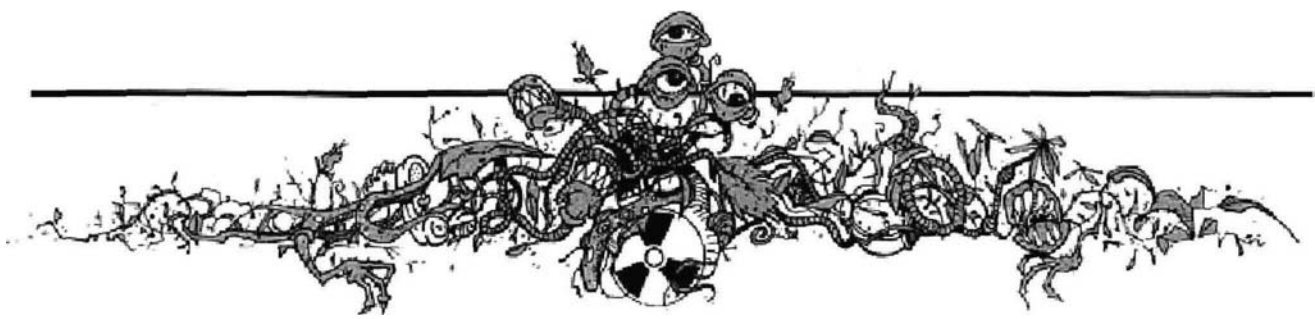
Medikit Damaged: The unit's medikit is hit. If damaged, it will not function until repaired. If the unit has no medikit or it is already destroyed, treat this as a right leg hit.

Primary/Secondary Sensor Hit: The primary or secondary sensors are hit. If damaged, their value is reduced to 0 until repaired. If one sensor is knocked out, roll one die for each lock-on; it is lost on a roll of 1-5. If both sensors are damaged, sensor value is 0 and all lock-ons are lost. If the sensors are already destroyed, treat this as a helmet hit.

Ranged Weapon Hit: Any one ranged weapon (from the Ranged Weapons Table) is hit. If damaged, it cannot be used until repaired. The player who controls the damaged unit chooses which weapon is affected. If the unit has no ranged weapons or they have all been destroyed, treat this as a "Weapon Hit."

Repair Servos Hit: The unit's repair servos are hit. If damaged, the player must subtract one from all repair die rolls. Repair servos cannot repair themselves.

Servo Hit, -1 / -2 APs: Part of the unit's power augmentation system is damaged. The unit loses one or two APs until the damage is repaired. Additional hits reduce APs further. APs can be reduced below zero. Each successful repair wipes out the most recent servo hit, so record this damage: by placing a slash to the right of the previous AP allotment and penciling in the new number. As repairs are made, erase from the right.



A unit must have at least one AP to move or attack (with one AP, a unit could use movement mode and attack during the Terminal Fire phase).

Weapon Hit: Any one weapon of the affected player's choice is bit. If all of the unit's weapons are destroyed, treat this as "No Effect."

Heavy Damage Results

Flight Capability Destroyed: The unit cannot fly for the remainder of the game. This damage cannot be repaired. Treat additional hits as torso hits.

Helmet/Torso/Arm/Leg Hit x2: The indicated portion of the unit suffers two hits. The affected player must check each hit individually to see whether the armor withstands the damage.

Masking System Scrambled: An electromagnetic pulse scrambles the unit's masking circuitry. Its armor signature value becomes a penalty instead of a bonus; subtract it from the signature instead of adding it. This does not affect a Force field signature. The effect lasts until repaired, but a second scrambling hit destroys the system and makes its signature zero for the rest of the game.

Ranged Weapon/Launcher/Close Combat Weapon Hit x 2: One weapon of the indicated type, chosen by the affected player, takes two hits. If destroyed, it cannot be repaired. If the target has no weapons of the indicated type or they have all been destroyed, treat this as "Weapon Hit x 2."

Repair Servos Hit x 2: The unit's automated repair system takes two hits. If destroyed, this unit cannot repair any damage for the rest of the game. Treat additional repair servo hits as torso hits.

Sensors Hit: Both the primary and secondary sensors are hit. If damaged, the unit's sensor value is zero until repaired. Treat additional hits as helmet hits.

Sensors Scrambled: A powerful electromagnetic pulse scrambles the unit's sensor input. No lock-ons are lost and the sensors continue operating as before, but their sensor values become penalties instead of bonuses; *subtract* the sensor value from the attack strength, rather than adding it. This penalty is mandatory; the unit cannot simply switch its sensors off (they are integrated with all the weapon targeting systems). This damage can be repaired. A second scrambling hit destroys the sensors entirely (sensor value becomes 0). Additional hits have no further effect.

Servos Hit, -3/-4 APs: This is identical to the light damage result, but more APs are lost.

Stunned: The gamma knight is so severely jostled inside his armor that he is knocked unconscious. He can do nothing during his next turn, but recovers automatically during his next Recovery phase. His medikit and repair servos continue functioning.

Warhead Jettison: One launcher jettisons a warhead in the affected unit's hex. This must be the largest, most dangerous warhead available. It detonates immediately, with the affected unit as its primary target. To resolve the attack, roll two dice and add the weapon's strength; the target's signature is 0. Attacks against secondary targets are resolved normally. The primary target still gets the full protection of its armor and force field.

Weapon Hit x 2: One weapon of the affected player's choice takes two hits. If all of that unit's weapons are already destroyed, treat this as "No Effect." This damage cannot be repaired.

Armor

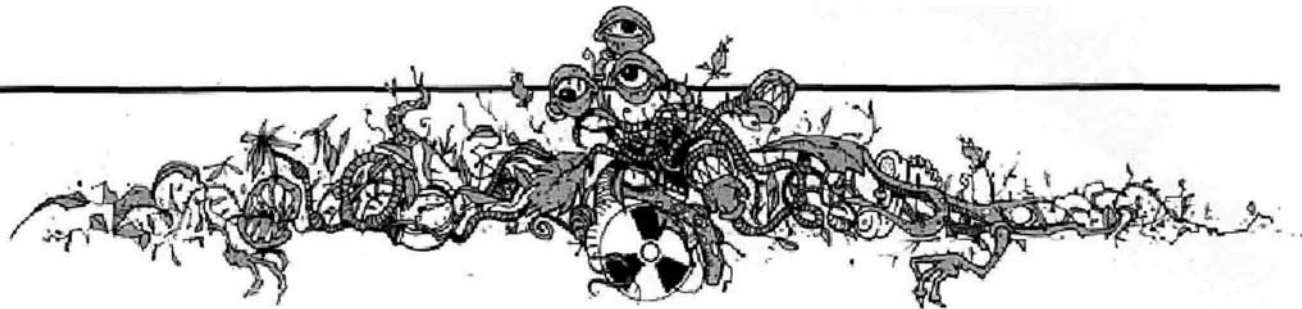
Once his force Field is breached, a gamma knight must rely on his armor to protect him.

Whenever a damage marker indicates damage to the helmet, right or left arm, torso, or right or left leg, there is a chance it will bounce off the unit's armor without causing any real damage. The player under attack rolls one die. If the result is equal to or higher than his unit's armor value, the attack has no effect. If the die roll is less than the unit's armor value, the armor takes a hit. Some heavy damage markers inflict two hits on armor; check separately for each hit.

The Living Body

Inside a suit of powered armor is a living, breathing person. He is the most vulnerable component of the fighting unit, which is why so much effort is invested to protect him.

Like every other component, the person has a damage box. It can be damaged only after the armor is breached (at least one section of armor is destroyed). If a further hit is received on a body part covered by breached armor, that hit is taken in the gamma knight's body. For example, if a suit's left arm has been hit twice, then the left arm is breached. Another hit to the left arm causes the body to be damaged—the gamma knight is wounded!



If the body takes another hit, then the gamma knight is killed if the final hit was to his head or torso, or incapacitated if the hit was to an arm or leg. In either case, he is out of the game.

Wound Effects: A wounded knight must pay one extra AP for every action he performs; firing a weapon costs three APs, entering an open hex costs two APs, etc. This is the only penalty for being wounded.

Medikits: A wound can be "repaired" by a medikit, the same way a repair servo fixes other damage; see *Repairs*. Both a medikit and a repair servo can be used in the same Recovery phase.

Repairs

Powered armor is equipped with automatic repair servos which constantly repair damage to the unit,

A damaged system—one with an "X" in its damaged box—can be repaired. A destroyed system—one with its box completely filled in—cannot be repaired. Force fields cannot be repaired, but they do regenerate (see *Force Fields*, above). Repair servos cannot repair themselves.

During his Recovery phase, a player can try to repair one damaged system on each unit which still has a functioning repair servo. The player must first announce which system he wants to repair, and then rolls one die. If the result is equal to or greater than his repair value, the system is repaired. If the result is less than his repair value, there is no effect,

If a repair servo is damaged, the player must subtract one from all repair die rolls for the rest of the game. Repair servos cannot repair themselves.

Special Weapon Effects

Many of the weapons available to a gamma knight have more specialized effects than simply shooting holes through things. Some were designed specifically to overcome or bypass force fields and armor; others are ancient riot-control devices or were intended for nonlethal use. All of these weapons are discussed below.

Many of the special grenade and missile warheads have an effect which lasts for an entire turn. Markers are provided to indicate where such a warhead detonated and what its radius of effect is. Players must make notes on their record sheets if there is any question what sort of warhead was detonated.

Armor Piercing Missile: This is a self-guided missile intended to punch holes in armor. An AP attack is resolved like any other missile attack, except it has no blast radius and never attacks any secondary targets.

Black Ray: A black ray snuffs out any life it contacts. It cannot penetrate or damage a force field and never causes any damage markers to be drawn. If it is used against a unit without a force field and it gets a result on the Attack Table which includes force field damage, the target player rolls one die. If the result is equal to or less than the force field damage, the target is killed. If the result is greater than the force field damage but equal 10 or less than twice the force field damage, the target is wounded. Otherwise, the target is unhurt. For example, if a gamma knight whose force field is destroyed is hit by a black ray and the Attack Table result is "HL/3," that unit is killed on a roll of 1-3, wounded on a roll of 4-6, and unscathed on a roll of 7-10. Black rays have no effect on robots or emplacements.

Blaster, Mk XII: This is identical to any other blaster in every respect but size. It is too large to be man-portable. A Mk XII can be moved only by an R.T.O. or tank. Otherwise, it is immobile.

EMP Warhead: An EMP warhead creates a localized but powerful electromagnetic pulse. If a line of sight is traced into, through, or out of an EMP area of effect, the target's signature is increased by 4. Grenades and micromissiles fired out of or through an EMP area of effect go off course automatically and have no effect. The EMP effect lasts until the beginning of the player's next turn.

Fission Cannon, Warhead: This is a very heavy weapon which fires a tight beam of intense radiation. It causes only half damage (rounded down) against force fields, but it easily defeats armor—all armor checks against a fission cannon or warhead attack fail automatically. A fission cannon is too large to be man-portable. It can be moved only by an R.T.O. Otherwise, it is immobile.

Gravity Gun, Gravity Warhead: Force fields have no effect on gravity. These weapons ignore force fields.

Harmonic Disruptor: These devastating weapons set up catastrophic harmonic vibrations in the target which literally shake it apart. These vibrations have no effect on a force field but pass right through unaffected. When a target is hit, the attacker rolls one die. On a roll of 1-7, the attack has no effect; on a roll of 8-10, the damage is doubled (draw twice as many damage chits as listed). Disruptors are too heavy to be easily moved;



they must either be stationary or moved by R.T.O.

Needler: This small device Fires a cloud of needles. The needles cannot penetrate or damage a force field or armor (all armor checks against needler attacks succeed automatically). The needles are tipped with poison, however, so they can be quite effective against unprotected targets. Any target with a force field or an armor value is immune to needler attacks; targets with neither are affected as they would be by any attack. If a needler is used against a gamma knight whose force field is destroyed and who has at least one breach in his armor, the attack is resolved normally. The only damage markers which have any effect are those hitting the breached portion of the armor, each inflicting one hit on the body.

Poison Gas Warhead: These create a cloud of poison gas. It affects anyone entering the area of effect or inside it when it detonates. Poison gas has no effect on units with force fields or with armor values less than 9. It can affect a gamma knight if his force field is destroyed and his armor is breached. The gas cloud is removed at the beginning of the player's next turn.

R.T.O. (Regal Tracked Option): The R.T.O. is a tracked vehicle with enormous power. It cannot operate on its own, but only when attached to a suit of powered armor. With the R.T.O., a gamma knight can move a heavy weapon like a fission cannon or Mk XII blaster around the battlefield.

An R.T.O. cannot fly. It increases the APs of a unit in movement mode to 10, but gives no benefit in combat mode. Its operator uses his own signature and force field, which protects the R.T.O., its operator, and the weapon in tow. The weapon is slaved to the gamma knight's sensors and fires as an extension of his armor. All attacks must be directed against the gamma knight, not the R.T.O. or the towed weapon.

If a gamma knight wants to get out of an R.T.O. for some reason (perhaps to fly), he must spend 4 APs in movement mode. Getting back in has the same cost. The gamma knight must use his own APs entirely on a turn when he gets in or out of an R.T.O, he cannot use the vehicle's bonus APs.

An R.T.O. can enter any type of terrain except the river.

Shrapneler: This massive weapon churns up any type of solid matter—rocks, dirt, rubble, whatever is at hand—and ejects it through the muzzle at tremendous velocity. It is too large to be man-portable, and can be moved

only by an R.T.O; otherwise it is stationary.

Smoke Warhead: Smoke obscures vision through the affected hexes. If a LOS is traced into, through, or out of a smoke hex, the target's signature is increased by 2. Grenades go off course automatically if fired through or out of a smoke hex. The smoke is removed at the start of the launching player's next turn.

Stun Ray, Stun Warhead: If one of these weapons scores a hit against a breached section of armor, or any unit with armor value 9 or 10, that unit is knocked unconscious, unable to do anything. Medikits and repair servos continue operating. The stunned unit recovers in its next Recovery phase. Stun weapons cannot penetrate or damage force fields.

Visible Light (VL) Lasers: Visible light passes through force fields with no interference. A VL laser attack is resolved as if the target has no force field.

Other Units

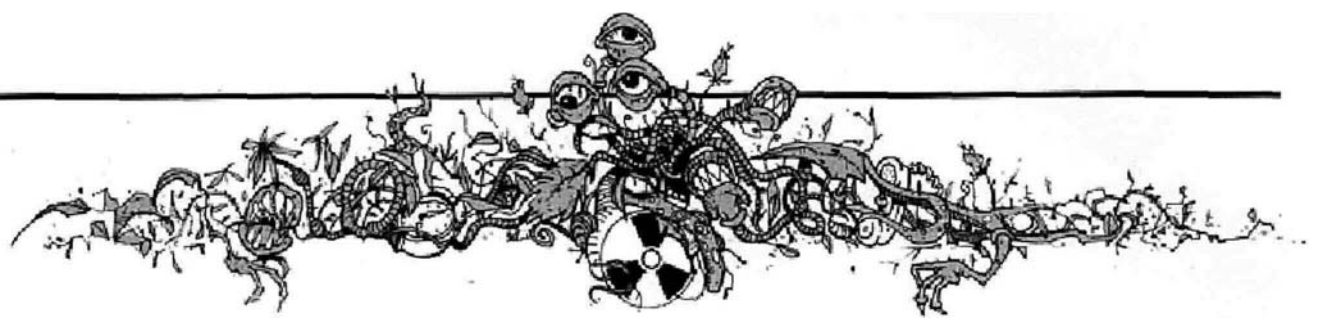
Gamma knights in powered armor are not the only warriors in the 26th Century. Survivors of every sort fight for uncontaminated territory, food, weapons, and survival. The gamma knight, with his immense firepower, is the post-apocalyptic version of the Medieval castle. In exchange for service he protects his followers.

The two greatest dangers of Gamma Terra are the horrible, mutant predators which roam the land and berserk military robots.

Robots

Four types of military robots were in common use at the time of the apocalypse; warbots, devastators, battlebots, and death machines.

Robots are treated just like gamma knights. Each robot has a record sheet. Armor sections (helmet, torso, arms, legs) correspond to similar portions of the robot, even though none of the military robots has arms or legs. The main difference between a robot and a gamma knight is that robots do not draw system markers; all robot systems are damaged by the first hit and destroyed by the second hit. A robot is destroyed when its body (internal circuitry) is destroyed. Black rays, needlers, stunners, and poison gas have no effect against robots.



Flak Stoppers

All other units are considered little more than "flak Stoppers" by the gamma knights. Their ability to survive in battle is almost nil. The best they can hope for is a good place to hide until they fire their first shot, which is probably the only one they'll get. Still, a torc micro-missile fired by a talking crocodile is just as dangerous as one fired from a tandem VIII.

No record sheets are needed for flak stoppers; all the necessary information is listed on the unit's playing piece. The only exception is if a unit is given a special weapon for the scenario. The identity of the specially equipped unit should be recorded.

Attack Strength: This is a combination of the unit's weapon strength and sensor strength. Add two dice to attacks during the Initial Fire phase, one die during the Terminal Fire phase. If no attack strength is listed, the unit cannot attack. Flak stoppers never make sensor attacks; they get lock-ons only as the result of saturation attacks.

Range: The range listed on the counter is medium range; long range is twice medium range. Short range is always one hex unless the range is circled, in which case the unit has a short range of two hexes.

Signature/Armor: The first number is the unit's signature value, the second is its armor value. If the unit has no second number, it has no armor protection.

Action Points: These are identical to powered armor action points and are spent the same way.

Recovery Value: If the unit is disrupted, it can try to recover in its own Recovery phase by rolling one die. If the number rolled equals or is higher than the unit's recovery value, the unit is flipped face up again.

Attack Results

Flak stoppers are attacked like any other units, but the attack results are interpreted slightly differently.

Any "L" result disrupts the unit; flip it over to its back side. Additional "L" results have no further effect. Any "H" result destroys the unit.

If the unit has an armor value, it can make an armor check against "L" and "H" results. A successful check negates the hit. Each hit must be checked individually, so a result of "H L L" may require up to three checks.

Unit Composition

Heavy Tank: Possibly the best weapon system dating from before the advent of force fields. Radically sloped duralloy armor gives it reasonable survivability. It is equipped with a fission cannon and a minimissile launcher with a 10-missile capacity (players must record the missiles and mark them off as they are fired).

Light Tank; Not as durable as the heavy tank but well-armed and equipped with state-of-the-art masking circuitry. It is armed with a fission cannon and a micro-missile launcher with a 10-missile capacity (players must record the missiles carried and mark them off as they are fired).

Heavy Infantry: One to three humans or mutants equipped with light body armor and blasters.

Light Infantry: One to three humans or mutants equipped with lasers and camouflage but no armor.

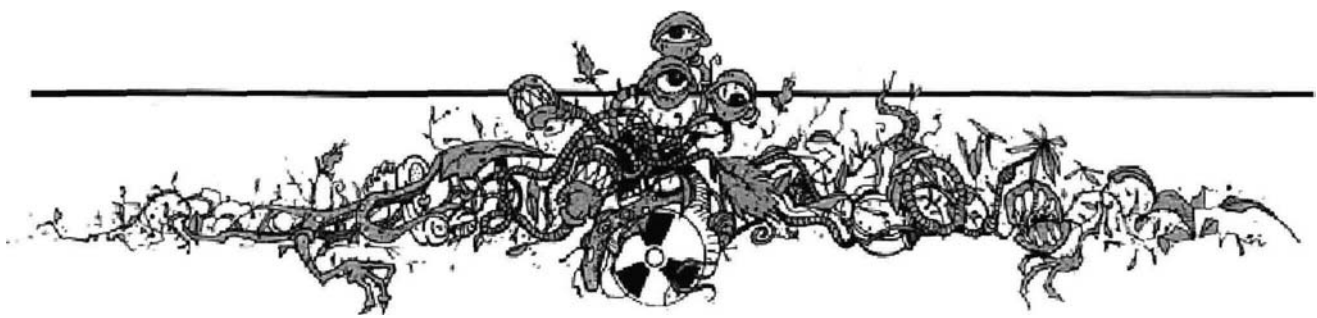
Gunpowder Infantry: Three to five humans or mutants equipped with muzzle-loading rifles.

Gunpowder Artillery: One or two muzzle-loading cannons and crews. Devastating if they get to shoot.

Cavalry: Three to five humans or mutants mounted on horses, pinetos, hoppers, brutorzes, or some other sort of animal. Faster than infantry but horribly obsolete.

Steel Age Infantry: Seven to twelve humans or mutants in steel armor and equipped with swords, spears, crossbows, and longbows.

Stone Age Infantry: Ten to twenty humans or mutants in no armor and equipped with clubs, stone axes, spears, and slings. They are typically so grimy that they can be hard to spot, but who cares?



Scenarios

All six scenarios follow the career of Isiah from the day when he discovered a suit of armor, through his climb to fame, his attempt to carve out a kingdom, and eventual downfall. New players should try scenario 1 or 2 while learning the rules. *Knight's Dawn* is a good solitaire scenario because it involves only one gamma knight. *Knights of the Road* is best for two players, each with one gamma knight.

Scenario 1: Knight's Dawn

In 2532, a group of Iron Society raiders chased a young, pure strain human adventurer named Isiah Ames into the ruins of Demoon. He evaded his pursuers by hiding in the subbasement of a crumbling building, and there discovered a buried cache of ancient weapons. When he emerged in the morning, the Iron Society was still there looking for him, to their sorrow.

Map: Use the city map,

First Player: Isiah Ames in battle armor equipped with a medikit, 2 slug throwers, flame thrower, UV laser pistol Mk V blaster, and vibro blade.

Second Player: Iron Society raiding party consisting of 1 heavy infantry, 4 light infantry, 2 gunpowder infantry, 2 cavalry, and 5 steel age infantry. One of the infantry units has a micromissile launcher with three photon micromissiles.

Set-up: The second player sets up first. His units can be anywhere on the map within three hexes of buildings B, C, or D, but not inside any of those three buildings. Then the first player places Isiah, anywhere inside building B, C, or D.

Game Length and Victory: The game lasts 20 turns. Isiah wins by wiping out the Iron Society raiders or surviving until turn 20. They win by killing Isiah.

Scenario 2: Knights of the Hood

After his fight with the Iron Society, Isiah re-equipped his suit and set out on the road. A few days later he was within sight of Ohma. There he met another gamma knight, guarding the highway approach to the city. Isiah refused to turn back, so the two warriors squared off for battle.

Map: Use the outdoors map.

First Player: Isiah Ames in battle armor equipped with

a medikit, slug thrower, grenade launcher (2 CMX, 1 PG, 3 GRV, 1 ECM, 4 PH, 1 TRC), flame thrower, Mk V blaster, and vibro blade.

Second Player: Guardian of Ohma in attack armor equipped with a medikit, 2 UV laser pistols, micromissile launcher (1 CMX, 4 FRG, 1 HE, 1 AP), grenade launcher (5 FRG).

Set-up: Both figures are on the road which crosses the map from C to G. Isiah is one hex northwest of the gully, the guardian is three hexes northwest of building F.

Game Length and Victory: The game lasts 20 turns. Either player wins by destroying the other gamma knight. If Isiah has not won by the end of turn 20, he loses (his power is too low to continue the fight, so he must withdraw).

Scenario 3: Robot Rampage

Having won entrance to Ohma, Isiah claimed it as his own and recruited followers from the city's residents. He spent the next few months training and equipping his small army. Their test of fire came when a berserk robot entered the city in search of power cells.

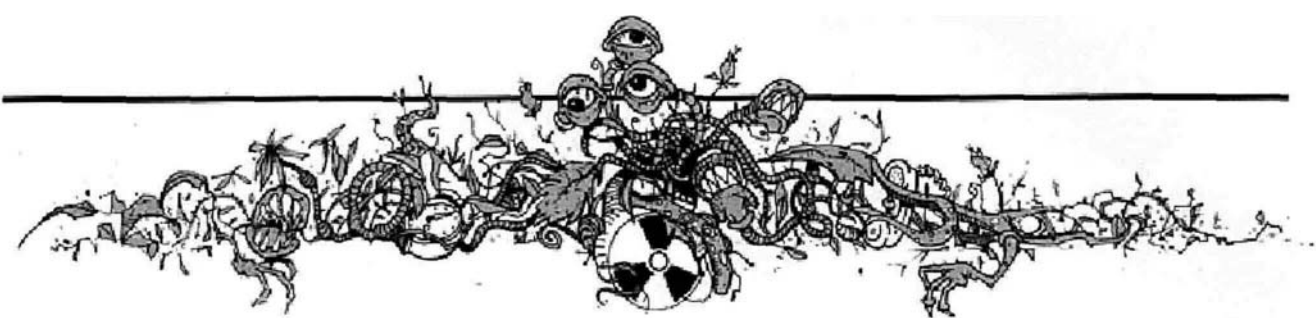
Map: Use the city map.

First Player: Isiah in battle armor equipped with medikit, slug thrower, micromissile launcher (3 ECM, 3 PH, 2 TRC), Mk VII blaster, and vibro blade; Man-at-arms in inertia armor equipped with UV laser rifle and maser pistol; 2 light infantry, 4 gunpowder infantry, 4 cavalry.

Second Player: standard devastator robot carrying 12 fusion grenades.

Set-up: The first player sets up his units anywhere west of the hexrow containing the damaged road which runs past buildings B and D. The robot sets up on any hex along the east edge of the map,

Game Length and Victory: The game lasts 20 turns. The first player wins by destroying the robot. The second player wins by destroying both gamma knights. If no one has won by the end of turn 20, the game is a draw.



Scenario 4: Slave Gun

Ohma was saved, barely, but months of work had been destroyed. Isiah needed supplies more than ever, but the area around Ohma had already been stripped clean. He and his followers became nomads. They found what they sought at Zentluz, guarded by a slave gun which had not known defeat for 200 years.

Map: Use the outdoors map.

First Player: Isiah in attack armor with medikit, 2 UV laser rifles, micromissile launcher (4 FIS, 4 FUS, 5 HE, 2 AP, 3 PH, 2 TRC), grenade launcher (3 SMK, 5 TRC), maser pistol, vibro blade; Man-at-arms #1 in inertia armor with conversion beamer, IR laser pistol, machine pistol; Man-at-arms #2 in powered alloy armor with machine gun, Mk V blaster, and energy mace; 2 heavy infantry, 5 gunpowder infantry, 1 gunpowder artillery.

Second Player: Emplacement with a fission cannon, plasma gun, MkXII blaster, and 3 UV laser rifles; 2 light tanks (robotic).

Set-up: The emplacement is in building F. The second player sets up his light tanks in any of the building hexes which form the building F complex. Then the first player sets up his units anywhere to the west of the gully.

Special Rule: None of the seven building hexes which comprise the building F complex block line of sight to or from the slave gun in building F.

Game length and Victory: The game lasts any number of turns. The first player wins by destroying the slave gun. The second player wins by destroying all three gamma knights.

Scenario 5: Showdown of Empires

With Zentluz under his control, Isiah assembled a powerful army and soon ruled the countryside for miles around. Before long, his burgeoning empire collided with another and an undeclared war was on.

Map: Use the outdoors map.

First Player: Isiah's border force consisting of a man-at-arms in scout armor with a medikit, 2 slug throwers, stun ray rifle, maser rifle; 1 heavy tank, 3 heavy infantry, 5 light infantry, 6 gunpowder infantry, 2 cavalry.

Second Player: gamma knight in tandem VIII with me-

dikit, 2 IR laser rifles, micromissile launcher (5 FIS, 2 HE, 3 STN), grenade launcher (4 CMX, 2 FRG, 3 PG), Mk VII blaster, energy mace; 3 light tanks, 4 heavy infantry, 6 light infantry, 2 gunpowder.

Set-up: The first player sets up anywhere within four hexes of the south map edge. Then the second player sets up anywhere within four hexes of the north map edge.

Game Length and Victory: The game lasts 20 turns. The winner is the player who destroys the opposing gamma knight. If both gamma knights are destroyed or both are still functioning at the end of turn 20, the game is a draw.

Scenario 6: The Road to Ruin

Hearing that his border force had been overrun, Isiah prepared to stake everything on the defense of Zentluz. As the opposing army moved into position Isiah saw weapons his examiners had never dreamed of. With one last, unwavering glance to his followers, Isiah locked down his visor and lunged forward into death or glory.

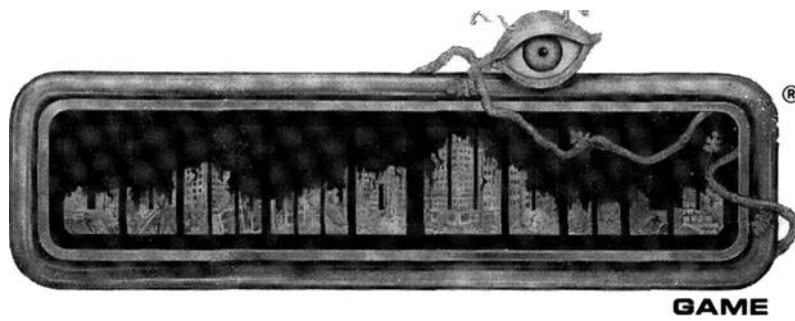
Map: Use the city map.

First Player: Isiah in assault armor with a medikit, 2 UV laser rifles, micromissile launcher (8 AP, 6 TRC), grenade launcher (5 ECM, 2 PG, 3 HE), conversion beamer, UV laser pistol, vibro blade; man-at-arms in battle armor with a medikit, 2 slug throwers, flame thrower, fusion rifle, machine pistol; 1 heavy tank, 2 light tanks, 3 heavy infantry, 5 light infantry, 4 gunpowder artillery, 4 gunpowder infantry.

Second Player: Gamma knight in tandem VIII armor with a medikit, 2 IR laser rifles, micromissile launcher (2 FIS, 5 HE, 1 AP), grenade launcher (4 PH, 4 SMK), Mk VII blaster, energy mace, R.T.O. with Mk XII blaster; man-at-arms in powered alloy armor with VL laser rifle, maser pistol; 2 heavy tanks, 3 light tanks, 5 light infantry, 5 gunpowder infantry.

Set-up: The first player sets up anywhere to the west of the hexrow containing the damaged road which runs past buildings B and D. Then the second player sets up anywhere within five hexes of the eastern map edge.

Game Length and Victory: The game lasts any number of turns. The player with the last surviving units wins.

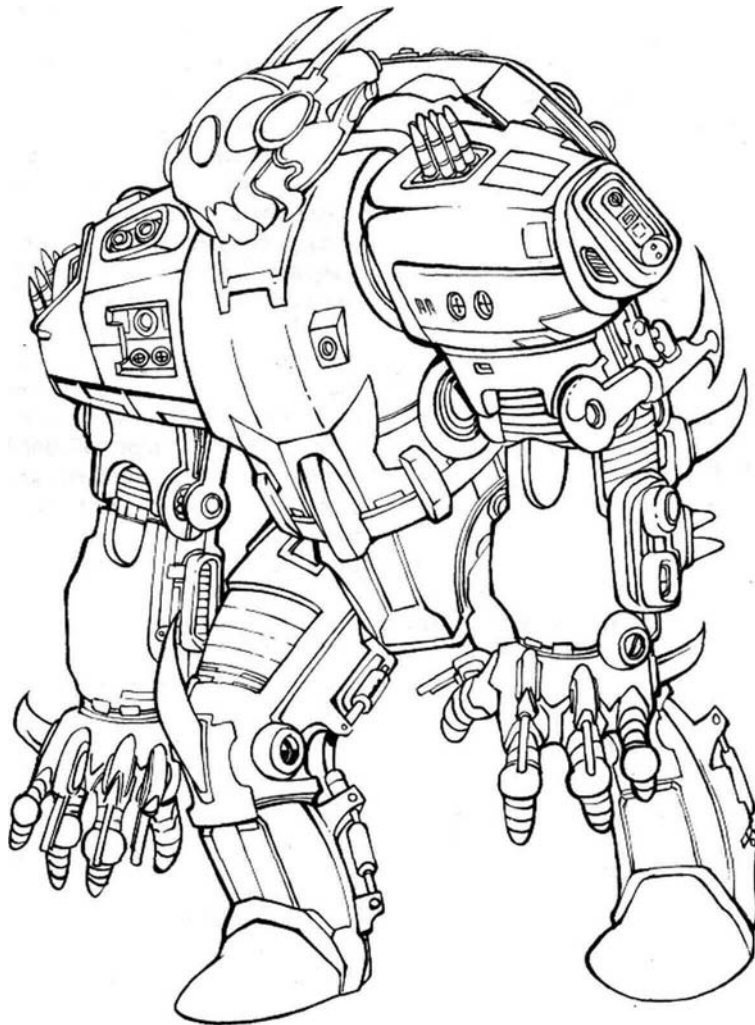


Gamma Knights

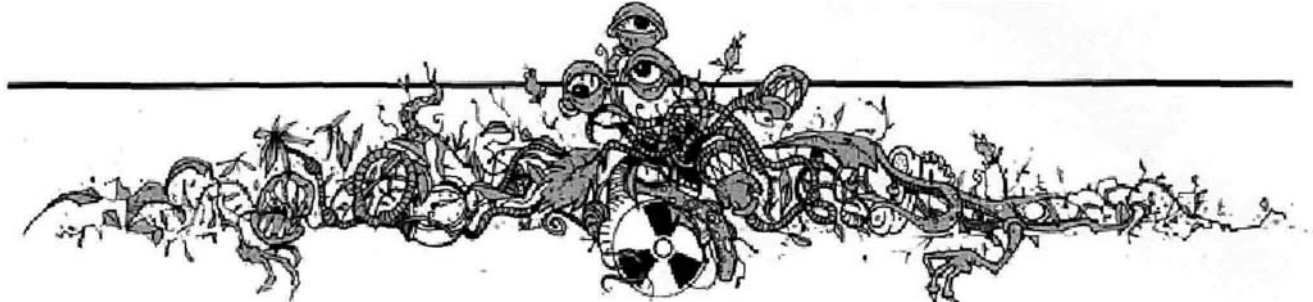
Knights of Gamma Terra

veni: I Came

vidi: I Saw



vici: I conquered



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Preface

This booklet provides both the Game Master and players with the rules for incorporating powered armor into the GAMMA WORLD® role-playing game and for customizing their powered armor to suit their own needs and make use of the equipment they have available.

Offensive armor was the culmination of the science of battle armor and was the most potent tactical battlefield weapon at the time of the Apocalypse. (Missiles were strategic weapons, not tactical. The awesome combat robots—battlebots, devastators, warbots, and death machines—were much more powerful than individual gamma knights but were used reluctantly. Their delicate computer brains were too easily scrambled in the devastatingly "hot" electronic battlefield environment. The Ancients understood how dangerous an uncontrolled robot could be. The fact that many of these robots were loosed in the waning days of civilization is testimony to the desperation of the combatants.) Powered armor is likely the most sophisticated and powerful equipment the player characters will ever encounter. It is a treasure beyond price; game masters must treat it that way. Even an unpowered suit should never be given away. It should come only at the successful conclusion of a long and arduous adventure.

All armor of the Ancients was made for pure strain humans. Creatures or player characters with nonhuman physiology or with physical mutations which alter the basic human body shape will not be able to wear powered armor unless their mutations are very minor.

Powered armor of every variety is rare (most of it was used—and destroyed—during the Apocalypse). The more powerful the suit is, the more rare it is. Sheath and plastic armor is the most common. Tandem VIII series armor, a customized upgrade of assault armor, is so rare that rumors of its existence can trigger a wild, madcap hunt that often ends up with the destruction of the tandem VIII, along with dozens of would-be owners.

All suits of Ancient armor are artifacts. Once found, their use must be figured out with the Use Artifacts Diagram (p. 67, GAMMA WORLD rule book). Their complexity varies from 10 for simple, unpowered armor to 40 for the heaviest suits. In play, a character always uses his Use Artifacts score rather than his THAC in combat. The only exception is when using close combat weapons; these use normal THACs.

Chapter 1: Armor Design

This chapter contains the rules about constructing a suit of powered armor from the frame up. By using these rules, players can create their own set of unique and specialized powered armor. Outfitting a suit of powered armor entails the following steps:

- Determine the number of slots available;
- Install power couplings;
- Install sensor options;
- Install defensive options;
- Install force field;
- Install weapons;
- Install locomotive assist options;
- Install strength enhancements;
- Install computers;
- Install hot-plate hook-ups.

Not all of the above options are available on the standard powered armors, and therefore must be added if they are desired. The following sections detail the many options available.

Slots and Power Usage: (The following six sentences summarize, very briefly, a rather complex subject which is explained in greater detail over the next 11 pages. Read this paragraph carefully and the subsequent material will make a lot more sense.) The number of *slots* on a suit determines how much equipment can be mounted on that suit, and where. *Extension plates* increase the number of slots available. Many items occupy more than one slot. To operate, an item needs one unit of *energy* per slot. This energy is provided by a *power coupling* and transmitted through a *hotplate*. One hot plate is needed per item, regardless of its power requirement.

Slots

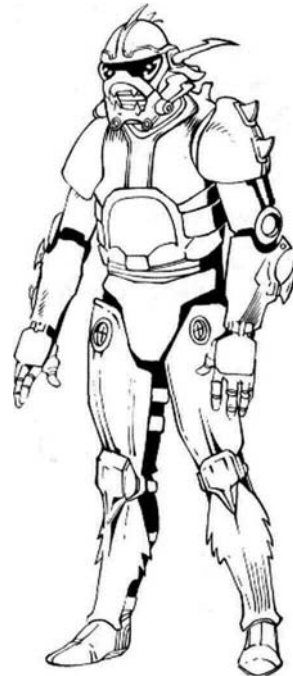
Slot locations are available on every suit of armor, vehicle, and robotic unit.

The number of slots available to a suit of armor is determined by its frame size. Powered plate armor, for instance, has 15 slots spread throughout the body: one in each arm, one in the helmet, one in each leg, eight in the backplate, and two in the front plate. These locations allow options to be installed on the armor.

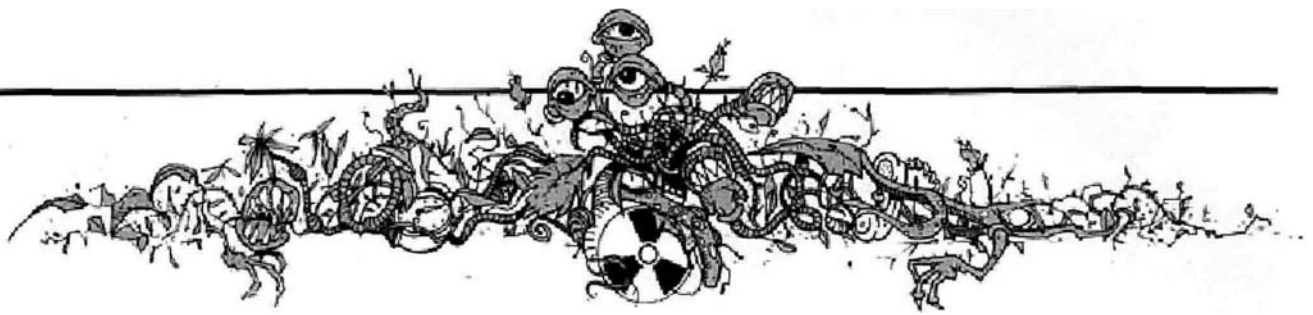
Each item that can be grafted onto a suit of armor needs a set number of slots; usually one, two, three, or four. If there is a three-slot location available on the



Sheath Armor



Plastic Armor



back plate, the character can place one three-slot item there, or a two-slot item and a one-slot item, or three one-slot items.

The player need not fill every possible slot. Empty slots have no effect on the suit. Leaving a slot empty usually happens because the character doesn't have enough equipment to fully utilize every slot. Finding items to mount on the suit is a rare occurrence, usually preceded by meeting and defeating another gamma knight.

Each piece of equipment placed on the armor must be on a single location. If a player has one free slot in the arm and three slots in the front plate, he cannot use a four-slot item because he does not have four slots available in one location.

Extension Plates

It is possible to artificially increase the number of slots on a suit of powered armor (but not the number of items that can be simultaneously powered). Items known simply as *extension plates* increase the number of available slots by as many as six. There is no theoretical limit to the number of extension plates that can be added.

Extension plates are not standard equipment. They must be found separately and installed by the owner.

Table 3-01 shows the eight extension plates which were commonly available, the number of slots they require, the number of slots they produce, and the possible locations for their placement.

Table 3-01: Extension Plates

Extension Plate Part Number	Slots Required	Slots Given	Locations for Placement
EPx000-A12	1	2	arm, leg, front or back plate
EPx001-B23	2	3	arm, leg, front or back plate
EPx010-B24	2	4	leg, front or back plate
EPx011-C35	3	5	front or back plate
EPx100-C46	4	6	front or back plate
EPx101-D58	5	8	back plate
EPx110-D6A	6	10	back plate
EPx111-D6C	6	12	back plate

When an extension plate is damaged in combat, it loses its ability to provide energy and all systems attached to the damaged extension plate (including other extension plates) are depowered, or powered down. The depowered equipment cannot be used until the extension plate is repaired, replaced, or removed.

Power Couplings

The power couplings option is available on every suit of powered armor. Without this option, the suit cannot get the power it requires.

The power couplings used in powered armor are very similar to the power supplies used in robotic units. The only difference is that powered armor has only a small number of couplings available to it while some robotic units and vehicles have parallel clusters of as many as 15 power couplings. Military robots like the warbot, battlebot, death machine, and devastator have banks of dozens of power couplings to power their incredible usage!

Also known as *QPCs* (*quantum power couplings*), these Ancient devices give the suit a virtually inexhaustible power supply by "burning" ambient air molecules in a reaction known only to the Ancients.

Each QPC gives the suit the ability to keep eight slots functioning indefinitely. All other power-using attachments must be turned off. Attempting to run more than the maximum possible slots causes the whole suit to shut down for one full combat round, during which the gamma knight must readjust his power usage to bring it within the suit's limitations. The suit automatically powers up again when this is done.

From a glance at Table 3-02, it is apparent that each slot fitted with a QPC can power one slot fitted with a weapon or other system. It would seem, then, that one-half of the total slots of any powered suit must be dedicated to QPCs. This is true only if the user wants to have every system functioning at once. In practice, power can be juggled from system to system, reducing the need for QPCs. Few of the standard suits spend half their slots on power. (On the other hand, if the suit has more QPCs than it needs it can easily withstand QPC damage without having to cut back on power usage or operating systems).

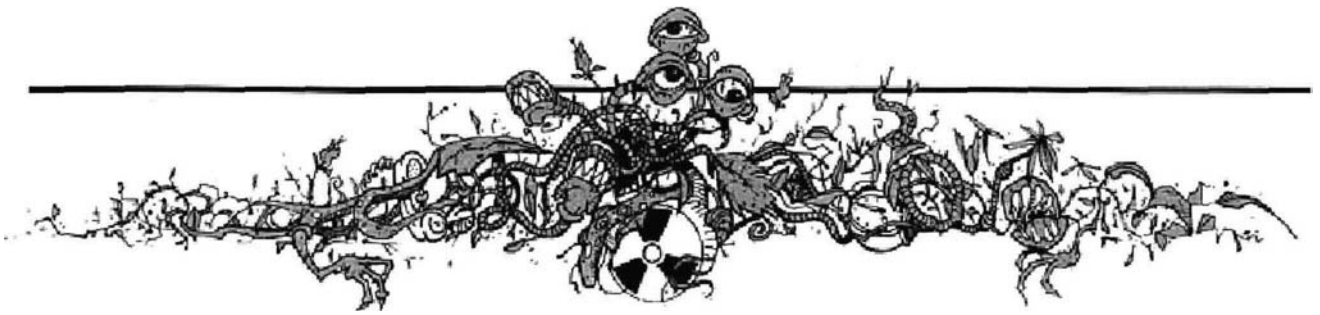


Table 3-02: Standard Power Couplings

Number of QPC Added	Slots Required	Power Given	Placement Locations
1	8	8	Any
2	16	16	Any
3	24	24	Any
4	32	32	Any
½unit	4	2	Any

Hot-Plate Hook-ups

The *hot plate* enables weapons, artifacts, and other energy-using systems to get their power directly from the suit's QPCs. Any suit with integral weapons powers them through hot plates. Most suits will be found with quite a few hot plates already attached or stored nearby. A hot plate looks like a silvery-gray metal plate 2 inches long, 3 inches wide, and about 1/16 inch thick.

A hot plate will never deliver a shock to anything which touches it. Energy will only flow through the hot plate when a *cold plate* is brought into contact with it. A cold plate looks identical to a hot plate but is designed to absorb energy rather than supply it. Once the connection is made, power flows from the hot plate into the cold plate, powering whatever object is connected to the cold plate. Common items that can be connected to hot plates are energy weapons, geiger counters, noninstalled ECM units, RTOs, or even power broadcasting units. Any weapon meant to be slotted onto armor has a cold plate built into it.

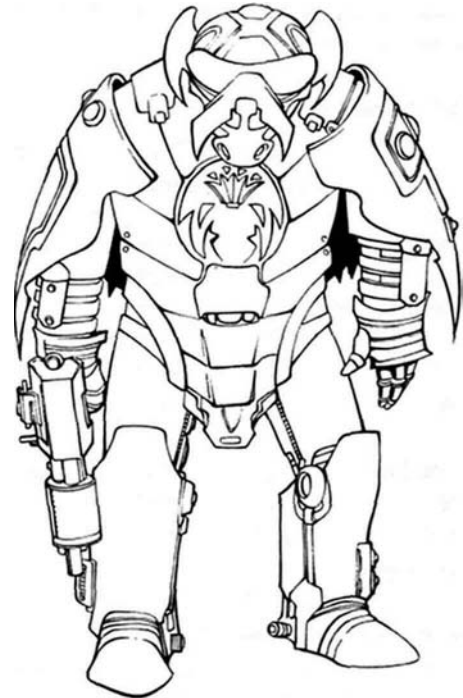
Any item can be powered through a single hot/cold plate combination, even if it needs power from more than one slot to operate. Any number of hot plates can be connected to a suit of armor, though there are obvious practical limits. A hot plate does not take up any slots, but the item it powers does.

Sensor Options

Sensor options are available on powered plate, powered alloy plate, energized, inertia, scout, battle, attack, and assault armors.

In order to use a sensor, it must be activated (i.e., power must be given to it). If it is not activated, it cannot be used.

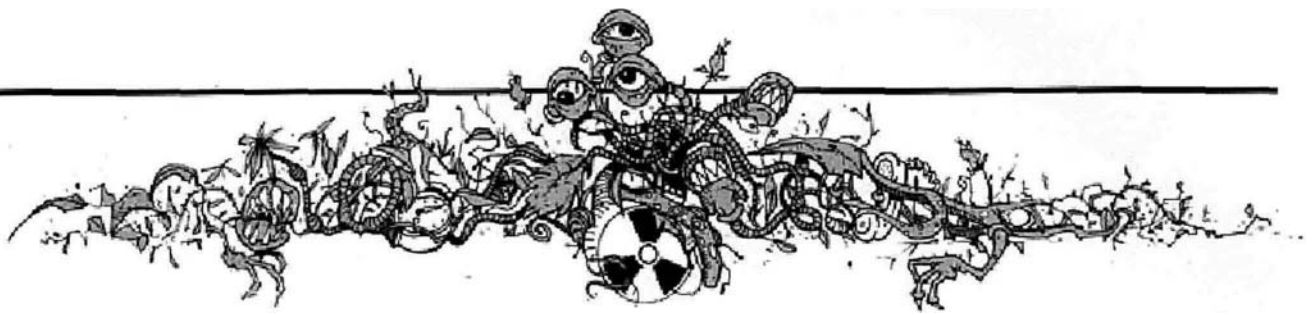
Table 3-03 shows 12 sensor types, the number of slots required to install them, and their effective ranges. After the table, a small definition of every sensor is



Powered Plate Armor



Powered Alloy Armor



given (in ascending order of obscurity) describing their strengths and weaknesses.

Table 3-03: Sensor Types

Sensor Type	Slots Needed	THAC Bonus	Effective Range
Energy-use	1	+3*	1km
Eye-movement	1	+8	Line of sight
Infrared	1	+2*	200m
Life	1	+3*	200m
Motion	1	+2	600m
Radar	1	+3*	1,000m
Radiation	1	+4	1km
Sound	1	+2	300m
Two-way Radio	1	+0	worldwide
Ultraviolet	1	+3*	350m
Underwater	1 per 2	(+4)	<i>special</i>
Visual Spectrum	1	+0	1km

* Opponent specific. Please see explanatory text that follows.

Any number of sensors can run at once. Generally, all gamma knights run all of their sensors at once in order to gain all the benefits they can. The player must pick one of the sensors as his primary sensor; he gains the full benefit of this sensor. All other sensors that are put on line grant the player an additional +1 THAC bonus (some exceptions are noted below).

Visual Spectrum: This sensor allows the character to see like a normal human. Colors from deep crimson to bright azure can be detected with little difficulty. The sensor's inherent weakness is that it cannot be used with much accuracy at night (-4 THAC) unless a powerful light source is used in conjunction with the sensor.

Two-way Radio: This handy piece of equipment allows the individual to communicate with anyone else who is currently hooked up to the world-wide satellite communication system. Over 15,000 frequencies are available to civilian use. (Several thousand more are secured channels once used by police, government, and espionage organizations under government contract. Suits of powered armor generally have access to the full range of frequencies.) The radio can be set to a single channel or to scan a range of frequencies and stop when chatter is detected.

Intense electromagnetic disturbances created by solar flares and many weapon effects make communication shoddy at best during combat. All torc, trek, fusion, and fission warhead detonations eliminate all radio communication within five times their blast radius for five rounds. EMP generators, EMPumps, and other constantly-running electromagnetic pulse producers destroy all radio reception and transmission in the same area for as long as they are functioning.

Infrared: This handy sensor allows the user to see the heat signatures of warm-blooded creatures, exhaust from internal combustion engines and jump-assist jets, heat from campfires, and the warmth from a fired weapon or an activated life support system. The sensor gives a +2 THAC bonus. An IR sensor is ineffective if the temperature of the object is nearly equal to the temperature of the surrounding air. All chemical and atomic explosions (everything except *tore* and *trek* warheads) overload IR sensors with heat so the user cannot see anything in infrared for five rounds.

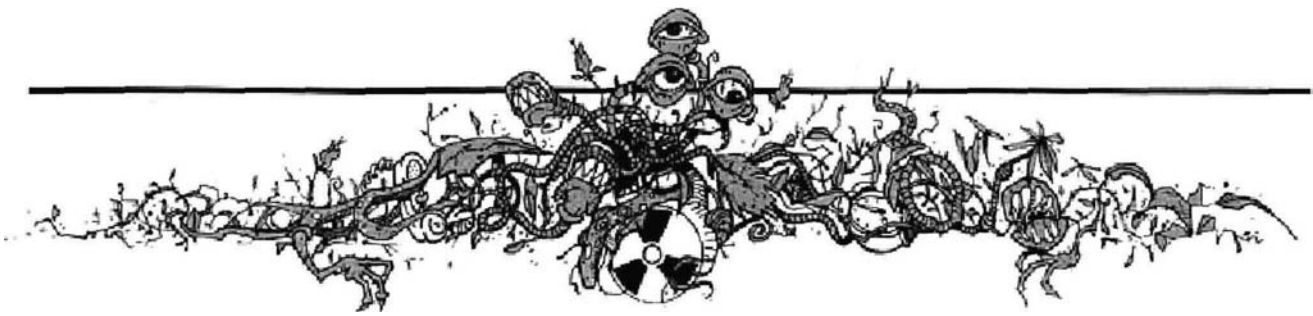
Ultraviolet: This sensor allows the user to see in the dark with a +3 THAC bonus. In daylight this sensor gives the character a -1 THAC penalty. A *torc* or *trek* warhead explosion overloads the UV sensor so the user cannot see anything in ultraviolet for five rounds.

Motion: This sensor uses a series of invisible, low-energy lasers and light producing filaments to detect moving objects. Whenever movement is detected, the sensor produces a blue box (with dashed lines) around the moving object on the suit's HUD (Head-Up Display), giving a +2 THAC bonus.

A motion sensor is easily triggered in windy conditions. This confuses the user, resulting in a -6 THAC penalty. In a forest, swaying trees would constantly trigger the sensor, which would place a boxed outline around every fluttering leaf and bobbing branch. All these blinking overlays are very distracting and obscure important data.

Sound: These sensors detect the presence of noise and etch a dashed red box around its source, much like the motion sensor, giving a +2 THAC bonus. The noisier the item, the redder the box. A nearby explosion or similar loud noise causes the sound sensor to shut down for five rounds to recalibrate.

Eye Movement: This sensor bounces extremely low-energy lasers off the retina of the user's eye to determine the exact placement of the eyes and the focus distance. A weapon that is slaved to this sensor is



aimed with great accuracy, receiving a +8 THAC bonus.

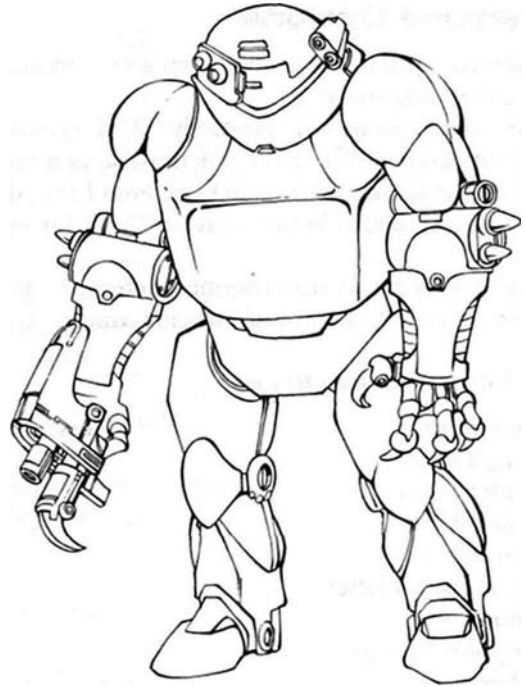
Radiation: This sensor alerts the user if any radiation is impinging his suit or force field, as well as identifying the type of radiation and its strength. If the gamma knight is hit by a radiation weapon, the sensor indicates that fact but it is not overloaded or damaged. If the sensor is active when the suit (not the force field) is hit by any laser, maser, or blaster, the sensor is immediately disabled and must be repaired or replaced.

Radar: This equipment creates an image of objects by emitting electro-magnetic waves and sampling their echoes. The more metal an object contains, the more visible it is to the radar sensor. Radar grants a +3 THAC bonus when serving as a targeting sensor. Radar is an active sensor, however, which makes it potentially dangerous to use; anyone else using an energy-use, radar, or radio sensor automatically detects the radar sensor's emissions and gets an additional +2 THAC bonus when firing at the source of those emissions.

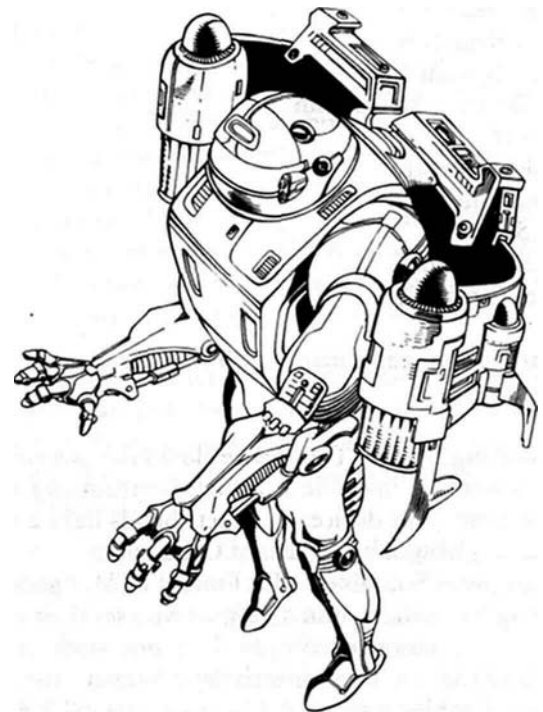
Energy Use: This sensor can locate any energy-using device (a robot, radio, or activated suit of powered armor, for example) within 1 kilometer, resulting in a +3 THAC bonus. In response to a reading, the sensor places a yellow dotted outline about the energy-using item. Batteries, deactivated weapons, depowered items, living things, and power couplings not in use are not found with this sensor. It can only detect the transfer or production of electrical or atomic energy.

Life: This sensor can locate any living thing within 200 meters that is not hidden behind stone, ground, metal, or ceramic. In response to a reading, the sensor places a green dotted outline about the item that is alive, granting the character a +3 THAC bonus. It is sensitive enough to detect any creature larger than 1 inch long. The user can select the sensitivity, screening out small things and targeting only those meeting minimum requirements. Robotic units, androids, and plants are not identified by this sensor.

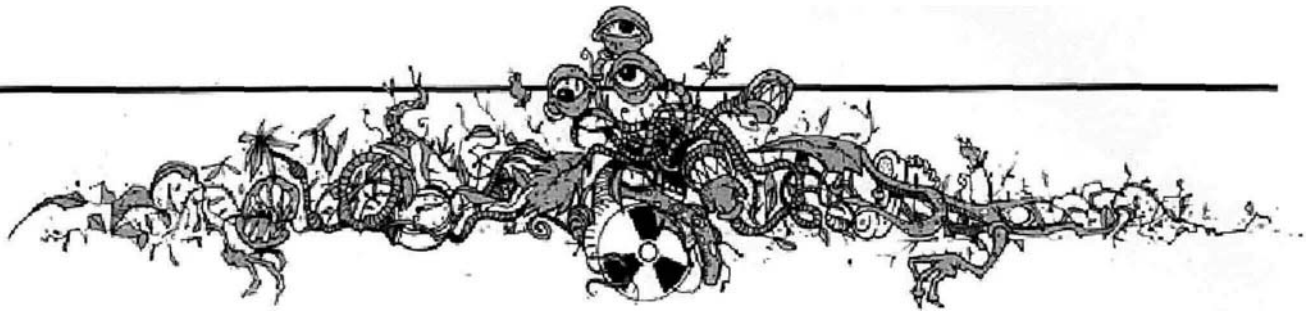
Underwater: The underwater sensor allows the user to see underwater as clearly as someone standing on land, offsetting the -4 THAC penalty. The sensor counters the wavy motion and compensates for the lack of light (especially at depths greater than 100 meters). Not an actual sensor, this is a computer program which enhances another sensor's input and eliminates disturbances caused by being under water.



Energized Armor



Inertia Armor with prototype jet-pack



Defensive Options

Defensive options are available on scout, battle, attack, and assault armor.

Defensive options are primarily ECM (*electronic counter measures*). The armor of most suits is strong enough to withstand many attacks without being damaged, but it is always better to avoid being hit in the first place.

Table 3-04 lists the most common defensive options that can be added to a suit of powered armor.

Table 3-04: Defensive Options

Defense Option	Slots Needed
Cloaking Device	8
Computer Scrambler	3
Ejection System	6
EMPGenerator	6
Energy-Emission Filter	3
IR Absorption	2
Life Support System	2
Light Filter	1
Medikit	1
Autosurgeon	2
Radar Scrambler	1
Radio Scrambler	2
Repair System	4
Self-Destruct Mechanism	1
Silencer	2
Smoke Generator	1
Sound Filter	1
Suit Sealant	1
UV Absorption	0*
Water Circulation	1

* This option is automatic in all suits constructed from duralloy.

Cloaking Device: This device cloaks the powered armor, making it invisible to visual spectrum and infrared sensors. This device, in effect, bends light around the suit, giving it a +4 Armor Class bonus.

Computer Scrambler: This limited ECM is generally used against other gamma knights who set their weapons to fire automatically. It does not work against weapons that are fired directly by a human. The computer scrambler grants a +3 bonus to the suit's Armor

Class, but only against attacks which are solely computer aimed. This ECM also works against robotic units, androids, and other computer-driven opponents.

Eject System: This system allows the character to eject himself from the powered suit. Ejection takes only a few seconds. It must be the last action the character performs in the powered suit. This system requires six slots, one in each location (the character chooses whether the sixth location is the front plate or the back plate—only one is necessary). When ejection occurs, the suit is blown off in pieces and the wearer is thrown approximately 10 yards forward (if the front plate is wired) or back (if the back plate is wired). Reassembling the suit takes one turn. Normally, removing a suit of armor takes 10 rounds, so this option is handy in some emergencies.

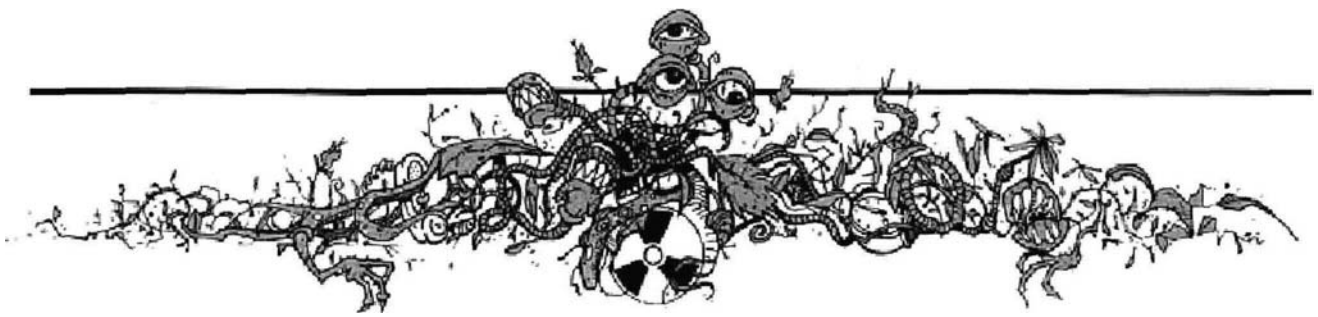
EMP Generator: Not actually an ECM defense mechanism, the EMP generator is actually a weapon that is debilitating for both the victim and the user. Using the EMP generator completely disables the user's powered armor; all the suit's QPCs shut down, which in turn powers down everything else on the suit. The character can begin powering up starting the next round. At the same time, the EMP generator does one of two things to every mechanical item within 20 meters. All force fields within 20 meters collapse until they have time to recycle completely. All items not protected by force fields power down the same as the generator user's suit. If a suit has multiple force fields running at once, the outermost force field collapses and force fields underneath the outer layer are unaffected.

Energy-Emission Filter: This filter makes the suit of armor invisible to energy-use sensors and negates the THAC bonus awarded by the energy-use sensor.

IR Absorption: IR absorption is a protective feature provided by duralloy, a common substance in the construction of powered armor. This ancient metal is almost completely unaffected by temperature changes or extremes.

Life Support System: Generally a standard option on all powered armors, this system contains its own micro power supply that allows it to function for three full days (72 hours) with no outside power. When hooked up to a powered suit with a functioning QPC, the QPC constantly drip-charges the life support system.

Light Filter: The light filter is a polarized lens which



darkens automatically when exposed to bright light. As the light intensifies, the filter darkens; as the light returns to normal, the filter lightens until it, too, is back to normal. A nuclear blast, for example, would completely black out the suit's visor, effectively blinding the user for the duration of the blast but protecting his eyes from injury. Less intense bursts darken the visor without making it completely opaque. This is a good protective device but it can be turned against the user if he is caught in a powerful spotlight or exposed to flash bombs.

Medikit: The medikit is a particularly handy item which can actually save a character's life. When loaded with medicines, the medikit can heal any ailment or perform any task 10 times before it must be refilled. The tasks that the medikit can perform are described below.

Accelerate Dose: Accelerates the body's natural healing. One dose heals one point of damage every hour until $1d6 + 2$ points are healed.

Anesthetic: This drug counteracts the effects of combat fatigue and lets the user continue fighting without wound penalties.

Antibiotic: Removes all bacterial infections from the bloodstream.

Antiradiation: Cures all radiation-related sicknesses within $1d10$ rounds, regardless of their intensity. This compound does not remove mutations, but it inhibits the growth of mutations if taken within one day of radiation exposure.

Antiseptic: Removes all viral infections from the bloodstream.

Cut-in Dose: An instantaneous antitoxin. It neutralizes all poisons immediately, but also counteracts the effects of beneficial medications.

Mind Boost: Increases the user's MS by three for one hour. After the mind boost wears off, the user must rest for four hours or suffer a permanent loss of three IN points.

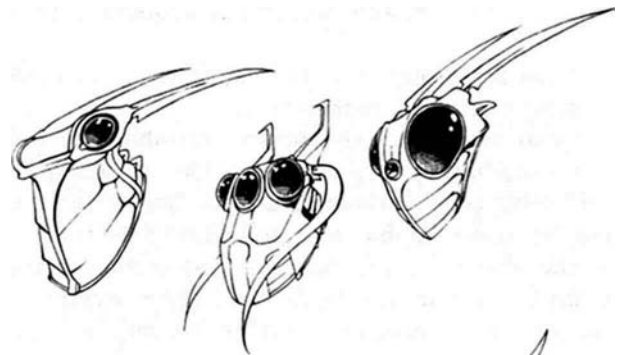
Toxin Neutralizer: An instantaneous natural poison remedy, this injection counters the effects of all bites, stings, and impalements. It does not counteract the effects of beneficial medications.

Wound Suturing: Stitches minor and severe wounds and halts all bleeding. Often used in conjunction with the autosurgeon.

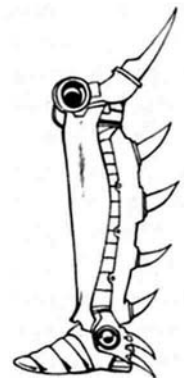
Autosurgeon: This installable option must be attached to the backplate in order to function correctly. If



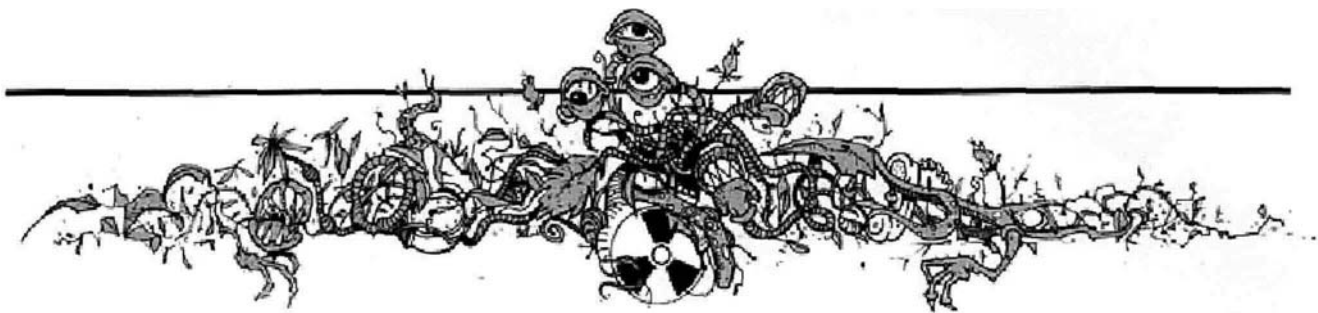
Powered Scout Armor



Helmet variations



Side view of lower leg assembly



placed elsewhere, it does not function. The autosurgeon passively reads the spinal network and the capillaries near the skin looking for an increase in blood pollutants that are caused by broken bones, foreign objects, etc. If it determines that trauma has occurred, it sends a nanoscopic probe into the spinal column near the base of the medulla oblongata and informs the brain that there is no pain.

Once the pain is gone, the autosurgeon instructs the muscles near the wound to contract and relax in such a way that any foreign object (i.e., imbedded bullet or arrow) is forced out of the wound; no more than 10 pounds of material can be removed. The autosurgeon also instructs the capillaries, veins, and arteries to tighten, halting a great deal of the blood flow. Broken bones often require the help of the suit.

If the suit is equipped with strength enhancement options, the autosurgeon instructs the enhancements to pull on the broken extremity in order to set the bone properly. The character sees this action as a painless involuntary spasm on the part of the suit. Once the bone is set, the autosurgeon directs the suit to restrict and support the actions of the extremity until the bone is healed properly. If it cannot heal the wound, it numbs the contusion and warns the suit occupant of its ineptness.

Radar Scrambler: This ECM counteracts all THAC bonuses granted by radar sensors.

Radio Scrambler: This option scrambles the radio waves in order to keep opponents from speaking with each other and coordinating attacks. The character using the radio scrambler must roll 1d20. If the result is a 1, the scrambling attempt fails and cannot be tried again for 30 minutes. If the scrambling attempt succeeds, radio communication within 1 mile is impossible for as long as the scrambler is left on. The character can select any one frequency and isolate it from this scrambling effect. If other radio users set their radios to scan, they can locate this protected frequency in 1d6 rounds.

Leaving the scrambler on all the time is not a good idea. The mere presence of radio disruption alerts everyone in the area that a scrambler is nearby. Also, like radar, a scrambler is an active device; while enemies might be deprived of their radio communication, their radios can be switched over and used as targeting sensors, giving a +5 THAC against the scrambling unit.

Repair System: The repair system can repair 1d6 points of damage to any one system every round.

When the player wishes to repair suit damage, he must roll 1d20. If the result is 15 or higher, the repair system fixes one point of damage to one system. If the die roll fails, there is no effect that round. A new attempt can be made again next round.

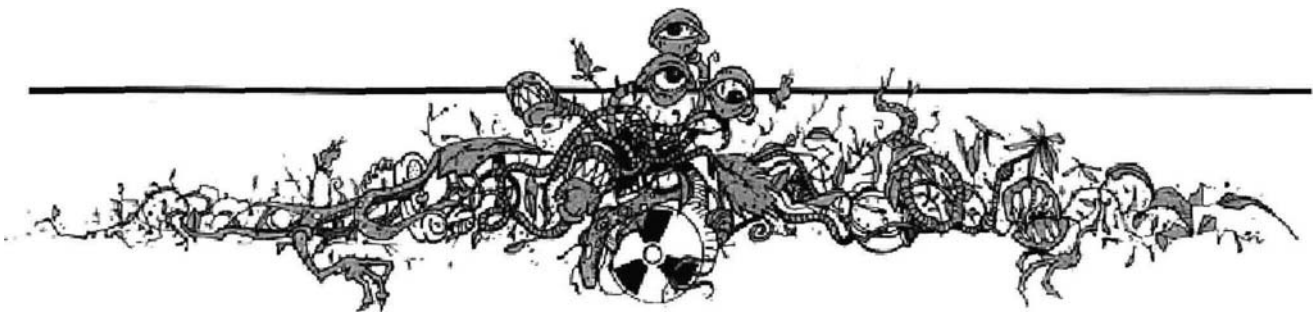
The repair system cannot heal itself. For every point of damage that the repair system receives, subtract one from the repair die roll. The repair system can never fix an internal system to its full strength. For instance, if a system takes one point of damage, the repair system cannot do anything to fix it; but if the system receives more than one point of damage, the repair system can fix it until it is one point below perfect condition.

Self-destruct Mechanism: This dangerous option is standard in almost every suit of powered armor. It is designed to keep the suit from falling into enemy hands and being used against the friends of its former owner. Five rounds after the suit occupant's death, the suit begins burning out its circuitry and erasing all computer programs. The suit does not explode (this would ultimately prove more dangerous to friends than enemies). Instead, it is ruined beyond repair. QPCs, extension plates, and the suit itself are fused into a smoking, blackened husk. Mounted weapons and external systems have a 50% chance of surviving undamaged. Hand-carried weapons are unaffected.

Silencer: This noise filter creates counter-waves which make the suit of armor almost perfectly silent. When this option is used, the suit becomes invisible to sound detecting sensors (including ears!).

Smoke Generator: Using this defensive option grants the suit wearer and everyone else within 10 meters a +12 bonus to their Armor Class for 1d10 rounds. The dense cloud of chemical smoke negates visual spectrum and UV sensors and halves the bonus from IR sensors (round down). Other sensors are unaffected by smoke. The smoke generator holds five loads of smoke; an expansion clip can be installed to hold an additional six loads (total of 11 loads).

Sound Filter: The sound filter is a multi-faceted mechanism which is a very handy item to possess. When turned on, it greatly reduces the decibel level of extremely loud noises. This protects the character from the effects of loud noises like the *sonic attack* or the deafening noises of explosions. The filter also picks up and amplifies soft sounds; the suit occupant can hear a

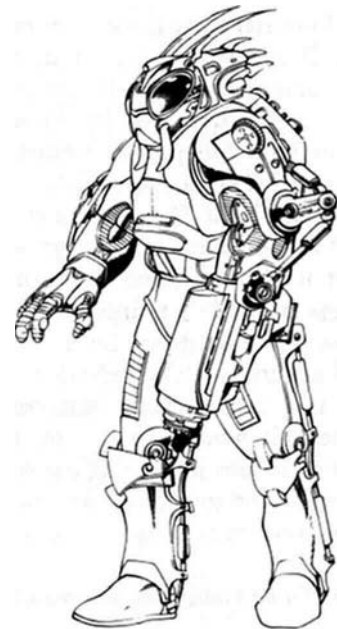


cricket moving through the brush at 50 meters, or hear the hushed whispers of assailants or bandits from 100 meters. All of these sounds are adjusted for the listener's comfort and for greatest clarity.

Suit Sealant: Especially beneficial in hostile environments like outer space, deep water, or toxic gases and poisons, suit sealant is designed to seal any breach the suit may be subjected to. By spurting a ferrous foam into the breach, the suit is instantly sealed. This happens automatically, even if the character is unconscious or performing some other action.

UV Absorption: This minor force field effect absorbs all UV radiation striking the suit. This eliminates the suit's UV signature (no UV is reflected to be picked up by sensors) and negates the use of UV sensors by opponents.

Water Circulation: By purifying and recycling moisture from respiration, elimination, and perspiration, this system makes pure, drinkable water available at any time without removing the helmet or opening the visor.



Battle Armor

Force Fields

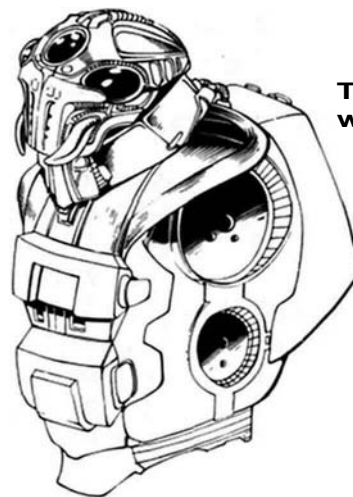
Force fields are available on inertia, scout, battle, attack, and assault armor.

Force fields are fields of energy that completely enclose the armor suit and protect it from physical damage. There are, however, three different types of force fields: energy fields, kinetic fields, and magnetic fields.

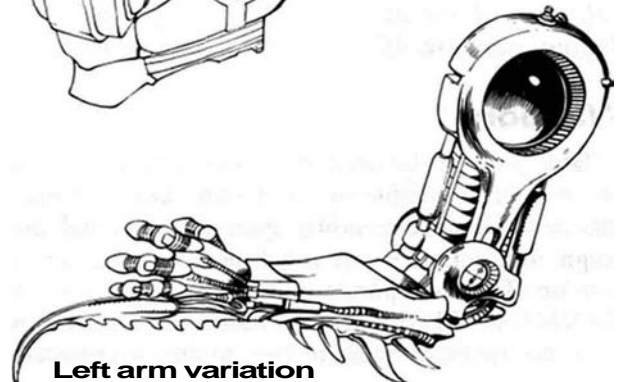
For additional information on force fields, see the GAMMA WORLD® rulebook, page 73.

The energy force field is an early field generator that burns out when exposed to excessive damages. An energy force field absorbs half of the damage points inflicted against its suit from every attack, until its limit is reached; then it collapses. For example, if a 20-point energy field is hit by an attack which causes 30 points of damage, 15 points are absorbed by the field and 15 hit the suit. If the attack caused 50 points of damage, 20 would be absorbed by the field while 20 hit the suit. At that point the field collapses and the remaining 10 points also hit the suit. After collapsing, the field generator recycles in only 10 rounds, and then can be powered up again.

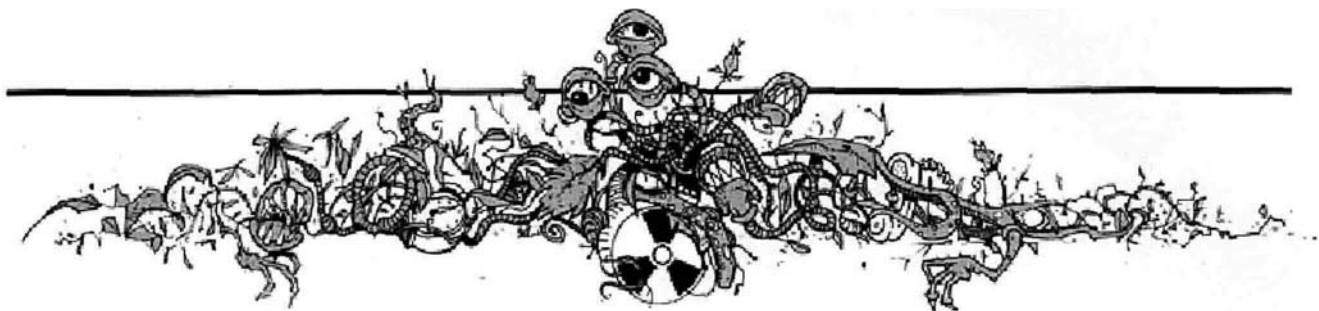
Only one energy force field can operate in the same area at one time. If a second field is added inside or



**Torso variation
with arms removed**



Left arm variation



outside the first, both collapse and must recycle.

Kinetic force fields are the most powerful of the various fields. They can absorb a certain number of damage points, and no damage penetrates the field as long as it operates. When the field's damage limit is reached, the field collapses and must recycle before it can be restored. A kinetic force field recycles in 10 minutes. For example, a 75-point kinetic force field absorbs the first 74 points of damage which hit it. The 75th point is also absorbed, but collapses the field. Any damage beyond 75 points hits the suit.

Repulsion force fields are by far the weakest of the three field generators. The field does not absorb damage at all, but instead creates a strong repulsion field around the suit which deflects incoming attacks to some extent, thereby improving the Armor Class of the suit. The repulsion generator does not burn out from use; it functions until the generator itself is damaged.

Table 3-05: Force Field Characteristics

Force Field Type	Slots Required	Regeneration (pts/round)
Energy, 10 point	1	0
Energy, 20 point	2	0
Energy, 30 point	3	0
Energy, 40 point	4	4
Energy, 50 point	5	5
Energy, 75 point	7	7
Kinetic, 30 point	2	6
Kinetic, 50 point	4	10
Kinetic, 75 point	6	15
Kinetic, 100 point	8	20
Kinetic, 150 point	10	25
Repulsion, +1 to AC	1	na
Repulsion, +2 to AC	2	na
Repulsion, +3 to AC	3	na
Repulsion, +4 to AC	4	na

Weapons

Table 3-06 (at the back of this book) details most of the weapons available to the gamma knight. Others may be available, depending upon the individual campaign, and doubtless others will be unearthed as time goes on. These weapons are described in detail in the GAMMA WORLD® rulebook. Italicized entries on the table are weapons that are new in this supplement.

They are described below, along with some additional information on weapons from the GW rules.

The weapons which can be mounted on a suit of armor are not standard shoulder-fired or hand-held weapons. They are specifically made to be slotted onto armor and cannot be used any other way. Normal weapons can be modified for mounting by an examiner who makes a successful Jury-rig roll. This modification requires a cold plate (q.v.); where the PCs get it is up to them.

Assault Rifle: When installed on powered armor, the assault rifle has a 60-round clip. For every additional slot allocated, the weapon can be given an additional 300 rounds.

Axe-Hand: In place of a standard glove, the axe-hand can be used as both a bludgeoning and a slashing weapon. With this option, the character cannot perform dextrous feats with the hand where the axe is mounted.

Bayonet: Usually placed in a sheath on the forearm or calf, a bayonet can be pulled out, locked in place on the forearm or the back of the hand, and used as a piercing weapon. With this option, the character cannot perform dextrous feats with the affected hand.

Blaster, Mark XII

Tech Level: VI

Duration: 7 Shots

Weight: 6 Kg

THAC Bonus: +3

Rate of Fire: 1

Complexity: 15

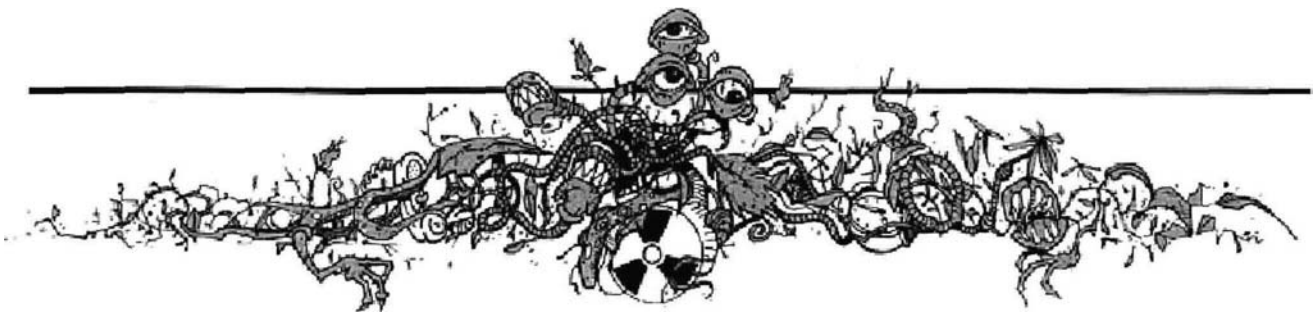
Avg. Cost: Priceless

Damage: 8d10

Short Range: 60

This unusual weapon projects a ray that weakens the nuclear force that binds the nuclei of atoms together. The result is that all things touched by the beam disintegrate. The results are light, intense heat, very little noise (compared to the other blaster varieties), and an impressive hole in the target. Even the air it travels through is affected, making the beam visible as a white, ultrafast streak. This weapon is quite bulky and heavy; it cannot be hand held, but must be mounted on an RTO.

Club-Hand: In place of a standard glove, the club-hand is used as a bludgeoning weapon. With this option, the character cannot perform dextrous feats with the affected hand.



Crossbow, Heavy: Usually placed in a sheath on the forearm, a crossbow can be slid out and used at will, though it must be loaded by hand. An automatic loader (ROF 1) is available at the cost of one additional slot location. The loader holds 10 bolts as well. If a third slot is used, a bolt storage facility can be installed that carries 30 bolts.

Flying Blades: Often attached to the outside thigh, the flying blade launcher can launch one set of flying blades per round. When installed on an armor suit, the launcher carries seven sets of blades. For every additional slot allocated, the weapon can be given 20 more rounds.

Fusion Rifle

Tech Level: VI

Duration: 1 Shot

Weight: 12 Kg

THAC Bonus: +6

Rate of Fire: 1

Complexity: 18

Avg. Cost: Priceless

Damage: 8d6

Short Range: 40

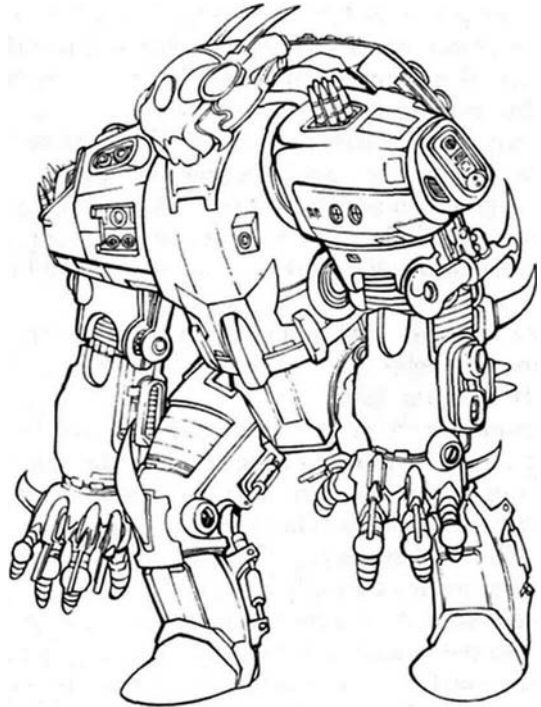
The fusion rifle is the terror of many gamma knights. It was invented before the force field and was engineered specifically to punch through heavily armored vehicles. The fusion rifle is not very effective against force fields; damage is halved against kinetic and energy fields. But damage is doubled against armor that is not protected by a force field. A repulsion field has its normal affect and the damage is doubled against the armor. In addition to the 8d6 points of damage, all who are struck by the fusion rifle's blast must roll a radiation check as though hit by intensity 19 radiation. The fusion rifle has an unlimited number of shots available to it.

Gravity Gun: Installed in a suit of armor, the gravity gun can fire an unlimited number of shots.

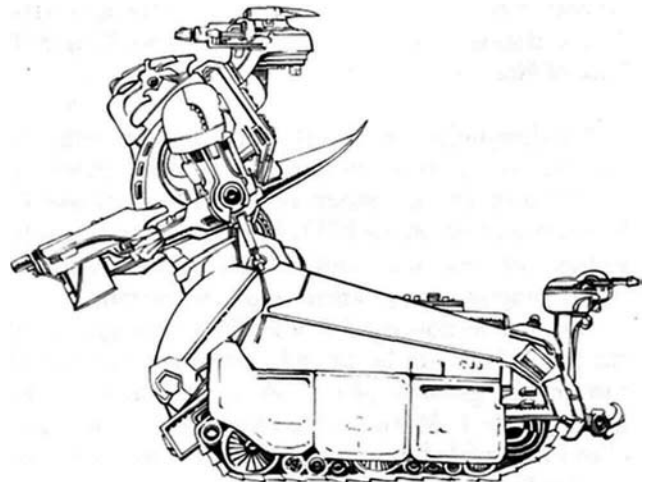
Grenade Launcher: The grenade launcher, as an installed item, has enough room for six grenades. For every additional slot allocated, the weapon can carry an additional 12 rounds.

Hammer-Hand: This device is an effective bludgeoning weapon which can be mounted in place of a standard glove. With this option, the character cannot perform dextrous feats with the affected hand.

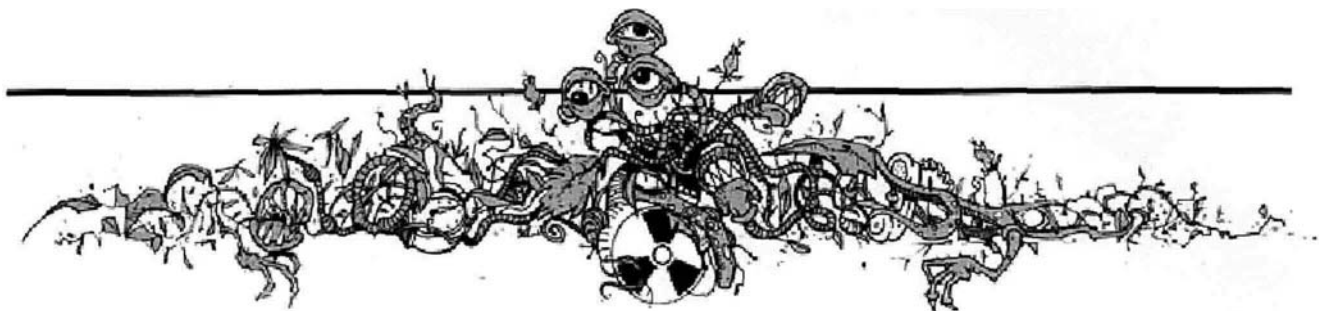
Lamprey Disk: When a lamprey disk is magnetically attached to a suit of powered armor, the suit immedi-



Attack Armor



Assault Armor mounted on RTO



ately loses power. A QPC normally gives a suit eight units of power, but a lamprey disk drains three units every round, starting immediately. So, for example, a fully functioning QPC will only power five options when one lamprey disk is attached. If that same suit had two QPCs, they would supply the suit with 13 units of power until the lamprey disk is removed. If lamprey disks drain all of a unit's energy output, the suit shuts down and only the life support system functions.

Mace, Energy: Usually placed in a sheath on the forearm, an energy mace can be automatically slid out and placed in the hand.

Micromissile: A micromissile launcher must be attached to the back plate or the helmet. The launcher has enough room for eight micromissiles of any type. For every additional slot allocated, the weapon can carry an additional 20 rounds. Only micromissiles can be fired from the micromissile launcher.

Minimissile: A minimissile launcher must be attached to the helmet or back plate. The launcher has enough room for six minimissiles of any type. For every additional slot allocated, the weapon can carry an additional 20 rounds. Only minimissiles can be fired from a minimissile launcher.

Shrapneler

Tech Level: VI
Duration: 7 Shots
Weight: 6 Kg
THAC Bonus: +3
Rate of Fire: 1

Complexity: 15
Avg. Cost: Priceless
Damage: 8d10
Short Range: 60

The shrapneler is extremely bulky and unwieldy, far too clumsy to be man-portable. It must either be mounted in an installation or a vehicle. It is usually found mounted on an RTO, but other prime movers include flit cars, tanks, and military robots. This monstrous weapon comes in three separate sections.

The first section is a blenderlike appendage called the *feed* which can be placed against any unarmored surface (the ground, plants, an enemy's personal belongings, etc.). When the feed touches an object, that object is shredded into small pieces. The mulched material is forced up through the feed duct into the second section of the shrapneler: the hose.

The hose attachment moves the shredded matter

from the feed into the accelerator—the third section of the shrapneler. The accelerator charges the particles electrically and then accelerates them through a powerful magnetic field which forms the weapon's barrel. By the time the matter leaves the muzzle it is traveling at tremendous velocity.

When mounted on an RTO/powered armor combination, the barrel appendage requires eight units of power to function and occupies every available slot on an arm, regardless of whether that is one or nine. Four slots from the suit's backplate are also required.

Locomotive Assist Options

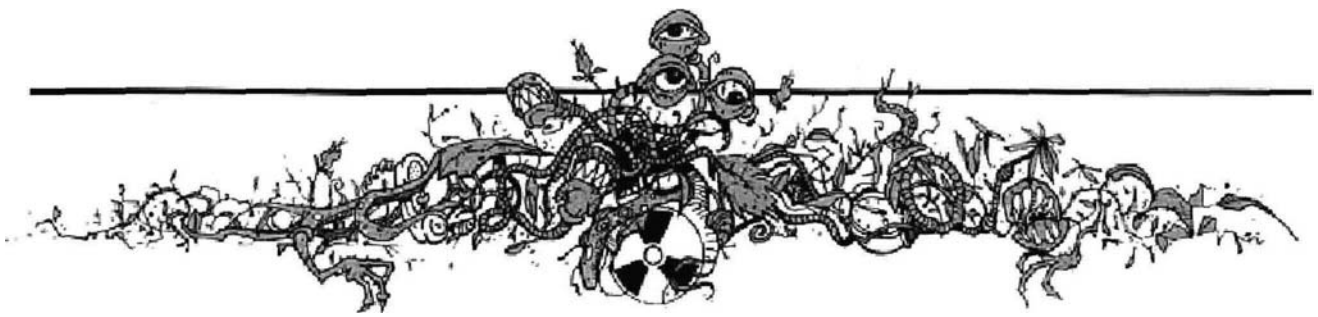
Locomotive assist options are available on powered plate, powered alloy plate, energized, inertia, scout, battle, attack, and assault armor.

Locomotive assist options allow the character in a suit of powered armor to move faster than is otherwise possible. Four assist options exist: enhanced movement, jet-assist, antigrav flight, and underwater movement.

Enhanced Movement: Using hydraulics and liquid technology, the suit senses and enhances the motions made by the character's legs. Table 3-09 lists the number of slots needed to outfit a powered suit of armor with various movement options. For example, a suit with a total of 30 slots available to it must devote four of them to movement enhancement if the suit is to gain double speed. All the slots must be used in the armor's legs if possible. If the legs do not have enough slots available to hold the complete movement enhancement option, the remaining slots must be in either the back plate or the front plate. The enhanced movement options do not cost any power to run. When figuring out the configuration of power, players ignore movement options.

Table 3-09: Enhanced Movement Capability

Suit Size	Movement Capability			
	x2	x3	x4	x5
01-10	2	4	6	8
11-20	3	6	9	12
21-30	4	8	12	16
31-40	5	10	15	20
41-50	6	12	18	24
51-60	7	14	21	28
61-70	9	18	27	36



When 50% of the slots allocated for enhanced movement have been damaged, the movement option gives the character standard movement. Once 75% or more of the enhanced movement option is damaged, the character's movement is halved. When the entire movement option is damaged, the character is immobile.

Jet-Assist: Jet assisted jumps allow a powered suit to move great distances in short time spans. When this option is used, the character springs into the air with a jet-assisted jump and lands the next round wherever he chooses, within the range of the jet assist. Table 3-10 lists the distances that can be traveled with a jet-assisted jump depending upon the size of the suit. Size is determined by the total number of slots available on a piece of powered armor. To install the jet-assisted jump option, the suit of armor must have four slots open on either the legs or the back plate.

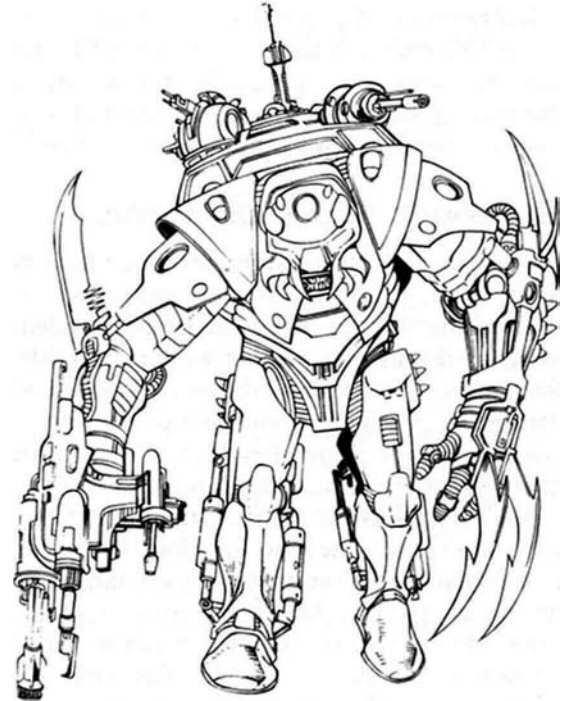
Table 3-10: Jet-Assisted Jump Distances

Suit Size	Jump Distance
01-10	80 meters per round
11-20	70 meters per round
21-30	60 meters per round
31-40	50 meters per round
41-50	40 meters per round
51-60	30 meters per round
61-70	20 meters per round

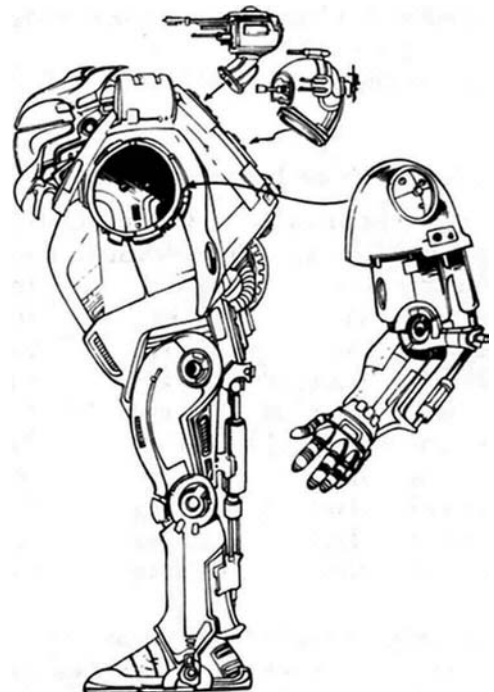
Antigrav Flight: Antigrav flight is the ultimate in powered suit transportation. It allows the suit to hover in place and negotiate any turn or narrow space, if moving slowly (speed 15 or less). Since it is not dependant upon contact with the ground, the suit can fly very fast, but it can accelerate or decelerate by only plus or minus 3 every round.

Because of its nature, the antigrav flight option works identically on any suit of armor it is placed on. Therefore, every suit that is to be outfitted with antigrav must use four slots in either the back plate or front plate sections of the suit.

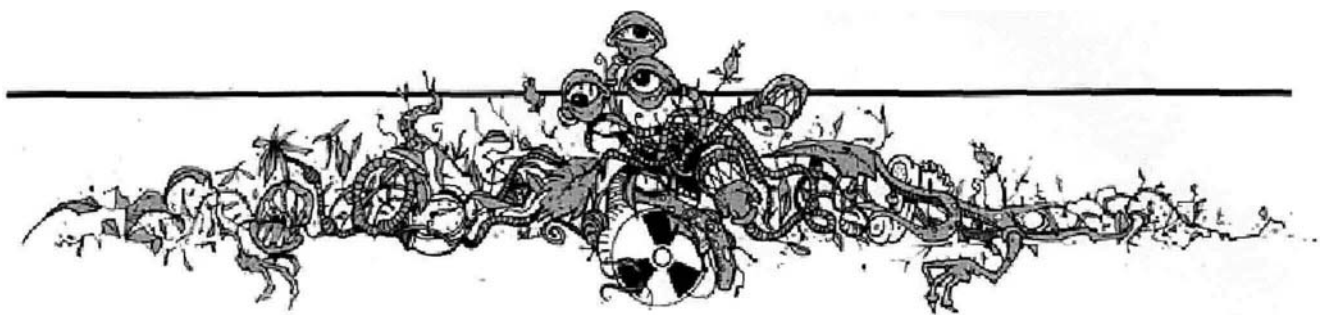
Underwater Movement: The underwater movement option uses three slots. It enables the user to move about in water of any depth as though he was on dry land. Normally, water that is knee high or higher reduces the movement rate by one-half. This option negates that penalty.



Tandem VIII Series Armor



Side view with arm removed, hot plate turret attachments



Regal Tracked Option: This rare option is available on battle, assault, attack, and tandem VIII series armor. It moves about on treads, preventing the user from flying, but its tremendous power and balance let the unit travel over any sort of terrain at speed 15.

Strength Enhancements

Strength enhancements are available on powered alloy, scout, battle, attack, assault, and tandem VIII armor.

Strength enhancement options enable powered armors to lift tremendous amounts of weight. As a side effect, the same option also allows the user to cause tremendous damage by punching. Normally, a punch from a suit of armor causes 1d6 points of damage. A strength enhancement option can increase this damage to 9d6!

Table 3-11 lists the types of strength enhancements and the slots they need to function. The strength enhancement option can be turned off and on as power needs change throughout any combat. Table 3-11 also shows the amount of weight that can be carried by a strength-enhanced suit of armor. Carrying an amount equal to or less than the *unburdened* rating allows the suit to move at normal rates. Carrying an amount between the unburdened and *burdened* rating cuts the suit's top speed by 50%.

Antigrav flight is impossible while the suit is burdened.

Table 3-11: Strength Enhancement Options

Slots Needed	Fist/Foot Damage	Carrying Capacity	
		Unburdened	Burdened
0 per arm ¹	d6x1	<i>special</i>	<i>special</i>
1 per arm	d6x2	50kg	100kg
2 per arm	d6x3	125kg	250kg
3 per arm	d6x4	200kg	400kg
4 per arm	d6x5	300kg	600kg
5 per arm	d6x6	400kg	800kg
6 per arm	d6x7	500kg	1,000kg
7 per arm	d6x8	1,250kg	1,500kg
8 per arm	d6x9	1,000kg	2,000 kg
9 per arm	d6x10	1,500kg	2,500 kg

¹ If no strength enhancement options are used in a suit of armor, the suit causes 1d6 points of damage, modified by the character's damage bonus for exceptional Strength.

Antigrav Conveyance Field: Another option that can be added to powered armor is the antigrav conveyance field. This option occupies three slots and can be placed anywhere on the powered armor (including an extension plate). The ACF creates an invisible web of gravitational and magnetic fluxes that can carry up to 5,000 kilograms of matter. The suit and its occupant are able to ignore the weight of all items carried by the ACF as graviton streams nullify their weight, keeping the powered armor free from burden.

Wherever the antigrav conveyance field is placed, the objects carried always float 1 meter away from the conveyance field's location. In other words, if the field is placed on the left leg of the armor, the objects being transported are always 1 meter away and to the left of the armor's left leg.

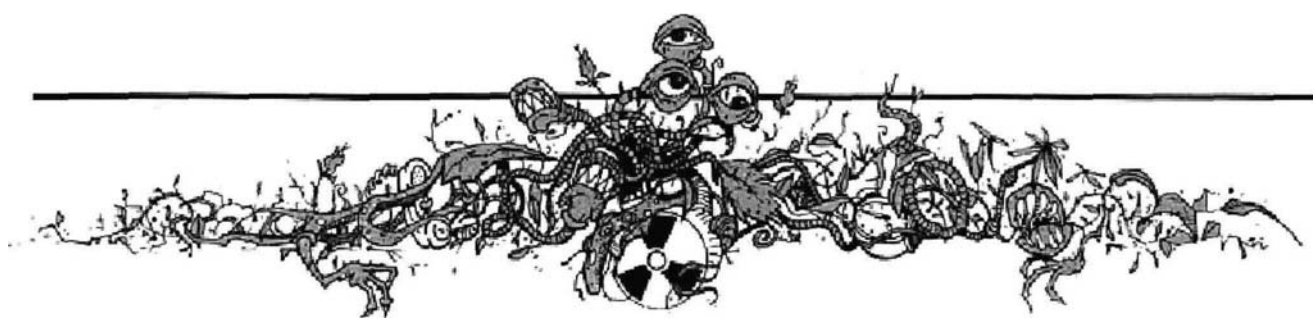
Up to 5,000 kg (5 ½ tons) can be carried by the antigrav conveyance field. If even one kilogram more is placed in the invisible field, the whole field shuts down for 10 rounds. Anything, from weapons, companions, animals, prisoners, bombs, nuclear sludge, etc., can be placed in the field. As the field flows completely around the carried objects, wind and other disturbances cannot remove items from the conveyance field. If an attempt at thievery is made, the thief must make a PS roll on a d20, with a -10 penalty, to remove any items.

Close Combat Weapons

All of the weapons listed on Table 3-08 are hand held weapons. These include attached blades, axe-hands, halberds, maces, and whips, to name but a few. In order to determine the damage caused by these weapons, the player uses his suit's fist damage multiplier and the normal damage die of the weapon. For example, a suit of armor with six slots of strength enhancement in each arm has a damage modifier of x7 (see table 3-11). If that character uses a halberd (damage = d10 x STR), he causes 1d10 x 7 points of damage.

Computer

The computer option is not available on any of the powered armors as standard equipment. It must always be added as an option. (No Ancient warrior would ever have gone into battle without a computer installed, but each kept his own computer—about the size of a



cassette tape—with him when not in the suit. This is why powered armor suits are usually found without computers.)

Computers can be programmed to fire weapons automatically. Even though it takes time to program the computer, its benefits grossly outweigh the inconvenience.

Installing the computer option requires two open slots in a single location.

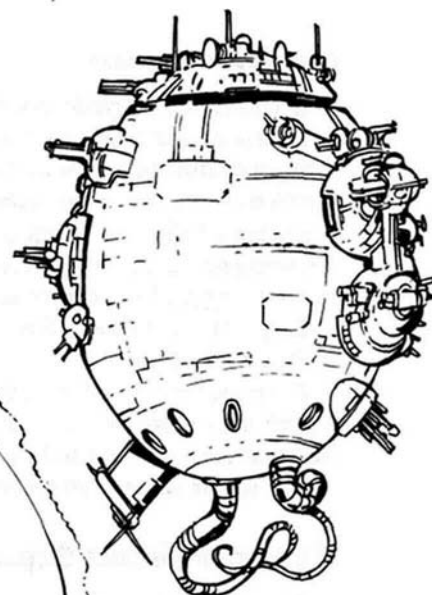
A computer can perform three different tasks: it can fire a weapon automatically at specified targets, it can fire a weapon automatically at the closest target (*proximity sanction*), or it can fire a weapon automatically at incoming grenades and missiles (*CIWS*).

(This capability is not discussed in the *Battle Book*. Players can include it in the boardgame as an optional rule if all agree to its use.)

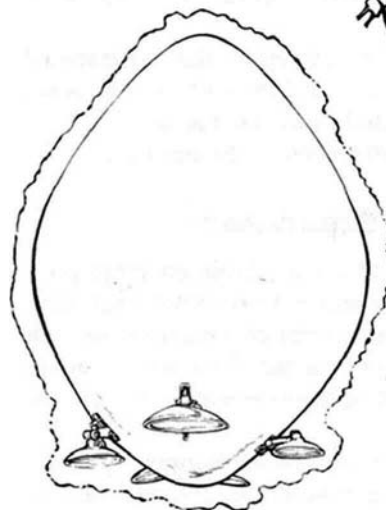
To conduct automatic fire at a specific target, the suit's operator must indicate the target, which weapon he wants fired, and which sensor will aim the weapon. The computer then fires the weapon automatically every round, at its highest ROF, until the target moves out of line of sight, is destroyed, or the automatic fire order is cancelled. Sensor and weapon THAC bonuses apply to these attacks, but all computer-fired weapons have a -2 THAC penalty. A weapon set to fire automatically cannot be used by the operator. Selecting or cancelling a target takes one round. In the boardgame, only the suit's secondary sensor value is added to the attack strength of the automated attacks and only the primary sensor strength is added to the player's attacks; selecting or cancelling a target costs 2 APs; both the computer and the suit's operator get to use the suit's full allotment of APs every turn, starting as soon as the program is initiated; the computer gains and loses lock-ons normally but can never make sensor attacks.

To fire at the nearest target requires the *proximity sanction* program. It operates exactly like automatic fire at a specific target except the computer always fires at the closest enemy.

To conduct antimissile fire requires the CIWS (see-wiz, or Close-in Weapon System) program. This is set up exactly like the other two. While CIWS is running, the player rolls 1d10 every time a grenade or missile is targeted to land within 25 meters (one hex) of him. A roll of 7-10 destroys a grenade, 8-10 destroys a micro-missile, and 9-10 destroys a minimissile before it explodes.



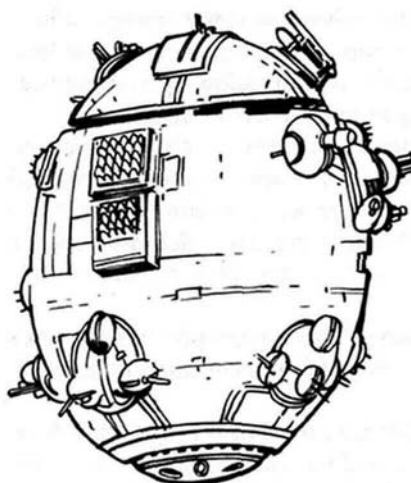
Devastator



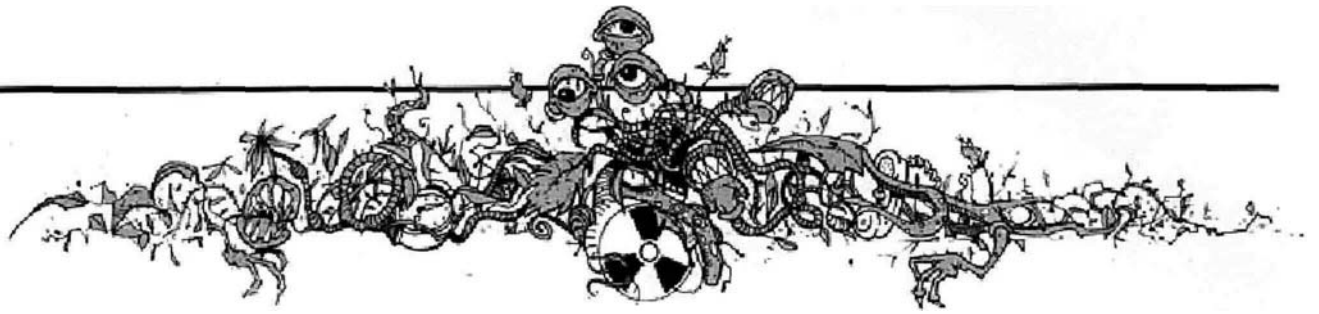
Battlebot



Warbot



Death Machine



Computer Upgrade

A computer upgrade occupies one additional slot anywhere on the armor. It enables the computer to perform two functions simultaneously. These can be two different functions or the same function; they can have the same or different targets. None of the functions can share sensors or weapons (in the boardgame, automatic firing and proximity sanction both use the secondary sensor value). An upgrade will not work without a computer.

A computer can only run weapons that are installed on the back plate, helmet, and front plate. Any other weapons can only be used by the character.

The repair system cannot repair the computer.

Standardized Equipment

The following systems are available on every powered suit of armor. Any system listed below that mentions the need for power cannot be used on a suit that does not have power (plastic armor, for example, or any powered armor with insufficient power to run the system).

Dehumidifier: Whenever the life support system is functioning, or as long as power flows through the suit, the dehumidifier keeps condensation from forming on the inside of the suit or on the occupant and maintains the humidity at a comfortable level.

External Broadcasting System: As long as the suit is powered, the occupant can broadcast his voice via an external speaker system. The voice is broadcast at the same tone, pitch, and volume as it was spoken, allowing for voice recognition. The occupant can also hear what is spoken outside as well, allowing communication without having to remove the helmet.

Inertial Gyroscope: This simple system does not use any power. The inertial gyroscope is a simple weighted ball suspended in a heavy water solution. The gyroscope constantly tells the occupant which direction he is facing accurate to one degree and the suit's angle from perpendicular.

Outer Space Systems: This system protects the suit's wearer against vacuum, cold, and common types of radiation.

Rust Proofing: Whether the suit is constructed from duralloy or coated in a duraplast sealant, the armored suit never rusts and its components never corrode.

Even after exposure to the depths of the ocean or centuries of neglect and pollution, the suit remains in excellent condition. The only way that the suit can be damaged is through violence or extreme heat.

Underwater Systems: This system allows the suit and its occupant to enter fresh and salt water without damage. As long as the suit has a life support system, the occupant is safe. The life support system can remove dissolved oxygen from the water or break down water molecules, releasing hydrogen back into the water and using the oxygen to replenish the suit's atmosphere.

Optional Equipment

Broadcast Power Unit: This useful item allows the powered armor to become a broadcast power station. (Broadcast power distributes energy into the air much like radio waves.) While a broadcast power unit requires only one hot plate and one slot to function, it drains 10 units of power! If 10 units of power are not available, the broadcast unit does not function until other options are turned off, making 10 units of power available.

Within a 100-meter radius of the suit, the broadcast power unit can power any number of miniature drones, radios, and other objects that require a single unit of energy to function and which are equipped with broadcast power receivers.

Other broadcast power units that drain 20 or 30 points, and which power two and three slot power items respectively, also exist. They drain so much power that they are impractical for use on powered armor.

E M Pump: The EMPump is a small electric generator that occupies a single slot but consumes three energy units. When activated, the EMPump emits pulses of electromagnetic radiation. This interference is not harmful to living things but it disrupts radio and radar transmission and reception. All radio waves that pass within 100 meters of the EMPump are lost in the chaos. All radar waves that pass within 30 meters of the EMPump are similarly swallowed up.

Spotlight: A spotlight increases the usefulness of a gamma knight's visual sensors by lighting up the dark. A light that uses one slot will illuminate objects up to 100 meters away. A larger spotlight, using two slots, will illuminate objects 200 meters away.

Chapter 2: Standard Armor Suits

Sheath Armor

Armor Class when worn: 16

Total Slots Available: 6

Helmet: 0

Left Arm: 0

Right Arm: 0

Front plate: 2

Back Plate: 4

Left Leg: 0

Right Leg: 0

Total Slots Currently Used: 0

Power Source: None (½QPC power is available)

Locomotion Provided: None

Force Field: None

Defenses Included: None

Sensors Included: None

Weapons Included: None



This is police riot control armor. It provides excellent protection against primitive weapons. Although sheath armor rarely comes with a ½QPC unit attached, these suits can hold one, and power two weapons.

Plastic Armor

Armor Class when worn: 20

Total Slots Available: 0

Helmet: 0

Left Arm: 0

Right Arm: 0

Front plate: 0

Back Plate: 0

Left Leg: 0

Right Leg: 0

Total Slots Currently Used: 0

Power Source: None

Locomotion Provided: None

Force Field: None

Defenses Included: None

Sensors Included: None

Weapons Included: None



Made to provide inexpensive protection against beam weapons, plastic armor has proved tough enough to stand up against most forms of attacks. Being plastic and molded without thought to the use of power, it is impossible to rig this suit for QPCs. Force field-producing belts can be worn with plastic armor, however,

with no penalties to the AC. Plastic armors can be any color or hue, from clear to opaque, from white to jet-black. Plastic armor does not encumber the wearer.

Powered Plate Armor

Armor Class when worn: 20

Total Slots Available: 15

Helmet: 1

Left Arm: 1

Right Arm: 1

Front plate: 2

Back Plate: 8

Left Leg: 1

Right Leg: 1

Total Slots Currently Used: 13 (One slot in each arm remains open)

Power Source: 1 QPC

Locomotion Provided: x2 movement

Force Field: None

Defenses Included: None

Sensors Included: IR, UV

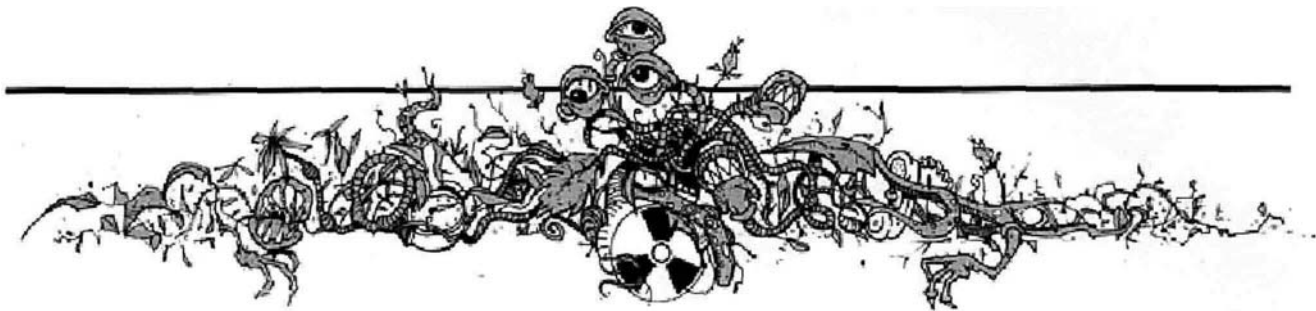
Weapons Included: None



This tight-fitted suit is the earliest form of powered armor. In spite of its early obsolescence, it was still in wide use at the time of the Apocalypse. It is possible to use this armor without an attached power coupling, but it is then impossible to use suit-assisted movement and the unpowered suit burdens the character.

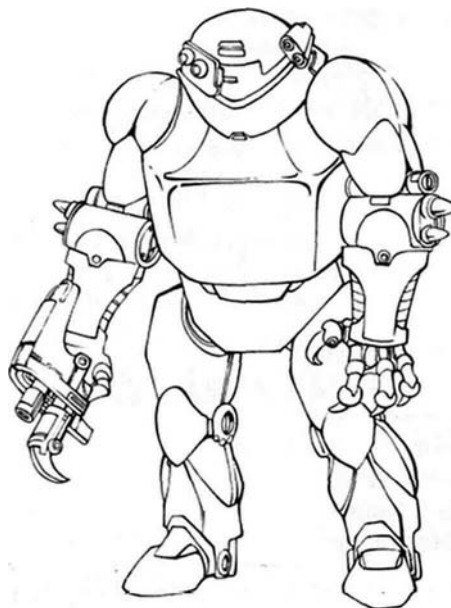
Powered plate armor has the following standard power usages:

System	Power Usage	Location
1: IR Sensor	1	H
2: QPC	(8)	BP
3: UV Sensor	1	FP
4: x2 Movement	3	LL,RL,FP



Powered Alloy Armor

Armor Class when worn: 24
Total Slots Available: 25
 Helmet: 3
 Left Arm: 3 Right Arm: 3
 Front plate: 4 Back Plate: 8
 Left Leg: 2 Right Leg: 2
Total Slots Currently Used: 24 (One in H remains open)
Power Source: 1 QPC
Locomotion Provided: x3 movement
Force Field: None
Defenses Included: None
Sensors Included: IR, UV
Weapons Included: Fists (damage d6x4)

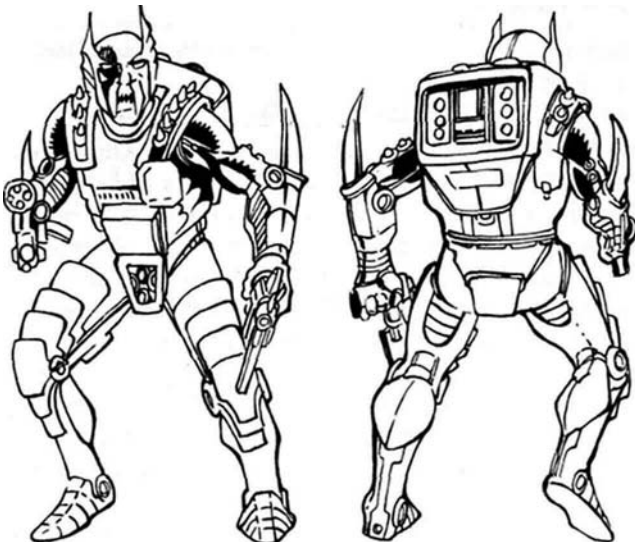


When powered, this close-fitted armor assists the wearer in moving, allowing the character to be unencumbered while carrying up to 200 kilograms and burdened while carrying up to 400 kilograms regardless of the wearer's physical strength. It is possible to use this armor without an attached power coupling, but it is impossible to use suit-assisted movement and the encumbrance benefit is lost as well. While wearing the suit without power, the character is encumbered.

Energized Armor

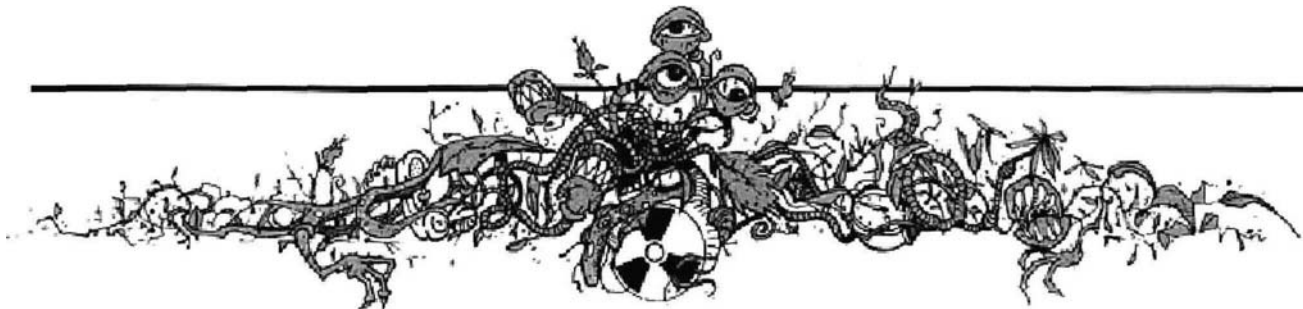
Armor Class when worn: 24
Total Slots Available: 20
 Helmet: 2
 Left Arm: 0 Right Arm: 0
 Front plate: 4 Back Plate: 12
 Left Leg: 1 Right Leg: 1
Total Slots Currently Used: 20
Power Source: 1 QPC
Locomotion Provided:
 x3 movement
 Jet-assisted 70 meter jumps
Force Field: None
Defenses Included: None
Sensors Included: IR, UV
Weapons Included: None

System	Power Usage	Location
1: IR Sensor	1	H
2: QPC	(8)	BP
3: Strength Enhancement	6	LA,RA
4: UV Sensor	1	H
5: x3 Movement	8	LL,RL,FP



Energized armor appears bulky and top heavy. It is, however, very stable, with a low center of gravity. It is possible to use this armor without a power coupling, but it is impossible to use suit-assisted movement.

System	Power Usage	Location
1: IR Sensor	1	H
2: Jet Assist	4	BP
3: QPC	(8)	BP
4: UV Sensor	1	H
5: x3 Movement	6	LL,RL,FP



Inertia Armor

Armor Class when worn: 24

Total Slots Available: 30

Helmet: 4

Left Arm: 1

Right Arm: 1

Front plate: 4

Back Plate: 16

Left Leg: 2

Right Leg: 2

Total Slots Currently Used: 28 (One in LA and one in RA remain open.)

Power Source: 2 QPCs

Locomotion Provided:

x2 Movement

Jet assisted 60 meter jumps

Force Field: Energy force field absorbs one-half of damage sustained up to 20 points. The force field burns out when it absorbs the 20th point.

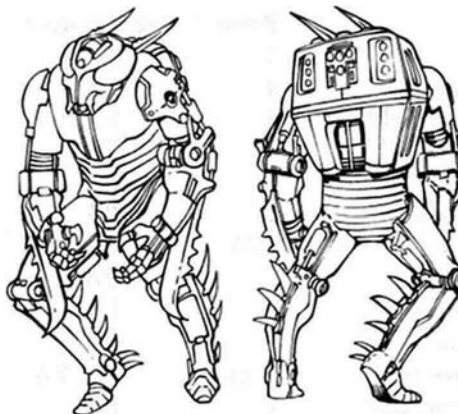
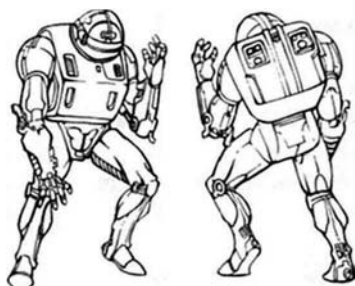
Defenses Included: None

Sensors Included: IR, UV

Weapons Included: None

Inertia armor appears bulky and top heavy. It is very stable, however, with a low center of gravity. Designed along similar lines as energized armor, inertia has 10 additional power slots through more efficient design. The energy force field generated by this unit protects the wearer completely against black rays, stun rays, radiation, and poison gases. It is possible to use this armor without an attached power coupling, but it is then impossible to use suit-assisted movement or the limited force field.

System	Power Usage	Location
1: Energy Force Field	2	H
2: IR Sensor	1	H
3: Jet Assist Jumps	4	FP
4: 2 QPCs	(16)	BP
5: UV Sensor	1	H
6 x2 Movement	4	LL, RL



Powered Scout Armor

Armor Class when worn: 24

Total Slots Available: 65

Helmet: 7

Left Arm: 5

Right Arm: 5

Front plate: 12

Back Plate: 20

Left Leg: 8

Right Leg: 8

Total Slots Currently Used: 61 (One in LA, one in RA, and two in BP remain open.)

Power Source: 2 QPCs

Locomotion Provided:

Jet-assisted jumps up to 20 meters

x4 movement

Force Field: Kinetic force field absorbs 50 points of damage.

Defenses Included:

Radar and radio scramblers

Smoke generator

Medikit

Death-activated self-destruct mechanism

Life support system with 72-hour oxygen supply

Sensors Included: IR, UV, radio, sound, motion

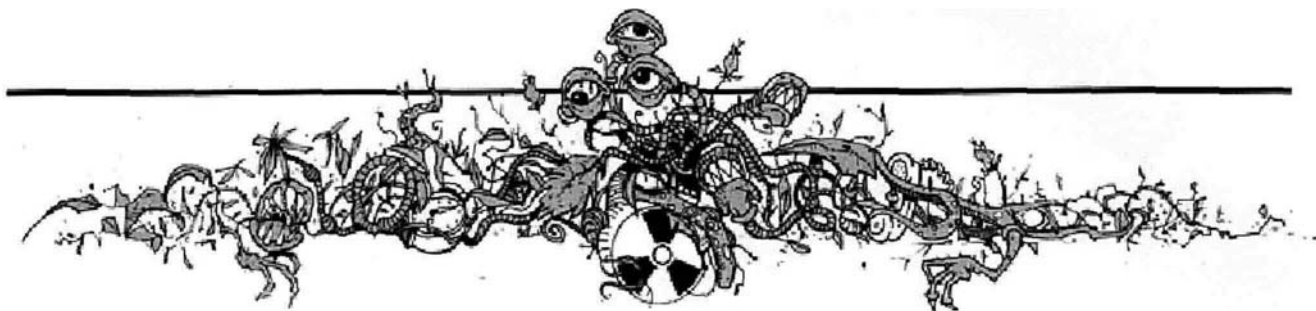
Weapons Included:

Type-C slug throwers on right and left shoulders (damage d6x3, range 30m)

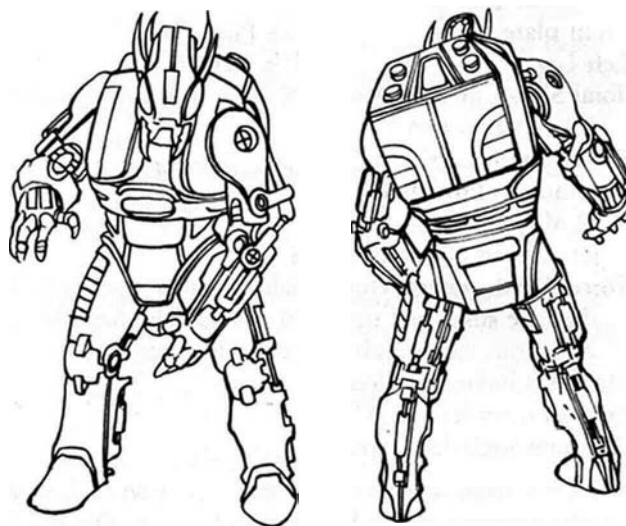
Stun-ray rifle in helmet

(damage *stun*, range 35m)

Powered scout armor bears a slight resemblance to inertia armor, but it is faster and sleeker. Like every other piece of machinery on any powered suit of armor, the arms, legs, helmet, etc., can be easily removed and replaced. This modulation also allows occupants to use parts from one type of armor on a different type.



System	Power Usage	Location
1: IR Sensor	1	FP
2: Jet-Assist Jumps	4	FP
3: Kinetic Force Field	4	H
4: Life Support	2	FP
5: Medikit	1	RA
6: Motion Sensor	1	RA
7: 2 QPCs	(16)	BP
8: Radar Scrambler	1	RA
9: Radio Scrambler	1	LA
10: Self Destruct	1	BP
11: Slug Throwers (2)	1/ea	LA, RA
12: Smoke Generator	1	BP
13: Sound Sensor	1	H
14: Stun Ray Rifle	2	LA
15: Two-Way Radio	1	H
16: UV Sensor	1	H
17: x4 Speed	21	LL,RL,FP



Powered Battle Armor

Armor Class when worn: 24

Total Slots Available: 70

Helmet: 10

Left Arm: 9

Right Arm: 9

Front plate 14

Back Plate: 20

Left Leg: 4

Right Leg: 4

Total Slots Currently Used: 62 (Three in H, one in LA, one in RA, and three in FP remain open.)

Power Source: 2 QPCs

Locomotion Provided: Anti-grav flight, x2 movement

Force Field: Kinetic force field absorbs 75 points of damage

Defenses Included:

Medikit

Death-activated self-destruct mechanism

Life support system with 72-hour oxygen supply

Sensors Included: IR, UV, radio, sound, motion

Weapons Included:

Type-C slug throwers on right and left shoulders (Damage d6x3, Range 30m)

Flame thrower mounted on backplate

(Damage d6x3, Range 30m)

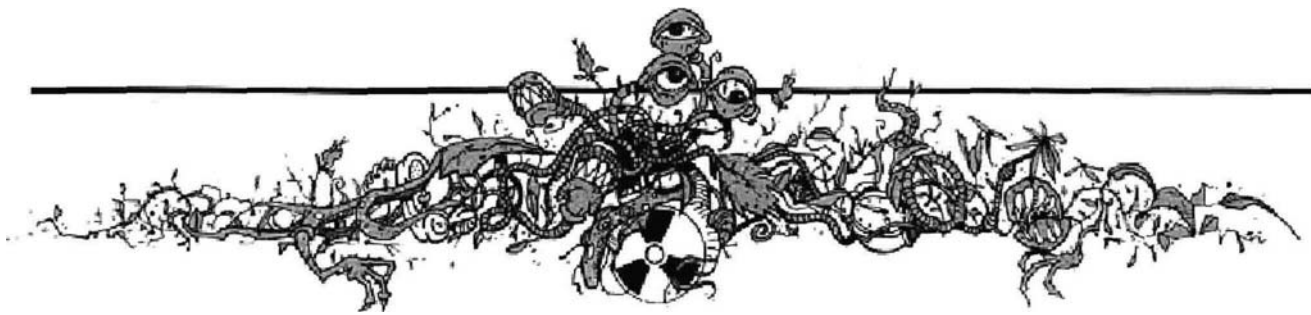
Fists (Damage d6x8)

Powered battle armor is one of the easiest of the heavy suits to identify; battle armor has joint sprockets for an additional set of arms. These arms must be con-

trolled by the computer to perform relatively simple tasks (like firing a gun or digging a hole). When not in use, the arms hang stiffly to the side of the suit. Most battle armor suits do not possess the second set of arms.

The hydraulic system of this suit allows the wearer to carry up to 1,250 kilograms and still perform all actions as though unburdened. The suit becomes burdened when 1,500 kg is carried.

System	Power Usage	Location
1: Antigrav Flight	4	FP
2: Flame Thrower	2	BP
3: IR Sensor	1	H
4: Kinetic Force Field	6	H
5: Life Support	2	FP
6: Medikit	1	BP
7: Motion Sensor	1	FP
8: 2 QPCs	(16)	BP
9: Self-Destruct	1	BP
10: Slug Thrower (2)	1/ea	LA,RA
11: Sound Sensor	1	FP
12: Strength Enhancement	7/arm	LA,RA
13: Two-Way Radio	1	FP
14: UV Sensor	1	FP
15: x2 Movement	9	LL,RL,FP



Powered Attack Armor

Armor Class when worn: 28

Total Slots Available: 85

Helmet: 8

Left Arm: 10

Right Arm: 10

Front plate: 15

Back Plate: 2

Left Leg: 10

Right Leg: 10

Total Slots Currently Used: 85

Power Source: 2 QPCs

Locomotion Provided: Anti-grav flight, x3 movement

Force Field: Kinetic force field absorbs 100 points of damage

Defenses Included:

Medikit

Death-activated self destruct mechanism

Life support system with 72-hour oxygen supply

Sensors Included: IR, UV, radio, sound, motion

Weapons Included:

Laser pistol in forefinger of left and right hands (Damage d6x3, Range 20m)

Micromissile launcher and clip of 10 missiles built into helmet (Damage *varies*, Range 50m)

Grenade launcher with bolt of 5 grenades attached to left shoulder (Damage *varies*, Range 90m)

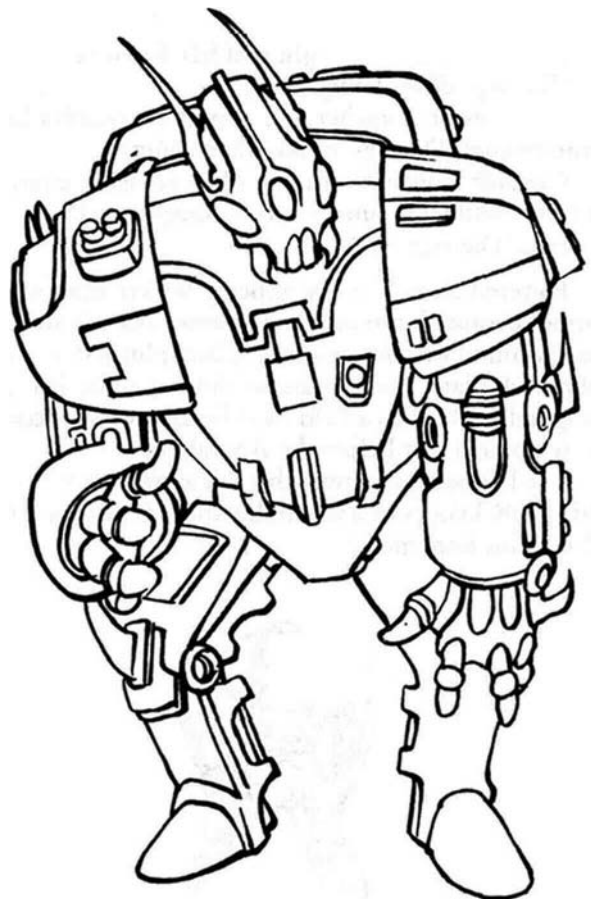
Fists (damage d6x9)

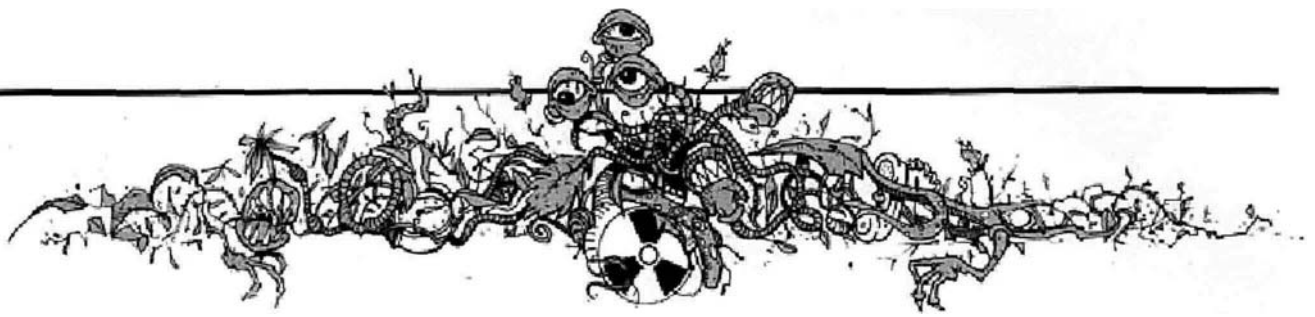
When people compare attack armor to assault armor, they often make the mistake of believing the attack armor is the more powerful suit. Powered attack armor appears to have huge banks of extension plates across the back plate, but the protrusions are not extension plates at all. In a departure from normal principles, this suit was designed from the inside out. The command module which fits snugly around the occupant was designed first, and the mechanisms were placed around the module. Once everything was attached, the designers found they could not add armor plating around the mechanisms without vastly increasing the unit's weight. Therefore, the greatest armor was placed across the front plate and armor was electroplated onto the installable options on the back plate. Other suit manufacturers picked up the technique and soon every option carried this extra plating.

The hydraulic system of this suit allows the wearer to lift 1,000 kilograms and still be unburdened. Attack armor can carry up to 2,000 kilograms, burdened.

System

System	Power Usage	Location
1: Antigrav Flight	4	FP
2: Grenade Launcher	3	BP
3: IR Sensor	1	H
4: Kinetic Force Field	8	FP
5: Laser Pistol (2)	1/ea	LA, RA
6: Life Support	2	FP
7: Medikit	1	FP
8: Micromissile Launcher	4(+1)	H
9: Motion Sensor	1	H
10: 2 QPCs	(16)	BP
11: Self-Destruct	1	BP
12: Sound Sensor	1	H
13: Strength Enhancement	8/arm	LA,RA
14: Two-Way Radio	1	LA
15: UV Sensor	1	RA
16: x3 Movement	22	LL, RL, BP





Powered Assault Armor

Armor Class when worn: 28

Total Slots Available: 120

Helmet: 10

Left Arm: 10

Right Arm: 10

Front plate: 30

Back Plate: 6

Left Leg: 12

Right Leg: 12

Total Slots Currently Used: 120

Power Source: 3 QPCs

Locomotion Provided: Anti-grav flight, x4 movement

Force Field: Kinetic force field absorbs 150 points of damage

Defenses Included:

Medikit

Death-activated self-destruct mechanism

Life support system with 72 hour oxygen supply

Sensors Included: IR, UV, radio, sound, motion

Weapons Included:

Laser rifle built into right and left forearms
(Damage d6x4, Range 60m)

Micromissile launcher and clip of 20 missiles built into helmet (Damage *varies*, Range 50m)

Grenade launcher with bolt of 15 grenades attached to left shoulder (Damage *varies*, Range 90m)

Fists (Damage d6x9)

Powered assault armor appears weaker than attack armor because it is more aerodynamic. Assault armor is rarely found without extension plates plugged in across the back plate, but the armor did not come like this originally. This was a field modification which became very popular just before the Apocalypse.

The hydraulic system of this suit allows the wearer to lift 1,000 kilograms and still be unburdened, or 2,000 kilograms burdened.

System

1: Antigrav Flight

Power Usage

4

Location

BP

2: Grenade Launcher

3(+1)

BP

3: IR Sensor

1

H

4: Kinetic Force Field

10

FP

5: Laser Pistol (2)

2/ea

LA, RA

6: Life Support

2

BP

7: Medikit

1

BP

8: Micromissile Launcher

4(+1)

H

9: Motion Sensor

1

H

10: 3 QPCs

(24)

BP

11: Self-Destruct

1

H

12: Sound Sensor

1

H

13: Strength Enhancement

8/arm

LA, RA

14: Two-Way Radio

1

BP

15: UV Sensor

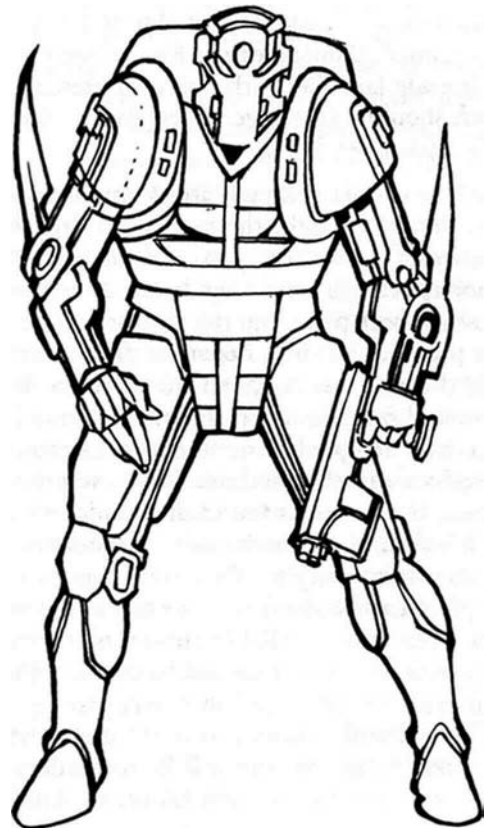
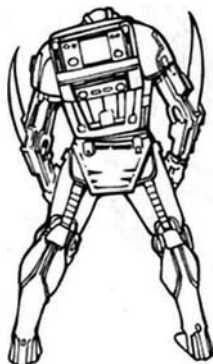
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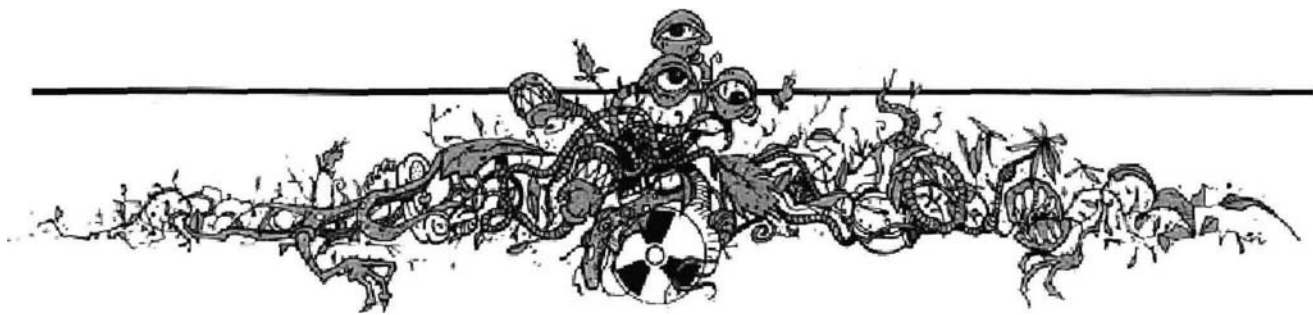
H

16: x4 Movement

44

LL, RL, FP





Tandem VIII Series Armor

Armor Class when worn: 28

Total Slots Available: 130

Helmet: 10

Left Arm: 15

Right Arm: 15

Front plate: 30

Back Plate: 36

Left Leg: 12

Right Leg: 12

Total Slots Currently Used: 116 (One in LA, five in RA, six in FP, two in BP remain open)

Power Source: 3 QPCs

Locomotion Provided: Anti-grav flight, x4 movement

Force Field: Kinetic force field absorbs 150 points of damage

Defenses Included:

Medikit

Death-activated self destruct mechanism

Life support system with 72 hour oxygen supply

Sensors Included: IR, UV, radio, sound, motion

Weapons Included:

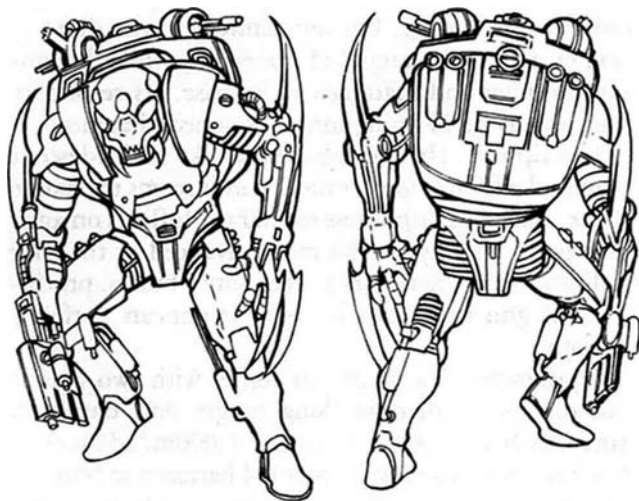
Laser rifle built into right and left forearms (Damage d6x4, Rng 60m)

Micromissile launcher and clip of 20 missiles built into the helmet (Damage *varies*, Range 50m)

Grenade launcher with bolt of 15 grenades attached to the left shoulder (Damage *varies*, Range 90m)

Fists (Damage d6x9)

The hydraulic system of this suit allows the wearer to lift 1,000 kilograms and still be unburdened, or up to 2,000 kilograms burdened.



System

1: Antigrav Flight

Power Usage

4 BP

2: Computer

4 BP

3: Computer Upgrade

2 BP

4: Extension Plate D6C

6 BP

5: Grenade Launcher

3(+1) LA

6: Hot Plates (5)

0/ea BP

7: IR Sensor

1 H

8: Kinetic Force Field

10 BP

9: Laser Pistol (2)

2/ea LA, RA

10: Life Support

2 FP

11: Medikit

1 FP

12: Micromissile Launcher

4(+1) H

13: Motion Sensor

1 H

14: 3 QPCs

(24) BP

15: Regal Tracked Option

5* *special*

16: Self-Destruct

1 FP

17: Sound Sensor

1 H

18: Strength Enhancement

8/arm LA, RA

19: Two-Way Radio

1 H

20: UV Sensor

1 H

21: x4 Movement

44 LL, RL, FP

* Hooks directly to hot plates.

Regal Tracked Option: This rare option was built originally for the tandem VIII series assault armor, but any powered suit can use the RTO. It allows the suit to move about on treads, giving it a ground movement rate of 15. The RTO has a computer-controlled counterbalance that works so well it can cross any terrain except open water. A hot plate on the suit's back plate and five units of QPC energy are required to use the RTO (it also has its own auxiliary power generators as well). The operating suit must also have a computer and it (or an upgrade) must be used to control the RTO.

The RTO has the following capabilities and installed options. Please note that everything the RTO is told to do is considered a computer task, as the host suit's computer is the only liaison between the RTO unit and the gamma knight.

Option (Slot Usage)

Computer (4)

3 QPCs (24)

Life Sensor (1)

Repair System (4)

Fusion Rifle (6)

Option (Slot Usage)

One Ton Storage Facility (0)

Energy Use Sensor (1)

Energy-Emission Filter (3)

Repulsion Force Field (4)

Mk XII Masterblaster (5)

Chapter 3: The Robotic Enemy

Other gamma knights are not the only opponents worthy of the gamma knight. Warriors of Live Metal (also known as androids and robots) are known to exist, and they can be lethal when confronted. Eight standard robots are described in the GAMMA WORLD® rule book. Three additional combat robots are described here.

The Devastator

Percept:	22
Sneak:	7
AC:	33(D)
Hit Points:	300
Force Fields:	50
Speed:	50
THAC:	15(9)
Attacks:	2
Damage:	See below
Weapon THAC bonus:	+9
PS:	30
DX:	20
Tech Level:	VI
CPU:	Analytical
Size:	H(4m)
XP Value:	30,000

Mission Statement: To accomplish assigned military objectives, including, but not limited to, the destruction of men and materials of the enemy while defending the men and materials of its base. Its secondary goal is to avoid harming innocent noncombatants.

Description: The devastator is a basic oval shape with dozens of knobby protrusions and gun turrets across its surface. It floats on antigrav pods. Its gun ports constantly move, pinpointing anything that moves, anything warmer (or colder) than the air around it, or anything that produces its own power.

Equipment: The devastator comes with two blaster cannons (short/medium/long ranges and damages: 500m/2d10x7, 1,000m/2d10x5, 2,000m/2d10x2); 4 batteries of four mk VII blasters (400m range); 2 batteries of four mk XII masterblasters (500m range); five laser batteries of five guns each (short/medium/long ranges and damages: 750m/2d6x5, 1,500m/2d6x4, 3,000m/2d6x3); 5d4 fusion or fission bombs with a 3,000m launcher.

Reactions: When encountered without an objective, dormant, or in storage, a military common ID card can be used to move it from place to place and have it per-

form menial duties. Only a supervisor's card can give it a military objective. Maintenance ID cards work normally, assuming they are from the same military base. Programmer's cards cannot be used to make it attack the base it is assigned to. Only a security card can do that. Devastators completely ignore civil authority cards. In the event of an attack upon its base or upon itself, the devastator fully activates and does whatever it can to drive off or destroy the attacker. This continues until the attacker is no longer a threat or until someone with a supervisory card gives the devastator counter orders (which can be difficult in the midst of battle).

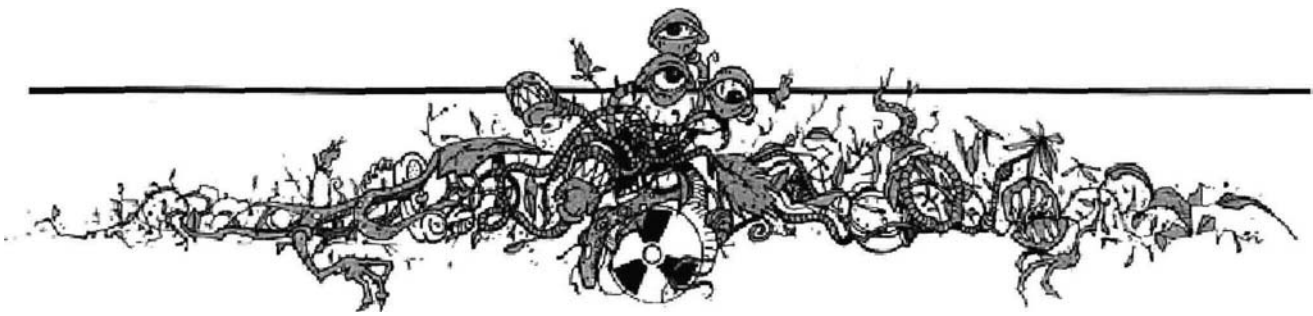
BattleBot

Percept:	25
Sneak:	10
AC:	35(D)
Hit Points:	350
Force Fields:	50
Speed:	45
THAC:	17(11)
Attacks:	3
Damage:	See Below
Weapon THAC bonus:	+10
PS:	35
DX:	25
Tech Level:	VI
CPU:	Analytical
Size:	H(6m)
XP Value:	45,000

Mission Statement: To accomplish assigned military objectives including, but not limited to, the destruction of men and material of the enemy while defending the men and materials of its base. Its secondary goal is to avoid harming innocent noncombatants.

Description: The battlebot looks like an iridescent diamond with rounded corners, but it seems to change shape, hue, and brightness constantly. It floats on anti-grav pods. It is by far the most advanced of the four military robots. Across its surface nary a bump, protrusion, or gun turret can be seen. It appears perfectly smooth.

Equipment: The battlebot comes with two blaster cannons (short/medium/long ranges and damages: 500m/2d10x7, 1,000m/2d10x5, 2,000m/2d10x2); 2 black ray cannons (300m range); 4 batteries of four mk VII blasters (400m range); 2 batteries of four mk XII



masterblasters (500m range); two trek guns (damage as the bomb with a 200m range); ten laser batteries of five guns each (short/medium/long ranges and damages: 750m/2d6x12, 1,500m/2d6x9, 3,000m/2d6x6); 5d10 fusion and fission bombs with a 3,000m launcher; a special energy dampening field that kills robotic units and energy-using devices within a 20m radius (if the robot has a force field, the field takes 10 points of damage every round).

Reactions: Though never found dormant or in storage, only the highest command ID card can give it instructions. Maintenance ID cards work normally but under extreme scrutiny from the battlebot, assuming they are from the same military base. Programmer's cards cannot be used on the machine. In the event of an attack upon its base or itself, the battlebot does whatever it must to drive off or destroy the attacker.

Death Machine

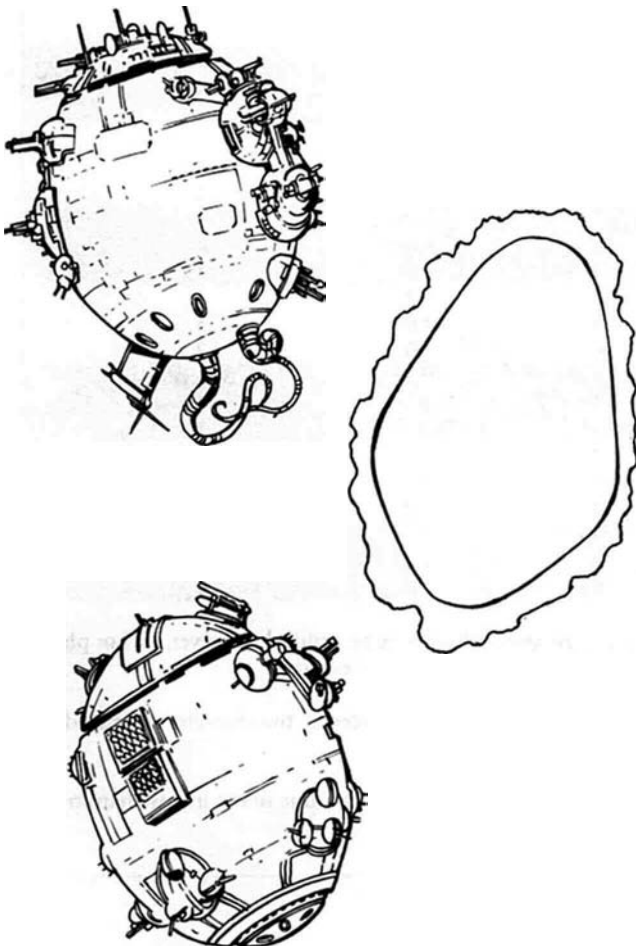
Percept:	30
Sneak:	15
AC:	40(D)
Hit Points:	400
Force Fields:	60
Speed:	60
THAC:	20(12)
Attacks:	4
Damage:	See below
Weapon THAC bonus:	+12
PS:	40
DX:	30
Tech Level:	VI
CPU:	Analytical
Size:	H(8m)
XP Value:	60,000.

Mission Statement: To accomplish assigned military objectives including, but not limited to, the destruction of men and material of the enemy while defending the men and material of its base. Its secondary goal is to avoid harming innocent noncombatants.

Description: The death machine is a basic oval shape with dozens of knobby protrusions and gun turrets across its surface. It floats on antigrav pods. Its gun ports constantly move, pinpointing anything that moves or that attracts the attention of its many sensors.

Equipment: The death machine comes with two blaster cannons (short/medium/long ranges and damages: 500m/2d1+x7, 1,000m/2d10x5, 2,000m/2d10x2); 6 black ray cannons (300m range); 16 batteries of four mk VII blasters (400m range); 10 batteries of four mk XII masterblasters (500m range); four trek guns (damage as the bomb with a 200m range); eight laser batteries of five guns each (short/medium/long ranges and damages: 750m/2d6x12, 1,500m/2d6x9, 3,000m/2d6x6); six minimissile launchers with 1d100 missiles each; 5d10 fusion bombs with a 3,000m launcher; a special energy dampening field that effectively kills all robotic units and energy-using devices within a 50m radius or causing 30 points of damage per round to force fields in that area.

Reactions: When encountered without an objective or dormant, a military common ID card can be used to activate it. Once activated, only the highest command ID card can give it instructions. Maintenance ID cards work normally but under extreme scrutiny from the death machine. Programmer's cards cannot be used.



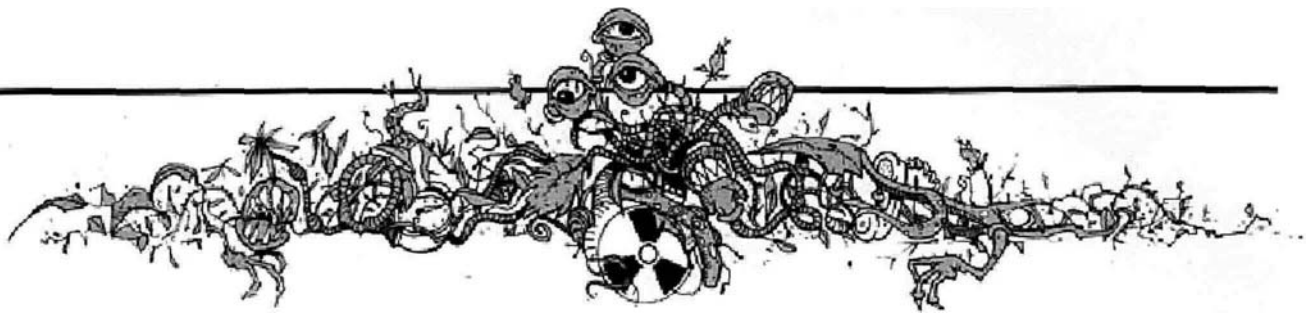


Table 3-06: Ranged Weapons

Weapons	Base Damage	Range	ROF	THAC Bonus	Slots Needed ¹
Assault Rifle	d6x3	40	2 ²	+2/4/8	2
Black Ray Pistol	Int12 ³	6	1	+1	1
Black Ray Rifle	Int18 ³	12	1	+2	2
Blaster, mk V	d8x5	25	1	+2	3
Blaster, mk VII	d10x5	40	1	+2	4
<i>Blaster, mk XII</i>	d10x8	50	1	+6	5
Conversion Beamer	d10x6	80	1	+3	4
Crossbow, Heavy	d8x2	15	1/3	+0	2
Fission Cannon	d8x3	150	1	+3	5
Flame Thrower	d6x3	30	1	+2	2
Flying Blades	d8xSTR	3	1	+10	0
<i>Fusion Rifle</i>	d6x8	40	1	+6	6
Gatling Gun	d10x2	100	25 ⁴	+4	2
Gravity Gun	d6+1	20	1	+5	2
Grenade Launcher	Varies	40	1	+0	3
Harmonic Disrupter	Special ⁵	25	1/2	+1	2
Javelin	d6xSTR	4	1	+0	0
Lamprey Disk	Special	0	1	na	0
Laser Pistol, IR	d6x3	20	1	+3	1
Laser Pistol, UV	d8x3	30	1	+3	1
Laser Rifle, IR	d6x4	60	1	+5	2
Laser Rifle, UV	d8x4	75	1	+5	2
Laser Rifle, VL	d6x4	25	1	+3	2
Machine Gun	d8x3	100	10 ⁴	+8	2
Machine Pistol	d8x2	10	2 ⁶	+2/+4	1
Maser Pistol	d10x3	40	2	+3	1
Maser Rifle	d10x4	100	2	+5	2
Micromissile	Varies	50	1	Varies	3
<i>Minimissile</i>	Varies	25	1	Varies	4
Needler	d6+special	7	2	+0	1
Plasma Gun	d10x5	30	1	+2	3
Screamer	d10x4	5	1	+0	3
Shotgun, Buckshot	d6x4	10	2	+0	2
<i>Shrapneler</i>	d10x8	50	1	+2	Special
Slug Thrower	d6x3	15	1	+1	1
Smart Dan	d6x3	12	1	Varies	1
Stinger Crystal	d6x2	10	1	+1	1
Stun Ray Pistol	N/A	20	1	+0	1
Stun Ray Rifle	N/A	35	1	+2	2
Tangler	d8x2	8	1	+0	1
Taser	d3	3	1	+0	1
Wrapper	Special	50	1/4	+0	1

- 1 Items that need 0 (zero) slots cannot be installed onto a suit of powered armor. They may be utilized, however, by hot plate options (q.v.) if they are energy-using weapons, or merely bolted or welded onto the suits' exterior.
- 2 Has a three shell burst mode. Make only one attack roll with the THAC bonus
- 3 The victim is allowed a health check. If the check fails, the character dies; if the check succeeds, the character suffers 4d10 points damage.
- 4 Only one attack roll is made. Number specifies the number of shells used per round.
- 5 When attacked, the target (living or inanimate) must save versus disintegration, or disintegrate due to the intense harmonic vibrations.
- 6 No single shot mode; three shell burst, or full automatic.

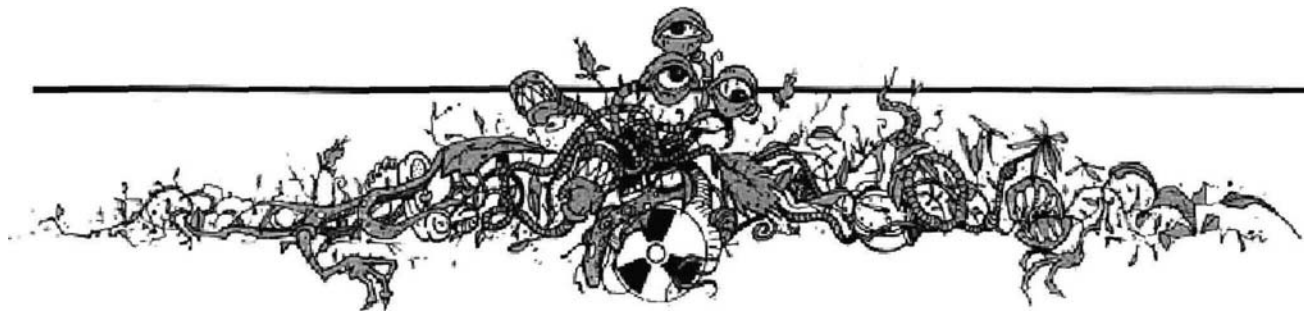


Table 3-07: Missile and Grenade Ammunition

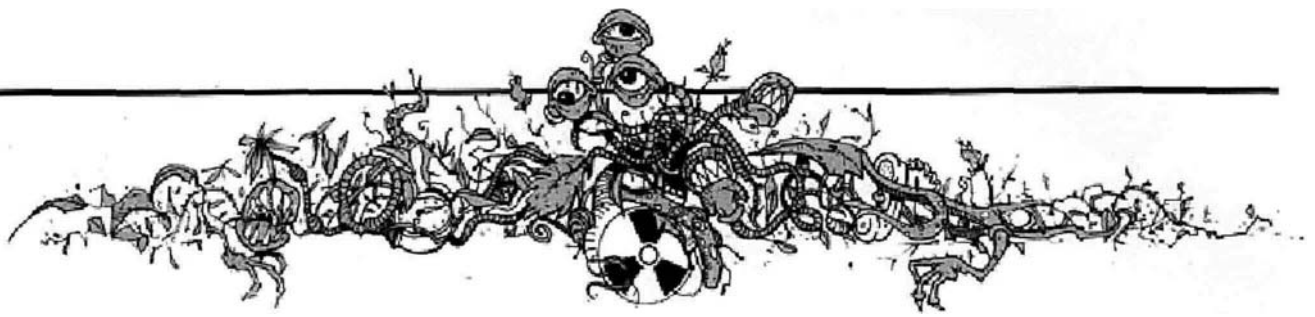
Warheads	Grenades		Micromissile		Minimissile	
	Base Dmg	Blast Rad	Base Dmg	Blast Rad	Base Dmg	Blast Rad
Armor Piercing	na	na	d8x4	0	d8x6	0
Chemex	d6x3	10	d8x3	20	d10x3	40
ECM	na	20	na	35	na	70
Fission	d6x2	40	d8x2	75	d10x2	100
Flare	d6x2 ⁷	60	d6x3 ⁷	100	d6x4 ⁷	150
Fragmentation	d6x3	15	d8x3	30	d8x4	45
Fusion	na	na	d4x2	40	d6x2	75
Gas, Poison	Int 15	10	Int20	25	Int20	45
Gas, Tear	Int15	10	Int20	25	Int20	45
Gravity	d6 + 1	30	d6x2	40	d6x3	60
High Explosive	d8x4	40	d10x4	50	d10x6	75
Photon	d8x3	25	d10x3	40	d10x4	60
Smoke	na	10	na	20	na	30
Stun	Int 15	20	Int20	50	Int20	75
Tangier	d6x4	15	d8x4	25	d8x6	35
Torc	d8x6	15	d10x6	20	d10x8	40

⁷ Damage is caused only by a direct hit. The area within the blast radius is illuminated.

Table 3-08: Close Combat Weapons

Weapons	Base Damage	THAC Bonus	Slots Needed ⁸
Attached Blades	d8xSTR	+0	0
Axe-Hand	d8xSTR	+0	0
Bayonet	d6xSTR	+0	0
Club-Hand	d6xSTR	+0	0
Flying Blades	d8xSTR	+ 10	0
Halberd	d10xSTR	+0	0
Hammer-Hand	d6xSTR	+0	0
Javelin	d6xSTR	+0	0
Mace	d8xSTR	+0	0
Mace, Energy	d10x5	+5	0
Morning star	d8xSTR	+0	0
Sword, Long	d8xSTR	+0	0
Sword, Short	d6xSTR	+0	0
Vibro Blade	d6x8	+ 10	0
Vibro Dagger	d6x3	+6	0
Whip	d4xSTR	+0	0

⁸ Items that are listed as needing 0 (zero) slots, cannot be installed onto a suit of powered armor. They can, however, be attached to a hot plate if they are energy-using weapons or merely bolted or welded onto the suit's exterior.



Battle Game Tables

Armor and Robotic Unit Attributes

This table summarizes the values for all armor units and robots used in the boardgame.

Unit Type	Force Field	Force Field Signature	Armor Value	Armor Signature	Action Points	Sensors pri/sec	Repair Value	Medikit Value	Lock-ons
Tandem VIII	20	3	5	3	8	5/3	7	6	6
Assault Armor	20	3	6	4	8	5/2	7	7	6
Attack Armor	16	2	6	4	6	4/2	7	7	5
Battle Armor	12	2	7	4	4	4/2	7	7	4
Scout Armor	8	2	8	6	8	3/3	7	8	4
Inertia Armor	12	1	7	3	4	3/1	9	8	3
Energized Armor	0	0	7	2	6	2/1	9	8	3
Powered Alloy Armor	0	0	8	2	6	2/1	9	8	2
Powered Plate Armor	0	0	8	2	4	1/1	9	9	2
Plastic Armor	0	0	8	3	2	1/0	0	9	1
Sheath Armor	0	0	9	2	2	0/0	0	9	1
Death Machine	24	2	4	2	10	4/3	7	na	8
Battlebot	20	2	6	5	8	5/4	8	na	6
Devastator	20	3	8	2	8	4/2	6	na	8
Warbot	20	2	9	3	8	3/1	8	na	4
Emplacement	25	5	5	1	8	5/5	7	na	8

Close Combat Weapons

Weapon	Weapon Strength*	Range (hexes)
Attached Blades	APs	0
Axe-hand	APs	0
Bayonet	APs-1	0
Club-hand	APs-1	0
Energy Mace	10	0
Flying Blades	APs	0/-/1
Halberd	APs	0
Hammer-hand	APs-1	0
Javelin	APs-1	0/1/2
Mace	APs	0
Morning Star	APs	0
Sword, long	APs	0
Sword, short	APs-1	0
Vibro Blade	10	0
Vibro Dagger	4	0
Whip	APs-1	0

All close combat weapons occupy zero slots.

* Weapon strength of "APs" means the weapon's strength equals the AP allotment of the unit. "APs-1" means the weapon's strength equals one less than the unit's AP allotment. An axe-hand attached to attack armor, for example, has a weapon strength of 6, while the same axe-hand attached to plastic armor has a weapon strength of only 2.

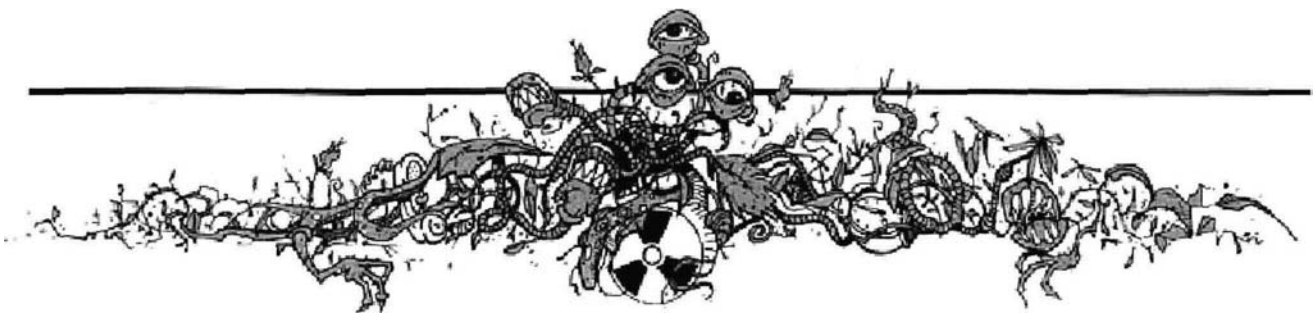
Missile and Grenade Ammunition

Warheads for Grenades & Missiles	Grenades		Micromissile		Minimissile	
	Base Dmg	Blast Radius	Base Dmg	Blast Radius	Base Dmg	Blast Radius
Armor Piercing (AP)	—	—	8	0	10	0
Chemex (CMX)	3	0	5	1	6	1
ECM ¹	na	0	na	1	na	2
Fission ² (FIS)	2	1	3	3	4	4
Flare ³ (FLR)	na	2	na	4	na	6
Fragmentation (FRG)	2	0	3	1	5	1
Fusion (FUS)	—	—	4	1	6	3
Gravity ² (GRV)	1	1	2	1	3	2
High Explosive (HE)	6	1	8	2	12	3
Photon (PH)	5	1	6	1	8	2
Poison Gas ² (PG)	0	0	1	1	2	1
Smoke ¹ (SMK)	na	0	na	0	na	1
Stun ² (STN)	1	1	2	2	3	3
Torc (TRC)	10	0	12	0	16	1

1 ECM or smoke lands in the target hex automatically.

2 Special effect; see weapon description, pp. 12-13 of the *Battle Book*.

3 Blast radius is the illuminated area.



Ranged Weapons

Weapons	Weapon Strength	Range (hexes)	Slots Needed
Assault Rifle	5	2/8/16	2
Black Ray Pistol	special*	0/1/2	1
Black Ray Rifle	special*	1/2/5	2
Blaster, Mark V	8	1/5/10	3
Blaster, Mark VII	10	2/8/16	4
Blaster, Mark XII	17	2/10/20	special*
Conversion Beamer	12	3/16/32	4
Crossbow, Heavy	3	1/3/6	2
Fission Cannon	5*	6/30/60	5
Flame Thrower	4	1/6/12	2
Flying Blades	3	0/-/1	0
Fusion Rifle	9	2/8/16	6
Gatling Gun	4	4/20/40	2
Gravity Gun	3	1/4/8	2
Grenade Launcher	varies	2/8/16	3
Harmonic Disrupter	special*	1/5/10	2
Javelin	0	0/1/2	0
Laser Pistol, IR	4	1/4/8	1
Laser Pistol, UV	5	1/6/12	1
Laser Rifle, IR	6	2/12/24	2
Laser Rifle, UV	7	3/14/28	2
Laser Rifle, VL	5*	1/5/10	2
Machine Gun	6	4/20/40	2
Machine Pistol	4	0/2/4	1
Maser Pistol	6	2/8/16	1
Maser Rifle	9	4/20/40	2
Micromissile	varies	2/10/20	3
Minimissile	varies	1/5/10	4
Needler	1*	0/1/3	1
Plasma Gun	10	1/6/12	3
Screamer	8	0/1/2	3
Shotgun, Buckshot	5	0/2/4	2
Shrapneler	16*	2/10/20	special
Slug Thrower	3	1/3/6	1
Smart Dart	3	1/2/5	1
Stinger Crystal	2	0/2/4	1
Stun Ray Pistol	1*	1/4/8	1
Stun Ray Rifle	2*	2/7/14	2

* This weapon has an unusual or special effect. See the *Battle Book*, pp 12-13, for details.

Attack Table

Saturation Attack Results (damage/shield hits)	Target's Signature										Pinpoint Attack Results (damage/shield hits)	
	0	1	2	3	4	5	6	7	8	9		10+
No Effect / 0	10	12	14	16	17	18	19	19	19	19	19	19
T / 0	11	13	15	17	18	19	20	20	20	20	20	20
L / 1	12	14	16	18	19	20	21	22	23	24	25	26
L T / 1	13	15	17	19	20	21	22	23	24	25	26	27
L L / 2	14	16	18	20	21	22	23	24	25	26	27	28
L L T / 2	15	17	19	21	22	23	24	25	26	27	28	29
H / 2	16	18	20	22	23	24	25	26	27	28	29	30
H T / 2	18	20	22	24	25	26	27	28	29	30	31	32
L L L / 3	20	22	24	26	27	28	29	30	31	32	33	34
L L L T / 3	22	24	26	28	29	30	31	32	33	34	35	36
H L / 4	24	26	28	30	31	32	33	34	35	36	37	38
H L T / 4	27	29	31	33	34	35	36	37	38	39	40	41
Saturation/Secondary Blast Results (damage/shield hits)	Open Ground	Slope Hilltop	Lt. Forest Brush	Dr. Forest Gully	Buildings	Ruins	Pinpoint Blast Results (damage/shield hits)					

Target's Terrain during Grenade or Missile Attack

T = Targeting Solution; L = Light Damage Marker; H = Heavy Damage Marker; # = Force Field Damage

Every attack costs 2 APs.

Any roll of doubles: roll a third die and add the result. On a triplet, roll again, etc.

Any roll of 1 on any die: lose that targeting lock-on (pinpoint fire only).

Target Signature =
 + Force Field Signature
 + Armor Signature
 + Terrain Signature (0 if flying at high altitude)
 +2 if LOS passes through smoke
 +4 if LOS passes through EMP
 -2 if target is flying

Attack Strength =
 + Weapon Strength
 + Primary Sensor Strength
 + Secondary Sensor Strength
 + two dice (Initial Fire phase)
 OR one die (Terminal Fire phase)

FRONT

BACK

Heavy Tank

Light Tank

Heavy Infantry

Light Infantry

Cavalry

Terrain Effects Table

Terrain	APs to Enter	Signature
Open Ground	1	0
Brush	2	2
Light Forest	1	2
Dense Forest	2	3
Building	2	4
Ruins	2	5
Slope	1 ¹	1 ²
Hilltop	1 ¹	1 ²
Gully	1/+1 ³	3
Road/Bridge	1	0 ⁴
River	NA ⁴	NA

- 1 Slope and hilltop hexes cost 2 APs to enter if they also contain brush, dense forest, buildings, or ruins.
- 2 If the slope, hilltop, or road hex also contains another terrain type, use the signature of that other terrain.
- 3 Entering or moving along a gully costs 1 AP per hex. Leaving a gully costs 1 AP plus the cost for the hex being entered.
- 4 The river cannot be entered anywhere; it can be crossed only by flying or on the bridge (the water is so thoroughly contaminated that not even an environmentally sealed suit will protect against it).

Sensor Attack Table

Attacker's Sensor Strength	Defender's Signature									
	1	2	3	4	5	6	7	8	9	10+
1	10	11	12	13	14	15	16	17	18	19
2	9	10	11	12	13	14	15	16	17	18
3	8	9	10	11	12	13	14	15	16	17
4	7	8	9	10	11	12	13	14	15	16
5	6	7	8	9	10	11	12	13	14	15
6	5	6	7	8	9	10	11	12	13	14
7	4	5	6	7	8	9	10	11	12	13
8	3	4	5	6	7	8	9	10	11	12
9	3	3	4	5	6	7	8	9	10	11
10	3	3	3	4	5	6	7	8	9	10

A sensor attack costs 1 AP. Cross-index the attacker's sensor strength with the target's signature. Roll the listed number or higher on 2 dice to achieve lock-on (only 1 die during Terminal Fire phase). +2 on dice roll if target is "Under Fire."

Turn Sequence

1. First Player Turn
 1. Initial Fire Phase
 2. Movement Phase
 3. Terminal Fire Phase
 4. Recovery Phase
2. Second Player Turn
 1. Initial Fire Phase
 2. Movement Phase
 3. Terminal Fire Phase
 4. Recovery Phase
3. Turn Advance Phase

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Gunpowder Infantry



Gunpowder Artillery



Steel Age Infantry



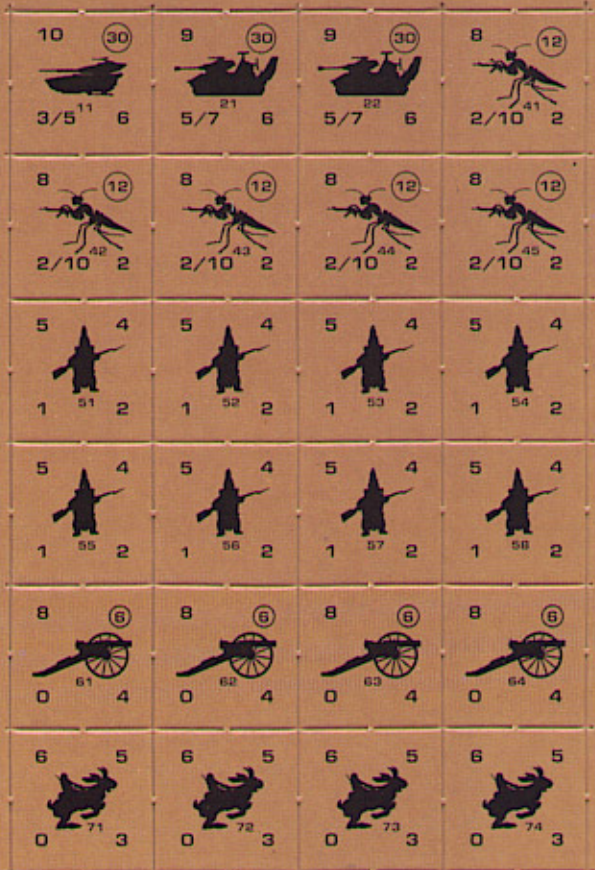
Iron Age Infantry



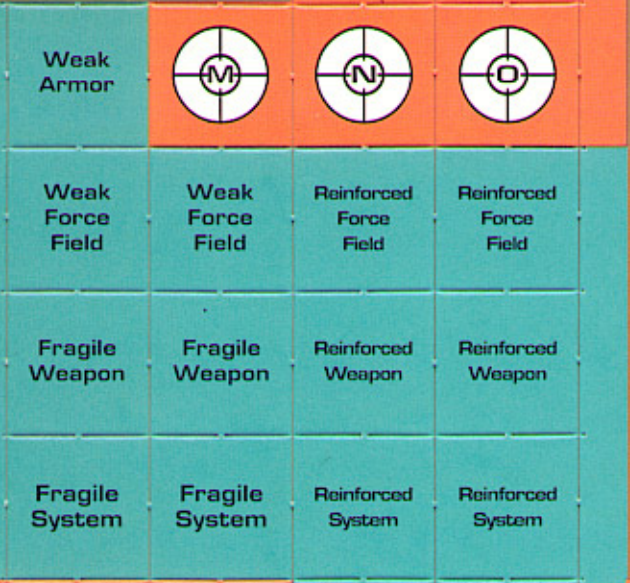
Slave Gun Emplacement



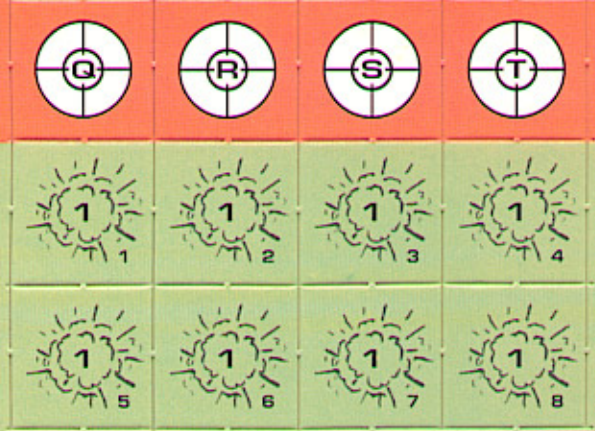
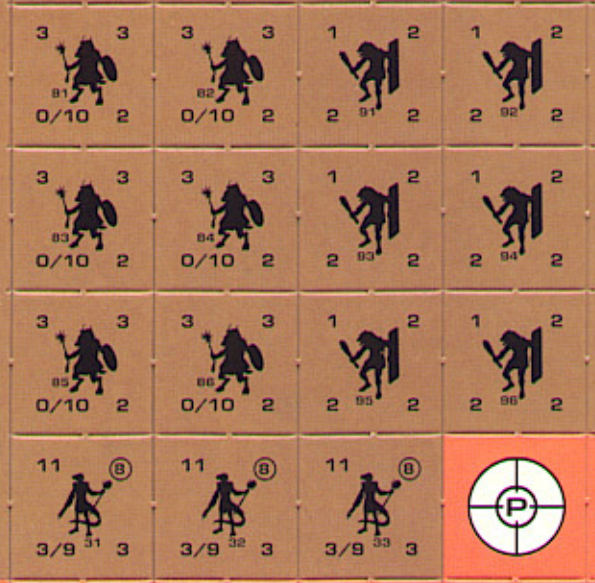
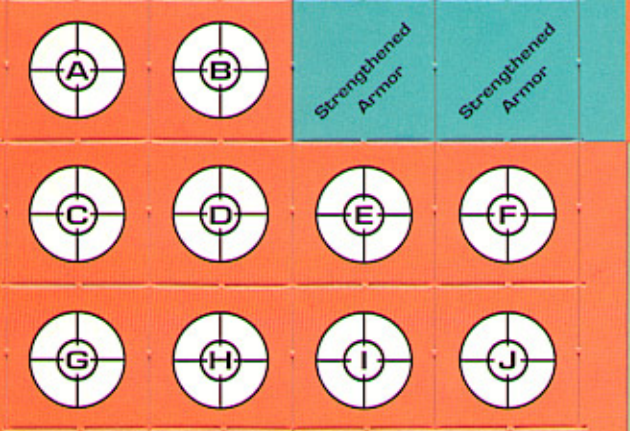
Towed Gun



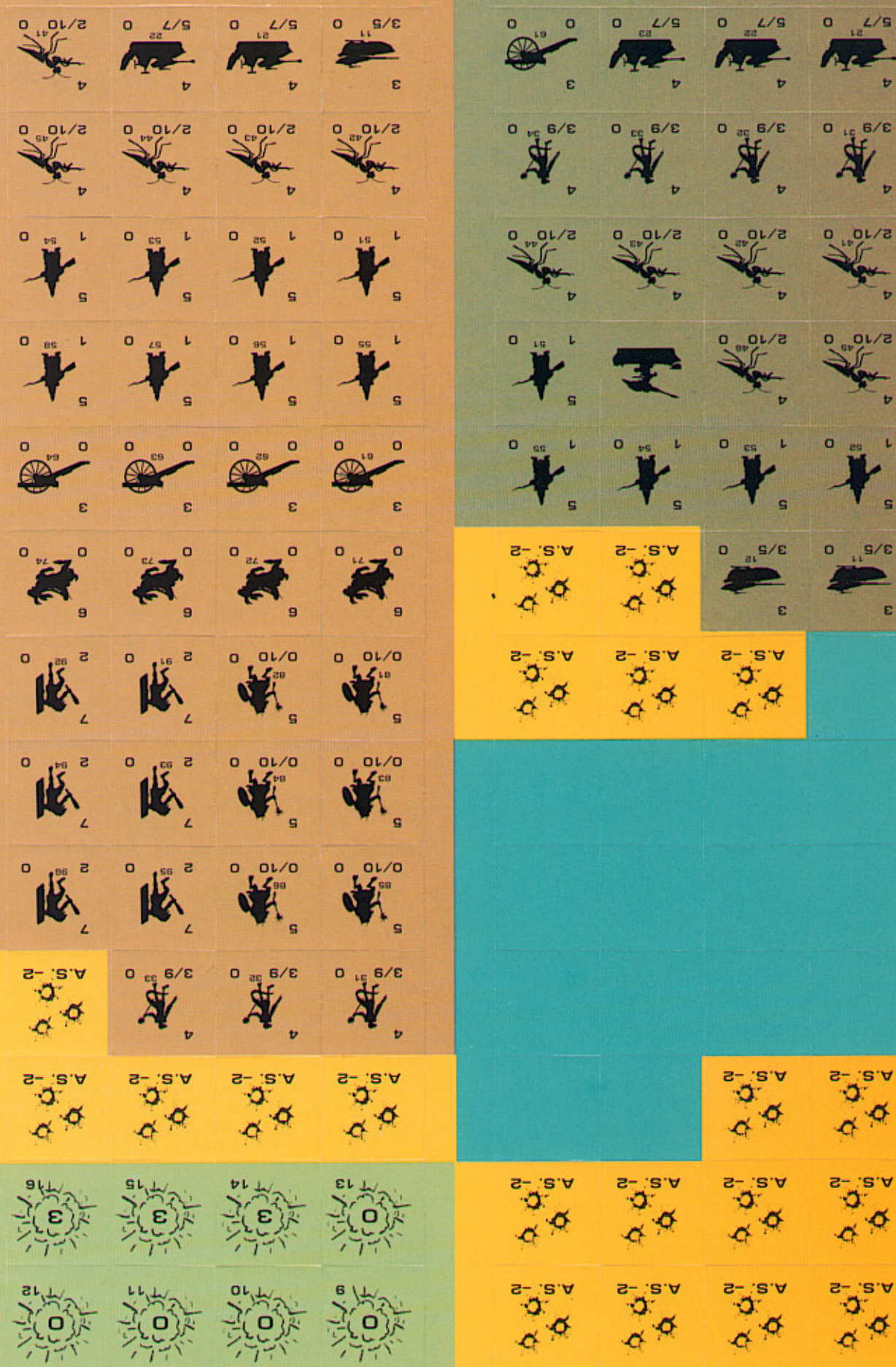
SYSTEM MARKERS



LOCK-ON MARKERS



EFFECT MARKERS



DAMAGE MARKERS

Right Leg Hit	Right Leg Hit	Right Leg Hit	Right Leg Hit	Medikit Hit	Medikit Hit	Medikit Hit	Medikit Hit
Right Leg Hit	Right Leg Hit	Right Leg Hit	Right Leg Hit	Repair Servos Hit	Repair Servos Hit	Repair Servos Hit	Repair Servos Hit
Right Arm Hit	Right Arm Hit	Right Arm Hit	Right Arm Hit	Primary Sensors Hit	Primary Sensors Hit	Primary Sensors Hit	Primary Sensors Hit
Right Arm Hit	Right Arm Hit	Right Arm Hit	Right Arm Hit	Secondary Sensors Hit	Secondary Sensors Hit	Secondary Sensors Hit	Secondary Sensors Hit
Left Leg Hit	Left Leg Hit	Left Leg Hit	Left Leg Hit	Servos Hit -1 AP	Servos Hit -1 AP	Servos Hit -1 AP	Servos Hit -1 AP
Left Leg Hit	Left Leg Hit	Left Leg Hit	Left Leg Hit	Servos Hit -2 APs	Servos Hit -2 APs	Servos Hit -2 APs	Servos Hit -2 APs
Left Arm Hit	Left Arm Hit	Left Arm Hit	Left Arm Hit	Ranged Weapon Hit	Ranged Weapon Hit	Ranged Weapon Hit	Ranged Weapon Hit
Left Arm Hit	Left Arm Hit	Left Arm Hit	Left Arm Hit	Ranged Weapon Hit	Ranged Weapon Hit	Ranged Weapon Hit	Ranged Weapon Hit
Helmet Hit	Helmet Hit	Helmet Hit	Helmet Hit	Close Combat Wpn Hit	Close Combat Wpn Hit	Close Combat Wpn Hit	Close Combat Wpn Hit
Helmet Hit	Helmet Hit	Helmet Hit	Helmet Hit	Weapon Hit	Weapon Hit	Weapon Hit	Weapon Hit
Torso Hit	Torso Hit	Torso Hit	Torso Hit	Launcher Hit	Launcher Hit	Launcher Hit	Launcher Hit
Torso Hit	Torso Hit	Torso Hit	Torso Hit	Launcher Hit	Launcher Hit	Launcher Hit	Launcher Hit
Masking System Hit	Masking System Hit	Masking System Hit	Masking System Hit	N.O.E. Sign. -2	N.O.E. Sign. -2	N.O.E. Sign. -2	N.O.E. Sign. -2



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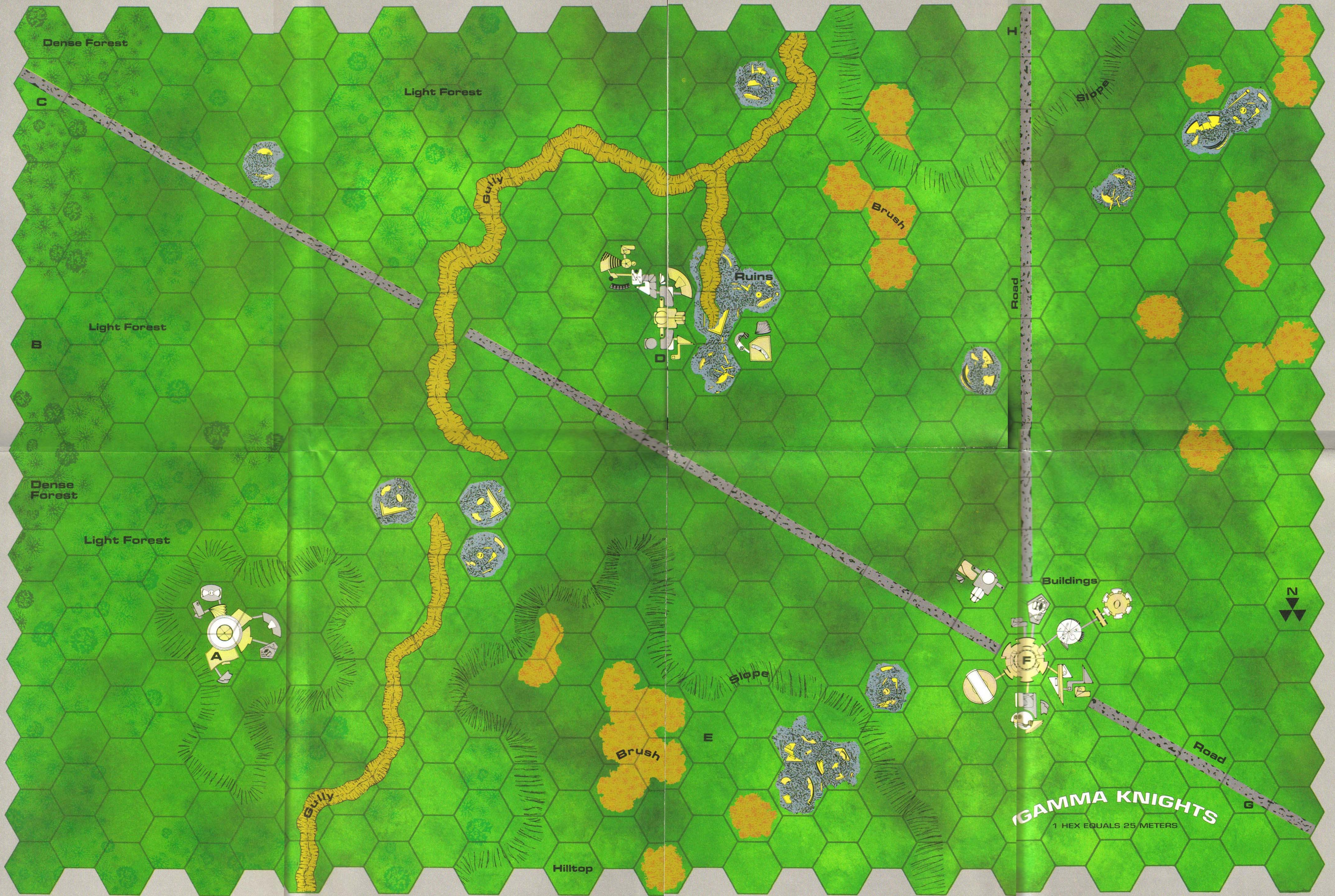


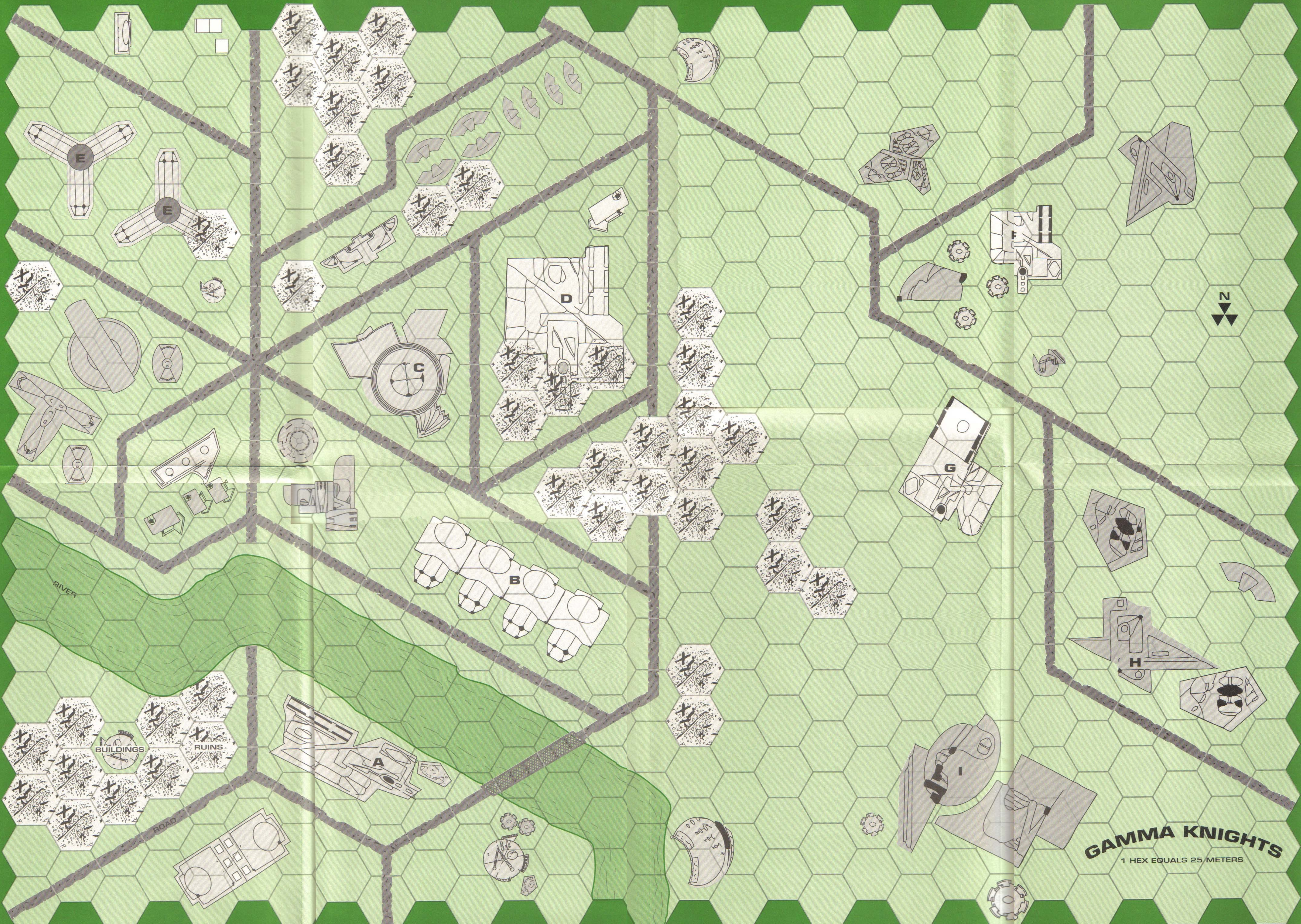
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GAMMA KNIGHTS

1 HEX EQUALS 25 METERS

Challenge the Gamma Knights!

The ground shook beneath Isiah's feet, carrying the shock wave faster than the wind a split second later rocks, tangled metal, and other debris splashed off his force field and twirled away. The field flickered from radiation burning along its surface.

Isiah waited tensely as the roaring servos rolled another mini-missile into the launch rack. As the ready light on his visor blinked GO, he sprang into a firing crouch. Before he could trigger the launch, the landscape erupted in a blinding flare that knocked him to the ground. The rock next to Isiah steamed and flamed, melting into puddles that ran past his visor and hissed against the straining force field. Somebody was still shooting back!



Face the dangers of Gamma Terra in the most potent weapon system of the Anients—powered battle armor!

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